NOVEMBER—COURTEOUS

CUBS IN SHINING ARMOR

A SCOUT IS COURTEOUS. HOW DOES "CUBS IN SHINING ARMOR" RELATE TO THIS POINT OF THE SCOUT LAW?

A Scout knows good manners make it easier for people to get along together. The word "courteous" is an old English word that comes from the time of knights. Many associate chivalry and graciousness with a knight in shining armor because of their code of conduct. The knight's code of conduct extols these virtues, ensuring that a Cub Scout in shining armor will exhibit courtesy to all.

NOTE TO CUBMASTER

Pack meetings are best when they are no more than an hour and a half in length. Pack meeting plans are guides which 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.

Webelos dens may fulfill a requirement of their Stronger, Faster, Higher adventure by providing a fitness gathering game for younger Scouts.

◇ BEFORE THE MEETING

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

Be sure the following materials are available for the meeting:

- Flags for the flag ceremony
- Materials for Tournament of the Knights
- Roundtable ceremony supplies
- Posters or projections of the Scout Oath, Scout Law, and "Cub Quest" song

◇ GATHERING

Tournament of the Knights round robin (See the Resources section of this meeting plan.)

◇ OPENING CEREMONY

The flag ceremony is led by a predetermined den. They will present the colors and lead the pack in the Pledge of Allegiance.

Knights of the Roundtable

Materials: Crown for King Arthur, tunics for Scouts (pillowcases or large paper bags with head and arm holes, to be worn over uniforms), poster with the Scout Law printed large enough for all to see

King Arthur: "We need to recruit new knights to join our Round Table. Come hither, recruits!"

(Scouts enter.)

King Arthur: "Each of you, tell me two things about you that is like a knight."

Cub Scout 1: "I am trustworthy, loyal."

Cub Scout 2: "I am helpful, friendly."

Cub Scout 3: "I am courteous, kind."

Cub Scout 4: "I am obedient, cheerful."

Cub Scout 5: "I am thrifty, brave."

Cub Scout 6: "I am clean, reverent."

King Arthur: "Our Round Table is complete. Together you uphold the knight's code, known to all here as the Scout Law. *(Holds poster with the Scout Law for all to see.)* Let us all stand and say it together with fingers held high."

◇ OPENING PRAYER

"We pray that we will always be ready to serve and defend those who need us, that we will be courteous to all as chivalrous knights."

◇ WELCOME AND INTRODUCTIONS

The Cubmaster welcomes new families, visitors, and special guests by introducing them to the pack and thanking all who helped plan and prepare for the pack meeting.

Cubmaster: *(Dressed as a medieval king or knight)* "Hear ye, hear ye, the Court of Pack ____ has gathered here to celebrate our knights and give them their just rewards. We courteously bow to those who are new to us *(introduce newcomers and guests)* and welcome them among us."

◇ 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

The Cub Scout Becomes a Knight

Whenever the words "**Cub Scout**" are read, Webelos families respond, "Do Your Best." When the word "**knight**" is read, Bear families respond, "shining armor." When the word "**courteous**" is read, the Wolf families respond, "Be polite." When the word "**king**" is read, Tiger families respond, "Hail to the king."

Narrator: "Once upon a time there was a **Cub Scout** who wanted to be a **knight**. He knew that for a **Cub Scout** to become a **knight**, he must be **courteous** to all and complete a special challenge determined by the **king**.

"The **Cub Scout** who wanted to be a **knight** went to see the **king**. The **king** asked the **Cub Scout** who wanted to be a **knight** if he was **courteous**. The **king** explained that being **courteous** meant always being polite and showing good manners to everyone.

"The **Cub Scout** said he was always **courteous**, so the **king** gave the **Cub Scout** a challenge. The **king** told the **Cub Scout** that if he wanted to be a **knight**, he must bring the **king** a dragon scale from a fierce dragon. The **Cub Scout** really wanted to become a **knight**, so he decided to bring the **king** a dragon scale.

"The **Cub Scout** knew a fierce dragon lived in a cave that was only about an hour's hike away. So the **Cub Scout** prepared for the hike. He asked his buddy to go with him and gathered supplies for them to share on their journey. Being **courteous**, the **Cub Scout** asked his mother for permission to search for the dragon's scale. His mother cautioned him to be very careful and gave him permission to follow the task set forth by the **king**.

"The **Cub Scout** and his buddy went to the cave of the dragon. When they got there, they were very scared. But the **Cub Scout** really wanted to be a **knight**, so he entered the cave to carry out his task. Being **courteous**, the **Cub Scout** politely asked the dragon for a scale. The dragon was so impressed that the **Cub Scout** would ask rather than just take that he gave him a big shiny silver scale.

"The **Cub Scout** took the scale back to the **king**. The **king** asked the **Cub Scout** how he acquired such a beautiful dragon scale. The **Cub Scout** explained that he had asked the dragon for a scale and the dragon gave him one. The **king** was very impressed with the **courteousness** of the **Cub Scout**. The **king** explained that just like **Cub Scouts**, **knights** always act politely. The **Cub Scout** passed the **king's** test of **courtesy** and became a **knight** because true **courtesy** is being polite, even to dragons!

"The End"

◇ 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

Set up enough chairs to seat the boys receiving rank advancements in a semicircle around either side of a table in the front of the pack meeting area.

Cubmaster: "Lords and ladies, noble members of the pack, we bid you to recognize these knights who, by their diligent work, courteous spirit, knowledge, and willingness to do their best, have proved themselves worthy of the honor of a seat at our Round Table.

"Knights of the order of the Bobcat, come forward. *(Call boys by name to stand with their parents or guardians at the front of the room.)*

(Giving each his badge of rank) "Will you uphold the honor of the order of the Bobcat? *(Scouts answer, 'I will.')* Then take your place at the Round Table. *(Scouts take their seats at the table. Parents and guardians return to their seats.)*

(Repeat with each rank until all boys earning recognition have been seated at the Round Table*.)*

"Knights of the Round Table of medieval times were men of great courage, honesty, loyalty, strength, and courtesy toward all. These young knights have shown us that the spirit of the Round Table remains. Let us all stand to congratulate them with the Knights' Cheer, 'Hurrah, hurrah, hurrah!'"

CUBMASTER'S MINUTE

"Tonight we have seen that the knights of old and the Cub Scouts of today have much in common. Our Scouts face challenges every day, but face them as gallantly as knights, armed with the values we instill in them."

CLOSING

Cub Quest
Tune: *"This Old Man"*

Knights of old, stories tell,
Lived their code of honor well,
Courtesy and loyalty their call,
And to show respect to all.

Like the knights, Cubs today,
Pledge to live a helpful way,
To honor God and country is our quest,
We always try to do our best!

(The preassigned den retires the flags.)

RESOURCES

Tournament of the Knights

If possible, ask the Webelos den or dens to set up the following games and other fitness games in round-robin fashion for Scouts as they arrive.

Crossing the Moat

The object of the game is to cross the moat on the drawbridge (a two-by-four similar to a balance beam) without falling off.

A-Mace-ing

This is a medieval version of beanbag toss. For the target, make a large cardboard cutout of a castle with several windows of various sizes cut into it. Use beanbags or foam balls as the "mace." The object of the game is to throw the mace through the castle windows. Each knight gets three tries.

Spear the Ring

Suspend several 6-inch-diameter rings made of plastic or cardboard about 1 foot apart on strings so each ring hangs at a different height, the first at about the shoulder height of a Tiger Scout and the others slightly higher.

Using an oblong balloon shaped into a sword, a 3-foot-long pool noodle, or other soft foam stick, each Scout tries to spear each of the rings, starting with the lowest.

Jumping the Dragon's Tail

Set a string or tape on the floor as a starting point, a plastic tablecloth cut in the shape of a dragon's tail in the center, and another string or tape 2 1/2 feet from the starting point. Each Scout leaps over the dragon's tail.

Crossing the Swamp Forest

Place six cardboard pieces about 2 feet in diameter on the floor about 1 1/2 feet apart. Scouts must leap from pad to pad, avoiding touching the floor, to cross the Swamp Forest.

Dragon Bowling

Decorate six empty plastic bottles with paper, glue, and markers to make them look like dragons. Set them on the floor like bowling pins. Scouts take turns bowling with a small ball to see how many dragons they can knock over.