

## Basic Joining Event

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Parents and kids are invited to attend a Joining Night for the local Pack. The kids are entertained with fun games, while the parents have a chance to meet leaders, learn about Cub Scouting, and sign-up for the year. The Objective of the evening is to sign up for Scouts and to get oriented to Scouting. We are asking all Packs to select a date **between the 12th and 28th of September.**

### What You're Going To Need:

- Game for the Scouts (Examples included on the reverse page for, the "T-Shirt Relay" and "John Henry Relay")
- One-page including Pack contacts, calendar (at least next 3 months), other relevant basic Pack information
- Youth & Adult applications
- Parent Guides
- Mini Boys Life Magazines
- Pens
- Lots of Kids and Parents from the Pack
- Communication with your District's Assigned Unit Coordinator

### How You're Going To Organize This

As families arrive, direct the kids to one side of room to play the game, while parents go to other side to hear about Cub Scouting. Be sure to have applications, and your information sheets ready for distribution. Welcome families and explain what Scouting does, how the Pack operates and review general Joining Night information. **Please reference the Pack Recruitment guide for additional assistance, and step by step instructions. Your District's Assigned Unit Coordinator will be of great assistance to you on this important event as well.**

### Closing Out The Joining Event;

You are going to provide every new Scout a Rocket as part of the 2017 Fall Recruitment Incentive Program. Make sure you turn in all your newly recruited youth applications to your Unit Coordinator or District Executive as soon as possible after your joining event.

#### Westmoreland Fayette Council

2 Garden Center Drive  
Greensburg, PA 15601  
Phone: 724-757-1324  
[www.wfbsa.org](http://www.wfbsa.org)  
[www.beascout.org](http://www.beascout.org)



## **Game Directions Below:**

### **T-Shirt Relay Game**

Required:

- 1 extra large t-shirt for each team
- A judge for each team

Notes:

The judge should make sure the shirt is pulled all the way down on each Scout and no short-cuts are taken in the heat of competition. This works on teamwork and everyone is involved the whole time.

Instructions:

Teams line up in single file. The shirt is given to the first Scout in each line. On 'Go' signal, the Scout puts the shirt on and then holds hands with the next Scout in line, facing the Scout. All the other Scouts work the shirt from one Scout to the next so he is wearing it. He then turns and holds hands with the next Scout, and so on.

### **John Henry Relay Game**

Required:

- mallet
- 4 tent pegs for each team

Instructions:

Define starting line where each patrol lines up to start. About 30 feet away from start line, place a mallet and tent pegs for each patrol. Space the gear for each patrol far from each other for safety. On 'GO', first Scout on each patrol runs to his patrol's gear, grabs the mallet, positions a peg, takes one swing, and lays the mallet down. He runs back to tag the next Scout in line who gets one swing. First patrol to drive all pegs into the ground, wins. May need judges to determine that a peg is finished. While kids play, parents meet Leaders from Pack, learn about the schedule and some Pack events. Leaders help parents fill out applications and pay registration.

Additional Fall Recruitment Resources Can Be Found At:

[www.senecawaterways.org/membership](http://www.senecawaterways.org/membership)