

The Philmont Cub Scout Roundtable Supplements

April 2018

A Scout is Friendly

Theme: Treasure Hunters



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May Pack Meeting
A Scout is Friendly
Theme: Treasure Hunters

◆ Gathering

Have a stroll around the midway. Give all Scouters an opportunity to get information and sign up for events and trainings.

GATHERING ACTIVITY

Friendship Treasure Hunt

Instructions: Collect the names of people who fit the description for each item. Try to find Cub Scouts who are in a different den than your own. You may only use each person's name one time.

1. Has the same color eyes as you _____
2. Has traveled outside the United States _____
3. Has the same teacher you had last year _____
4. Is the youngest in his family _____
5. Has more than three brothers or sisters _____
6. Has the same birthday month as you _____
7. Enjoys math _____
8. Can speak two languages _____
9. Has seen the same movie at least three times _____
10. Is going to day camp this summer _____
11. Has a cat _____
12. Was born in another state _____

If this meeting is held outside, find some things in nature, too. Check off the items rather than collect them, so you will leave no trace. Trash may be thrown away, if it is safe to do so.

Outdoor Checklist:

- A trash item
- A pinecone
- A rock with an interesting shape
- A new leaf from a tree or bush
- A five-pointed leaf
- An insect (live or dead)

◆ Midway Patch of the Month

INTERPRETER STRIP

This award is for youth and adult Scouts (Cub Scouts, Webelos Scouts, Boy Scouts, Venturers, Sea Scouts, plus Scouters in all programs.) They may wear this strip if they show their knowledge of a foreign language or American Sign Language or Signing for the hearing impaired.



The Interpreter Strip is not an award, it is an optional insignia, not a temporary insignia. It's purpose is to show that you are able to perform as an interpreted, when needed. Interpreter strips are made in the alphabet of the native language represented, not the English language translation. (BSA Insignia Guide, No. 33066; Scouting.org)

The Interpreter Strip is placed above the BSA strip above the right pocket. You may wear more than one Interpreter Strip, one for each language which you qualify. Do not place them side by side. Spoof patches are not authorized for wear on the BSA uniform (for example, Klingon).



Requirements:

1. Carry on a 5-minute conversation in this language.
2. Translating a 2-minute speech or address.
3. Writing a letter in the language (Does not apply for sign language.)
4. Translating 200 words or more from the written word.

The requirements are verified by the unit leader, after receiving sufficient evidence of the Scout's or Scouter's ability to read, write and speak the language. If it is a rare language in your area, the strip may need to be ordered from a different council or National Supply Division. They can be purchased from your Scout Shop. (www.BoyScoutTrail.com)

◆ Opening Ceremony

The flag ceremony is led by preassigned Scouters. They will present the colors and lead the pack in the Pledge of Allegiance. Preassigned Scouters perform the opening song.

The More We Get Together
Tune: "Did You Ever See a Lassie"

The more we get together, together, together,
The more we get together, the happier we'll be.
For your friends are my friends, and my friends are your friends,
The more we get together, the happier we'll be.

The more we get together, together, together,
The more we get together, the happier we'll be.
For you know that I know, and I know that you know,
The more we get together, the happier we'll be.

◆ Opening Prayer

Father, we come to this this day in honor and prayer. We are grateful for the creation of Thy hand and those wonderful things just beyond the horizon of our vision, and we know that You see all. Please help us to persevere in leading our Cub Scouts through their Adventures in pursuit of their dreams and goals. Help us to show them that it is not the goal but the friends you make and the lessons you learn along the way that are the actual treasures of our lives. That the magic is not in completing requirements to earn a badge but in the process that teaches one to work with others, both adults and youths, how to make friends, and how to learn. Help us to reach out with hands and arms and lift the youths in our Packs and Dens as we do our best. Amen.

◆ Welcome and Introductions

The Roundtable Commissioner or Assistant Roundtable Commissioner - New Member Coordinator welcomes new Scouters, visitors, and special guests by introducing them to the district. If you aren't sure what a New Member Coordinator is, check out:

<http://scoutingwire.org/marketing-and-membership-hub/new-unit-development/commissioners/>

◆ Big Rock Topic

See the Boy Scout Roundtable Commissioner Planning Guide for a list of Big Rock Topics that both the Cub Scout and Boy Scout Roundtable Commissioners choose to do jointly to help serve the units in your district.

SONG:

The Buddy Song

Tune: "Frère Jacques"

(This can be sung as an echo song or as a round.)

Who's my buddy?

Who's my buddy?

Hey, it's you! Hey, it's you!

I'm so glad you are my friend.

I'm so glad you are my friend.

You're the best.

You're the best.

◆ Applauses and Cheers!

Archeologist, Option 1. "I say, I think I've found one just over here."

Archeologist, Option 2. Divide the group into two. The left side shouts, "Shovel!" The right-side shouts, "Sift!" this exchange is repeated three times. Then the leader says, "Stop!" and everyone shouts together, "We finally found something!"

Miner's Cheer: Swing your right arm like you are using a pick ax, and yell, "Dig!" Swing your left arm like you are using a hammer, and yell, "Tap!" Repeat several times until you "find" something. Look at it closely. Hold it up and cheer, "Gold!"

Jewels Applause: Hold an imaginary pick, and pretend to hit the ground. Pretend to pick up a jewel and hold it to the light. Say, "Oooh! Ahhhhh!"

Run-Ons

Cub 1: What tree do we offer friends when we meet?

Cub 2: A palm.

Cub 1. Points to the sky. "Is that the sun or the moon up there?"

Cub 2. I dunno. I'm a stranger here, too.

Cub 1. What kind of ship never sinks?

Cub 2. Friendship!

◆ Cub Scout Interest Topic

• The Outdoor Scout!

- Cub Scouts want to have outdoor adventures. This is why they joined. They want to launch rockets, shoot guns, race rain gutter regattas, ride in bicycle rodeos, go hiking, explore in parks, play games outside, and go camping.
 - Local Parks (*Town, State, or National*)
 - Nature Centers
 - Oceans, Bays, Lakes, Ponds, Rivers, and Streams (*Any time of year - See all the changes throughout the year*)
 - Zoos
 - Farms
 - Sportsmen's Clubs
 - Council camps (*either overnight or for a day trip to explore*)
- Discuss ideas for getting the Scouts outdoors. Summer camp is great but take them outdoors for other events. (Go to Cub Scout Outdoor Program at <https://www.scouting.org/scoutsource/CubScouts/resources/CubScoutOutdoorProgramGuidelines.aspx>)
 - Cub Scout Day Camp
 - Cub Scout/Webelos Scout Resident Camp
 - Council-Organized Family Camps
 - Webelos Den Overnight Camping
 - Outdoor Pack Meetings (Make it a campfire)
 - Day Hikes
 - Pack Overnights



At least one adult giving leadership to a pack overnights must complete *Basic Adult Leader Outdoor Orientation* (BALOO), No. 34162, and be present on campouts. BALOO trains participants to properly understand the importance of program intent, Youth Protection guidelines, health and safety, site selection, age-appropriate activities, and sufficient adult participation. Permits for campouts shall be issued locally, according to council policies. Packs use the tour plan Application, No. 34426.

- Go outdoors for the flag ceremony, for a game, to practice a skill.
 - Tigers go outdoors for Tiger Jungle and Tigers in the Wild. They bicycle for Rolling Tigers. Sky Is the Limit takes them out to look up.
 - Call of the Wild takes a Wolf Cub Scout out camping. Paws on the Path takes Wolf Cub Scouts hiking. Air of the Wolf has them listening for outdoor sounds. For Code of the Wolf they look for shapes in nature.
 - Bears camp for Bear Necessities. They do a 1 mile hike for Fur, Feathers, and Ferns. They go on a Fishing Adventure for “A Bear Goes Fishing.”
 - For example, Webelos Scouts go outdoors for Into the Wild; Into the Woods; Outdoorsman; Walkabout; Castaway; Adventures in Science; Stronger, Faster, Higher; Cast Iron Chef; Aquanaut; Earth Rocks; Fix It; Moviemaking; Project Family and Sportsman!

◆ Audience Participation

We’re Going on a Treasure Hunt

Cubmaster: “Would you like to go on a treasure hunt? OK! Then watch me and do everything I do. Here we go!” (Pick up your map and look around. Then have everyone stand up and march in place.) Going on a treasure hunt. Gonna find a big one. I’m not scared. I’m prepared. I have my map. Gotta watch for a trap.”

(Stop marching and point to an imaginary field.) “I see a field of tall grass. We can’t go around it (look and point to the left and right). Can’t go over it (look and point up). So we gotta go through it. Let’s go! (March in place and make motions as if going through a field with large grass, tall shrubs, etc.) Going on a treasure hunt. Gonna find a big one. I’m not scared. I’m prepared. I have my map. Gotta watch for a trap.”

(Stop marching and point to an imaginary field.) “I see a field of tall grass. We can’t go around it (look and point to the left and right). Can’t go over it (look and point up). So we gotta go through it. Let’s go!” (March in place and make motions as if going through a field with large grass, tall shrubs, etc.) “Going on a treasure hunt. Gonna find a big one. I’m not scared. I’m prepared. I have my map. Gotta watch for a trap.”

(Stop marching and point up to an imaginary tree.) “I see a big tree. We can’t go around it (look and point to the left and right). Can’t go under it (look and point down). So we gotta go over it. Let’s climb. (Do climbing motions until you reach the top.) Look around. You see the treasure? No? Climb down. (Do motions as if going down the tree. Pretend to reach the ground, then resume marching in place.) Going on a treasure hunt. Gonna find a big one. I’m not scared. I’m prepared. I have my map. Gotta watch for a trap.”

(Stop and point to an imaginary lake in the distance.) “I see a lake. We can’t go around it (look and point to the left and right). We can’t go over it (look and point up). So we gotta go through it. Take off your The More We Get Together Tune: “Did You Ever See a Lassie” The more we get together, together, together, The more we get together, the happier we’ll be. For your friends are my friends, and my friends are your friends, The more we get together, the happier we’ll be.

The more we get together, together, together, The more we get together, the happier we'll be. For you know that I know, and I know that you know, The more we get together, the happier we'll be. MAY—FRIENDLY 3 shoes (pretend to do this). Take off your socks (again pretending). Jump in the water (jump in place). Let's start swimming (pretend to swim by rotating your arms). Get out of the water (shake yourself off like a dog). Put on your socks, put on your shoes (pretend to do both). Let's keep going! (Resume marching in place.) Going on a treasure hunt. Gonna find a big one. I'm not scared. I'm prepared. I have my map. Gotta watch for a trap."

(Stop marching and point off in the distance.) "I see a building. We can't go around it (point and look to the left and right). Can't go over it (point and look up). So we gotta go up to it. Knock on the door (pretend to knock). Oh, what do I see? It's about this tall (put your hand up about chest high). It has lots of big eyes (make your eyes really big). It has many little ears (wiggle your ears). It's got great big smiles (grin really big). IT'S OUR FRIENDS!!!

"That's the TREASURE we have been looking for the whole time!"

◆ STEM Minute

Find the Hard Boiled Egg Egg physics

Materials: two eggs: one hard-boiled, one raw. Make sure the hard-boiled egg has been in the fridge long enough to be the same temperature as the raw egg. A clean plate or a flat surface.



Procedure:

Ask the Cub Scouts to guess which egg is the hardboiled egg without smashing or breaking the egg, by gently spinning it on the plate or flat surface. See YouTube videos for help.

Place an egg on the plate or flat surface and spin it gently. Then spin the other egg.

One egg should spin easily while the other seems to wobble. If you touch the eggs, one should stop quickly and the other will keep spinning a little after you have touched it.

STEM

The only egg that will spin easily is the hard-boiled egg. The shell and its contents are spinning together. The mass is solid.

The raw egg's center of gravity changes with its contents moving around inside the shell. The friction will slow the spin. Even after you touch the egg, its contents continue to move. This is from inertia.

Newton's First Law of Motion: Inertia

Inertia: "An object at rest will remain at rest unless acted on by an unbalanced force. An object in motion continues in motion with the same speed and in the same direction unless acted upon by an unbalanced force."

◆ Cub Scout Leader Breakouts

◆ Lion Breakout

- 2017-18 Lion Program Changes
(<https://blog.scoutingmagazine.org/2017/08/14/bsas-lion-pilot-program-for-kindergarteners-is-off-to-a-roaring-start/>)

- Lion Requirement

- On Your Mark - Elective Adventure

- Make a Box Car for the Box Car Derby

- Have items for the leaders to make a sample box car to show their youth. Use this time to play with the straps (like suspenders). Have paracord or an easy to cut rope. Make sure to either melt the ends of the cord or to whip the ends to ensure that they do not fray. (This may take some time)
 - Go over the three pit stops:
 - Tire Change: each Lion Scout will take off ONE sock and turn it inside out and put it back on. Make sure they have their shoe on tight to prevent a “blown tire”.
 - Pit Stop: The Lion Scout will take a drink of water.
 - Windshield washing: The Lion Scout gets sprayed with a bottle of water in their head.
 - Have the Leaders try a race.



◆ Tiger Breakout

- Tiger Requirement

- Requirement Modifications

- **The Cub Scout Handbook underwent modifications in 2016**, Please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
 - http://www.scouting.org/filestore/cubscouts/pdf/Tiger_Addendum.pdf

- My Tiger Jungle - **Required Adventure**

- Discuss with leaders Requirement #1 With your adult partner, go on a walk outside and pick out two or more sights or sounds you hear of “nature” around you. Discuss with your partner or den.
 - Have leaders talk about the Requirements 2-5. Ask them which requirements that they would use in their den meeting.
 - Requirement #3 is about the birds in the area. Discuss different reference items to use in identifying the birds.
 - Books
 - Birds of (Insert your State Here) Field Guides are nice because not only do they can fit in a cargo pants pocket, but they are also organized into color. Not just species of bird.
 - Peterson Field Guide to Birds
 - National Audubon Society Field Guide to Birds

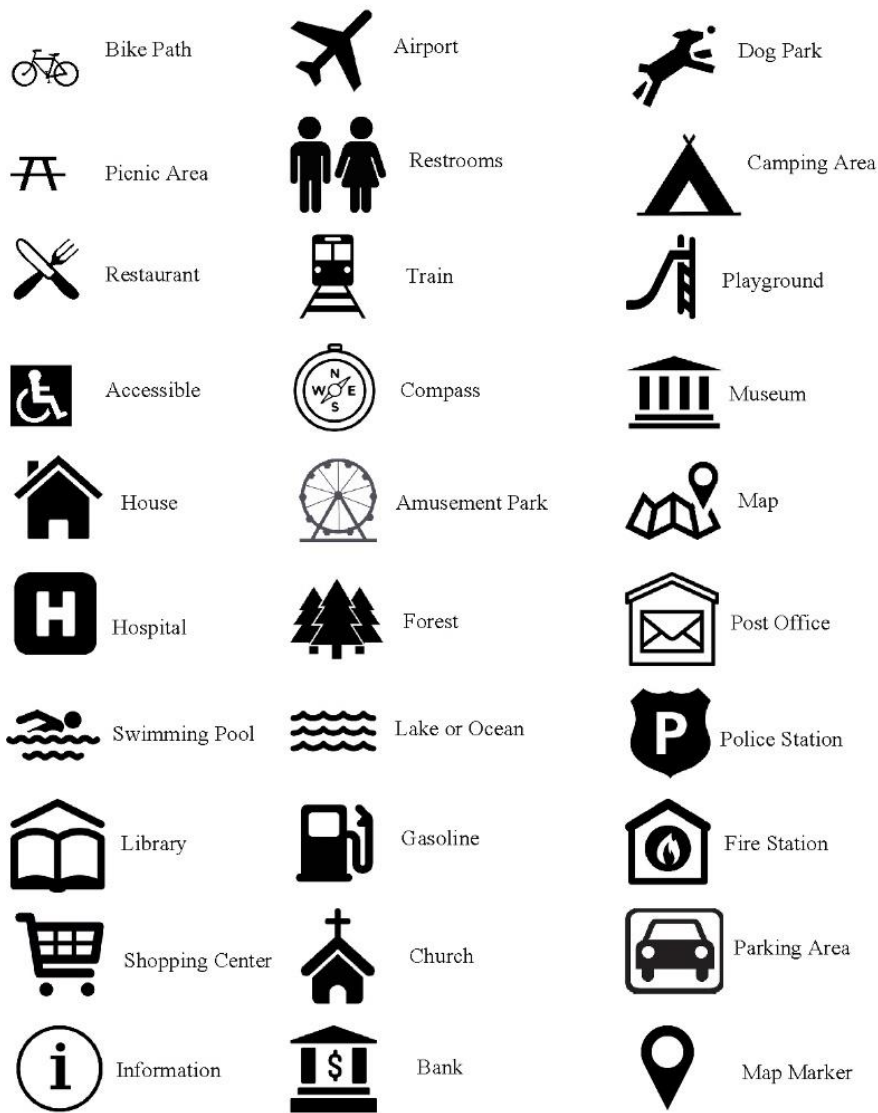
- Apps
 - Merlin ID by the Cornell Lab of Ornithology
 - Birdsnap
 - Audubon Bird Guide
 - iBird
- Requirement #4 is planting a plant, shrub, or tree. Learn about the needs and grow the item you have planted. Talk with your local nursery when you purchase the item you want to grow.

Tiger Cheer: Give me a T. T!
 Glve me an I. I!
 Give me a G. G!
 Give me an E. E!
 Give me an R. R!
 What does it spell?
 TIGER!
 What does it say?
 ROAR!

◆ Wolf Breakout

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- Requirement Modifications
 - The Cub Scout Handbook underwent modifications in 2016. Please make sure that each den leader is aware of this. Hand out a copy of this link or offer a copy of modifications for the den leaders. Never assume that a leader knows of this change.
 - The link is found at :
http://www.scouting.org/filestore/cubscouts/pdf/Wolf_Addendum.pdf
- Wolf Requirement
 - Required Adventure - **Paws on the Path**
 - Requirement 1 - Collect the Six Cub Scout safe hiking essentials: first aid kit, flashlight, filled water bottle, sunscreen, whistle and trail food.
 - Play Kim's Game. Collect the six Cub Scout hiking essentials and other hiking items such as: a rain poncho, jacket, sunglasses, compass, mess kit, map, hand sanitizer, extra clothes, Wolf book, signal mirror, neckerchief and slide or rope. Place the items on a table and have each member of the group gather around the table to look at the items for one minute. Cover the items with a blanket or cloth and have each member of the group write down the items they remember on a piece of paper.
 - Requirement 2 - Discuss the buddy system. Discuss what to do if a scout is separated from the group while hiking.
 - Requirement 3 - Choose the appropriate clothing to wear on your hike based on the expected weather.

- Requirement 5 - Go on a 1-mile hike with your den or family. Discuss locations in your area that would be appropriate for a 1-mile hike. While on the hike find two interesting things that you've never seen before. Discuss ways for Scouts to track new things on the hike.
- Requirement 7 - Draw a map of an area near where you live using common map symbols. Show which direction is north on your map. Use map symbols found in the Wolf book, or use symbols like the ones below.
- Requirement 4 - Recite the Outdoor Code and Leave No Trace Principles for Kids. These may be found on page 318 of the Wolf book, just inside the back cover. (This may be combined with Requirement 3 of The Call of the Wild Adventure).



Common Map Symbols

Draw a line from each of the principles of the Outdoor Code and the Leave No Trace Principles to one of the pictures on the page. Some of the pictures are used twice. To make the game more challenging, Scouts can cut out the pictures on the page and try to put them in the right order.



The Outdoor Code

As an American, I will do my best to -

Be clean in my outdoor manners,

Be careful with fire,

Be considerate in the outdoors, and

Be conservation minded.

Leave No Trace Principles for Kids

Know Before You Go

Chose the Right Path

Trash Your Trash

Leave What You Find

Be Careful With Fire

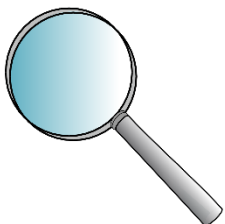
Respect Wildlife

Be Kind to Other Visitors



◆ Bear Breakout

- Remind Den Leaders to work with each new Cub Scout on his Bobcat Rank
- Bear Requirement
 - Requirement Modifications
 - The Cub Scout Handbook underwent modifications in 2016. Please make sure that each den leader is aware of this. Hand out a copy of this link or offer a copy of modifications for the den leaders. Never assume that a leader knows of this change.
 - The link is found at:
https://www.scouting.org/filestore/cubscouts/pdf/Bear_Addendum.pdf
 - Fur, Feathers, and Ferns - **Required Adventure**
 - Remind the leaders that the Scouts must complete Requirement 1 plus three others. Help the leaders see the connection with “Treasure Hunters,” the theme, by discussing the fact that wildlife should be considered treasures to all.
 - Review Requirement 1: “While hiking or walking for one mile, identify six signs that any mammals, birds, insects, reptiles, or plants are living near the place where you choose to hike or walk.” Discuss with the leaders an area to visit in your area. The leaders should share suggestions with each other rather than just getting ideas from the one leading the discussion. Discuss some of the signs to help the Scouts identify (scat, partially eaten leaves, feathers, other -- see the Bear Handbook).
 - Review Requirement 2: “Visit one of the following: zoo, wildlife refuge, nature center, aviary, game preserve, local conservation area, wildlife rescue group, or fish hatchery. Describe what you learned during your visit.” The leaders should make appropriate arrangements prior to the den meeting, including obtaining permission slips from parents.
 - Review Requirement 3: “Name one animal that has become extinct in the last 100 years and one animal that is currently endangered. Explain what caused their declines.” Discuss some examples.
 - Review Requirement 4: “Observe wildlife from a distance. Describe what you saw.” Consider having an example of a cardboard periscope (see Bear Handbook) for the leaders to see. Discuss how the periscope seems to make things appear closer.
 - Review Requirement 5. “Use a magnifying glass to examine plants more closely. Describe what you saw through the magnifying glass that you could not see without it.” Caution leaders to teach the Scouts to care for insects by not burning them with the magnifying glass.
 - Review Requirement 6. “Learn about composting and how vegetable waste can be turned into fertilizer for plants.” Consider showing the leaders an example of composting (see Bear Den Leader Guide).



- Review **Requirement 7. “Plant a vegetable or herb garden.”** Make sure to view the indoor garden at future den meetings so that the boys may see the progress and take care of the garden.

◆ **Webelos Breakout**

Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank

- **Webelos Requirement**
 - Requirement Modifications
 - **The Cub Scout Handbook underwent modifications in 2016,** please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
 - http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf
 - **First Responder - Required**
 - Complete requirement 1 and at least five others.
 - Ask your Den Chief to help with this activity. Give the Scouts opportunities to show each other how do treat these first aid cases.
 - 1. Explain what first aid is. Tell what you should do after an accident.
 - 2. Show what to do for hurry cases of first aid: serious bleeding, heart attack or sudden cardiac arrest, stopped breathing, stroke, poisoning.
 - 3. Show how to help a choking victim.
 - 4. Show how to treat for shock.
 - 5. Demonstrate how to treat at least five of the following:
 - A. cuts and scratches
 - B. Burns and scalds
 - C. Sunburn
 - D. Blisters on the hand or foot
 - E. Tick bites
 - F. Bites and stings of other insects
 - G. Venomous snakebites
 - H. Nosebleed
 - I. Frostbite
 - 6. Put together a simple home first-aid kit. Explain what you included and how to use each item correctly.
 - The first aid kit can be used in Webelos Walkabout.
 - 7. Create and practice an emergency readiness plan for your home or den meeting place.
 - Ask your Den Chief about the readiness plan the troop did for the Emergency Preparedness Merit Badge.
 - Use graph paper to make the readiness plan easier to use.
 - 8. Visit with a first responder or health care professional.
 - Ask the Wolf and Bear leaders when they are having a fireman, EMT or first responder visit their dens and share the event.



◆ Arrow of Light Breakout

- Remind Den Leaders to work with new Cub Scouts on their Bobcat Rank
- AOL Requirement
 - Requirement Modifications
 - **The Cub Scout Handbook underwent modifications in 2016**, please make sure that each den leader is aware of this and hand out a copy of this link or offer a copy for the den leaders. Never assume that a leader knows of this change.
 - http://www.scouting.org/filestore/cubscouts/pdf/WEBELOS_AOL_Addendum.pdf
 - **Outdoorsman - Required Adventure**
 - Practice how to set up tents outside if the weather permits or indoors.
 - Choose between Option A or Option B.
 - Both options require reciting the Outdoor Code and the Leave No Trace Principles for Kids from memory.
 - Both options require what to do during extreme weather events.
 - Discuss with the Scouts what they should do during:
 - A. Severe rainstorm causing flooding.
 - B. Severe thunderstorm with lightning or tornadoes
 - C. Fire, earthquake, or other disaster that will require evacuation. Discuss what you have done to minimize as much danger as possible.



Adult leaders- *Planning and Preparing for Hazardous Weather* is available for leaders at scouting.org. And you can sign into your myscouting account. The training takes about 40 minutes and is online. This training will supplement your knowledge to help the Webelos Scouts.

◆ Cubmasters & Committee Chair Breakout

- Planning Your Summer
 - Discussion on what has worked or not worked for the Scouters as they have planned their summer pack meetings.
 - Summertime Pack Award
 - This award is to encourage a pack to be active when school is out for the summer, by doing one activity per month in June, July, and August.
 - The Pack can earn the “Pack Award Streamer” to hang on their pack flag.



- Each Scout that attends pack activities during the summer months can earn the Summertime Pack Award Pin that corresponds with the den they are in that year; Tiger, Wolf, Bear or Webelos.



- Gathering activities
 - Trash (treasure) hunt:
 - Have the Scouts pick up trash at your meeting place. Then have them remember what they picked up and see if any of those items are on your “list” that they might have pick up (see who found the most items on the list) The list could include; a pen or pencil, gum wrapper, soda bottle or can, plastic bags, food wrappers or come up with your own list of items.
- Review the May Pack meeting guide and discuss the upcoming pack meeting found at: [https://www.scouting.org/filestore/cubscouts/pdf/2017/310-842\(17\)_May_Friendly.pdf](https://www.scouting.org/filestore/cubscouts/pdf/2017/310-842(17)_May_Friendly.pdf) (This would be a great handout to give to each pack.)

◆ **Commissioner’s Minute:**

“Remember, the real treasures in life are not silver and gold, but the friends we make and the adventures we share with them.”

◆ **Closing**

The preassigned Scouters perform the closing ceremony **Golden Treasure**

Eight Cub Scouts are dressed as explorers or treasure hunters. Some carry shovels. They are gathered around a map, looking puzzled and scratching their heads. (This is written to recognize all the pack leaders, but it could be altered as a surprise to recognize your Cubmaster or any adult who has contributed to the pack this year.)

Cub Scout 1: “I think we’re looking in the wrong place.”

Cub Scout 2: “I think we’re looking for the wrong things.”

Cub Scout 3: “What do you mean the wrong things?”

Cub Scout 4: “We’re looking for golden treasure, aren’t we?”

Cub Scout 5: “Of course we are, but where’s the best place to look for golden treasure?”

Cub Scout 6: “Probably at the end of the rainbow, but I don’t see one.”

Cub Scout 7: “Let’s look out there!” (Points toward the audience.)

Cub Scout 8: “I FOUND IT!! (Each Cub Scout walks up and asks a leader to come with him to the center of the stage until all the recipients are gathered there.) These by far are the best golden treasures, for in each of these people we find a heart as pure as gold! Otherwise, why would they spend so much time helping us in the pack?”

All Cub Scouts: “That’s right! They are the BEST FRIENDS a Cub Scout pack can have!” (Hand out gold paper hearts to the leaders.)

◆ **Retire the Flags**