
Tiger Adventures

TIGER DEN • ADVENTURE MEETING PLAN

Bobcat

Required adventure • Character and Leadership

If you read nothing else

Every Cub Scout earns Bobcat first, at every rank. For a first grader this is the adventure where the den becomes a den — most of these Scouts have never met each other, and half the adults have never been to a Scout meeting either.

Two den meetings, 50–60 minutes each. Every Tiger comes with a Tiger adult partner who sits with them, writes for them, and does the activities with them. Say that out loud in your first email: the adult stays.

Requirement 6 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 acknowledgement at meeting 2.

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 the members of your den.
- ☐ 2. Recite the Scout Oath with your den, including your Tiger adult partner.
- ☐ 3. Have your Tiger adult partner or den leader read the Scout Law to you. Demonstrate your understanding of being trustworthy, helpful, or friendly.
- ☐ 4. Demonstrate the Cub Scout sign, Cub Scout salute and Cub Scout handshake. Show how each are used.
- ☐ 5. Share with your Tiger adult partner, at a den meeting or at home, a time when you have demonstrated the Cub Scout motto “Do Your Best.”
- ☐ 6. 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 6 is a family activity. See [Child Abuse Protection Review](https://scouting.org/cub-scout-adventures/tiger/child-abuse-protection-review/) — scouting.org/cub-scout-adventures/tiger/child-abuse-protection-review/. 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: Meeting the den, and the Scout Oath

Goal: Tigers and their adult partners learn each other’s names, say the Scout Oath together, and can give the Cub Scout sign, salute, and handshake.

Covers requirements 1, 2 and 4

Before the meeting

- Print the My Favorite Survey on one page, one for the Scout and one for the adult partner, and put a stack on the gathering table with pencils. Families who arrive early need something to do that is not standing around.
- Print the Scout Oath and Scout Law large enough to read from across the room and tape them to the wall. Leave them up all year — first graders are still learning to read and they will look at those posters every week.
- Count out nine popsicle sticks per Scout for the Oath puzzle and have thin markers ready to share.
- Clear a straight, obstacle-free path about 25 yards long for the sign, salute, and handshake relay. Indoors or outdoors both work; you need room to run.
- Print one copy of How to Protect Your Children From Child Abuse: A Parent's Guide per family, plus the acknowledgement slip.
- Learn the Cub Scout sign yourself and commit to using it. Tip from Bryan, and he is right: never call out "signs up" or talk over the den. Put the sign up and wait.

Supplies

- My Favorite Survey, two copies per family, plus pencils
- Scout Oath and Scout Law posters
- Nine popsicle sticks per Scout
- Thin-tip markers, enough to share
- Tiger handbooks — page 7 has the sign, salute, and handshake
- Crayons, enough to share
- Parent booklets and acknowledgement slips

Run of show

Time	What happens
10 min	Gathering: My Favorite Survey
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements
10 min	Activity 1: the Cub Scout sign and getting to know the den
15 min	Activity 2: Tiger Oath Puzzle
10 min	Activity 3: sign, salute, and handshake relay
5 min	Closing: family booklets go home

Gathering — My Favorite Survey (10 min)

One sheet for the Scout, one for the adult partner. Favorite color, favorite animal, favorite outdoor activity, a food you would eat every day, and something you want to learn in Scouts. The adult partner's sheet ends with what they hope their Scout learns this year.

When both are done they compare and circle every answer that matches. Tell them to be ready to share one thing they learned about each other.

A first grader who cannot write yet dictates and the adult writes. That is not cheating — the adult partner is part of the den.

Activity 1 — The Cub Scout sign and getting to know the den (10 min)

A Time To Talk A Time to Listen — scouting.org/cub-scout-adventures/tiger/a-time-to-talk-a-time-to-listen/

Show the Cub Scout sign and tell them the two fingers are the ears of a wolf. When anyone puts the sign up, everyone stops what they are doing and listens. Give every Scout and every adult a chance to make it.

Then practice it properly: tell them to talk to each other and make as much noise as they want. Say nothing. Put your sign up and wait. The room will go quiet, and it will take longer the first time than you are comfortable with. Wait anyway.

Now pair up — two Scouts and their two adult partners per group. Using their survey sheets, they share what they like to do as a family, their favorite food, and their favorite color. That is requirement 1, and pairing families rather than only Scouts is deliberate: the adults need to meet each other too, because those are the people you will be asking to drive, host, and help all year.

Bring them back with the sign, not your voice.

If you would rather run something else for requirement 1, all of these work: Den Doodle — scouting.org/cub-scout-adventures/tiger/den-doodle/ · Den Flag — scouting.org/cub-scout-adventures/tiger/den-flag/ · Me Too Name Game — scouting.org/cub-scout-adventures/tiger/me-too-name-game/ · Spider Web — scouting.org/cub-scout-adventures/tiger/spider-web/

Activity 2 — Tiger Oath Puzzle (15 min)

Tiger Oath Puzzle — scouting.org/cub-scout-adventures/tiger/tiger-oath-and-law-puzzle/

Give each Scout nine popsicle sticks and a marker. The adult partner writes one phrase of the Scout Oath on each stick: 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.

The Scout gathers all nine sticks in one hand, holds them about a foot above the table, and lets go so they land in a loose pile. Then they take turns — Scout first, then adult partner — picking up one stick at a time without disturbing the others, laying it word-side up, and deciding together whether it goes before or after the sticks already down.

Each time a stick comes out, the Scout and adult partner say what that part of the Oath means to them. That conversation is the point of the activity; the pick-up game is what keeps a six-year-old at the table for it.

When the sticks are in order, the whole den stands and says the Scout Oath together, adult partners included. That is requirement 2 and the requirement specifically includes the adults, so make sure they are actually saying it.

Alternatives: Cub Scout Land — scouting.org/cub-scout-activities/cub-scout-land-bobcat/ · Tiger Chatterbox — scouting.org/cub-scout-adventures/tiger/tiger-chatterbox/

Activity 3 — Sign, salute, and handshake relay (10 min)

Sign Salute and Handshake Relay — scouting.org/cub-scout-activities/sign-salute-and-handshake-relay/

Open the Tiger handbook to page 7 and demonstrate all three yourself, then say what each is for:

- The sign gets everyone's attention. See it, stop, listen.
- The salute shows respect to the flag during a flag ceremony. We do not salute people with it.
- The handshake is how Cub Scouts greet each other — two fingers, left hand.

Split the den into two teams, adult partners included. You stand about 25 yards away with one team, your assistant den leader with the other. On "go," the first person in each line runs to their leader, who asks for the sign, the salute, or the handshake. Correct, and they run back and tag the next person. Wrong, and they run back to the line and come again until they get it.

This needs at least four Scouts and four adults to work as a race. With a small den, run it as a relay against the clock instead and try to beat your own time.

Every Scout has to do all three correctly at least once. That is requirement 4, and it is a demonstration, not a discussion. If there is time left, they can color page 7.

Alternatives: If You Are Happy Show the Cub Scout Sign — scouting.org/cub-scout-adventures/tiger/if-you-are-happy-show-the-cub-scout-sign/ · Tiger Simon Says — scouting.org/cub-scout-adventures/tiger/tiger-simon-says/

Closing (5 min)

Hand the parent booklet to the adult partner directly, in their hand, and say what it is and that you need the slip back next meeting. Do not put it in a Scout's bag and hope.

Announce the next meeting date and location. Then close.

After the meeting, you and your assistant den leader talk through next week while the host adult partner and the Scouts put the room back in order. Get the Scouts doing that from week one — it is the cheapest habit you will ever build.

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 6, and only a parent or legal guardian can complete it.

Practice the Scout Oath at home with the popsicle sticks. Ask your Scout to teach it to you.

Think of one time your Scout did their best at something hard. You will be talking about it next meeting.

Meeting 2: The Scout Law and Do Your Best

Goal: Tigers hear the Scout Law read to them, show what trustworthy, helpful, or friendly looks like, and each share a time they did their best.

Covers requirements 3 and 5, and collects 6

Before the meeting

- Print a Tiger Scout Law Bingo card for each Scout — it is in the Tiger adventure resources on scouting.org, filed as Tiger Bobcat 3 Scout Law Bingo.
- Have Tiger handbooks open-able to pages 8 and 9 and crayons out before anyone sits down.
- Collect the parent acknowledgement slips at the door as families arrive. Tick them off a roster — do not try to remember.
- Decide in advance which three points of the Law you will act out, so you are not improvising in front of six-year-olds.

Supplies

- Tiger Scout Law Bingo cards, one per Scout
- Pencils or markers, one per Scout
- Tiger handbooks, pages 8 and 9
- Crayons, enough to share
- Scout Law poster from meeting 1
- Roster for checking off the parent acknowledgement slips

Run of show

Time	What happens
10 min	Gathering: color page 9 of the handbook
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements
15 min	Activity 1: Tiger Scout Law Bingo
15 min	Activity 2: Do Your Best
5 min	Activity 3: Bobcat check
5 min	Closing

Activity 1 — Tiger Scout Law Bingo (15 min)

Tiger Scout Law Bingo — scouting.org/cub-scout-activities/tiger-scout-law-bingo/

Read the Scout Law aloud to the den, one point at a time, slowly. The requirement says the Scout Law is read to the Tiger — by you or by their adult partner — so do not ask them to read it themselves and do not ask them to memorize it. Tigers are six. That comes later.

Hand out the bingo cards. Scouts fill them in with their adult partner as you work through the twelve points.

Then stop on three of them and make them physical. This is the part that satisfies requirement 3, and “demonstrate your understanding” from a first grader means showing you, not defining it:

- Trustworthy — you tell your adult partner you will do something and then you do it. Have each pair make one small promise for the week and shake on it.
- Helpful — pick two Scouts to help you set up the next activity, right now, in front of everybody.
- Friendly — walk over to someone in the den you have not talked to yet, say their name, and ask them one question.

A Scout who does one of those three has met the requirement. You do not need all twelve points and you do not need a recital.

Alternatives: Don't Wake the Dragon — scouting.org/cub-scout-activities/dont-wake-the-dragon/ · Tiger Maze — scouting.org/cub-scout-activities/tiger-maze/

Activity 2 — Do Your Best (15 min)

Do Your Best Handbook Activity — scouting.org/cub-scout-activities/do-your-best-handbook-activity/

Tell them a motto is a rule for living, and the Cub Scout motto is Do Your Best. That means trying your hardest, not just a little bit — and it means your best, not somebody else's.

On page 8, Scouts circle the Scouts who are doing their best, with help from their adult partner. Then they color page 9.

Now go around the circle. Each Scout shows their page 9 and tells the den about a time they did their best. The adult partner can prompt but should not answer for them. That is requirement 5, and it can also be done at home with the adult partner if a Scout will not talk in front of the group — the requirement allows either, and a shy first grader is not a failing first grader.

Expect small, ordinary answers: tying shoes, a spelling test, not crying when they fell off the bike. Take every one of them seriously. What they are learning here is that their effort counts, and they are watching your face to find out whether that is true.

Alternative: Do Your Best Handbook Sharing — scouting.org/cub-scout-adventures/tiger/do-your-best-handbook-sharing/

Activity 3 — Bobcat check (5 min)

Quick round the circle. Each Scout gives the sign, the salute, and the handshake, and says the Scout Oath with the den. Tick them off as they go.

Confirm you have the parent acknowledgement slip from every family for requirement 6. Chase the missing ones this week by text to the adult partner — do not let it sit until December.

Record Bobcat in Scoutbook the same night if you can. It is the first advancement of the year and packs lose credit for it because nobody entered it.

Closing (5 min)

Announce the next meeting, then close with this — read it, do not summarize it:

Say something like

As we wrap up today, remember what you discovered together — how to meet new friends, how to show the Scout Oath and Law in the way you act, and how powerful it is when you simply do your best. Every handshake, every smile, every moment of helping showed that you're ready for

the trail ahead. Keep learning, keep trying, and keep showing the world the kind, trustworthy Scout you're becoming. Your adventure is just beginning, and you're 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.

Leader notes

- The adult partner is not an audience. Requirement 2 names them explicitly, and every activity here works better when the adults are doing it too. Set that expectation at the first meeting or you will spend the year asking for it.
- Do not ask Tigers to memorize the Scout Law. The requirement is that it is read to them and that they show one point in their behavior. Wolves memorize; Tigers do.
- Use the sign instead of your voice from day one. Bryan's tip is the single most useful thing in this adventure: put the sign up, say nothing, and wait. Never call out "signs up."
- A Scout joining the den mid-year earns Bobcat first, whatever the calendar says. Run a short catch-up with them and their adult partner rather than making them wait.
- Requirement 6 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. If your den includes girls, one of those adults must be a registered female 21 or over.

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 needs a clear run and a hard stop line well short of any wall, door, or parking lot. Walk the space before the Scouts arrive.

The child abuse protection booklet may prompt a disclosure at home. Tell the adult partners at meeting 1 that if anything comes up, they should contact you and you will contact the Scout executive.

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

Tigers in the Wild

Required adventure • Outdoors

If you read nothing else

Two meetings, 50–60 minutes each, with adult partners alongside throughout. Meeting 1 is indoors: the Six Essentials, the Outdoor Code, and animals. Meeting 2 is the 20-minute outdoor walk plus the tree.

If the walk happens anywhere other than your normal meeting place, you need an Annual Health and Medical Record parts A and B for every participant, youth and adult, and you need to have read them for restrictions before you go. Collect them at meeting 1.

The walk does not need a trail. A neighborhood block, a churchyard, a school field, a city park — all of it counts. Urban, suburban, or rural, the requirement is 20 minutes outside with the Six Essentials.

Scout the route yourself first and know where the hazards are. For Tigers that means the road crossings, the pond, and the parking lot, in that order.

The requirements

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

- ☐ 1. Identify the Cub Scout Six Essentials. Show what you do with each item.
- ☐ 2. With your den leader or Tiger adult partner, learn about the Outdoor Code.
- ☐ 3. With your den, pack, or family, take a walk outside spending at least 20 minutes exploring the outdoors with your Cub Scout Six Essentials. While outside, identify things that you see that are natural and things that are manmade.
- ☐ 4. Identify common animals that are found where you live. Learn which of those animals is domesticated and which animal is wild. Draw a picture of your favorite animal.
- ☐ 5. Look for a tree where you live. Describe how this tree is helpful.

Meeting 1: The Six Essentials, the Outdoor Code, and the animals around us

Goal: Every Tiger can name the Six Essentials and say what each is for, knows the four C's of the Outdoor Code, and can tell a wild animal from a domesticated one.

Covers requirements 1, 2 and 4

Before the meeting

- Watch the four-minute Cub Scout Six Essentials video at vimeo.com/498051015 and take notes, so you can explain each item rather than read a list.

- Assemble one complete set of Six Essentials in youth sizes: filled water bottle, small first aid kit, whistle, flashlight, sun protection, trail mix. Youth-sized matters — a Tiger needs to believe the kit is theirs.
- Gather four obvious non-essentials to mix in. Umbrella, book, hammer, phone. Make them obviously not essentials; the sorting should be winnable.
- Lay all ten items on a bath towel before anyone arrives.
- Print or gather photos of wild and domesticated animals common where you actually live. Skip the lions and the pandas.
- Send the Annual Health and Medical Record home this week, parts A and B, for every Scout and every adult who will come on the walk.

Supplies

- Cub Scout Six Essentials, youth-sized: filled water bottle, small first aid kit, whistle, flashlight, sun protection, trail mix
- Four non-essential items: umbrella, book, hammer, phone
- A bath towel to lay them out on
- Tiger handbooks — page 13 for the Outdoor Code, page 15 for the Essentials
- Crayons, enough to share
- Blank drawing paper, two sheets per Scout
- Pencils, enough to share
- Photos of local wild and domesticated animals
- Blank Annual Health and Medical Record forms for anyone who has not returned one

Run of show

Time	What happens
5 min	Gathering: The Four C's of the Outdoor Code
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, walk logistics for next meeting
15 min	Activity 1: Is It a Cub Scout Essential
10 min	Activity 2: the four C's, worked through
15 min	Activity 3: My Favorite Animals
5 min	Closing

Gathering — The Four C's of the Outdoor Code (5 min)

The Four C's of the Outdoor Code — scouting.org/cub-scout-activities/the-four-cs-of-the-outdoor-code/

As families arrive, Scouts open the Tiger handbook to page 13 and, with their adult partner, circle every letter C in the Outdoor Code. Not the C in the title — that is the trick in it.

There are four. That is the whole gathering activity, and it means the den arrives already looking at the thing you are about to teach.

Activity 1 — Is It a Cub Scout Essential (15 min)

Is It a Cub Scout Essential — scouting.org/cub-scout-activities/is-it-a-cub-scout-essential/

The towel is out with all ten items on it. Ask the Scouts and the adult partners which of these they think you should have with you every single time you go outside. Let them argue for the umbrella. Let everyone have a turn.

Then pick up each of the Six Essentials one at a time, say what it is for, and move it to its own pile. Show what you do with it, because the requirement says show:

- Filled water bottle — drink before you are thirsty. Have a Scout take a drink.
- Small first aid kit — open it and show what is inside. A bandage for a scrape.
- Whistle — three short blasts means I need help. Have every Scout blow three blasts, once, and then put the whistles away before you lose the room.
- Flashlight — turn it on. Show how you point it at the ground on a path, not in someone's eyes.
- Sun protection — hat and sunscreen. Have someone put a hat on.
- Trail mix — food you can carry that will not squash. Do not hand it out at this meeting; see the allergy note.

Clear the four non-essentials off the towel so the six are left together. That picture is what they should remember.

Finish with the activity on page 15 of the handbook, Scouts working with their adult partner. Tell every family plainly: bring your Six Essentials to the next meeting, because we are walking.

Alternatives: Grab the Six Essentials — scouting.org/cub-scout-activities/grab-the-six-essentials/ · Outdoor Code in a Flash — scouting.org/cub-scout-activities/outdoor-code-in-a-flash/

Activity 2 — The four C's, worked through (10 min)

Go back to page 13 and take the four C's one at a time. Ask the Scouts and adult partners first, then fill in what they miss. Asking first is what makes this requirement 2 rather than a reading:

- Clean — be clean in my outdoor manners. Treat the outdoors as a heritage, take care of it for yourself and for others, and keep trash and garbage out of lakes, streams, fields, woods, and roadways.
- Careful — be careful with fire. Prevent wildfires. Build fires only when and where they are permitted and appropriate. When you are finished, make sure it is cold out. Leave a clean fire ring or remove all evidence of your fire.
- Considerate — be considerate in the outdoors. Treat the land and other land users with respect, and follow the principles of outdoor ethics in everything you do outside.
- Conservation — be conservation-minded. Learn about and practice good conservation of soil, waters, forests, minerals, grasslands, wildlife and energy, and urge others to do the same.

Keep the Tiger-level translation attached to each one: pick up your trash, never touch a fire without a grown-up, share the trail, take care of the place. They will not remember the wording. They will remember the four words.

Alternatives: Outdoor Code Puzzle — scouting.org/cub-scout-activities/outdoor-code-puzzle/ · Sing the Outdoor Code — scouting.org/cub-scout-activities/sing-the-outdoor-code/

Activity 3 — My Favorite Animals (15 min)

My Favorite Animals — scouting.org/cub-scout-activities/my-favorite-animals/

Ask the den what makes an animal wild, and ask for examples. Then ask what makes an animal domesticated, and ask for examples. Let the adult partners answer too — plenty of adults have not thought about it either.

Then give them the definitions in plain words:

- Wild animals live outdoors and do not rely on people. Most of them avoid us, and they usually see, hear, and smell better than we do, which is why you often do not spot them. Watch wild animals; never approach them.
- Domesticated animals live with people and rely on us for food and shelter. Some were domesticated for food, some to help with work, and some are pets. Domesticated does not mean safe.

Say this part directly, because it is the safety lesson hiding inside a drawing activity: you cannot tell whether an animal is domesticated or wild just by looking at it. Most dogs you see are somebody's dog, but some are not, and a dog you do not know is not a dog you approach.

Then two sheets of paper each: favorite wild animal on one, favorite domesticated animal on the other. Adult partners can label the drawings for Scouts who cannot write yet.

Alternatives: Animals I Know — scouting.org/cub-scout-activities/animals-i-know/ · Stuffed Animal Relay Race — scouting.org/cub-scout-activities/stuffed-animal-relay-race/ · Wild or Domestic Sorting Game — scouting.org/cub-scout-activities/wild-or-domestic-sorting-game/

Closing (5 min)

Give the walk details out loud and in writing: address, parking, start time, and the fact that everyone brings their Six Essentials and wears closed shoes they can walk in.

Collect any outstanding health forms at the door. Chase the rest this week — a Scout without one does not come on an off-site walk.

Send home with families

Put together your Scout's Six Essentials and bring them to the next meeting. Youth-sized, in a small pack the Scout can carry themselves.

Return the Annual Health and Medical Record parts A and B for both the Scout and the adult partner if you have not already.

Look for a tree near your home this week and notice what lives in it, eats from it, or sits under it.

Meeting 2: The walk, and the tree

Goal: The den spends at least 20 minutes outside with their Six Essentials, sorting what they see into natural and manmade, and finds a tree and says how it helps.

Covers requirements 3 and 5

Before the meeting

- Walk the route yourself in the last week. Identify the hazards you will name out loud: road crossings, water, parking lots, poison ivy, uneven ground.
- If the walk is away from your normal meeting place, send the address and directions to every family, and bring copies of the Annual Health and Medical Record for every participant, youth and adult. Review them beforehand for anything that affects participation.
- Find a tree on or near the route. If there is genuinely no tree, gather leaves and pieces of bark ahead of time and bring them.
- Learn what the tree is. The Arbor Day Foundation's What Tree Is That? at arborday.org/trees/whattree/ takes about two minutes and lets you tell the den something true.
- Cut a pencil and a sheet of paper for each adult partner — they are the scribes on the walk.

Supplies

- Everyone's Cub Scout Six Essentials
- Pencil and a blank sheet of paper per adult partner
- Tiger handbooks — page 17 for the natural and manmade drawings, page 18 for the tree
- Blank drawing paper, two sheets per Scout and two per adult partner
- Crayons, one per person, peeled for rubbing
- Leaves and bark, if there is no tree at your site
- Den first aid kit, roster with emergency contacts, charged phone
- Copies of the health forms if you are off-site

Run of show

Time	What happens
10 min	Gathering: Six Essentials check and buddy pairs
5 min	Opening: Pledge of Allegiance and the Outdoor Code
5 min	Route briefing and hazards
25 min	Activity 1: the walk — natural or manmade
10 min	Activity 2: the tree, leaf and bark rubbings
5 min	Closing

Gathering — Six Essentials check (10 min)

Every Scout opens their pack and shows all six items to you or to another family. Fill the empty water bottles now. Hand out spare sunscreen. Note who is missing what and quietly fix it — a Tiger who gets told off for a missing whistle in front of the den is a Tiger whose adult partner does not come back.

Pair each family with another family. Nobody walks alone and nobody walks at the front except with an adult.

This is requirement 1 verified rather than assumed, and it is the last chance before you are outside.

Route briefing (5 min)

Tell everyone the route out loud, including where you turn around. Name every hazard specifically: this road, that pond, the driveway by the corner.

Give the two rules: stay between the leader at the front and the adult at the back, and if you get separated, stay put and blow three blasts on your whistle. That last one is worth saying at every outdoor activity you ever run.

Activity 1 — The walk: natural or manmade (25 min)

Natural or Manmade by the Numbers — scouting.org/cub-scout-activities/natural-or-manmade-by-the-numbers/

Twenty minutes outside is the requirement. Budget twenty-five, because Tigers stop for everything.

Give each adult partner the pencil and paper. As you walk, the Scout names everything they see out loud to their adult partner, and the adult writes it down with an N for natural or an M for manmade next to it. The Scout decides which letter; the adult writes.

Do not correct the hard ones too quickly. A mown lawn, a planted tree, a wooden fence, a bird's nest in a gutter — the arguments are where the learning is. "Both" is a real answer and worth saying so.

Keep it moving. Slow, stop, look, name, walk on. Somewhere in the middle, stop the whole den and have everyone be silent for thirty seconds and just listen. Then ask what they heard and whether it was natural or manmade. That thirty seconds is usually the part they tell their other parent about.

When the walk is over, Scouts draw one natural thing and one manmade thing they saw on page 17 of the handbook.

Alternatives: 5 Step Seek — scouting.org/cub-scout-activities/5-step-seek/ · I Spy Natural or Manmade — scouting.org/cub-scout-activities/i-spy-natural-or-manmade/

Activity 2 — The tree, leaf and bark rubbings (10 min)

Leaf and Bark Rubbing — scouting.org/cub-scout-activities/leaf-and-bark-rubbing/

Stand at the tree. Open the handbook to page 18 and ask a Scout to find one picture that shows how a tree helps. Work through all four:

- The bird nest — trees give shelter to birds, squirrels, and other animals.
- The Tiger breathing — trees help clean the air.
- The apple — some trees grow fruit that we and animals can eat.
- Sitting in the shade — trees give shade and keep us cool on a sunny day.

As each one is named, the Scout draws the line from the box to the tree and colors it. Then ask the question the requirement is really after: how is this tree, the one we are standing under, helpful? Let them look up before they answer.

Give every Scout and every adult partner a peeled crayon and paper. Leaf rubbing first, then bark rubbing against the trunk. Tell them what kind of tree it is — the name is worth something to a six-year-old.

If your site has no tree, use the leaves and bark you brought and have families look for a tree at home this week instead. The requirement says a tree where you live.

Alternatives: Pinecone Bird Feeder — scouting.org/cub-scout-activities/pinecone-bird-feeder/ · Tiger Tree Planting — scouting.org/cub-scout-activities/tiger-tree-planting/

Closing (5 min)

Circle up outside if the weather allows. Read this to them:

Say something like

Today you explored the outdoors like true Tigers — curious, prepared, and ready for anything. You learned how to tell what's natural and what's made by people, and how to notice the animals and trees that share your world. Every step you took showed that adventure isn't just somewhere far away... it's right outside your door. Keep looking, keep wondering, and keep caring for the outdoors. The more you explore, the more you'll discover just how wild and wonderful your Tiger journey can be.

Then check that every Scout leaves with the adult they arrived with, and that you leave the site cleaner than you found it. The Outdoor Code was fifty minutes ago; make it visible.

Send home with families

Take the same walk again as a family and see what you notice the second time.

Find the tree nearest your front door and learn its name together.

Keep the Six Essentials packed. They come to every outdoor Scouting activity from now on, and the whistle comes back in Tiger's Roar.

Leader notes

- Twenty minutes is the requirement. Do not turn this into a two-mile hike to make it feel real — you will lose the families who are not outdoor people yet, and this adventure exists partly to bring them in.
- The adult partner is the scribe on the walk. That is not a workaround for first graders who cannot spell; it is what keeps the pair talking to each other for twenty minutes, which is the actual requirement.
- Wild versus domesticated is a safety lesson wearing a drawing activity. Say the part about not approaching an animal you do not know, and say it plainly.
- Weather is a reason to reschedule, not to cancel. A cold, wet first outdoor experience costs you Tigers. A sunny one recruits them.
- If your site has no tree, the tree requirement goes home. Do not fake it with a picture.

Safety

Before this adventure

Two registered adults with current Safeguarding Youth Training on every den activity, indoors and out. If your den includes girls, one of those adults must be a registered female 21 or over. Annual Health and Medical Record parts A and B for every participant, youth and adult, whenever the activity is away from your normal meeting location — and read for restrictions before you go, not after.

Check your council for any local tour or activity notification requirement before an off-site den activity.

Walk the route in advance. Name the road crossings, water, and parking lots out loud to the whole den before you start, and put an adult at the front and an adult at the back.

Ask about food allergies before any trail mix is opened. Show the trail mix as an item and hand out nothing at the meeting.

Sun, water, and shade on a warm day; layers and a short route on a cold one. First graders get cold and overheated faster than the adults walking with them.

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

Tiger Bites

Required adventure • Personal Fitness

If you read nothing else

Two meetings, 50–60 minutes each. Meeting 1 is food groups and handwashing at the table; meeting 2 is the 30 minutes of activity and the sleep conversation.

Requirement 3 is thirty minutes of being active, and thirty minutes is most of a Tiger meeting. That is why it gets its own meeting rather than being squeezed in after a craft.

Send the CDC sleep page to adult partners a week before meeting 2 — cdc.gov/sleep/about/index.html. The sleep requirement works far better when the adults have already read something.

Ask every family in writing about food allergies before you bring any food into the room.

The requirements

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

- ☐ 1. Identify the five different food groups.
- ☐ 2. Practice hand washing. Point out when you should wash your hands.
- ☐ 3. Be active for 30 minutes.
- ☐ 4. Practice methods that help you sleep.

Meeting 1: What we eat and clean hands

Goal: Every Tiger can name the five food groups and pick a food they like from each, and every Tiger washes their hands properly and can say when to do it.

Covers requirements 1 and 2

Before the meeting

- Look at USDA MyPlate and get comfortable with the five groups — fruits, vegetables, grains, protein, dairy — and what belongs in each. You will be asked about pizza.
- Print the Super Clean Hands worksheet for each Scout and read it through so you can lead it rather than discover it.
- Gather images of foods in each of the five groups. Cut-out grocery flyers work as well as anything and cost nothing.
- Find out where the sink is and whether the den can all reach it. If not, bring a jug, a basin, soap, and paper towels.
- Ask families in writing about food allergies before this meeting. If you are bringing anything edible, plan around them rather than making one Scout sit out.

Supplies

- Super Clean Hands worksheets, one per Scout
- Colored pencils or crayons
- Tiger handbooks, page 19
- Food images for the five groups, or grocery flyers and scissors
- MyPlate diagram printed large
- Soap, paper towels, and a basin and water jug if the sink will not do
- Glitter or washable paint for the handwashing demonstration

Run of show

Time	What happens
10 min	Gathering: Super Clean Hands worksheet
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements
20 min	Activity 1: My Favorite Foods
15 min	Activity 2: practice handwashing
5 min	Closing

Gathering — Super Clean Hands worksheet (10 min)

Super Clean Hands Worksheet — scouting.org/cub-scout-activities/super-clean-hands-worksheet/

Worksheets and colored pencils on the table as families arrive. Scouts work through it with their adult partner. It carries most of requirement 2 and it means the den is already thinking about hands before you get them to a sink.

Activity 1 — My Favorite Foods (20 min)

My Favorite Foods — scouting.org/cub-scout-activities/my-favorite-foods/

Introduce the five groups with the MyPlate diagram up where everyone can see it: fruits, vegetables, grains, protein, dairy. Hold up your food images and let the den call out which group each belongs in.

Then page 19 of the handbook. Each Scout works with their adult partner to pick a food they actually like from every group and draw it. The word is like — this is not the meeting where a first grader is told their dinner is wrong.

When a Scout says pizza, do not correct them. Ask what is on it, and take the answer apart together: crust is grains, sauce is vegetables, cheese is dairy, pepperoni or chicken is protein. Then ask what is missing. That single conversation does more than any lecture about healthy eating, and it is the one they will repeat at home.

Go around and have each Scout name their five. That is requirement 1 done.

Alternatives: Food Group Tiger Relay — scouting.org/cub-scout-activities/food-group-tiger-relay/ ·
My Favorite Snack — scouting.org/cub-scout-activities/my-favorite-snack/

Activity 2 — Practice handwashing (15 min)

The worksheet is not the requirement. The requirement says practice, so everybody actually washes.

Make it visible first: put a little glitter or washable paint on every Scout's hands and tell them it is germs. Then send them to the sink two at a time and watch what comes off with a quick rinse. Almost nothing does.

Now teach the real thing and do it with them: wet, soap, scrub the backs, between the fingers, under the nails and around the thumbs for twenty seconds, rinse, dry. Twenty seconds is the whole trick, so give them something to sing — the Scout Oath said slowly runs about right, which is what Scout Oath and Law Handwashing does with it.

Then the second half of the requirement, which dens skip: when do you wash? Ask them and write the answers where they can see them. Before eating. After the bathroom. After playing outside. After touching an animal. After sneezing or coughing. Before helping cook. When they are dirty.

Every Scout has to name at least one. That, plus the actual washing, is requirement 2.

Alternatives: Scout Oath and Law Handwashing — scouting.org/cub-scout-activities/scout-oath-and-law-hand-washing/ · When Should I Wash My Hands Game — scouting.org/cub-scout-activities/when-should-i-wash-my-hands-game/

Closing (5 min)

Tell the adult partners what is coming: next meeting is thirty minutes of moving, so send shoes they can run in and a full water bottle.

Send them the CDC sleep page — cdc.gov/sleep/about/index.html — and tell them you will be talking about bedtimes and that they should come knowing what time their Scout has to get up on a school morning.

Send home with families

Let your Scout pick one food from a group they do not usually eat and put it on the table this week.

Wash hands together before dinner and count the twenty seconds out loud.

Read the CDC sleep page and work out what time your Scout has to get up for school. Bring that number to the next meeting.

Meeting 2: Thirty minutes of moving, and how to get to sleep

Goal: The den is genuinely active for thirty minutes, and every Tiger leaves with a bedtime worked out with their adult partner.

Covers requirements 3 and 4

Before the meeting

- Book somewhere you can run. A gym, a field, a hall with the tables pushed back. Clear it of obstacles before the den arrives.
- Know how to run red light, green light, and have two backup games ready — thirty minutes is longer than one game holds a first grader.
- Read the CDC sleep material yourself so you can answer an adult partner's question about screens or bedtimes without guessing.
- Have water available and plan two water breaks into the thirty minutes.

Supplies

- A clear, obstacle-free space at least 20 feet deep
- Water for everyone
- Cones or anything that marks a start line
- Tiger handbooks and crayons for the sleep activity
- Nothing else — this meeting runs on people

Run of show

Time	What happens
5 min	Gathering: free play as families arrive
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements
30 min	Activity 1: be active for 30 minutes
10 min	Activity 2: Tiger Time to Sleep
5 min	Closing

Activity 1 — Be active for 30 minutes (30 min)

Tiger Red Light Green Light — scouting.org/cub-scout-activities/tiger-red-light-green-light/

Start with red light, green light. Scouts and adult partners line up side by side about two feet apart. You stand twenty feet away with your back to them. On “green light” everybody moves toward you; on “red light” you turn around and anyone still moving goes back to the start. First person to reach you wins and gets to be the caller for the next round.

Have the winner call the next game. Handing a six-year-old the caller job is worth more to them than winning was, and it buys you a round off your feet.

Do not try to fill thirty minutes with one game. Run red light, green light for about ten minutes, then change:

- Tiger Obstacle Course — scouting.org/cub-scout-activities/tiger-obstacle-course/ — chairs, cones, a rope on the floor, and a set order to go through them.
- Tiger Soccer — scouting.org/cub-scout-activities/tiger-soccer/ — small sides, everyone touches the ball, no goalkeepers.

- Animal walks across the room — bear crawl, crab walk, frog jumps. Callback to Tigers in the Wild if you have done it.

Adult partners play. All of them. A room of parents on their phones along the wall teaches the opposite of this adventure, and the requirement puts the adult partner in the activity anyway.

Two water breaks. Pick games with no elimination, or bring eliminated Scouts straight back in on the next round — a Tiger sitting out is not being active for thirty minutes, and thirty minutes of activity is the requirement.

Track the clock. Thirty minutes of moving, not thirty minutes of a game that includes moving.

Activity 2 — Tiger Time to Sleep (10 min)

Tiger Time to Sleep — scouting.org/cub-scout-activities/tiger-time-to-sleep/

Sit down while everyone is still catching their breath. It is the right moment for this conversation and it is not an accident that it comes after running.

Ask why they think getting enough sleep matters. Take the answers. Then tell them the number: a first grader needs nine to twelve hours a night.

Now do the arithmetic in pairs, out loud. The adult partner asks what time the Scout has to get up on a school morning, counts back ten or eleven hours, and that is bedtime. Watching a parent work that out is the whole activity, and several of them are going to be surprised by the answer.

Then practice the methods, because the requirement says practice:

- Same bedtime every night, including the nights it is inconvenient.
- A routine that runs in the same order: bath, teeth, pajamas, story, lights out.
- Screens off and out of the bedroom well before bed.
- Dark, quiet, and cool. Nothing else in the bed.
- Lie still and breathe slowly — in for four, out for four. Do it as a den right now, lying on the floor, for one minute.

Expect the first thirty seconds of the breathing to be giggling. Wait it out. Do not scold. Most of them settle.

Alternatives: Sleep Like A Star Worksheet — scouting.org/cub-scout-activities/sleep-like-a-star-worksheet/ · Tiger Get Ready for Bed — scouting.org/cub-scout-activities/tiger-get-ready-for-bed/

Closing (5 min)

Announce the next meeting, then close with this:

Say something like

Today you learned that Tigers stay strong by choosing foods that help their bodies grow and by showing good manners that make every meal a little brighter. You talked about healthy choices and discovered that taking care of yourself can be fun. Keep trying new foods, keep choosing what helps you feel your best, and keep showing kindness at every table you sit at.

Send home with families

Set the bedtime you worked out and hold it for two weeks. Tell your Scout you are doing it.

Run the bedtime routine in the same order every night, and do the four-count breathing together at lights out.

Thirty minutes of active play is a daily thing, not a den meeting thing. Go outside.

Leader notes

- Never comment on a Scout's body, never weigh anyone, never compare two Scouts out loud. This adventure is about habits, not standards.
- Every Scout moves at their level. A Tiger with asthma, a leg brace, or no interest in running still completes requirement 3 — adapt the game, do not exempt the Scout.
- Do not turn the food group activity into a lecture about bad food. Ask what they eat and build from there. The families in your den have very different budgets and very different kitchens.
- The handwashing requirement has two halves and dens routinely do only one. Wash, and say when.
- Sleep advice lands on parents, not on six-year-olds. Give the adult partners the CDC link ahead of time and let them do the arithmetic themselves in the room.

Safety

Before this adventure

Two registered adults with current Safeguarding Youth Training at every meeting. If your den includes girls, one of those adults must be a registered female 21 or over.

Ask every family in writing about food allergies before you bring food into the room, and read the answers. This adventure has food in it twice.

Annual Health and Medical Record parts A and B on file before the activity meeting, and check for asthma, allergies, and anything else that affects hard play.

Water available throughout the active meeting and two real breaks inside the thirty minutes. Watch for overheating on a warm day.

Clear the space of obstacles before the Scouts arrive and set a stop line well short of any wall.

Wash hands at the sink under adult supervision, two at a time. Hot water taps in a church hall can be genuinely hot.

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

Scout	1	2	3	4

Team Tiger

Required adventure • Citizenship

If you read nothing else

Two den meetings plus a job done at a pack meeting and a service project. Meeting 1 is the two games; meeting 2 is the service project.

Requirement 2 asks the Scout to choose a job and actually do it. The cleanest version is the den greeting families at a pack meeting — talk to your Cubmaster now, because it needs a date on the pack calendar.

The service project is requirement 4 and it counts toward the pack's service total for the year. Log the hours in Scoutbook the same week.

If you use the 10,000 for the Troops holiday card project, cards must reach the Scouting America National Service Center by early November — check the current year's deadline before you schedule the meeting.

The requirements

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

- ☐ 1. Play a game with your den, or family members, that has a set of rules. Discuss why rules are important to the game you are playing.
- ☐ 2. With your Tiger adult partner, choose a job that will help your team. Follow through by doing that job at least once.
- ☐ 3. Play a game that requires at least 2 teams with your den, or two other family members. Afterwards discuss what it means to be part of a team and what makes a good team member.
- ☐ 4. Participate in a service project.

Requirement 2 usually happens outside a den meeting — at a pack meeting, at home, or wherever the job is. Assign it at meeting 1 and confirm it is done at meeting 2.

Meeting 1: Rules, and playing on a team

Goal: Tigers play a game with rules and can say why the rules matter, play a game with two teams and can say what makes a good teammate, and leave with a job to do.

Covers requirements 1 and 3, and assigns 2

Before the meeting

- Learn Go Fish properly before you teach it — bicyclecards.com/how-to-play/go-fish. Someone will ask a rules question and the answer needs to come from you.

- Set out tables and chairs for groups of four, with a deck of cards at each. One deck per four people, counting adult partners.
- Write the charades cards ahead of time on index cards: a Lion, a Tiger, a Wolf, a Bear, a Scout, going on a camping trip, going on a hike, starting a fire, being friendly, being brave, being clean. Mix them and put them in a basket.
- Call your Cubmaster and get a pack meeting date where the den can arrive early and greet everybody. Get it in writing on the pack calendar.
- Have the service project decided and cleared with your committee so you can announce a date tonight.

Supplies

- One deck of standard playing cards per four people, adult partners included
- Tables and chairs
- Index cards, 3x5, with the charades prompts written on them
- A large basket
- A timer
- Handout with the pack meeting date and the service project date

Run of show

Time	What happens
10 min	Gathering: Go Fish
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements
15 min	Activity 1: Go Fish and why rules matter
15 min	Activity 2: Tiger charades
5 min	Activity 3: choose your job
5 min	Closing

Activity 1 — Go Fish and why rules matter (15 min)

Play a game of Go Fish — scouting.org/cub-scout-activities/card-game-go-fish/

Groups of four, keeping each Scout with their own adult partner. Groups of two or three are fine if the numbers do not work out.

Before you deal, ask the den two questions and take real answers: why does it matter that everybody follows the rules in a game, and which points of the Scout Law should you be following while you play. They will get to trustworthy, friendly, and kind on their own, and the connection between the Law and how you behave in a card game is worth more than the card game.

Review the rules of Go Fish out loud so everyone starts from the same place, then play at least one full round.

While they play, watch for the moment somebody bends a rule — it will happen. Stop, do not scold, and ask the table what should happen now. That is requirement 1 doing its work: rules matter because without them the game stops being fun for everybody who is not winning.

Alternatives: Tigers Play Cornhole — scouting.org/cub-scout-activities/tigers-play-cornhole/ · Tigers Play Kickball — scouting.org/cub-scout-activities/tigers-play-kickball/

Activity 2 — Tiger charades (15 min)

Play a game of charades with your den — scouting.org/cub-scout-activities/tiger-charades/

Divide the den into two teams with the adult partners split between them. Keep the rules as simple as you can get away with: pick a card, act it out, no talking, no sounds.

A Scout draws a card and looks at it without showing anyone. Set the timer for two minutes. They act it out; their team guesses. Right answer in time, one point. No answer, the card goes back in the basket. Then the other team goes. Keep alternating until the cards run out.

A first grader who freezes gets their adult partner up there with them. That is not a workaround, it is the design of the rank.

Then sit down and have the discussion, because the discussion is the requirement, not the game:

- What does it mean to be part of a team?
- What makes somebody a good team member?

Push past “winning.” The answers you want are the ones they have just seen: cheering for your teammate, guessing out loud instead of sitting quiet, taking a turn even when you do not want to, not laughing at somebody who got stuck. Point at things that actually happened during the game — a Tiger will believe you about a thing they just did far more than a thing you tell them.

Alternatives: Tiger Volleyball — scouting.org/cub-scout-activities/tiger-volleyball/ · Tiger Wiffle Ball — scouting.org/cub-scout-activities/tiger-wiffle-ball/

Activity 3 — Choose your job (5 min)

Tiger Greeter — scouting.org/cub-scout-activities/tiger-greeter/

Requirement 2 is a job that helps the team, chosen with the adult partner and actually done at least once. Announce the pack meeting date and tell them the whole den is the greeting crew: arrive thirty minutes early, practice ways to welcome people, take a spot at a door, and greet everyone who comes in. Everyone in place ten minutes before the meeting starts.

Have each Scout and adult partner say out loud what job they are taking, right now, in front of the den. Saying it out loud is most of the follow-through.

If a family cannot make the pack meeting, the job can be anything real that helps the den, the pack, or the family: setting up chairs, leading the flag ceremony, cleaning up after the meeting, feeding the dog every day for a week. It has to be chosen, it has to help someone besides themselves, and it has to actually get done.

Alternatives: Tiger Flag Ceremony — scouting.org/cub-scout-activities/tiger-flag-ceremony/ · Tigers Help Clean Up — scouting.org/cub-scout-activities/tigers-help-clean-up/

Send home with families

Do the job you chose, at the pack meeting or at home, and be ready to tell the den about it next time. That is requirement 2.

Play a game with rules as a family this week and let your Scout be the one who explains the rules.

Service project date and location are on the handout. Come.

Meeting 2: The service project

Goal: Every Tiger takes part in a real service project and can say who it helped.

Covers requirement 4, and collects 2

Before the meeting

- Read how to write and send the cards at militaryholidaycardchallenge.com/how-to-send/ and make one sample card yourself, so the den has something to look at.
- Check this year's deadline for cards reaching the Scouting America National Service Center — it has run in early November. Work backward from it when you pick the meeting date.
- Cut paper and set out supplies on the tables before anyone arrives. Six-year-olds and a supply table at the front of the room is twenty minutes you will not get back.
- Have a camera or phone for photos, and check your pack's photo permissions before you take any.
- Ask each family at the door whether their Scout did their job, and tick it off the roster.

Supplies

- Construction paper, 8.5 x 11, various colors
- White copy paper
- Crayons and markers, enough to share
- Scissors, enough to share
- Decorative stickers
- A sample card you made
- A large envelope or box for mailing everything together
- Camera or phone for photos

Run of show

Time	What happens
10 min	Gathering: decorate an envelope, and job check-in
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements
10 min	Activity 1: report on the job you did

Time	What happens
25 min	Activity 2: the service project
5 min	Closing

Activity 1 — Report on the job you did (10 min)

Round the circle. Each Scout says what job they chose, when they did it, and who it helped. Their adult partner confirms.

That is requirement 2 signed off. Keep it short and take it seriously — a Tiger who greeted forty people at the door of a pack meeting has done something genuinely hard, and thirty seconds of the den listening to them is the reward.

Any Scout who has not done their job yet picks a date with their adult partner before they leave tonight.

Activity 2 — The service project (25 min)

10,000 for the Troops — scouting.org/cub-scout-activities/10000-for-the-troops-tiger/

Tell them what they are doing and why, in plain words: some people in the military cannot come home for the holidays, and these cards tell them somebody was thinking about them.

Show your sample card and walk the rules, because this project has real rules and the cards get thrown out if they are broken:

- Address it to “Dear Warrior.”
- Write a holiday or gratitude greeting. Keep in mind that the people receiving them have many different holidays and beliefs.
- Write a personal note — how does your family celebrate, what do you remember about the holidays. The people receiving the cards say this is their favorite part.
- Sign your first name only, plus your town, your state, and your pack number. No last names, no addresses.
- Nothing bigger than an 8 x 11 sheet folded in half. No glitter, no envelopes.

Adult partners write for Scouts who cannot yet; the Scout dictates and signs their own first name. Let them make as many as the time allows.

Gather every card into one package and send it yourself. Do not send families home to mail their own — half of them will not, and the Scouts will never know whether their card arrived.

If the timing does not work for holiday cards, any of these are real service and just as good: Board Game Collection — scouting.org/cub-scout-activities/board-game-collection/ · Sock Drive — scouting.org/cub-scout-activities/sock-drive/ · Scouting for Food — scouting.org/cub-scout-activities/tiger-scouting-for-food/

Log the hours in Scoutbook this week. It is two minutes and it counts on the pack’s service record, which packs lose simply by not recording it.

Closing (5 min)

Ask one question before you close: who did we help tonight, and how will they feel when they open it? Let a couple of them answer.

Then read this:

Say something like

Today you showed what it means to be part of a team — playing games with fairness, helping with real jobs, and giving back through service. Each of you proved that Tigers make their den stronger by pitching in, following rules, and supporting one another. Keep that teamwork going wherever you are, because when Tigers work together, they can accomplish amazing things.

Send home with families

Ask your Scout who the cards were for and what they wrote. If they can tell you, it landed. Look for one more job at home this month and let your Scout choose it themselves.

Leader notes

- Requirement 2 is the one that gets forgotten, because it happens outside the den meeting. Assign it out loud at meeting 1, put the date on a handout, and check it off by name at meeting 2.
- The service project has to be participation, not attendance. A Tiger who watched adults sort cans has not done it.
- Keep charades teams mixed and keep the score quiet. The requirement is about being a good team member, and a den that is arguing about the score is not learning it.
- The cards go out as one package from you. Individual families mailing their own is how a service project quietly stops existing.
- Log the service hours in Scoutbook. It counts toward the pack's service total for the year.

Safety

Before this adventure

Two registered adults with current Safeguarding Youth Training at every den meeting and at the pack meeting greeting. If your den includes girls, one of those adults must be a registered female 21 or over.

Scissors are adult-supervised and the blunt kind. Adult partners do the cutting for anything tougher than construction paper.

First names, town, state, and pack number only on the cards. No last names, no addresses, no school names, no photos of Scouts inside a card.

Get photo permission before posting any pictures from the service project, and check your pack's permission list rather than assuming.

If your service project is off-site, follow the SAFE Checklist for the site: gloves, closed shoes, no sharps, no roadside work.

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

Tiger's Roar

Required adventure • Personal Safety

If you read nothing else

Two meetings. Meeting 1 is the Protect Yourself Rules video and Shout, Run, Tell; meeting 2 is emergency services and what to do if you get lost.

Requirement 1 needs written permission from a parent or legal guardian in advance. Send the Tiger's Roar 1 Parent Notification home at least two weeks out — it is in the Tiger adventure resources on [scouting.org](https://www.scouting.org) — and preview the video yourself before you show it.

Adult partners come with the names and phone numbers of five trusted adults for meeting 2. Those should be the adults identified during the Bobcat parent booklet, so tell them where to look.

Meeting 2 needs whistles and outdoor space. If you have done Tigers in the Wild, the whistles are already in the Six Essentials.

Run this early in the program year. It is the adventure that matters if something actually happens.

The requirements

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

- ☐ 1. With permission from your parent or legal guardian, watch the Protect Yourself Rules video for the Tiger rank.
- ☐ 2. With your Tiger adult partner, demonstrate Shout, Run, Tell as explained in the Protect Yourself Rules video.
- ☐ 3. With your Tiger adult partner, demonstrate how to access emergency services.
- ☐ 4. With your Tiger adult partner, demonstrate that you know what to do if you get lost or separated.

The Protect Yourself Rules video may be watched at the den meeting with the adult partner present, or at home with a parent or legal guardian. Either satisfies requirement 1. A family that declines is never singled out — have something else ready in another room with an adult.

Meeting 1: Protect Yourself Rules and Shout, Run, Tell

Goal: Tigers watch the Protect Yourself Rules video with their adult partner and physically practice Shout, Run, Tell.

Covers requirements 1 and 2

Before the meeting

- Send the Tiger's Roar 1 Parent Notification home at least two weeks ahead and get written permission back. Track it by name on a roster.
- Preview the video yourself: Protect Yourself Rules Video Tiger — scouting.org/cub-scout-activities/protect-yourself-rules-video-tiger/. The Tiger video runs about 13 minutes and is at vimeo.com/325064660. You need to know what is coming so you can handle a Scout who reacts.
- Review Scouting America Youth Protection material at scouting.org/training/youth-protection/ before you run this meeting, and know your reporting obligation before a Scout tells you something.
- Test the screen, the sound, and the internet in the actual room. Download the video to a device if the connection there is unreliable.
- Clear a lane about 10 yards long so Scouts can run to their adult partner. At least four Scouts and four adults makes the relay work.

Supplies

- Screen, speakers, and a way to play the video — downloaded if the connection is poor
- Signed parent notifications, checked at the door
- A clear 10-yard lane
- Chairs for adult partners at the far end
- A quiet alternative activity in a second room, with a second adult, for any family that declines

Run of show

Time	What happens
5 min	Gathering: quiet coloring while permissions are checked
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements
20 min	Activity 1: Protect Yourself Rules video and discussion
15 min	Activity 2: Shout Run Tell Relay
5 min	Closing

Activity 1 — Protect Yourself Rules (20 min)

Protect Yourself Rules Video Tiger — scouting.org/cub-scout-activities/protect-yourself-rules-video-tiger/

Check permission at the door. A Scout without written permission does something else in another room with an adult — no exceptions, no pressure on the family, and no comment about it in front of the den.

Every Scout watches sitting with their adult partner. The video is made to be watched that way and a first grader should have their own adult next to them for it.

Afterward, keep the discussion short, calm, and factual. Do not press for personal stories and do not let it become a joke. Three things to land, in Tiger-sized words:

- Your body belongs to you. There are parts of it nobody should touch.
- If someone tells you to keep a secret and it makes you feel bad inside, that is not a secret you have to keep — not from a grown-up you trust, not from anybody.
- Tell a trusted adult. If they do not listen, tell a different one, and keep telling until somebody does.

Have each Scout name their trusted adults quietly to their adult partner. At least one should be someone outside their own house. Those names come back next meeting with phone numbers.

If a Scout discloses anything to you: listen, do not interrogate, do not promise to keep it secret, and report it to your Scout executive and to local authorities the same day. Know that obligation before you run this meeting, not after.

Activity 2 — Shout Run Tell Relay (15 min)

Shout Run Tell Relay — scouting.org/cub-scout-activities/shout-run-tell-relay/

Line the Scouts up single file. Adult partners stand about 10 yards away, each facing their own Scout.

On your signal, the first Scout shouts — “No!” or “Stay away from me!” or whatever they would actually say if someone did something that made them uncomfortable. Let them pick their own words. That is Shout.

They run to their adult partner. That is Run.

When they get there they say “I need to tell you something.” That is Tell. The adult partner says something back — “I hear you, I believe you, thank you for telling me” — and means it.

Next Scout goes. Everybody has a turn.

The point of doing this as a physical relay rather than a discussion is that a scared six-year-old does not reason, they do what their body has practiced. Loud, fast, and out loud. Run it twice if you have time.

Do not correct a Scout's shout for being too loud or too silly. Loud is the requirement.

Alternatives: Police Officer Visit — scouting.org/cub-scout-activities/police-officer-visit/ · Shout Run and Tell Worksheet — scouting.org/cub-scout-activities/shout-run-and-tell-worksheet/

Closing (5 min)

Tell the adult partners two things they must bring next meeting: the names and phone numbers of five trusted adults, and a whistle for their Scout.

Point them at the Bobcat parent booklet for where the trusted adults came from. Most of them will have done that work already and forgotten it.

Send home with families

Talk about the video together. Ask your Scout who their trusted adults are and listen to the answer.

Write down the names and phone numbers of five trusted adults and bring them to the next

meeting.

Bring a whistle. If your Scout has their Cub Scout Six Essentials, the whistle is already in there.

Meeting 2: Getting help, and what to do if you are lost

Goal: Every Tiger can show how to reach emergency services on their adult partner's phone, and can stay, answer, and whistle if they get separated.

Covers requirements 3 and 4

Before the meeting

- Remind adult partners the day before to bring the five trusted adults' names and numbers, and a whistle.
- Find a large outdoor area with places to hide and no obstacles, and walk it beforehand for hazards and boundaries.
- Have the emergency services questions ready to read — the yes-or-no list below works and it is what keeps a first grader engaged in a 911 lesson.
- Set up space for Scouts and adult partners to work on pages 23 and 24 of the handbook.
- Have a spare whistle or two. Somebody will forget.

Supplies

- Tiger handbooks, pages 23 and 24
- Pencils or pens, one per Scout
- A whistle for each Scout, plus spares
- Adult partners' smartphones
- The five trusted adults list each family brings
- A large, obstacle-free outdoor area with hiding places

Run of show

Time	What happens
10 min	Gathering: Smart Phone Emergency Services, page 23
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements
15 min	Activity 1: calling for help
20 min	Activity 2: Stay, Answer, Whistle — hide, seek, and found
5 min	Closing

Activity 1 — Calling for help (15 min)

Smart Phone Emergency Services — scouting.org/cub-scout-activities/smart-phone-emergency-services/

Handbooks open to page 23. Ask the Scouts if they know how to reach emergency services on a phone. Some will; most will not.

Adult partners take out their phones and show their own Scout how to get to emergency services on that specific phone — the lock screen emergency button, the keypad, whatever their phone actually does. An adult partner without a smartphone has their Scout dial 911 on the activity sheet instead. The requirement says demonstrate with the adult partner, and it matters that it is the phone that will actually be in the room.

Then talk about when. Police officers, firefighters, and EMTs are busy helping people in real emergencies, so you never call 911 unless it is one. And if it is one, you call, every time, with no hesitation.

Four things to remember if they ever do call:

- Always know where you are.
- Do not hang up.
- Answer all the dispatcher's questions. The dispatcher is the person who answers the phone.
- Never be afraid to call for a real emergency. Somebody is there any time of the day or night.

Now run the hands-up game. Read each one and have Scouts raise a hand if they think you should call 911:

- You see someone breaking into a car. (Yes)
- Your brother or sister breaks your toy. (No)
- You are with a friend and they fall and are bleeding a lot. (Yes)
- You fall down and scrape your elbow. (No)
- You see a building on fire. (Yes)
- You cannot find your homework. (No)
- You see a car get into an accident. (Yes)
- A stranger walks up to you and asks you to get in their car. (Yes)

Finish with the trusted adults. Adult partners talk through the five names with their Scout and write the phone numbers on page 23. Say plainly that most of the time when something is wrong, it is one of those five you call, not 911.

Alternatives: Emergency Services 911 Relay Race — scouting.org/cub-scout-activities/emergency-services-911-relay-race/ · Voice Activated Devices Emergency Services — scouting.org/cub-scout-activities/voice-activated-devices-emergency-services/

Activity 2 — Stay, Answer, Whistle (20 min)

Hide and Seek — scouting.org/cub-scout-activities/hide-and-seek/

Outside. Tell them there are three things to do if they ever get lost or separated, and give them the word: S.A.W.

- Stay. Do not wander and do not go looking. The people looking for you will go back to the last place they saw you, so be there.

- Answer. When you hear your name, shout back.
- Whistle. Three short blasts, over and over, until somebody finds you.

Then play hide, seek, and found. One Scout and their adult partner hide, with 30 seconds to find a spot. Everyone else searches in Scout-and-adult pairs. If they are found, the finders hide next.

If nobody has found them after three minutes, you blow your whistle once. That is the signal for the hiders to start doing S.A.W. — stay put, answer when they hear their name, and blow three short blasts repeatedly. The den will find them almost immediately.

Then ask the question that makes the whole thing land: was it easier to find someone when they were staying, answering, and whistling? They will tell you it was, and they will have proved it to themselves rather than been told.

Set your boundaries before anyone hides and make sure every hiding place is inside them. An adult stands at the edge of the area.

Come back in and finish the activity on page 24 of the handbook with the adult partners.

Alternatives: Emergency Whistle Testing — scouting.org/cub-scout-activities/emergency-whistle-testing/ · Pinewood Derby Drivers License — scouting.org/cub-scout-activities/pinewood-derby-drivers-license/

Closing (5 min)

One last thing before they leave: tell the Scouts to keep the whistle with them whenever they go outside with the den, and tell the adult partners to check it is in the pack.

Then read this:

Say something like

Today you learned how Tigers stay safe and strong — by speaking up, knowing when to run, and always telling a trusted adult. You practiced how to call for help and what to do if you ever feel lost or unsure. Those skills show courage, awareness, and smart thinking. Keep using your Tiger roar to stay safe, help others, and face every adventure with confidence.

Send home with families

Practice reaching emergency services on the phone your Scout would actually use, and practice saying your home address out loud.

Put the five trusted adults' numbers somewhere your Scout can find them.

Pick your family's meeting spot for when you get separated in a store, a park, or a parking lot, and use it the next time you go.

Keep the whistle in the pack.

Leader notes

- Parent permission for the Protect Yourself Rules video is required and must be in writing. A family that declines completes requirement 1 at home; never single that Scout out or ask why.
- Keep the tone calm all the way through. The goal is a Tiger who feels capable, not a Tiger who is frightened of the world.

- You are a mandatory reporter in practice. If a Scout tells you something, report it to your Scout executive and local authorities the same day. Do not investigate it yourself and do not talk it over with other parents.
- Shout, Run, Tell has to be physical. A Tiger who discussed it has not demonstrated it.
- The whistle from Tigers in the Wild does real work here. If you have not done that adventure yet, tell families the whistle is coming back and is worth keeping.

Safety

Before this adventure

Two registered adults with current Safeguarding Youth Training at every meeting, and especially at the Protect Yourself Rules meeting. If your den includes girls, one of those adults must be a registered female 21 or over.

Written parent permission before the video, checked at the door by name.

A quiet alternative activity, in a separate room with its own adult, ready for any family that declines the video.

Set and state the boundaries of the hide-and-seek area before anyone hides, and post an adult at the edge. No hiding inside vehicles, sheds, dumpsters, or anywhere with a door that latches.

Whistles get blown outside, three blasts at a time, and go back in the pack afterward.

Annual Health and Medical Record parts A and B if the outdoor meeting is away from your normal location.

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

Scout	1	2	3	4

Tiger Circles

Required adventure • Family and Reverence

If you read nothing else

One den meeting plus a family activity and a short share-back. Requirement 1 is a conversation with a parent or legal guardian, which for a Tiger can happen right at the meeting because the adult partner is there. Requirement 2 happens with the family, on their own time.

This is the adventure where families feel most exposed. Your job is to make every family in the den feel their tradition belongs here — including families with no religious tradition, who complete these requirements through their own values and celebrations, in those words.

Write the family letter carefully and send it two weeks ahead. “Your family’s faith traditions, or the values and celebrations your family holds” covers everyone in your den.

Requirement 2 offers a religious service OR another gathering that shows how your family expresses reverence. Say the OR out loud when you explain it.

The requirements

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

- ☐ 1. With your parent or legal guardian, talk about your family’s faith traditions. Identify three holidays or celebrations that are part of your family’s faith traditions. Draw a picture of your favorite family’s faith tradition holiday or celebration.
- ☐ 2. With your family, attend a religious service OR other gathering that shows how your family expresses reverence.
- ☐ 3. Carry out an act of kindness.

Requirement 2 belongs entirely to the family and happens outside the den meeting. Requirement 1 is a parent-or-guardian conversation — if the adult partner at the meeting is the parent or legal guardian, it can be done in the room; otherwise it goes home.

Meeting 1: Family traditions and an act of kindness

Goal: Each Tiger names three holidays or celebrations from their family’s traditions and draws their favorite, and every Tiger makes and sends a card to someone.

Covers requirements 1 and 3, and sends home 2

Before the meeting

- Send the family letter two weeks ahead. Be deliberate and generous with the wording: some families in your den are deeply religious, some are not religious at all, and both fully belong. Say so in the letter.
- Draw a large tree on a sheet of poster board and cut out three paper leaves per Scout for the gathering activity.
- Print the My Family Traditions worksheet, one per Scout — it is in the Tiger adventure resources on scouting.org as Tiger Circles 1 Faith Traditions Worksheet.
- Set up the room for a calm meeting. This one is quieter than the rest of the year and the space should say so before anyone speaks.
- Have scissors, crayons, and handbooks open-able to page 27 ready for the kindness cards.
- Bring stamps and envelopes so the cards can actually be sent.

Supplies

- One large sheet of poster board with a tree drawn on it
- Pre-cut paper leaves, three per Scout
- Crayons, enough to share
- Three rolls of clear tape
- My Family Traditions worksheets, one per Scout
- Colored pencils
- Tiger handbooks, pages 26 and 27
- Scissors, enough to share
- Envelopes and stamps

Run of show

Time	What happens
10 min	Gathering: Tree of Reverence
5 min	Opening: Pledge of Allegiance, Scout Oath, Scout Law
5 min	Welcome, roll call, announcements
15 min	Activity 1: My Family Traditions
15 min	Activity 2: A Note of Kindness
5 min	Activity 3: the family gathering, explained
5 min	Closing

Gathering — Tree of Reverence (10 min)

Tree of Reverence — scouting.org/cub-scout-activities/tree-of-reverence-tiger/

The poster-board tree goes up on the wall. Greet each family at the door and give the Scout three paper leaves and the prompt: draw three pictures of your favorite holidays or celebrations that are part of your family's traditions.

They tape the leaves to the tree as they finish, and read the ones already up while they wait for the meeting to start.

This sets the tone before you say a word, and it gets requirement 1 half done during the arrival window. Leave the tree up for the rest of the meeting and point at it later.

Activity 1 — My Family Traditions (15 min)

My Family Traditions Worksheet — scouting.org/cub-scout-activities/my-family-traditions-worksheet/

One worksheet per family. Each adult works through it with their own Scout: talk about your family's traditions, name three holidays or celebrations that are part of them, and draw the favorite one.

You are not teaching this. Sit down, be available, and let the families talk. The requirement is a conversation between a Scout and their parent or legal guardian, and your contribution is the paper, the crayons, and fifteen quiet minutes.

If the adult partner at the meeting is not the Scout's parent or legal guardian, the worksheet goes home to be done with one. Say that once, to the room, without pointing at anybody.

When everyone is finished, ask each Scout to show the den their favorite celebration and say one sentence about it. Set the rule before the first Scout speaks: we listen, we do not compare, and nobody's family is weird. Enforce it the first time and you will not need to again.

You will hear a real range — Christmas and Easter, Hanukkah and Passover, Eid, Diwali, Lunar New Year, a birthday, a harvest meal, a national holiday, the whole family driving to grandma's every August. All of it counts. A family with no religious tradition completes this requirement through the celebrations and values they do have, and you should say that out loud so nobody in the room is wondering.

Alternatives: My Family Celebrations — scouting.org/cub-scout-activities/my-family-celebrations/ ·
Tiger Holiday Drawing — scouting.org/cub-scout-activities/tiger-holiday-drawing/ · Tiger Circles
Passport — scouting.org/cub-scout-activities/tiger-circles-passport-req-1/

Activity 2 — A Note of Kindness (15 min)

Tiger A Note of Kindness — scouting.org/cub-scout-activities/tiger-a-note-of-kindness/

Ask the den what they could do to be kind to somebody. Take the answers. Then tell them one of the easiest is to give somebody a card that says how special they are.

Page 27 of the handbook is the card. Scouts make theirs, and their adult partner helps cut it out. Ask each Scout who theirs is for before they start — naming the person first makes it a real card rather than an art project.

Then it has to be sent. Adult partners help address it; bring the stamps yourself and put the envelopes in the mail on your way home if you can. Requirement 3 says carry out an act of kindness, and a card that stays in a backpack has not been carried out.

Tie it to the Law before you move on: a Scout is kind. That is not a thing you say at a meeting, it is a thing you do to somebody who is not in the room.

Alternatives: Tiger Be Kind at Home — scouting.org/cub-scout-activities/tiger-be-kind-at-home/ ·
Tiger Be Kind at School — scouting.org/cub-scout-activities/tiger-be-kind-at-school/

Activity 3 — The family gathering, explained (5 min)

Tiger Religious Service — scouting.org/cub-scout-activities/tiger-religious-service/

Explain requirement 2 to the adults, slowly, and read the OR: attend a religious service with your family, or another gathering that shows how your family expresses reverence. Both are the requirement. Neither is the lesser version.

For a family that attends services, page 26 of the handbook is the prep. Before you go, talk about what the service is for, how often it happens, and whether it is divided into parts. Afterward, talk about how it felt, what stood out, and which part they liked best.

For a family with no religious tradition, the other gathering is genuinely equivalent: a Veterans Day ceremony, a Memorial Day service, a family reunion, a volunteer morning, a visit to a memorial, a meal where the family says what they are thankful for. What makes it count is that it shows how your family expresses reverence and that you talk about it together before and after.

Alternatives: Tiger Religious Celebration — scouting.org/cub-scout-activities/tiger-religious-celebration/ · Tiger Veterans Day — scouting.org/cub-scout-activities/tiger-veterans-day/

Send home with families

Attend a religious service, or another gathering that shows how your family expresses reverence, and talk about it together before and after. Page 26 of the handbook has the questions. That is requirement 2.

Finish the family traditions worksheet if you did not at the meeting.

Look for one more act of kindness to do this week, and let your Scout choose who it is for.

Meeting 2: Share-back

Goal: Scouts say where they went with their family and what they noticed, and requirement 2 is signed off.

Covers requirement 2

Before the meeting

- This is a ten-minute block at the start of your next regular den meeting, not a whole meeting. Say so in the family letter so nobody drives across town for it.
- Put the Tree of Reverence back up on the wall.
- Check off requirement 2 by name as each family reports.

Supplies

- The Tree of Reverence poster
- Your roster

Run of show

Time	What happens
10 min	Share-back circle
—	Then continue with your next adventure

Share-back circle (10 min)

Around the circle, about thirty seconds each: where did you go with your family, and what is one thing you noticed? The adult partner can help, but let the Scout say it.

Same rule as last time, said again before the first Scout speaks: we listen, we do not compare, and nobody's family is weird.

Do not ask a Scout to explain or defend what their family believes. They share what they choose to share and you take it at face value.

Then one question to close it out: what did you hear tonight that was the same in two different families? Let them find it themselves. There will be thankfulness, and there will be taking care of other people, and once a Tiger has spotted that in somebody else's family they have understood something that is hard to teach any other way.

Say something like

Today you took time to learn about what makes your family unique — the traditions you celebrate, the moments you share, and the kindness you show to others. By exploring your family's faith practices and doing an act of kindness, you discovered that reverence isn't just something you talk about... it's something you do. Keep honoring your family, keep showing kindness, and keep carrying those values with you wherever you go.

Leader notes

- This is the most sensitive adventure in the Tiger year. Handled with care, every family feels seen; handled carelessly, you lose somebody quietly and never find out why.
- Scouting asks a Scout to do their duty to God and does not define God for them. A family with no religious affiliation completes these requirements through their own values, celebrations, and gatherings — say that in the family letter, in those words, before anybody has to ask.
- Never ask a Scout to explain or defend their family's beliefs, and never let another Scout do it either. Set the listening rule before the first share and enforce it once.
- If your pack is chartered to a religious organization, be especially deliberate about welcoming families of other traditions and of none. The chartered organization provides the meeting space; it does not set the Scouts' beliefs.
- Religious emblems programs exist for most faiths and are earned outside Scouting through the family's own faith group. Mention them to families — this adventure is a natural on-ramp.
- Adult partners are usually the parent, so requirement 1 can often be done in the room. Do not assume it — some Tigers come with a grandparent, an aunt, or a family friend, and that is fine.

Safety

Before this adventure

Two registered adults with current Safeguarding Youth Training at every den meeting. If your den includes girls, one of those adults must be a registered female 21 or over.

Scissors are adult-supervised and blunt-tipped. Adult partners do the cutting on page 27.

Ask about food allergies before anything edible comes in with a family tradition, and label everything.

Photo permission before posting anything from this adventure. Some families will not want their traditions online, and you will not know which ones unless you ask.

The kindness cards carry a first name only. No last names, no addresses, no school names.

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

