AUGUST—COURTEOUS

S'MORE CUB SCOUT FUN

A SCOUT IS COURTEOUS – HOW DOES S'MORE CUB SCOUT FUN RELATE TO THIS POINT OF THE SCOUT LAW?

Summertime is a great time to get outside and to have S'more Cub Scout Fun! This month, enjoy one of the last summer evenings at a pack campfire. Cub Scouts can experience fun activities before the campfire, a campfire full of songs, skits, awards and great memories. At the campfire, the Cub Scouts will treat each other with politeness because they know that is how they want to be treated.

NOTE TO CUBMASTER

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

BEFORE THE MEETING

- Use the campfire planner on the resource page to help you plan your campfire. This will help you follow the flames and provide a memorable campfire.
- Encourage all dens of the pack to participate and sign up for a part of the campfire.
- Distribute skits and other assignments that the dens signed up for at least two weeks before the pack meeting.
- Have a "Plan A" and a "Plan B" by preparing for an indoor or outdoor campfire. This way you are prepared for weather conditions and possible local fire restrictions. Note: You can make a simulated campfire by using red cellophane and battery operated lights in a log/stick frame.
- Provide information to the parents and guardians regarding date, time, and location of the campfire if other than your normal pack meeting date, time, and location.
- Provide campfire safety by assigning adults to check on and secure local permits that may be required. They will be responsible for building and lighting the fire, tending the fire, and putting out the fire when the campfire is over. Consider using a Boy Scout troop or venture crew for this assignment. Note: verify there is no fire ban in your area.
- Make sure that all material to be performed at the campfire is screened to make certain that it is appropriate. Remember this guideline: "When in doubt, throw it out."
- If there is a special guest speaker or storyteller, appoint someone to confirm their attendance at the campfire. Make sure the guest knows of any time limits.
- Prepare advancement items to be awarded to the Cub Scouts.
- Gather items needed for marshmallow gathering activities and assign leaders/parents or guardians to man stations.
- Gather items for the advancement ceremony, including:
  - S'more Fun in Cub Scouting advancement recognition items (See the resource page.)
  - Fire ring
  - Shovel
  - Bucket of water
  - Tinder
  - Kindling
  - Fuel log
  - Fire starter or matches
- Verify that there are no food restrictions such as allergies. (Note that marshmallows are not kosher.)
- Gather items needed to make s'mores at the end of the meeting/campfire, including graham crackers, chocolate bars, marshmallows, and roasting sticks.

◇ GATHERING

Set up marshmallow games and challenges for the Cub Scouts and their families to enjoy before the campfire. Please take into account that using real marshmallows has drawbacks. First, you are playing with food, and second they become sticky when the air is humid. Please consider using one or more of the alternatives below:

Marshmallow alternatives:

- Packing peanuts can be used as a substitute in many activities.
- Pool noodles can be cut into 2" lengths for large marshmallow activities.
- Fake marshmallows from craft kits.

Environmental Note: Marshmallows, while fun to eat for humans, are not good for our animal friends. Have a "marshmallow collection" of the area with all members of the pack. All can help pick up the marshmallows and dispose of them in a trash bag or trash can, removing them from the area.

◇ OUTDOOR CODE OPENING CEREMONY

Note: This is performed by a preassigned den and they should receive the skit at least two weeks in advance of the pack meeting.

Den leader: "What a wonderful evening to be in the great outdoors! As we begin our campfire, we would like to share with you our thoughts on what the Outdoor Code means to our den.

Cub 1: "As an American, I will do my best to:**"**

Cub 2: "Be clean in my outdoor manners."

Cub 3: *(Holding a trash bag) "*Saying we will be clean in our outdoor manners means that we are courteous by taking with us any trash we might create while outdoors and helping to clean up any trash we see along the way. I'm ready!"

Cub 4: **"Be careful with fire."**

Cub 5: *(Holding a "fire danger doday" sign*) "We as Scouts follow the rules of fire safety and know when and where we can build a fire. We understand that each of us can help to prevent forest fires. I'll be careful!"

Cub 6: "Be considerate in the outdoors."

Cub 7: "When we go outdoors, we enter the world of the birds, wildlife, and nature that live there always. We are guests and we need to remember we are in their world. I will be considerate!

Cub 8: "And be conservation-minded."

Cub 9: "We can help protect the things we find in nature by leaving them there, staying on the paths and trails, and keeping it beautiful for others. I will do my part!"

All: "We will all DO OUR BEST!"

◇ OPENING PRAYER

This evening as we gather for S'more Cub Scout Fun at this campfire, let us be kind and considerate to one another as the fire glows and we feel the warmth that Scouting brings into each of our hearts.

◇ 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.

"Let's welcome our families and guests with a stirring round of applause."

(A Stirring Round of Applause: Move one hand as if stirring something in front of you while clapping with your other hand on your knee.)

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 here.

AUDIENCE PARTICIPATION

"S'mores for Me"
Tune: *"Hail, Hail the Gang's All Here"*

S'mores, s'mores, it's s'mores for me!
They're all gooey gooey,
Always nice and chewy.
S'mores, s'mores it's s'mores for me!
Let's go make some s'mores right now.

S'mores, s'mores, it's s'mores for me!
Brown and oh so toasty,
How we like to roasty.
S'mores, s'mores, it's s'mores for me!
Lovely sandwich made for fun.

STORYTELLER OR GUEST SPEAKER

Storytellers:

Good storytellers help make stories come to life right before our eyes. Remind the audience of campfire etiquette and good manners before the story begins. Flashlights should remain off. Ask them to be courteous and not talk during the story, unless the storyteller is interacting with the audience requesting answers. Encourage the guest speaker to limit remarks to no more than five or six minutes, in keeping with the attention spans of the youngest participants.

Guest Speaker Suggestions:

- Forest ranger
- Park ranger
- Scout leaders (pack, troop, or crew leadership)
- Chartered partner representative
- Local craftspeople

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

Campfire and Cub Scouting advancement ceremony

Cubmaster: "A campfire and Cub Scouting have some things in common:

The boys of our pack who earn awards tonight have been patient, have kept the fire going and tended it by working very hard on their adventures."

Bobcats: *(Call the names of the boys who are to receive their Bobcat rank and ask them to step forward with their parents or guardians.)* "Bobcats, The campfire must be secured by a set of stones known as the fire ring. You are those stones for our pack and your role is very important." *(Award the Bobcat badges.)*

Tigers: *(Call the names of the boys who are to receive their Tiger rank and ask them to step forward with their parents or guardians.)* "Tiger, you are the water and shovel that we must always have handy at our campfire to keep us courteous in the outdoors." *(Award the Tiger badges.)*

Wolf: *(Call the names of the boys who are to receive their Wolf rank and ask them to step forward with their parents or guardians.)* "Wolves, you are tinder that is needed to light the fire. You are essential for starting the flame which is our Scouting program." *(Show a piece of tinder. Award the Wolf badges.)*

Bears: *(Call the names of the boys who are to receive the Bear rank and ask them to step forward with their parents or guardians.)* "Bears, you are the kindling in our campfire, and you signify the hard work that you boys continue to do on the Cub Scout adventures." *(Show a piece of kindling. Award them their Bear badges.)*

Webelos: *(Call the names of the boys who are to receive the Webelos rank and ask them to step forward with their parents or guardians.)* "Webelos Scouts, you are the fuel, the wood that provides steady warmth in our fire, and make sure you are have S'more fun in Cub Scouting!" *(Show a fuel log. Award them their Webelos badges.)*

Arrow of Light: *(Call the names of the boys who are to receive the Arrow of Light rank and ask them to step forward with their parents or guardians.)* "Arrow of Light Scouts, you are the spark that lights our campfire. You keep your fire lit as you grow each year and learn more and more." *(Show a fire starter/ matches. Award them their Arrow of Light badges.)*

"Congratulations, boys, and thank you to all the members of the pack (and our special guests) for joining us tonight. Now let's have S'more Cub Scout Fun!"

Cubmaster: "Let's congratulate our Scouts who achieved rank with the 'Marshmallow Cheer.' Put your marshmallow on a stick, and hold it over the fire. It catches fire. Hurry and blow it out. Cool it. And say, 'Now that's S'more Cub Scout Fun'."

◇ CUBMASTER'S MINUTE

"As we began our campfire this evening, we were reminded of the Outdoor Code that we as members of the Boy Scouts of America promise to do our best to uphold when we are in the outdoors.

Our Scout Oath is a promise as well. It is a code to live by every day of our lives. Let us close this evening by standing and reciting the Scout Oath together followed by singing 'Scout Vespers.'"

CLOSING

Scout Oath
(Recite in unison)
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.

Scout Vespers
Tune: "Tannenbaum"
Softly falls the light of day,
While our campfire fades away.
Silently each Scout should ask:
"Have I done my daily task?

Have I kept my honor bright?
Can I guiltless sleep tonight?
Have I done and have I dared
In everything to be prepared?"

S'MORES!

Enjoy s'mores if there are no allergy issues. Each boy receives a baggie with supplies. (See Resource page.) Safety note: Please remind the Scouts not to hold the marshmallow straight up after it has been heated or is on fire as hot marshmallow can drip down upon them.

EXTINGUISH THE CAMPFIRE

After everyone has had a chance to eat s'mores, make sure the campfire is extinguished properly by your preassigned fire safety individuals.

RESOURCES

Gathering Round-Robin

Marshmallow Distance Throw

Items needed:

- Two individuals to make a team
- Large marshmallows
- Plastic cups

Instructions:
Player one takes five marshmallows to start. Player two takes a plastic cup in which to catch the marshmallows as they are thrown by player one. The challenge to this game is that player one must turn away (back to him) from player two who is some distance away from him at the catching line (determine how far you want your distance required to be and mark on ground with chalk or masking/painter's tape). Set a time limit (1–2 min). If player one and player two successfully catch the five marshmallows before time is up, they may get more marshmallows and try for a higher score. Several teams can play at the same time. Tallying of team scores is optional.

Toss the Marshmallow

Items needed:

- 2 players
- Regular sized marshmallows

Instructions:
This game is played like the egg or water balloon toss game. Partners face one another at a close distance, tossing the marshmallow back and forth and increasing the distance between one another until the marshmallow drops.

Marshmallow Word Hunt

Items Needed:

- Large marshmallow
- Permanent marker

Instructions:
Put one letter each of the word MARSHMALLOW on marshmallows. Hide these "lettered marshmallows" in a large bowl or a large inflatable swimming pool along with packing peanuts. The challenge is to find all the letters needed to spell the word, correctly place them in order showing the word, and record the time it took to find them.

Variations:

- Include letters that do not spell the word to make it more challenging to find the letters needed.
- Change the word to S'MORES, or even a full sentence such as the Cub Scout motto, "Do Your Best."

Roasting Stick Relay

Items needed:

- Sticks long enough for roasting marshmallows
- Small or large marshmallows

Instructions:
Teams line up to move the marshmallow on the ground with the roasting stick. They move the marshmallow down a designated length and around a marker (traffic cone or water bottle) and back to the next in line to do the same. The team that completes the relay first wins. Marshmallows can be pushed with the stick or hit with the stick like a golf ball.

Marshmallow Hole-in-One

Items Needed:

- Plastic golf putter
- Large marshmallows (or substitute a pool noodle cut into 2-inch pieces)
- Large plastic or tin can

Instructions:
Cub Scouts can do their best by putting the large marshmallow toward the large can and hopefully make a Hole-in-One!

Launch a Marshmallow

Items needed:

- Marshmallow catapult
- Large marshmallows

Instructions:
Cubs try launching marshmallows a far as they can with a marshmallow catapult. Have a volunteer help measure the distance of each launch for fun!

Marshmallow Shooting Fun

Items Needed:

- Marshmallow shooter
- Small marshmallows
- Target

Instructions:
Have Cub Scouts use marshmallow shooters and shoot at a target. (See the directions that follow.)

Marshmallow Balloon Shooter Option

You'll need:

- Plastic cups or clean yogurt containers (9-ounce containers work)
- Balloons (12-inch balloons work)
- Mini marshmallows or marshmallow substitutes
- Scissors

And here's what you need to do:

1. Cut the bottom part off of your plastic cup. Note: It helps to double up the cups and cut off the bottom third.
2. Tie a knot at the end of your balloon and cut off about 1/2 inch from the other end.
3. Now stretch the balloon over the top part of the cup where the lip is. Otherwise the cup will bend too much when the balloon is applied. Put your marshmallow inside the cup on the knotted center, then aim the cup away from yourself. Be sure the distance to the target is safe and free of people. Pull back on the outer knot and launch away!

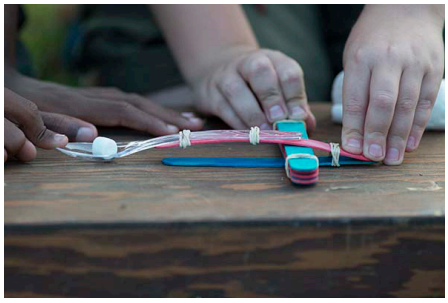




Marshmallow Catapults

Instructions:

1. Take seven craft sticks and tie them together tightly at one end with a rubber band.
2. Tie a second rubber band tightly around the other end of the seven craft sticks.
3. Take two additional craft sticks and tie them together tightly at one end with a rubber band.
4. Insert the seven stick bundle between the two sticks in the two stick bundle as close to the rubber band as possible.
5. Tie a rubber band in a cross fashion, joining the two-stck bundles.
6. Tie a plastic spoon to the top of one of the sticks from the two-stick bundle.



CAMPFIRE PROGRAM PLANNER:

How to use this sheet: Be sure that every feature of this campfire program upholds Scouting's highest traditions.

1. In a campfire planning meeting, fill in the top of the Campfire Program sheet (over).
2. On the Campfire Program Planner (below), list all units and individuals who will participate in the program.
3. Write down the name, description, and type of song, stunt, or story they have planned.
4. The MC organizes songs, stunts, and stories in a good sequence considering timing, variety, smoothness, and showmanship.
5. The master-of-the-campfire makes out the Campfire Program sheet (over).
6. Copies of the program are given to all participants.

Cheer Planner	Spot

Song Planner	Spot

Campfire Program Planner			
Group or Individual	Description	Type	Spot
Opening			
Closing			
Headliner	Main event		
Song leader			
Cheerleader			

CAMPFIRE PROGRAM:

Place _____

Date _____

Time _____

Camp director's approval: _____

_____

Campers notified _____	Area set up by _____
Campfire planning meeting _____	_____
MC _____	Campfire built by _____
Song leader _____	Fire put out by _____
Cheermaster _____	Cleanup by _____

Spot	Title of Stunt, Song, or Story	By _____	Time
1	Opening—and firelighting		
2	Greeting—introduction	MC	
3	Sing— Yell—		
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22	Closing		

Campfire Etiquette:

- Before the campfire begins, let the pack know what type of behavior is expected.
- If you walk the pack members to the campfire area quietly, this will help set the tone as you enter the campfire area and help boys get ready for the opening lighting ceremony.
- Have the Scouts all turn on their flashlights. Have them point them up, down, right, and left. Then ask them to turn them off for the rest of the campfire program.
- If things get a little noisy during the program, just use the Cub Scout sign to help quiet things down.
- If you use the planner and follow the flames, your campfire will be well-paced and entertaining for the boys and will lead to better behavior.

Follow the Flames:

When the flames are high, the energy is high—action songs and loud stunts get everyone into the mood. As the fire dies down, so does the tone—move to more quiet, reflective songs, a good story, and a Cubmaster's minute to close the evening. There should be no reason for adding firewood—let the fire die to embers, and follow the flames with the pace and tone of your program.

Screening Campfire Program Material:

Some basic "No's" in a campfire program include the following:

- No embarrassing an audience member
- No racial put-downs
- No cultural put-downs
- No portraying violent behavior
- No bathroom humor
- No water skits
- No sexual overtones
- No material that is not consistent with BSA standards. When in doubt, throw it out.

Campfires:

If you cannot have a real campfire, a mock campfire is easy to do as well! Gather stones to make a fire ring. Next gather fuel logs or sticks and build as you would for a real fire. Cardboard tubes can be decorated to look like logs as well. Place a large flashlight (use two if you'd like) in the center where the flames would be. The light should shine upward. Use orange, yellow, and red tissue paper or cellophane to make mock flames coming from the center of the logs. The light of flashlight will illuminate the tissue paper to make it look like it is glowing!



Some people like to use an electric campfire. They can be purchased online or instructions for making one can be found online as well.

Advancement: S'more Cub Fun

Instructions:

Print the tags below on card stock, and cut them out. Punch holes and use string or ribbon to tie them to baggies that have individual S'more makings inside, including two graham crackers, chocolate, and a marshmallow.

If the weather is too hot and the chocolate will melt before the time designated to make s'mores at the campfire, another suggestion would be to make small s'more magnets with cardboard for graham crackers, dark brown fun foam for chocolate and cotton balls for marshmallows. Glue them together and put a small magnet on the back for Cub Scouts to take home as a remembrance of the campfire. Attach a tag to each s'more magnet. Present "S'more Cub Scout Fun" kits or magnets to boys as awards earned are presented.

