



“2 is 1, 1 is None” Activity in a Box Leader Resource Sheet

Introduction

Mountain Valley District has prepared this ready-to-go meeting activity to specifically help leaders with older scouts with an “Ask-a-Friend” recruiting meeting. A youth does not need to know anything about Scouting to enjoy the activities, and hopefully your Scouts will also enjoy learning what it means in wilderness survival that “2 is 1, 1 is None.”

Montana Council Resources

A video is available that explains this activity. It is located on the [Montana Council website under Screen Boosted Scouting](#).

The “Ask-a-Friend” Meeting Checklist with a link to the companion video is included in the Appendix to help you have the best results from your recruitment effort.

“2 is 1, 1 is None” Activity

The expression means that if an object does two things, then it is good to have in your survival or light backpacking kit. If it only does one thing, that it gets left behind if possible. This activity kit has the materials for Scouts to make some “2 is 1” gear using simple materials and lets them spend time playing cards, because a deck is a very versatile piece of equipment.

The directions are abbreviated because there is an instructional video showing you how to do this (although you might not need additional instruction.)

Item	Materials	Directions & Explanation
Waterproof Matches Fire does more than one thing. It keeps you warm, cooks food, & provides light. This is why fire starters are part of the 10-essentials.	<ul style="list-style-type: none">• Pill containers• Strike anywhere matches• Nail polish• Adhesive sanding disc• Scissors• Pencils/sticks for propping drying matches	<ul style="list-style-type: none">• Cut adhesive and put on pill bottle• Coat matches with nail polish, prop up to let dry

Item	Materials	Directions & Explanation
<p>Sharpie Duct Tape Holder</p> <p>A sharpie is useful for notes, or to mark when a tourniquet was applied, but you can make it more useful by wrapping it with duct tape. Duct tape does many things. Can your Scouts list them?</p>	<ul style="list-style-type: none"> • Sharpie markers • Duct tape 	<ul style="list-style-type: none"> • Wrap duct tape around a sharpie • This is simple, but the duct tape can get kinked or twisted so encourage Scouts to work together to do this. Someone holds the tape; someone turns the sharpie.
<p>Cotton Ball Firestarter</p> <p>Fire starters may be essential for getting a fire going depending on the moisture in the wood, and these petroleum jelly (aka Vaseline) cotton balls work well plus Vaseline has several other uses such as moisturizer and wound care agent.</p>	<ul style="list-style-type: none"> • Pill bottles (or zip bags if we don't have enough of those) • Cotton balls • Petroleum Jelly 	<ul style="list-style-type: none"> • Thoroughly goop up a cotton ball with petroleum jelly. • Put it in a container like pill bottle or small zip lock baggie.
<p>Playing Cards</p> <p>Playing cards meets the 2 is 1 criterion because they can keep you amused (solitaire games), help you bond with scouts, and you could use the cards for other things if needed like trail marking.</p>	<ul style="list-style-type: none"> • 6 decks of cards to use in the meeting • Spoons 	<ul style="list-style-type: none"> • Your unit may have a favorite card game to share with a guest • Other game ideas are included in the card game instruction sheet.

Card Game Ideas

The best card games to play with guests are ones our Scouts already like. A quick survey of a few MVD Units resulted in the following list of currently popular card games: Blackjack, Texas Holdem, Cribbage, Crazy 8's Old Maid, Spoons, BS, and Trash.

Detailed directions are included below for Spoons, BS, and Trash, and rules for the other games are easily available through web search. If your Scouts know how to play these games, have them use the rules they know. All these games have variations.

Video demonstrations for these games are easily findable with general web search.

Spoons

The card game Spoons requires a standard deck of cards and at least three players. The goal is to avoid being the only player left without a "spoon" when someone gets four of a kind [1].

Equipment

- **Standard 52-card deck** (remove jokers).
- **Spoons** - One fewer than the number of players. For example, with 5 players, you need 4 spoons.

Setup

1. **Arrange Spoons:** Place the spoons in the center of the table so all players can reach them [1].
2. **Seat Players:** Have players sit in a circle or around a table.
3. **Deal Cards:**

Choose a dealer to shuffle the deck and deal four cards to each player, face down [1].

4. **Create Draw Pile:** Place the remaining deck in front of the dealer, face down, as a draw pile [1].

Step-by-Step Instructions

1. The Passing Phase

The game is played simultaneously and quickly [1].

- Each player looks at their four cards.
- The dealer begins by taking one card from the draw pile, looking at it, and deciding whether to keep it or discard it [1]. The goal is to collect four cards of the same rank (e.g., four Queens, four 7s, etc.).
- The dealer passes their unwanted fifth card face-down to the player on their left [1].
- As soon as a player receives a card from their right, they pick it up, look at their five cards, and pass one of their unwanted cards face-down to the player on their left [1].
- This creates a continuous, rapid cycle of picking up a card and passing one on [1].

- The dealer replenishes the draw pile as needed from the remaining deck. If the draw pile runs out, the dealer can use the discard pile to continue the game, ensuring the passing continues seamlessly [1].

2. Getting Four of a Kind

- Players continue passing cards until one player successfully collects four cards of the same rank [1].

3. Grabbing a Spoon

Once a player has four of a kind:

- They **quietly** and subtly take one spoon from the center of the table [1].
- The other players must then notice the missing spoon and quickly grab one for themselves [1].

4. Determining the Loser

- The player who does **not** grab a spoon is eliminated from the round [1].

Continuing the Game

- The removed player takes a letter from the word S-P-O-O-N-S, similar to the game H-O-R-S-E [1].
- Remove one spoon for the next round.
- Continue playing new rounds with all remaining players until only one person is left without a letter.
- The game ends when one player spells S-P-O-O-N-S, and they are declared the ultimate loser [1]. The last remaining player who has not spelled S-P-O-O-N-S is the winner.

BS (Baloney Sandwich or...)

BS (or Cheat/I Doubt It) is a 3-10 player, 52-card game aimed at getting rid of all your cards by bluffing or telling the truth in numerical order (Aces to Kings). Players place cards face down, declare the rank, and can challenge "BS" if they suspect a lie; the loser of the challenge takes the pile.

Step-by-Step Instructions

1. Setup & Dealing

- Use a 52-card deck (remove jokers).
- Deal all cards clockwise to players. It is okay if some players have one more card than others.
- Players may look at their hands and should sort them by rank (A, 2, 3... K) for easier play.

2. Starting the Game

- The player to the dealer's left (or the player with the Ace of Spades) starts by placing one or more cards face down in the center.

- They must announce the rank of the cards they are playing, starting with Aces (e.g. "Two Aces").

3. Taking Turns & Gameplay

- Play moves clockwise. The next player must play the next rank in sequence (e.g., if the first player played Aces, the next plays Twos, then Threes... up to Kings, then back to Aces).
- On your turn, you must place 1 to 4 cards face down and declare them as the current rank.
- **The Lie:** If you do not have the required rank, you must bluff and play different cards but still announce them as the required rank.

4. Calling "BS" (The Challenge)

- After a player places cards down, any other player can shout "BS!" (or "I doubt it") before the next player goes.
- The cards just played are flipped over to reveal if the player was lying.
- **If the player lied:** The liar must pick up the entire pile of cards in the center.
- **If the player was truthful:** The player who called "BS" must pick up the entire pile.

5. Winning the Game

- The first player to successfully get rid of all their cards wins.

Key Tips for Success

- **Keep Calm:** When lying, maintain a straight face to avoid being challenged.
- **Strategize:** If you have a large hand, take risks to get rid of cards quickly. If you have a small hand, be more honest to avoid picking up the pile.
- **Timing:** Call "BS" when you think someone is trying to discard their last few cards, or if they take a long time to choose a card.

Trash (good game for just 2 people)

Trash (or Garbage) is a 2-6 player game using 1-3 standard decks. The goal is to be the first to fill a 10-card layout (two rows of five) in sequence from Ace to 10. Players draw cards to replace face-down spots, using Jacks as wild cards, while Kings and Queens end their turn.

Step-by-Step Instructions:

- **Setup:** Deal 10 cards face-down to each player in two rows of five. These represent positions 1-5 (top row, Ace-5) and 6-10 (bottom row, 6-10). Place remaining cards as a draw pile.
- **Gameplay:**

1. **Draw:** On your turn, draw a card from the deck or discard pile.
 2. **Replace:** If it is an Ace-10, place it face-up in the matching spot.
 3. **Chain Reaction:** Take the face-down card that was in that spot and flip it over. If it fits elsewhere, place it there. Continue this "chain" until you cannot place a card.
 4. **Wilds & Trash:** Jacks are wild and can fill any spot. Queens and Kings cannot be placed, so they are discarded, ending your turn.
 5. **Ending a Turn:** When you cannot place a card (or draw a Q/K), discard it to the discard pile.
- **Winning a Round:** The first player to fill all 10 spots (A-10) wins the round.
 - **Next Round:** The winner receives 9 cards (needs A-9), the next winner 8, and so on, until a player wins with only one card.

Key Rules:

- **Jacks:** If you draw a Jack, you can place it anywhere. If you later draw the number that corresponds to a spot filled by a Jack, you can move the Jack to a new spot and put the number card there.
- **Suits:** Card suits do not matter.
- **Winning the Game:** The first player to reduce their required cards down to one and successfully place it wins the entire game.

"2 is 1, 1 is None" Inventory Sheet

Please inventory the supplies, especially noting anything that may need to be restocked. Comments are welcome too!

Item	Amount in Box Date: _____	Amount in Box Date: _____	Amount in Box Date: _____	Notes
Cotton Balls				
Petroleum Jelly				
Sharpies				
Paper Towel Roll				
Duct tape				
Matches (Strike Anywhere)				
Adhesive sandpaper				
Pill containers (many)				
Fingernail Polish				
Ziplock bags				
Scissors				
Card Decks				
Leader Clip Board				

Other Meeting Comments:

Leader/Pack	Comments



“Ask-a-Friend” Meeting Checklist

Leader Resource Sheet

Introduction

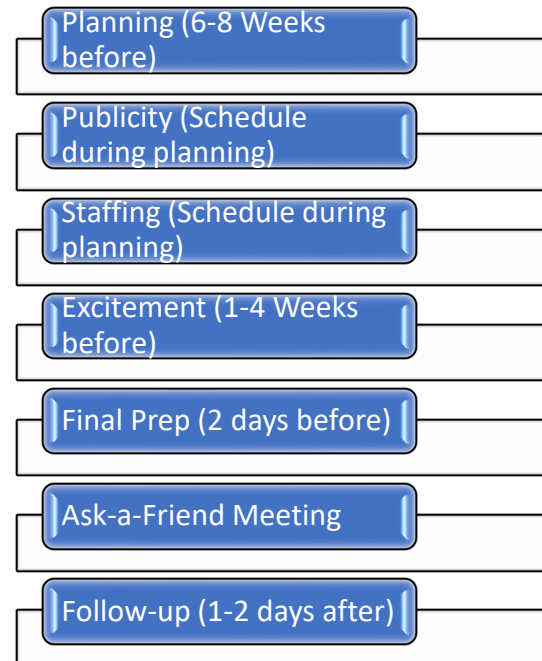
Recruiting is a year-round activity although leaders must balance recruiting with delivering the Scouting program. The need to keep this balance and support as much leader time as possible going to delivering program is exactly why Ask-a-Friend events are such a smart recruiting approach. Your unit is doing awesome things all the time, so what you can do is simply boost one of those activities with some planning and a bit of advance work into also being a recruiting Ask-a-Friend event.

This checklist ([and companion video here](#)) pares down the preparation for Ask-a-Friend events into the most important elements. You can always do more, but these are best practice steps to help you plan and recruit Scouts at one of these events. Print this list and get ready to plan your next Ask-a-Friend event!

Get Started

Before you start the checklist, think about when your Scouts are really having fun. This is probably a good Ask-a-Friend type of meeting. Some meetings are necessarily more focused on advancement or things that might not be as active. Think about these things when picking what meeting to make into an Ask-a-Friend meeting:

- Does the activity require knowing about Scouting? This is probably **not** the best choice.
- Can they make something and take it home with them? That is great.
- Can they participate in a service project that will make them feel part of a group and doing something worthwhile? Fantastic.
- Are there plenty of opportunities in the meeting for playing and meeting other Scouts?
If they already have a friend at the meeting, it is a good idea to keep them together, but meetings that encourage making new friends are terrific.
- Is there any food available? Always a winner.

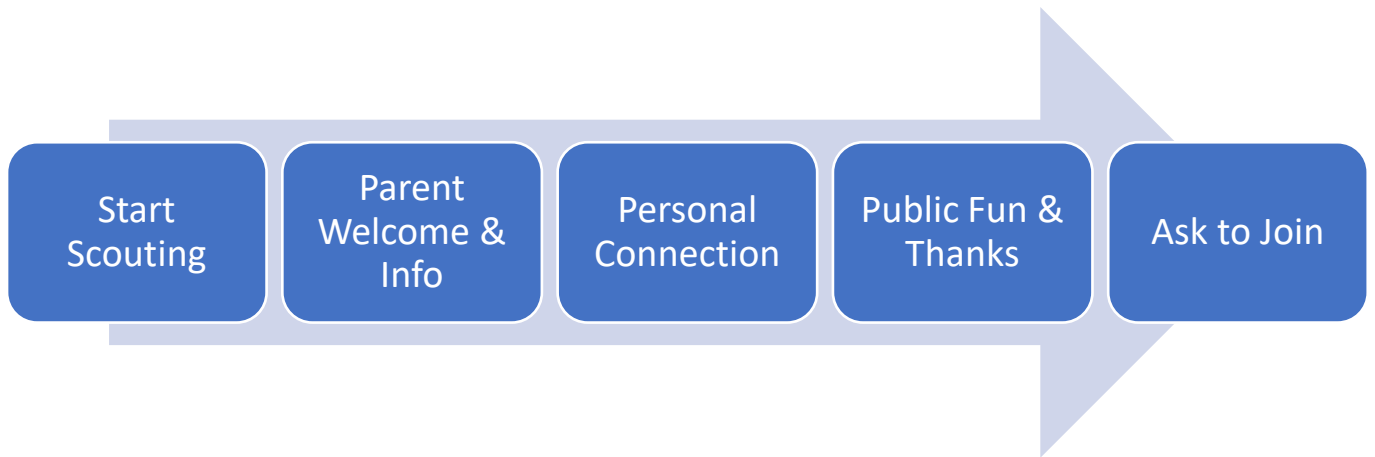


Step & Timing	Elements	Notes	Materials to Help
Planning <i>6-8 weeks before event</i>	<input type="checkbox"/> Decide on the event. It may be a pack or troop meeting or some other activity like Pinewood Derby or Camporee.	<input type="checkbox"/> Event _____ _____ <input type="checkbox"/> Notes: _____	<input type="checkbox"/> 3 Pack Meeting-in-a-boxes are available for Cub Scout Units – new 2026.

Step & Timing	Elements	Notes	Materials to Help
	<ul style="list-style-type: none"> <input type="checkbox"/> Discuss with Leaders and assign tasks. <input type="checkbox"/> Contact the District Executive (D.E.) and/or District Membership Chair with plan/date. <input type="checkbox"/> Ask the D.E. if there are any recruiting incentives available. 	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	<ul style="list-style-type: none"> <input type="checkbox"/> Other membership activities (fishing and Legos) are available at MVD Office. <input type="checkbox"/> Troop activity kit available "2 is 1, 1 is none."
<p>Publicity <i>Schedule during planning</i></p>	<ul style="list-style-type: none"> <input type="checkbox"/> Give Scouts a way to ask their friends such as an invite card or an email they can forward (for older Scouts). <input type="checkbox"/> Decide what other materials can help publicize the event such as: <ul style="list-style-type: none"> <input type="checkbox"/> Flyers <input type="checkbox"/> Yard signs <input type="checkbox"/> Image to post on social media with basic information <input type="checkbox"/> Discuss with leaders other publicity that may work for your unit. 	<ul style="list-style-type: none"> <input type="checkbox"/> Invite Type? <hr/> <input type="checkbox"/> Flyers? <hr/> <input type="checkbox"/> Yard Signs? <hr/> <input type="checkbox"/> Social Media Plans? <hr/><hr/><hr/> <input type="checkbox"/> Other Publicity? <hr/><hr/><hr/> 	<ul style="list-style-type: none"> <input type="checkbox"/> Invitation Cards <input type="checkbox"/> District Executive can print flyers and provide yard signs.
<p>Staffing <i>Schedule during planning</i></p>	<ul style="list-style-type: none"> <input type="checkbox"/> Assign someone to manage flyers distribution: <ul style="list-style-type: none"> <input type="checkbox"/> Ask parents and other leaders to post them <input type="checkbox"/> Keep a record of where they are posted <input type="checkbox"/> Assign someone to handle yard signs (if used): <ul style="list-style-type: none"> <input type="checkbox"/> Ask parents and other leaders to post them <input type="checkbox"/> keep a record of where they are posted <input type="checkbox"/> make sure yard signs are picked up after the event and returned <input type="checkbox"/> Assign who is handling the program (probably the Unit Leader.) <input type="checkbox"/> Assign someone to handle recruiting tasks at the meeting: <ul style="list-style-type: none"> <input type="checkbox"/> Welcome guests <input type="checkbox"/> Check-in sheet 	<ul style="list-style-type: none"> <input type="checkbox"/> Flyer Person <hr/> <input type="checkbox"/> Yard sign Person <hr/> <input type="checkbox"/> Meeting Program Person <hr/> <input type="checkbox"/> Membership Person <hr/> <input type="checkbox"/> Other Notes <hr/><hr/><hr/><hr/><hr/><hr/> 	

Step & Timing	Elements	Notes	Materials to Help
	<ul style="list-style-type: none"> ○ What Unit information will guests get? (unit probably has standard packet of information for prospects.) ○ Join Scout information including fees. ○ Following up after the meeting. 		
<p>Excitement! <i>1-4 weeks before event</i></p>	<ul style="list-style-type: none"> <input type="checkbox"/> Build excitement with Scouts and encourage them to bring a friend. <ul style="list-style-type: none"> ○ Tell them about recruitment incentives if available. <input type="checkbox"/> Check-in on publicity action steps. <input type="checkbox"/> Is there any décor, special outside signs, or something else you can add to the meeting? <ul style="list-style-type: none"> ○ Do you need signage to show where you are? 	<ul style="list-style-type: none"> <input type="checkbox"/> Décor Notes _____ _____ _____ <input type="checkbox"/> Other Notes _____ _____ _____ _____ _____ 	
<p>Final Prep <i>0-2 days before event</i></p>	<ul style="list-style-type: none"> <input type="checkbox"/> Remind leaders that this is a showcase event. Ask them to: <ul style="list-style-type: none"> ○ Encourage uniforms ○ Arrive on time ○ Bring those friends! <input type="checkbox"/> Complete set-up 15 minutes minimum before meeting start to make a good first impression. <input type="checkbox"/> Scout Buddy Preparation – make sure Scout Buddies know they need to stay with their guest, explain things like the Scout sign, etc., and help them have fun! 	<ul style="list-style-type: none"> <input type="checkbox"/> Notes _____ _____ _____ _____ _____ _____ _____ 	

These are the critical meeting elements for an Ask-a-Friend Event! Study the diagram for just a minute to see the meeting flow, then read the details in the checklist to make your plan.



Step & Timing	Elements	Notes	Materials to Help (or gather)
<p>Ask-a-Friend Meeting</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Start Scouting – connect guest youth with a buddy and start having fun! <input type="checkbox"/> Parent Welcome and Info – <ul style="list-style-type: none"> ○ Have greeter welcome parent(s) ○ Give them information. ○ Show them where they can sit to watch the meeting. ○ Is there an activity for tag-a-longs? <input type="checkbox"/> Personal Connection <ul style="list-style-type: none"> ○ Talk to visiting parents casually, get to know them, answer questions ○ Unit Leader may have a side bar meeting with all parents. <input type="checkbox"/> Public Fun & Thanks <ul style="list-style-type: none"> ○ Thank everyone for coming and Scouts for bringing a friend. ○ Ask “Was it fun?” Ready to join?” <input type="checkbox"/> Ask to Join <ul style="list-style-type: none"> ○ Directly ask them to join, or ○ Give them a next step (another meeting.) 	<ul style="list-style-type: none"> <input type="checkbox"/> Greeter: <ul style="list-style-type: none"> _____ _____ _____ <input type="checkbox"/> Tag-a-long plan? <ul style="list-style-type: none"> _____ _____ _____ <input type="checkbox"/> Plan to talk to parents as a group (yes or no.) <ul style="list-style-type: none"> _____ _____ _____ 	<ul style="list-style-type: none"> <input type="checkbox"/> Check-in form <input type="checkbox"/> Your unit information that includes calendar, parent information, dues or finances, contact information, website, etc.
<p>Follow-up</p>	<ul style="list-style-type: none"> <input type="checkbox"/> Follow-up with all attendees. 		

<p><i>1-2 days after</i></p>	<ul style="list-style-type: none"> ○ If a guest joined, great. Make sure someone is helping them navigate joining and their first few meetings. ○ If they didn't join, send a thank you follow-up note or just call them. If they still might be interested, let them know when they can come again to a Unit activity. □ Send a copy of the sign-in sheet to the District Executive in charge of membership. □ Debrief with leaders (and Scouts) about the meeting. 		
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Materials Examples

These are examples of the invitation cards and flyers available from your District Executive.



