

Deseret Peak District Cub Scout Roundtable November 2014
www.deseretpeakcubscouting.com

BLUE AND GOLD

What is Blue & Gold, and why do we have it?

The Boy Scouts of America was organized in February 1910, and the Cub Scouts were organized 20 years later, in 1930. Lord Baden Powell, the founder was born on February 22. What better way to celebrate than have a party? Cub Scout packs everywhere celebrate by holding a Blue & Gold Banquet. In nearly all packs, the blue and gold banquet is one of the highlights of the year. It brings pack families together for a dinner and evening of fun.

Committees Needed

Banquet/Steering Committee

SUBCOMMITTEES:

Physical Arrangements: Location, flags, furniture, displays

Publicity Committee: Advertising, invitations, name tags

Program Committee: Set agenda, put it together, make it flow

Decorations Committee: Acquire, set up and take down decorations

Food Committee: Food, preparation, serving

Activity Committee: Games, crafts, skits, guest speakers, storytelling

Resources for Blue & Gold Banquet

Ideas suitable for the blue and gold can be found in *Cub Scout song book*, *Staging Den and Pack Ceremonies*, *Cub Leader Book*, and your *district roundtable*. You can also use the internet, but be careful to use ideas and that give a positive message and

Banquet/Steering Committee

- Select committee chairs
- Assign tasks to committees
- Write job descriptions and committee goals
- Choose theme
- Set date and time
- Budget
- Oversee other committees
- Conduct correlation meetings
- Supply guest list
- Approve program
- Approve decorations
- Approve menus
- Approve location

Physical Arrangements Committee

Secure a suitable facility at least 6 weeks in advance. The space needed is determined by the estimated attendance, serving needs and program. This could be a school cafeteria, church meeting room, civic center, town hall, restaurant, or cafeteria.

Consider these:

- Theme
- Rental fee, if any
- Seating capacity and number of tables available
- Kitchen availability, if needed
- Adequate parking space
- Convenient rest rooms
- Secure permission to use special equipment-public address system, speaker's stand, etc.
- Confirm reservations at least a month in advance
- Set up and tear down
- Recruit clean up committee

Publicity Committee

Posters, invitations-formal, pop blue & gold balloon with invitation inside, pre-printed invitations from BSA store, cub scouts make invitations during den meetings, also name tags-hello name tags, blank address labels

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Remember advertising can be done with posters, newspapers, pack newsletters and sponsoring organizations. Also make sure that each special guest, sponsoring organization head, district leaders (if desired), and pack family gets an invitation.

Program Committee

- ◆ Select Master of Ceremonies
- ◆ Plan Program
- ◆ Work with Activity and Decoration committees
- ◆ Use the theme selected by the steering committee
- ◆ Appoint Welcoming committee
- ◆ Send thank you notes
- ◆ Print programs

Remember when putting a program together make sure that it flows smoothly. This may also be a good time to have an Arrow of Light or Graduation into Scouting, depending on time limits. Try not to go longer than 2 hours.

Decoration Committee

Blue & Gold balloons, crepe paper, napkins, plates, place mats, utensils, confetti, birthday candles, poster board awards, flowers

Food Committee

Current food prices and budget should determine menus. A well-balanced meal should include meat, vegetables, salads, bread, dessert, and a beverage or water.

QUANTITY BUYING TABLE

<http://www.co.clay.mn.us/Depts/Extensio/PDFs/Food50.pdf>

<http://www.chef-menus.com/food-quantity-chart.html>

<http://www.planninghelper.com/spv-245.aspx>

Activity Committee

Special ceremonies: Arrow of Light, and Advancement
Uniform fashion show
Video of Pack Activities
Alumni recognition
Guest speaker
Uniform inspection

Things to think about when planning a Blue & Gold Banquet

The dinner may be at a restaurant, catered, potluck, or buffet style. The meal is important, but even more important is the warm, congenial atmosphere created as families enjoy each other's company.

Involve as many people as possible on the various committees. Try not to overload the den leaders, who will be busy working with their dens.

For the banquet to be successful, planning must begin early-at least two or three months in advance. **If you fail to plan you plan to fail.**

Most important is to remember the Cub Scout program is for the Cub Scout and families.

Check out the four different theme ideas from each roundtable section on the following 8 pages.

**Contact information for each section is on the front of your
November 2014 Cub Scout Newsletter.**

<p>Suggested Agenda Gathering/Pre-opener Flag ceremony Prayer Welcome, Introductions Dinner Greeting from Head of Sponsoring Organization Songs Skits, Stunts, Entertainment Advancements Recognition for Leaders Announcements Thank yous Closing</p>

Cubs in the Great Outdoors -Den Leader Section

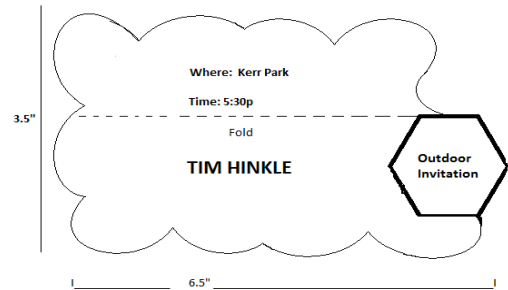
Invitations

Sleeping Bag Invitation

Materials needed:

- Any colored construction paper
- Pen or Marker
- Scissors (Cut out your own made up sleeping bag)

Sleeping Bag Invitation - not to scale



Pre-Opener

- Write the letters F-O-R-E-S-T down the left-hand side of a page and give out copies of it with the instructions to find people whose first names begin with the different letters. See how many people in the Pack can fill out the whole sheet
- Crossword Puzzles (Make your own) <http://www.supercrosswordcreator.com/>
- Word searchers-puzzlemaker.discoveryeducation.com/WordSearchSetupForm.asp

Activities

- Fishing Booth – Set up a Fishing Booth out of cardboard or curtains. Have simple fishing poles for people to cast their line and win a prize. *A possible pre-opener would be to have people make their own fishing poles out of a stick, some fishing line, and a clothes pin instead of a hook, to take to the Fishing Booth.
- Have the boys do races in sleeping bags.
- British Bulldog
One camper is the 'bulldog' and stands in the center of the play area. Everyone lines up at one end of the play area. When the bulldog yells, "British Bulldog!", all campers run to the far end of the play area, avoiding the bulldog. To capture someone, the bulldog must lift him completely off the ground long enough to yell, " 1, 2, 3, British Bulldog!"
He then becomes a bulldog too. The last player caught is the bulldog for the next round.
(www.campingdude.com)

Decorations

- Garlands, mini tree and twinkle lights
- Burlap of tables for table cloths, Pine cones laying around,
- Leaders bring tents, sleeping bags, lanterns, or anything they have outdoor to help decorate

Leader Apperception Ideas

- Skor Candy Bar PRINTABLE Leader Gift - "We SKORed big time when we got you for a Cub Scout Leader! Thanks for all you do!"
- A&W Root Beer PRINTABLE Leader Gift "You're an Awesome Cub Scout Leader"

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Skit

How to Build a Fire Skit (Scoutermom.com)

- Lawn chair, Cotton ball, Various sized sticks and logs
- 2 actors are required

Scout 1 is sitting in a lawn chair and Scout 2 is standing next to him.

Scout 1: It's pretty cold out tonight, so John and I are going to show you how to build a fire. This is an important Scout lesson, so pay attention! First we need some tinder. Belly button lint makes great tinder. John, could we use your belly button lint?

Scout 2 lies down on the ground on his back and pulls up his shirt a little to expose his belly button.

Scout 1: John, I think it would be better if you removed the lint instead!

Scout 2 nods his head, turns around so the audience can't see, and produces his belly button lint – a big cotton ball.

Scout 1: Wow! That's a lot of belly button lint. Maybe you should clean that out more often.

Scout 2 shrugs and puts the cotton ball on the ground.

Scout 1: Now we need some small twigs and sticks. John, could you find some for us.

Scout 2 brings in about three good sized logs.

Scout 1: That's a little larger than I was thinking about. I want some really small twigs and sticks.

Scout 2 puts down the logs and goes out. He returns with a few large sticks – 1 to 2 inches in diameter.

Scout 1 (starting to get exasperated): Still too large. Lots and lots of tiny, tiny sticks!

Scout 2 puts down the large sticks and leaves. He brings in one twig and holds it up.

Scout 1 (getting angrier): We need more than that!

Scout 2 walks out. Scout 1 keeps looking around for him.

Scout 1: I guess if you want something done right you have to do it yourself!

Scout 1 gets out of his chair and storms out in the opposite direction of Scout 2. Scout 2 returns with a good sized load of twigs and small sticks. He proceeds to efficiently make the fire with the other materials he brought in earlier. He lights it (either pretend or for real), and sits in the chair, holding his hands over it to warm them.

Scout 1 returns with a disorganized array of sticks and logs. He sees Scout 2 sitting in his chair, drops his fire building materials, and throws his arms up into the air.

Scout 1: I can't believe it!

Food

- Hotdogs, buns, chips, pasta salad, Tin buckets w/ crushed Oreos put gummy worms on top for a fun dessert. Little smokies served toothpicks, Smores, or Drink- Bottle water with a label on it.

CUBS OF THE GALAXY BLUE AND GOLD ACTIVITY

Cubmaster starts the activity by saying: "Our Heroes have to save the Galaxy using their "super powers" of wits and team building. Their adventure spans the Galaxy until they reach the pinnacle and build the Infinity Cube along the way. All corners of the Galaxy are under attack and only the Cubs and the Infinity Cube can save it!

Activity explanation and Prep: Place a note with a message on how to save the next part of the universe inside the paper lantern representing that part of the galaxy to be read when they figure out where to go next by the clue given when they complete the game. Place the paper lanterns around the room so the boys have to find the right one to get the next message on how to save this part of the galaxy. Use the Tiger, Wolf, Bear and Webelos signs as a note on how to play the game and save that part of the universe. The Cub Scout on each of those pictures is the guide for that section of the galaxy. You can put the secret code on the back of his picture to help you know where to go next. Everyone should help solve the code.

Orion's Belt (Tigers)

The Galaxy is in grave danger of running out of water! Save the Galaxy's water supply and begin building the Infinity Cube by:

- Divide the "Cubs" (all participants) into teams.
- Have a bucket of water on one end of the room and an empty bucket on the other for each team.
- Each team must empty their bucket to help "conserve" the water for the Galaxy and to get the first piece of the Infinity Cube.

Clue: To know where to go next in the Galaxy to find the Infinity Cube piece there will be a code to decipher the message. (*"It's as simple as ABC and 123!"*)

-Use a simple number to letter code. Have a number represent each letter in the alphabet starting with 1=A to 26=Z.

7 15 20 15 20 8 5 2 9 7 4 9 16 16 5 18
G O T O T H E B I G D I P P E R

The Big Dipper (Wolfs)

Save the Galaxy's oxygen by:

- Each team member has to blow up a balloon, tie a string around it and tie it to their leg.
- Each team member then spins the balloon around their leg trying to step on everyone else's balloon without having theirs get popped. The last one with their balloon is the winner! The next piece of the Infinity Cube is earned!

Clue: *"Look to the stars to guide you!"*

-Have a heat source in the room such as an unshaded light bulb or a candle and a message for each team next to the source written in invisible ink. (Lemon juice or milk. Use a paint brush to write the message.)

Invisible Ink ideas: <http://www.wikihow.com/Make-an-Invisible-Ink-Message>

Message: "TO SAVE THE GALAXY GO TO SATURN!"

Saturn (Bears)

"The ecosystems of the Galaxy are being destroyed! You can save them!"

-Have each team member:

- Choose to be one part of an ecosystem (plant, animal, rock, air, water, etc.).
- Have everyone stand in a circle with one person in the middle.
- Have the person in the middle use a ball with some yarn or string attached and pass it to a person they are "connected" to. Continue passing the ball until the ecosystem (all team members) is connected. Receive your Infinity Cube piece.

Clue: "Pencil etchings will help you on your journey through the universe!"

-Have a pencil next to a piece of paper with invisible ink again. (Invisible ink solution: [Take a cup of warm water and dissolve as much salt in it as you can.] Use a paintbrush or cotton swab to write the message.)

Message: "THE FINAL DESTINATION TO SAVE THE GALAXY IS EARTH!"

Earth (Webelos)

"The resources of the universe are depleting! You are the last hope in the universe!"

Recyclables sorting game:

- Have unorganized piles of recyclable items (metals, pop cans, plastics, paper, etc.).
- Have each team put all the items in like categories.

Clue: "STICK around your almost there!"

-Scytale code: Use a stick or cylinder (like a dowel) to wrap a piece of paper or leather around to write the message.

Message: "CONGRATULATIONS YOU HAVE SAVED THE GALAXY!"

The Infinity Cube is complete!

Jokes

Q: How do you know when the moon has had enough to eat? A: When it's full Q: What kind of music do planets listen to? A: Neptunes!

Cheers

Space Explorer Cheer: point towards the sky and say: Your out of this world! Rocket Cheer: ZZZZOoooooMMMMMMMM!!

Advancement Ceremony

Attach awards to bottom of Frisbees. Cubmaster says "We have just heard that space ships have been seen near by. They are searching for amazing Cub Scouts that are willing to help save the universe. (someone throws the Frisbees one at a time from the back of the room. The Cubmaster presents the awards off of each one talking about how amazing they are for all they have done to save the universe. After all are presented say: We are proud of the courage you have shown in taking another flight forward in the Cub Scout galaxy.

**Artwork for invitations, game instructions, pre-opener answers, thank you tags and cake ball thank you treat instructions on the district website:

<http://deseretpeakcubscouting.com/roundtable-handouts.php> under **special handouts**.

Cub Scout Survivor--Cubmaster Section

Invitations

- In Den Meeting have the cubs make a survival bracelet and attach a card to it which is the invitations. Card contains all of the details of the event when, where, what... Alternate, use a whistle instead of the bracelet.
- Glue a compass to a paper invitation that indicates to find your way to the Survival Blue and Gold.

Decorations

- Decorate the walls with animal tracks and pictures (could be a matching game and use it as a pre-opener).
- Use artificial Christmas trees to give a woodsy appeal.
- Set up a tent or something that looks like a shelter.
- Big SOS on the walls.
- Paper Lanterns
- Possibly set up an area that has a camo tarp type lean-to.
- Fake campfires (On tables) (Pretzel sticks with candy corn) (Pull and Peel licorice can be pulled apart like a fire.
- On tables spread out gummy worms, edible gummy rats snakes Swedish fish.

Activities

Set up a number of stations that the boys can pass through, after successfully passing each station they get a card stamped and once they have the card filled out they get the survival award.

I am a survivor.	
1.(Required -What to do if you get lost)	2. (Required -First Aid)
3.(Optional)	4.(Optional)

- Edible Plants Game - Print out both edible and poisonous plants. Don't let the boy's know which are which and then give them a paper and have them determine if they are going to eat them or not.

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- Build a Snare - Create a drop box snare. Have a critter/stuffed animal taped to a long stick/fishing pole to actuate the snare.
- SOS game – Teach the boys how flag SOS and have two groups flag to each other. Alternatively, have using a halogen have the boys reflect the light at a target across the room using signaling mirrors.
- First Aid –First Aid mix and match survival game – See link (included on deseretpeakcubscouting.com under handouts). Should actually teach first aid.
- What to do if you get lost station – Simple learning station that all boys go through to discuss what to do if they get lost.
- Survival Bracelets - Allow the boys to make survival bracelets. It may be a good idea to have them started for the boys. As it may take some time.

Food Ideas

- Spaghetti (Worms) or Chicken Legs and Rice (Squirrel Legs and Grubs)
- River Water (Lemonade with a little brown food coloring)
- Foraged Greens (Tossed Salad)
- Bread Sticks (Manna from on high)
- Chocolate pudding with crushed Oreo on top (Dirt pie with bugs on it)

Party Favors

- Whistles. (All who get through survival camp get a whistle).
- Survivor Certificate (See District Web Site)
- Survival Bracelet Kit as a take home.

Cheers

- Mosquito Cheer.
 - *Buzzing around clap hands and then fake eat the mosquito “MMMM your great”*
 - *Start slapping the body in a pattern and then sing ah, ah, ah ah, Staying alive.*
- Pink Panther Cheer. What did the pink panther say when he stepped on an Ant?
Dead Ant, Dead Ant, Dead Ant... (Pink Panther Theme Song)

Cubmaster Minute In life we all have surprises, sometimes it may be that we end up in the woods lost. But really the point of scouting is that we are prepared for all aspects life. Tonight we want to thank all of you our boys and their families, for your contribution to Scouting and helping us Prepare our Young Men for life.

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“Riding the Rail” COMMITTEE SECTION

INVITATIONS

Locomotive toilet paper roll, locomotive with box cars, locomotive cut out on fun paper

DECORATION IDEAS

Dress up Hobo style (don't forget the beard)

Centerpieces-model trains on burlap or bandanas, nap sack on a branch, canned foods, toilet paper roll trains, cover tables with newspapers using electrical tape to make train tracks, large rocks painted black for coal, railroad signs, markers, lights, camp fires-logs, tissue paper

MENU IDEAS

Mulligan Stew – Each family brings a can of vegetables, broth, beans, soup, etc. Dump it all in one Big pot and heat it up. The Pack could supply the meat, such as: cooked hamburger, stew meat, or chicken to be added to the pot. Oyster crackers could also be added.

Box Car Dinner – Each member of the family rings their decorated boxed car meal. With: sandwiches, chicken nuggets, veggies, fruit, chips. The Pack could supply the desserts.

Tin Foil Dinners - Each family brings one for each member of their family. To be cooked either outside in a fire pit, or in the oven. Contents: hamburger patty, sliced potatoes, carrots, onions, whatever your family likes. Or... all items could be available and set out and each person goes through a line to build their own.

Hot Dogs, Beans & Bacon – Little smokies, hotdogs rolled in dough or not. (pigs in a blanket)pot of pork & beans, baked beans with or without bacon, potato salad, chips, etc.

Hobo Nap Sack Lunch – to hold your fruit, rolls, or lunch. Pack could supply rolls, small loafs of bread, desserts & drinks. Desserts: cupcakes topped with edible campfire. Dutch Oven Cobblers-apple, peach cherry

Serve on pie tins, large tuna cans, tin cups, or soup cans mason jars for drinks.

SONGS

“Little Tom Tinker

“She’ll be Comin’ Around the Mountain”

PREOPENERS

Candy Train-roll of life savers, small pkg of gum, 4 wrapped candies such as peppermint. 1 rectangular candy like a caramel, 1 choc. kiss, 1 mini chocolate bar

Build a paper engineer hat or steam engine

FAVORS

Small train whistles, train neckerchief slide, hobo nap sack on a stick

HOBO NAMES

See list , use boys initials make up their own. Make name tags

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PATTERNS

Use coloring books, boys artwork, internet, etc.

GAMES

Train Chase The game starts with one player designated as "It," who tries to tag the other players. A tagged player joins It by clasping his hands around Its waist. The two then try to catch two more players until there is a "train" of four players hooked up. When this happens, the train splits into two pairs to do the chasing. This continues with each pair capturing and adding members, then splitting as soon as it becomes a train of four. The game ends when one player is left uncaught. Scoring: The uncaught player is the winner and becomes It to start the next round.

Train Relay: Hooken Up ... at the Station Line boys up for relay. First Cub Scout **WALKS** to finish line, comes back and touches next Cub Scout, who hitches on. Then both go to the line and return. Third boy hitches on, etc. The last Cub Scout is the caboose. He must hitch on backwards. First team to finish wins.

Get the Runaways Designate one boy as the locomotive. He will be "it". The rest of the boys will be **runaway cars**. The object of the game is for the locomotive to catch the runaway cars. When caught, they hook on behind the locomotive. The game continues until the train is completed.

All Aboard ... and Go. Place two cones about 40 feet apart. The leader of each patrol stands on the starting line marked beside one cone. All of his teammates line up behind him, grabbing the belt loops or waist of the scout ahead of him, making a train. On 'GO', all teams run out and around the far cone and back. When a team reaches the starting cone, the caboose drops off. Teams continue running around the course, dropping the last scout, until the final scout runs a lap and reaches the finish. If someone lets go during the race, that patrol is either out or can reassemble and start over .

Make up a Tale or a Story of "How You Became A Hobo"

This can be done as families or a group of boys.

Winners can be the funniest, the most creative, the most believing, etc.....

Around the Camp Fire Play railroad sounds, horns sounds, banjo music, accordions, guitar, Pass around an item such as a stuffed animal (dog), a hobo sack , bandana etc. While the music is playing. When the music stops, the player with the item is out of the game. The last person with the item gets to keep it.

Hobo / clothes Relay A bag of clothes at one end of the room. The boy's line up in 2 rows. The 1st boy in each row runs down to the bag, put on the items in the bag runs back to the next boy, together they run back to the bag the 1st boy removes the clothing items and the next boy puts them on. This continues until all in the team have completed the task. The 1st team finished are the winners.

Fillin the Load Two or three boxes decorated like a box cars, Teams must fill 1st car with wooden blocks, neatly stacked to get the most blocks in the car. The 2nd with packing peanuts shoveled in with small snow shovel, or a pancake turner, and the 3rd car filled with Logs, empty toilet paper, paper towel rolls, carefully not to smash the rolls for the next team to use. This is a timed event. The fastest time being the winners. Awards could be mustaches or beards for each team member.