

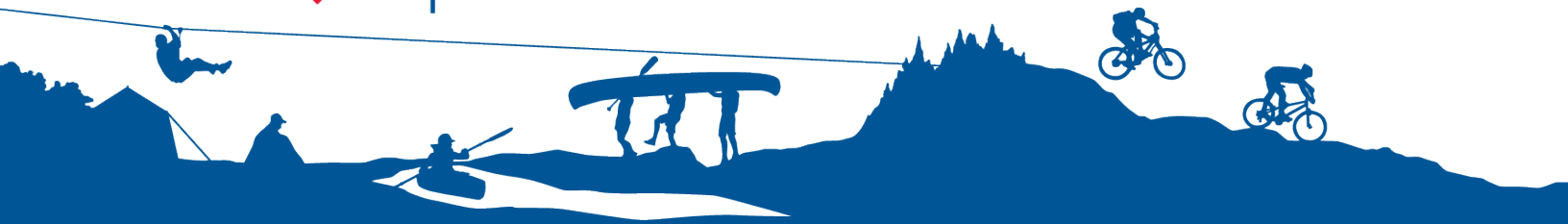
Prepared. For Life.™



2011 Pack Party Planning Guide



BOY SCOUTS OF AMERICA®
MID-AMERICA COUNCIL



PACK PARTY INFORMATION

The Pack Party is the largest youth recruiting drive done during the year in the Mid-America Council. It is conducted right after the school year begins each fall. Why? If you wait too long, students are recruited into other programs and don't have the time to commit. The focus of this recruiting effort is to enroll first through fifth-grade boys into Cub Scouting and to recruit NEW ADULT LEADERS.

Recruiting presentations for all packs, two per pack, are scheduled with your District Executive or District Membership Chair, one during the period of August 23 through September 10 and one during the period of September 11–31, in local elementary schools and/or other organizations where elementary-age boys are located in group settings.

Working together with your District Executive, your pack will host a special “Pack Party” to accept new members and welcome their families into Cub Scouting. This is a very important meeting because this is the first impression new families will have of your pack and the Cub Scout program. Therefore, it is critical that you and your leaders conduct the best party possible.

This Pack Party Planning Guide is designed to provide you with the information you will need to conduct two successful Pack Parties.



PACK PARTY INFORMATION

Cub Scouting is a family program and a healthy pack operates with many adults sharing different leadership responsibilities. Recruiting new adult leaders is just as important as recruiting new youth members into a pack. Enthusiastic, trained leaders make all the difference!

Leadership positions that are needed for the coming year should be addressed at the Pack Party. All adults should register, become adult leaders and complete training within the first three months.

Shortly after the Pack Party each pack should plan to hold a meeting for parents. This should be a separate meeting, for adults only, a week or so after the party. The Cubmaster plans and conducts the parents' meeting with the help of the pack trainer and pack committee. Other leaders may also be involved, and the unit commissioner, a chartered organization representative and district executive should be invited. The meeting should include a review of your pack's operations and calendar, as well as, a discussion of family responsibilities and this is a chance for new leaders to ask any questions they may have.



PACK LEADER RESPONSIBILITIES

- 1) Attend District Program Kick-off (August Roundtable) or District Membership Training to receive your pack's party materials.
- 2) By August 23, determine with your District Executive or District Membership Chair the best dates, times, locations and contact person for your two Pack Parties.
- 3) Work with your District Executive or District Membership Chair to conduct two Pack Parties.
 - Use the following pages to reference room layout, agenda, youth activities and adult participation form.
- 4) Submit all youth and adult applications, membership fees and a copy of the adult participation forms to the District Executive immediately following the meeting.
- 5) Review participation forms to ensure all positions have been filled.
- 6) Conduct a parents' meeting, for adults only, one week after your Pack Party is completed to discuss new responsibilities, upcoming events and to answer any questions.
- 7) Ensure all new leaders complete training: Youth Protection, This is Scouting, Fast Start and Leader Specific. It's all online now! (www.myscouting.org)



PACK PARTY AGENDA

REQUIRED MATERIALS

Applications (Youth & Adult)

Mini Boy's Life Magazines

Games and Recognition Items

Hy-Vee Sheet Cake & Refreshments

Den Roster

Pens

New Parent Guides (NPG)

Business Cards

Pack Party Planning Guide (PPPG)

Posters

I. Pre-Opening – (30 Minutes Prior to Opening)

- a. Place posters at entrances. (Posters should have directions to meeting room)
- b. Set up displays.
- c. Coordinate meeting room. See “Pack Party Floor Plan” (PPPG)
- d. Be prepared with pre-opening activities. See “Pre-Opening Activities” (PPPG)

II. Opening – (15 Minutes)

- a. Start on time!!!
- b. Opening ceremonies.
 - Flag Placing, Cub Scout Oath Recitation, etc... performed by registered youth.
- c. Introduce Pack leadership. For a list of role descriptions, see “Pack Leadership Responsibilities” (PPPG)
- d. Divide youth and adults into two separate groups.
- e. Send youth with current adult leaders to adjoining room to participate in “minute to win it” games. See “Games” (PPPG)

III. Overview – (10 Minutes)

- a. What is Cub Scouting? See “What is Cub Scouts” (NPG pg. 6)



PACK PARTY AGENDA

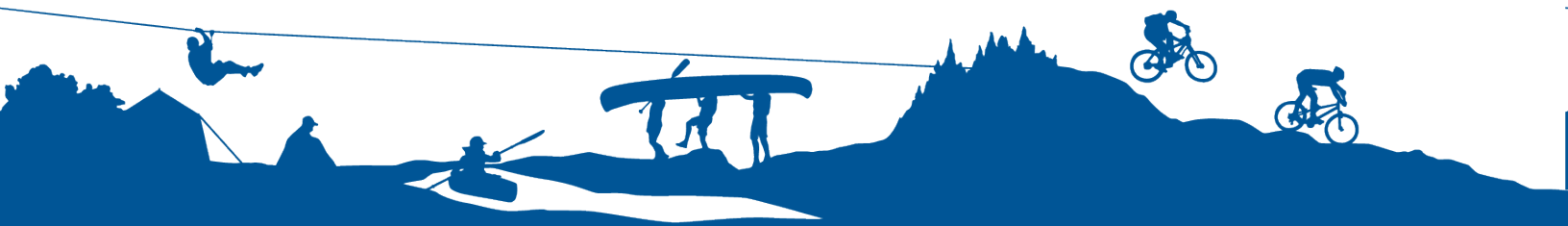
- b. What do Cub Scouts do? See “Key Activities & Events” (NPG pg. 10)
- c. Review Program Structure. See “Program Structure” (NPG pg. 11)
- d. Review Cost of Scouting and Fundraising Opportunities. See “Cost & Uniform Information” (NPG pg. 12) and “Key Activities & Events” – Popcorn Sales (NPG pg. 10)
- e. Explain why a family would want to join Cub Scouts. See “Why Join Scouting?” (NPG pg. 7)

IV. Paperwork – (15 Minutes)

- a. Have each adult fill out one adult application and one youth application.
- b. Each adult completes the Adult Participation Form. See “Adult Participation Forms” (NPG pg. 18)
- c. Collect all applications, payments, and Adult Participation Forms.
- d. Invite each adult to Adult Leader Night
- e. Ask each adult to complete Youth Protection Training and bring certificate to Adult Leader Night. See Business Cards for training website address and explanation.

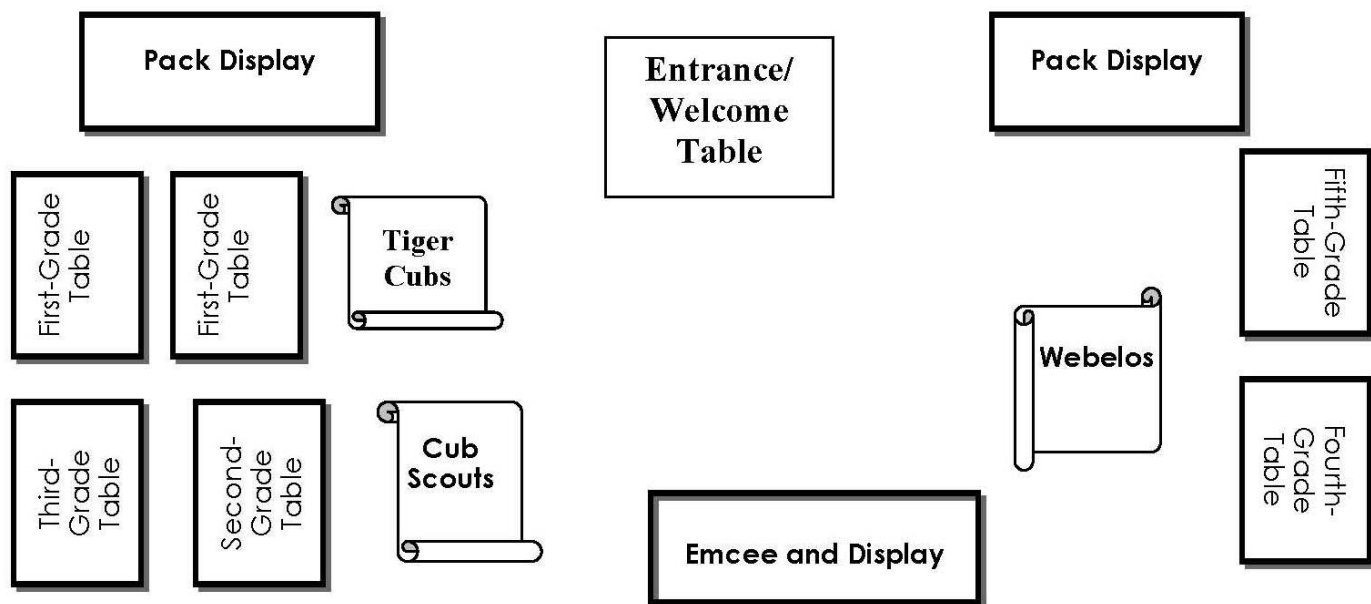
V. Closing – (10 Minutes)

- a. Bring youth back in.
- b. Award recognition items to registered and new youth.
- c. Closing ceremonies.
 - Flag retiring performed by registered youth.
- d. Invite youth and adults to join pack for cake and refreshments.



PACK PARTY FLOOR-PLAN

Below is a floor plan for a typical Pack Party. **Be sure all tables are clearly marked by assigned grade.** As parents and boys enter, give them the application forms, and **direct them to the appropriate tables to sign in.** Doing this simple task at the beginning will save a tremendous amount of time and organization later. Parents and youth will be sitting in “den areas” that will make the registration process go smoothly, and the party registration can begin. Design a well laid out, professional presentation, with books and fliers at each table. This type of setup provides an eye-catching display. Promote uniforms; remember to promote any special pricing offered by the Scout Shop. A mini campsite setup in the entry area serves as a great visual for the Cub Scout outdoor program.



PACK PARTY ADULT PARTICIPATION FORM

For over 75 years parents have made Cub Scouting an enriching experience for their boys. The Cub Scouting Program has strengthened families, provided adventure and diversity, created fellowship, and instilled ideals in young men. By volunteering for 100 points, you will help ensure that we can provide the best Cub Scout program for your son. Thank you for your support.

POINTS POSITION DESCRIPTION

100 ___ DEN LEADER OR ASSISTANT – complete on-line training, attend monthly committee meeting, monthly Pack meeting and run weekly den meetings.

100 ___ TITLED COMMITTEE PERSON - complete on-line training, attend monthly committee meeting, monthly Pack meeting and perform titled job (i.e. treas., sec., etc..)

80 ___ COMMITTEE MEMBER AT LARGE – complete on-line training, attend monthly Pack meetings, at least four (4) monthly committee meetings, and serve on at least one (1) Pack subcommittee.

SUBCOMMITTEE MEMBER – attend specific committee meeting(s) for specific event(s). Assist in organization and work for event.

Choose specific events from list below.

60 ___ DAY CAMP LEADER VOLUNTEER – June or July one (1) week. Attend Day Camp training, register and supervise eight (8) boys through one (1) week of activities during the day.

40 ___ BLUE & GOLD BANQUET COMMITTEE –February. (Themed BSA birthday party!)

40 ___ PINWOOD DERBY COMMITTEE – 1st Quarter of the Year (model car race)

40 ___ PARADE COMMITTEE – Holiday parades throughout the year.

40 ___ POPCORN SALES COMMITTEE – September through December

20 ___ SCOUTING FOR FOOD COMMITTEE – Spring food collection drive.

20 ___ FOOD SERVICE – Serve food or attend concessions at selected dinners.

20 ___ BOOTH & EXHIBITS – Volunteer two (2) hours in a booth at an exhibition.

20 ___ SPORTING EVENTS – Volunteer to organize and supervise a pack athletic competition.

I PLEDGE MY SUPPORT TO PROVIDING THE BEST EXPERIENCE FOR MY SON.

PARENT SIGNATURE _____ DATE _____

PHONE _____ EMAIL _____

TOTAL POINTS _____ BOY'S NAME _____



PACK LEADERSHIP POSITIONS AND RESPONSIBILITIES

Please see Adult Participation Guide on page 17 of the New Parent Guide for positions and descriptions. The Adult Participation form should be filled out and turned in at the pack party. Below is a list of leadership positions with in-depth descriptions if needed.

Tiger Cub Den Leader

Meet weekly for about one hour with a den of six to eight boys and their adult partners. Den meeting is held in den leader's home, a church, or other suitable place. For each meeting, the den leader works with the host Tiger Cub/adult partner pair to plan the meeting. Attend monthly pack leaders' meeting and district roundtable. Have parent/adult partners as helpers.

Adult Partners (1 per Tiger Cub)

Attend Tiger Cub den meetings and pack meetings with their Tiger Cubs. When hosting the den meeting, work with the Tiger Cub and the Tiger Cub den leader to plan and lead the meeting. Attend pack meetings with their Tiger Cubs.

Cub Scout Den Leader

Meet weekly for about one hour with a den of six to eight boys. Den meeting is held in den leader's home, a church, or other suitable place. The den leader determines time, day, and location of den meeting that is most convenient for him or her. Attends monthly pack leaders' meeting and monthly district roundtable. Have one or more assistants and parent helpers.



PACK LEADERSHIP POSITIONS AND RESPONSIBILITIES

Webelos Den Leader

Same as den leader except works with older boys, the Webelos Scouts. Encourage periodic parent/son overnight campouts. Attends monthly pack leaders' meeting and monthly district roundtable. Has one or more assistants and parent helpers.

Titled Committee Person

Attend monthly pack leaders' meeting to help plan program and take care of records, finances, advancement, activities, membership, etc.

Committee Member-at-Large

Attend monthly Pack meetings, at least four (4) monthly committee meetings, and serve on at least one (1) Pack subcommittee.

Subcommittee Member

Attend specific committee meeting(s) for specific event(s). Assist in organization and work for event.

DAY CAMP LEADER VOLUNTEER – June or July one (1) week. Attend Day Camp training, register and supervise eight (8) boys through one (1) week of activities during the day.

BLUE & GOLD BANQUET COMMITTEE – Spring

PINEWOOD DERBY COMMITTEE – 1st Quarter of the Year

PARADE COMMITTEE – Holiday parades throughout the year.

POPCORN SALES COMMITTEE – August through November

SCOUTING FOR FOOD COMMITTEE – Spring food collection drive.

FOOD SERVICE – Serve food or attend concessions at selected dinners.

BOOTH & EXHIBITS – Volunteer two (2) hours in a booth at an exhibition.

SPORTING EVENTS – Volunteer to organize and supervise a pack athletic competition.



PRE-OPENING ACTIVITIES

BACK TO BACK

Activity Level: Moderate

Needed: Large playing area, odd number of players

Arrange all boys except one (“It”) in pairs, standing back to back with their elbows locked. Pairs are scattered randomly over the playing area. When “It” calls “All change!” each boy must find a new partner and hook elbows with him. At the same time, “It” tries to find a partner. The boy left without a partner becomes the next “It.”

BATTING DOWN THE LINE

Activity Level: Low

Needed: Large indoor or outdoor playing area, any number of players, inflated balloons

Two or more groups may play this game simultaneously.

Arrange groups in parallel lines with members spaced about 2 feet apart. On a signal, the first player bats the balloon with either hand toward the person next to him, who bats it to the next, and so on until the balloon reaches the end of the line. If the balloon touches the ground, a group member must take it to the starting line, and the group members must begin again.

Try varying the spacing between players. Is it more challenging to play the game with people closer together or farther apart?

BODY TAG

Activity Level: High

Needed: Large level playing area, any number of players

The den leader chooses one of the boys to be “It” by touching him. “It” must then place his right hand on the spot where he has been touched (arms, chest, back, ankle, etc.), and in this position he must tag another boy, who becomes the new “It.” Play until all the boys have a chance to be “It.”

CATCH THE DRAGON’S TAIL

Activity Level: High

Needed: Large clear area without holes in the ground, eight to 10 players, bandanna or neckerchief for each team

Players line up, one behind the other. Everyone grabs the waist of the person in front of him. The last person in line tucks a neckerchief or bandanna in the back of his belt. To work up steam, the “dragon” might let out a few fearsome roars. On a signal, the dragon begins chasing its own “tail,” the person at the head of the line trying to snatch the handkerchief.



MINUTE TO WIN IT GAMES

A BIT DICEY

REQUIRED ITEMS:

Popsicle stick

Dice

Object: Balance six dice on a popsicle stick held in your mouth.

INSTRUCTIONS

1. Prior to game start, player places a single popsicle stick in his/her mouth.
2. When the clock starts, player will pick up and vertically stack one die at a time on the stick.
3. Player may not allow dice to rest against their nose or to touch any part of their face.
4. In the event that a die is dropped or falls off of the stick, player may take a replacement die off of the podium and use it in its place.
5. To complete the game, 6 dice must be stacked one on top of the other on the popsicle stick within the 60-second time limit

CYCLONE

REQUIRED ITEMS:

Empty 2-liter bottles

Glasses

Marbles

Object: Contestant spins marbles inside three 2-Liter bottles, then places bottles upside down in glasses so that no marbles fall out.

INSTRUCTIONS

1. Prior to game start, player stands with hands at sides.
2. Once the clock starts, player may pick up any of the bottles and spin the marbles.
3. Player may use both hands, and may touch more than one bottle at a time.
4. If a marble falls out of a bottle, the game is over.
5. Player may re-adjust or remove and re-spin a bottle once it is placed in a glass.
6. Player may not move the glasses in any way.
7. To complete the game, player must have all 3 marbles inside their respective bottles resting upside down in their respective glasses within the 60-second time limit, and they must remain there concurrently for 3 seconds.



MINUTE TO WIN IT GAMES

HIGH ROLLER

REQUIRED ITEMS :

1 stiff plastic cup (ideal cup has 90° angle from bottom to sides, and has no ridges inside the cup)

at least 5 six-sided dice

Object: Use a cup to vertically stack dice in towers of 3, 4 and 5.

INSTRUCTIONS

1. Place dice on the table so that none are stacked vertically.
2. When the clock starts, player may pick up the cup and begin attempting to stack the dice.
3. Player's hands may be used to position dice on the table, but may not be used to stack them directly, or to help scoop, slide or toss them into the cup.
4. When attempting to stack the dice, the cup must be inverted with its bottom nearly parallel to the table surface. No credit will be given for "pouring" 1 die onto another.
5. Player must first stack 3, then 4, and then 5.
6. Player may have no more than the number of dice intended to be stacked (i.e. may not have 5 dice in the cup while trying to stack 3).
7. Each stack must remain freestanding for 3 seconds to receive credit.
8. To complete game, player must stack 3 dice, then 4 dice, and have the final inverted cup with the stack of 5 dice on the table within the 60-second time limit so that after the cup is removed, the final stack remains freestanding for 3 seconds.

STICKY BALLS

REQUIRED ITEMS

container of marbles

double-sided tape

table

Object: Player must roll marbles and stick them to a piece of double-sided tape laid across the end of the table.

INSTRUCTIONS

1. Set up 1 strip of double-sided tape, placed along the far edge of the table.
2. When the clock starts, player may begin to roll 1 marble at a time at the double-sided tape, using his or her designated rolling hand.
3. To complete the game, player must have 5 marbles stuck to the tape concurrently within the 60-second time limit.

