

BOBCAT DICE ROLL

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Materials Required

- One die. For extra fun, try playing with giant dice.

Instructions

1. Gather all the Cub Scouts and have them sit in a circle.
2. Select one scout to be the first roller and give them the die.
3. The scout will roll the die and check the number that comes up.
4. Depending on the number rolled, the scout will perform a specific Bobcat requirement:
 - If the scout rolls a 1, they must say the Scout Oath (with help if needed).
 - If the scout rolls a 2, they must say the Scout Law (with help if needed).
 - If the scout rolls a 3, they must demonstrate the Cub Scout Sign.
 - If the scout rolls a 4, they must demonstrate the Cub Scout Salute.
 - If the scout rolls a 5, they must demonstrate the Cub Scout Handshake.
 - If the scout rolls a 6, they must say the Cub Scout motto.
5. If the scout answers correctly or performs the requirement correctly, they earn a point.
6. Pass the die to the next scout in the circle and repeat the process.
7. Keep playing until each scout has had a turn.
8. At the end of the game, if appropriate, you can make the scout with the most points your special helper for the remainder of the meeting.