

Cherokee District Roundtable  
7 PM  
October 5, 2010  
October Core Value of the Month- **RESPONSIBILITY**

Opening

Greetings

Pledge of Allegiance

Prayer

Welcome and Introductions

Training Highlight, Dan Norton, Training Chair, 573.471.2715, dannortonatty@att.net

Membership Update

Outing in Scouting

Parades

Fall Camporee

Cub Scout Informative Session

Boy Scout Informative Session

Questions, Comments, Concerns

Adjournment

## TRAINING HIGHLIGHTS

1. Every registered leader must complete Youth Protection training within the last two years prior to December 2010. If a leader has not, their registration will be rejected when their unit recharter in December. This can be completed online, or at a training session where participants watch a 45 minute video.
2. We will have Cub Leader Training in Sikeston at the FUMC from 8:00 am to 1:00 pm on October 9, 2010. This is for all levels of Cub Leader i.e. Tiger, Wolf, Bear Webelos, Cub Master, Assistant Cub Master, Committee Member, Committee Chair. We will also complete Youth Protection Training (See above). The cost is \$15.00. If you are unable to attend on October 9, we will likely have another session during the MBU in Sikeston on January 8, 2010.
3. Boy Scout Leader Training will be available at the Beaumont Scout Reservation October 8-10. This will cover everything from Scoutmaster/Assistant Scoutmaster training to Committee Chair/Member Training. This will also cover troop equipment, finances, fundraisers, outdoor activities, camping cooking and meetings. You must complete New Leader Essentials before you can attend, which can be done by viewing a PowerPoint presentation.
4. Cub Leaders should try to attend Pow Wow on November 6 at Seckman High School in Imperial Mo. At Pow Wow, leaders will have the opportunity to attend five 50 minute sessions of your choice to learn more about everything from outdoor activities, crafts, games, meetings and more. Look at your September/October Dufflebag for more details.
5. Cub Leaders who want help with camping should attend Leader Outdoor Experience where everything from equipment to outdoor activities to setting up camp and outdoor cooking is demonstrated to you. There are 2 courses in October: 16-17 at the Beaumont Scout Reservation near 6 Flags St. Louis, and 23-24 at Pine Ridge Scout Camp near Carbondale.
6. To find out what training you need for your position, go to the counsel website [www.stlbsa.org](http://www.stlbsa.org) and click on "training" along the top of the page. Then you will see a drop down menu that includes "Youth Protection and On-line Training" click on that and another menu will appear on the left, under "New Leader Training" you should see "What Training I Need". This will tell you exactly what training you need to be fully trained for your Scouting position, and almost all training can be completed on-line at no cost. Follow the prompts and links.

## MEMBERSHIP UPDATE



We recruited 180 new youth during the School Night to Join Scouting period, which was 89% of our School Night to Join Scouting goal.

Our district MUST have 105 new youth by the yearend to be in the positive for membership for the 2010 year. I am asking every unit to try to recruit 5 more youth. If any youth recruits 3 or more youth on his own, please let me know and we will get that youth the Recruiter badge that he can wear on his uniform.



# PACK RESOURCE SHEET

October 2010



## CORE VALUE FOR OCTOBER

**Responsibility:** Fulfilling our duty to God, country, other people, and ourselves. Cub Scouts will understand that everyone is responsible for fire prevention, and learn about the importance of keeping their promises.

### Preopening Activity: Family Fire Escape Plan

Using the Home Fire Escape Plan (below) as an example, ask each family to draw fire escape plans for their home. Encourage them to take the plans home to share with their family members who are not present at the meeting.

### Opening Ceremony: I Made a Promise

**Arrangements:** Each Cub Scout should have his part printed on a small card he can hold in his hand—or have the part memorized.

CUB SCOUT 1: I made a promise. ... I said that whatever I did, I would do the best I could.

CUB SCOUT 2: I made a promise ... to serve my God and my country the best I could.

CUB SCOUT 3: I made a promise ... to help other people the best I could.

CUB SCOUT 4: I made a promise ... to obey the Law of the Pack the best I could.

CUB SCOUT 5: I have done my best, and I will do my best because I made a promise. ... I am a Cub Scout.

CUB SCOUT 6: Will everyone now stand and join us in repeating the Cub Scout Promise and the Pledge of Allegiance.

### Cheer: Friendship Cheer

Have your neighbor put his left hand out to his side, and you clap it with your right hand; meanwhile, you are also holding out your left hand, and your other neighbor is clapping with his right hand, etc.

### Recognition Ceremony: Bobcat and Family Induction

**Material:** One candle.

"We have with us the boys who have completed the requirements for the Bobcat badge.

(Call forward the Bobcat candidates and their parents.)

Bobcat candidates, please make the Cub Scout sign and answer these questions:

Do you promise to obey the Cub Scout Promise? (Response)

Do you promise to follow the Law of the Pack? (Response)

Do you promise to always do your best? (Response)

Do you promise to show respect to the flag with the Cub Scout salute? (Response)

(Light candle) Bobcat candidates, the candle I am now lighting represents the spirit of Cub Scouting. May it always burn in your hearts and shine from your eyes.

Since Cub Scouting is a family program, we now ask your parents to repeat with me the parent's promise. Parents, please make the Cub Scout sign and repeat after me: As the parent of a Cub Scout, I will do my best to help my son and all the Cub Scouts in his den and pack to live up to the Cub Scout Promise, and obey the Law of the Pack. I will work with my son on his advancement and projects. I will attend the monthly pack meetings and help make the pack go.

Now, I will present your parents with the Bobcat badge. Parents, please pin them on your son's uniform. New Bobcats, please present your parents the parent pins. Congratulations. Welcome to Cub Scouting and to our pack. Pack \_\_\_\_\_, please welcome our new members with a great big cheer."

### Cubmaster's Minute: "I Will"

"When I say 'I will,' I am taking on a responsibility. When I say, 'I will take out the trash or walk the dog,' it becomes my responsibility. I need to make sure I do what I said I would. A simple 'I will' turns into a pledge or a promise—a promise that has to be kept. Keep that in mind the next time you say 'I will.'"

### Closing Ceremony: Our Colors

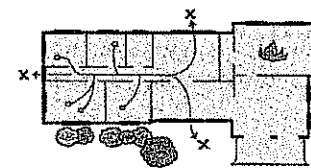
**Materials:** Three strips of cloth—one red, one white, one blue; an American flag.

CUB SCOUT 1 (holding up a red strip of cloth): Red is the color of bravery. A Cub Scout is brave!

CUB SCOUT 2 (holding up a white strip of cloth): White is the color of purity. A Cub Scout is clean!

CUB SCOUT 3 (holding up a blue strip of cloth): Blue is the color of loyalty. A Cub Scout is loyal! Please stand and salute as the colors are retired.

(The three Cub Scouts retire the flag.)



### Project/Activity: Home Fire Escape Plan

**Materials:** Graph paper, pencil.

Draw a general floor plan of your home including all windows and doors. Mark two escape routes from the bedrooms to the outdoors. Write down a family meeting place at the bottom of the paper. Make sure everyone in the family knows the location of the meeting place.

### Game: Fireman Pack Meeting Game

**Materials:** Tape or rope to mark start and goal lines.

Choose one Cub Scout to be the fire chief. Line up the dens on a starting line, 30 feet from the goal line. Have the fire chief stand on the middle of the starting line and call, "Fire, fire, Station Number \_\_\_\_!" The den with that number runs to the opposite goal and back. The first player to touch the fire chief's hand trades places with him for the next game. On the call, "Fire, fire, general alarm!" everyone runs.

## Project: Good Behavior Marble Jar

**Materials:** Empty glass or plastic jar, acrylic glass paints, fine-tipped markers, paintbrush, newspaper to use as a drop cloth.

Start by cleaning and thoroughly drying a jar (select a size appropriate to the size of your den). Paint the jar as you like, leaving at least a one-inch column of the glass clear. Draw three horizontal lines at even intervals up the side of the jar. Label each line with an increasingly valuable reward. Examples of labels could be "candy bar," "ice cream cone," and "pizza party."



**How to use the marble jar:** Use the jar as a positive reinforcement tool. Give the boys a marble at the start of each meeting. If he has been well-behaved during the meeting, he gets to put his marble in the jar at the end of the meeting. As the jar fills, rewards are given. Alternately, the whole den might decide how many marbles to put in the jar depending on the behavior of the den as a group. Make sure to choose a jar so that the boys have a reasonable chance of occasionally filling it with marbles.

### Character Connection: Responsibility

As a den, talk about each member's role in filling the jar with marbles. Why is it important to be responsible for your part? What may make it difficult in being responsible for your part? How can the members of the den help one another?



See Fun for the Family, No. 33012, for family activities related to this month's Core Value, responsibility.

## Audience Participation Story: Fire Safety Story

**Setting:** This story is full of mistakes often made in fire safety. Two adults should lead it. One will read the story, and the other will hold up a sign that says, "Oh, no—not that!" The person with the sign should hold it up when a mistake is read so that the audience can shout, "Oh, no—not that!" The sign holder should then correct the story reader with the correct information. If the story reader and the sign holder have a little ad-lib give-and-take, the message will have more of an effect.

**Story:** Once upon a time, a group of boys and some adults went camping. The boys were excited because they would be spending the whole weekend outdoors. They would get to set up tents, play games, eat food outdoors, have a campfire program, and return home tired but happy campers.

As soon as they got to the campsite, two of them set up their tent next to where the fire would be because they wanted to be close to the cooking and warm fire at night. ("Oh, no—not that! You can't do that. Sparks from the fire might catch the tent on fire.")

The next two boys set up their tent a little bit away from where the cooking fire would be; they had learned their lesson from the first group. They began gathering sticks and piling them inside their tent, because they wanted to be warm all night, too. ("Oh, no—not that! You can't do that. Never have an open flame inside of a tent.")

Two more boys set up their tent and hung their candle lantern in the center of it. They knew how dark it could be inside a tent at night, and they wanted to read in bed. ("Oh, no—not that! You can't do that. No open flames inside a tent, even if it is a lantern. Only flashlights.")

Finally, everyone got the idea and set up their tents in a semicircle well away from the fire, with all of the lanterns outside and the kindling laid neatly by the designated fire area. The area was in an established fire ring well away from overhanging branches. It was time to begin the cooking fire. All the boys helped collect firewood. One of the adults told them to arrange the wood by size, but the boys just dumped it by the fire. ("Oh, no—not that! You can't do that. It is best to arrange firewood by size so that the correct pieces are close at hand and easy to get to when building the fire.")

After rearranging all the firewood, the campers built the fire. They did it exactly like they had been taught. And it was a beautiful fire lay. They started to light the fire ... ("Oh, no—not that! You can't do that. Don't light the fire until a shovel and a bucket of water are close by in case the fire gets out of hand or you are ready to put it out.")

The fire started burning, but it would be some time before it was ready for cooking. One of the boys grabbed a stick from the fire and began writing his name in smoke in the air. ("Oh no—not that! You can't do that. What goes in the fire stays in the fire.")

As the fire burned down, one of the boys decided to see whether he could jump over it. ("Oh, no—not that! You can't do that. No running or playing near the fire.")

The cooking fire was ready. The boys cooked and ate their foil dinners, and things quieted down.

After dinner, the adults stoked up the fire again and had a wonderful campfire—singing songs and telling stories. But when the flames were lowered again, it gave the boys something to think about. Before bed, the boys wanted to put the fire out. They poured the bucket of water on the fire and turned to go to bed. ("Oh, no—not that! You can't do that. You must stir the fire and be sure that all the embers are out and cold to the touch.")

With the fire out—completely out—the day was done and sleeping bags unrolled. Now the adults were sure the boys knew that even though a fire is a wonderful thing with many uses, it must be treated carefully or it can become harmful.

## Snack: Funny Faces

### Ingredients:

English muffins or large round crackers

Cream cheese

Green food coloring

Small vegetable pieces for faces

Tint cream cheese light green with a small amount of food coloring and spread it on a split muffin or cracker. Use pieces of vegetable, sliced olives, etc. for a face, and shredded lettuce or cabbage for hair.

*Note: Be aware of food allergies and diet restrictions.*

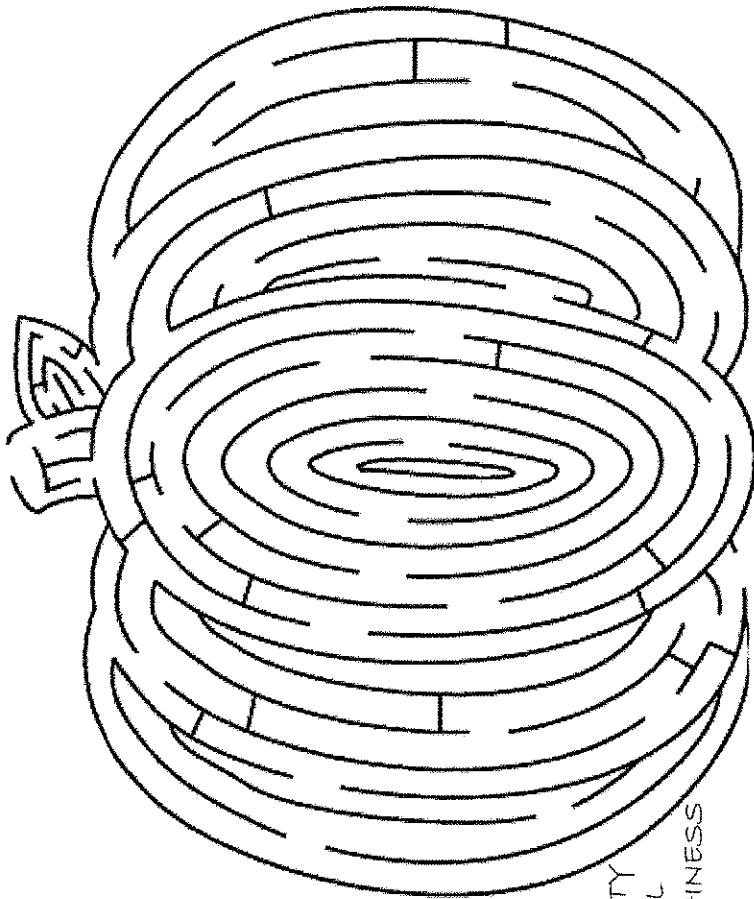
## Did You Know?

**The Cub Scout Sign.** The Bobcat requirements give a description of the meaning of the Cub Scout sign. Use it to get boys attention, however, be sure that something important follows the use of the sign.

There is no need to shout "Sign's up." Simply make the sign and wait until everyone notices the sign, then simply thank or congratulate each boy (or den) who has responded. Remember to also recognize the parents who join in.

S S O I R R F J I C F Y Q Y D  
 S D M B C L U I K H T F R R O Y W T N S V U R T  
 E N P C D L H F I N J I F P S R E N P C N W J C P G  
 N E N D U R H F I N K F O I F P S R E L X V T G P C Y  
 I K L R H F I S N K F O I C Z F C A R A H N T Y U B  
 H R H N B F A B I T I E L B P O Z N P R O T Y Q A  
 T F I S U K S S F A I M O Q O N T R O F Q A L L  
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 O Y J Q F O I M O Z E K L  
 W M I F O I C Z G O Q N P X E  
 T N F P S E L C A R A H C Q F U  
 S V S R E L X V W H N T Y Q A L L  
 U E N P L X V W H N T Y Q A L L  
 R J C N W T G P P Y U Y X L L  
 T N P G T Y U P C Y B J G F Z

BEHAVIOR  
 CHARACTER  
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 FRIENDS  
 OBLIGATION  
 RESPONSIBILITY  
 SELF-CONTROL  
 TRUSTWORTHINESS

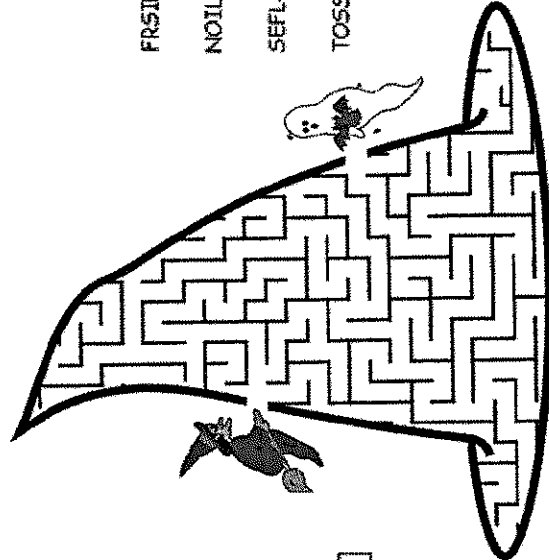


BEHOIRA  
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5  
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1 2 3 4 5 6 7 8 9 10 11 12 13 14



# Responsibility

**Definition:** Fulfilling our duty to God, country, other people, and ourselves.

## HOW TO BE A RESPONSIBLE PERSON (AND IT WILL MAKE FEEL GREAT!)

**When you agree to do something, do it.** - If you let people down, they'll stop believing you. When you follow through on your commitments, people take you seriously.

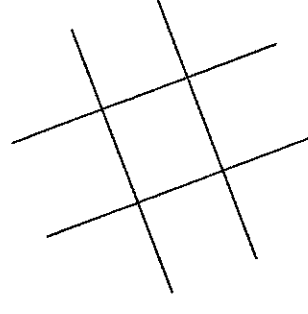
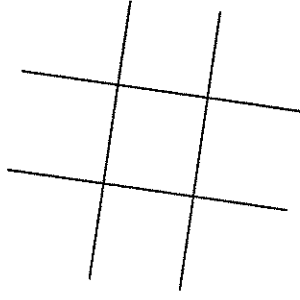
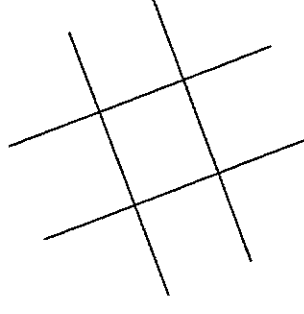
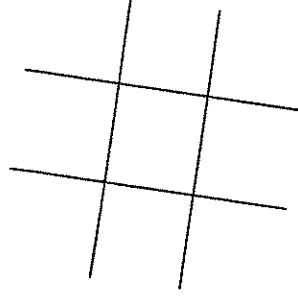
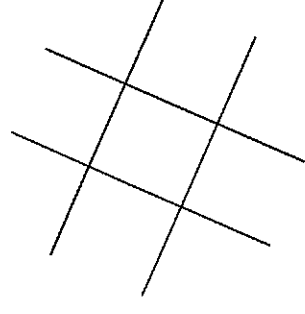
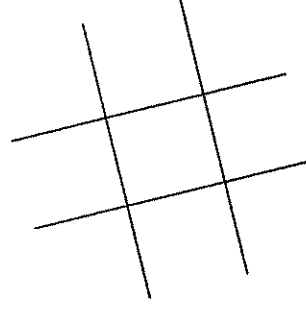
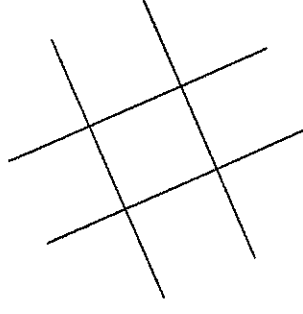
**Answer for your own actions.** - Don't make excuses or blame others for what you do. When you take **responsibility** for your actions you are saying "I am the one who's in charge of my life."

**Take care of your own matters.** - Don't rely on adults to remind you when you're supposed to be somewhere or what you're supposed to bring. You take the **responsibility**.

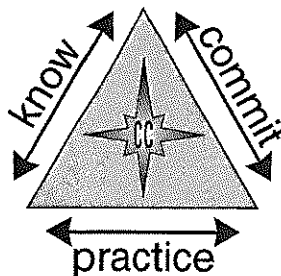
**Be trustworthy.** - If somebody trusts you to borrow or take care of something, take care of it. If somebody tells you something in confidence, keep it to yourself. It's important for people to know they can count on you.

**Always use your head.** - Think things through and use good judgment. When you use your head you make better choices. That shows your parents they can trust you.

**Don't put things off.** - When you have a job to do, do it. Doing things on time helps you take control of your life and shows that you can manage your own affairs.



October



**Core Value:  
Responsibility**

**October**

*Responsibility*

### Core Value of the Month

**Responsibility:** Fulfilling our duty to God, country, other people, and ourselves.

Responsibility is fulfilling our duty to help others and take care of ourselves. It is behaving safely and appropriately without having to be told.

### Pack Planning Meeting

Pack leaders meet one or two weeks before the pack meeting to finalize plans for October and develop plans for the November pack meeting.

#### Pack Committee

- ▶ Evaluate last month's pack meeting and ensure that all youth and adult applications have been submitted to the council service center.
- ▶ Check with all den leaders to make certain that advancement reports are completed and turned in.
- ▶ October is Fire Safety Month. Fire departments have developed short programs for Cub Scout-age children. Invite a local fireman to your pack meeting. Be sure to coordinate arrangements to meet the speaker's needs. Remember to recognize and thank your guest.
- ▶ This is an ideal time for a pack uniform inspection. Secure a local firefighter to observe and preside over the inspection. Use the Uniform Inspection Sheet found in the *Cub Scout Leader Book*. Before the pack meeting, be sure all dens have time to prepare.
- ▶ Make certain that all parts of the pack meeting have dens or leaders responsible for them. Remind the setup crew to arrive at the pack meeting early to set up chairs and identify areas for dens to place their displays. Ensure that all the presentation needs of the guest speaker are met.

#### Cubmaster Corner

**Pack Newsletters.** Communication is the key to involving Cub Scouts and their families in the pack activities. A monthly newsletter and an annual pack calendar are two of the most important tools in publicizing the pack's excitement and year-round fun. At pack meetings, you can display a poster-size version of the newsletter to keep everyone informed.

- ▶ Sharing information via a newsletter keeps parents informed about what is available for their son, makes it easy for them to set aside dates on the family calendar, and encourages families to plan in advance for meetings and activities.
- ▶ Parents who know what help may be needed throughout the year are more willing to volunteer.
- ▶ Pack newsletters should be updated and distributed at least monthly, and should contain the latest information on pack activities and plans.
- ▶ Having a newsletter and calendar available to new families at recruiting events in the fall and spring provides a jump-start for families.
- ▶ Displaying posters with updated information at each pack meeting provides another level of communication within the pack.
- ▶ For more information and sample templates, go to [www.scouting.org/scoutsource/cubscouts/resources/newslettertemplate.aspx](http://www.scouting.org/scoutsource/cubscouts/resources/newslettertemplate.aspx).

#### Looking Ahead

- ▶ Transition into Boy Scouting: This is approaching for fifth-grade Webelos Scouts. The assistant Cubmaster can help Webelos den leaders contact local Boy Scout troops. Consider assigning someone the task of building a cross-over bridge or checking the condition of the pack's existing ceremonial props.

#### Pack Trainer

- ▶ Make sure all leaders are trained for their current positions.
  - All leaders should begin with Fast Start training for their role, found online at [www.scouting.org](http://www.scouting.org).
  - Next, each youth-serving leader should take Youth Protection and This Is Scouting (also online).
  - After completing these online trainings, leaders should attend Cub Scout Leader Position-Specific Training.
  - Contact your district training team for dates, times, and locations of training opportunities.



- ▶ Encourage leaders to attend your district roundtable and council pow wow or University of Scouting. Be sure that all completed training courses are accurately recorded at your council service center.
- ▶ Lead Unit Leadership Enhancement No. 13, Policies of the BSA, from the *Cub Scout Leader Book*, to help leaders become aware of Boy Scouts of America policies. Or select a topic that best meets the needs of your pack. Choose a topic for next month.

## Pack Program Highlights

### Academics and Sports

The Cub Scout Academics and Sports program is a great way to help fulfill the aims of Scouting—building character, developing citizenship, and encouraging mental and physical fitness. This month you might feature these belt loops and pins.

- ▶ **Computers:** Focusing on the personal safety of our Cub Scouts is always important. Pay special attention to Requirement 8, Internet safety rules. Additionally, see the Power Pack Pals publication, *Be Safe on the Internet*.
- ▶ **Golf:** Cub Scouts will enjoy exploring the game of golf, learning the rules and safety concerns. Play a round of golf for the belt loop. With more knowledge and practice, boys can earn the Golf pin.

See the *Cub Scout Academics and Sports Program Guide* for more information.

### Outing in Scouting

- ▶ **Cub Scouts.** Fall is a great time to go outdoors. Walk around the block at your meeting place and notice all the landmarks for future reference, or take a hike to collect leaves.
- ▶ **Webelos Scouts.** Plan and conduct your Webelos den overnighter.

### Resource Highlight: Fun for the Family

Strengthening families is one of the purposes of Cub Scouting. With this purpose in mind, Cub Scouting endorses family programs and activities that can strengthen families and build character. *Fun for the Family* is Cub Scouting's family activity program. It contains a series of activities and requirements designed to help strengthen families and to develop good character skills among family members. These activities occur through adventure learning experiences.



## The October Pack Meeting

## Responsibility

### **BEFORE THE MEETING**

Arrive early to set up the meeting area and help Cub Scouts set up their displays. Remember that pack meetings should always start on time.

### **GATHERING**

Greeters welcome families as they arrive and provide each person with a name tag. Direct them to the display area.

### **Preopening Activity**

Give everyone a sheet of paper with the letters FIRE SAFETY written down the left side, and ask them to collect the signatures of persons whose first or last names start with those letters.

### **OPENING**

#### **Opening Ceremony**

Pre-assigned den presents the colors. Use the ceremony below, or choose a different opening ceremony from *Cub Scout Ceremonies for Dens and Packs*.

#### **Spirit of Cub Scouting**

*Room lights are dimmed. The Cubmaster lights a single candle at the front of the room and says, "Cub Scouts, this candle represents the spirit of Cub Scouting, lighting our way through life. But the flame can also represent danger. Make sure it is never allowed to run wild and cause destruction. Let's remember to be careful and wise with fire, not only as boys, but later on as men.*

*"This light of Cub Scouting gives us warmth and good cheer. We will let the light of Cub Scouting burn throughout our meeting to remind us of our ideals."*

*Turn on the lights; the color guard presents the colors and leads the Pledge of Allegiance.*

#### **Prayer (Cub Scout or Leader)**

*"We are thankful for our safety in our home, at school, and as we play. Help us do our best, be responsible every day, and be good Cub Scouts."*

#### **Welcome and Introductions**

The Cubmaster welcomes Cub Scouts and families and introduces any special guests. If there are new parents and boys, introduce the current pack leaders with a brief explanation of their roles. Recognize the setup crew, greeters, cleanup crew, and those who brought refreshments for their efforts.

### **PROGRAM**

#### **Guest Presentation**

Introduce the guest speaker or speakers you may have at your meeting. If the guest has any connection to Scouting, make sure to highlight it.

#### **Den Demonstrations**

Dens help make the pack meeting fun by presenting information from their den meetings. Webelos Scouts will share information about the activity badge they worked on and any outings they took.

#### **Uniform Inspection**

Conduct a pack uniform inspection. Remember that the basic rule is neatness.

### **RECOGNITION**

If your speaker is a firefighter in uniform, have him or her help present the recognitions.

#### **Fire Safety Advancement Ceremony**

As Cub Scouts we must be aware of being fire safe. Our awareness of safety protects ourselves and those who live, play, and work with us. As we advance in Cub Scouting, our responsibility to be fire safe and to guide others increases.

First we have new Bobcats, \_\_\_\_\_. Will these boys and their parents come forward? These boys are receiving the Bobcat badge. This award is the beginning of their training in Cub Scouting.



A part of this training is fire safety. The parents will present this Bobcat badge to their sons. Congratulations and welcome to the pack.

Next are Tiger Cubs. Will \_\_\_\_\_ and their parents come forward? With their families, the Tiger Cubs plan a fire drill and practice it in their homes. Their awards are presented to the boys by their adult partners. Congratulations.

The Wolf Cub Scouts who are receiving awards are \_\_\_\_\_. Wolf Cub Scouts learn to check their home for danger from fire so everyone in the home will be safe. Their awards are presented to the boys by the parents. Congratulations.

We have several Bear Cub Scouts who earned awards. Will the following Cub Scouts and their parents come forward? \_\_\_\_\_. Bear Cub Scouts learn what to do when a person's clothing is on fire. The parents will present the Bear badge to their sons. Congratulations.

The Webelos Scouts receiving awards tonight are \_\_\_\_\_. Will these Webelos Scouts and their parents come forward? The camping experiences include fire safety in the outdoors and learning the Outdoor Code. A part of this code is as follows: "As an American, I will do my best to be careful with fire. I will build my fire in a safe place and be sure it is out before I leave." Following this code can be both land-saving and life-saving, and lead to a worthy Scout and citizen. The Webelos den leader will present the awards to the parents so they can present them to the Webelos Scouts. Congratulations on your success in Scouting.

## **CLOSING**

### **Announcements**

Your pack newsletter should be the primary information source for families.

Pack meeting announcements about upcoming events should be brief and then expanded upon in your pack publication. Remember to mention any upcoming district or council events. If you are also using e-mail to deliver news, remind families to keep you updated on their correct e-mail addresses. Encourage adults who have not completed the Family Talent Survey Sheet to complete it and turn it in at this meeting.

### **Cubmaster's Minute**

#### **Spirit of Cub Scouting**

Cub Scouts, all during our meeting the candle representing the spirit of Cub Scouting has continued to burn. Now we'll blow it out, reminding ourselves that a flame must never be left burning when no one is around. But let us keep the light of Cub Scouting burning in our hearts always (*extinguish candle*).

#### **Closing Ceremony**

Preselected den retires the colors, or choose a ceremony from *Cub Scout Ceremonies for Dens and Packs*.

## **AFTER THE MEETING**

- ▶ Refreshments
- ▶ Cleanup

## **BSA 101**

BSA 101 should be done soon after a new boy patrol is formed, and can be done on the Crossover campout weekend, if your troop has one.

### **One month prior to campout:**

1. Apply for Local Tour Permit.
2. Obtain permission slips and health forms.
3. Secure reservation for campsite.
4. Obtain all tools and materials for instruction and games.
5. Recruit staff.

SM - Adult

SA - Adult

SPL - Youth

ASPL - Youth

TG - Youth

QM - Youth

COOK STAFF

### **One week prior to campout:**

1. Go over schedule with staff and make assignments.

Perfect Campsite - SPL

Fireyard - ASPL

Quartermaster Station - QM

Kitchen & Sanitation - SA

Ideal Patrol Meeting - TG, SPL

Totin' Chip instruction - ASPL, TG

Firem'n Chit instruction - SPL, TG

Games - SM, SPL

2. Prepare Totems for patrol awards.

3. Gather money, buy groceries.

**One day prior to campout:**

1. Staff will set up staff campsite in ideal patrol configuration with kitchen, uartermaster station and fireyard. Pre-determine patrol campsites and set all gaming and testing areas and fixtures.

2. Insure that there is enough wood for campfire and Firem'n Chit instruction and qualification.

**NEW SCOUT ORIENTATION CAMPOUT BSA 101**

**Instructions to new scouts and instructors:**

Read your *Boy Scout Handbook* chapters on Camping, knots, and uniform before campout. Bring your *Boy Scout Handbook* to the Campout. Wear Class A uniform to campout, change to Class B's upon arrival. Bring your pocketknife.

**EQUIPMENT NEEDED:**

**FIRE YARD**

Axe(s)

Hatchet(s)

Large Sharpening stones and oil

Bow Saw(s)

Stakes and logs for axe and hatchet sharpening stations

Rope or twine to fence Fire Yard

Rake

Shovel

## **FIRE INSTRUCTION**

Plenty of tinder, kindling and wood so that each boy can build a fire and for the Campfires.

Matches.

## **KNOTS**

A 4' length of rope for each boy.

A suspended horizontal bar.

## **PATROL MEETING**

Cloth for Patrol flag

Colored paint markers

Flag staff material

Scissors

## **FOOD**

For BSA 101, a cook staff will cook and clean up. Make sure that hearty breakfasts, lunches and dinners are prepared. Have plenty of water and bug juice available at all times for hydration. Keep the Cracker Barrels simple.

## **GAMES**

All games and relays should come from *Woods Wisdom*. Insure that all materials are ready before the campout.

## **AWARDS**

Make these beforehand to tie to the new patrol flags. (wood cookies, feathers, hand-tied knots, etc. attached to colored string or yarn.)

Firem'n Chits

Totin Chips

## BSA 101 SCHEDULE

### Friday Afternoon

- 5:30 - Arrive at Scout Hut for pre-camp inspection.  
Load gear.
- 6:00 - Leave for campout.
- 6:30 - 7:00 - Arrive at campsite.  
Lead new scouts through perfect campsite display.  
TG instruct on tent setup and expectations.  
Patrol to set up acceptable campsite before serving supper.
- 10:00 - Cracker Barrel
- 11:00 - Lights out
- 11:30 - Staff Meeting

### Saturday

- 6:00 - Rise & Shine, clean up for breakfast
- 7:00 - Breakfast
- 7:30 - Opening Ceremony/ Flag Raising by Staff
- 8:00 - Review Fire Yard Tools and Safety, Totin' Chip instruction, practice.
- 8:30 - Totin' Chip Qualification
- 9:30 - Fire Building and Safety Instruction
- 10:30 - Firem'n Chit Qualification
- 11:30 - String Burning Competition (*Woods Wisdom*)
- 12:00 - Lunch
- 1:00 - Six Basic Knots Instruction

- 2:00 - Knots Relay Game (*Woods Wisdom*)
- 2:30 - Ideal Patrol Meeting
- 3:30 - Team-Building Games from *Woods Wisdom*
- 4:30 - Patrol Meeting ( Patrol Yell, flag, skit for campfire, elect Patrol Leader)
- 6:00 - Supper, prepare for Campfire
- 8:30 - Flag lowering by New Patrol, Campfire
- 9:00 - Cracker Barrel/Free time for unfinished Patrol work.
- 10:00 - Lights Out
- 10:30 - Staff Meeting/Evaluation

### **Sunday Morning**

- 7:00 - Rise & Shine, clean up for breakfast
- 7:30 - Breakfast
- 8:30 - Flag Raising by New Patrol, Vespers by staff
- 9:00 - Break down campsite
- 10:00 - Campout Reflection by Scoutmaster
- 10:30 - Closing Ceremony, flag lowering by staff.
- 11:30 - 12:00 Snack, leave.

## **BSA 102 SCOUT ORIENTATION CAMPOUT**

To be held one month after BSA 101. This course requires a source of electricity for a TV and VCR. At the last Troop meeting before the campout, show a Compass & Map Instructional video, then play the *Beginner's Compass Game* (BSA 1132). This will ensure that the Scouts will have a basic knowledge of map reading and compass use before the campout. Follow the same general pre-camp preparation procedures as BSA 101.

Instructions to new Scouts and instructors:

Read your *Boy Scout Handbook* chapters on compass, lashing and cooking before the campout. Bring your *Boy Scout Handbook* to the campout. Bring your pocketknife, compass, backpack and proper clothing for expected weather. Wear your Class A uniform to the campout and change to Class B upon arrival. Try to eat a good Dinner before leaving for the campout.

### **EQUIPMENT NEEDED**

TV

VCR

Compass & Map Instructional Video

Extra Compasses

Topo Maps (of camp area if possible)

Paper Pads and Pencils for maps

Stakes for Compass Game

Compass Games (*BSA 1132 & BSA 1133*)

### **LASHING**

Many lengths of rope in 10' to 40' lengths

6-8' Lashing Poles per Team

6-4' Lashing Poles per Team

Small Sticks and Cotton String for Desktop Pioneering

## **COOKING**

Cracker Barrel (Friday Night)

Boil-in-Bag Scrambled Eggs (Sat. Breakfast)

Sandwiches, cookies, fruit (Sat. Lunch)

Dutch Oven Tacos (Sat. Dinner)

Ice Cream Mixer (Sat. Night)

Danish (Sun. Breakfast)

## **ETCETERAS**

Blank Troop Meeting Planners

Blank Duty Rosters

All American Patrol Requirements

Camp Gadget Instruction Sheets and Award Totems

## **BSA 102 SCHEDULE**

### **Friday Evening:**

6:00 - Arrive for pre-camp inspection of packs, load equipment.

7:00 - Leave for campsite, hike last mile to camping spot.

8:00 - Set up camp

9:00 - Opening Campfire

10:00 - Cracker Barrel

10:30 - Lights Out

11:00 - Staff Meeting

## Saturday

- 7:00 - Rise & Shine, clean up for breakfast
- 7:30 - Boil in Bag Breakfast
- 8:00 - Flag Raising by Patrol
- 8:30 - Compass Games
- 9:30 - 5-miler Map Hike
- 12:00 - Lunch
- 12:30 - Lashing Instruction, Desktop Pioneering
- 1:30 - Tripod Relay (*Woods Wisdom*)
- 2:00 - Make Inverted Tripod Tower
- 3:00 - Ideal PLC & Ideal Troop Meeting
- 4:30 - Patrol Meeting
- 5:00 - Dutch Oven Instruction, Start Charcoal
- 5:30 - Dinner Preparation
- 6:00 - Taco Dinner
- 7:00 - Make Useful Camp Gadgets by lashing.
- 8:30 - Flag Lowering by Patrol/Campfire
- 9:30 - Ice Cream Cracker Barrel
- 10: 00 - Lights out
- 10:30 - Staff Meeting/Evaluations

## **Sunday Morning**

7:30 - Breakfast (Danish & Juice)

8:30 - Flag Raising by Patrol/Vespers by Patrol

9:00 - Break Down Campsite

10:00 - Scoutmaster Reflection

10:30 - Closing Ceremony, Awards, Flag Lowering

11:00 - Snack

11:30 - Leave

## **C.O.P.E.**

### **What is C.O.P.E. ?**

**Challenging Outdoor Personal Experience** Project C.O.P.E. is a series of inter-related events that challenge on an individual and group level. Events are divided into four categories: initiative games, trust events, low elements and high elements. Project C.O.P.E. has seven objectives:

1. Teamwork
2. Self Confidence
3. Trust
4. Leadership
5. Communication
6. Decision-Making
7. Problem-Solving

C.O.P.E. was originated within the Boy Scouts of America at Camp Geiger, in the Pony Express Council, in the late 1970's under the direction of Parvin Bishop, then Scout Executive. Bishop later became Director of Program at the National Office and is currently Regional Director, Southern Region. C.O.P.E.'s origins are often traced back to European efforts.

A Project C.O.P.E. course is operated under the oversight of a volunteer committee including National Camp School-certified directors. C.O.P.E. courses are built the strict standards of the Association for Challenge Course Technology and operated only under the direction of NCS-certified individuals. Standards of safety are stressed at every level of the course.

Project C.O.P.E. courses typically include open areas for games and trust events, and a series of "low" and "high" elements. The concept of 'challenge by choice' encourages each person to participate fully while maintaining the right to 'opt-out' of any individual part of the program.

Games introduce teamwork concepts while also serving as warm-up exercises. Trust events further the teamwork development while also developing risk-taking from low to higher levels.

Low elements can include a wall, spider web, and other cable and rope combinations that involve teamwork relatively close to the ground. High elements are generally individual events involving climbing to heights of 20-30 feet, crossing cables, etc. Each element -- low or high -- is carefully spotted or belayed to minimize danger while still challenging the individuals to challenge personal levels of risk-taking.

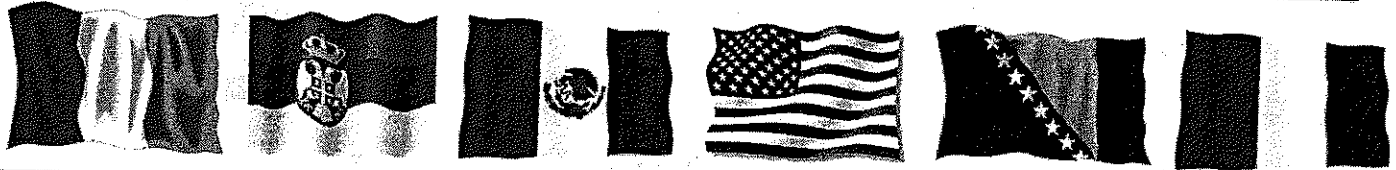
Climbing walls, rappelling towers, and similar elements are not, strictly-speaking, a part of the COPE concept, although they are currently supervised under the COPE standards. Separation of these programs is planned for the year 2000.

**2010 Pow Wow**  
**November 6, 2010**  
**"Scouting around the World"**  
**Seckman High School**  
**Imperial, MO 63052**



Please Print:

Name \_\_\_\_\_ District \_\_\_\_\_ Unit # \_\_\_\_\_  
 Position \_\_\_\_\_ Council (if not GSLAC) \_\_\_\_\_  
 Address \_\_\_\_\_ City \_\_\_\_\_ State \_\_\_\_\_ Zip Code \_\_\_\_\_  
 Home Phone (\_\_\_\_\_) \_\_\_\_\_ Work Phone (\_\_\_\_\_) \_\_\_\_\_  
 E-Mail \_\_\_\_\_



**DIRECTIONS: From I-55 S:** Take the Richardson Road/Vogel Road exit. Take Vogel Road west (toward Home Depot). Go through 3 stop lights to a 4 way stop sign (about 1.4 miles). Turn left on Old Lemay Ferry Road. Travel a distance of 1.9 miles to a 4 way stop sign. Turn left on Seckman Road travel east about 0.4 miles. Seckman High School is on the right. Park in front of the school.  
**From I-55 N:** take the Imperial Main St. exit and make a left to cross I-55. Turn right onto West Outer Rd. Go North on West Outer Road for approximately 1/2 mile to Seckman Rd. Make a left onto Seckman Rd, travel approx. 2 miles to Seckman High School.

**FEES:** Prices are stated below. Make checks payable to **Greater St. Louis Area Council** and mail or deliver application to **GSLAC, Pow Wow, 4568 West Pine Blvd., St. Louis, MO 63108.**

**REGISTRATION AND OPENING:** Registration will begin at 7:30 AM with a Songfest at 8:15 AM and a short Opening at 8:35 AM. Coffee and donuts will be available to purchase before opening.

**SESSIONS:** Each session lasts about 50 minutes. You can attend up to 5 classes. From the list of sessions on the back, select 5 choices, and 3 alternates. Please number your selections from 1 to 5 and mark the alternate sessions with 1A, 2A and 3A. The Midway will be open from 7:30 AM to 2 PM. You will be scheduled for either an 11 a.m. or 12 p.m. lunch/midway period. Lunch is included in the cost of Pow Wow. You can choose between chili, turkey sandwich, or a salad (includes chip, cookie and drink) or bring a sack lunch. If you do not make a selection, you will receive chili for lunch.  
**Walk-in registrants will choose sessions from available classes. If you want all your choices, early registration is recommended.**

**REGISTRATION: Everyone who registers will receive a free Resource CD and patch.**

**FEE:**  
 Early Bird Registration **\$14.00** (until 9/17/2010)  
 Pre-Registration **\$16.00** (until 10/15/2010)  
 Postmarked after 10/15/2010 & Walk-ins **\$20.00**

**Resource Disc:**  
 Extra Disc on CD **\$5.00**

**T-SHIRTS:**  
 Pow Wow T-Shirt **\$12.00**  
 Check Size:  S  M  L  XL  2X  3X

**September Roundtable**

Registration Subtotal (6801.255.20) \_\_\_\_\_

Disc Subtotal (6811.255.20) \_\_\_\_\_

T-Shirts Subtotal (6806.255.20) \_\_\_\_\_

TOTAL ENCLOSED

## SESSION DESCRIPTIONS

Lunch/Midway			
Select one of the lunch options on the right. Lunch includes chip, cookie and drink. <b>***If you do not make a selection, chili will automatically be selected for you.***</b>		Please Select One: (Lunch options may change closer to event)	
		Chili	Turkey Sandwich
Choice	Class #	Class Name	Description
<b>Hands on Sessions</b>			
	H01	Gathering Time Activities	What to do with boys before the meeting starts
	H02	Knots & Ropes	How to teach boys to whip rope and tie basic knots
	H03	Don't Cut Corners	Basic knife safety for Cubs – Bring your pocket knife
	H04	Nature Crafts	Learn to make crafts from leaves, rocks, pine cones and more
	H05	Mad Scientist	Make science fun for Cubs
	H06	Walking Sticks	Learn how to make your own walking stick
	H07	Neckerchief Slides	Boys love cool neckerchief slides – come get some new ideas
	H08	Chest of Games	Learn some simple games and what materials you should have
	H09	Working with Tools	Learn simple projects using tools; hammers, coping saws.
	H10	Indian Crafts and Fun	Learn ideas for costumes and crafts; learn about arrow head hunting.
	H11	Engineering Fun	Learn about how catapults, blocks and tackles, a levers work and much more!
	H12	Fun with Magic	Learn magic and circus tricks you can teach and how to incorporate them in the meetings or campouts!
<b>Pack Leaders</b>			
	P01	Electronic Pack	Learn how to use computer based program - Packmaster
	P02	Award Programs	Learn about awards program; how they work, where to get guidelines and rule. Example of brag vest and blankets
	P03	Managing the Pack	How to run the pack – learn about finances, re-chartering, pack communications, and parent support
	P04	Managing the Pack Budget	Every pack needs a budget, what you can and can't do
	P05	Retaining and Recognizing Adults	How to keep leaders in the program and recognize their contribution
	P07	Ceremonies	Learn how to make your pack ceremonies memorable
	P08	Pack Trainer	Learn the roles and responsibilities of the Pack Trainer
	P09	Pack Committee	Learn how to develop a plan that will help secure the necessary leadership allowing your unit committee to work at full capacity.
<b>Rank Specific</b>			
	R01	Tiger Fun	Make your meetings fun! What to do with
	R02	Wolf/Bear Advancement	Ideas to spark advancement in your den - make it fun
	R03	Bear Hands On	Learn tips to make your Cub program fun
	R04	Wolf Hands On	Learn tips to make your Cub program fun
	R05	Webelos Cooking	Learn simple ideas to teach your Webelos to cook
	R06	Utilizing Your Den Chief	What is a Den Chief? Where do you find them? Learn about the benefits of having these junior leaders.
	R07	Webelos to Scout Transition	Learn how to plan for and transition Cub Scouts to a Boy Scout Troop.
	R08	Camp Gadgets for Webelos	Simple camp gadgets that make camping fun for the boys
	R09	Arrow of Light Ceremonies	How to make the Arrow of Light ceremony memorable
<b>All Cubs</b>			
	C01	Trails and Hikes	Cubs of all ages love to hike and be outdoors. This session will direct you to age appropriate hiking trails in the area
	C02	Cubs in the Kitchen	Fun snack ideas the boys can make
	C03	Skits, Skits and Run-ons	Learn to spice up those skits
	C04	Managing Boy Behavior	Every leader experiences behavior problems – learn tricks to help
	C05	Camping for all Ages	Learn the different levels of camping for the different ranks
	C06	Discovering the Outdoors	Teach your boys to protect and enjoy the gifts of nature
	C07	Pinewood Derbies	Learn the rules and equipment needed to run successful derbies
	C08	Rodeos and Races	Learn about Space Derbies, Rain gutter Regattas, Bike Rodeos, Cub mobiles and many other types of races.
	C09	Blue and Gold Banquet	How to organize a fun and memorable banquet
	C10	Pack Meeting Pizzazz	Learn great ideas to involve the family
	C11	Scrounging	How and where to find free or low cost materials for your program
	C12	Unit Commissioner Training	A must for new unit commissioners.

# DEN CHIEF CONFERENCE

**Saturday, October 23, 2010**  
**Emerson Center at**  
**Beaumont Scout Reservation**  
**High Ridge, MO**

The 2010 Den Chief Conference will be held at the Emerson Center, formerly known as the Dining Hall & Education facility, at the Beaumont Scout Reservation. Registration will be from 8:30 a.m. - 9:00 a.m. The program begins at 9:00 a.m. and will end at approximately 3:30 p.m. Registration fee is **\$12.00 per person**, and it will include the program and resource materials, lunch, and a fun-filled day. Participants should be in Full Field uniform and bring a Den Chief Handbook with them to the conference.

This program allows current and future Den Chiefs to learn leadership skills in assistance with problem solving, putting on skits, learn songs and much more!

**Den Leaders:** Bring your Den Chiefs. **Scoutmasters:** Bring your future prospects. Please remember that a boy **must** be mature enough to handle the position. Although the conference is designed primarily to explain the Den Chief's role in supporting a Den Leader, all Den Leaders would benefit from the event by obtaining a better understanding about how to utilize Den Chiefs in den operations. All Den Leaders are **STRONGLY** encouraged to attend this valuable learning experience.



**Please Note: At least one Pack or Troop Leader is REQUIRED to attend with his or her Scouts.**  
**Please be sure to include the names of the Scouts attending below.**

Participant registration fee is **\$12.00**  
Deadline is **October 21, 2010**  
**No walk-ins, pre-registration only!**

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**Return to: Greater St. Louis Area Council, Den Chief Conference, 4568 West Pine Blvd., St. Louis, MO 63108-2193**

Please register \_\_\_\_\_ Scouts and \_\_\_\_\_ Leaders for the Den Chief Conference.

Name of Leader(s) Attending \_\_\_\_\_

Address \_\_\_\_\_

City, State, Zip \_\_\_\_\_ Email \_\_\_\_\_

Phone # (\_\_\_\_) \_\_\_\_\_ District \_\_\_\_\_ Troop# \_\_\_\_\_ or Pack# \_\_\_\_\_

Enclosed is \$ \_\_\_\_\_ for Total # of \_\_\_\_\_ Participants *(Income Code: 1.6801.252.20)*

Scout Name: \_\_\_\_\_

Scout Name: \_\_\_\_\_

Scout Name: \_\_\_\_\_

Scout Name: \_\_\_\_\_

**September Roundtable**

