



**Core Value:
Cooperation**

Under the Big Top

Pack Committee

Why Under the Big Top for the Core Value Cooperation. At the circus all of the workers must work together to put on a safe and exciting show. They must cooperate. Just as the circus workers work together, Cub Scouts will work together this month to create their show, “Under the Big Top.”

BEFORE THE MEETING

The committees should arrive early to decorate and lay out the circus, concession stand, and gathering activity. A well-organized room will help with the smooth flow of your pack meeting. The space needs of each den should be assessed before the night of the pack meeting to ensure that they have enough room to conduct their midway cooperative games. The *How-To Book* is a good resource to locate cooperative games. Note that relays work well.

When you are planning your circus activities, be sure to choose those that require a team or group—to reinforce the idea of everyone cooperating before, during, and after each activity.

Set up lively circus music to play during the gathering period as families arrive.

GATHERING

Have greeters provide nametags in the shape of a circus tent (see the resources at the end of this meeting plan) and markers for people to write their names. Direct families to the display table areas for boys to share their accomplishments for the month.

Cub Scouts and siblings are invited to enjoy the midway area and participate in the games and activities. Have a concession stand available to dispense soda, hot dogs, popcorn, and peanuts. Be sure to ascertain if there are any peanut allergies before you add peanuts to your menu; this information should be collected for family members and guests as well as the Cub Scouts. If you cannot obtain this information prior to the event, please remove peanuts from your menu.

Circus Menagerie

As the boys arrive, have them take turns imitating circus animals—roaring, scratching, pacing, climbing, etc. The first child to guess the animal wins an animal cracker, sticker, or special applause. For variation, have them imitate circus performers—tightrope walkers, acrobats, clowns, jugglers, etc.

OPENING

The Cubmaster is dressed as a “ringmaster” (black top hat, red coat, boots, whip). Set up a center ring and play circus music to provide more atmosphere. Cub Scouts in costumes line up outside of the room with the leader at the head of the parade carrying the pack flag. The U.S. flag is already posted.

Be sure to turn down the music as the ringmaster opens the program.

CUBMASTER: Ladies, gentlemen, and children of all ages. Tonight you will see circus stars in a performance of unparalleled magnificence. The most startling and unusual features ever assembled from the far corners of the civilized globe, in a super spectacle with all the colors of a rainbow and the majesty of the Grand Canyon. It’s a gigantic presentation unrivaled on any stage or in any circus ring. And here they are, the Pack Circus! *(Start circus music. The Cub Scouts enter the room and parade up to the front with the leader posting the pack flag. Cub Scouts then parade around the room once and go to their seats.)*

CUBMASTER: Please rise. *(Switch music to “The Star Spangled Banner.” After anthem.)* Let us pledge allegiance to our flag.





Prayer (Cub Scout or Leader)

“We thank you for all the circus stars in our pack tonight. Help keep them and their families safe for our time together and beyond. Please help us to recognize the importance of working together toward a common goal.”

Welcome and Introductions

The ringmaster welcomes everyone to the pack meeting. Recognize new families and any special guests. Thank all the performers, committee members, and others for their efforts in preparing for the pack meeting.

PROGRAM

Den Demonstrations

In turn, the Cub Scout dens perform skits, stunts, and other acts. The ringmaster introduces each with plenty of fanfare—“death defying,” “the one and only,” etc. Have a couple of clowns cavorting around the ring between acts. Webelos dens can perform puppet, musical, and dramatic acts based on the Showman activity badge requirements.

Midway Games

Create your own midway with games set up at different locations in a yard or playing field. Everyone is a winner. Use some of these games, or come up with your own.

Tracking the Lion

Cut two large (about the size of a dinner plate) pairs of lion paw prints from heavy paper or cardboard. Divide group into two teams. Have each team set cutout paw prints in front of them, one in front of the other. On signal, the first player on each team steps onto the cut-out paw prints. He lifts up his back foot, picks up the paw print, places it in front of his front foot, moves his back foot forward, and steps on the newly placed track. Participants continue walking this way until they get to the finish line. Then they turn around and repeat the process to return to the starting line. The next “tracker” on the team continues in the same manner.

Monkey in the Trees

Form several small circles of two to four Cub Scouts. They hold hands to form a “tree” with a hollow center. A Cub Scout representing a monkey stands inside each tree. Have one more monkey than there are trees. On signal, the monkeys must change trees. The one left out becomes “it” in the next round. (Keep the play going quickly and don’t forget to let the trees become monkeys; there are no winners or losers in this game.)

Cage the Dancing Bears

This is a cooperation relay race. You will need two spoons and two bowls per team and one hard-boiled egg decorated to look like a dancing bear for every two players. Divide the players into two teams. Place an equal number of eggs in a bowl for each team. Place another bowl about 10 to 15 feet away and label it “Bear Cage.” On signal, two players from each team pick up one egg with their spoons and move it to the bear cage (other bowl). They then run back to their teams and hand their spoons to the next two players. The idea is to get the “dancing bears” to the cage without letting them fall.

Ball Duck Race

Divide the players into two teams, give each team a ball, and mark the start and finish lines. The teams line up in single file behind the starting line. The first player from each team holds the ball. On signal, the first two players race to the finish line. When they get there, they put the ball between their feet, ankles, or knees and run (or waddle) back to the starting line as quickly as they can. The next player in line takes the ball and repeats the process. The first team to get all of its players back and forth wins.



Tiger's Tail

All players stand in line, their hands on one of the shoulders of the player in front of them. The first in line is the head of the tiger and the last is the tail. The head tries to catch the tail by maneuvering the line around so that he or she can tag the end player. The line must not break. All other players do their best to keep the tiger's head from catching the tiger's tail. When the head catches the tail, the end player becomes the head.

RECOGNITION

Circus Advancement Ceremony

CUBMASTER (*dressed as ringmaster*): Ladies and gentlemen, you are about to witness feats of derring-do, never before witnessed by the human eye. Acts so astounding you will ooh and aah with amazement. Stupendous sights! Thrilling acts! Welcome to our circus under the big top!

For our first act tonight, we present our trained Bobcats and their fearless trainers, also known as parents. They will enter the center ring in a few moments to perform for us, showing the amazing feats they have mastered. (*Bobcats and parents come forward and the boys answer questions regarding the Bobcat requirements. The Cubmaster awards the badges.*)

Notice how well these Bobcats have been trained by their trainers. Let's have a cheer for this fine act that we have just witnessed with our very own eyes! (*Lead appropriate applause.*)

Ladies and gentlemen, for our second colossal act of achievement this evening, we present a fine-trained Wolf act. The Wolves in this act are as follows: (*Read each boy's name if receiving the Wolf badge or arrow points.*) Here come these astounding Wolf Cubs and their trainers into the ring now! (*Boys and parents come forward.*)

The Cubmaster goes through similar circus talk to introduce the Bear award and arrow points. Lead appropriate applauses after each group.)

Now in our center ring, a most amazing act, seldom seen by the human eye. A rare and mysterious animal, known as the Webelos! They are extremely smart, faster than a speeding den leader, and able to leap tall activity badges in a single bound! Introducing, the Webelos! (*Call up Webelos Scouts who have earned activity badges, compass points, and/or the Webelos Scout badge. Ask the boys what they learned to earn their award. Lead an appropriate applause.*)

Ladies and gentlemen, for our finale tonight, we have a stupendous act that requires much work and patience as these mysterious Webelos climb to great heights of fame and achievement. In fact, they have climbed to the very pinnacle of achievement as a Cub Scout as they have earned the Arrow of Light—the highest award that can be earned as a Cub Scout. It is a privilege now to introduce you to the participants in this outstanding feat, the recipients of the Arrow of Light. (*Call boys and parents forward and ask the boys to share their favorite memory as a Cub Scout. Lead an appropriate applause when finished.*)

CLOSING

Cubmaster's Minute

Tonight we laughed and clowned around. I hope everyone had fun. Cub Scouting has always been about having fun—fun with a purpose—to teach boys skills and ideals that will help them develop into fine young men. While these are important things, don't take them too seriously. Continue to have fun while you're doing them. And smile—it's contagious! Good night and good Scouting.



CLOSING CEREMONY

Cooperation Skit

Boys hold up a sign with the specified letter on the front and the words they say on the back.

Cub Scout 1 (*holds up C*): Cub Scouts Cooperate

Cub Scout 2 (*holds up O*): to do Opening ceremonies

Cub Scout 3 (*holds up O*): to make Outdoor activities safe

Cub Scout 4 (*holds up P*): when saying the Cub Scout Promise

Cub Scout 5 (*holds up E*): to make sure Everyone gets a chance

Cub Scout 6 (*holds up R*): to Remind each other to “do your best”

Cub Scout 7 (*holds up A*): to Act out skits and shows

Cub Scout 8 (*holds up T*): to Treat everyone kindly

Cub Scout 9 (*holds up I*): to Include everyone

Cub Scout 10 (*holds up O*): to help the pack Operate smoothly

Cub Scout 11 (*holds up N*): to help New Cub Scouts feel welcome

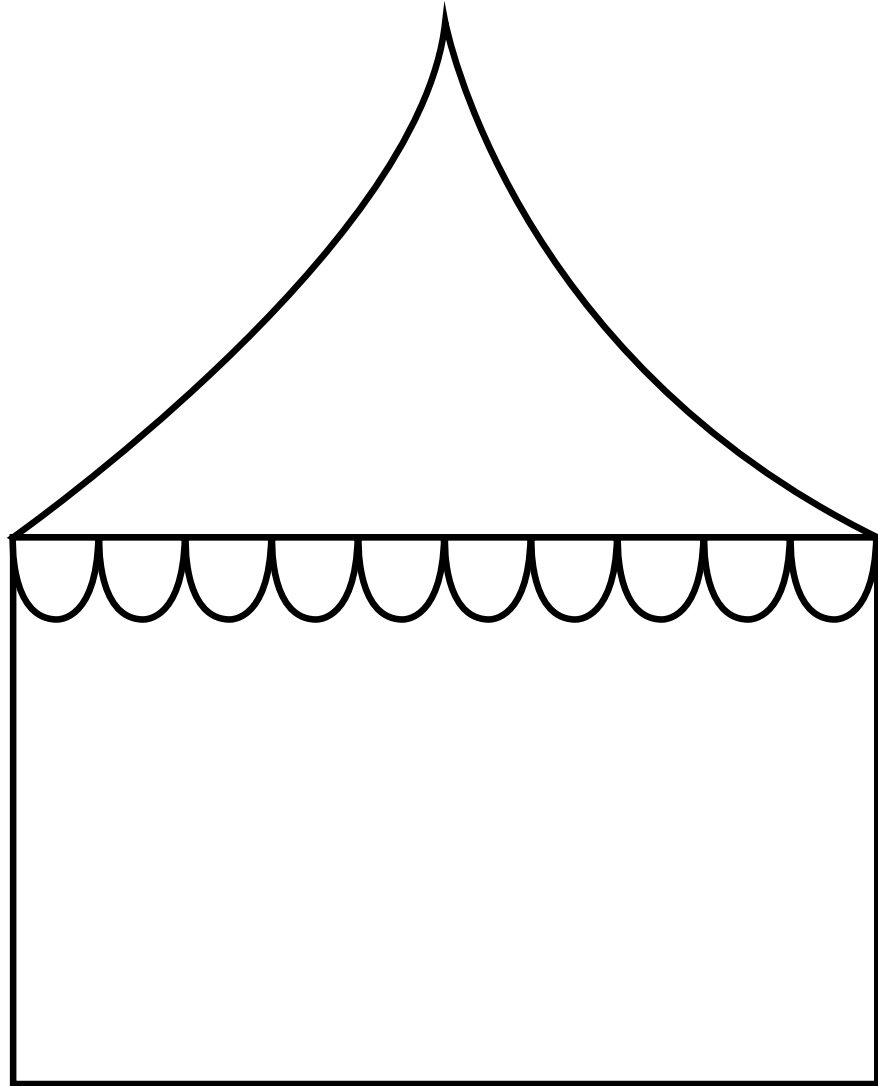
In unison: Without cooperation we would be just individual boys, with cooperation we are a pack.
Thank you for joining us Under the Big Top!



RESOURCES

Nametags for Gathering Activity

Copy or trace over the pattern below to use as a template. You will need construction paper and scissors to make the nametags, as well as pins so people can fasten their nametags.



Optional Gathering Activity

A pack leader dressed as a clown gives a balloon and long string to each arriving participant, who blows up their balloon and ties it to their ankle. They then try to burst the other players' balloons with their feet while keeping theirs intact.



Optional C-I-R-C-U-S Opening Ceremony

Cub Scouts dressed as clowns enter the ring after the ringmaster introduces them. They are holding balloon-shaped signs.

RINGMASTER: Ladies and gentleman, you are about to see the stars of the circus!

(Boys read their lines as they hold up their signs.)

Cub Scout 1 (*holds up C*): Come and watch what we have in store.

Cub Scout 2 (*holds up I*): Including fantastic acts never seen before.

Cub Scout 3 (*holds up R*): Roaring tigers may fill you with fright.

Cub Scout 4 (*holds up C*): Clowns will be making you laugh with delight.

Cub Scout 5 (*holds up U*): Using the Pledge of Allegiance for our show to begin.

Cub Scout 6 (*holds up S*): Stand now together as our flags are brought in.

(The color guard brings the flags into the circus ring. One Cub Scout steps forward to lead the Pledge of Allegiance.) (*Note: If you present the colors, they will need to be retired at the end of the meeting.*)

Optional Circus Advancement

Clowns escort boys and parents/guardians and help with the presentation of awards.

RINGMASTER (Cubmaster): Ladies and gentleman, you are about to see our Circus of Stars!

For our first act tonight we have highly trained Bobcats and their trainers (parents/guardians). They will be in the center ring sharing with us the feats they have mastered. (*Bobcats come forward with their parent/guardian and go through the Bobcat requirements with Cubmaster. Present badges.*) Notice how well these Bobcats have been trained. Let's have a round of applause for this wonderful act performed before our very eyes!

The second act in the ring is our Tiger Cubs with their adult partners. They have just begun their training but have accomplished much in a short time. (*Tiger Cub teams come forward and share requirements for the Tiger Cub badge as they are presented.*) Let's hear a roar of applause for these new Tiger Cubs!

And now, ladies and gentlemen, for our next colossal act of achievement, we have an astounding trained Wolf act. The Wolves' names are (*read names*). Their trainers (parents/guardians) will accompany them into the center ring. (*Use the same kind of circus talk to cover the Wolf requirements. Continue with Bear badges and Arrow Points in the same manner.*)

Our next stupendous act takes much skill and requires work and patience, as these young men have climbed to great heights—in fact, to the very top of Cub Scouting achievements. Watch breathlessly as we give special honors in a Cub Scout ceremony that will demonstrate to you what heights these boys have climbed with the help of their trainers. It is my privilege to introduce to you (*name boys, parents/guardians, and Webelos den leader and have them come forward. Once again, use exaggerated circus talk to present activity badges, i.e., "Skilled athletes showing their strength and agility in physical feats" or "aquanauts who dared to defy the depths of water and whose remarkable agility in water is unequaled," etc.*). I'm sure you will agree, ladies and gentlemen, that tonight's highlight event has given you one of the most exciting extravaganzas extraordinaire, one of the greatest shows—The Circus of Stars!



Songs

“Circus Song”

(Sung to the tune “I’ve Been Working on the Railroad”)

I am walking through the circus,

Happy as can be.

I am walking through the circus,

Just to see what I can see.

I can see the clown laughing.

I can see the elephant, too.

I can see the lion sleeping.

Look out! He sees you.

Cheers and Applause

Bear cheer: Growl like a bear four times, turning halfway around each time.

Ferris Wheel cheer: Move the right arm in a large circle. On the upswing, say: “OHHHHH!” On the downswing, say: “AHHHHH!” (Variation: Insert the following between the ooh and aah. When you are at the top, hold one arm in place, rock back and forth, hold other hand over the eyes, and say: “Gee, you can sure see a lot from up here!”)

Tightrope Walker cheer: Have your arms out as if balancing on a tightrope. Lean to one side and say “Aaaiiiii” as you simulate falling.

Strongman cheer: Attempt to lift bar bell and say “AAAaagh!” as you get the weight up above your head, then drop it to the floor saying, “THUD!”

Monkey cheer: Act like a monkey while saying, “Ooo, Ooo, Ooo!”

Elephant cheer: Let your arms act as your trunk, waving them in front of your face. Then raise your arms and make trumpeting noises.

Applaud and Cheer: Announce to the group that when you raise your right hand, everyone should applaud. When you raise your left hand, everyone should yell or cheer. When you raise both hands, they applaud and cheer at the same time.

Cubby applause: Yell “What’s the best den?” and have all the dens yell back their den numbers.

Clap applause: Divide the group into two sections. Each section claps only when the leader points to it. Start slowly, and build up speed. Wind up by pointing to both sections at the same time.

Magic Hand applause: Hold both hands out in front of you, then put them behind your back and say, “Now you see them, now you don’t.” Repeat three times, or until your hand actually disappears.

Sole applause: (For those who have put their heart and soul into something.) Pat the palm of one hand on the sole of one shoe.



Games and Activities

Skin the Snake

Divide den into two teams. Team members stand one behind the other with legs apart and pass their right hands between their legs to grasp the left hands of those behind them. Starting at the back, members crawl through the legs of those in front of them, without losing their grip of each other's hands, until the whole team is standing in a line holding hands.

Seal and a Ball

Divide the group into two teams. Each team is given an orange or small ball and lines up in relay fashion. On signal, the first participant from each team puts the orange on the floor and butts it with his head to the finish line and back. He may not touch the orange with his arms or hands, only with his head. The next member repeats the action, and so on until all have raced. The first team that finishes is declared the winner.

Musical Rings

This game is similar to nonelimination musical chairs, except that it is played with large plastic hoops. You will start with a hoop for each player. Spread the hoops out onto the floor. Have each player stand in a hoop, then start the music and remove one hoop. When the music stops, the players must all find a hoop to stand in (sharing is required). Continue removing a hoop each time. At the end, everyone will be trying to squeeze into one hoop.