

June



**Core Value:
Perseverance**

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Perseverance

Go for the Gold

Pack Committee

Why Go for the Gold for the Core Value Perseverance. Perseverance means sticking with something and not giving up, even if it is difficult. This month's theme, "Go for the Gold," will help Scouts learn and experience the perseverance gold miners had long ago as they try to obtain treasures on their pack Go for the Gold Day!

BEFORE THE MEETING

For décor, whether your meeting is inside or outside, have a den chief, experienced Boy Scout, or Scoutmaster pitch a model campsite that the boys can tour. You might want to work with the Boy Scout troop to help make it look like a miner's campsite from years ago.

Have each den adopt a mining town name. Many towns and mining camps in California's "Gold Country" had colorful names. There were places called Sorefinger, Flea Valley, Skunk Gulch, and Rattlesnake Diggings. Boys in each den can come up with a fun name for their den. They can even make up a story behind the name to share at the pack meeting if you choose. For prizes you can paint small rocks with gold paint or use butterscotch candies.

Make small pouches for Scouts to carry their gold prizes, or obtain small containers or small plastic bags for them to hold the gold they find. (See the resources at the end of this meeting plan.)

Prepare the materials for the pack activity and set up the area at your meeting site. (See options A and B for supplies that are needed for the activity of your choice.) You might want to meet at a park or a nearby Scout camp for this month's meeting. Meet early enough to do the activities, have dinner together, and end the meeting with a campfire full of songs, skits, and recognitions.

GATHERING

How Many Nuggets in the Bag

For this guessing game, the Cubmaster puts a number (known only to the Cubmaster) of different-size rocks in a cloth (not a see-through fabric) drawstring bag. To help make this game go faster, the Cubmaster can circulate more than one bag; just be sure each bag has the same number of rocks. Have a preassigned den or den chiefs conduct this activity and time the Scouts. Each boy is given the bag for 15 seconds (he cannot open the bag), then he passes it to a family member for another 15 seconds. When all have examined the bag, it is returned to the den chief or Scout conducting the activity. The boy and his family then write down on a slip of paper their family name along with their guess for the number of rocks they think is in the bag. During the pack meeting, the Cubmaster will announce how many rocks were in each bag. This gathering activity does not necessarily need to be awarded a prize. Let the Scouts know they are doing this activity for the fun of it.

OPENING

Go for the Gold

You will need nine large posters with a letter on the front of each and the lines for each Cub Scout written on the back. Have each Scout hold a poster and read in turn:

CUB SCOUT 1: **G** is for all the **good** that Cub Scouts do.

CUB SCOUT 2: **O** is for **one** Cub Scout who can make a difference.

CUB SCOUT 3: **F** is for the **fun** we have in Cub Scouting.

CUB SCOUT 4: **O** is for **opportunities** to learn.





CUB SCOUT 5: **R** is to **remind** us to take care of our Earth.

CUB SCOUT 6: **G** is for when the “**going**” gets tough, to just keep “going.”

CUB SCOUT 7: **O** is for **our** leaders and parents who help us along the way.

CUB SCOUT 8: **L** is for the **Law** of the Pack.

CUB SCOUT 9: **D** is for our **duty** to God and country.

The preassigned den presents the colors and says, “Will the audience please stand and join us in the Pledge of Allegiance.”

Prayer (Cub Scout or Leader)

“Thank you for bringing us together to explore the past and understand the perseverance that the gold miners had when they were looking for gold. Let us remember how to keep trying and not give up in search of the gold that lies within each of us to be the best we can be.”

Welcome and Introductions

The Cubmaster welcomes everyone to the pack meeting, recognizes any special guests, and thanks those who helped prepare for and plan the pack meeting. The Cubmaster announces the results of the How Many Nuggets in the Bag activity.

Song

Gold Seekers’ Crossing

(Sung to the tune “My Bonnie Lies Over the Ocean”)

The gold seekers crossed the mountains

The gold seekers crossed the sea

The gold seekers crossed the prairies

In search of gold indeed.

Chorus:

Digging, digging

Digging for gold in them thar hills

Panny, panny

Panny for gold in them stream chills!

With hard work and perseverance

Much the gold they did find

While others just kept trying

No giving up had they in mind!

(Repeat the chorus.)

PROGRAM

Den Demonstrations

The Cubmaster asks each den in turn to talk about their adventures during the last month. The Webelos dens may have attended summer resident camp and can share their experiences with the younger Scouts. After each den demonstration or talk, the Cubmaster leads a cheer for that den before calling up the next one.



Go for the Gold Cheer

Divide the group into two. The first group says, “Go for the Gold!” Then the second group says, “Eureka!” The leader’s left hand controls the volume and the right hand controls which section replies.

Pack Activity

Option A: Race to Sutter’s Mill

CUBMASTER: Sutter’s Mill was a sawmill owned by 19th-century pioneer John Sutter. It was located in Coloma, California, on the bank of the south fork of the American River. Sutter’s Mill is most famous for its association with the California Gold Rush. On January 24, 1848, James Marshall, an employee and partner of Sutter’s, found several flakes of gold. Thus began the transformation of California from a sleepy outpost to a bustling center of activity. Sutter and Marshall tried to keep the discovery secret, but eventually the word got out. During the next seven years, approximately 300,000 people came to California (half by land and half by sea) to seek their fortunes mining for gold or selling supplies like picks and shovels to the gold prospectors.

How about it, Scouts? Are you ready to travel to Sutter’s Mill and go for the gold?

The Race

This course can be run as a timed race by individuals, as a race between two dens (one round at a time), or as a relay race. If racing by dens, have the Scouts scattered among the various stations of the course and perform the task at their station. Once finished, the next station begins. If the den does not have enough Scouts per station, have the first and second stations’ Scouts go to the last two stations to finish up for the den. Have adults or den chiefs operate the stations as a safety precaution and observe that their station’s tasks have been completed. Have the Cubmaster, assistant Cubmaster, or volunteers travel through each station and show the tasks to be completed at each station before the Scouts proceed.

Station 1: Start

Have one or two Scouts as miners with a wagon or horse.

Station 2: General Store

Have Scout(s) load supplies (cup, rolled blanket, gold pan such as a strainer or pie pan with holes) on the wagon or horse. (If using a Scout as the trusted pack horse, have a brown paper bag to load the supplies into and have the trusted pack horse hold the bag over his shoulders on his back as he bends over to travel to the next station.)

Station 3: Desert

Have Scout(s) drink a cup of water from the “spring” and feed horse.

Station 4: Mountain Camp

(Have a few logs ready). Have the Scout(s) do the following in order:

1. Unload supplies.
2. Lay logs for fire.
3. Roll out a bedroll.
4. Lie down.
5. Get up.
6. Roll up the bedroll.
7. Scatter the fire.
8. Load supplies.

Station 5: Sutter’s Mill

Have the Scout(s) do the following in order:

1. Unload supplies.
2. Pan for gold (have gold-painted pebbles buried in the sand and use a “gold pan.”) Have miner(s) find two or three nuggets (decide ahead of time). You also could put two or three nuggets in small plastic bags along with coarse sand and have them pan the contents of the bag in a large bucket full of water. Be sure to demonstrate before you play the game how to pan the gold in water.

Station 6: Assayer’s Office

This is the end of the race. Have a volunteer weigh the gold and give Scout(s) a certificate for “authentic fake gold.”

Option B: Forty-Niners Obstacle Course and Gold Panning Activity

CUBMASTER: Going for gold in the olden days was very hard work. The miners traveled long distances and met many challenges along the way to get to the gold. How about it, Scouts? Are you ready to take the challenge of the forty-niners and go for the gold?



Obstacle Course

The following tests are set up as stations and conducted by adults or den chiefs who give each boy a large gold nugget (painted rock or piece of wrapped candy such as butterscotch) if he performs the required test. (Adjust requirements as needed for younger boys.)

1. Pull rope—Pull a weighted rope eight feet.
2. Quicksand bottom—Run across six tires or large plastic hoops, stepping in the center of each.
3. Cross the gulch—Jump over a tarp that's been folded in half.
4. Over the cliff—Climb over a cardboard box.
5. Do one pushup.
6. Do one situp.
7. Jump the creek—Do a six-foot running broad jump.
8. Dodge the rattler—Dodge and jump two feet.
9. Tunnel escape—Crawl through cardboard boxes for 10 feet.
10. Shout out, "Go for the gold! Eureka!!"

Gold Panning Activity

Use small, gold-painted rocks for gold. Mix them with sand and some rocks and put them in water (in a wading pool or a large bucket). Give each boy a pie tin. Instruct them to scoop up the material from the bottom with water (no more than 2/3 full), and tilt and swish the pan vigorously so that the water and dirt make a very loose mixture of slush. Now dip the pan in and out the water and keep washing the lighter material out. This will move the gold to the bottom (because it's heavier than sand). Tell them to think "go for the gold!" When most of the sand is washed out of the mining pan/pie tin, remove the pan from the water, leaving a small amount of water in the pan. Swirl the material around. Do you see any gold? *(Explain that trying, trying, and trying again is called perseverance; have them imagine just how much perseverance the gold miners of the past had to have before they found any gold.)*

RECOGNITION

Prospector Advancement

The Cubmaster and advancement coordinator (or assistant Cubmaster) are "duded up" in their best prospectin' duds. Add extras like a pick, double-jack, etc. The dialogue begins with them remembering the last dig they worked up in "them thar mountains." Tell the audience that you will lead them in an echo cheer after each rank advancement is awarded, and you will need their help. Using your best miner accent, continue by telling them you want them to practice the cheer. Divide the audience in half. Tell them you will lead a cheer and you want them to repeat it, first one half, then the other half. Practice with "perseverance." The Cubmaster and assistant Cubmaster holler out the cheer first, then half of the audience follows and then the other half.

CUBMASTER: I 'member that thar cat up on the ridge. Now that thar was some kinda animal! He jus' wouldn't take no for an answer. He was bound an' determined to git up that thar slope.

ASSISTANT CUBMASTER: Yessir. Like some other Bobcats I know! We got us a passel of 'em right here 'mong us! *(Call up Bobcat recipients and parents.)*

CUBMASTER: Ya reckon these here Bobcats been knowin' on them thar requirements 'nuff so's they's ready to git them thar Bobcat badges?

ASSISTANT CUBMASTER: Reckon so! 'Cordin' to that thar Akela feller, these here young'ns and their kinfolk been workin' mighty hard. Reckon they're ready as ever. *(Give the awards to parents to present to their sons.)*

CUBMASTER: Well, that shore 'nuff's somethin'! Whadya think? Figure we oughta give these here 'cats one o' them echo applauses? *(The leader yells "Great job!" and two sections of the room sequentially repeat the yell. Bobcats return to their seats.)*

CUBMASTER: Well, I can't say as I is sorry they's gone along now. Sight of a 'cat gives a feller cold shivers!



ASSISTANT CUBMASTER: Then you might not want to hear this, but I done saw some of 'em big striped cats that they dun call Tigers in the room. They been workin' on them Tiger badges. Fact bein', here they is now. *(Call up Tigers and their parents.)*

CUBMASTER: Ya reckon these here Tigers dun learned on them thar requirements 'nuff so's they's ready to git them thar Tiger badges?

ASSISTANT CUBMASTER: Reckon so! 'Cordin' to that thar Akela feller, these here young'ns and their kinfolk been workin' mighty hard. Reckon they's ready as ever. *(Give awards to parents to present to their sons.)*

CUBMASTER: Well, that shore 'nuff's somethin'! Whadya think? Figure we oughta give these here big striped cats one o' them echo applauses? *(The leader yells "Great job, Tigers" and two sections of the room sequentially repeat the yell. Tigers return to their seats.)*

CUBMASTER: Ye ain't seen no more o' them thar cats, have ya?

ASSISTANT CUBMASTER: Aw! 'Cats ain't nothin' to fright a person like one o' them thar wild dogs—thems wolves. Heard me a story one time 'bout a feller out in the woods by his lonesome come across a pack o' them wolves. There they was all gathered 'round some big rock pile with this one old, gray wolf standin' at the top lookin' and yelpin' at the other'n as if they was a-talkin'! Now whadya suppose a pack o' wolves got to talk over?

CUBMASTER: Well, here tell we got some wolves tonight been talkin' up a storm 'bout all kinds o' stuff! *(The Cubmaster calls Wolf candidates and parents up.)* These here Wolf Cubs been talkin' 'bout doin' all kinds o' requirements (that's a big word for doin' what's gotta git done).

ASSISTANT CUBMASTER: And ya think these fellers are ready to call themselves Wolves?

CUBMASTER: Yup! Goes back to that Akela feller agin. He says them boys and thar elders been workin' together and have done them—what was that word?—quirements? Yeah, they done finished them thar requirements. *(Give awards to parents to give to boys.)*

ASSISTANT CUBMASTER: Now I wanna try that there echo thing! (Same echo applause, but use other words, e.g., "Well done, Wolves.")

CUBMASTER: 'Member that thar time up in the hills we come 'cross another animal? You was thinkin' there wasn't nothin' 'round and come to find out, a great big ol' grizzly been watchin' you cookin'.

ASSISTANT CUBMASTER: 'Member! How's a feller ever fergit somethin' scares him half outta his wits? Them bears, now them thar's a differ'nt sort. Reckon it takes a mighty strong constitution to be a bear!

CUBMASTER: Constitution? Cut out with all yer fancy fandangle words. You don't even know what that means. Constitution!

ASSISTANT CUBMASTER: Shore do! Means how a feller's put together. If'n a feller ain't so solid, like he don't try real hard to do everthang, they say it's a weak constitution. But if a feller's always doin' his best, workin' real hard at things, why, he's got a good constitution.

CUBMASTER Gimme an example! (The Cubmaster call all Bear candidates and parents to the front.)

ASSISTANT CUBMASTER: Thar! Thar's (number of Bears) examples! Them here bears been workin' and learnin' and studyin'—prob'ly know more 'bout the country than you an' me both—and that thar Akela says they is ready to git the Bear badge. An' that's a good constitution! *(Give the parents the awards to present to the Bear Scouts.)*

CUBMASTER: Let's try a special bear echo—(Echo applause: "Way to go, Bears!")

CUBMASTER: But fer all the prospectin' and rock choppin' we done, I can't ever 'member somethin' more special than that time we run into them other settlers.



ASSISTANT CUBMASTER: You means them loyal Scouts? Yeah. They was special, all right. What was it they called that thar group of settlers?

CUBMASTER: We-be-los! Called themselves the We'll Be Loyal Scouts! And my, they was a sight. Bunch o' young bucks all learned up and rarin' to go. Seems they was on thar way to becomin' somethin' else. What was that they was fixin' to become?

ASSISTANT CUBMASTER: Boy Scouts, I think they called it! Yup, Boy Scouts.

CUBMASTER: I hear we got us some o' them Webelos here tonight. *(Call up all Webelos Scouts and their parents.)* An they ain't no differe't than the ones we's fixin' to run into before. Each one of 'em has been a-workin' and has got his 'quirements all done. *(Give the awards to parents to present to their sons.)*

ASSISTANT CUBMASTER: Let's try one more echo on behalf of the Webelos before I reckon we'd best git back to pannin'. (Echo cheer: "We'll Be Loyal Scouts!")

CUBMASTER: Reckon we ought to pack up and head out now. But let's have one more holler before we git goin'. (Echo cheer: "Pack (insert pack number), You've Done Your Best!")

CLOSING

Cubmaster's Minute

CUBMASTER: Gold mining was very hard work. Miners didn't just go to the hill and dig up gold. Very often, they spent days or weeks with little result. They worked from dawn to dusk, six or even seven days a week. For hours at a time they waded in cold, snow-fed streams or attacked the hard ground with digging tools. In heat and cold they prospected in steep, rocky canyons and along the rugged ridges of the Sierra Nevada foothills.

Sunday was the only day of rest from panning for many miners. They washed clothes in the river, baked bread, bought their supplies, and relaxed. The drive to go for the gold for these miners wasn't an easy road. Still, they persevered, sometimes being rewarded for their hard work, sometimes not. To find something good, you have to work hard and keep trying. That's called perseverance!

CLOSING CEREMONY

A preassigned den retires the colors.

Announcements

Announce any upcoming important dates or events the pack will be having or participating in with the district or council. Give a cheer to all the Scouts and families for participating in that activity.

Refreshments

Caramel corn popcorn
Chocolate coins (if meeting inside)
Butterscotch candies

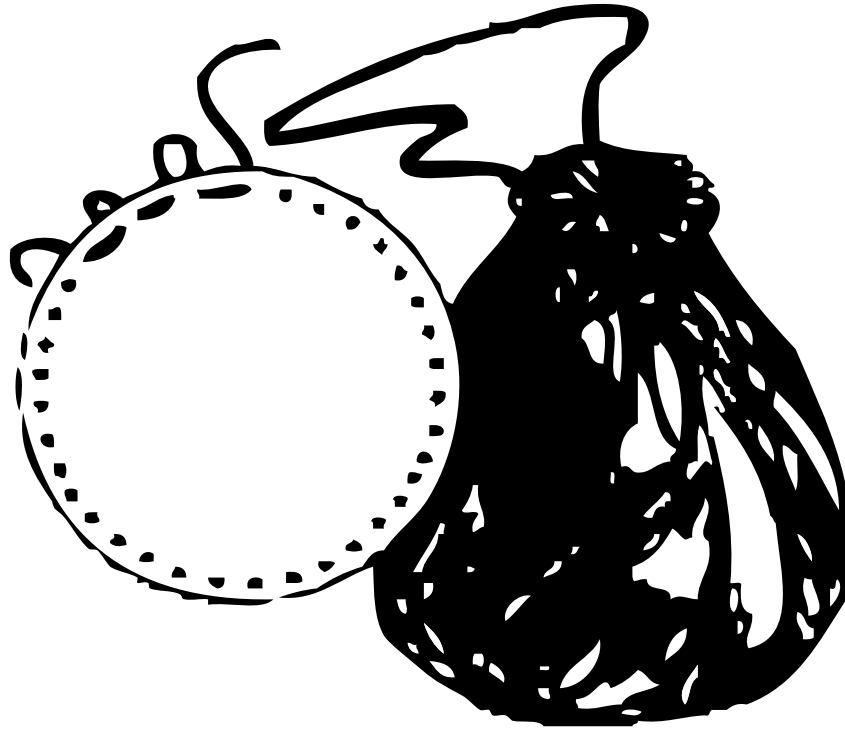
Planning an outdoor meal with a campfire? How about serving chili dogs or chicken nuggets and golden nuggets (tater tots) for dinner and making s'mores at the campfire. (A recipe for s'mores can be found in the resources section of this plan.)



RESOURCES

Gold Pouch

This is an easy, no-sew pouch that even younger boys can make.



Cut a 9- to 10-inch circle from scrap leather, vinyl, or Naugahyde. The leather must be thin and soft. A tight-weave fabric such as double knit or felt will also work well. Punch holes around the edge, thread a 20-inch piece of twine through the holes, and tie a square knot to attach the two ends. Use the string as a drawstring to close the pouch. Tie the bag to a hiking stick or to a belt loop.

Scouts can carry their gold nuggets in this pouch. Scouts also could carry bandages and a few other first-aid items or take the bag on outings and store some “nuggets” they find on the way like pebbles, acorns, etc.

Optional Advancement Ceremony

“Worth of a Badge” Advancement

Equipment: Assayer’s scale (see below) and “nuggets” of gold-painted pebbles. (Call forward the award recipients and their parents.)

CUBMASTER: Here’s a scale and some gold nuggets. And here are the badges to be awarded tonight. Let’s see what these badges you Cub Scouts have earned are worth in gold. *(Put all badges to be awarded in one pan of the scale, and then balance it with “nuggets” in the other. Try ahead of time to see how many “nuggets” you’ll need to balance the scale.)* It didn’t take much gold to balance the badges, did it? Does that mean the badges aren’t worth much? Yes and no. Yes, because it’s true that these badges are just small pieces of embroidered cloth. They don’t cost much in money. But that does not mean they don’t have great value. These badges represent the work you all have done to advance on the Cub Scouting trail and the help your parents have given you. That work and the love and concern your parents have shown are beyond any price. So it is a pleasure to present your award tonight. *(Present badges to parents to pin on their son’s uniform shirt.)* Wear your badges with pride. Remember, they are symbols of something priceless, beyond the price of gold. Congratulations! *(Lead a cheer for all.)*



For the assayer's scales, ask parents if they have a scale at home, either a kitchen scale or a toy scale. If not, make your own from scrap wood. Pans can be coffee can lids suspended with string. Use a cardboard triangle for the pivot.

Additional Game

Forty Ways to Get There

Teams line up relay fashion. In this relay, each competitor must travel in a different way. The first might run, the next hop, the next skip, the next run backward, the next jump sideways, and so on. None may travel in a way that has already been used by a teammate.

Additional Song Suggestions

This Land Is Your Land

Clementine

*In a cavern, in a canyon,
Excavating for a mine,
Dwelt a miner forty-niner,
And his daughter Clementine.*

Chorus:

*Oh my darling, Oh my darling,
Oh my darling Clementine,
You are lost and gone forever,
Dreadful sorry, Clementine.*

June



Home On the Range
*Oh, give me a home where the buffalo roam
And the deer and the antelope play
Where seldom is heard a discouraging word
And the skies are not cloudy all day.*

*Home, home on the range
Where the deer and the antelope play
Where seldom is heard a discouraging word
And the skies are not cloudy all day.*

Additional Skit Idea

Gold Is Where You Find It

Cast: Prospector and four sons

Props: Pan, gold rocks, buckets, hat, shovel

Scenario: A prospector is panning for gold.

SON 1: Pa, whatcha doin'?

PROSPECTOR: Pannin' for gold.

(Son 1 walks off, tossing up and down in his hand a gold rock.)

SON 2: Pa, whatcha doin'?

PROSPECTOR: Pannin' for gold.

(Son 2 walks off, carrying a hatful of gold rocks.)

SON 3: Pa, whatcha doin'?

PROSPECTOR: Pannin' for gold.

(Son 3 walks off, carrying a bucket full of gold rocks.)

SON 4: Pa, whatcha doin'?

PROSPECTOR: Pannin' for gold.

SON 4: What's gold?

PROSPECTOR: It's a precious ore that'll make us rich.

SON 4: What does it look like?

PROSPECTOR: It's a shiny yellow stone.

SON 4: Oh! Like those my brothers are usin' to build their dam downstream?

(Prospector screams and swoons. Son 4 walks off with his pa's shovel.)

Cheers and Applauses

Go for the Gold cheer: "Gold, gold! Go for the gold!"

Gold in the Hills cheer: "There's gold in them thar hills!"

Panning for Gold applause: Kneel down like you are at a riverside with your pan. Begin to swirl it as if panning for gold, and say "One more hour, just one more hour!"

Howdy cheer: "How, how, howdy pardner."



Run Ons

PROSPECTOR 1: Why are you wavin' that piece of paper on the creek?

PROSPECTOR 2: I'm fannin' for gold!

MINER 1: I'm not feeling too well today. You better take my temperature.

MINER 2: What's the matter?

MINER 1: I think I have "gold fever!"

PROSPECTOR 1: Where are you goin' with your pan and pillow?

PROSPECTOR 2: I'm goin' to the river bed to look for gold!

MINER 1: Hey do you know where to find good mining supplies?

MINER 2: Sure, Pan Fancisco.

CUBMASTER: What was the favorite frozen treat served at mining camps?

Gold slush!

Recipe for S'Mores

Ingredients (for one s'more):

Two graham cracker squares

Half of a milk chocolate bar

One large marshmallow

Sticks for roasting the marshmallows

Prior to giving the Cub Scouts their sticks and marshmallows, instruct them not to hold their sticks straight up over their head/face after it has entered the fire as it is easy for hot marshmallow to drip off of the stick and cause a burn.

Have Cub Scouts roast their marshmallows over the campfire. When hot and gooey, place the marshmallow on one graham cracker square that has the milk chocolate placed on it. Place a second graham cracker square on top of the marshmallow, creating a sandwich of sorts.