

**Theme: Seeds of Kindness**  
**Date: November 21, 2008**  
**Time: 7:00pm**  
**Loc: Groves Elementary**

<b>Agenda</b>			
<b>Time</b>	<b>Activity</b>	<b>Owner</b>	<b>Comments/Instructions</b>
6:30pm	Setup	Den 1 (Wolves)	Setup approx. 50-60 chairs and 2 tables for den presentations
6:45pm	Welcome/Greetings	All Dens	Need all leadership to arrive no later than 6:45pm
7:00pm	Opening Ceremony	Den 7 (Wolves)	
7:05pm	Call to Order	Cubmaster	1.) Roll Call 2.) Agenda 3.) Announcements
7:15pm	Denner Reports	Denners	
7:30pm	Leave No Trace Relay Race	Cubmaster	Three to four teams of scouts will play this relay race.
7:45pm	Bobcat Ceremony	Advancement Chair	All new scouts are expected to have earned their bobcats before this meeting. Play a run-on game with the scouts not in the ceremony to keep their attention. Bobcat trivia?
7:55pm	Awards and Recognitions	Advancement Chair	
8:05pm	PACK418 Spirit Award	Cubmaster	
8:10pm	Door Prizes	Cubmaster	Draw for six door prizes
8:15pm	Closing Ceremony	Den 7 (Wolves)	
8:20pm	Clean-up	Den 2 (Webelos II)	

<b>Meeting Support Assignments</b>			
<b>Assignment</b>	<b>Owner</b>	<b>Comments/Instructions</b>	
US and Pack Flags	Ronnie Rhodes	Don't forget the stands!	
PA System	Dan Smith	Need PA setup by 6:45pm	
Bobcat Ceremony Materials	Linda Perdue	Badges, paints, brushes, etc.	
Spirit Award (Return)	Den???	The winning den must make certain to return the spirit award to the meeting	
Door Prizes	Ronnie Rhodes	Tickets and six door prizes.	
Pins, Badges, Awards	Linda Perdue		
Snacks	Den 8 (Webelos I)		

<b>Meeting Announcements</b>			
<b>Topic</b>	<b>Owner</b>	<b>Comments/Instructions</b>	
Wylie Christmas Parade	Perla Cacic	December 13. More details to follow.	
Holiday Party	Cubmaster	Next Pack Meeting	
Pinewood Derby	Cubmaster	Coming in January	

<b>Meeting Preparation Actions</b>			
<b>Due Date</b>	<b>Action</b>	<b>Owner</b>	<b>Comments/Instructions</b>
11/14/2008	Bobcat Ceremony preparation	Linda Perdue	Prepare materials, enlist assistants (other den leaders or parents) to help with ceremony