



JULY—TRUSTWORTHY



LET THE GAMES BEGIN

A SCOUT IS TRUSTWORTHY. HOW DOES “LET THE GAMES BEGIN” RELATE TO THIS POINT OF THE SCOUT LAW?

A Scout tells the truth. As the athletes of the world strive to do their personal best in international competition, Cub Scouts have the opportunity to “Let the Games Begin” by doing their best in feats of skill and sport. Remember that not only is it important to do your best when you play a sport, but it is also important to be trustworthy when following the rules of the game. Winning at all costs is not part of a Scout’s code of conduct.

NOTE TO CUBMASTER

Pack meetings are best when they are no more than an hour and a half in length. Pack meeting plans are guides which can be adjusted to fit the needs of your pack.

You might consider setting up tables or areas for each den to display pictures and items made during this month’s adventure.

This pack meeting would be best held outside at a sports-friendly venue like a park. The number of events can be adjusted to accommodate the size of the pack. Skip some regular parts of the pack meeting to allow enough time to hold the athletic events.

◆ BEFORE THE MEETING

Set up tables or areas for each den to display pictures and items made during this month’s adventure, if applicable.

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Materials for the flags for the gathering
- Game sign-up sheets for Scouts to sign during the gathering. Each Scout should sign up for two events. Consider having two different colors of paper so each Scout can sign up once on each color of paper.
- Signs for the dens with their number or name for the opening
- Materials for the athletic events (pool noodles, flying discs, toy hoops, baseballs, two-by-fours, ping-pong balls, water guns, tricycles, rope for tying legs together, sacks for the sack race, and tongue depressors or craft sticks to use for place markers for the javelin toss and disc throw)
- Ribbon for the rank advancement ceremony. The ribbon can be a single color or a different color for each rank. Attach the rank badge to 2 feet of ribbon with a stapler. This should form a loop with the badge in the middle so it can be placed over the Scout’s head.

Lay the awards out on a table so they are ready for presentation.

◆ GATHERING

Have flag material available for each den to make a flag to carry in the opening ceremony. If they already have a den flag, have the boys make flags of countries that typically compete in athletic events.

Each Scout should sign up to compete in at least two events, depending on the amount of time allowed for the pack meeting.

◆ OPENING CEREMONY

The flag ceremony is led by a predetermined den, who will present the colors and lead the pack in the Pledge of Allegiance.

Each den gathers under a sign with their den number or name displayed along with their den flag. They enter the meeting arena as a group (similar to the opening at an international sporting event). Arrange the dens around the center of the meeting arena. Once arranged, have the preselected den present flags. Adjust the number of Scouts to the size of your group.

Cubmaster: “Welcome to our meeting. Around the world, you can find Scouts in 186 countries and 26 territories. There are many languages spoken in those countries, but you can always hear a Scout greeting you with a ‘Hello’ and a big smile.”

Cub Scout 1: “In Spanish, it’s ‘hola.’” (OH-lah)

Cub Scout 2: “In French, it’s ‘bonjour.’” (bohn-ZHOOR)

Cub Scout 3: “In German, it’s ‘guten tag.’” (GOOT-en Tahg)

Cub Scout 4: “In Mandarin, it’s ‘ni hao.’” (nee-HOW)

Cub Scout 5: “In Russian, it’s ‘zdravstvuite.’” (zzDrast-vet-yah)

Cub Scout 6: “In Swahili, it’s ‘jambo.’” (JAM-bo)

Cub Scout 7: “In Arabic, it’s ‘al salaam a’alaykum.’” (AHL sah-LAHM-ah ah-LAY-koom)

Cub Scout 8: “In Hindi, it’s ‘namaste.’” (nah-MAS-tay)

Cub Scout 9: “In Hebrew, it’s ‘shalom.’” (sha-LOHM)

Cub Scout 10: “In Hawaiian, it’s ‘aloha.’” (ah-LOW-ha)

Cubmaster: “No matter where you go or how you say it, you can count on being greeted by a Scout who says ‘Hello!’”

◆ OPENING PRAYER

An Athlete’s Prayer

(Can be divided into parts to be read by individual Scouts.)

“For I asked God for strength that I might achieve. Instead I was made weak that I might learn to humbly obey.

“I asked for help that I might do greater things. Instead I was given infirmity that I might do better things.

“I asked for riches that I might be happy. I was given poverty that I might be wise.

“I asked for power that I might have the praises of men. I was given weakness that I might feel the need of God.

“I asked for things that I might enjoy life. I was given life that I might enjoy all things.

“I got nothing I asked for, but everything I hoped for.

“Almost despite myself, my unspoken prayers were answered.

“Because I am among all athletes who have been most richly blessed. You see, I lost by inches, but I won by a mile.”

—Anonymous

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

◆ DEN DEMONSTRATIONS

If there is a den that needs to do some type of activity at a pack meeting for the completion of an adventure, please insert it here.

◆ AUDIENCE PARTICIPATION

Each Scout should be entered in two sporting events. This will help reinforce the focus of the month on being trustworthy. Some sample events can be found in the Resources section of this plan. The Cubmaster instructs the Scouts to go to the game they signed up for on a specific color paper for their first event. Invite the families to cheer on their athletes. When everyone gets to their station, the Cubmaster announces, "Let the games begin!" Repeat with the second color paper. At the conclusion of the games, the Cubmaster invites everyone to return to their chairs for the medal presentation.

◆ RECOGNITION

Adventure Loops and Pins:

(Note: Adventure loops and pins can be presented at a meeting or as immediate recognition in the den.)

By den, call the names of those Cub Scouts who have completed the month's adventure to come forward.

- Have the den leader pass out the awards to the boys as they receive a Cub Scout handshake from the Cubmaster.
- If time allows, invite the den leader or den chief of the den to speak about the adventure work done for that month and have the den stand and be recognized.
- Use a positive cheer to recognize their accomplishments.

Other options:

- Have the den stand and be recognized or come forward to receive certificates for the adventure they have completed. This option would be appropriate for a den that has already received the adventure loop or pin.
- Adapt the advancement ceremony for the month's theme into an adventure loop presentation if no rank badges are being presented.

◆ RANK ADVANCEMENT

Note: Sample cheers can be found in the Resources section of this plan.

Cubmaster: "In the spirit of the games, good sportsmanship has prevailed today. Our Scouts have shown that they live by the first point of the Scout Law, 'A Scout is trustworthy.' Our Scouts could be trusted to do their best and to follow the rules of the games. Our Scouts have also shown that they did their best and followed the rules of each of the adventures they undertook to earn their rank. Let's recognize the Scouts today."

Bobcat: "Will (names of every Scout to receive the Bobcat badge), who have completed all the requirements for the Bobcat badge, please come forward with your parents or other special adult? Adults, I know you are as proud of these Scouts as I am, and I request your assistance in presenting this award. Please place the award around the neck of the Scout as I call his name. (Have the parents or guardians put the award on the Scout.) Pack, please join me in giving our new Bobcats a cheer." (Lead pack in cheer.)

Tiger: "Will (names of every Scout to receive the Tiger badge), who have completed all the requirements for the Tiger badge, please come forward with your parents or other special adult? Adults, I know you

are as proud of these Scouts as I am, and I request your assistance in presenting this award. Please place the award around the neck of the Scout as I call his name. *(Have the parents or guardians put the award on the Scout.)* Pack, please join me in giving our new Tigers a cheer.” *(Lead pack in cheer.)*

Wolf: “Will *(names of every Scout to receive the Wolf badge)*, who have completed all the requirements for the Wolf badge, please come forward with your parents or other special adult? Adults, I know you are as proud of these Scouts as I am, and I request your assistance in presenting this award. Please place the award around the neck of the Scout as I call his name. *(Have the parents or guardians put the award on the Scout.)* Pack, please join me in giving our new Wolves a cheer.” *(Lead pack in cheer.)*

Bear: “Will *(names of every Scout to receive the Bear badge)*, who have completed all the requirements for the Bear badge, please come forward with your parents or other special adult? Adults, I know you are as proud of these Scouts as I am, and I request your assistance in presenting this award. Please place the award around the neck of the Scout as I call his name. *(Have the parents or guardians put the award on the Scout.)* Pack, please join me in giving our new Bears a cheer.” *(Lead pack in cheer.)*

Webelos: “Will *(names of every Scout to receive the Webelos badge)*, who have completed all the requirements for the Webelos badge, please come forward with your parents or other special adult? Adults, I know you are as proud of these Scouts as I am, and I request your assistance in presenting this award. Please place the award around the neck of the Scout as I call his name. *(Have the parents or guardians put the award on the Scout.)* Pack, please join me in giving our new Webelos Scouts a cheer.” *(Lead pack in cheer.)*

Arrow of Light: “Will *(names of every Scout to receive the Arrow of Light rank)*, who have completed all of the requirements for the Arrow of Light rank, please come forward with your parents or other special adult? Adults, I know you are as proud of these Scouts as I am, and I request your assistance in presenting this award. Please place the award around the neck of the Scout as I call his name. *(Have the parents or guardians put the award on the Scout.)* Pack, please join me in giving our new Arrow of Light Scouts a cheer.” *(Lead pack in cheer.)*

◆ CUBMASTER’S MINUTE

“In a track and field event, sometimes you have to fail to win. Consider pole vaulting. Each athlete can choose what height they would like to enter the competition. Once they enter, they have three attempts to clear the height. If a height is cleared, the vaulter advances to the next height, where they will have three more attempts. So to win, the pole vaulter continues to vault again and again until he or she fails. Only then is their true height established. The same is true in life. Sometimes we’re going to fail at the things we try. You might fail a test, lose a race, or not get the job you apply for. But only by making more attempts will your true altitude be established.”

◆ CLOSING

Cubmaster: “We close our meeting tonight as we opened it, by visiting the many places around the world where you can find Scouts. In these places, some things are different and some things are familiar. A Scout will always bid you a fond farewell after spending time with you, like this.”

Cub Scout 1: “Adios” (Spanish—ah-dee-YOHS)

Cub Scout 2: “Au revoir” (French—oh ruh-VWAHR)

Cub Scout 3: “Guten nacht” (German—gooten NACHT)

Cub Scout 4: “Zaijian” (Mandarin—TSY-shyen)

Cub Scout 5: “Do svidaniya” (Russian—DOHS-veh-DUHN-ya)

Cub Scout 6: “Kwaheri” (Swahili—kwah-HAIR-ee)

Cub Scout 7: “Salaam” (Arabic—suh-LAHM)

Cub Scout 8: “Subharatri” (Hindi—shoo-bah-RAH-tree)

Cub Scout 9: “Shalom” (Hebrew—sha-LOHM)

Cub Scout 10: “Aloha” (Hawaiian—ah-LOW-ha)

All: “Good night!”

The preassigned den retires the flags, followed by a parade of the dens also retiring den and country flags from the opening.

RESOURCES

Athletic Events

Javelin throw: Throw pool noodles for distance.

Discus toss: Throw a flying disc for distance.

Cycling: Ride tricycles on a predetermined course.

Balance beam: Walk on a two-by-four (frontward, backward, blindfolded, etc.).

Two-man race: Race with a partner by tying ankles together.

Broad jump: Conduct a sack race.

Triathlon: Run a short distance, ride a tricycle a short distance, wade through a wading pool to finish.

Sharpshooter: Knock a ping-pong ball off a block of wood with a water gun.

Gymnastic rings: Swirl a toy hoop around hips.

Shot put: Throw a baseball for distance.

Shot put 2.0: Retrieve marbles from the bottom of a wading pool with bare toes.

Two-man bobsled: One Scout pulls another on a wooden bobsled for a predetermined distance.

Cheers

Big Hand: Leader says, "Let's give them a big hand." Everybody in the audience holds up one of their hands with the palm up.

Bobcat: Stand and give a loud "Meow" three times.

Bow and Arrow: Make a motion as if shooting an arrow and say, "Zing, zing, zing." Pretend to

release an arrow with each zing. Variation: Slowly draw an arrow from a quiver on your back. Place the arrow against the string of the bow, pull back, release, and say, "Pffft."

Giant Beehive: Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand, the volume should decrease. Practice this at various levels.

Great Job: Have half the audience say, "Great," and the other half say, "Job." Alternate each side.

Fonz: Make two fists with the thumbs pointing up in front of you and say, "Aaaaaayyyy."

Great Going: Have half the audience say, "Great," and the other half say, "Going," as the Cubmaster points at them. Alternate pointing at each side.

Handkerchief Cheer: Tell the group they are supposed to applaud as long as the handkerchief you are about to throw is in the air. When it hits the floor, they should stop applauding. Variation: Catch the handkerchief instead of letting it drop. Vary the applause by using short throws, long throws, throwing to someone in the audience, etc.

Pat on the Back: Everyone pat the back of their left shoulder with their right hand.

Race car: Say "Varooooom" five times, starting quietly and increasing in loudness each time while shifting gears with the right hand.

Round of Applause: While clapping hands, move them around in a circle in front of you.

Tiger: Shout, "Grrreat!" Thrust fist upward, making the thumbs-up sign.

Webelos Yell: "Webelos are great, they can't be beat! So let's give a yell, Webelos are swell!"

Wolf: "Wolf, wolf, wolf!" Then give a wolf howl.