CEREMONIES
FEBRUARY #2

HONOR THE SCOUTER SPOUSES

Play Wind Beneath my Wings. Lower the volume while Committee Chairman talks.

"Will all those who are married to Scouters please stand, including those of you who are also Scouters? We wish to pay tribute to you, because we know we couldn't do without you."

Start passing out the certificates while Committee Chairman reads the poem. Increase the volume when Committee Chairman finishes the poem and play to end of song (4 minutes total).

HERE'S TO THE SCOUTER'S SPOUSES

Here's to our spouses
Who care for our houses,
While we're gone you pick up the slack.
You do our share of chores,
And butler the doors,
And help keep us on the right track.

You listen (without squawks)
While we practice our talks
(That's great help we could never hire).
Why, you hardly even mutter
While the house fills with clutter
As the Scouting stuff piles ever higher.

You quietly sit while we threaten to quit
And encourage us to keep on a tryin'.
Without you being strong
We wouldn't last long
You're the one's we always rely on.

For all your warm greetings,
When we come from our meetings,
And helping us out in a crunch,
For manning the phone,
And your struggles alone,
We say to you all, thanks a bunch!

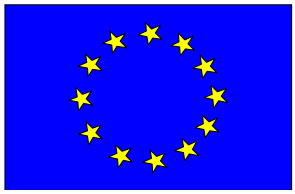
Carol Shaw Lord

GAMES
FEBRUARY #2

SUBMARINES AND MINEFIELDS

Materials: Blindfolds for each member of the minefield.

You split into two teams. One team forms a line across the playing field. They are blindfolded and stand close enough together to touch hands. That team quietly tries to sneak along the line weaving in an out of the mines, (i.e. between their feet, or between two scouts.) After a minefield team member uses one hand and hits a ship, that hand is out of play for the round. Thus, later ships may go through an unprotected area. When the whole team has gone through (or not, as the case may be), change roles, and the other team becomes the minefield. At the end of the game, the winning team is the one that managed to get most ships through the minefield.

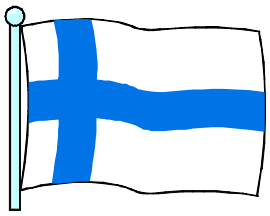


USS Benjamin Franklin—"Lafayette" class SSBN

CAPTURE THE FLAG

Materials: 2 flags. For night play; 2 or more electric lanterns or flashlights.

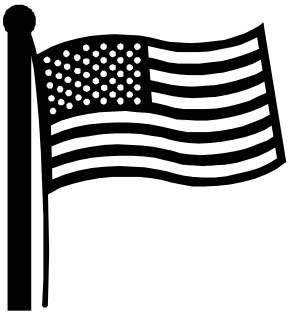
First, pick out two even teams. Once the teams are formed, set boundaries for the game. (The boundaries can be whatever the teams both want. They should be a large rectangle or square.) Once the boundaries are decided, draw a line through the middle of the playing zone. This line divides the two sides. (If dark, the lanterns are placed on each side of the line to indicate where the middle of the field is.)



Each team should choose where they want their flag and jail, and must show the other team where they are. Both teams have to agree on the placement of the flags and jails. Once this is done, each team goes to their own side of the playing field.

The game begins. The teams are free to go after the other' s flag. If a team member is tagged on the opposing team' s side, he will be sent to jail. This player must sit in jail until either the game ends or he is freed by a member of his own team. To be freed, he has to be touched by a "free" member of his own team. The freed player gets a free walk to his own side of the playing field. The person freeing the player is on his own. He may still be tagged and put in jail. To win the game, a player must capture the other team' s flag and return it to his own side without being captured.

GAMES
FEBRUARY #3



STARS AND STRIPES GAME

Hurray for the red, white, and blue! Identify things that are colored red, white, or blue or have red, white, or blue in their names. The object of the game is to see who can think of the most reds, whites, and blues, until only one player is left.

Only four seconds to think or you are out. The color of the objects must be in sequence - first person names a red object, second player a white, third names a blue, next names a red, again. Last one still in the game, wins

****

Materials Used in this example

Submarines and Minefields
Capture the Flag

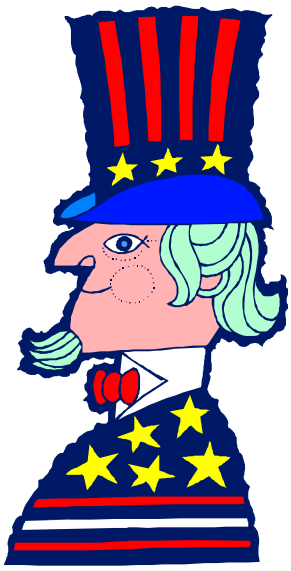
Pie Eating Contest

Pass the Map Game
Stars and Stripes Game

Cub Scout Troop 498
Ambridge, Pennsylvania

Old Childhood Game

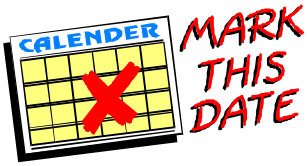
Www.geocities.com



PLANNING YOUR
BLUE AND GOLD BANQUET

A BLUE and GOLD Banquet is really a birthday party for scouting. The Boy Scouts of America was organized in February 1910, and the Cub Scouts was organized in 1930. Lord Baden-Powell, the founder of scouting, also has his birthday February 22. Take time to celebrate the fun and spirit of scouting!!

PLANNING TIME TABLE



4 MONTHS BEFORE:
- Set date, time and place.
- Arrange for a location
- Select a theme
- Select Blue and Gold Chairmen

3 MONTHS BEFORE:
- Finalize committee members; committees meet
- Choose banquet type (catered, etc.)
- Begin program planning
- Make den decoration/invitation assignments to dens
- Report at monthly committee meeting

2 MONTHS:
- Send letters requesting donations
- Choose guest list
- Dens start making invitations, decorations
- Make program assignments
- Report at monthly committee meeting

1 MONTH:
- Confirm facilities
- Finalize program
- Finalize award list; obtain awards
- Den finish invitations, decorations
- Assign other decoration needs as needed.
- Send invitations with R.S.V.P.
- Committees report

2 WEEKS:
- Turn in program; type and print
- Check on Guest List R.S.V.P.s.
- Check on progress of decorations
- Report

BANQUET DAY:
Early AM or PM--Set Up
Scheduled Time--this is it, Have Fun!
Clean-Up (facility CLEANER than you found it.)

COMMITTEES TO ORGANIZE

One person cannot do the Blue and Gold Banquet alone. The following areas need to be addressed. If possible, try to get parents on the following committees to help.

1. ***Planning Committee:*** Responsible for overall organization, set date, etc.
2. ***Dinner Committee:*** Determine menu, serving method assign set-up, serving, and clean up.
3. ***Decorations:*** Determine budget, displays, assign room, table decorations (dens make them)
4. ***Program:*** Determine entertainment, evenings events (pre-opener, activities, awards etc.)
5. ***Publicity:*** Responsible for announcements, invitations, posters, etc.

****For more information on planning, see 'Best of Blue and Gold' in CUB ACTIVITIES (2002 Pow Wow Book)**

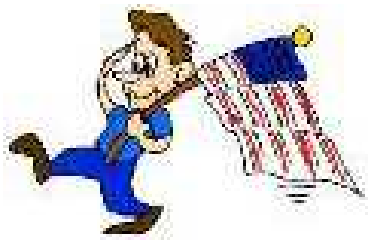
BLUE AND GOLD HELPS
February 2003

Theme: "Uncle Sam Depends on You"

Location - Church Date - February 2003 Time - 6:00 P.M.-8:00 P.M.

Focus - To learn respect for other countries while showing respect to the United States of America and understanding what patriotism is.

Menu - All American Hot Dogs and Hamburgers
Variety of Chips and dips
Macaroni, potato and Jell-O salads
Pie and Homemade Ice Cream
Homemade Root Beer



Activities - Sing patriotic songs; have a special flag ceremony; have a parade of nations

Guest Speakers - Member of the military speak about patriotism, help with flag ceremony.

Decorations - Have dens make place mats, leaders make centerpieces that represent their idea of patriotism, red, white and blue dishes and flatware, table covers, Christmas lights around the room, and flags from many nations represented on tables.

Take home - Flag neckerchief slide, copy of Pledge of Allegiance meaning.

Other ideas for this theme:

Menu - Ham, baked potatoes, green vegetable, rolls, dessert
Spaghetti, green salad, garlic breadsticks, dessert
Salad or Potato bar, dessert

Activities - Write letters to servicemen
Slide show presentation about our country
Stories from those who lived during the different wars
Assemble ' care packages' for service members overseas

Guest Speakers - Service members
Those who served in past wars
War historians
Ft. Douglas Museum docent