



Supplemental Bear Den Meeting E

Magic!
Elective 13.

Preparation and Materials Needed

- ▶ Identify any parents or other pack resources who are good at magic tricks. Alternatively, you might see if a hobbyist can visit your den meeting, or if there is a magic shop, you might do this meeting as a field trip to that location if the shop owner is willing to assist you.
- ▶ See also for more ideas, the following:
 - *Cub Scout Magic Book* (See “Rope Tricks.”)
 - Search *Boys’ Life* magazine, www.boyslife.org, for magic tricks and puzzles.
 - Also see www.scoutingmagazine.org, click to get to the search page, and search “magic.”
- ▶ Materials checklist (add to your den Cub tub of U.S./den flags, paper/pencils, other supplies):
 - Four foot lengths of rope for each Scout
 - For String the Washers:
 - String
 - Four metal washers
 - Handkerchief
 - Ten coins or checkers
 - Small mechanical tape measure
 - For Triangle Turnabout Puzzle, 10 checkers or coins
 - For The Amazing Handkerchief:
 - A large ironed handkerchief
 - A mechanical tape measure (metal, that will stay extended when pulled)
 - For Magic Dollar, a dollar bill
 - For The Floating Body:
 - A large bed sheet
 - A large towel
 - Two 3- to 4-foot-long sticks or poles
 - Pair of shoes and socks *just like the helper is wearing!*

Before the Meeting

- ▶ Make final preparations with assistance from any assistant den leader or other parent helper, den chief, and/or denner. Organize the space (seating, flags, advancement charts, activity materials, handouts, etc.). If you’re snacking, organize space for that and the cleanup.

Gathering

- ▶ Have a gathering activity (games, puzzles, other) that will keep Scouts interested and busy, and that others may join as they arrive. If the den desires, serve a healthy snack during this time.
- ▶ Collect dues, record attendance and any advancement completed at home (a good job for an assistant den leader). Assign parents to meeting roles and hand out a meeting plan to each.

Opening

- ▶ Flag ceremony (indoor or outdoor; rotate roles to complete **Achievement 3f**) with Pledge of Allegiance; the Cub Scout Promise or a patriotic song (of other opening).
- ▶ Consider a roll call, uniform inspection, or den yell.

Business Items

- ▶ Use this time to discuss participation in coming pack meetings or pack events, as needed.

Activities

- ▶ **Elective 13a:** (“Learn and show three magic tricks.”). See page 230 of the *Bear Handbook*. As preparation for the magic show, demonstrate and have the Scouts learn the following magic tricks from the handbook:
 - String the Washers
 - Triangle Turnabout Puzzle
 - The Amazing Handkerchief
 - Magic Dollar
 - The Floating Body



- ▶ **Elective 13d:** (“Learn and show three rope tricks.”)
 - See Supplemental Bear Den Meeting C: Tying It All Up for one rope trick.
 - Add additional knot tricks: _____
 - See also the *Cub Scout Magic Book*:

- ▶ After they master the tricks and at the very end of the meeting (hopefully as more parents have arrived), do **Elective 13b:** (“With your den, put on a magic show for someone else.”)
 - You might prep one of the Cub Scouts to be the MC, announcing each act, getting volunteers from the audience (any parents in attendance).
 - Have the Cub Scouts do the tricks they are best able to do, but be sure that each does some trick.
 - The den could also perform at a pack meeting, if that is consistent with the pack program. This meeting would be a rehearsal for it.

Closing

- ▶ Award (or recognize) any advancement completed at this meeting; thank hosts, guests, and helpers.
- ▶ Closing ceremony: Retire the colors (fold and return the flag), or have a den leader’s minute with a Living Circle, or the Law of the Pack and den yell (or other ceremony).
- ▶ Hand out or send family information letter.

After the Meeting

- ▶ If you’ve changed the sequence of den meetings, double-check to make sure you will still advance your boys appropriately and check with the Cubmaster to make sure you stay coordinated with the pack.
- ▶ Refreshments: If appropriate
- ▶ Cleanup: Recruit enough help to do a good job. Scouts always leave an area as clean, or cleaner, than they found it.