





When scouts have fun, they want to keep coming back. To succeed, remember this simple rule: "Keep It Short & Simple - Make It Fun (KISSMIF) and use VARIETY." To achieve this goal, advance planning is critical. As you plan your pack meeting, consider the following:

- Plan your meetings well in advance using themes or special activities as focal points.
- Confirm the time and place of the meeting. Reserve meeting places well in advance.
- Make sure that someone is responsible for opening the meeting place ahead of time.
- Assign den responsibilities in advance; e.g. set-up, opening, skits, songs, stunts, closing, clean-up.
- * Make sure that arrangements are made for transporting displays, props, special equipment, etc.
- * Make sure that awards, badges, pins, etc. are ready for presentation before the meeting.
- Try to have displays set up before the meeting.
- When a gathering activity planned and use it when scouts arrive.
- Conduct an Opening Ceremony that is serious and impressive.
- While you have the scene set, transition to introductions and inductions.
- Build spirit with den cheers, den reports, rousing songs and group activities.
- Entertain with skits, stunts, songs, and games.
- Take time to recognize pack and den accomplishments.
- We Have a Webelos Den demonstrate something related to an activity badge.
- We use a song, story, or other device to transition the group to a serious setting.
- Present awards and recognitions with an impressive ceremony.
- Give special recognition to special accomplishments.
- Recognize adult contributions thank yous and special awards.
- Give a very few words on coming events (give details in handouts, newsletters)
- W Have a scouter's minute leave the scouts with something to ponder
- Conduct a closing ceremony.
- Serve refreshments (optional).
- Clean-up the meeting site and leave it as good as or better than you found it.
- Evaluate and plan an even better meeting next time.

REMEMBER - KEEP IT SIMPLE AND SHORT (1 HOUR IS GOOD) -MAKE IT FUN

