

## RECRUITMENT NIGHT PLANS

- 1) Divide room by grade with tables.
- 2) Each grade (rank) will be hosted by current den leader for equivalent rank.  
No one is left without someone to answer questions.
- 3) Opening flag ceremony by a few scouts.  
Cub Master welcomes.  
Give 5 minutes on cub program (no more).  
Give 5 minutes on Pack specific program and information (no more).
- 4) Cub Master and 2 or 3 other adults take all kids outside or to other area for games.  
Plan 30 – 40 minutes of games for large or small groups.  
Prepare 3 or 4 different games to be decided based on group size, weather and space.
- 5) Den Leaders and committee members stay with parents.
  - a. Help with applications.
  - b. Try to recruit adults as new Den Leaders.
- 6) Group comes back together.
  - a. Give out advancements – if it's a Pack Meeting (explain to new people).
  - b. Announce upcoming events.
  - c. Announce collection of applications.
  - d. Thank everyone for coming.
  - e. Keep committee and Den Leaders around for anymore questions.
- 7) Collect all completed applications.
  - a. Make sure Den Leaders have name, phone #, address, email for **EVERY** parent and child who attend.
  - b. Check applications for errors before family leaves meeting.
- 8) Within one week of event reach out to every family.
  - a. Welcome those who have turned in applications.
  - b. Give those who haven't contact information and make sure they know anytime is fine to join.
  - c. Send everyone an email of upcoming events.

## GAME SUGGESTIONS

**Cross the Sahara (think red rover)** (outside or gym) have kids line up on one side, pick 2 kids to be snakes, pick groups of kids to cross over the sahara (ex: kids with red sneakers cross the sahara), if tagged they can be out or become snakes (depending on your preferences), last kids tagged become the next game's snakes.

**Banana tag** (outside or gym) 2 kids start with one set of arms linked forming the "banana", all other kids line up and need to cross over to other side, the "banana" tries to tag kid using only their 2 free arms, kids tagged become part of the "banana" but only the 2 free arms can be used for tagging.

**Double Dare style relay races** (outside) run back and forth between 2 buckets, one full of water, one empty. Try to fill the empty bucket using a sponge to carry the water.

**Ski like boards with ropes that the kids have to move in unison"** (anywhere with space)

**Have them all stand in a mob and grab a hand of 2 other people then have them try to figure out how to undo themselves without letting go of the hands** (anywhere)

**Paper bag relay** (modify for space available) on slips of paper write a few different directions (ex: crab walk to the line and back, walk like a duck, etc.), run as a relay race with each person picking what they must do out of the bag, make sure the slips are the same in each back-

**Popcorn relay** (outside) Players carry popcorn in cups attached to their shoes to relay from one full container to an empty container. to make popcorn carriers- take plastic cup, poke a hole on bottom, thread rubber band in hole, fasten with paper clip, pull band tight- cups are worn on tops of feet.

**Balloon relay** (anywhere) at sound of whistle players must pass balloon over the head of the first person and in between the legs of the next person, repeat until to the last person. Can have last person run to a specific location or just to the front of the line.

**Obstacle course** (anywhere)run along a board, stepping in tires or hoops, through a tube, etc...

**modified raingutter regatta** (outside) out of recycled materials

**Balloon Volleyball** (anywhere with space)2 teams. Lay rope on the ground as net. When the balloon lands on the ground on one side, the other team gets a point.

**Balloon Battle Royal** (anywhere) One balloon for each player, attached to a string, tied around their ankle. Stand in circle, players break each other's balloons.

**Islands** (outside or gym) Team building game. Need several hula hoops or rope, music and player. Everyone is a swimmer in the ocean. Swim until the music stops. When music stops yell "shark attack". All must get inside a hula hoop. Remove one hula hoop after each round and everyone has to work together to get all swimmers on the island (hula hoop or rope).

**Parachute games** (outside) Need 12 – 14 kids or 9 – 10 adults to manage – Need parachute. Parachute Volley ball: light weight ball on top of parachute, divide into 2 teams, kids use parachute to volley the ball to other team's side. With adults raising parachute, give each boy number 1, 2 or 3. Adult calls out number and those kids run underneath to other side before it comes down.