

PROGRAM DETAILS

There are four distinct parts of the Soccer and Scouting program:

- The Jump-Start event
- The 10-week Soccer and Scouting season
- The Futbolito Tournament
- The Graduation Ceremony



THE SEASON SCHEDULE

Jump-Start, midweek meetings and practices, weekend practices and games, family-time activities, the Futbolito Tournament, and the graduation ceremony following this schedule over the 12 weeks of the program:

Week No.	Midweek Practice	Weekend Practice and Game	Family Time Activity	Other
Week 1				Jump-Start
Week 2		X		
Week 3	X	X	X	
Week 4	X	X	X	
Week 5	X	X	X	
Week 6	X	X	X	
Week 7	X	X	X	
Week 8	X	X	X	
Week 9	X	X	X	
Week 10	X	X	X	
Week 11	X	X	X	
Week 12	X		X	Futbolito Tournament and Graduation Ceremony



WEEK 1



JUMP-START

Bear Cub Scouts and their parents will enjoy the action-packed hour and 45 minutes of Jump-Start. Besides registering for Soccer and Scouting, boys will participate in opening and closing ceremonies, Scouting activity stations, soccer skill stations, and the Soccer and Scouting Village. Parents have plenty of op-

portunities to get the information they need through a greeting and orientation session and the information tables and tents. The Bear Jump-Start is from 1 to 2:45 P.M. on Jump-Start day. See Jump-Start program details starting on page 5.

WEEK 2



SATURDAY GAME-DAY SESSION

Things to take: Soccer ball, poster of the Cub Scout Promise

Instructions: Pack activities are for boys on all the teams to do together. Den activities are activities done separately by each team.

OPENING CEREMONY (PACK: 5 MINUTES)

Have the boys line up by team and welcome them to the Soccer and Scouting program. Tell them that they are going to learn how to play soccer and be in Cub Scouting and do the fun things that Cub Scouts do.

Read the Cub Scout Promise from the poster and explain what it means. The leader can say:

“When you say you will do something, that is a promise.

“‘Duty to God’ means you put God first and do what you know God wants you to do.

“‘And my country’ means you do what you can for your country; be proud that you are an American.

“‘To help other people’ means you do things for others that would help them.

“‘Obey the Law of the Pack’ means you do what Akela asks you to do; be a good Cub Scout and be proud that you are one.”

SOCCER SKILLS CLINIC (25 MINUTES)

Play Over, Under, and In-Between or Triangles. (See the appendix.)

SCOUTING ACTIVITY (DEN: 25 MINUTES)

GAME: ANTELOPE RACE

To prepare for the race, each player extends his left hand back between his legs and grasps the right hand of the person behind him to form an antelope column. The entire “antelope” must move to the finish line, with hands clasped. If any link in the handclasp is broken, the group must return to the starting point, re-form the “antelope,” and start again.

SCRIMMAGE GAMES (30 MINUTES)

Key coaching point—Encourage players to make quick changes of direction, accelerating to full speed within five paces.



MAD DOG

PURPOSE

To develop technique and decision-making skills when diving at a striker's feet.

ORGANIZATION

Set up a 20-by-20-yard area. Station two goalkeepers outside the area and the other 10 players inside the area, each with a ball at his feet.

GAME OBJECTIVE

The players start the activity by dribbling the ball around the area. When the coach calls out "Mad dog!" the two goalkeepers move into the area. The "mad dog" goalkeepers have to get the players out of the area by either diving at their feet and grabbing the ball, or by forcing the players to dribble out of the area.

PROGRESSION

Develop the activity into a competition by seeing which pair of "mad dogs" can get the most strikers out of the area in two minutes.

KEY COACHING POINTS

1. Get low, have hands low at either side of the legs. Keep the legs close together to prevent the striker from playing the ball through them.
2. Don't dive in, wait for the striker to lose control of the ball.
3. If the striker turns, it means that they are turning away from goal.
4. Be brave when going in for the ball.
5. Don't make the striker's decision for them. Force them to make the first move.

