## GLOW STICK CEREMONY FOR COURT OF HONOR

SCOUTMASTER (in bold italic): Now we're going to do a little something special.

Call the Scout to the front.

Tonight you've earnd your <u>(Tenderfoot)</u> rank, and when a Scout joins scouting he brings a spark with him and he adds that spark to the light of the troop. And to signify that, we're going to let you combine your spark with the light from another Scout.

## To illustrate that ---

... I'll have a second scout, who may have reached that rank, or maybe even the next rank up, come up and hand him one jar and the other Scout the other jar!

## Combine the two and we get an even brighter glow.

Have the higher ranking Scout pour the liquid into the other Jar the ranking Scout is holding and watch the magic unfold. You may need to ask the Scout to swirl the jar around to make it glow even brighter.

\*\*\* It's important that the audience see the mixture happening. So make sure the older ranking Scout doesn't stand infront of the demonstrations. Put the lid back on the jar.

When a Tenderfoot reaches the Tenderfoot level and has passed all the requirements asked of him, the light begins to glow brighter.

- You can take that home with you that is yours.

NEXT RANK - Use a brighter color than Tenderfoot. Yellow seems to be the brightest. Or White if you can find it for First Class.

Now when a Scout progresses to Second Class his light becomes a little brighter and clearer and now he can light the way for those following along behind him.