



# SEPTEMBER—COURTEOUS



## HOW THE WEST WAS FUN

### A SCOUT IS COURTEOUS. HOW DOES “HOW THE WEST WAS FUN” RELATE TO THIS POINT OF THE SCOUT LAW?

A Scout is polite to everyone and knows good manners, which is especially important while welcoming new members to our pack. With summer ending, it's time to saddle up the horses, round up your Cub Scouts, and prepare for recruitment and lots of fun.

#### NOTE TO CUBMASTER

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

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

The gathering activity in this plan would work well for a Bear den to complete requirement 3 of the Grin and Bear It adventure: “Help younger Cub Scouts take part in one of the events at the Cub Scout carnival.” The carnival in this plan has a western flair to fit with the theme of this pack meeting.

#### ◆ BEFORE THE MEETING

Assign dens to be responsible for flags, the opening ceremony, and the closing ceremony.

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

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Large posters of the Scout Oath and Scout Law displayed in the front of the room or a projection of the words onto a wall or large screen.
- Large posters or a projection of the song “Give Me a Place” displayed in the front of the room. An appropriate substitution would be song sheets placed on chairs.

#### ◆ GATHERING

**Option 1:** Set up stations for a western carnival. Samples of western carnival games and their instructions are listed in the Resources section of this plan. (Note: Think about holding the gathering portion, or even all of this pack meeting, outside. Consider devoting 20–30 minutes or more to the western carnival, depending on the number of awards to be distributed during the evening.)

**Option 2:** Play a game of Armadillo Tag. See the instructions in the Resources section of this plan.

#### ◆ OPENING CEREMONY

A preassigned den presents the colors. The audience stands and recites the Pledge of Allegiance.

A preassigned den presents the Welcome opening.

**Cub Scout 1:** “Welcome to our pack meeting.”

**Cub Scout 2:** “We will gladly tell you ‘Howdy.’”

**Cub Scout 3:** “We’re so glad you came.”

**Cub Scout 4:** “We’ll tip our hats.”

**Cub Scout 5:** “We’ll shake your hand.”

**Cub Scout 6:** “We’ll make you feel at home.”

**Cub Scout 7:** “So sit back and relax, and I hope that you will see...”

**Cub Scout 8:** “That being COURTEOUS is important to all Cub Scouts like me.”

**All:** “A Scout is COURTEOUS!”

## ◆ OPENING PRAYER

“May we always treat others with courtesy and respect, knowing this is how Scouts should always act.”

## ◆ WELCOME AND INTRODUCTIONS

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

## ◆ DEN DEMONSTRATIONS

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

## ◆ AUDIENCE PARTICIPATION

### Howdy and Shake

Have everyone stand and shake hands with the person or persons standing on both sides and say “howdy.” Sing one of the following songs or another song that fits the meeting.

#### Give Me a Place

**Tune:** “Home on the Range”

Oh give me a place  
Where they all know my face  
And the Cub Scouts and Webelos play.  
Where never is heard a discouraging word,  
And Scouts are all courteous all day.

Here, here at Cub Scouts  
Join the Wolves, Bears, and Tigers today.  
And, like Webelos Scouts, there is never a doubt  
That you will be welcome to stay.

#### Wagon Train Song

**Tune:** “If You’re Happy and You Know It”

Won’t you come along and join the wagon train?  
Won’t you come along and join the wagon train?  
We will blaze the trail before us,  
And will sing this western chorus.  
Won’t you come along and join the wagon train?

We are Tigers, Wolves, Bears, and Webelos Scouts  
We are Tigers, Wolves, Bears, and Webelos Scouts  
We will live the Cub Scout motto  
Not just because we ought to,  
We are Tigers, Wolves, Bears, and Webelos Scouts.

Yee Haw!!!

## ◆ 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

The Cubmaster and the assistant Cubmaster are at the front of the room wearing cowboy hats and holding stick horses as if they are riding them.

**Cubmaster:** "Well, *(name of assistant Cubmaster)*, I understand we have a passel of awards to give the Cub Scouts tonight. If you can please hand them over, we can start the presentation."

**Assistant Cubmaster:** "Oh no! The awards are on the chuck wagon we left behind to get its axel fixed. What shall we do?"

**Cubmaster:** "There is only one solution for this. I need you to please go fetch them."

**Assistant Cubmaster:** "It is my pleasure, sir [or ma'am]—anything for the Cub Scouts." *(Rides off on the stick horse to fetch the awards.)*

**Cubmaster:** *(Dismounts and ties horse to a chair or pole.)* "Cub Scouts, there is no need to worry. *(Name of assistant Cubmaster)* is on the job to get the awards. My trusty partner never gives up, even when facing big challenges, and he [or she] is always courteous to others. Hey, that sounds a lot like you guys."

**Assistant Cubmaster:** *(Rides in on a stick horse carrying a Dutch oven filled with the awards.)* "Here are the awards, fresh off the fire. You would not believe what happened when I went to get them. I ran into a big bear that thought they were his dinner. But never fear—I asked him to please let me pass as these here were awards for the Cub Scouts. So he did!"

**Cubmaster:** "I am sure he appreciated your courtesy, and I appreciate you for going to get the awards. Thank you so much. Now, let's get these awards in the hands of the Cub Scouts who earned them."

Call each Cub Scout up by name and invite his parents or guardians to join him. Say a little about what the Cub Scout did to earn the award. Note: It is helpful to put the awards for each den into separate, labeled envelopes in the Dutch oven. After all awards have been presented, have the pack give the "Cowpoke Applause."

**Cowpoke Applause:** *(Raise hand in the air, as if waving hat.)* "Whoopee!"

## ◆ CUBMASTER'S MINUTE

"To show courtesy is to show respect. The fifth point of the Scout Law reminds us to be courteous. May each of you show respect for others by being courteous each day."

## ◆ CLOSING

The preassigned den performs the "Cowboy's Philosophy" closing ceremony.

**Cub Scout 1:** "We, the cowboys of Pack (*insert pack number*), are bound by our desire to live free."

**Cub Scout 2:** "We must, therefore, show respect for our fellow man,"

**Cub Scout 3:** "Respect for his beliefs,"

**Cub Scout 4:** "Respect for his belongings,"

**Cub Scout 5:** "Respect for his privacy,"

**Cub Scout 6:** "Respect for the ground he walks on and the air he breathes."

**Cub Scout 7:** "In doing so, we show respect for ourselves."

**All:** "A Scout is courteous!"

The preassigned den retires the flags.

# RESOURCES

## ◆ GATHERING—CARNIVAL GAMES

### Making Horses

#### Option 1: Pool Noodle Horse

Give each Scout a pool noodle. Fold over a small section at the top to create the head. Wrap string around the head to secure it. Then create eyes, ears, and a mane using materials such as felt, craft foam, yarn, or fabric. Make a bridle and reins out of twine.

#### Option 2: Stick Horse

Create in advance several cardboard templates of a horse's head that Scouts can use to trace. Have Scouts draw a horse's head on poster board or craft foam, and cut it out. Then have Scouts use the first head to trace a duplicate. Attach both sides of the horse's head to a yardstick with glue or staples. Allow Scouts to decorate the horse with assorted materials, making sure to add a bridle and reins.

### Pony Express Relay

**Materials:** For each den or group participating, have two horses and one paper bag filled with crumpled newspaper.

**Instructions:** Divide Scouts into teams or by den. (Note: If one team has fewer members than the others, those first in line will take a second turn until the same number have gone from each group.) Divide each team or den into two halves and have them stand at opposite ends of the room or playing area. Give each team or den a paper bag filled with crumpled newspaper. When the leader gives the signal, the first rider in each den grabs the bag from the floor, climbs on his "pony," races across the room to the other side, and puts down the bag. The first rider on that side picks it up and races back across on his "pony." The relay continues until each rider has had a turn, and the first den to complete the race wins.

# RESOURCES

## Barrel Races

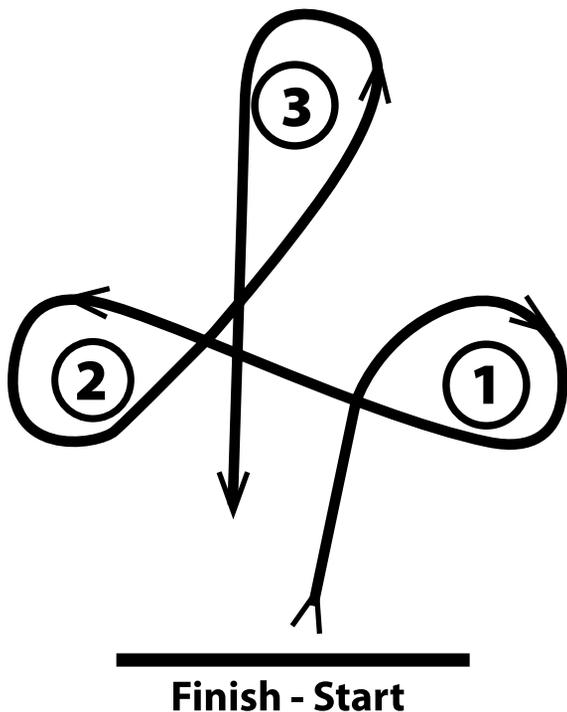
### Materials:

- Two horses
- Six barrels or buckets (two sets numbered 1, 2, and 3)
- Stopwatch, if using time instead of a relay

Set up two identical courses of barrels in the formation shown below.

**Relay Option:** Divide Scouts into teams or by den. (Note: If one team has fewer members than the others, those first in line will take a second turn until the same number of rides has been finished by each team.) Each Scout starts at his starting/finish line and rides his horse around barrel one, then barrel two, then barrel three, and finally back to the finish line. He will then pass his horse to the next rider who will repeat the process until all have ridden. The team that finishes first wins.

**Best Time Option:** If you have a small pack, you might consider having only one course so that Scouts can take turns racing for their best time instead of playing in teams.



## Beanbag Toss

### Materials:

- Cowboy boots (three to five total)
- Beanbags (five to seven)
- Table

**Instructions:** Place the cowboy boots on a table with space between them. Have Scouts stand behind a line several feet away. Each Scout in his turn should try to knock over the boots with the beanbags without stepping over the line.

## Wheelbarrel Races

Divide Scouts into teams of two. One member of each pair will be the pusher, while the other Scout takes the wheelbarrel position. At the signal, all teams race to the designated turnaround line and then back to the starting line.

## Pass the Corn

**Materials:** One corncob of dried Indian corn for each team

**Instructions:** Divide Scouts into equal teams. At the signal, each team passes the corncob from Scout to Scout without using any hands. If the corncob touches the ground or hands are used, that team must restart the passing from the beginning of their line.

## Sack Races

**Materials:** One feed sack or pillowcase for each person participating

**Instructions:** Determine the number of Scouts who can safely participate at one time. Designate a start and finish line in a grassy area. Have each participating Scout go to the starting line, climb into his sack with both feet, and hold the edges. At the signal, Scouts should hop to the finish line. (Note: You might choose to have Scouts practice jumping in place for a few seconds before the race to get the hang of jumping in a sack.)

# RESOURCES

## Paint the Brand on the Cow

### Materials:

- Large paper cutout of a cow with an “X” marking the spot to be branded
- Tin pie plate containing a small amount of water-based craft paint
- Sponge cut to desired shape (star, horseshoe, Cub Scout diamond, or whatever shape your talents can cut) and glued to a dowel
- Blindfold

**Instructions:** This game gives a cowboy twist to the classic party game, Pin the Tail on the Donkey. Scouts will still wear a blindfold, but instead of pinning a tail, they will be stamping a painted “brand” on the cow. Hang the cow poster or cutout in a place where stray paint won’t cause damage. Have the blindfolded Scout stand behind a line. Then, dip the sponge in the paint and give the dowel to the Scout. Point him in the right direction, and see which Scout can stamp his brand closest to the “X.”

## Cow Patty Toss

### Materials:

- 12 “cow patties” made from insulation foam sealant for gaps and cracks, which can be found at your local hardware store. Following all safety guidelines, make each patty on a newspaper, and let it dry. Spray-paint it brown.
- Six craft foam targets, if you choose option 2.

**Option 1:** Have each Scout toss his cow patties to see who can toss the farthest.

**Option 2:** Write the words “DO,” “YOUR,” and “BEST” twice on the targets to create two sets of three. Divide Scouts into teams of two, with each team receiving six cow patties. Set out the targets, and see if the Scouts can hit all three words. Each Scout gets three patties to toss.

## Snake in My Boot

### Materials:

- Two buckets or other plastic containers
- Two cowboy boots or containers decorated to look like boots

- Fake snakes (rubber, plastic, chenille stem, etc.)
- Two pairs of tongs

**Instructions:** Fill the two cowboy boots with an equal number of fake snakes. Divide Scouts into two teams, and have them stand behind the starting line. Place a boot at the line in front of each team. At the signal, the first player for each team removes a snake from their boot with the tongs and races to put it in their team’s bucket. That player then runs back to the starting line and passes the tongs to the next player in line. Each player repeats the process until all snakes are removed from the team’s boot and transferred to their bucket. The first team to move all of the snakes to the bucket wins.

## Cow Ring Toss

### Materials:

- “Cows”: 2-liter soda bottles painted black and white to look like cows. If using empty bottles, fill one-third of each bottle with water for stability. (Nine, 16, or 25 cows will be needed, depending on the desired size of the game.)
- Six rope rings for each participating Scout or team. To make each ring, cut a 9-inch piece of rope that is ½-inch to ¾-inch in diameter. Tape the ends together with duct tape. (Note: Consider using a different color of tape for each team’s set of rings.)

Set up the cows in rows and columns to make a square, leaving approximately 4 inches between each cow. Have Scouts take turns trying to see how many cows they can rope with their rings.

## Armadillo Tag

One player is “It,” and his goal is to chase and tag free players. Free players are only safe when they lie on their backs with their feet in the air. If a player is tagged when he is not in the safe position, that player then becomes “It.”