



# “Take Flight” Meeting in a Box Leader Resource Sheet

## Introduction

Mountain Valley District has prepared three ready-to-go “meeting in a box” for leaders to use at pack meetings. You can easily adapt to them to a Den meeting too. These meetings are intended to be particularly fun for ask-a-friend recruiting events. The boxes take some of the load off the Cubmasters so they can do extra planning related to recruiting new Scouts as well as recognizing any Cub who brings a friend! The three meetings are:

- **Be Prepared:** Make first aid kits, assemble 6-essentials kits, and learn about the Be Prepared motto.
- **Take Flight:** Craft paper airplanes, improve the design, and land them at the airport or other flight targets.
- **It Takes a Team:** Teamwork makes the dream work. Work together to fend off the death star (with bean bags) and build a city with index cards.

*Note:* These directions can help any District put together a meeting in a box too! Just collect the materials listed in these directions.

## BSA Resources

BSA has fabulous resources to help you with Pack meetings.

<https://www.scouting.org/programs/cub-scouts/leader-resources/pack-meeting-resources/>

The fun and games section is very helpful to find a gathering activity or just something fun to do in the event you have extra time.

<https://www.scouting.org/programs/cub-scouts/leader-resources/fun-and-games/>

## Montana Council Resources

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

If you haven't already watched this [Ask-a-Friend Checklist video](#), it is recommended to help you plan a great event. The Ask-a-Friend checklist is included in this document as well.

Resources to produce the materials in the kit are also included if you are outside of Mountain Valley District but would like to set up your own meeting kit. In addition to this resource sheet, the following files are available to produce these materials.

- Take Flight Ceremony Cards
- Basic airplane directions
- Flying Tube Directions

## Preparation & Materials

Materials specific to the meeting activities are in the box, but you will need to gather some other things that are standard meeting supplies. The table outlines the materials in the box, what you provide, and staffing needed such as Cub Scouts for skits.

Meeting Component	In The Box	You Provide	Staffing Notes
Pework	<ul style="list-style-type: none"> <li>Meeting instructions on clipboard for Cubmaster</li> </ul>	Standard meeting materials such as flags, welcome table, & pack information.	
Gathering	<ul style="list-style-type: none"> <li>Basic Paper Airplane Folding directions</li> <li>Paper</li> <li>Paper Clips</li> <li>Markers</li> <li>Popsicle Sticks</li> </ul>		<ul style="list-style-type: none"> <li>One leader or an older Scout helper</li> <li></li> </ul>
Opening	<ul style="list-style-type: none"> <li>Take Flight Skit Cards</li> <li>Convocation Prayer Script</li> </ul>	Flag for flag ceremony	<ul style="list-style-type: none"> <li>4 Cub Scouts</li> <li>Convocation Reader (can be Cubmaster, Leader, or Older Scout)</li> </ul>
Program	<ul style="list-style-type: none"> <li>Introduction: Wright Brothers Story Script</li> <li>Advanced Airplanes Materials (Preprinted Planes)</li> <li>Flying Tube Sample &amp; Directions</li> <li>Flight Challenge Targets (runway, island, hoop)</li> <li>Popsicle Sticks and Paper Clips (creasing paper and adjusting plane weights)</li> <li>Scotch tape</li> <li>Blue tape</li> <li>Markers</li> </ul>		<ul style="list-style-type: none"> <li>4-5 Leaders assigned to help build and supervise. See program for more information.</li> </ul>
Recognition	Awards Recognition Planes & Tape	Any Recognition materials	<ul style="list-style-type: none"> <li>Prepare the recognition in advance (assemble airplanes and tape to wings).</li> <li>Leader to fly awards</li> </ul>
Closing	Cubmaster Script		

After	Meeting Box Inventory and Comment Sheet		
-------	---	--	--

## Meeting Directions

### Prework

- Watch the Take Flight Pack Meeting in a Box Video. (Any leaders helping in the meeting should watch the videos.)
- Read through meeting directions.
  - Call the Scout Office and reserve the meeting box kit.
- Review the airplane folding directions or have a few leaders who will specialize in this activity.
- Prepare the recognition ceremony (assemble planes, tape recognition to wings)
- Discuss Adventure requirements with Den Leaders.

Rank	Adventure Requirements fulfilled in meeting	Note to Den Leaders
Lion	-	Engineering process- idea, build, test, modify, test
Tiger	-	Engineering process- idea, build, test, modify, test
Wolf	Air of the Wolf req. 1-3	Engineering process- idea, build, test, modify, test
Bear	-	Engineering process- idea, build, test, modify, test
WEBELOS	-	Engineering process- idea, build, test, modify, test
Arrow of Light (AOL)	-	Engineering process- idea, build, test, modify, test

## “Take Flight” Meeting

### Gathering

Build a paper airplane from plain paper. Challenge Cub Scouts to adjust (add weight) if their plane does not fly straight. They can make more than one. Encourage them to take their time and decorate so they can tell their plane from others.

### Opening

#### Take Flight Opening

Select 5 Cub Scouts in addition to the Color Guard for Flags. Give them each a Take Flight Card and have them read as they hold up their card.

**CUB SCOUT 1 (holds plane):** Every day, thousands of planes *Take Flight* to deliver people and things all over the world.

**CUB SCOUT 2 (holds bird):** You can see many different birds *Take Flight*, making the world a more beautiful place.

**CUB SCOUT 3 (holds kite):** In the windy skies above, you could watch your own kite *Take Flight*. It's a good way to relax and enjoy a wonderful part of nature.

## March 2026 "Take Flight" Meeting

**CUB SCOUT 4 (holds rocket ship):** It's so exciting to see rocket ships *Take Flight* and think about exploring the universe.

**CUB SCOUT 5:** Does your heart stir as you see our national flag *Take Flight*? Please stand and join me in saluting this great flag while repeating the Pledge of Allegiance. (This Cub Scout can be the Flag Ceremony caller.)

### Convocation

Prayer: Astronaut Frank Borman's Prayer

You can have the pack form a large Scout chain (arms over each other's shoulders) or just stand.

### Cubmaster Script:

"Think about what it would be like for an astronaut looking down on the Earth. What would they think? How would they feel? Frank Borman was an Astronaut on Apollo 8, and he broadcast this prayer from space in 1968.

*Give us, O God, the vision which can see the love in the world, in spite of our failure.*

*Give us the faith to trust Thy goodness in spite of our ignorance and weakness.*

*Give us the knowledge that we may continue to pray with understanding hearts, and show us what each one of us can do to set forward the spirit of universal peace."*

Program: Take Flight

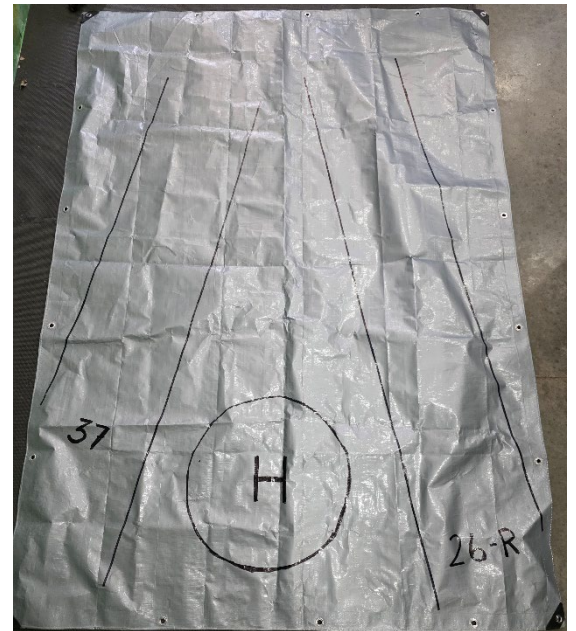
### Cubmaster Script:

"You have probably heard about the famous Wright Brothers, and how in 1903, they successfully flew the first powered airplane. It was quite an accomplishment, although they were only flying about 10 feet off the ground, and the first flight was 12 seconds. They were the first to figure out all the mechanical and design needs to make it happen. They even built their own wind tunnel! But they crashed a lot before this success. Crash, adjust, and try again! That is how you accomplish anything worthwhile. This is what you can do today with your own airplanes! Challenge yourself to build a plane that can land where you want it to land or fly really far."

Program: Building & Flying Paper Airplanes

All the materials for this activity are in the box including sample airplanes and printed directions. This is a recommended set-up, which you can scale based on the number of Cub Scouts in your meeting.

- Building:
  - One table with plain paper for folding a basic plane. (This is the gathering activity and may already be set-up.)
  - One table with the pre-printed planes with at least 2 adult helpers who understand how to build the planes.
  - One table with directions for folding the paper tube. This can be the same table as the basic airplane.
  - One leader (minimum) handling airport operations. Scouts may need to wait their turn for a runway.
- Airport:
  - Airport tarp on floor (5' x 7' Tarp)
  - Islands created with rope
    - Place the island circles increasingly far apart. If they land their plane on one, they can go to that island and then try and fly to the next one.
  - Hula Hoop available
    - A leader can hold that for an aerial target



Once the Cub Scouts start building and flying their planes, it can get chaotic unless you first explain and show them how the program will work.

Cubmaster Script

“In Scouting, we are always learning and before we start building and flying our airplanes, you need to see what you can build and where to fly your airplane. At airports, you always have air traffic control making sure that the planes land and take off safely. We want to make sure to be safe and that you know all the different challenges you have at this airport.

I am going to use the EDGE method, which stands for Explain-Demonstrate-Guide-Enable. I have assigned some helpers to show you where you build your airplanes, what kind you can build, and where you can fly them when you are done. I also want to show you a few of the air traffic rules.”

You may need to modify this based on your set-up, but here is a sample script.

At this station, you can build a basic airplane. All Cubs should do this first before trying a more advanced airplane. If you did that at gathering, you do not have to do it again. **(hold up a basic airplane)**

Wolves need to build something besides airplanes, so at this station you can build a flying ring! Anyone can do it, but Wolves need to do it for their adventure requirement. **(Demonstrate how the ring flies.)**

At this station, you can build one of 4 special airplanes. This is the Dart, this is the Bug, this is the Jet, and this is the Glider. **(hold up these airplanes)**

Once you have two airplanes or an airplane and a ring ready to fly, see how many targets you can successfully land on. The airport has 2 runways and a helicopter pad. If you want to land at the airport, you may need to wait for an available runway. Try not to crash into other planes. **(show the airport , tell them who is managing the airport)**

If you want to island hop, try and land on the first island. If you make it, then try and fly to the next island. It gets harder as they are further apart! **(demonstrate with an airplane)**

If your plane isn't flying straight, you may need to add weight or adjust it! Go back to the tables and see if you can make improvements.

One important airport rule – fly airplanes ONLY in clear areas, and not aimed at a person. **(ask why this is important, have a Scout answer.)**

Ok, everybody ready? Take Flight!

## Recognition

### Awards Take Flight

This can be done with frisbees (flying saucers) OR airplanes. The Box Kit has airplanes to use that require simple assembly. Have a leader who is good at flying the planes or saucers, and have them stand some distance from the awards table, preferably behind the audience. You could also have them stand "off stage" if that is possible for your awards set-up, so that things fly out when called. When the Cubmaster or Den Leader calls forward a Scout and their parents to receive their recognition, they call for the appropriate awards from outer space or the blue yonder, depending on what you decide to use. The assistant then flies the award to the front.

## Closing

### Announcements

Prepare any announcements, which may include thanking Scouts who brought a friend to the meeting.

## March 2026 "Take Flight" Meeting

Cubmaster Minute

Follow Your Dreams

Adapt this wording to fit what you have been doing in the pack.

"There's a very famous story about a boy who learned to fly with the help of a little pixie dust and a happy thought. You have learned this meeting that it takes much more than that to 'take flight.' It begins with dreams that turn into ideas. In making ideas reality, you need patience, perseverance, and courage. Your airplane may not fly very well the first time or land on the target, but the important thing is to keep trying. I hope all of you follow your dreams, persevere when it is hard, and have the courage to keep flying where you want to go."

After

- Reassemble the meeting box, checking content against the materials list.
- Make a note of supplies that need to be restocked as well as any other comments on the

## Take Flight Inventory Sheet

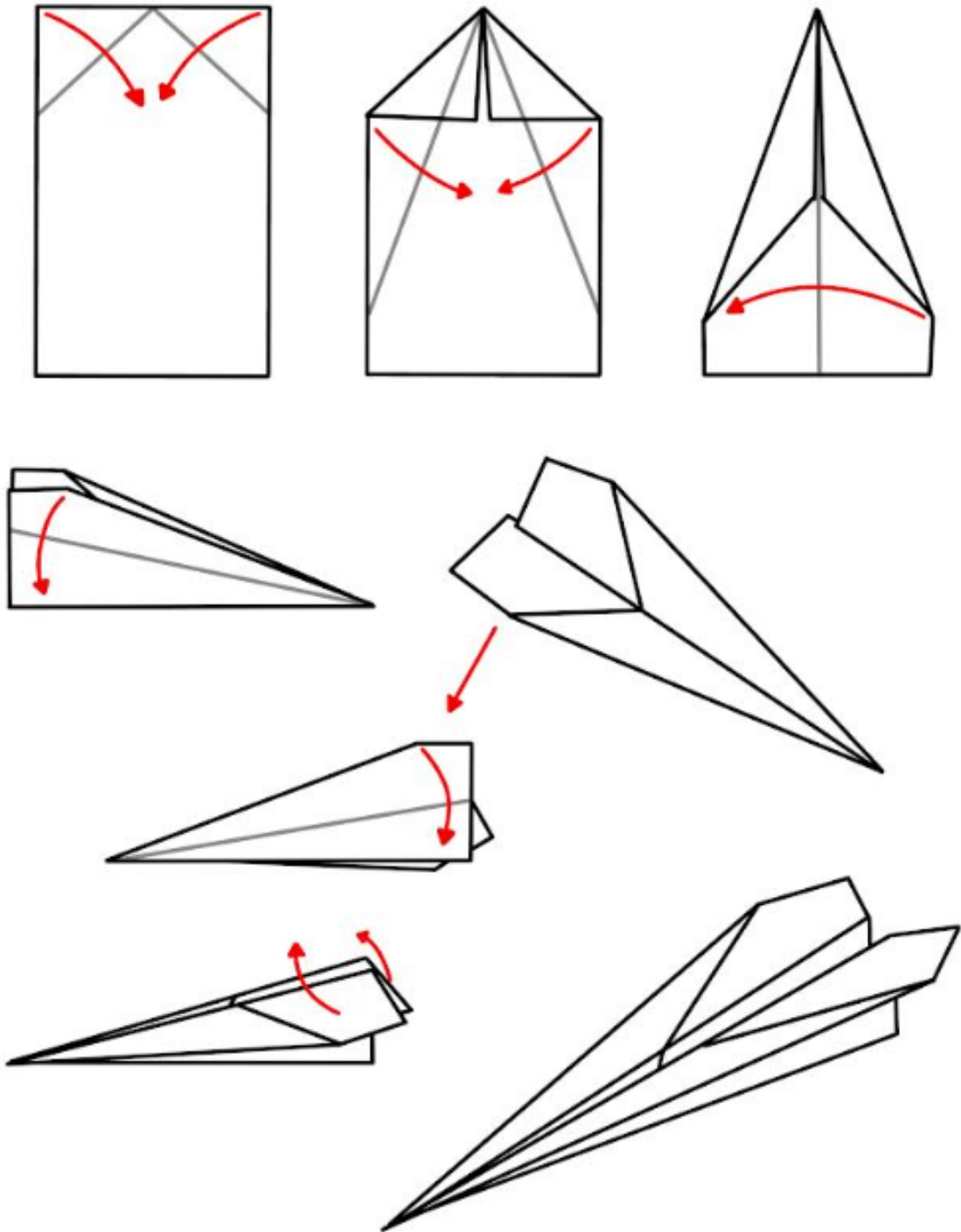
Please inventory the supplies, especially noting anything that may need to be restocked. Comments are welcome too!

Item	Amount in Box Date: _____	Amount in Box Date: _____	Amount in Box Date: _____	Notes
White Paper				
Pre-printed airplanes				
Airport tarp				
Rope circles				
Hula Hoop				
Blue Tape, Scotch Tape				
Ceremony Planes				
Popsicle Sticks				
Paper Clips				
Markers				

Other Meeting Comments:

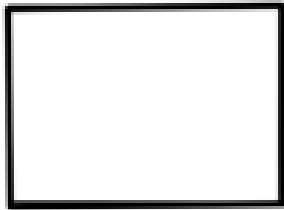
Leader/Pack	Comments

# CLASSIC PAPER AIRPLANE



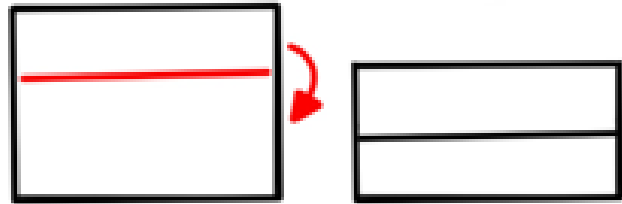
# FLYING PAPER TUBE

STEP 1.



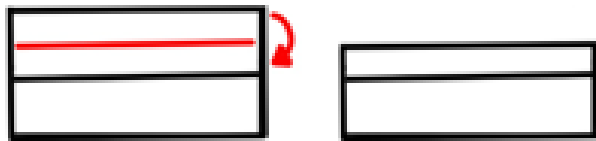
Start with paper in landscape

STEP 2.



Fold the top third down

STEP 3.



Fold the layered section in half

STEP 4.



Fold the layered section in half again

STEP 5.



Holding the paper folded side down, the edge of a table to sharpen the crease and make a slight curve



Roll into a circle, crease side in

STEP 6.

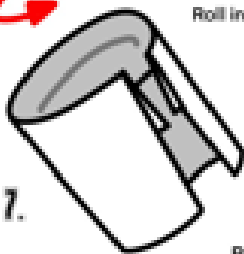


Unfold the previous fold

Tuck one side in-between the folded layers to secure the tube, overlapping a little over an inch

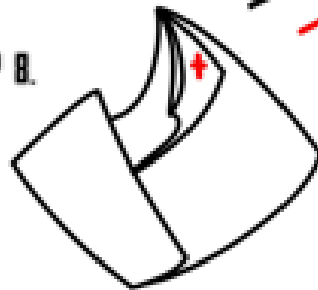


STEP 7.



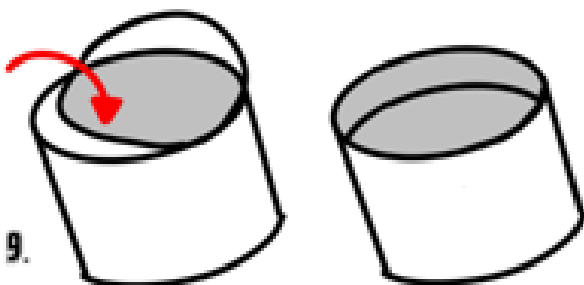
Push the top section inward along the crease made in step 6

STEP 8.

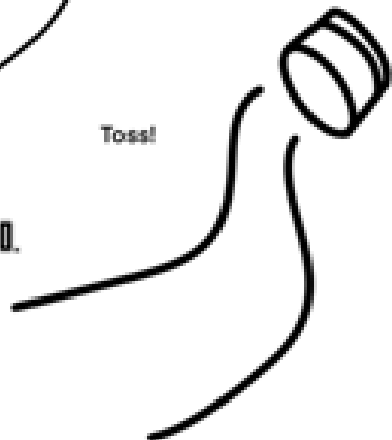


Toss!

STEP 9.



STEP 10.

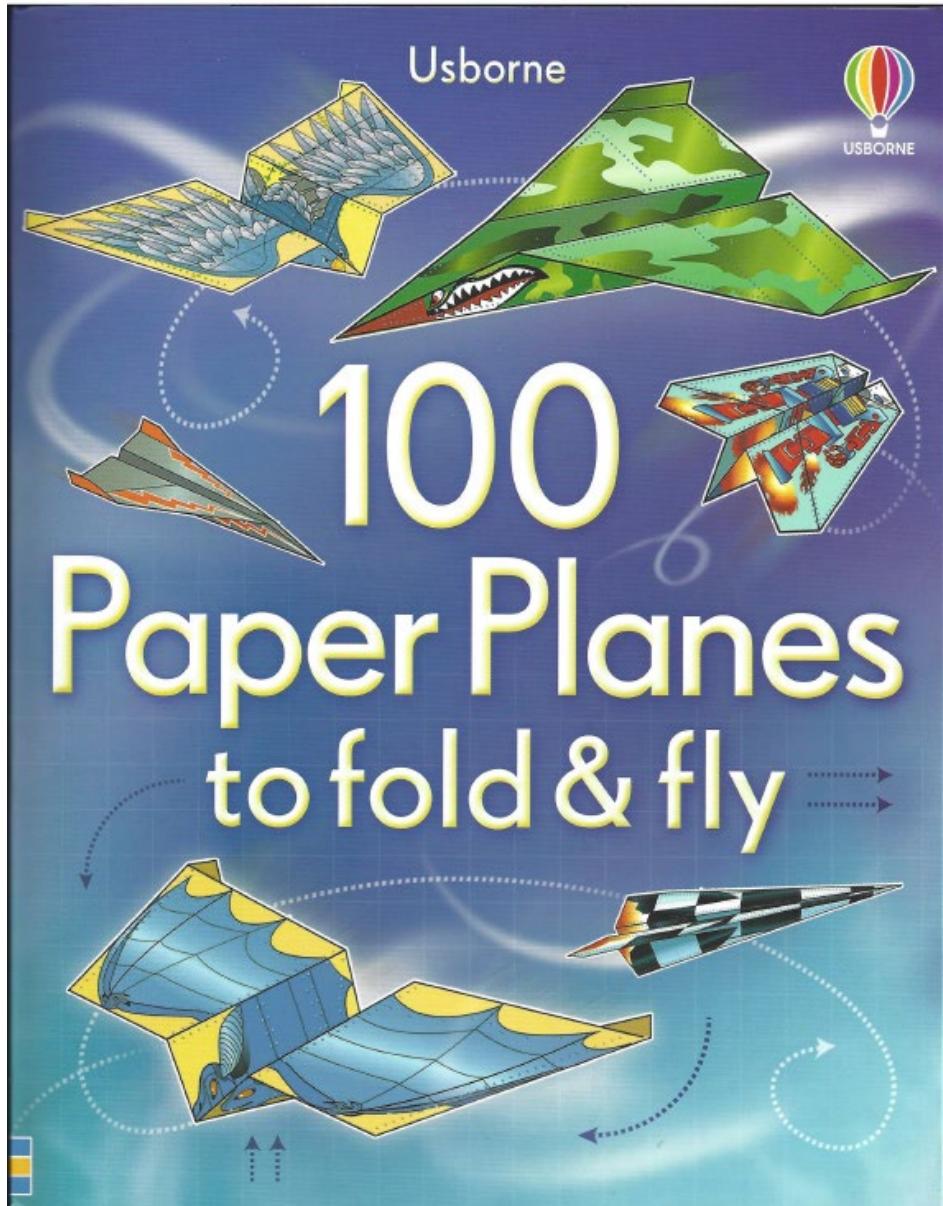


March 2026 "Take Flight" Meeting

Purchased materials resource from Amazon

[100 paper Planes to fold and fly](#) \$7.20

[Manmel 50 pcs Foam Gliders](#) \$9.99



## How to use this book

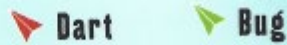
This book contains 100 tear-out sheets to make 4 different models of paper planes, as well as folding instructions, flying instructions, some useful tips, and games to play.

### The planes



### Before you fold a plane

Look for the plane symbol in the corner of each sheet. This tells you which folding instructions to use.



Make sure your sheet is positioned with the symbol in the top left-hand corner before you begin to fold.

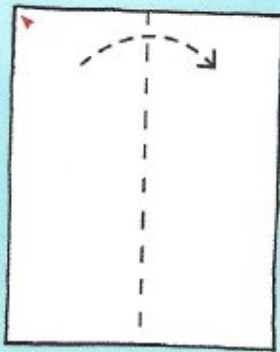


- After you have folded all the planes in this book, you can fold your own planes from any piece of paper using the folding instructions on the next pages.

## DART

The dart flies far and fast. But be careful of its pointy nose when you throw it.

Don't fold the back sheet yet.



1. Fold the paper in half following the direction of the arrow.



2. Fold the top right corner down to the left edge.



3. Fold the new flap over again.



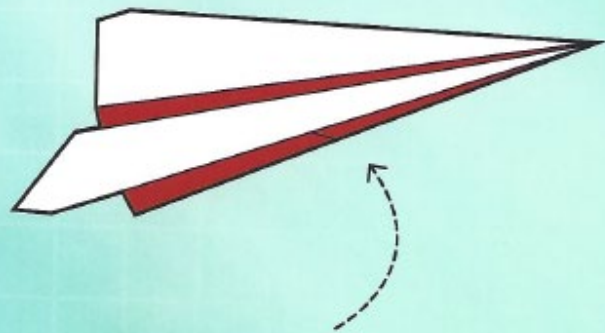
4. Fold it over one last time.



5. Turn your plane over.



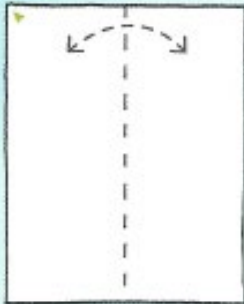
6. Repeat steps 2 to 4.



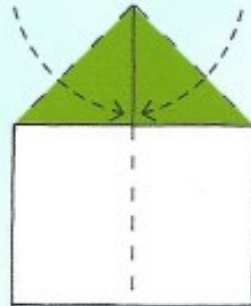
7. Your dart will look like this.

## **BUG**

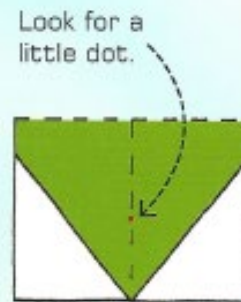
After step 3, look for the little dot along the middle fold.  
This is important in step 4.



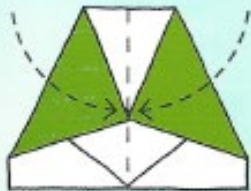
1. Fold the paper in half and open out flat again.



2. Fold the top right and left corners to the middle.



3. Fold the plane in half from top to bottom. See the little dot?



4. Fold in the left and right sides to the dot.



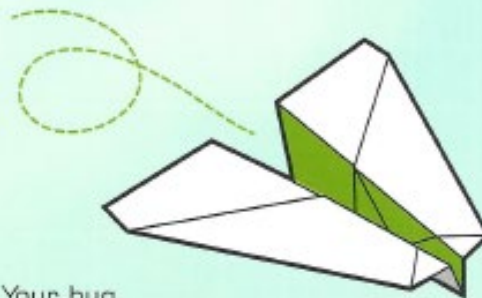
5. Fold the triangle up.



6. Fold the plane in half, right to left, as shown here.



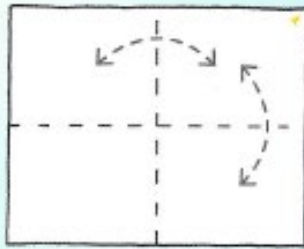
7. Fold down to make a wing. Repeat on the other side.



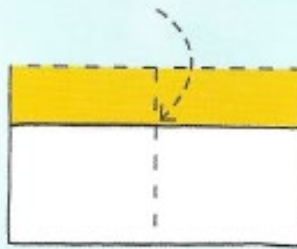
8. Your bug will look like this.

# GLIDER

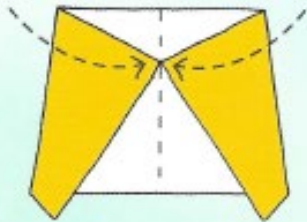
This plane flies best when the wings are angled slightly.



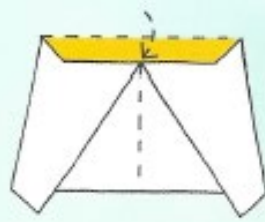
1. Turn the paper to the right. Now fold it in half width and length ways and open it out again.



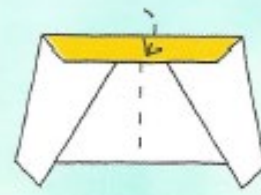
2. Fold the top down to the crease in the middle.



3. Fold both corners so they touch the bottom of the flap and the crease in the middle.



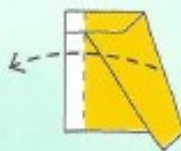
4. Fold the top down.



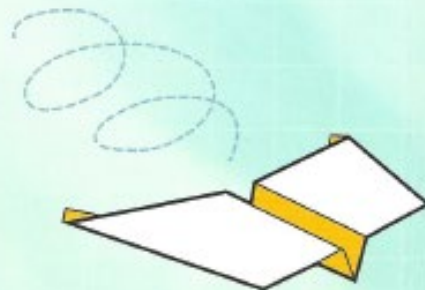
5. Fold the top down again.



6. Turn the plane over, and fold in half from left to right.



7. Fold back both wings along the dotted line shown here.

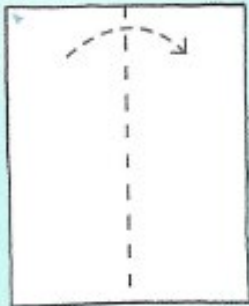


8. Your glider will look like this.

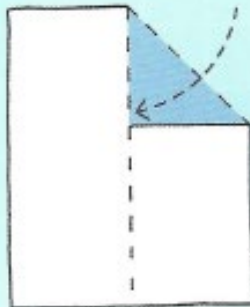


# JET

The jet has folded wing tips. Fold one wing tip up and leave one flat for a curving flight.



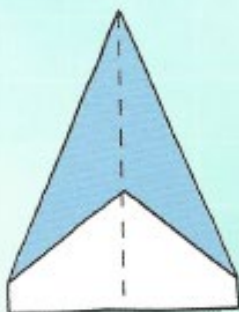
1. Fold the paper in half and open it out again.



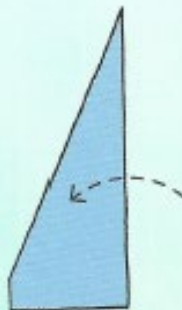
2. Fold the top right corner to the middle.



3. Fold it over again.



4. Repeat steps 2 to 3 on the left-hand side.

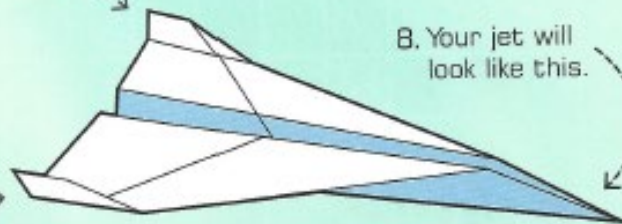


5. Fold the plane in half, right to left.



6. Fold one side down to make a wing. Repeat on the other side.

7. Fold up the ends of the wings to make wing tips.



8. Your jet will look like this.



# “Ask-a-Friend” Meeting Checklist

## Leader Resource Sheet

### Introduction

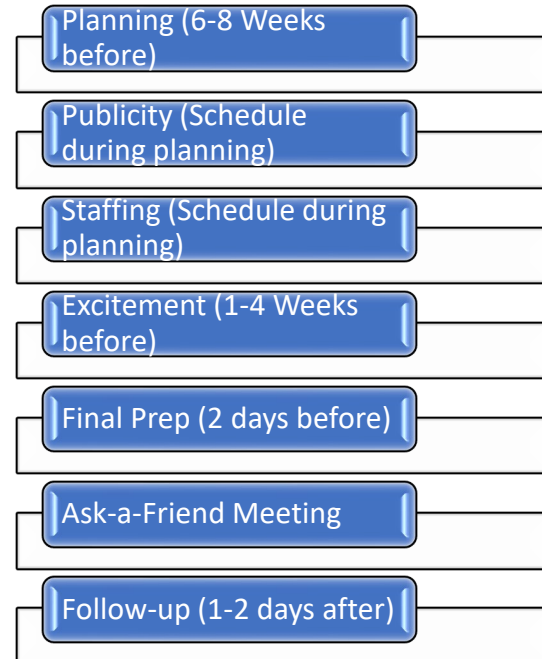
Recruiting is a year-round activity although leaders must balance recruiting with delivering the Scouting program. The need to keep this balance and support as much leader time as possible going to delivering program is exactly why Ask-a-Friend events are such a smart recruiting approach. Your unit is 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.

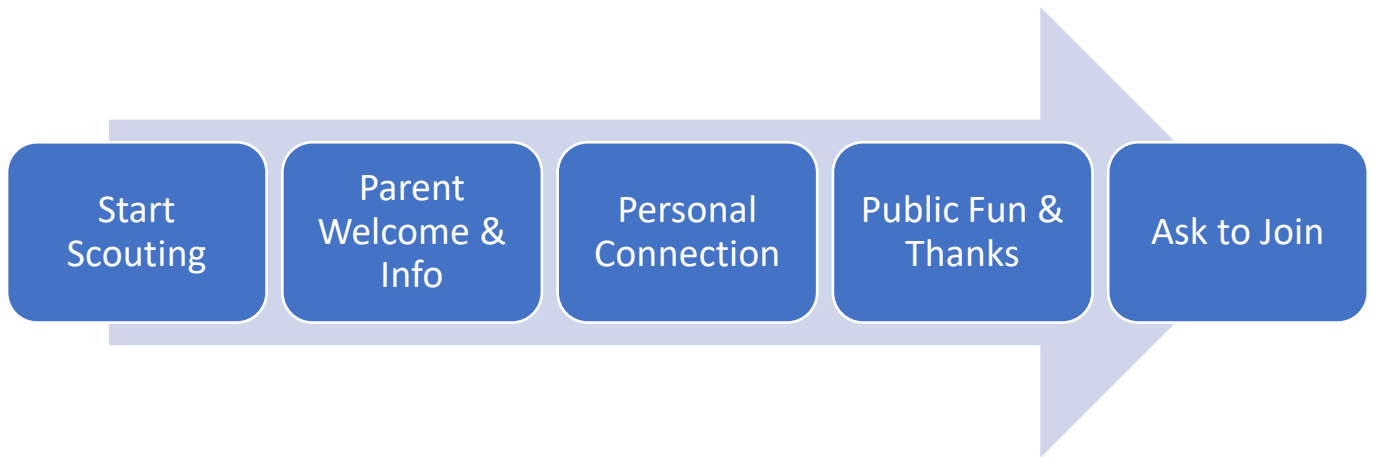


Step & Timing	Elements	Notes	Materials to Help
<b>Planning</b> <i>6-8 weeks before event</i>	<input type="checkbox"/> Decide on the event. It may be a pack or troop meeting or some other activity like Pinewood Derby or Camporee. <input type="checkbox"/> Discuss with Leaders and assign tasks.	<input type="checkbox"/>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

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

Step & Timing	Elements	Notes	Materials to Help
	<ul style="list-style-type: none"> <li>○ What Unit information will guests get? (unit probably has standard packet of information for prospects.)</li> <li>○ Join Scout information including fees.</li> <li>○ Following up after the meeting.</li> </ul>		
<p><b>Excitement!</b> <i>1-4 weeks before event</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Build excitement with Scouts and encourage them to bring a friend.               <ul style="list-style-type: none"> <li>○ Tell them about recruitment incentives if available.</li> </ul> </li> <li><input type="checkbox"/> Check-in on publicity action steps.</li> <li><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"> <li>○ Do you need signage to show where you are?</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Décor Notes _____</li> <li>_____</li> <li>_____</li> <li><input type="checkbox"/> Other Notes _____</li> <li>_____</li> <li>_____</li> <li>_____</li> <li>_____</li> </ul>	
<p><b>Final Prep</b> <i>0-2 days before event</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Remind leaders that this is a showcase event. Ask them to:               <ul style="list-style-type: none"> <li>○ Encourage uniforms</li> <li>○ Arrive on time</li> <li>○ Bring those friends!</li> </ul> </li> <li><input type="checkbox"/> Complete set-up 15 minutes minimum before meeting start to make a good first impression.</li> <li><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!</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Notes _____</li> <li>_____</li> <li>_____</li> <li>_____</li> <li>_____</li> <li>_____</li> <li>_____</li> </ul>	

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

<p><i>1-2 days after</i></p>	<ul style="list-style-type: none"> <li>○ If a guest joined, great. Make sure someone is helping them navigate joining and their first few meetings.</li> <li>○ 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.</li> <li>□ Send a copy of the sign-in sheet to the District Executive in charge of membership.</li> <li>□ Debrief with leaders (and Scouts) about the meeting.</li> </ul>		
------------------------------	--	--	--

Materials Examples

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



