



JUNE—OBEDIENT



IT'S A HIT

A SCOUT IS OBEDIENT—HOW DOES “IT’S A HIT” RELATE TO THIS POINT OF THE SCOUT LAW?

It is easy to forget how important it is to be obedient to the rules when one is playing a game and really wanting to win; however, a Cub Scout is a person who always follows the rules. This month we reinforce how important it is to be obedient—especially when playing ball with friends.

NOTE TO CUBMASTER

Pack meetings are best when they are no longer 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.

You can dress as a referee or umpire, or with a hat and whistle.

◆ BEFORE THE MEETING

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

Preassign roles for the run-ons. Prepare a card with the lines for each Scout.

Be sure the following materials are available for the meeting:

- Flags for the opening and closing ceremonies
- Bases for the gathering
- Prepared question cards for the gathering
- Song sheets or a projection of the words to the song for audience participation

◆ GATHERING

Play the Home Run Trivia game. Directions are in the Resources section of this pack meeting plan.

◆ OPENING CEREMONY

A preassigned den presents the flags and leads the pack in the Pledge of Allegiance.

Cubmaster: “We promise that we will take part in our games in fair competition, obeying the rules that govern them and with the desire to take part in the true spirit of sportsmanship and Scouting. Do you all promise to do your best to obey this promise?”

Boys: “Yes, we will do our best.”

Cubmaster: “Let us all stand and face our country’s flag as we repeat the Pledge of Allegiance.”

◆ OPENING PRAYER

“We give thanks to all who follow the rules of our society and forgiveness for those who are learning their way.”

◆ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes any new families to the pack and thanks all who have helped prepare for the pack meeting this evening.

Run-On

Cub Scout 1: “I know a guy who is a diamond cutter.”

Cub Scout 2: “Does he cut big diamonds?”

Cub Scout 1: “Sure, he mows the grass at the baseball field.”

◆ 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 it here.

◆ AUDIENCE PARTICIPATION

“OK, everyone stand for the seventh-inning stretch. Everybody stretch now. Do you know what the traditional activity is during the seventh-inning stretch? It is time to sing a very special song called ‘Take Me Out to the Ballgame—the Cub Scout Way.’ Let’s all sing it together.”

Take Me Out to the Ballgame—the Cub Scout Way

Tune: “Take Me Out to the Ballgame”

Take me out to the pack meeting,
Take me out with the den.
Play in the dirt and all that stuff,
I don’t care ’cause I can’t get enough,
For it’s blue and gold for the home team,
If you don’t have fun it’s a shame.
For it’s one, two, three times as great,
In the Cub Scout game.

Run-On

Cub Scout 1: “Hey, _____. Do you know which animal can hit a baseball farthest?”

Cub Scout 2: “No, what kind?”

Cub Scout 1: “Why a bat of course!”

◆ 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

At the front of the room, you should have green poster board laid out like a baseball field with white paper bases (home plate, first base, second base, third base) and the pitcher's mound. You will also need cutouts of each of the rank badges.

Bobcat: "Everyone who plays a game learns the basics from the beginning. Knowing the fundamentals gets you on the field to play. In Cub Scouting, the fundamentals are learned in earning the Bobcat badge." *(The den leader puts a Bobcat badge cutout on the baseball field at the pitcher's mound.)*

"Will the following Scouts and their parents or guardians who have earned their Bobcat badge please join me up front? *(Award the Bobcat badge.)* Congratulations on getting called up to the big leagues of Cub Scouting. Let's give them a Go-Team Cheer." *(Stand and yell, "Go, team!")*

Tiger: "Tigers have stepped up to the plate to begin their journey around the Cub Scout ranks." *(The den leader puts a Tiger badge cutout on the right side of home plate, toward first base.)*

"Will the following boys and their parents or guardians who have earned their Tiger badge please join me up front? *(Award the Tiger badges.)* Good job! These players have found that being obedient to the Cub Scout fundamentals has made their Tiger adventures fun! Let's give them the Sprinkler Applause." *(Clap slowly from left to right, then quickly clap while rotating right to left.)*

Wolf: "Wolves have started to advance around the bases." *(The den leader puts a Wolf badge cutout on first base.)*

"Will the following boys and their parents or guardians who have earned their Wolf badge please join me up front? *(Award the Wolf badges.)* Wow! These Wolves have followed the Scout Law to complete their adventures and got a base hit! Let's give them a big 'wave' of applause." *(The people on the end of each row stand up, raise their arms, and promptly sit back down. Then it moves down the rows.)*

Bear: "Our Bears have developed their skills and have advanced deeper into the field and built on their previous adventures and learning as they have doubled up over their previous two years." *(The den leader puts a Bear badge cutout on second base.)*

"Will the following boys and their parents or guardians who have earned their Bear badge please join me up front? *(Award the Bear badges.)* Congratulations, Bears. You have really experienced how being obedient to your coaches, aka den leaders, can make it easier to complete your adventures. Let's give them a big thumbs-up!" *(Hold your hand. Give a thumbs up, and say, "Great job!")*

Webelos: "Those who have earned the Webelos badge are approaching the pinnacle of their Cub Scouting adventure and have rounded third base and are looking toward home plate." *(The den leader puts a Webelos badge cutout on third base.)*

"Will the following boys and their parents or guardians who have earned their Webelos badge please join me up front? *(Award Webelos badges.)* Great job, Webelos Scouts. You are almost home. Keep following the rules on your Cub Scouting path to reach the Arrow of Light rank. Let's give them a round of applause!" *(Clap your hands while moving hands in a large circle.)*

Arrow of Light: "The Arrow of Light is the highest rank in Cub Scouting and the pinnacle of the Cub Scouting experience." *(The den leader puts an Arrow of Light cutout on the left side of home plate.)*

"We place the Arrow of Light at the home plate to signify the completion of the Cub Scouting adventure, but we also put it here to signify that in some respects you have come full circle and start again on a trip around the bases as you start your Boy Scouting adventure. Will the following boys and their parents or guardians who have earned their Arrow of Light please join me up front?" *(Award the Arrow of Light badges.)*

“Now that these Scouts have mastered the rules of Cub Scouting, let’s give them a really big hand!”
(Hold right hand up with fingers spread out.)

Cubmaster: “Thank you to each of the dens that shared their adventures with us. Let us salute them by giving them the Home Run Cheer!” (Simulate swinging a bat at a ball, shade your eyes with your hand, and yell (loudly) “It’s out of the park!”)

◆ CUBMASTER’S MINUTE

“In most sports, referees ensure rules of play are followed. In life, there is often the temptation to break the rules in order to win, but a Scout is obedient. He serves as his own referee and makes sure he always obeys the rules of his family, school, pack, community, and country.”

◆ CLOSING

Split the pack in half and have the two groups form single-file lines facing each other. The groups then advance and shake hands with each member of the other group and share encouraging thoughts such as “great job,” “good meeting,” “cool demonstration,” or “way to go.” After the leader of the line shakes with the last person in the other group, he turns to his left and “high-fives” with his left hand as he goes down the line of his original group. Everyone in the group follows. This doubling back ensures that everyone has then shaken hands or high-fived everyone else who participated and has strengthened the connection of everyone in the pack.

The preassigned den retires the flags.

RESOURCES

Home Run Trivia Game

Home Run Trivia game—as families enter the meeting, have them make their way around the bases. They will answer one sports-related trivia question per base while trying to make it home. If they make it to home base, they earn a point. They can continue to play until the pack meeting begins or they reach six points.

Baseball:

- Q: When the runner gets to the base before the ball, he is what? A: Safe
- Q: What is the official in baseball called? A: Umpire
- Q: When the ball reaches the base before the runner, he is what? A: Out
- Q: When the ball is batted out of bounds, it is called what? A: Foul
- Q: What does RBI stand for? A: Runs batted in
- Q: A Cub Scout is obedient when he follows the what? A: Rules

Football:

- Q: Show me the sign the referee makes when a touchdown is made. A: (Extend both arms above the head.)
- Q: How many yards for a first down? A: 10
- Q: What happens in the middle of a football game? A: Halftime
- Q: How many quarters are in a football game? A: Four
- Q: Who throws the ball in the game? A: The quarterback

Soccer:

- Q: What is the name of the biggest soccer tournament in the world? A: The World Cup
- Q: What do people in other countries call soccer? A: Football
- Q: What part of your body cannot touch the soccer ball? A: Your hands
- Q: Who is the only player allowed to touch the ball with his hands? A: Goalie
- Q: What do you wear on your legs when you play soccer? A: Shinguards

Q: How many points is a goal worth? A: One

Basketball:

- Q: Show me the sign the referee makes for a traveling call. A: (Hold hands in front of your body and rotate them around each other.)
- Q: What color shirt does the referee wear? A: Black and white
- Q: What is it called when you use two hands to bounce the ball? A: Double dribble
- Q: How many seconds can a player hold the ball without dribbling, moving, passing, or shooting? A: Five
- Q: Why do you get a free throw? A: Someone on the other team committed a personal foul.
- Q: How many points is a basket worth if shot from the three-point line? A: Three

Another Run-On

Cub Scout 1: “What do baseball players eat on?”

Cub Scout 2: “Home plates!”