

District Cub Scout Fall Recruitment Organizer Task Sheet

Completing these tasks will ensure that the new Cub Scouts in this Pack are set up for success!

Before the presentation:

- ___ Either you or another Fall Recruitment worker must be positioned by the door to ensure each family signs the attendance roster and welcomes families to Fall Recruitment.
- ___ Be sure the youth and parents stay in the assigned room, don't let them wander.
- ___ Give each family an onboarding packet with general scouting information.

Assisting the families throughout the evening:

- ___ Assist families in completing the youth application for their son and/or daughter. Portions that need to be filled out include: Youth name, address, phone number, DOB, grade, & school; Parent name, phone number, email, and DOB. Ensure a parent/guardian and unit leader have signed all youth applications.
- ___ Answer parent's questions about Scouting as you are best able.
- ___ Briefly review pack information and program with families; provide current leadership roster and calendar to new families.
- ___ Each adult should complete the Parent Talent Survey.
- ___ Explain to parent's the role of the Den Leader, sharing current resources available at <https://www.scouting.org/programs/cub-scouts/den-meeting-resources/>.
- ___ Collect registration (\$72/year, pro-rated), joining (\$25) and Scout Life (\$12/year, pro-rated) fees from each joining family. Check applications to make sure all information is correct.
- ___ On the bottom portion of the application make "paid cash," "paid check," "paid credit card," or "still owe." Be sure the Scout Life box is marked if they are subscribing.
- ___ Thank the family for joining Scouting and re-invite them to their next Den and/or Pack Meeting.

After the families have left:

- ___ Turn in any paperwork (applications and registration fees, rosters, etc.) you received from new families to the Fall Recruitment Presenter.
- ___ Assist in straightening up the room to the condition it was when you started.