

Unique unit activities



Title of activity: **DIAMONDS IN THE ROUGH, YOUNG MARINE TALENT SHOW**

Category: Youth and staff motivation, fun activity for families to attend

Submitted by: Joe Lusignan, Drug Demand Resource officer, National HQs

Directions:

Having been in the Young Marine program for 13 plus years, I've seen and participated in many events, from parades to color guard performances, from encampments to unit trips, from car washes to community service. As fun as most of these things were, the most rewarding events I ever participated in were our annual talent shows. In truth I pilfered the idea from my friend Polly Weidenkopf after visiting her unit in Dallas, TX. I returned to my unit thinking, "I have kids with tons of talent." I bet you do too. How many of your kids have ribbons for being in band at school? How many are in choir? How many pass the free time at an encampment telling jokes to their peers?

So I broached the subject about a month in advance with my normal democratic way and stated, "We're going to have a talent show, and everyone has to have a talent." I was looked at with skepticism, but was resolute. We rented a local building where we normally held award nights, dinners, and overnight encampments and scheduled our very own talent show. Then over the next month we helped our Young Marine develop their talents. Some were already accomplished musicians, some could sing, others decided to recite poetry, some wanted to perform rifle drill, some wanted to create and act in their own skits. One of our fire teams went shopping and purchased matching leisure suits (with the help of a dedicated Mom), black wigs and learned the dance steps, movements and lyrics to "My Girl, by the Temptations."

For the weekend of "*the really big show*" we scheduled an encampment so that we had plenty of time with the Young Marines for them to rehearse (and for staff to confirm that the acts were appropriate.) That night dinner was provided by way of a potluck dinner from our parents. We also invited "celebrity judges" from supporters like the VFW, American Legion, and local law enforcement to help judge the acts on categories like originality, appearance, presentation, and of course talent. The top three acts won cash prizes.

The magic of the event is that in our unit, there was a strict “support each other policy” so every act, whether the talent was obvious or perhaps just imagined, received a thundering round of cheers and applause by the parents, families and fellow Young Marines. For many of our kids it might be their only shot at being in the limelight, and who knows, for others it might have been the nudge that pushed them on to bigger opportunities to shine. Sure it’s work for the staff, and sure it pushes some out of their comfort bubble, but when you see the results you’ll realize that the shine isn’t coming from the lights...it’s the sparkle in their eyes, the gleam of their smiles, and the confident way they say, “**I did it. I was nervous, but I did it.**”

Title of activity: VOLUNTEER APPRECIATION PARTY

Category: Volunteer recognition (appropriate for volunteer staff and Parent Support Group recognition)

Submitted by: Anthony (Tony) X. Watkins Sr., Unit Commander

Name of YM unit: Upper Marlboro Young Marines, MD

Directions:

We have Nintendo Wii parties at the Unit Commander’s home with food and drinks. It is an opportunity to be away from the Young Marines, get some exercise without the Young Marines laughing, and it builds a better bond amongst the staff. A lot of creative ideas are discussed during these meetings. In addition, each staff member is assigned an area of responsibility in the unit (i.e. Community Affairs Coordinator).

Title of activity: NATIONAL EXECUTIVE DIRECTOR'S TOP SECRET PULLED PORK

Category: Recipe, Volunteer recognition party, Veterans Appreciation Dinner, etc.

Submitted by: Mike Kessler, National Executive Director/CEO

Name of YM unit: Young Marines of the Marine Corps League

Directions:

For the average football Sunday with a lot of guys over, get a 10-12 pound pork shoulder (also called pork butt - don't know why 'cause it isn't the butt). The night before you plan to cook, dry rub it with your favorite ingredients. Some stores sell pre-packaged pork rubs. I always add a little cayenne pepper to mine.

Pre-heat oven to 250 degrees. Place pork in a high-walled baking dish, cover with aluminum foil and let it bake for about six hours. Then, crank the oven up to 450 degrees, uncover the pork, drain some of the juice. and let it cook for about 30 minutes at the higher temperature. Be careful when removing the foil, the steam is hot.

I like to keep my eye on the pork after it has hit the 30 minute mark. The rub should become hard to the touch and it will appear to be burnt.

Remove from the oven. The bone, once cooled down, should be able to be pulled cleanly from the pork. With two forks, start pulling the pork about.

But here is what really keeps them coming back. The Bar-B-Q sauce!!

In a sauce pan, with about a third of a stick of butter, sauté minced garlic and some finely chopped onions. Once they have cooked for about one minute, add one cup of ketchup, one cup brown sugar, one cup Southern Comfort and two-thirds cup of molasses.. Cook on very low heat and allow to simmer. Once this has simmered for about five minutes, add Franks Hot Sauce to taste (for me it's a lot). **This is some good stuff!!**

Title of activity: PAYDAY

Category: Volunteer recognition (appropriate for volunteer staff and Parent Support Group recognition)

Submitted by: Janelle Johnsen, Director of Public Relations, National HQs

Props required: Payday candy bars, play money (such as Monopoly money), cards

Directions:

Surprise your volunteers with a “Payday”. At a volunteer staff meeting, decorate your meeting area with play money scattered about on the tables or hanging from the ceiling with string. Present each volunteer with a Payday candy bar and a card letting them know how much they are appreciated. Make each card specific to each individual. For example: I appreciate how well you maintain our Young Marines’ record books; your training outlines are great; that class you gave about living a healthy, drug-free lifestyle was motivating; the spaghetti dinner fundraiser you coordinated was a huge success, etc.

Title of activity: TRUTH IS STRANGER THAN FICTION

Category: Ice Breaker, good for introductions at the beginning of Recruit Training or when introducing one another at a SPACES activity

Submitted by: Chester, “The puppy bulldog”, official mascot of the Young Marines

Props required: Pen/pencil and a sheet of paper for each participant

Directions:

Participants each write down three things about themselves. Two of them are true, and one is not true. Then, each participant gets to share their stories with the group. The group gets 30 seconds to ask questions to figure out which story isn’t true. Then, everyone votes for the stories they think are true. After the vote, the storyteller reveals the 2 truths.

Example: Hi, my name is Chester the puppy bulldog 1. I am the official mascot for the Young Marines 2. My great great grandfather’s name was Smedley Butler 3. I appeared in the Young Marines promotional video twice

(Can you guess which one isn’t true?)

Title of activity: SHIPWRECKED

Category: Physical Fitness game (using no props)

Submitted by: Janelle Johnsen, Director of Public Relations, National HQs

Props required: None

Directions:

This is a great activity to test Young Marines on their listening/response skills and is useful for reinforcing their ability to remember “left from right”. Also, is a great physical fitness activity that can be a lot of fun.

Everyone will line up in the same spot and the facilitator will be the leader. You will yell out commands and the group must follow them.

Shipwrecked commands are as follows

BOW – Run to the front of the ship (this is a designated area pointed out during the rules)

STERN- Run to the back of the ship **PORT** – Run to the left side of the ship

STARBOARD – Run to the right side of the ship **ATTENTION** – A group of 3 gets in a straight line and stands at attention

MAN OVERBOARD - A group of 2 gets together and one participant lays on the ground/floor while the other participant puts his/her foot on their back and mimics “looking”

TWO IN A BOAT – A group of 2 gets together and sits down, holding hands acting like they are rowing

THREE IN A BOAT – A group of 3 gets together and sits in a circle, holding hands acting like they are rowing

With each command, the last person to reach the destination is out. For commands that require group teamwork, the last person to join the group activity is out while the remainder of the group continues play. What might be helpful for younger children is to post rules in a common area.

Title of activity: SURPRISE PIZZA NIGHT/BIRTHDAY CELEBRATIONS

Category: Keeping your Young Marines motivated

Submitted by: Anthony (Tony) X. Watkins Sr., Unit Commander

Props required: Pizza, movies, music, etc.

Directions:

When I took over as the Unit Commander, I changed the drill schedule to the first Wednesday of every month the Young Marines wear their cammies and there is no PT that night. This is a night that is dedicated to promotion tests, lessons on Young Marines items such as drug and alcohol free lifestyle, diversity and their respective guidebooks. Sometimes they are surprised with a pizza party, movie night or a DJ spinning tunes. In addition, we celebrate birthdays once a month in conjunction with a Young Marine being awarded the Upper Marlboro Young Marine of the Month.

Title of activity: HEART ATTACK

Category: Physical Fitness, the importance of living a healthy, drug-free lifestyle. Educating Young Marines about heart disease.

Submitted by: Capt Aaron Johnsen, USMC, Volunteer to National Headquarters staff

Directions:

Select three players to be "it". Explain that there are 5 factors that contribute to the risk of having a heart attack: smoking, inactivity, being overweight, excessive alcohol use and stress.

When the game starts, the "it" group tries to tag as many players as possible. Players who are tagged need to stand still with their hands on their head. An untagged person doing 5 Jumping Jacks with them frees them. Once a player is tagged once, they have one risk factor, tagged twice, two risk factors and so on. When a player is tagged 5 times, they have had a heart attack and must join the group of people that are "it".

Title of activity: UNIT ACTIVITIES AND IDEAS

Category: Miscellaneous unique unit activities

Submitted by: Brenda Moreno

Rank, Title or affiliation: Member of the Young Marines Board of Directors and Public Relations Officer/ Unit Medical Officer of the Douglas County Young Marines

Name of YM unit: Douglas County Young Marines, CO

Fun new ways to teach close order drill

We do squad competitions and play fall out. We tried it in the water once and that was a riot!

Teaching the importance of living a healthy, drug free lifestyle: We let the kids tell us what is going on at the schools and take it from there. We had a police officer teach the drug class and then tell us what happens if you get caught with drugs. Then we took them to the jail to see what jail is like. They hear first hand from the guards what drugs can do to the inmates and what jail is like. We also open up our DDR classes to the Young Marine's entire family so the parents can learn about the signs to watch for. We even had one Young Marine come forward and say that he knows a kid at school selling RX Drugs and the police officer advised him on how to handle the situation. It is good to bring up situations that each Young Marine may experience.

Unique community service efforts: We have adopted 2 miles of road for Adopt a Highway. We hold blood donation drives at least 1 or 2 times a year. We also help the mayor plan teen nights and we work the events. (Such as skateboarding nights, swim nights, movies in the park nights) We serve as security and safety. We conduct Veteran's History Projects on a regular basis and march in the parades. This Memorial Day the local cemeteries and Veteran's organizations called us to do the ceremonies at their cemeteries. It is a huge honor that for the past years has always been reserved for the Boy Scouts. They said they preferred our color guard and discipline.

(UNIT ACTIVITIES AND IDEAS continued)

Keeping volunteers motivated: We motivate our volunteers by not overwhelming them. We don't let someone get too far over their head where it seems more like a job than volunteering. We make sure that they sign up for activities and don't make anything mandatory. We also let the volunteers plan the activities that they want teach or do. Our parents receive lots of praise and appreciation from the parents. We also apply for the Presidential Volunteer Service Awards.

Making studying for Recruit Training or Promotion tests fun: We have the kids make flashcards and we do challenges. We practice with the flashcards playing games like jeopardy or trivial pursuit.

"Hurry up and wait" activities: We have several gross motor physical activities that we do or we use the time as discussion time to talk to our kids about what is happening at school. We talk about drugs and how to say no or what new drugs are surfacing at their school.

Veterans Appreciation Week: Not a drill goes by that we don't talk about Veteran's Appreciation. This year we let each Young Marine choose their own way of honoring the veterans and they came up with many really cool ideas. We also participated in many of the local events that were taking place. Our kids really love hearing the stories from veterans so just the fact that they have learned that everyone has a story to tell is a huge success.

Keeping Young Marines motivated and keep them coming to unit meetings: We let the kids decide what activities we will be doing for the quarter. Each meeting will have a little bit of fun, instruction, leadership training and DDR training so that it isn't all in one day. We use lots of hands on activities for instruction and participation.

Keeping Young Marines occupied on campouts or encampments during "down time": Scavenger hunts, land navigation exercises, nature walks, animal tracking, and when it gets dark we do astronomy lessons.

(UNIT ACTIVITIES AND IDEAS continued)

Recruiting Young Marines or volunteers: You should always act as if someone is watching you. Let your kids do the advertising for you and tell their friends and family about the program. During parades we pass out flyers of our unit activities and provide contact information for all interested recruits. Our volunteers have come from people who see our unit and want to get involved. We make sure that they know what will be expected ahead of time so that there are no misconceptions.

Other ideas: We teach leadership lessons to all those interested and create new jobs that fit the Young Marines. For instance, we will use the child that like photography as a unit photographer, one who plans on being a pastor for our Chaplain, the one who wants to be a doctor as our unit medic. We teach them about teamwork, leadership and discipline at each drill. The Young Marines feel pride with our unit which instills self confidence.

Title of activity: **VETERANS APPRECIATION**

Submitted by: Angela Davis, proud mother of two Young Marines

Name of YM unit: Chandler Mustangs Young Marines, AZ

Our Young Marines were required to interview a Veteran from any branch of service. Some of the Young Marines chose to work together with a partner and others chose to do their interviews individually. Once the assignment was completely given, the Young Marines were assigned a week to report back to the unit on their Veteran, they were also instructed to provide a voice recording or a video recording with a visual poster to accompany their Veteran.

As a special thank you to the Veterans, we presented them each a Navy Blanket. They both seemed a little shocked to be receiving something from our Young Marines, both of my sons, but appreciated the fact that they themselves were appreciated also

Title of activity: RANK & RIBBON GRAB BAGS

Submitted by: Chris Proctor, Unit Commander

Name of YM unit: Douglas County Young Marines, CO

Directions: Over the past couple of years I have been trying to come up with ideas that my Young Marines could do during “down time” such as sitting in airports, driving on long trips, etc. I came up with the idea of “Rank and Ribbon” grab bags that we are putting together now. Basically, we are going to print all USMC ranks (Private – General) and all Young Marine ribbons on business cards and the description on the back side. These cards will then be laminated and put in a small cloth bag.

How the game works is, a Young Marine reaches in the bag and pulls out one card. If the description is what he/she sees first, he/she has to describe the rank or ribbon. If he/she sees the rank or ribbon image, then he/she has to tell the rest of the players what the rank or ribbon is. Once a card is pulled, it is set aside until all ribbons and ranks in the bag are selected. Score is kept and at the end of the game, the team with the highest score gets a snack, pogeey bait (a little, if diet and medical record allow it), etc.

As I mentioned, we are just putting this together now. Originally, the unit has been keeping the ranks we pull off of Marine uniforms; however, we decided that if we did that, it would be too easy for Young Marines to dig until they found a simple, low rank to identify. The business cards make it impossible for the Young Marine to know what they’ve picked.

Title of activity: DREAM A LITTLE DREAM

Category: Knowledge, Team Building, Control, Public Speaking, Creative thinking

Submitted by: Michael Guiles, Unit Commander

Name of YM unit: Temecula Valley Young Marines

Props required: Paper, pen or pencil and an imagination, price listing

Directions: Have the CO Moderate this task it is very simple with some rules tell all of the Young Marines that they have 30 days to spend four Million Dollars. And they must account for it all. The Young Marines must be broken into their squads and cannot barter, share or steal money for another squad. The Adult staff is broken down into their own group as well. All of the ideas must be present by the squad in front of everyone with a reason of why, how and an accounting for the money each member of the squad must talk.

(DREAM A LITTLE DREAM continued)

It seems a wealthy Philanthropist has offered to donate Four Million Dollars to each squad and the Adult staff with the best idea. Before the groups are broken into their squads. Tell them that they **cannot steal from another group, barter, borrow from another group, give away, or donate any money.** It must all be accounted for accurately and it must all be spent. The groups have two hours to come up with their ideas and how they will spend the money. The Groups must have at least one main idea and not less than 2 sub ideas this way the money is allocated and broken down easier.

The Group will have a price listing of certain categories list that will give the groups their prices. When the groups are done at the end of their two hour period they will step up in front of everyone and show how the money is to be spent and the monetary allocations. Everyone will vote on the best idea the CO will tally all of the votes and announce the winner. There will be no coercion by a leader to tell everyone to vote for their idea; anyone can vote for the idea that s best even if they think it is better than theirs.

Title of activity: PERPETUAL LEADERSHIP CIRCUIT COURSE #1

Category: Unique Unit Activity

Submitted by: Michael Guiles, Unit Commander

Name of YM unit: Temecula Valley Young Marines

Props required: (5) Pallets, (2) 6' 2x4's, surveyors string, (4) caterpillars, (2) Corpsman kits, (1) stretcher, tent poles, (2) sand bags.

Directions: Have your Young Marines broken in to teams of 6 give the direction only once that the only one that tells the team what to do is the team leader and no one else or the team fails. And that at every event the team must pick a new team leader to be in charge.

1. Start with the teams playing Young Marine Checkers (**refer to Young Marine Checkers to set this event up**), one team tosses 1 pallet forward into the square in front of them with the 2x4 that they must carry to the end. Only one team can occupy a square at a time. A team can block another team by tossing their pallet diagonally into a square in front of another team. At the end of the checkers the team must use their 2x4 as a balance beam and place it on their pallet and the end zone pallet. The team must then walk across (one at a time) to their next event.

(PERPETUAL LEADERSHIP CIRCUIT COURSE #1 continued)

2. With Surveyors string make a course for the Young Marines to follow on their caterpillars a good course will have an “S” shape in it forcing the Young Marines to move their Caterpillars sideways or diagonally. Teams can block or over run another team but only one team can occupy the end zone at a time. The Young Marines will walk across their caterpillars like balance beams to the other side.

3. The teams will be given a Young Marine from their team (**by the event instructor**) with a wound that they must use proper first aid to stabilize. The Young Marines will be given a stretcher or double arm carry to move their wounded Young Marine. The team must move their wounded Young Marine after proper first aid is applied to the field hospital. They must carry their wounded Young Marine through a spider web without letting the wounded Young Marine touch the ground or the spider web. This event is complete when the wounded Young Marine is at the field hospital.

4. The Team will be given a compass they must choose one Young Marine navigator to use the compass with “dead reckoning” to the object area. Once the teams navigator is in place. The teams must form a chain to get a sandbag over and under obstacles to the navigator. The team must use the wind sprint technique to move the sandbag. The leader must motivate their Young Marines all the way until the end or they fail this event.

Title of activity: ORIENTEERING FOR DINNER

Category: Unique Unit Activity; Orienteering, team work, knowledge

Submitted by: Michael Guiles, Unit Commander

Name of YM unit: Temecula Valley Young Marines

Props required: Compass, Land Nav Course, Pace Count and MRE’s, Pen and Paper

Directions: When your unit is out in the field and you have taught your Land nav Classes have your Young Marines use a Compass to find their Chow. Tell them they must navigate their way to their chow or not eat dinner (that won’t really happen but they will work harder). Tell them to work as a team and not against each other.

Have your staff make a Land Nav Course with an older and younger Young Marine. Make sure you have no more than 8 check points and give yourself plenty of time before darkness. At each Check point use the Compass to get the Azimuth to the next Checkpoint. Then have both Young Marines count their paces to the next checkpoint (make sure the Young Marines only count their left steps). By using an older and a Younger Young Marine you will have an accurate pace count for each age of your Young Marines. Make sure you make 3 course each one different than the other make sure the Young Marines you use participate on a different course than they help build.

(ORIENTEERING FOR DINNER continued)

Now set your Young Marines up in groups of four give them their azimuths and pace counts and their team color, everyone should be writing down the azimuths and pace counts. Send them out to find their chow. If the Young Marines get disoriented make sure they start over, and if they start arguing they start over too. There can only be one navigator while all of the other Young Marines on the team count their paces. At each Checkpoint they must write down the letter they see (It will form a correct word at the end each group is given a different color so they all have a different letter at the check point). At the last checkpoint they should be at their chow they can start digging by their color marker. There is no winner of this competition as chow is the rewards remember to give chow to a team even if they cannot find it last of course.

<u>Title of activity:</u>	SLOW MISSIONS WORK TOO
<u>Category:</u>	Team Building, Decision Making and Trust
<u>Submitted by:</u>	Michael Guiles, Unit Commander
<u>Name of YM unit:</u>	Temecula Valley Young Marines (CA)
<u>Props required:</u>	1 Plastic bag (Store grocery bag), 8 large water balloons, (6) 50 gallon drums, pallets or hay bails (2) 2x6's duct taped, chalked string.

Directions: With a bag containing 8 large water balloons (tightly filled) get the bag of balloons from one end of the objective area over to the Corpsmen without dropping or breaking a balloon or the bag.

The Young Marines must use the strength of their team to move their team from one end of the objective area to get the balloons filled with an antidote and back to the corpsman where they started from. The Young Marines may move a barrel in each spot in order to get to their objective and back. If anyone touches the chalked string they are killed by a laser and taken away from the team.

The team must complete the mission with at least 50% of their personnel; if the 2x6 is dropped and completely touches the ground then the entire team dies. If a barrel or hay bail is tipped over it cannot be used. If using pallets and the pallet is moved it cannot be used. This is a strategic game with no time limit to slower you go the better chances you will have.

Variations: Can include rescuing a Young Marine at the other end and carrying them back to the Corpsmen.

Title of activity: **SQUARE TALK**

Submitted by: Michael Guiles, Unit Commander

Name of YM unit: Temecula Valley Young Marines (CA)

Props required: A Lot of Paper squares, pen and paper

Directions: Set your Young Marines into a circle, Drop all of the paper squares in the middle and tell everyone you can take as many as you like even the adult staff (this is great for new adult staff members).

Gather your Young Marines into group circles and drop a box of squares into the middle and tell them and the Adult staff members they can grab as many as they like. Now have everyone count up their squares the one with the highest number goes first. This person must stand up and tell everyone their **name and rank, their highest award, their toughest time in the Young Marines, why they want to be a Young Marine** and what they want to do **when they graduate high school or college**. The other Young Marines and adult staff must write the persons name down that is talking and at least one fact about that person.

There is no winner to this game this is a game of ice breaking and allowing others to get to know you better and you to know others. Once everyone has gone through the circle the Adult staff running this group discussion will pick each Young Marine or Adult staff member and ask them what they know about three people in the grou

Title of activity: **YOUNG MARINES ADVENTURE IDEAS**

Category: Creative thinking, public speaking, hurry up and wait

Submitted by: Michael Guiles, Unit Commander

Name of YM unit: Temecula Valley Young Marines (CA)

Props required: Paper and Pencil

Directions: We all have ideas on what we can do with our unit and some of us run into that wall that stops us and we are left with, “well what now”. In our unit I have a creative way to get the kids to talk in front of everyone and to stimulate their minds. Every 4 to 6 moths we have a “Young Marines Adventures” planning meeting. I get all of the Young Marines together and we start planning. This is how we do most of the fun stuff and adventures in our unit.

(YOUNG MARINES ADVENTURE IDEAS continued)

The Rules are simple:

- If you have an idea you must present it to everyone
- The adventure must be cost effective
- No dangerous adventures
- The Unit commander has final say in when and how we will tackle the adventure

In order to make this a really productive adventure meeting the Unit Commander must remember that he or she must have a very open mind. And for every “No” answer provide the Young Marines a good reason why. The idea is to get the Young Marines thinking and presenting their adventures ideas to everyone. This ultimately helps the Young Marine in their public speaking. This can be done while driving, flying, hurry up and waiting etc...

<u>Title of activity:</u>	PERPETUAL LEADERSHIP CIRCUIT COURSE #2
<u>Category:</u>	Unique Unit Activity
<u>Submitted by:</u>	Michael Guiles, Unit Commander
<u>Name of YM unit:</u>	Temecula Valley Young Marines (CA)
<u>Props required:</u>	6 divided areas 20' x 20 ' Equipment for Bridge over troubled water, Slow Missions work too, Plutonium Shuffle, Spider Web, Blind Navigation.

Directions: For those of us who remember the Old Corps Leaders Decision Courses this is a variation you may have gone through in the 80's. Split each area into 20'x 20' sections, then build the various course above. Have each event time driven for an overall score. This type of course will keep the Young Marines busy as they go through each course this can last for half of a drill day if done right. For a fun variation paint certain sections with glow in the dark paint and use this during an encampment it will take all of the younger Young Marines concentration to not let their eyes wander away with the glow in the dark paint.

Title: CAMPER'S FRENCH TOAST

Submitted by: Patricia Borka

Name of YM unit: Genesee County Young Marines (MI)

FEEDS 40

5 dozen large eggs

9-12 loaves breakfast bread (cinnamon raisin, Texas toast found a bakery outlets)

5 tablespoons vanilla extract

Cinnamon

Nutmeg

Cut bread into one inch cubes and put back into their bags

Scramble the eggs and stir in vanilla and spices to taste.

Pour into sealable containers

Once at your campsite, prepare your pan over the fire. Lightly oil the pan. Combine the bread and egg mixture in manageable batches that will fit into the pan. Only mix what will be immediately cooked to avoid soggy bread.

Stir often to avoid burning until all of the egg is cooked. Serve with powdered sugar and syrup. Repeat the process for each batch. YUM-O!

Title: POLICE CALL RACES

Submitted by: Iris Davis

Name of YM unit: White Plains Young Marines (NY)

During an unusually low turnout night for our meeting, our highest ranking YM was a lance corporal. After spending time with book work and drill, they decided to do PT a bit differently. The room we were using was left with lots of paper debris on the chairs and the floor. They developed a race system to pick up the papers and deposit them in the trash bins.

Results: It was their idea. The room was clean. PT was done and they had fun.

Title: YOUNG MARINE OF THE MONTH

Submitted by: Denette Reid

Name of YM unit: Desert Devil Dogs Young Marines (AZ)

Our unit operates in trimesters –

1. We have YM recruits complete a nomination form for their choice for YMO Month. Both YM's and recruits are eligible. Nomination must be supported by 3 good reasons. Winner receives certificate and goody bag from the previous months' winner.
2. YM's and recruits to "practice boards" – the 4 YM of the Month compete for YM of the Trimester
3. Our Unit YMOY is selected by board from among the 3 YMOT: YM's only

Ties are broken by staff nominations. All nominations are files in the nominated YM's SRB (they learn how others see them and why)

Title: HOBO MEAL RECIPE

Submitted by: Tom Verhey

Name of YM unit: James River Young Marines (SD)

Great for out in the field and encampments

Ingredients: meat of choice (steak, hamburger, chicken, ham)

Potatoes

2 slices of bacon

½ Tbsp of butter

Pre-cook meat, and dice potatoes. Place ingredients in aluminum foil (about 12 inches long). Add uncooked bacon and butter.

Other ingredients: baked beans to flavor the potatoes and meat and double layer the package. FREEZE to use later. Cook on hot coals, still frozen, for about 15 minutes. Turn once.

Title: STATE WALK
Submitted by: Mary Ann Brown
Name of YM unit: Cumberland County Young Marines (TN)

We do a walk across the state. Our group was to keep track of how many miles they walked in 2 months (they needed 400 miles). We had a map of Tennessee blown up and we put YM feet on the map.

The highest miles walked or whoever finished first got to pick a special activity they would like to do. They chose a sleep over with movies for all YM's and parents.

Title: TORTILLA TOSS
Submitted by: Dina Dillon
Name of YM unit: SETA Young Marines (TN)

We had a fun 4th of July BBQ for YM's and their families. One of the fun activities was a "tortilla toss" through a "hoola hoop" and the furthest got a little gift (Oriental Trading Company). All the families brought sides (pot luck food) – it was great!