

# **My Best Friend Is A Scout!**

## **Cub Scout Recruitment Plan**



Dear Parent,

This fall we are asking your Cub Scout to help make a difference in the lives of his friends by personally inviting them to join Cub Scouts with him. Studies have shown that boys tend to gravitate towards participating in activities that their friends participate in. We believe that your son is more likely to stay in Scouting, and get the full benefits of a proven program, if his friends are in it with him!

What are those benefits again?

- Learn new things
- Develop new skills
- Develop a sense of belonging
- Enjoy a “safe haven” for activities
- Learn citizenship, character, and fitness
- Develop leadership skills
- Develop self-confidence as he earns badges
- Spending “quality time” with family and leaders
- And, YES, he will have a lot of fun too!

Please help your son participate in the “My Best Friend Is a Scout!” program by reminding him to do a couple of things.

First, make sure he attends the special Den Meeting so that he can learn how to use the recruitment materials; you may even want to attend with him! The materials are fun and colorful, and your son can earn a special recruiter patch if he gets a friend to join.

Second, the day after that Den Meeting, remind him to take the two invitations to school to give to his friends. The invitation is personalized and comes directly from your Cub Scout to his friends.

Third, on the morning of the recruitment meeting (listed on the materials), be sure that he takes the business card reminders to school to remind his friends of the meeting that evening.

Another way you can help is to follow up with the parents of your son’s friends and encourage them to come to the meeting. Your son will have more fun in Scouts if his friends join, and you just may make some new friends yourself!

Many thanks to you and your family for choosing Scouting for your son. The time you spend with him in Scouting is very important and will help him to grow into the best adult he can be!