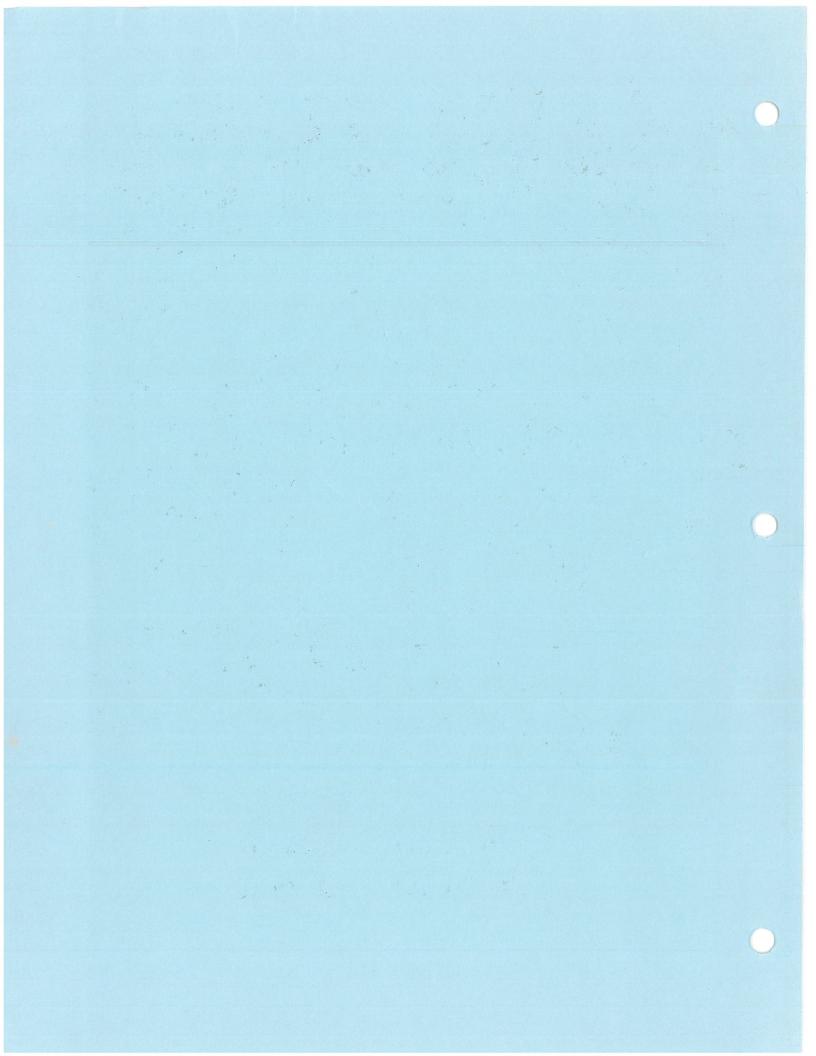


Cub Scout Leader Resource Book



Fellow Scouters,

Co'ordinating the Main Event has been a very challenging and rewarding experience.

I am constantly amazed and delighted at the great number of adults that give time, talent, and money to help todays' young people become tomorrows' leaders.

Of all these people, YOU will have the greatest influence on some child. YOU will say or do something that will affect that child's life. YOU are the example that he will pattern himself after.

I am so glad that you are involved in scouting, because that means you care enough to set the RIGHT example.

Thank you and God bless you.

Sandi Larson

Sandi Larson

Chairman Main Event 1986

492

We're so glad you're here! Leaders who give up a Saturday -  $\underline{any}$  Saturday - for Cub Scouting are dedicated to boys. We appreciate you, and the Cub Scouts appreciate you!

Cub Scouting is FUN! Boys this age are in perpetual motion - they don't walk, they bounce, they don't sit, they bounce! They can be thoughtful, but mostly they're excited about life. All the activities in Cub Scouting are geared to take this zest for life and guide it into character development, good citizenship, and personal fitness. Take a minute now and then to just watch these little people go and grow. You'll get caught up in the program.

Some of you are new -- WELCOME, WELCOME You're off to a great state - you're reading this book. Others of you have been around - WELCOME, WELCOME You're planning for your program - you're reading this book too! Your work (and play and sweat and maybe a tear) with these boys will be more rewarding than you may ever know - as the boys grow and progress in scouting and life. You will give of your time and of your talents. You will plan - you will need resources and there are LOTS available.

Pow Wow is a super resource. You not only get information and lots and lots of ideas, but you are also spending the day with the greatest people on earth - Scouters! Take down names and numbers of new friends. The Staff? we're just like you - volunteers in scouting at Pow Wow enjoying old friends, making new ones and having fun.

Pow Wow Books, old and new, are an invaluable resource to you. In the past few years, effort has been made to print material not previously published in other Pow Wow books, so ask your friends or district leaders for old editions. Brouse throught them, make copies of information you want to use, and then PLEASE give them back.

Available here you will find a list of general resourses, examples and samples. The printed material can be purchased at the Pow Wow Trading Post, and at the Scout Shop. You do not need to get it all at once, get the Leaders Manual and Program Helps to start with. Scouting magazine and Compass Points is sent to all registered leaders. Besure to go to BASIC TRAINING. This is put on by each District, you can get more information at your District Roundtables.

You're off! Whether "anew" or "again" we wish you the best in Cub Scouting. Use your resources, plan your program, cherish your friends, love and guide and ENJOY the boys – and have FUN!

We Love Ya

Sandy Kestner

# Pedro-My Story

# Told with befitting modesty to BILL McMORRIS

y popular demand, we are reprinting a light-hearted history of the Boys' Life mailburro, mascot, and all-around great guy, Pedro. He told his own story for the first time in the October 1958 issue of BL.

N REPLY TO A DELUGE of letters—and I want to thank both of you who wrote —The Boss has assigned a flunkey to take down the history of my family as I tell it. At last you will hear the true story of Don Juan Pedro Ladino de Philmonte, known modestly to many of you as plain Pedro. (Flunkey Note: Also Flopears, Hayburner, Dragalong, and Meathead.)

The earliest known member of my family was a handsome fellow known formally as Equus Asinus, but people in those days were pretty informal, so they gave him the nickname of EEE-Onk. I've never been able to figure out why.

Old EEE-Onk was grazing with his family in an African pasture near the river Nile one afternoon when he was set upon by a band of Egyptians looking for a pyramid construction crew. There was a fierce battle, but EEE-Onk was at last subdued by the 30 professional wrestlers who were sent to take him. He was made prisoner. His only happiness lay in knowing that his heroic resistance had bought time for the rest of his band to escape. (Flunkey

Note: Recently deciphered ancient Egyptian writings indicate that the first wild donkey in Egypt was captured while asleep.)

Poor EEE-Onk was put to (ugh!) work with the pyramid gangs, but that type of treatment didn't last long. The Pharaoh soon learned it was easier to manage slaves than intelligent, fearless burros. (Flunkey Note: Is this why the ancient Egyptians painted jackass ears on their ignoramuses?)

In time other members of EEE-Onk's family were captured. As the numbers of burros grew, people began to recognize their true worth and the extent of their intelligence. The head of the burro tribe, Abou ben Assam, was singled out to be ambassador to the Moorish tribes of North Africa. (Flunkey Note: Abou was traded to a Moorish fruit merchant for one sack of green figs.)

Unfortunately, Abou ran into a sandstorm during his crossing of the Sahara. He was considerably disheveled when he finally reached the Moorish capital and, alas, was mistaken for a common beast of burden. Abou was pressed into a Moorish task force headed for an invasion of Spain. One less quick-witted might have been dismayed, but not Abou. When the army arrived in Spain, Abou waited until dark. slipped through a cordon of fierce Moorish guards and

made his way to the Spanish forces. (Flunkey Note: Abou fell asleep and got captured, just like his great-great-great-grandfather EEE-Onk.)

The Spaniards greatly appreciated the ready intellect of the burro. Abou was made assistant to the royal family of Spain. In years to come Abou's heirs bore the title of "Don." (Flunkey Note: Short for donkey.)

One of these dons, Don Pedro Francisco Alvarez de Conquistador y Cuernavaca, heard his country's call for volunteers to conquer New Spain, as Mexico was called in those days. There was great danger in the New World, as Don Pedro de Conquistador well knew, but my family has never been one to hold back in time of war. (Flunkey Note: They put a pack on his back and dragged him up the gangplank.)

Don Pedro sailed with Cortez's Conquistadores for the new world, where he settled in the small mountain village of Cuernavaca. The village and land for miles around it were given to Don Pedro as a reward for valiant services during the conquest of Mexico. Here Don Pedro raised a family and lived like a king off the fat of Mexico.

UNFORTUNATELY, all this soft living resulted in a black sheep in our family. This four-hooved wastrel was Don Juan de las Grutas de Cacahuamilpa. The grutas.

or caves, near the little town of Cacahuamilpa were Don Juan's daytime hideout from work. In the evenings he went serenading and raiding in local gardens.

What with keeping the lady burros up late and stomping around in the radishes of the Viceroy of New Spain, Don Juan made a bad name for himself. When it was rumored that there was much gold in the country around what is now Philmont Scout Ranch, the Viceroy knew just the burro to send on the expedition.

And so my family came to the United States, about 100 years before the Mayflower.

Poor Don Juan. He was forced to haul heavy loads through the burning deserts. He was chased by Indians, teased by the soldiers, and finally traded to a Pueblo Indian for a sack of corn.

Despite his hard luck and lazy ways, Don Juan could not suppress the spark of genius that marks all burros. Quickly he learned to speak the Pueblo tongue, learned the universal Indian sign language from them, and eventually mastered the dialects of the fierce plains and mountain tribes who surrounded the Pueblos. As a result of his accomplishments, the Indians gave Don Juan the name "Ladino," which means "one who speaks more than one language." The name. which has been in our family ever since, is a mark of edu-



cation and culture. (Flunkey Note: It also means "sly, shrewd, a big talker.")

When Kit Carson and other mountain men moved into the Philmont country it was just natural that they turned to Don Juan. He was their interpreter in dealing with practically all the Indian tribes. He was also invaluable to the trappers in getting the best markets for their pelts. (Flunkey Note: He carried the pelts to market on his back.)

It is sad to relate that Don Juan las Grutas de Cacahuamilpa was the last noteworthy member of our family until the present generation. (Flunkey Note: Ahem!) Most of Don Juan's immediate descendants were engaged in prospecting for gold, hunting for the Lost Dutchman mine or the Seven Cities of Cibola, and other mundane tasks. Eventually as civilization and progress moved across the continent, the important task of desert transportation and exploration fell to the iron horse. and later to the pickup truck. People forgot the dependability and versatility of the burro. (Flunkey Note: Very few projects are more difficult than trying to make a burro work!)

One unfortunate result of this march of progress was that many of my foreburros, their great talents being wasted, emulated the earlier black sheep days of Don Juan. They took to hiding out in caves and canyons in the daytime, and at night they would dine by confiscating fresh vegetables from gardens. Too honorable to steal, they would pay for their repasts by serenading the gardeners. Some folks there are who do not appreciate the sweet music of the burro in full song. Experts, however, speak ecstatically of us as "mountain canaries." Rudolph Friml, in his famous Spanish operetta. The Firefly, made the "Donkey Serenade" his most important opus. (Flunkey Note: The braying of a lovesick burro has been known to drive a whole campful of gold prospectors to the verge of madness.)

Not all of Don Juan's progeny went native. The more

ambitious burros were convinced that talents such as theirs were always in demand somewhere or other. In later years they contributed substantially to the development of Philmont Scout Ranch and Explorer Base. Among the burros of Philmont, one in particular stood out as being even above the high average of his clan. As an animal of superior intelligence, energy, and initiative, the ranch management felt he should have responsibilities to match these exemplary qualities. They decided to do the generous thing and let him apply his genius to helping the overworked BL staff. (Flunkey Note: They had a balky burro and wanted to unload him.) Thus, on a fateful day in 1947, a crate was shipped from New Mexico to the editor of Boys' Life magazine in New York City.

UNPACKING THE CRATE. the editor was a little perplexed to find one smalltype burro. Soon, however, he recognized the burro's capabilities, and entrusted him with the handling of all correspondence. (Flunkey Note: The burro totes the mail sack.) Atop the building on Park Avenue that housed the magazine, master carpenters assembled a corral from prime grade lumber. (Flunkey Note: The cops made them get that crate off the sidewalk.) This was the burro's new abode, which was to become known to millions of Boys' Life readers as the "Skyscraper Corral."

After a few short years, the smoke, noise, and hard pavements of the big city began to pall on the sensitive desert-bred genius. By now the operation of the magazine had become so dependent upon the remarkable burro, that the Boy Scouts of America shifted its entire national headquarters with Boys' Life to central New Jersey, where the burro might live in the country and still fulfill his essential position. Needless to say, that burro is myself, Don Juan Pedro Ladino de Philmonte, better known to you as Pedro, or simply UU.

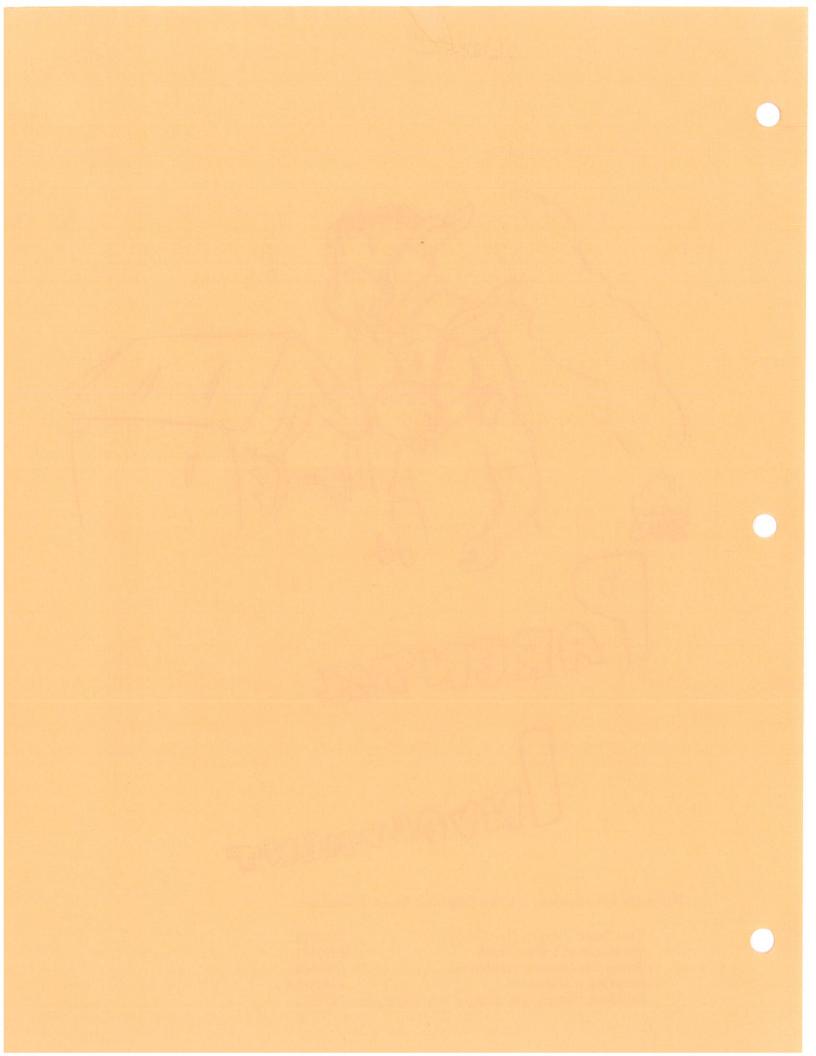
(Flunkey Note: What else is there to say?)





For more information, see the following Scout Literature:

Cub Scout Leader HandbookLB3220Scoutmaster's HandbookLB6501Troop Committee GuidebookLB6505Securing a CubmasterLB3071ABuilding Parent and Family ParticipationLB7362





# The family thing

guess I don't think very much about what it means to be a part of my family. It's always there, and it just sort of happens by itself."

A Scout said that to me recently, and made me wonder if most of us just take our families for granted.

What is a family, anyway? First, it's people giving and receiving love. The other day I asked a group of Scouts: "How do you show your parents that you really love them?" Here are some of their answers:

"I do what they tell me." "I help with the work around the house." "I try not to get mad at them." "I am careful with my clothes and things." "I try not to ask for too much."

It sounds as if those Scouts thought the best way to show love is to show responsibility. But have you ever come right out and said something like: "Mom, I guess you know it already, but I just want to be sure you know how much I love you"? It shouldn't be so hard to do. Family members ought to make sure.

If you can't quite make yourself say "I love you" to your little brother or sister, couldn't you at least say "I'm glad to be your brother—I know we fight with each other sometimes, but I really think you're OK"?

Second, a family is people talking and listening to each other. Have you heard about Operation Reach? Parents and sons meet together, but they meet first among themselves in separate rooms. Each group answers these questions: What are some things we talk about together? What are some things we never talk about? What are some things we wish we could talk about?

Then in the joint meeting they tell what was said in their separate meetings, and they usually learn that parents and sons both wish they could talk together about the same things.

So why not try? Pick something easy at first, like

something that happened to you at school. The main thing is to start talking and listening together.

Third, a family is people caring about what happens to each other—and letting it show. Maybe your brother or sister is having a tough time at school. Or maybe your brother dropped the ball in a baseball game. Or maybe he hit a home run! Maybe your mother burned the apple pie, or your dad had a tough day at his work. Show you really care, for both the good and the bad experiences.

Fourth, a family is people getting angry at each other, then loving again. After all, people do get mad at each other. But the important thing is whether you can let off the steam without losing your love for each other.

Fifth, a family is people loving the differences among them. You are special and so is each member of your family. Can you enjoy each other's differences? Can you know about some of the ways in which your brother and sister are different from you, and love them just the same?

Sixth, a family is people laughing and crying without feeling ashamed of it. The sound of laughter is beautiful. We should let it out more often. I'm sure you feel like crying sometimes. Your parents probably do, too. A tear in your eye isn't something to be ashamed of. It's natural. If there are tears in your mother's or father's eyes once in a while, it shouldn't shock you. It really gives you an excuse to show your love.

Seventh, a family is people reaching out instead of fencing in. It's reaching out to each other and to their neighbors and friends.

So family life has its good times and bad. But above it all, it's people giving strength to each other when needed; people caring and letting it show; people leaning on each other; people feeling loyal to each other.

It does seem worth some thought to keep it strong!

-G. A. SPEEDY

#### EFFECTIVE RECRUITING

You've got such a lot of work to do, and nobody to help you. The people you've asked say no, they're too busy themselves to be of much help. Sound familiar? There's a way to solve this problem, and it works most of the time -- IF you practice it!

First, this method works best FACE-TO-FACE. It's entirely too easy to say no over the telephone. Second, remember that almost nobody wants to do something to help YOU, but they'll do something to help THEM. However, if you do this right, helping you will be what they see as helping them. People nearly always feel that way with a friend. So step #1 is to become a friend with the other person.

Now becoming a friend doesn't take weeks or years, but just a few minutes of being interested and finding out something about them. The interest you show will start that friendship, and it really doesn't take much more than genuine interest to keep it alive and growing. Find out about their family, their occupation, their recreation and REMEMBER it. Write it down at home, if you have to, but be certain you remember it the next time you see them.

So, the friendship begins or has been growing, and now you need to recruit. It may only be five minutes after you met them, but this WILL work! Follow closely! Before you start, can you clearly explain what you want done? What IS the job? How much time and effort might it need? Do you know? With what you know about them and their skills and interest, do THEY have the skills this job needs? If they don't, DON'T recruit them - not yet, not for this job. Find a different job for them that they CAN do. If you think they can do this job, the next step is easy.

Tell .them they seem to be a sharp person, one with talent (it had better be true!). Tell them you appreciate knowing someone with talent. They'll go "Aw shucks". Tell them there's a place in your program for people with talent, and that you would like them to consider playing a part in the success of the unit. THIS IS IMPORTANT!! DON'T let them say ANYTHING until you say "we don't need an answer today, it wouldn't be fair to ask you to make a snap judgement about this important request". NOW ask them to consider doing whatever job it is you had in mind.

Now tell them WHAT they'd be doing, who with, how much and how much time to expect, when they could expect to help and training, where they'd find resource material, etc. If there's a hand book, or some printed material that will help them understand, give it to them. IMPORTANT — say "Why don't you look this over, and give it some serious thought. You'd be a valuable part of our unit, and we'd like to have your help. Why don't I come and see you on \_\_\_\_\_ (a time a couple of days away)and we'll go over any questions you might have?" Get the time confirmed, and say your good byes — that wasn't hard!

When you recruit helpers this way, you aren't begging them to help. You're not pressuring them to help against their will. You're not tricking them into anything. You're letting them feel good about themselves by helping you and your program. People recruited this way are more loyal to you and will work harder and longer for you. They know you're their triend, you recognize their hidden genius, and you have a genuine need for their talents, their abilities. BUT, to make it work BEST, you have to practice, practice, face-to-face. The more you recruit, the better you'll become.

John Larson



### GETTING IN TOUCH WITH PARENTS

Parents are your organization's future leaders and resources for your unit's program. You need to know how to get in TOUCH with them, STAY in touch with them, and help them be eager to help you. YOU CAN DO IT! Here is a system to use.

- RULE #1 The most important person in the world is the other person.
- RULE #2 The other person agrees with Rule #1.
- RULE #3 Find out what the other person wants and give it to him.
- RULE #4 Practice, Practice, Practice.

So, how do you start? We'll assume you don't know this parent. Have you had trouble making conversation with strangers? You won't any more! Remember this. You are a special person. The parents in your unit look up to you as a special person, a person with more courage than they see in themselves. They'll be more apt to pay attention to you as a leader.

Well, already you've got them going your way, so just keep going. What do you say next? I hope you can memorize a word, because the letters of the word stand for what you need to know for the conversation. The word is FORM. Memorize it and use it for the next four or five minutes of conversation.

The first letter 'F' stands for FAMILY. You begin asking questions about their family — Where did they get married, how many children, their home towns, where did they go to school — things like that. Be interested in the answers, remember them for later, and keep the conversation rolling.

When you've asked enough questions about their family, move to #2, 'O' for OCCUPATION. Ask where do they work, what do they do, howlong, etc. Be interested in them and their answers.

#3 is 'R' for RECREATION. Ask them what they do in their spare time, their hobbies, church, clubs, sports, television programs, what do they do to have fun? Once again show your genuine interest in them.

is 'M' for MESSAGE. You have spent four or five minutes concentrating on rule #1 and 2, and you know more about them than nearly anybody does. You have found out the kinds of things they do and like to do, so you are ready to give them what they want? What's the message?

F . 8

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Only YOU know what the message will be. Based on what you know about them you have probably thought of several unit positions they would be good in. Are they a candidate for your committee, a special event, a resource person for supplies or service 'DON'T recruit them now, tell them you would like to talk to them later about something important they would like. Plan a time with them when you can go see them about the program and how they will fit in.

Now, because you have shown an interest in them, and have shown what a great conversationalist you are, they will be much more receptive to your needs than you could ever hope before you began. Their skills and interests should be your guide to finding a job or need for them in the unit. They will also help because you have been friendly, interested in THEM, and you have not pressured them.

Please try this over and over. Practice it with anybody you meet, change the message to fit the situation, and have fun with it. Don't be discouraged if it doesn't turn out perfect - PRACITCE makes perfect. Remember the most important thing is getting in touch with the parents.

John Larson

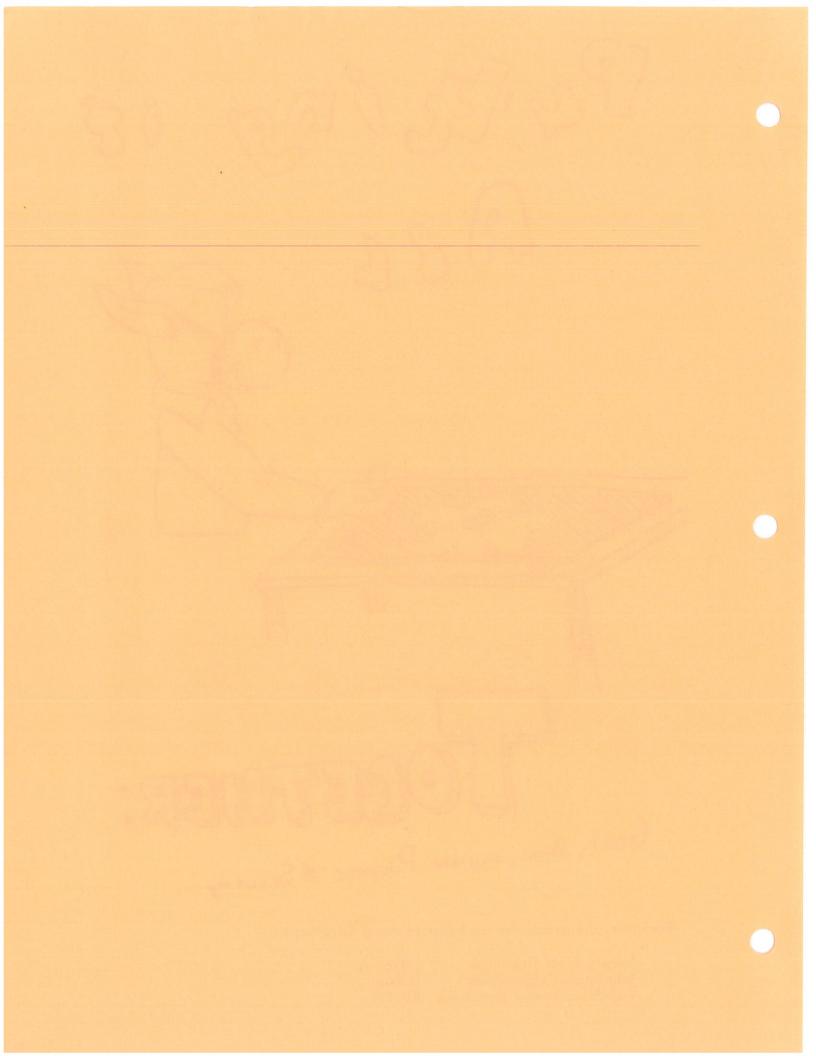
#### SOMEBODY ELSE

here's a clever young fellow named SOMEBODY ELSE-There's nothing this fellow can't do. He's busy from morning 'til way late at night-Just substituting for you. You're asked to do this, or asked to do And what is your ready reply? "Get SOMEBODY ELSE, Mister Chairman-He'll do it much better than I." There's so much to do in our Scouting, So much, and the workers are few, And SOMEBODY ELSE is getting weary and worn-Just substituting for you. So, next time you're asked to do something worthwhile, Just give them this honest reply, "If SOMEBODY ELSE can give time and support, You can bet your last dime, so can I!" -Goldsboro, N.C. Trailblazer



For more information, see the following Scout Literature:

Varsity Scout Handbook LB7825A Scoutmaster's Handbook LB6501 Cub Scout Leader Handbook LB3220



### PUTTING IT ALL TOBETHER

Presentor: John Larson

# I. LEARNING OBJECTIVES

- A. Outline essential steps in reaching Scouting goals
- B. Understand difference between aims and methods of Scouting
- C. Evaluate current unit program for balanced approach to aims and methods
- Plan and carry out improvement project with current unit program

# 11. BASICS OF GOAL SETTING

- A. Characteristics of goal
- B. Steps in writing

### III. AIMS/PURPOSES/METHODS

- A. The character company
- The fun company
- C. The right company

# IV. PURPOSES AND PLANNING

- A. Scouting as a whole program
- B. <u>Your planning priorities</u>
- C. Evaluate your program
- D. Plan your work: work your plan



# SCOUTMASTER'S MINUTES

And for a pitcher, or for any man or boy, self-control and self-discipline are even more important. A man must be able to control his temper, his tongue, his appetite, and his body and brain if he's going to get anywhere.

A long time ago a sportswriter named Grantland Rice wrote a little poem that expresses the idea very well. It's called "Over the Plate" and it goes like this:

It counts not what you may have, my friend.

When the story is told at the game's far end;

The greatest brawn and the greatest

The world has known may be yours in vain.

The man with control is the one who mounts,

And it's how you use what you've got that counts.

Have you got that bead? Are you aiming straight?

How much of your effort goes over the plate?

# MEASURING TREES—AND PEOPLE

Scouts, a Scout leader named Rex J. Black tells a little story about

something he learned when he worked for a lumber company. It's a story with good advice for all of us. Mr. Black recalls:

"Some years ago I was employed as a timber cruiser and scaler. My job was to go into a forest and mark trees that were to be harvested for lumber, measuring and recording the board feet that each tree contained. I took pride in being the most accurate scaler around.

"I carefully inspected each tree to estimate the good lumber it would make. If it had a crook in it, I deducted for that. If it had a spot of rot, I deducted for that. I checked for splits and disease. When the timber was cut and the logs scaled, I was always very close in my calculations of the total board feet. But there was one problem. I couldn't keep ahead of the sawyers cutting the trees. So I asked for help from an old-time forester. He said that I was too concerned with what was wrong with the trees. He suggested that I leave the culling to the check scaler; let him correct the board footage according to the final check of rot and blemishes in the tree.

"And so I learned to walk up to a tree and estimate its height and to figure its diameter by throwing my arms around it. If you know the height and diameter, you can estimate board-feet quite closely. I got to be quite accurate with my arm measure, and I was able to stay

ahead of the sawyers.

"How often are we like I was when we judge people? Sometimes we are so concerned with the rot and blemishes on a person's character that we don't produce ourselves. Why don't we leave the culling to the Check-Scaler in the final judgment to be made by powers greater than we are? As we approach a person, let us estimate his height, forget about his possible defects, and throw our arms around him and expect him to produce to his potential."

#### CHECK THAT FIRE

Hold up a match. Scouts, this match looks rather harmless. Yet, when used improperly, it can be a destructive weapon.

We are told that 9 out of 10 forest fires are started by careless people. Each year millions of acres of valuable timber are destroyed by hunters, campers and picnickers who fail to douse their fires completely. Other millions are destroyed by motorists who thoughtlessly throw lighted cigarettes and matches from car windows as they drive.

We, as Scouts, can do our part to prevent fires if we make up our minds

never to be careless with fire. We can set a good example by always making sure that we never leave a campfire or cooking fire until it is unquestionably dead. We can also remind our friends and families to do the

Fire is a friend-but it can be an enemy, too. Let's not forget that.

#### WORTH DOING WELL

Hold up a dirty cooking pot and a clean one. Which pot would you want to have your food prepared in? We all agree on the clean one, of course.

Food cooked in a dirty pot can make you ill, and there's no doubt that this is an example of a sloppy cleaning job. Chances are that the person who would leave a cooking utensil looking like this would also do a slipshod job on other cleaning chores as well.

A Scout knows that keeping his own personal gear and the patrol and troop camping equipment in top condition is important. A seasoned camper is comfortable and happy in the outdoors because he has learned how to care for his equipment.

A job worth doing is worth doing

#### LIVING YOUR LAW

Nations, states, communities and even families have laws-rules by which people must live in order to have harmony. Law is based on your rights and the rights of others. If a person disobeys a law, he is penalized in some way.

if a law of the land is broken, freedom could be taken away from the lawbreaker by sending him to prison. If the law of the family is broken, the privilege that is taken away is less drastic-such as television or a night out or permission to take part in some social activity.

Besides these laws of society, each individual has his own set of laws. These are his personal moral standards-the laws by which he lives. Each Scout has his own personal law. A Scout is trustworthy, loyal, helpful and so forth.

What's the penalty for breaking these laws? The answer is personal unhappiness. The person who isn't friendly won't have friends. A guy who isn't trustworthy can never be happy because he's afraid he'll be found out when he does not live up to someone's trust.



The points of the Scout Law are important to your happiness, now and in the future. You have pledged on your honor to do your best to live up to the points of the Scout Law. By doing that, you'll have a happier life, be respected by your fellow men and be a responsible citizen.

# WOULD YOU BE PREPARED?

On March 28, 1965, First Class Scout Gary Omey, 14, was swimming with friends in Lake Mary, Florida. Suddenly he heard Mike Dougerty, 11, calling for help. While a companion went for help, Gary started swimming for Mike. Before he could reach him, Mike had disappeared beneath the water. Gary then dove down, brought the unconscious boy to the surface and started for shore.

At one point, Mike slipped from his grasp. Gary dove and brought him to the surface again. He finally managed to reach shore where another boy helped him drag Mike in. Gary applied artificial respiration and was able to revive Mike in a few minutes. For his heroism, Gary was awarded the Lifesaving Honor Medal.

Some day, you may face a situation like the one that faced Gary. Would you be prepared to make the rescue? Remember, it takes skill as well as courage!

# OUR NATURAL RESOURCES

(Hold up two glasses—one with clean water, the other with dirty water.) Scouts, which water would you want to drink or swim in? The answer is obvious.

To make sure we will always have plenty of clean, pure water, we must use it wisely. Otherwise, there might not be enough to go around.

Fortunately, our government conservation departments are establishing plans to conserve water resources so there will be enough for future generations. But that is not enough. As a responsible citizen, it is up to each of us to learn what we can do . . . or more likely . . . what we should not do to keep our waters pure and clear for human consumption and use. The small act of dumping waste or garbage into a stream or pond seems insignificant, but if it is multiplied by each of the 200 million people who live in this country every day, it soon becomes very significant that everyone must assume responsibility if we are to survive.

The next time you drink a clear glass of water or take a refreshing

swim, or drop a fishline in your favorite lake or stream, remember how important water is to all living things, including you.

# KEEPING PHYSICALLY FIT

(Hold up a pocketknife.) Scouts, here is a pocketknife. Most of you probably have one, too. It's a valuable tool because it can be used to help build a fire, cut a rope, clean a fish, carve a neckerchief slide and do many other things.

It's a dependable tool as long as the blade is kept sharp and free from rust and the moving parts are in good condition. But if it is neglected and allowed to become dull and rusty, it becomes a poor tool, even a dangerous one.

The same idea applies to our bodies. Each of us has a body which, if it is kept in good condition, will serve us well. If we get plenty of exercise, eat the proper foods, develop good health habits, and think the right thoughts so that our machine is in top running order, we will be able to enjoy to the fullest all the things we do each day. However, if we fail to take care of ourselves, we can become dull and rusted like the neglected knife.

Let's all do our best to stay fit.

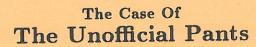
# **GROWING TOGETHER**

Scouts, while we are on our Jamboree Campout next week, tens of thousands of other Scouts will be at the National Jamborees in Pennsylvania and Idaho. In spirit, we will be right there with them, even though we are a long way from them.

We will be joining them in thinking about—and living—the Jamboree theme, "Growing Together." If you think about that theme for a moment, you'll realize that it has more than one meaning.

It means, for one thing, that all Scouts everywhere are growing physically, mentally and in character. The word "together" indicates that we are joined with all other Scouts in the spirit of brotherhood—that we share with them the ideals of this huge movement of youth. It means that all of you are developing toward manhood and toward greater service to our community and our nation.

It's a great theme in a great Jamboree year. Let's have a great time on our Jamboree Campout, and let's also spend a little time thinking about "Growing Together" in physical strength, in mental alertness, and in character and citizenship.



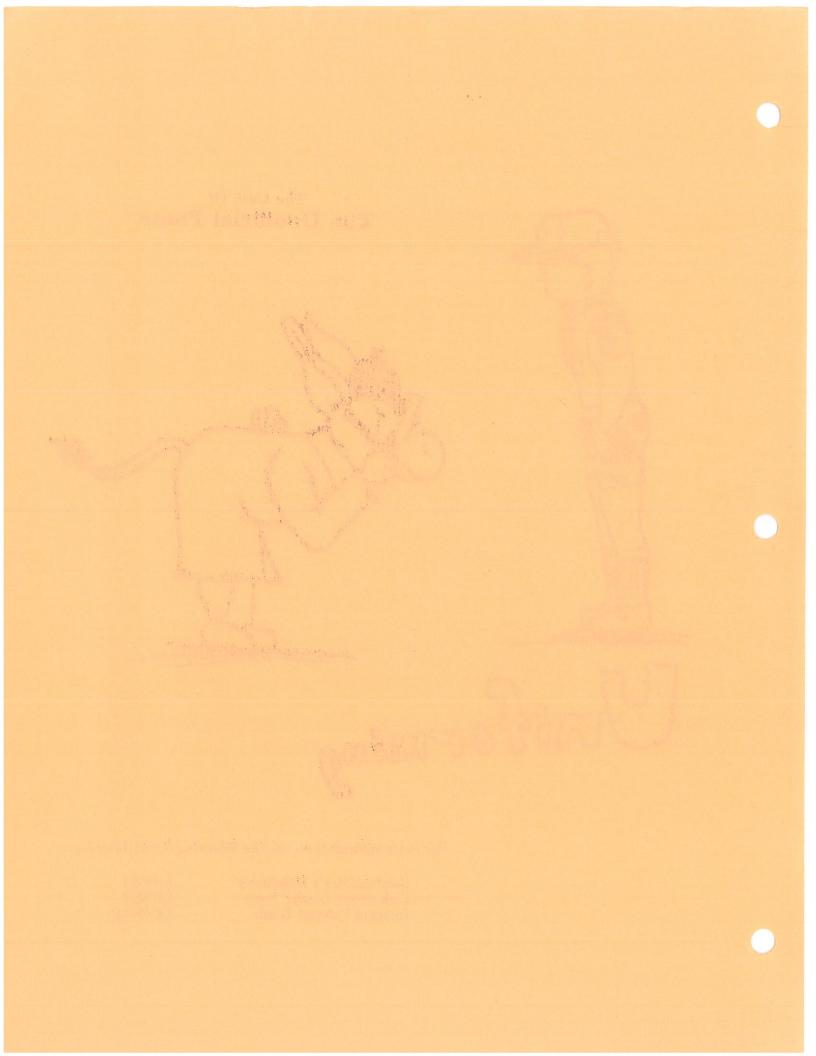


differming

For more information, see the following Scout Literature:

Scoutmaster's Handbook Cub Scout Leader Book Insignia Control Guide

LB6501 LB3220 LB3064B



# UNIFORM UNIFORMS

Presentors: The Patterson Family - Jack, Glo, Chris and Bruce

WHY TO ENCOURAGE UNIFORM WEAR

1.

|      | A.    | How it helps a boy   |
|------|-------|--|
|      |       | T .  |
|      |       | 2'   |
|      |       | 3'   |
|      |       | 4'   |
|      | Β.    | How it helps the unit  |
|      |       | ľ  |
|      |       | 2'   |
|      |       | 3'   |
|      |       | 4  |
| 11.  | HOV   | Y TO ENCOURAGE UNIFORM WEAR: MOST IMPORTANT!!  |
|      | A.    |  |
|      | Β.    |  |
|      | C.    |  |
| 111. | WHE   | EN AND WHEN NOT TO WEAR THEUNIFORM   |
|      | A.    | When to wear   |
|      |       | P. A. C. B. B. S. S.   |
|      |       | 2'   |
|      |       | 3'   |
|      | В.    | When not to wear   |
|      |       | 1'   |
|      |       | 2'   |
|      |       | 3'   |
|      |       | Since you each have your own areas of knowledge and needs, only a few things will be labelled for you to fill in. The rest will be left blank for you to fill in with the information that you need. To gain full knowledge of the proper placement of insignia, you should purchase the <i>Insignia Control Guida</i> |
| IV.  | TIGER | CUB UNIFORM  |
|      | A.    | Boys   |
|      |       |  |

B. Adults

1.

2'

#### V. CUB SCOUT UNIFORM

- A. Boys
  - I' Shoulder loop color
  - 2' Pants
- B. Adults

1.

2

#### VI. BOY SCOUT UNIFORM

- A. Boys
  - 1' Shoulder loop color'
  - 2' Caps
  - 3' Neckerchiefs
  - 4' Jackets
- B. Adults

### VII. VARSITY SCOUT UNIFORM

A. Two choices

1,

2' Same as loops

except for

colored shoulder

B. Adults

1'

2'

#### VIII. EXPLORER UNIFORM

- A. Shoulder loop color
- B. Remember that a boy or adult who is not in complete uniform is, according to Lord Baden-Powell, "one who has not grasped the true Scouting spirit and who takes no pride in his membership of our great Brotherhood". So let's keep the bond of brotherhood strong wear your uniform properly and proudly!

Resources: Insignia Control Guide

The Official Scoutmaster Handbook, pp. 328-347.

# WHY WEAR A UNIFORM?

BY SYLVIA STARK

My husband and I are registered Scouters and attend the majority of Scout functions. It disturbs us that many Scouts and their leaders choose not to wear the official Scout uniform at these gatherings or even at their troop meetings.

I would like to relate an incident about how wearing the Scout uniform may have prevented a serious accident or fatality. We were driving our Scouts to Schiff Scout Reservation and the BSA national office in New Jersey for a weekend. The boys fussed a bit about having to travel in their uniforms. But my husband, their Scoutmaster, always insists that they wear their uniforms at any Scout event.

Along the way a passerby signaled us that the gear from atop one of our cars was coming loose. We pulled into an emergency breakdown lane. Everyone got out, some to stretch and others to tie down some sleeping bags. It was dusk, and a lone woman driver stopped ahead of us. She was in a state of panic. The entire lighting system on her car had gone out. She explained that for some time she'd been looking for an exit or a safe place to stop. With darkness coming on she feared that someone would drive right into her on the heavily traveled turnpike. But when she saw all our Scouts in uniform she knew she would be in safe hands and could probably get the help she needed. Fortunately, we were able to make the repairs and the woman was most grateful.

This past summer a young man moved into our town from Massachusetts. While he was walking down the street he spotted some of our Scouts in uniform. He caught up with them and asked if they were on their way to a troop meeting. When they said "yes," he followed them to the Scout hall. This man, an Eagle Scout, is now one of our committeemen and has already helped us immensely. He told us that because he saw our boys in uniform he decided to become involved in Scouting in our town.

Three boy leaders and two adult

Scouters from our troop—313, sponsored by the United Methodist Church, Berwick, Maine—were present at a breakfast given President Ford in Dover, N.H., last February. We were the *only* youth organization there in uniform. Because we were, the newsmen and their entourage of cameramen moved in to take close-up pictures of us. President Ford, an Eagle Scout, stopped twice to shake hands with our group—on the way into the hall and when he left. We presented the President with our troop's original neckerchief and four days later received a letter of thanks from him.

During a Bicentennial parade we stationed our Scouts in uniform at various points about town. We notified the press that our Scouts would help arrivals locate the street on which their division was to form. We later received word that the strangers to our community really appreciated our help. That's just one more example of how a Scout in uniform can be so helpful.

When we attended a camporee this past fall in our home state, one large troop, including the leaders, never once appeared in uniform during the entire weekend. This was a televised event. Where, I wondered, is the pride of Scouts who are reluctant to wear the uniform of a movement that has produced so many great leaders in this wonderful nation, including our astronauts? If all of the 3,000 Scouts at this particular camporee had appeared in Levis, I can't help wondering how the public viewing this event would react. During hours when anyone could view the exhibits, two of our committee members walked around with me talking to leaders of other troops about how they felt about uniforms. One said that it was difficult to get all his boys to wear them, especially when three of them didn't even own one. I mentioned that we maintain a supply of used uniforms (from boys who outgrew them, or leave the troop) that are passed on to the less fortunate. He agreed that his

troop should do this too. Another Scouter claimed that parents are negligent about keeping the uniforms washed in time for meetings. My husband had heard this excuse in our troop too. When he attended the 1973 National Scout Jamboree in Moraine State Park, Pa., his Scouts washed their clothes by hand during the week they were there.

One other point that I would like to emphasize is that a leader who never wears a uniform neither sets a good example nor does he give his Scouts the incentive to wear theirs. On Uniform Day each February, my husband, Paul, wears his complete Scout attire to his office at the Portsmouth Naval Shipyard in Kittery, Maine. He listens to all the flack and responds with, "What are you doing for the youth of today?" Last year they did a photo feature on him—in uniform—in the Periscope, the Navy yard newspaper. I was proud of him.

To sell the uniform idea, we not only rely on personal example, we also conduct our troop on a point system our leaders devised. Points are given for wearing the uniforms, for work sessions, for attending meetings, etc. The more points a boy accumulates during the year, the less he has to pay to go to summer camp, with the troop fund paying the balance.

Each year our troop also enjoys a tour on a submarine in Portsmouth, N.H. My husband refuses to let any boy attend this event unless he is in uniform. Three boys who said they had outgrown theirs somehow obtained one in a hurry when it was time for the tour. We concluded that there are few times when a Scout can produce a legitimate excuse for appearing without a uniform.

My hope in writing this is that Scout troops that have been negligent about wearing the uniform might have second thoughts about this matter.

I'm proud to be part of this movement. To all Scouts and Scouters, let's visibly show that you are, too.

#### I AM THE SCOUT UNIFORM

### Script by Thomas A. Louthan

MOTE: This can be most effectively staged through a small cast, a narrator, background music, and a stage or platform where special lighting can be employed. Spotlight hits each scene; then moves to next one. During last paragraph, full lights show all scenes in reprise.

It could be staged by adding additional groups of Scouts to the stage in full light.

#### NARRATION

I am the Scout Uniform. I am proud to be worn by boys and men who strive for such things as duty to God, to Country, and to self; for such high ideals as Trustworthiness, Loyalty, Helpfulness, Friendliness, Courtesy, Kindness, Obediance, Cheerfulness, Thrift, Bravery, Cleanliness, and Reverence.

I have served the movement since its beginning in this country in 1910. Though my style has changed somewhat down through the years from knickers and campaign hats to the latest open collar and red beret options, I am still basically the same.

I have been worn performing hour upon hour of public service. During two world conflicts, I was worn to collect scrap, sell

#### ACTION

Spotlight his uniform on clothes hanger.

(Or - Boy not in uniform comes on carrying uniform and looking at it.)

Scout in old uniform(s) joine by Scout in open collar and red beret.

Two Scouts collecting scrap.

Two Scouts clanting small tree.

war bonds, and perform limitless service.

I have been worn to encourage the American people to use their right to vote. More recently, I have been worn in support of conservation of natural resources through taking an active part in Project SOAR.

During World Wars I, II, Korea, and Vietnam,

I was exchanged for a different uniform by

many Scouts; and skills learned while wearing

me saved many a life in combat.

I am not a Christmas tree, and I do not like
to be adorned like one. There are proper
positions for each and every Scout badge,
and that's where I like to see them.
Although not at all necessary, since already
I stood for America at its best, I was indeed proud when the emblem of Old Glory was
permitted to be sewn on me as an added symbol of devotion to country.

Of course, I appreciate being properly cared for. I like to be kept clean and pressed.

Although I enjoy participating in Scout skills and games, hiking and camping, and even being used as a pillow on an overnighter, I am always eager to be cleaned and placed properly on a hanger.

I do not exist to be hung in a closet throughout my life, though. I like to be seen. I Man in military uniform.

Scoutmaster pinning badge on uniform at court of honor.

Mother sewing American Flag patch on sleeve.

Scout wearing uniform pants, but T-shirt top, cleaning spot on shirt.

Three Scouts in uniform ready to go on overnight

want to participate in each and every Scouting activity, because that is where I belong. I shed a tear, occasionally, — for those Scouts who are ashamed to wear me to a meeting or camping trip.

I am especially happy when Scouts and Scouters respect me. For when they take pride in my appearance, they are showing their pride and and respect for the Scouting Movement of which they are a part, and for America.

Then, I am proud, too, that I am the Scout Uniform.

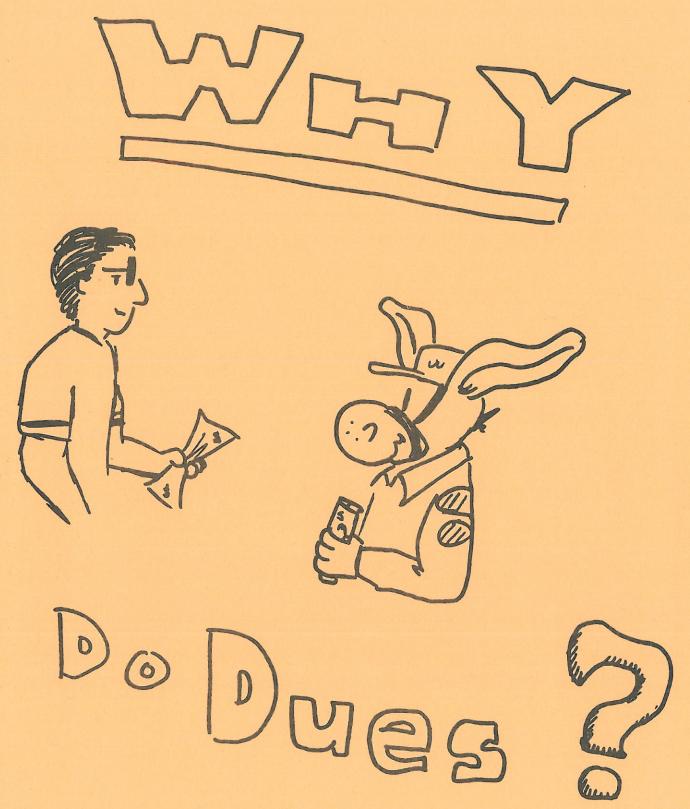
hike (packs, sleeping bags, etc.)

Scoutmaster and two youth

leaders greeting a "distinguished" person (government figure, etc.) and giving
him a proclamation. Hand
shakes, etc.

Full cast faces front and
gives Scout Sign.

Lights Out.



For more information, see the following Scout Literature:

| Unit Money-earning Application       | LB4427  |
|--------------------------------------|---------|
| Cub Scout Leader Book                | LB3220  |
| Scoutmaster's Handbook               | LB6501  |
| SME Folder: "Shaping Tomorrow"       | LB7007A |
| Q/A Sustaining Membership Enrollment | LB7009A |



#### WHY DO DUES?

Presentor: Barbara Topham

### POLICIES/PROCEDURES/RECORDKEEPING

- A. Money for the program
- B. Preparing unit budget
- C. Three types of recordkeeping
- D. Procedures for Finance and Records Committee member

#### II. COLLECTING DUES

- A. Each Scout expected to keep dues current
- B. Scout unit encourages good money practices
- C. Registration fees

#### III. BUDGETS TO FUNDRAISERS TO SPENDING

- A. Every troop needs local bank checking account
- B. Scoutmasters petty cash fund
- C. Money-earning projects
- D. Sample money-earning ideas
- E. Spending

# IV. SUSTAINING MEMBERSHIP ENROLLMENT

- A. Definition
- B. Appoint chair who believes in SME
- C. SME "thank you"

For more information, see the following Scout Literature:

| Den Chief Handbook           | LB3211    |
|------------------------------|-----------|
| Cub Scout Leader Book        | LB3220    |
| Patrol Leader Handbook       | LB6512    |
| Cub Scout Leader How-to Book | LB3831    |
| Program Helps                | LB7260-86 |





#### GUIDEFOSTS FOR GAME LEADERS

# A. Choosing Games

- 1. Think carefully about the types of game your particular group would enjoy.
- 2. Consider primarily games and activities appropriate for their age and interest level.
- Consider the physical and mental skills required, and be sure they are appropriate for your group.
- 4. Refresh your collection of games by continued search for new and different activities.
- 5. Choose games that will be progressive in social value--that is, ones for starting that are quite simple and building on to those that are more complex.
- 6. Remember, choose games that will, sometime during the period, capture the interest of all present at your meeting.

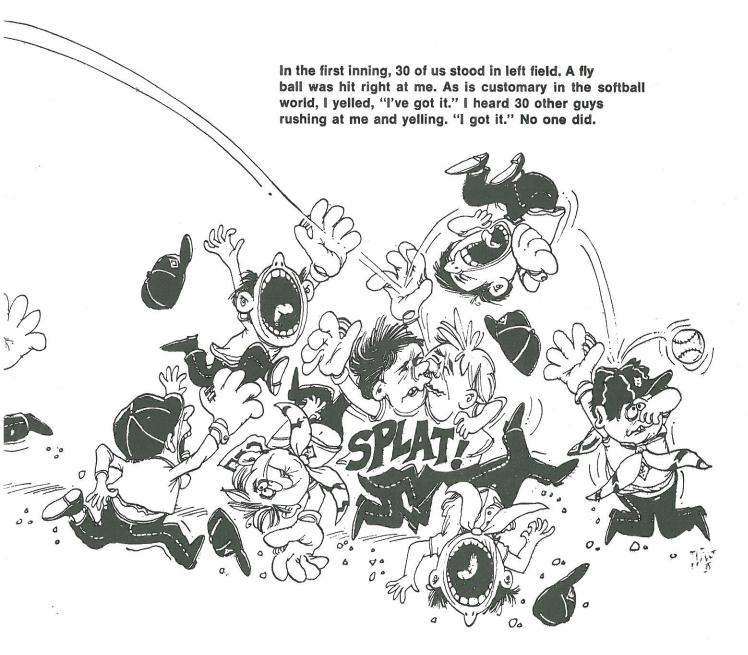
# B. Preparing for the Game Period

- 1. Plan a variety and be able to switch from one game to the other with ease.
- 2. Plan an abundance, more than are necessarily needed, so that if one game should not be accepted enthusiastically, another might be easily started.
- 3. Study each game thoroughly, learning action involved and calls, if any.
- 4. Plan a method for teaching the game or dance.
- 5. Always consider the physical requirements of the game, such as space, accommodations, equipment and comfort of players. Take care of these things before the game period.
- 6. Practice the instructions and calls, if any.
- 7. Plan logical sequences in formations for the games. Follow a brief outline to move swiftly from one activity to the next.

# C. Leading the Games

- 1. Get in position so as to be seen and heard by the entire group.
- 2. Get the undivided attention of the whole group before explaining the activity—wait for natural pauses. Be jovial and pleasant.
- 3. Inspire group action by genuine enthusiasm of both voice and manner.
- 4. Get players into formation, if any, before instructions.
- 5. Instructions should be clear but brief. Demonstrate when possible.
- 6. Briefly practice or "walk through" the difficult parts of the game or dance activity.

- 7. Give the participants a chance to ask questions, but not lengthy dull explanations.
- 8. Direct the game enthusiastically; the joy of leading comes from the ability to share with others.
- 9. If necessary, stop, make corrections and then begin again. No game is fun unless all are having a good time.
- 10. Make it fun for everyone; play the game yourself whenever possible. The leader <u>must</u> direct the joy of the game to the activity itself and not to himself.
- 11. Stop the game at the height of enthusiasm. Always stop so that they will "ask for more."



YOUR TROOP CAN TRY SOME OF THE EXCITING GAMES THAT SCOUTS ENJOYED 60 YEARS AGO AT MEETINGS OR ON CAMPING TRIPS.

# Scout Program: Camping in the 1920s



# **GAMES GRANDPA PLAYED**

#### BY JON C. HALTER Photographs by Gene Daniels

Featuring the Scouts of Troop 1849, chartered to the Kiwanis Club of the North Shore, Chicago, Ill.

HEN GRANDPA WAS a Scout, about 60 years ago, he looked forward to troop meetings and camping trips just as much as you do today. Maybe even more, since there were no televisions, video games, computers or other modern-day marvels to compete for his time.

Scouts in the 1920s especially enjoyed wide-open and rough-and-tumble games at troop meetings and on camping trips. The contests often involved Scouting outdoor skills like tracking, stalking, observation and signaling.

If your troop is planning a "Treasure Island Encampment" next month (in honor of one of the first Scout council camps, opened in 1912 by the Philadelphia council) you will want to include some games from Scouting's early decades.

For example, you might organize a wide open game of "Man Hunt," where one Scout tries to sneak past ten or more Scouts in the woods to deliver a message and return without being captured.

Or you could have simple indoor contests like "Feather Football." Teams of Scouts oppose each other across a blanket. They try to blow a feather off their opponents side of the blanket.

You might try the outdoor game, "Flag Raiding," which is similar to today's favorite, "Capture the Flag," except each side has three flags. A hide-and-seek game that Scouts in the 1920s enjoyed was "Spider and Fly," where one patrol tries

to hide itself from another group of Scouts.

Many games in Scouting's early days had hunting skills as a theme. But Scouts were urged to use those skills to observe animals in their wild habitat. "By continually watching animals in their natural state, one gets to like them too well to shoot them," wrote Lord Robert Baden-Powell of Gilwell, Chief Scout of the World and the founder of the Boy Scout movement. "There is more sport in stalking animals to photograph them, and in coming to know their habits, than in hunting to kill." the first edition of the BSA's Boy Scout Handbook told its readers.

One popular game with such a theme is "Deer Hunting." A dummy deer is constructed from wood and wire, stuffed with straw and covered with burlap. Large and small target ovals are painted on its side.

One Scout is given 10 minutes to conceal the deer in the woods, in such a way that it can be seen if its location is discovered. He leaves a trail of corn, peas or other large grains (two or three grains per yard) to the deer's hiding place. In the 1920s Scouts sometimes fastened special metal deer hoof marks to their shoes to make a more realistic deer trail for the other Scouts to follow.

The other Scouts search for the deer, following the trail or using their own instincts. They must stop and remain in one place once they have sighted the deer.

The first Scout to find the deer shouts "Deer!" and scores 10 points. The "hunt-

ers' are armed with bows and blunttipped arrows and must shoot at the deer from the spot they first sight it. If the first sighter misses with his shot, the second sighter gets to move up five paces for his try. If he misses too, the third sighter gets to move up five more paces, etc. (No one can get closer than 10 yards.)

A hit in the large oval counts five points; in the small, or heart, oval, 10 points. If no one scores a heart hit, the Scout who hid the deer gets 25 points. The Scout who first sighted the deer gets to hide it for the second round.

"Horse and Rider" is another game the Scouts of 60 years ago enjoyed. It will appeal to today's Scouts, too.

It should be played on soft grass outdoors or indoors on gym mats. Two Scout riders mount the backs of Scout "horses", then the pairs ride at each other. The riders try to grab the opponent and cause him to dismount, either by forcing him off his mount or causing the horse and rider to lose their balance.

To learn what Scouting was like in Grandpa's day—the 1920s—you can get a reproduction of the first edition of the Boy Scout Handbook, then called Scouting for Boys. It contains instructions for 65 indoor and outdoor games and activities, including those described in this article.

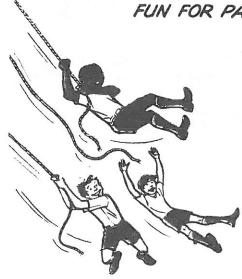
The book is available for \$8.45 from your local Scout distributor or from Supply Division, Boy Scouts of America, P.O. Box 175, Bellwood, IL 60104.



ALL OUT FOR SCOUTING!

# CHALLENGE GAMES!

FUN FOR PATROL TEAMS

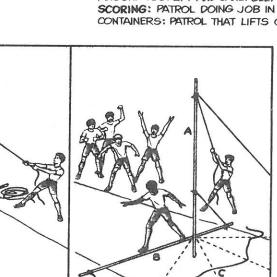


#### "HOT" ISOTOPE TRANSPORT

EQUIPMENT: "ISOTOPE CONTAINER" IS A LOG, 6-8 INCHES IN DIAMETER, IO INCHES LONG, SET IN CENTER OF 20-FT. CIRCLE FENCED WITH ROPE.

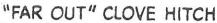
"TRANSPORTER" IS A 2"-3"-WIDE RUBBER BAND CUT FROM AN INNER TUBE. TIE EIGHT 20-FT. ROPES TO BAND. OBJECT: LIFT "CONTAINER" OUT OF "RADIOACTIVE" CIRCLE AND PLACE IT SAFELY OUTSIDE CIRCLE.

ACTION: EACH PATROL MEMBER GRASPS A ROPE, UNDER LEADERSHIP OF PL. PULL TOGETHER, STRETCH BAND, LIFT OVER AND ALLOW TO CONTRACT AROUND LOG. LIFT AND CAREFULLY SET UPRIGHT CONTAINER OUTSIDE OF CIRCLE. SCORING: PATROL DOING JOB IN SHORTEST TIME WINS. (OR HAVE SEVERAL CONTAINERS: PATROL THAT LIFTS OUT MOST IN SHORTEST TIME WINS.)



# KICK BRIDGE EQUIPMENT: TWO 12-FT. SPARS, THREE OR FIVE 20-FT. ROPES, ONE 6-FT. ROPE.

ACTION: PATROL TIES TWO OR FOUR 20-FT. GUY LINES TO TOP OF UPRIGHT SPAR, THEN TIES UPRIGHT AND HORIZONTAL TOGETHER WITH 6-FT. ROPE, USING CLOVE HITCHES, SO HORIZONTAL SPAR HANGS LOOSE. ONE 20-FT. LINE IS TIED TO FREE END OF HORIZONTAL. TWO OR FOUR SCOUTS MAN GUY LINES. FIRST SCOUT TO CROSS "BRIDGE" RUNS TO UPRIGHT A, SWINGS HORIZONTAL SPAR B ACROSS "STREAM," GETS OFF. RECOVERY LINE C IS USED TO RETURN B FOR NEXT SCOUT. SCORING: PATROL GETTING ALL ITS TEAM ACROSS FIRST WINS. DEPUCT FOR SCOUTS FALLING IN "WATER."

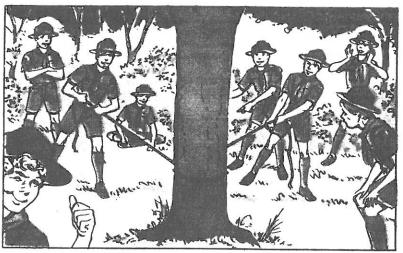


EQUIPMENT: FOR EACH PATROL, A TREE AROUND WHICH A CIRCLE (10-FT. RADIUS) IS STAKED OUT; ONE 50-FT. ROPE.

ACTION: TWO SCOUTS GRASP ROPE AT EITHER END, WHICH THEY MUST NOT LET GO OF.

OBJECT: TIE A CLOVE HITCH AROUND THE TREE WITHOUT ENTERING THE CIRCLE. OTHER SCOUTS MAY OFFER ADVICE AND RAISE ROPE AS NEEDED. THIS IS A FOOLER REQUIRING LOTS OF THINKING. PATROL FINISHING IN SHORTEST TIME WINS.

VARIATION: TWO-MAN SQUARE KNOT TYING.
TWO SCOUTS GRASP EITHER END OF 50-FT.
ROPE, WHICH THEY MUST NOT LET GO.
OBJECT: TIE ROPE ENDS TOGETHER WITH A
SQUARE KNOT.



3.1



ALL OUT FOR SCOUTING!





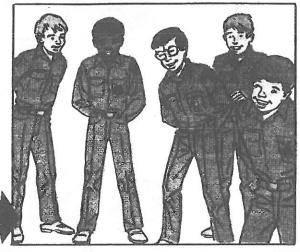
# FUN with RECALL GAMES

#### WHAT DO I FEEL?

NEED: 10-14 SMALL ARTICLES (MARBLE, COIN, SCOUT KNIFE, NAIL, ETC.); PAPER AND PENCIL FOR EACH PLAYER.

ACTION: PATROL FORMS CIRCLE, HANDS BEHIND BACKS. PL PLACES TWO ITEMS AT A TIME IN FIRST SCOUT'S HANDS. SCOUT FEELS EACH PAIR AS HE IS GIVEN THEM AND PASSES THEM TO NEXT IN LINE. WHEN ALL ITEMS HAVE MADE FULL CIRCLE, PL TAKES THEM BACK. EACH SCOUT THEN LISTS THE ITEMS IN THE ORDER HE RECEIVED THEM.

SCORING: IO POINTS FOR EACH CORRECTLY LISTED PAIR. HIGHEST SCORE WINS.



#### HAUNTED HOUSE

NEED: BLANKET HUNG UP AS A CURTAIN. VARIOUS PROPS FOR MAKING SOUNDS; PAPER AND PENCIL FOR EACH PLAYER. ACTION: PATROL SITS IN FRONT OF CURTAIN. BEHIND CURTAIN, TWO SCOUTS MAKE SOUNDS WITH PROPS—FLIP PAGES IN BOOK, STRIKE MATCH, HAMMER NAIL, BREAK STICK, SAND-PAPER A BLOCK OF WOOD, ETC. AFTER 12 SOUNDS, SCOUTS LIST THOSE RECOGNIZED.

SCORING: 3 POINTS FOR EACH SOUND CORRECTLY RECALLED. HIGHEST SCORE WINS.



#### KIM'S GAME

NEED: 20 OR 30 ITEMS; A LARGE CLOTH OR NECKERCHIEF; PAPER AND PENCIL FOR EACH PLAYER.

ACTION: SPREAD ITEMS ON A TABLE AND COVER WITH CLOTH OR NECKER-CHIEF. PATROL GATHERS AROUND; PL LIFTS CLOTH FOR ONE MINUTE, SCOUTS OBSERVE ITEMS CLOSELY; ITEMS ARE COVERED AGAIN WHEN MINUTE IS UP. EACH SCOUT THEN LISTS AS MANY ITEMS AS HE CAN REMEMBER.

SCORING: I POINT FOR EACH ITEM CORRECTLY LISTED. HIGHEST NUMBER WINS.



# M BER

#### DOWN ON THE FARM

FOR THE WHOLE TROOP TO PLAY NEED: SLIPS OF PAPER WITH NAMES OF ANIMALS (MOSTLY DOMESTIC, BUT ADD WILD ANIMALS AS NEEDED). EACH NAME APPEARS ON TWO SLIPS. PUT SLIPS IN HAT; EACH SCOUT PICKS ONE.

ACTION: EACH SCOUT MAKES SOUND OF ANIMAL ON HIS SLIP AND TRIES TO LOCATE HIS "TWIN" BY SOUND OF SAME ANIMAL. WHEN PAIRS MEET, THEY STOP CALLING AND STEP TO ONE SIDE.

MAKE ONLY ONE "DONKEY" SLIP, SO WHOEVER PICKS IT CALLS "HEE-HAW" ALL BY HIMSELF AFTER ALL OTHERS ARE SILENT,







# GREEN BAR Says:

# "Have a Tussle!"

hysically strong—that's what you want your Scouts to be.

They've probably had plenty of chances for fitness in the outdoors this past summer. The troop's hiked and explored, climbed and run, possibly competed in orienteering races. In camp they've been swimming, boating and canoeing.

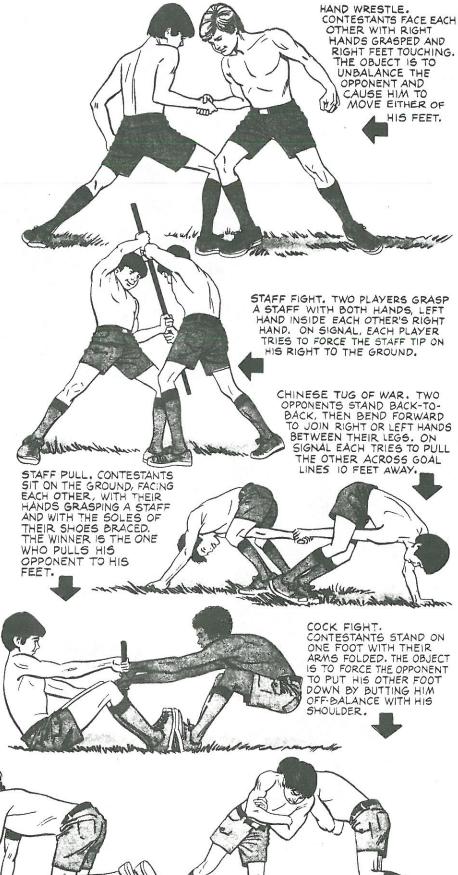
With school back in session, your patrol won't get as much outdoor activity. So arrange for your Scouts to get fitness training indoors during patrol meetings.

Buddy games are the thing. Some call these "dual games." from the Latin duo, meaning two. Others call them "duel games." Duel comes from Latin and means combat between two persons. I prefer an old Anglo-Saxon word, "tussle," meaning a rough struggle.

So have a tussle—or two or three—at each patrol meeting.

Divide your patrol into buddy teams. Get the Scouts in proper position for the tussle you have chosen. Count off, "Get ready. Get set. Go." Rerun the tussles until one person from each pairing wins two out of three times. Then change buddies and continue until there is a patrol champion in each of the tussles.

Your Scouts will develop their muscles. They'll also have fun, and so will you.



DOG FIGHT, A BELT OR BAND IS PLACED OVER THE OPPONENTS' HEADS AS THEY FACE EACH OTHER ON THEIR HANDS AND KNEES. THE WINNER IS THE ONE WHO PULLS HIS OPPONENT IO FEET OR PULLS THE BELT OFF HIS HEAD.

36

Go to it! Go to it! Go!"

Patrol yells will fill the air in May when every troop throughout the country stages its "Jambo," an outdoor event with a string of patrol challenges.

Your patrol leaders' council may settle on five challenges used at the 1981 National Jamboree. Three of those came from The Official Boy Scout Handbook: the stretcher race over an obstacle course, the Scout's Pace for three minutes and the waddle race that used the A-trestle mentioned in the section on lashings. One challenge was building the friction bridge you saw in this column a few months ago. Another fun event was carrying a water-filled bucket, with a rope running through its bail handle. along a course without spilling the water.

Your PLC may decide on something different. You may want to pick the challenges from the Patrol Leader Handbook. In that case, your best bets may be among the events shown on this page.

Once the challenges are determined, swing into action in your patrol. Get together the needed equipment. Decide on the part each Scout will play, the position he will fill or the order in which he will do his stint. With your patrol organized into a winning team, go through each challenge-slowly the first time, then faster and faster until vou're satisfied with your performance.

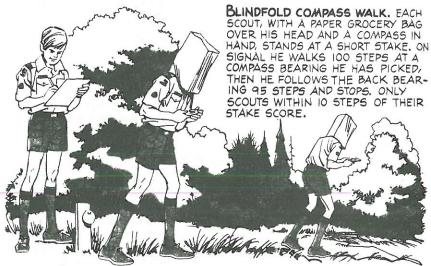
On the day of the "Jambo," give each



FIRE-STRIKING RACE. EACH PATROL HAS A FIRE-BY-FRICTION SET. ON SIGNAL. THE FIRST SCOUT RUNS UP, MAKES A FIRE, BLOWS IT INTO FLAME, STAMPS IT OUT, THEN RUNS BACK TO TOUCH THE NEXT SCOUT. WHO REPEATS THE PROCESS, THE FIRST PATROL TO MAKE EIGHT FIRES WINS.

MATCH-SPLITTING RACE. FOR EACH PATROL, HAVE AN AX AND A BOARD WITH EIGHT KITCHEN MATCHES STANDING UPRIGHT IN BORED HOLES. EACH SCOUT RUNS UP, MAKES THREE AX STROKES, SETSHIS AX DOWN, THEN RUNS BACK TO TOUCH OFF THE NEXT SCOUT. THE FIRST PATROL TO SPLIT ALL EIGHT MATCHES WINS. A82449

BOYS' LIFE & APRIL 1983



STRING-BURNING RACE. EACH TEAM FACES TWO STICKS WITH TWO STRINGS STRETCHED BETWEEN THEM. THE WHOLE PATROL GATHERS TINDER AND KINDLING. ON SIGNAL, TWO SCOUTS FROM EACH TEAM ARRANGE THE FIRE LAY UP TO THE LOWER STRING, THEN LIGHT A FIRE. THE TEAM WINS WHOSE FIRE FIRST BURNS



ROMAN CHARIOT RACE. ON SIGNAL THE WHOLE PATROL LASHES TOGETHER SIX STAVES INTO AN H-TRESTLE (SEE THE "BOY SCOUT HAND-BOOK," PAGE 96), ADDING A REIN. ONE SCOUT MOUNTS THE CHARIOT; TWO OTHERS DRAG HIM TO A GOAL LINE. THE CHARIOT MUST REMAIN INTACT FOR THE PATROL TO SCORE.

# TROOP AND PATROL GAMES

Every troop meeting should have one or more periods scheduled for games to reinforce a skill that may have just been learned, or to give everyone a chance for fun and change of pace. Most of these games are suggested for troop programs found in Section 4, but you may wish to include them on hikes or campouts as well.

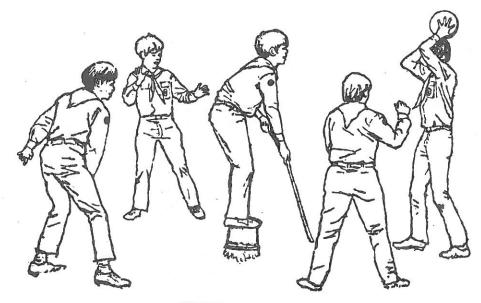
MESSAGE RELAY. EQUIPMENT. For each patrol, a message of 20 words written on paper, then each word cut out separately and pieces mixed together; paper and pencils. METHOD. Patrols line up in relay formation opposite a hat containing their scrambled messages. On signal, one Scout at a time runs up, takes one word from the hat and brings it to his patrol leader, who is in charge of arranging words into what he thinks is the original message. When finished, he writes out the message and delivers it to the judge. Even better, the message orders something done, and first patrol to do it wins.

WHERE AM 1? EQUIPMENT. Paper and pencil for each patrol. EQUIPMENT. Paper and pencil for each patrol. METHOD. Troop is seated in circle

METHOD. Troop is seated in circle around leader, who tells his hiking experience: "I started from road sign at Main and Martin Streets, walked 200 feet north, turned left at oak tree, walked 450 feet northwest to white house, turned left again, hiked 300 feet to crossroad marked with red signpost..." and so on, according to 10 local landmarks. Leader finishes by asking, "Where am 1?" Patrols huddle, bring their answers in writing.

**SHUTTLE RUN RELAY.** EQUIPMENT. For each patrol, four small blocks of wood.

METHOD. Each patrol divides into two equal groups, which line up relay fashion facing each other about 30 feet apart. Two blocks of wood are placed in front of each group. On signal, first player in each group runs across, gets one block from the other side, and returns it to his side. He then goes back and gets the other block. When he gets back to his side, he puts the second block down and goes to the end of the line. The next player repeats the action. This continues until all Scouts have run. If patrols have unequal numbers, some Scouts may run twice. First patrol finishing wins.



GUARD THE BUCKET

CHARIOT FIGHT. EQUIPMENT. Short piece of gauze for a tail for each team.

METHOD. Form teams of three. First two Scouts hook elbows. They are the horses. Third Scout, the driver, grasps back of belts of horses. The driver has a piece of gauze tucked under back of his belt. Horses try to collect tails from other drivers without losing the tail from their driver. When a team loses its tail, it goes to the game leader, who issues another. Team with the largest collection of tails in a given time is the winner.

**SAVE MY CHILD.** EQUIPMENT. Rope for each Scout, burlap bag or newspaper for each patrol.

METHOD. One member of each patrol, the "child," sits on burlap bag or newspaper about 30 feet in front of his patrol. On signal, the last Scout in each patrol file ties his rope with a sheet bend to the rope of the Scout ahead of him. The second Scout ties his rope to the one ahead of him, and so on. When all these ropes are connected, the front Scout in each patrol ties a bowline around himself, "swims" to the "child," sits down behind him on the bag or newspaper and holds onto him. The patrol then pulls them to the starting line. First patrol finished wins.

SCOUT LAW RELAY. EQUIPMENT. For each patrol, hat with slips of paper numbered from 1 to 12, and a pencil.

METHOD. Place hat with slips in it about 20 feet in front of each patrol. On signal, first Scout runs to hat, draws a slip, reads the number and

writes on the slip the point of the Scout Law of that number. He drops the slip beside the hat and runs back to touch off the next Scout, who repeats the action. Continue until all slips are answered. First patrol finished with most correct answers wins.

BIRD RECOGNITION. EQUIPMENT. Twenty colored pictures of birds (National Audubon Society series or other collection), pencils, paper. METHOD. Place 20 pictures of birds

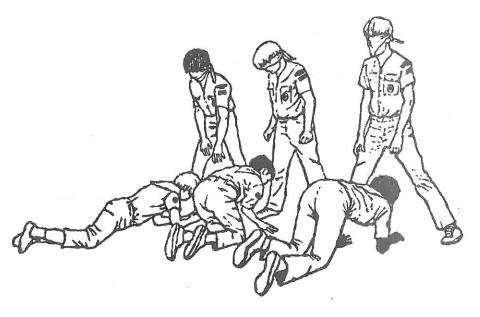
METHOD. Place 20 pictures of birds found locally before the troop. Allow 5 minutes for each patrol to write down the names of as many birds as it can identify. Patrol with the most correct identifications wins.

**GUARD THE BUCKET.** EQUIPMENT. Pail with bail and bail lugs removed; ball bat, Scout stave, or similar stick, volleyball or basketball.

METHOD. Place pail upside down on floor in center of circle of Scouts. "It" stands on pail holding bat or stick. The other Scouts pass the ball around the circle, then try to hit the pail. "It" defends the pail with his bat or stick. If the ball hits the pail, the Scout who threw it becomes "It," and the former "it" takes his place in the circle. Passing and throwing must be two-handed to be fair to the defender. This is a fun game with no scoring.

SUBMARINES AND MINE FIELDS. EQUIPMENT. Neckerchiefs for blindfolding.

METHOD. Blindfold the Scouts of one patrol and line them up, side by side across the room, feet widespread, outer sides of feet touching the next Scout's, and hands at sides. Other patrols form lines, one behind the other, facing the blindfolded line. On signal, Scouts of first patrol try to go between or under the blindfolded "mines" without being heard. If a "mine" hears a "sub," he tries to blow him up by tagging him. A blown-up sub is out of the game. A sub safely through the mine field scores a point for his patrol. Each "mine" has two shots in his hands. If he tags and misses, this shot is used, and he must place his hand on his knee to show the miss; he can no longer tag with that hand. If he tags and hits, this does not immobilize the tagging hand. If a "mine" misses twice, he can no longer tag, but neither can the "subs" pass through this unprotected area.



SUBMARINES AND MINE FIELDS



SKIN THE SNAKE. EQUIPMENT.

METHOD. Patrols in relay formation. Each player stoops over, puts his right hand between his legs and grasps the left hand of the player behind him. On signal, the last man in line lies down on his back, putting his feet between the legs of the player ahead of him. The line walks backward, straddling the bodies of those behind. At the end of the line, each boy lies down. All members of the patrol are now lying down. The last man down then rises to his feet and strides forward up the line, the rest following as fast as their turn comes. Team which breaks grasp is disqualified.

CHAIN GANG RACE. EQUIPMENT. Rope for each Scout.

METHOD. Patrol in relay formation. On signal, first Scout ties rope around his ankle with a bowline and hands other end to next Scout. He ties his rope to the end of No. 1's with a square knot, then puts a clove hitch on his own ankle and hands loose end to third Scout, who treats himself likewise. When all Scouts are tied together in this fashion, patrol races to finish line.

**SLEEPING INDIAN.** EQUIPMENT. Chair, stick to be guarded.

METHOD. A blindfolded "Indian" sits in the center of a large circle of Scouts. In front of him on the floor is a large stick (or other item). Object of the game is for Scouts to sneak up and remove the stick without being heard by the Indian. If the Indian hears a stalker, he points toward him. If he points correctly, the unlucky stalker must return to the circle. A Scout who gets the stick and returns to the circle without being heard by the Indian scores a point for his patrol.

ANIMAL LIFE SCAVENGER HUNT. EQUIPMENT. List of animals or animal signs for each patrol.

METHOD. Give each patrol a list of 5 to 20 living creatures and evidence of animal life. Examples: one ant, a bit of rabbit fluff, beetle, spider, feather, snake skin, dog hair, bee. Patrol bringing in the largest number of items within a set period wins. Write the list to fit your locality and season. Contest may be expanded to include other nature objects.

FIRE RESCUE. EQUIPMENT. A blanket or canvas for each Scout in one patrol.

METHOD. Members of one patrol play "victims"—unconscious persons trapped in a burning building. They lie on their backs about 50 feet from the starting line. Another patrol, with each Scout carrying a "blanket," runs to the victim. Each rescuer rolls the

victim over and on to the blanket with his face up. The rescuer then turns his back on the victim, grabs a corner of the blanket nearest the victim's head, and then drags the victim head-first toward the starting line. The patrols then reverse roles. The winning patrol is the one completing the rescue in the shortest time.

BALL RELAY. EQUIPMENT. Ball or beanbag for each patrol.

METHOD. Patrols line up in relay formation, with the patrol leader 20 feet in front. The first Scout in line has ball or beanbag. On signal, he throws the ball to his patrol leader and ducks down. The patrol leader throws to the second Scout in line, who throws it back and ducks down, and so on until all Scouts have thrown. A missed ball must be recovered by the Scout who missed it, and he must get back in line before throwing. First patrol through wins.

CROWDED CIRCLE. EQUIPMENT. None.

METHOD. Chalk a 6-foot circle on the floor. Tell Scouts to walk freely about the room. Turn off lights for 10 seconds. During this period, all Scouts must get inside the circle. When the lights go on, all Scouts must freeze. Those outside the circle or with any part of their bodies outside are out of the game. The game resumes with shorter periods of darkness until only one Scout remains in the game.

Variation: Draw three circles and number them. When lights go out shout number of circle to be used.



FIRE RESCUE

CATCH TEN. EQUIPMENT. Volley-ball, basketball or football.

METHOD. Divide troop into two teams. Identify members of one team by having them tie neckerchiefs on their arms. The game starts with the ball in possession of one team, who try to pass it among themselves while other team tries to intercept. As the first player catches the ball, he shouts "1!" and throws to a teammate who shouts "21" as he makes the catch. This continues until 10 is reached. If the opposition intercepts, the Scout who gets it shouts "1!" and his team tries to reach 10. As teams Intercept, they always start with number 1. First team to reach 10 wins.

## ANTELOPE RACE. EQUIPMENT. None.

METHOD. Patrols in relay formation. On signal, the patrol runs in single file with each Scout holding with one hand the belt of the Scout ahead to a point 50 yards away, makes a left turn and runs back to the starting point. Falling down or breaking apart disqualifies the patrol.

# **GRASSHOPPER RACE.** EQUIPMENT. For each patrol, small ball or similar object.

METHOD. Patrols in relay formation. A turning line 25 feet in front of each patrol is drawn. First Scout in each patrol places a small ball or other small object between his knees, hops to the turning line and back without dropping object. If he drops it, he must replace it between his knees before going on. First patrol finished wins.

**TENT PEG RELAY.** EQUIPMENT. For each patrol, hatchet, chopping block, driving mallet, wood for tent pegs.

METHOD. Patrol members each make a tent peg. No speed. Patrols then line up in relay formation with their pegs and a driving mallet about 50 feet in front. On signal, first Scout runs to pegs, drives them all in the ground just enough so they will stand, and runs back to touch off the next Scout. The second Scout runs up, knocks all pegs down, drives them all in again, and runs back to the patrol line to touch off the next Scout. And so on until all have run. First patrol finished wins.

KEEP AWAY. EQUIPMENT. Basket-ball or volleyball.

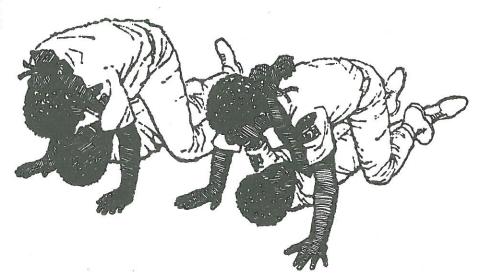
METHOD. Divide group into teams. Teams can be of any size; if used as a preopening game, alternate arriving Scouts between teams. Object is

for one team to keep the ball away from the other by passing and dribbling. Follow basketball rules. No scoring.

FIREMAN'S DRAG RELAY. EQUIP-MENT. Neckerchiefs.

METHOD. Half of each patrol are firemen, the other half are victims. Victims lie on their backs some distance from the firemen. On signal, the first fireman runs up to a victim, tles his crossed wrists together with neckerchief, and hauls him back to the starting line with a fireman's drag. He touches off the next fireman, who rescues the next victim, and so on. First patrol finished wins.

specified area. When the leader claps the two blocks of wood together loudly, all Scouts freeze. If any Scout moves, the leader shouts his name and immediately the rest of the Scouts gang up on the guilty party. The leader is in complete control and, as soon as the offender is caught, he strikes the blocks together requiring all action to cease as Scouts again freeze. The leader again looks for movement and shouts out the name of another Scout, if he detects motion. If he is unable to distinguish motion he say's, "Mill around," which permits Scouts to move at random until he again strikes the blocks together.



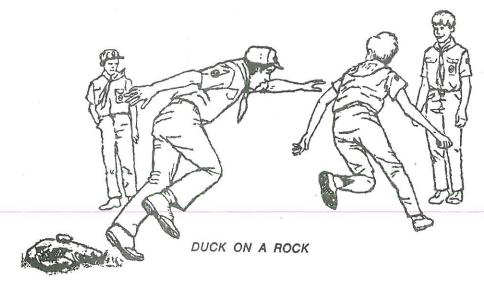
FIREMAN'S DRAG RELAY

OLD PLUG. EQUIPMENT. Volleyball. METHOD. Troop in circle formation. Four Scouts in center of circle, each with his arms around the waist of the Scout in front of him. Scouts in circle pass ball around trying to get a chance to hit "old plug," the last Scout of the four in the line. The other three Scouts help maneuver to protect "old plug." The Scout who hits "old plug" moves to the front of the line of four Scouts, the Scout who was hit takes a place in the circle, and the Scout who was third in line becomes "old plug." Game continues as long as desired.

STIFF. EQUIPMENT. Two blocks of wood.

METHOD. The leader stands where he can observe all action. Scouts move at will around him within a SHIPS IN THE FOG. EQUIPMENT. Chairs for obstacles, neckerchiefs for blindfolds.

METHOD. Patrols line up in relay fashion with first man in each line blindfolded. Between the starting line and the far wall are numerous chairs scattered at random. On signal, the first Scout in each line tries to go through the room to the far wall. If he touches the chair he must go around it three times before proceeding. Once he reaches the wall he may remove his blindfold and run back to the next Scout in line who is already blindfolded and ready to go. Scouts who are not blindfolded may direct the Scout who is in the "ocean" by shouting directions to him from behind the starting line. First patrol to guide all its members across the room and back wins.



**DUCK ON A ROCK.** EQUIPMENT. One large rock (10 to 15 inches in diameter) plus a small rock known as a duck for each Scout.

METHOD. Draw a throwing line on the ground. Place the large rock about 15 feet out in front of this line. One Scout is "it" and places his duck on the large rock. The other Scouts stand behind the throwing line. They take turns throwing their ducks underhand to knock "its" duck off the rock. When a Scout misses, he tries to recover his duck by running and picking it up without being tagged by "it". Scouts cannot be tagged until they actually touch their duck. If "its" duck is knocked off the rock, he is ineligible to tag anyone until he places it back on the rock. During a period when "its" duck is off the rock, all Scouts can run home free. If "it" legally tags any Scout, that Scout becomes it and puts his duck on the rock.

PACK RELAY. EQUIPMENT. Pack for each patrol and all articles required for an overnight camp.

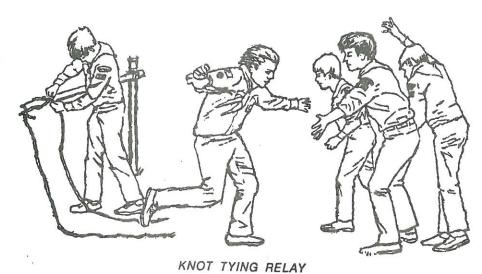
METHOD. Patrols get in relay formation opposite an empty pack and a pile of camping articles. Scout No. 1 runs up, packs first item, runs back and touches off the second Scout, who repeats the action. And so on, until all items are packed. Patrol with neatest pack, with items in best order, wins.

INDIAN TRAVOIS RACE. EQUIPment. 3 poles 6 to 8 feet long, 2-inch butts; 3 ¼-inch lines, 10 to 12 feet long.

METHOD. Patrol lashes three poles together to make a triangle. When all lashings are secured, the patrol pulls one of its members riding the travois around a point 40 feet away and back.



INDIAN TRAVOIS RACE



KNOT TYING RELAY. EQUIPMENT. Eight ropes each about 8 feet long. METHOD. Patrol lines up in relay formation, about ten feet from a staff held horizontally 30 inches off the ground. Eight ropes are laid out below the staff. On signal, Scout number one runs up, and ties knot, runs back tags off number two, who runs up ties knot and so on in the following order:

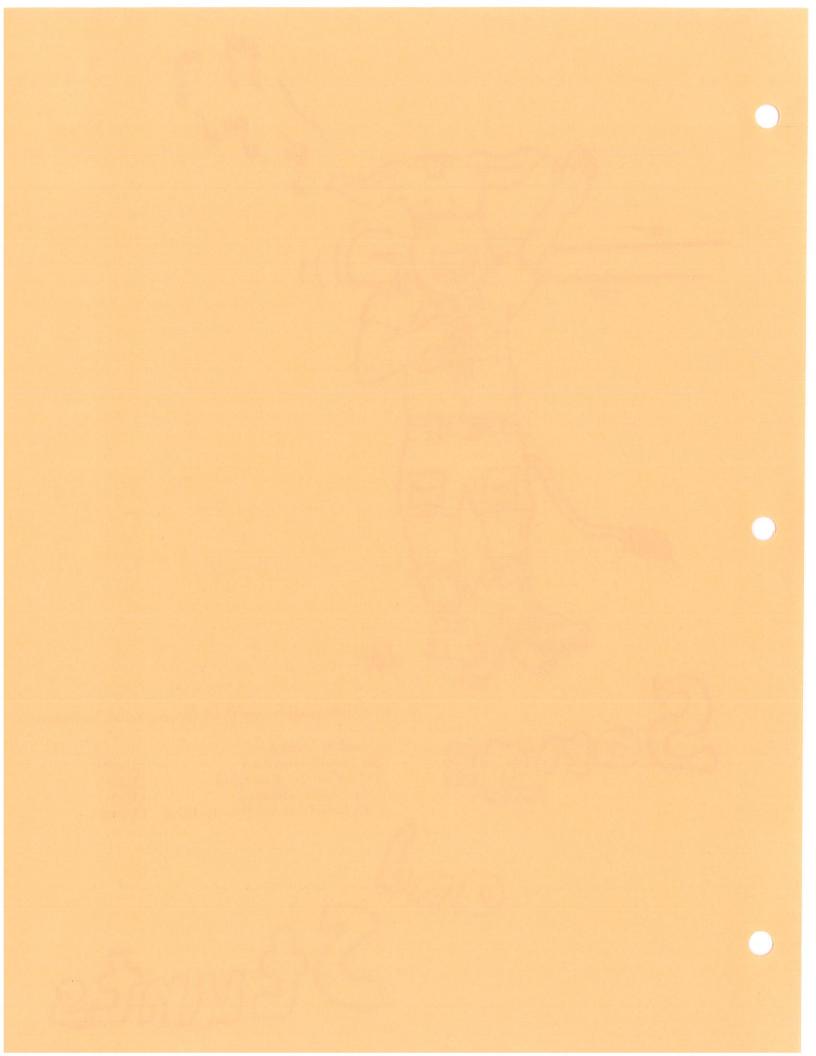
(1) square knot; (2) sheet bend; (3) fisherman's knot; (4) clove hitch; (5) two half hitches; (6) timber hitch; (7) taut-line hitch; (8) bowline.

First patrol through wins. For each incorrect knot, add one minute time to the patrol score.



For more information, see the following Scout Literature:

| Creative Campfires           |        |
|------------------------------|--------|
| Boy Scout Songbook           | LB3224 |
| Patrol Leader Handbook       | LB6512 |
| Den Chief Handbook           | LB3211 |
| Cub Scout Leader How-to Book | LR3831 |



#### "SONG LEADING"

Songs have always played a great part in scouting. Every training staff should have someone capable of leading songs. Here are some tips:

An audience expects six things from a good song leader:

- 1. The <u>name</u> of the song. Announce each song clearly and name the tune if it is not an original song.
- 2. The <u>pitch</u> of key. Sing a few notes to give the pitch. Be sure the whole group has it--if you're too high or too low--stop and start over again.
- 3. The tempo-beating time. Start everyone at the same time-shout in rhythm with the time, "Let's Go", or clap the hands or stomp with the foot and start on the next beat. Use simple motions—an up and down, pump handle motion will get you started. Don't try to imitate a symphony conductor.
- 4. Information about the song. The words--The tune. Be sure your whole group knows the song. If they don't--then teach them. Songbooks are valuable in learning songs, but after the song is learned, have group sing with the book closed--the results will be more satisfactory.
- 5. Pep--Enthusiasm. Don't insist on volume, at least at the start. Tell the crowd that it's singing you want, not noise or volume. If it doesn't go so well, then no one will know the difference: If it looks promising, say "That was splendid for practice--now let's sing."
- 6. Leadership--Control. Plan your selections carefully-choose songs that fit the crowd and occasion. Beware of
  parodies and songs that might offend. Don't ask what songs
  they want--Tell 'Em.

Formal leadership (Time Beating) is not always necessary. Sing in natural groupings--someone starts the song and everybody just sings. Old favorite songs can be used effectively in this type of singing.

The occasion will dictate the procedure and methods to be followed in conducting group singing. Ordinarily the first song on a program should be a well known song. The crowd can't go wrong and the success of this first song will establish the success of the leader. If the group is used to singing together, there is little necessity for "Ice Breaking".

Use old, familiar songs with new groups. Men usually prefer good harmony. Boys like action songs. Substituting motions for words will help the leader establish control. Don't try difficult, Hard-To-Learn tunes except when conditions are right. KNOW THE SONGS YOU ARE LEADING.

#### TEACHING A SONG

Teaching a song is a part of song leading itself, so all the above rules apply. Teaching offers some special problems, which these hints may help to make simpler:

- Always warm up the crowd with well-known songs before trying out a new one.
- Provide copies of the words. Use songbooks, mimeographed song sheets, or words on a blackboard or large sheet of paper.
- 3. Sing the new song through alone or with a small group who already know it.

- Let the crowd try a verse at a time, slowly at first. When they master it, pick up speed.
- Musical accompaniment helps
   —piano, accordion, guitar, harmonica are all good because they can play harmony, not just single melody notes.
- When they've sung it a time or two, stop — don't make it a music lesson. Go at once into a familiar song.

Use every chance you have to lead and teach songs. Practice on your den, your pack, your family, whenever you can. In song leading, as in most musical accomplishments, it takes "do" to get "know-how."

"Now," said Mr. Barnum, "we're going to do something all Cub Scouts love to do—sing." He held up his hands as if he were allowing them to drip dry. "And remember, men, use those hands to express the words of the song . . ."



#### PHILOSOPHY OF SONG LEADING

Songs and cheers are a very effective part of Cub Scouting. Both are easily used in a gathering to catch the boys' interest. The opening serves to wake the boys up and burn some of their energy. The closing serves to slow down the tempo of the meeting and wind things up. One of the nicest things about songs and cheers is that they don't require any special or outstanding talents, only a willing voice. Boys enjoy a song that is sung off key as much as they enjoy one that is sung in perfect pitch. So just have fun with them.

At first, you may find boys are reluctant to sing in a group. Smile, be confident and start singing. The attitude you project to singing will be picked up. Gently insist that they try and sing with you, you'll find that they enjoy singing very much. Remember not to keep the boys singing the same song over and over, even if it seems to be going well. Sing it once or twice, then stop, leaving them wanting more, not glad it's over.

Songs and cheers have many purposes. Fast action songs and rousing cheers help let off steam. Quiet songs help calm and restore order. Cheers help develop and maintain den spirit. Patriotic songs are an important steadying influence on boys.

You may sometimes want a song to match a theme, this book helps provide some of those theme songs. Try also to compose your own songs. It is not as hard as it sound. The easiest methods combines a familiar tune with your words altered to express the theme. Your words don't have to be rhythmic masterpieces, just fun for you and the boys. So be courageous; try it.

It is important to display the words of a song not familiar to your group. Use construction paper, butcher paper, poster board, song sheets, or whatever is available. Use lettering that stands out and is large enough to be easily read. When singing a song that uses repetions, explain that these repetitons are represented by blank lines. Use "Old McDonald Had A Farm" as an example; explain that it is sung in same in all the verses with only a few words different in each succeeding verse.

Cheers and yells help to let off steam at den or pack meetins. U e the imaginations of the boys. Get them to help you invent cheers. Football cheers can be adapted to den yells. Try to make the last line of the cheer easy to shout, keep the lines simple and rhythmic.

When you're leading a song, smile and don't be afraid of being a little silly. Remember the den leader's secret word: "KISMIF" KEEP IT SIMPLE, MAKE IT FUN.

#### RICLES

Why is it that when you are lookin, for something you always find it in the last place you look?

Because you always stop looking when you find it.

- I am something that is lighter than a feather, and yet harder to hold. What am I? Your breath.
- I am something that can run but can't walk. What am I? Water.
- I am something that has teeth, but can't eat. What am I?

  A comb.
- What did Tennessee?

  The same thing that Arkansas.
- If your uncle's sister is not your aunt, just what relation is she to you?

  She is your mother.
- What animal are you when you have a cold.
  Horse.
- What has a tail but is not an animal?

  A kite.
- What did one salad say to the other salad? I'm all mixed up.
- What has four legs, eats oats, has a tail, and sees equally well from both ends?

  A blind horse.
- What goes up that never comes down? Your age.
- Why are Cub Scouts so chubby?

  Becasue Scouting rounds a guy out.
- What's the difference between an optimist and a pessimist?

  An optimist sees the doughnut, the pessimist sees the hole.
- What do ghosts wear on their feet?
  Boots.
- What is the best way to find a tiger?
  Asleep.
- What do ghosts call mistakes?
  Boo boos.
- What well-known animal drives an automobile?

  Road hog.

- CLAM CLAP APPLAUSE: Ask everyone to roll up his sleeves in preparation for this strenuous applause. Double up your fists with your left arm in from of your face and right arm overhead. Then silently open and close your right list.
- COCK-OF-THE-WALK APPLAUSE: Make the sound of a rooster by saying "Cock-a-do-dle-do".
- ELEPHANT APPLAUSE: Let your arms act as a trunk, wave it brokenly in front of your face. Raise your arms up and say, "Peanuts, Peanuts anyone".
- FISH APPLAUSE: Say 'How, how, how, Flop, flop, flop' and make flip-flop motion with hands.
- FLEA CLAP APPLAUSE: Have everyone raise his hands above his head.

  Applaud by clicking the nails of the thumb and forefinger of each hand.
- GIANT BEEHIVE APPLAUSE: Leader instructs everyone to start humming.
  When he raises his hands, the humming gets louder. When he lowers his hands, the humming gets more quiet.
- MOSQUITO APPLAUSE: With hand, slap yourself on the neck, arms, legs, while saying, "oooooooooo, ah aah".
- SEAL APPLAUSE: Extend arms, cross hands at wrists and clap several times.
- SEAL OF APPROVAL APPLAUSE: Put your thumbs in armpits, then move arms up and down like a seal moving his flippers and say, "arf, asarrff, aarrf", several times.
- RUDOLPH APPLAUSE: Put your thumbs to your head with fingers up forming antlers. Then wrinkle your nose while saying "Blin, Blink, Blink, Blink".
- TURKEY APPLAUSE: Go 'Gobble, Gobble, Gobble, " then rub your stomach saying "Yum, Yum".
- WOODPECKER APPLAUSE: Shout 'How' three times and knock on your chair three times.
- BARBERSHOP APPLAUSE: Clap hands as a barber straps his rasor, first rubbing your palms together, then stroking the back of your right hand across your left palm. Don't forget the barber's flourishes and, finally the first downward stroke on your face accompanied by a barsh scraping noise.
- BARKER'S APPLAUSE: Yell 'Showtime, Showtime!'
- BUCANEER APPLAUSE: "Yo Ho Ho, and a bottle of coke".
- BULLFIGHTER APPLAUSE: Hold cape to one side and make pass, yelling 'Ole! After three passes, get gored with an 'Ughhh'.

- A BIG HAND APPLAUSE: When leader says "Let's give them a big hand", everybody in the audience holds up one of their hands with palm open.
- APPLAUD AND CHEER APPLAUSE: When you raise your right hand, the audience is to applaud. When you raise your left hand, they yell or cheer. When you raise both hands, they do both at the same time. Do the actions quickly and alternate hands.
- BIG HAND BALLOON APPLAUSE: With hand in fist position, insert thumb in mouth and pretend you are blowing a balloon and let your fingers raise one at a time, then put hand in the air.
- CHIP-CHOP APPLAUSE: Divide the room in half. As you point to one side, they say "Chip" and when you point to the other side, they say "Chop." Vary the speed and the direction you point.
- "CLASS A" CLAP APPLAUSE: Clap hands to this rhythm: 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2-3-4, 1 (A big one).
- "CLASS B" CLAP APPLAUSE: Clap hands to this rhythm: 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2-3-4, miss the last one (move hands past each other).
- "CLASS C" CLAP APPLAUSE: Clap hands to this rhythm: 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2-3-4, 1-2-3-4, 1-2-3-4, miss the last one, then clap 1 (first move hands past each other, then clap one).
- DOUBLE HOWL APPLAUSE: Say two 'Hows' almost together, 'HowHow'.

  This can be varied to two double howls, etc.
- ECHO APPLAUSE: Divide Den or Pack into two lines or groups. First one side claps 1-2-3-4 and then the other side answers 1-2, 1-2. This is done twice.
- GRAND SALUTE APPLAUSE: Strike knees with hands 5 times, "Count 1, 2, 3, 4, 5", stomp feet 5 times, clap hands 5 times, and then stand and salute.
- HANDKERCHIEF APPLAUSE: Throw a handkerchief into the air with instructions for the applause to last until you catch it or it falls to the floor. Vary the length of applause. Long throw, short throw, or no throw at all.
- HALF-A-HAND APPLAUSE: Hold up one hand with palm open and with other hand cover half of the open hand.
- HUM APPLAUSE: Have everyone stand and start to hum "Aaaaaaaah" until they run out of breath, then they sit down. The last one standing wins.
- ORDINARY APPLAUSE: This is just plain handclapping. Some people would say this is used by those who lack imagination, but always gets a good response and forces the group to participate.

1

- RAIN APPLAUSE: Twiddle fingers and make a noise like rain; then walk in place while saying, "slosh, Slosh, Slosh".
- RAINSTORM APPLAUSE: Pat both hands on top of knees to resemble sound of soft rain. Clap hands in front to resemble harder rain. Raise both hands over head and shout 'buom' to resemble thunder. Clap hands again in front. Pat both knees sofily.
- REE\_ APPLAUSE: Pretend to be fishing, cast out line and then reel in, repeat three times.
- RELAY APPLAUSE: Have one bey or person in each row or section start this one. They will clap twice and then clap the hand of the person next to them. They continue to clap in unison in this manner until everyone in the room is clapping.
- ROUND OF APPLAUSE: While clapping hands, move them around in a circle in front of you.
- SHORT GRAND HOWL: Have everyone form a circle (if possible) around the person to whom the GRAND HOWL is to be given. Ask each person to squat, make the two-finger Cub Scout sign with each hand, and touch the fingers of both hands on the floor between his feet. Then lead the boys in a long howl, "Ah-h-kay-y-la! We-e-ell Do-o-o-Ou-u-r BEST!" As they yell best, have them jump to their feet with their hands high above their heads and give the Cub Scout sign.
- WIGGLE YOUR THUMMY APPLAUSE: Ask everyone to wiggle their thummy-most will try to wiggle their tummy. Put your fist in the air and wiggle your thumb.
- DRUM APPLAUSE: On your legs go "Rat-atat-tat" three or four times; then twice on stomach with a "Boom-boom".
- FLUTE APPLAUSE: Pretend to be playing a flute and give two big toots.
- MUSICAL APPLAUSE: Announce the name of a well-known song such as "Yankee Doodle" or "Dixie" and ask everyone to clap its rhythm. For a novel finish, tell everyone to miss on the last note -- someone will always forget.
- TROMBONE APPLAUSE: One hand on trombone slide and other covering the mouth, go "Wah-wa-wa-wa".
- TRUMPET APPLAUSE: "Da-da-da-da-data-da -- CHARGE!
- BEE APPLAUSE: Put arms straight out and pretend to fly, while going "Buzz-z-z-zz, Buzz-z-z-zz".
- CLAM APPLAUSE: Fold hands together, interlocking fingers. Make noise by pressing palms together.

- MAD SCIENTIST APPLAUSE: Pretend to hold up test tube in one hand. Pour something into it, then something else, then go "Boom-m-m-m".
- PAUL REVERE APPLAUSE: Pretend to be riding a horse while moving up and down, saying "The British are coming, the British are coming".
- PIRATE APPLAUSE: "Avast you land-lubbers, walk that plank! Glub, Glub, Glub".
- POLE VAULT APPLAUSE: Stand your two big fingers of one hand on your other arm like legs. Have them run down the arm to the wrist and then jump into the air. As you bring your hand down, clap.
- RINGMASTER'S APPLAUSE: "And now behind me in the center ring, the lions -- YEOOOOOW!"
- ROBOT APPLAUSE: Walk almost in place. Walk Stiff legged and stiff armed and say, "Does not compute, does not compute".
- SPANISH APPLAUSE: Stand with left hand on hip and right hand held above head in manner of flaminco dancer. Simultaneously snap fingers of your right hand and stomp your feet in a fast tempo while turning slowly. Continue until you have made a complete circle. About every quarter turn yell 'Ole!'
- SOUTHERN APPLAUSE: 'How, How, How, You all-1".
- STAMP COLLECTORS APPLAUSE: Hold left hand in front of you, palm up.

  Place 1st two fingers of right hand to mouth as if licking a stamp and then

  strike the palm of your 1sft hand smartly with them. Do this several

  times rapidly.
- STRONGMAN'S APPLAUSE: Pretend to lift a heavy object and go, "Uh, Uh, Ahhhhhhhf"
- TIGHTROPE WALKER'S APPLAUSE: Have your arms out pretending to balance yourself on a tightrope, lean to one side and go "Ahhhhhhhhh" as you simulate falling.
- THE FONZ APPLAUSE: With hands closed and thumbs up out in front of you say "Aaaaaaaayyyyyyyy".
- TONTO APPLAUSE: Yell "Where does Tonto take his garbage?" and have the boys respond. "To de dump, to de dump, to de dump, dump, dump" to the rhythm of a running horse and in a sing-song manner, while clapping hands on their thighs.
- WEIGHT LIFTER APPLAUSE: Attempt to lift a bar-bell weight and say "AAAaaaagh" as you get it over your head, then drop to the floor and say "thud", »

#### APPLAUSE STUNTS

ALLIGATOR - Alligator opens his mouth very slowly, then snaps shut very fast. Both hands together start opening from fingers and palm, keeping wrists together, then snap hands together very fast. Repeat 3 times.

AMERICA CHEER - AMERICA, AMERICA, RAH, RAH.

ARTILLERY - Begin applauding slowly in unison and gradually increase the speed. Then slow down until, finally, the hands are not brought together at all.

BASERALL - Pretend to throw a ball up and pretend to hit it with the bat. After you hit the ball, shout "HOME RUN".

BEAR HUG - Put arms around your own shoulders and give a big hug.

BEAR - Yell, "GROWL, GROWL, GROWL".

BIG HAND - Raise hand making sure it is open high above head.

BIG RAINSTORM - To simulate rain, have everyone hit one finger of his left hand with one finger of his right hand. Gradually increase the intensity of the storm by increasing the number of fingers hit together. Hold up the desired numbers of fingers as the signal is given. Decrease the number of fingers tapping as the storm passes.

BOW AND ARROW - Make motion as if drawing arrow from quiver or back, put it in bow, pull string and say "ZING". Do this from start 3 times.

BULLFIGHTER - Hold cape to side, make pass yelling "ole". After 3 passes, get gored with an "arrrrgggghhhh".

CHINESE CHEER - HOW, HOW, HOW - PHOOEY, PHOOEY,

CHURCH CHEER - HOW, HOW, HOW - PEW, PEW, PEW.

BOBCAT - MEOW, MEOW, MEOW.

CUB SCOUT CHEF - Use right hand to rub tummy in circular motion while saying "Yum, Yum."

DEEP SEA DIVER - "Blurp, Blurp, Blurb" or "Blub, Blub".

DESERT RAT - "HOW, HOW, HOW; WATER, WATER, WATER; GLUG, GLUG; Ahhhh....

DOG STAR - WOOF, WOOF, WOOF.

EAGLE - Lock thumbs together and flutter fingers like wings and go "CREE, CREE".

ECHO - HOW, HOW, HOW (very loud); How, How, How (very soft)

ELEPHANT - Hold arms down in front of you like trunk, putting hands flat together, lean over slightly and swing arms slowly back and forth while bringing fingers of both hands up and down saying "I work for peanuts" several times.

TRAIN CHEER - Say CUB-A, GUB-A, CUB-A, CUB-A, CUB-A, getting louder and louder and at the end pull the whistle and say Woooooo!

FRUIT SALAD - Have large watermelon, spit out seeds, then have cantaloupe, spit out seeds; then have cherry (finger in cheek - 1 small pop).

GIANT BEEHIVE - Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When you lower your hand, the volume should decrease. Practice this at varying levels.

GONDOLIER - Make motion as if poling a boat and sing out "O. SOLE Mio."

HAY - STRAW - Ex lain that when you call out "HAY" or "STRAW", the group is to respond with the opposite word. For more fun, mix them up fast.

IMAGINARY - Pretend you are clapping but have hands go by each other instead of hitting.

JAPANESE - Place palms together, fingertips up about chest high, and bow head three times saying "Ahhh, Sooo!!!".

WOLF - Howl like a Wolf three times.

MAN IN THE MOON - Circle face with hands and say "I eat green cheese".

LIGHT SWITCH - "CLICK, CLICK, CLICK".

LIGHTNING - Shake your finger like jagged lightning and go "SHHH, SHHH" on each jagged movement. Repeat twice.

MELTING ICYCLE - Hang fingers down and go "Drip, Drip, Drip".

DISCO MOSQUITO - Slap face and arms in a rhythm that goes 1, 2, 3, 4. and end with a disco pose saying Staying Alive, Staying Alive.

HUNGARIAN DISCO - Step one foot in front of each other very slowly saying " A Dis Go Here, and A Dis Go Dere".

MUSICAL - Announce the name of a well-known song such as "Yankee-Doodle" or "Dixie" and ask everyone to clap to its rhythm. For a novel finish, tell everyone to miss on the last note. Someone always forgets.

PACK YELL - Clap your hands three times, Stop your feet three times. Yell, Pack \_\_\_\_ Can't be beat.

POLITICIAN - Put one hand over the opposite shoulder and pat yourself on the back.

RAQUEL WEICH - Put hands on hips, tapping, and say "Hip, Hip. Put hands up by top of ribs and bring down to bottom of ribs with a busty motion; then bring hands out and say "HOORAY",

SKY ROCKET - Squat down and do a count down from then to one. On ZERO, yell "BLAST OFF" and jump up with arms together pointing toward the sky.

SKY ROCKET 2 - HAVE everyone pretend to strike a match on his trousers or dress and pantomime lighting a rocket. Watch the rocket go up and say Ssssssssssss, Boom, Ahhhhhhhhhhhhhhh. Flutter your fingers to represent falling debrs. Then place your right had over eyes and peer out, exclaiming, "Isn't it lovely!"

SMOKE - Using pointing finger, point it upward and have it go in a circular motion as smoke would go.

SNOWBALL - Reach down and pick up some snow, and pack it into a ball. Pull arm back, throw, and yell "SPLAAAAAAT".

SQUARE HOW - "HOW" (make a straight line right). "HOW" (make a straight line down) "HOW" (make a straight line left), "HOW" (make a straight line up to complete the square.

SQUARE HOW WITH A DOT - SAME AS SQUARE HOW, the hit right in the center of the square and say "POW" (say it sharply).

TRAIL BLAZER - Put hand to forehead like looking far away and say "blaze, blaze".

TRUMPET - "Ta, Ta, Ta, Taaaaaaa" "Ta, Ta, Ta, Taaaaaa" "Chaaaaaaarge".

WOODCHOPPER'S CHEER - "HOW, HOW, HOW, CHOP, CHOP, CHOP. TIMBERFRERRE".

WORKING ELF - Pick up a hammer and say "Hammer, Hammer, Nail, Nail, Glue, Glue, Build, Build.

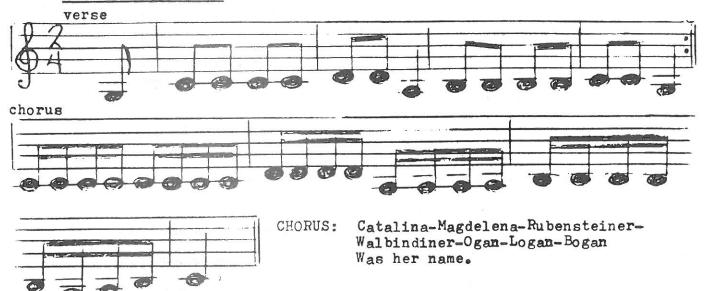
#### A FRIEND IS --

Have everyone in the audience write a wish for friend on a piece of paper. As the campfire is dying down, sing the song below and in single file, each person thinks of his wish and puts his paper into the fire.

Sung to the Tune of "Now the Day Is Over": Let us keep the memories And friendships of today Till we come together On another day.

SONGS

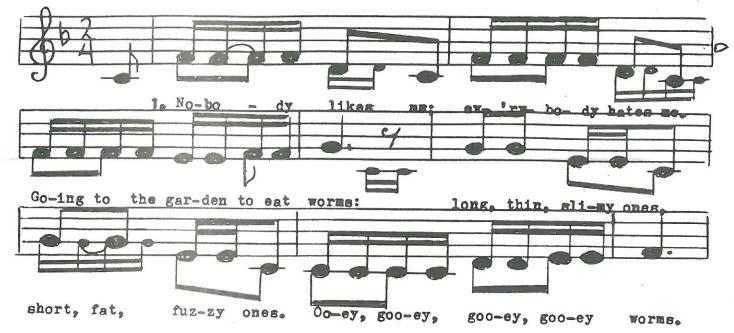
#### CATALINA MAGDELENA --



VERSES:

- 1. She had a funny smell
  And she had a funny name;
  Got it from her mother
  By the same, same, same.
- 3. She had two teeth
  In her mouth,
  One pointed north
  And the other pointed south
- 5. She had a wart
  On the end of her chin.
  She said it was a dimple
  But a dimple turns in.
- 7. If rain makes flowers Sweet and clean, There 'ot to be a cloudburst On Magdelene.
- 9. She had a neck Like a ten foot pole, Right in the center Was a big black mole.

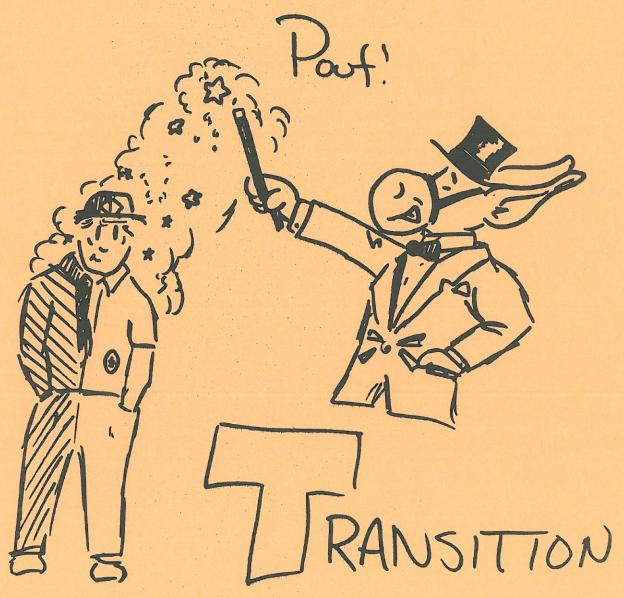
- 2. She had two hairs
  On her head,
  One was alive
  And the other was dead.
- 4. She had a peculiar smell To her feet.
  Smelled like a skunk In quick retreat.
- 6. She had a shape
  Like a coca-cola bottle
  When she walked
  She went waddle, waddle
- 8. She had some whiskers
  On her throat
  Made her look like
  a Billy Goat.
- 10. A ten ton truck hit Magdelene Owner had to buy A new machine.



- The long, thing, slimy ones slip down easily; The short, fat, fuzzy ones stick. When the short, fat, fuzzy ones stick to your teeth, Your blood goes ick!
- 3. So you bite off the heads, and spit out the tails, And throw the skins away; And nobody knows how I can survive On a hundred worms a day.





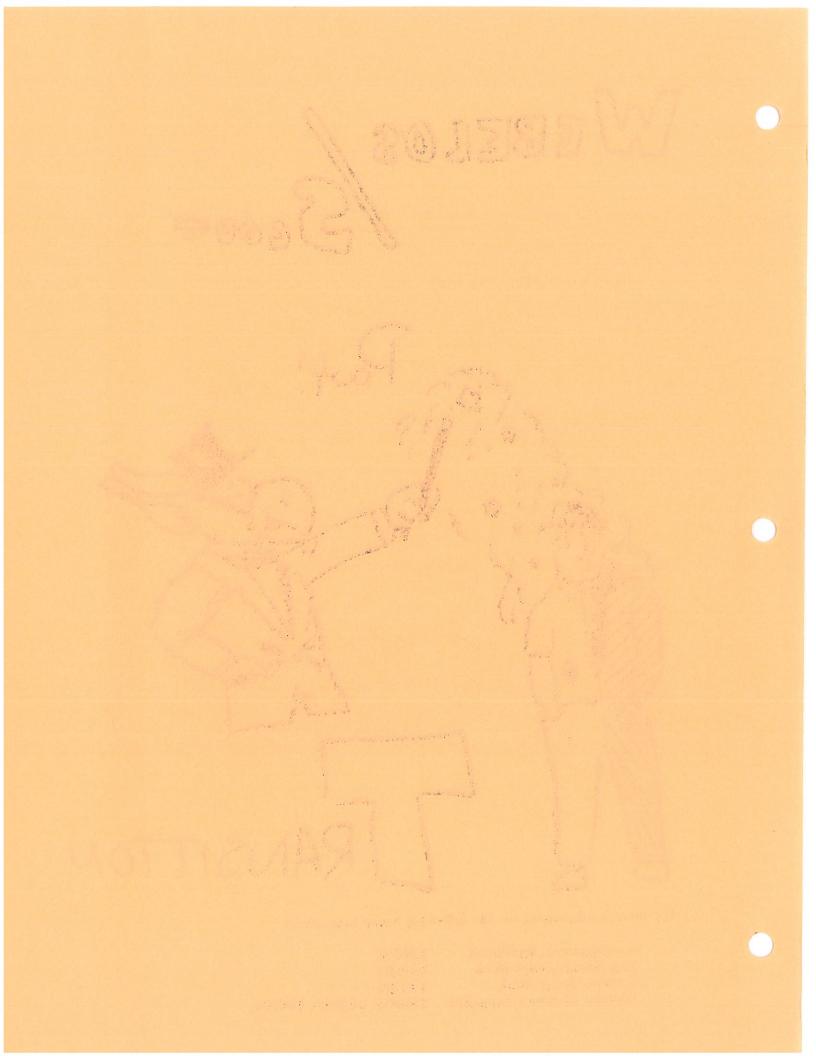


For more information, see the following Scout Literature:

Scoutmaster's Handbook Cub Scout Leader Book Webelos Scout Book

LB6501 LB3220 LB3232

Webelos-to-Scout Transition LB3868, LB3869, LB3870



#### **WEBELOS-SCOUT TRANSITION**

Presentor: Leonard Sosnovske

- 1. INTRODUCTIONS: OBJECTIVES OF SESSION
- 11. DISCOVER: WHY SHOULD A SCOUTMASTER PARTICIPATE IN THE WEBELOS-SCOUT TRANSITION?
- III. REVIEW OF THE WEBELOS PROGRAM
- IV. PLAYERS INTHE WEBELOS-SCOUT TRANSITION
- V. WEBELOS ADVANCEMENT
- VI. COMPARISON OF WEBELOS SCOUT AND BOY SCOUT PROGRAMS
- VII. BUZZ GROUPS TO DISCUSS JOINT ACTIVITIES
- VIII. BUZZ GROUP REPORTS
- IX. CONCLUSIONS
- X. DISMISSAL

#### WEBELOS BADGE REQUIREMENTS

- Earn three Activity Badges.
- Active member of the den for three months (attendance, dues, den projects, etc.)

- Show that you know and understand the requirements to be a Scout:

 Understand and intend to live by the Scout Oath, the Scout Law, the Scout motto, and the Scout Salute.

2. Know the Scout salute, sign, and handclasp, and when to use them.

3. Understand the significance of the Scout Badge. Know its parts, and tell what each stands for.

4. Understand and gree to follow the outdoor code.

- 5. Point out and explain the various parts of the Webelos Scout uniform. Tell how a Scout uniform is different. Tell when and when not to wear the Scout uniform.
- 6. Plan and lead a Flag Ceremony in your den.

#### SCOUT BADGE REQUIREMENTS

- Complete fifth grade and be at least 10 1/2 years old OR
  be 11 years old or older, but not 18 years old.
- Understand and intend to live by the Scout Oath or Promise, the Scout Law, the Scout Motto, and the Scout Slogan.
- Know the Scout sign, Scout salute, and Scout handclasp, and when to use them.
- Understand the significance of the Scout Badge.
- Take part in a personal growth agreement conference.

#### ARROW OF LIGHT AWARD REQUIREMENTS

- 1. Be active in your Webelos den for at least six months since joining, and have earned the Webelos Badge.
- Repeat from memory the Scout Oath or Promise, and the 12 points of the Scout Law.
   Tell how you have already practiced these in your everyday life.
- 3. Show once again that you can give and explain the Scout Motto, Scout Slogan, Scout Salute and Scout handclasp. This will help you feel right at home when you join a troop.
- 4. Show and explain how to handle the hurry cases when breathing has stopped, serious bleeding, or for internal poisioning. Know what shock is and its relationship to the "hurry cases". Show proper treatment for cuts and scratches and how to apply a small adhesive bandage.
- 5. Earn four additional Activity badges including Citizen and at least two of the following; Aquanaut, Athlete, Naturalist, and Outdoorsman. (total of seven)
- 6. With your Webelos Den, visit at least one troop meeting and one Scout-oriented outdoor activity.
- 7. Participate in a Webelos Dad-and-Son overnighter or day-hike.
- 8. After you have completed the first seven requirements, arrange to visit a Troop meeting with your parents, of the Troop you think you want to join. Talk to the Scoutmaster. Get an application to become a Scout, fill it out, and have your parents sign it. Show it to your Webelos leader.

### TENDERFOOT REQUIREMENTS

- 1. Be active in your Troop and Patrol for at least two months.
- 2. Scout Spirit: Repeat from memory the Scout Oath or Promise, and the Scout Law. Explain the meaning of each point of the Scout Law in your own words. Demonstrate that you have practiced these ideals in everyday life.
- 3. Earn Citizenship and one other skill award.
- 4. Take part in a personal growth agreement conference.

## Introduction

LEARNING OBJECTIVES: At the end of this session, participants should be able to identify the basic purposes of both the Webelos Scout and the Boy Scout program.

#### \*OPENING PERIOD - 5 MINUTES

Select a Webelos oriented ceremony from Staging Den And Pack Ceremonies. Select participants as needed to help. After the opening ceremony, welcome participants, and introduce Staff.

#### \*FILMSTRIP - 10 MINUTES

Introduce filmstrip with these ideas: The film we are about to see is available for your use to help attract Webelos Scouts to the Boy Scout program. It was produced locally, and is available at the Council Service Center. Show Filmstrip: Bridge to Adventure.

\*WHAT THE WEBELOS SCOUT PROGRAM IS - 5 MINUTES

Use a prepared flip chart, posters, or a chalkboard to present these main points. Expand as needed.

The Webelos Scout program:

- \* is for all boys 10 years of age or have completed the 4th grade, regardless of race, creed, or economic status.
- \* teaches some basic Boy Scout skills through its activity and advancement program.
- \* strenghtens the male role image in a boy's development.
- \* accomplishes all of the objectives of the Cub Scout Program.
- \* Prepares a boy to become a Scout.

Remember, the word WESELOS means <u>WE'LL BE LOYAL SCCUTS</u>.

Answer questions

\*WHAT THE BOY SCOUT PROGRAM IS - 10 MINUTES

Use prepared charts to present the following.

Post, and read the chart "Aims of Scouting".
Then say "After we have considered the simp of scouting,
here are the methods we use to get there... They are equally
important."

Post the chart "Methods of Scouting", and review the 7 methods of scouting with participants. Explain that Scouting recognizes that there are other program elements that contribute to Scouting's success.

Post the chart "Program Elements". Review with participants

the five elements.

Show how the posters tie together by pointing out that the program elements are "what we do" to support the The methods, in turn, are "how we do it". These lead toward why we are in business in the first place, the aims of Scouting, or "why we do it".

Why we do it

## AIMS OF SCOUTING

- · CHARACTER DEVELOPMENT
- · CITIZENSHIP TRAINING
- · PERSONAL FITNESS

## METHODS OF SCOUTING

- · SCOUTING IDEALS
- · PATROLS
- · ADVANCEMENT
- · ADULT MALE ASSOCIATION
- · GUTDOOR PROGRAM
- · LEADERSHIP DEVELOPMENT
- · PERSONAL GROWTH

What we do

# PROGRAM ELEMENTS

- · UNIFORM
- · GOOD TURN
- · COMPETITION
- · ACTIVITIES
  - AMONG
  - TROOPS
- · ADVENTURE

Answer Questions.

Summarize session 1 with these thoughts.

The purpose of our training sessions is to give adult leaders the tools they need to insure keeping a greater number of boys in the Scouting program. This first session has been an introduction to two of the three programs of the BSA. The Cub Scout Program (stressing the Webelos program), and the Boy Scout program. The following sessions will detail the steps necessary to insure a smooth Webelos to Scout transition.

## Webelos in Depth 2

LEARNING OBJECTIVES: At the end of this session, participants should be able to understand and explain the Webelos Scout program, its activities and advancement program, and how it relates to the Boy Scout program.

Use a prepared flip chart or poster and talk to present the following material.

#### \*ELEMENTS OF WEBELOS SCOUTING - 5 MINUTES

The major objective of the Webelos program is to prepare a boy to become a scout. The program uses the following "tools" to accomplish this purpose.

- \*The exclusive use (except as used in the LDS program) of a male leader to introduce the boys to the "male" role.
- \*A different uniform to begin the separation process from the Cub Scout program
- \*The use of a different advancement program that closely approximates the advancement program of Boy Scouting.
- \*An activity program that introduces Boy Scouting activities, skills, and adventures.
- \*Involves Fathers... and prepares them for their scouting involvement. Answer Questions.

#### \*WEBELOS ADVANCEMENT- 15 MINUTES

Introduce the advancement program with a short talk using these thoughts.

The Scouting advancement plan ties together the various activities and objectives of each program. It is a reward and recognition system, a guided discovery of scouting skills, and a measure of program success. Lets examine the Webelos Scout advancement plan and how it relates to the Boy Scout advancement plan.

The advancement program starts with an activity badge series which includes areas of interest for a 10 year old boy such as: ENGINEER, AQUANAUT, FORESTER, ARTIST, ATHLETE, TRAVELER, OUTDOORSMAN, & 8 others.

It utilizes adults other than parents to judge progress, and pass requirements.

These activity badges are similar to the merit badges and skill awards of the Boy Scouting program. Some are required, some are optional, some teach Scout Skills, and some are just fun. They are the foundation of the Webelos Program.

The activity badges, when combined with other requirements, introduce the general concept of Boy Scout Advancement. Required Activities through the Webelos Badge, and Arrow of Light involve Webelos Scouts with Boy Scout troops and teach some basic Boy Scout Skills.

Using prepared charts, and a chalkboard, lead a discussion to compare the Webelos Badge and Arrow of Light requirements to the Scout Badge and Tenderfoot Badge requirements.

Begin discussion by asking participants what the requirements are for a boy to earn the Scout Badge. List responses on chalkboard. After all remembered requirements are given, cover chalkboard with poster #1. Review.

Then place poster #2 beside poster #1. Review Webelos Badge requirements, and make comparisons. Next, open discussion again by asking participants to state the requirements for the Tenderfoot Badge. Write the responses on the chalkboard next to Poster #2. After all remembered requirements are listed, cover chalkboard with poster #3. Review. Then place Poster #4 beside Poster#3. Review Arrow of light requirements, and make comparisons to Tenderfoot Badge and Scout Badge requirements.

Hand out copies of requirements.

An example of the poster layout is on the following page. For exact wording, and requirements, refer to the Scoutmaster's Handbook, and the current Webelos book.

Summarize session with these thoughts:
As you can see, the Webelos Advancement plan provides the Boy Scout troop with new boys who are well-prepared to take that first, tough step up the Scout Advancement trail. Though the Webelos Scout may not know the proper way to load his pack, he has had enough exposure to the Scouting program to feel comfortable and confident when new skills are presented. Scoutmasters can feel secure about the future of the Webelos Scout who has earned the Webelos Badge or The Arrow of Light. He is Prepared.

#1

Boy Scout Badge

- 1- meet age requirements
- 2. Understand & intend to live by Scout outh Law, motto Slogan
- 3. Know Scout sign, salute ? hand clasp's when to we them
- 4. Understand the significance at the Scout Badge
- 5. take part in a personal growth agreement conference

#2

WEBELDS BADGE REQUIREMENT

- 1. cara 3 activity bodges
- 2 Active member of den for 3 meaths.
- 3. Show you know & unberstand requirements to be a scout ounderstand/live by oath law
  - motto. 5/0944 · Know Scout salute, sign,
  - \* Know scow of the cance of handerstand significance of secont badge tell what pair stand for understand tagree to follow out door tode.
- 4. Point out & explain We below with tell how scout limited mix different when to wear uniform
- 5 Plan Elead a flag ceremony or your Den

#3

Tenderfoot Badge

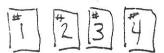
- 1. Be active in troop of patrol for at least 2 months
- 2. Repeat from memory the Scout oath & Law explain the meaning of each point in your own words
- 3. Earn citizenship and 1 other Skil award
- 4. take part in personal growth agreement contevence

ARROW OF LIGHT REQUIREMENTS

- 1- be active in den for 6 ma & earn bebebs badge
- 2. Repeat from memory Sout oathe
- 3. give zexplain Scout motto, sloven Eign-salute & hand class
- 4. Show how to handle Hurry coses in is Aid See 12 Aid Skil Awardia Scout hand book
- 5. Earn 4 additional activity badges From Y warnon as acromy compared including citizen & 2 of the foliasion Aguanaux Athelek, Naturalist O wood of the los den Usit I trooping & Scout outdoor activity

- 7. Participate in Jebelos fathor car
  overnight or day like
  B. Arranga visit talk with Scout
  master fill out application
  to be come Scour tropporty.

finished presentation



### Pack & Troop Activities 3

LEARNING OBJECTIVES: At the end of this session, participants should be able to select, plan and hold a Troop activity to further encourage a smooth Webelos Transition.

TYPES OF ACTIVITIES -- 8 minutes

Introduce the subject with a short talk that includes these main points.

A Webelos/Scout combined activity can help smooth the transition of boys between a Pack and a Troop, by providing the Webelos Scouts an opportunity to see Boy Scouts in action, to share in their fun, and to make friends in the troop. A good Webelos/Troop activity should: (have assistant write key words on chalkboard)

- \* Fall within the skill and interest level of Webelos Scouts.
- \* Provide an opportunity for the Webelos Scout's Father to be involved in a Troop activity.
- \* Be a "Showcase" for the Troop's program.
- \* Include the Webelos Scout, not just be a show for him to watch.
- \* Offer an opportunity for advancement for both Scouts and Webelos Scouts.
- \* Follow the <u>Policies</u> and <u>Principles</u> of the Boy Scouts of America.
- \* Be fun for all.

Break participants into small groups, and KEEPING THE ABOVE POINTS IN MIND have each group make a list of Troop activities that could be used as Webelos/Troop activities. Allow about 5 minutes for the groups to decide. Ask each group to present their list to the assembly, comparing their activities to the seven points above

Troop Meetings Patrol Meeting Visits
Day Hikes Father (parent)/WebelosCamporee Visits Troop Overnighter
Camporee Visits Scouting Anniversaries Scout Capades

Eagle Courts (using the Webelos in the ceremony)

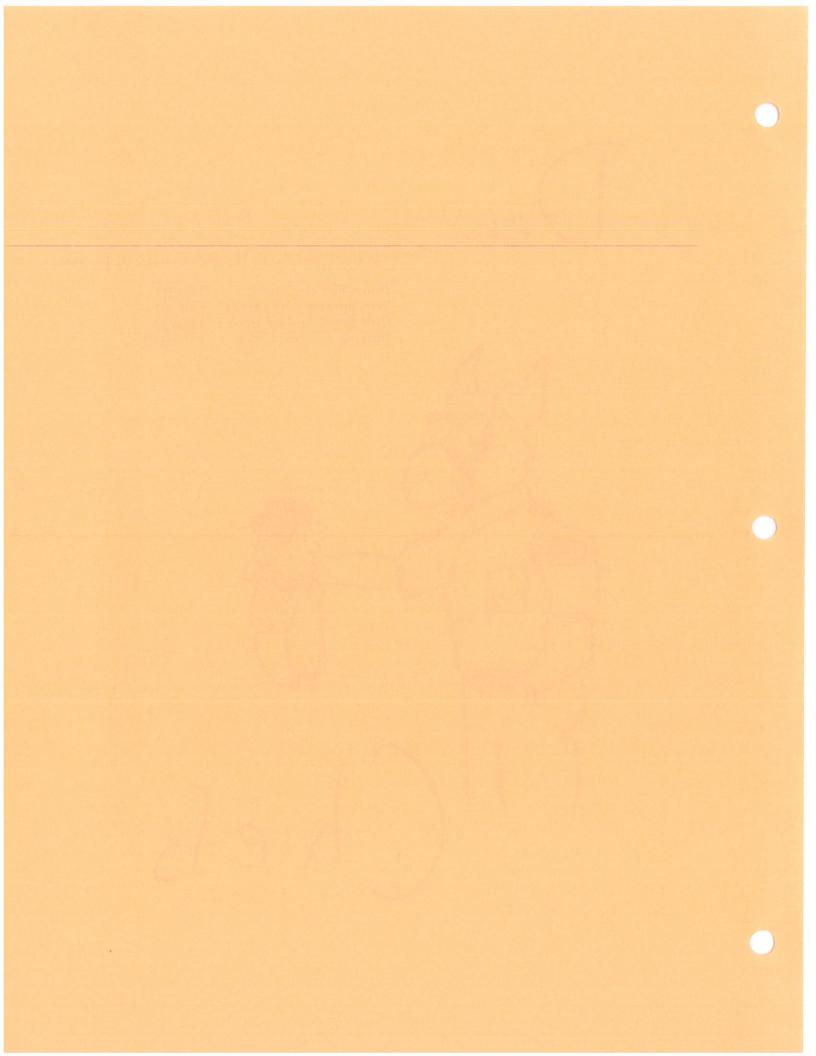
Remind Participants that these activities should be Genuine Troop activities, not just something made-up to entertain the younger boys.

Den

For more information, see the following Scout Literature:

Den Chief Handbook
Scoutmaster's Handbook
Cub Scout Leader Book
Insignia Control Guide
LB3211
LB3211
LB3220
LB3264F





#### THE DEN CHIEF

The den chief is a helper both for the pack and the den. They are activities assistants during the meetings. They help lead games, skits and songs. They help with crafts and projects. They are great as ports and outdoor activity leaders. They can be a resource for program planning. They also help with advancement. This works especially well with the Webelos as they pursue their activity badges and the Arrow of Light.

Sounds great, you say. Where does one get one of these great den chiefs? Well, they can be any Boy Scout. It may be well to ask an older Boy Scout who can really be a leader. An 11-year-old that is a new graduate from Webelos may turn out to be more of a Cub Scout than a real helper. Attending a den chief training conference is useful. During these sessions, we teach the Scout how to deal with boys of Cub Scout and Webelos ages. They learn activities that 8, 9 and 10-year-olds would enjoy, and how to lead these activities.

How does this help the pack? In addition to being a resource to assist leaders with the activities, it gives the Cubs a friend to look up to. The Boy Scout den chief hopefully sets a good example for the Cub Scouts. The Boy Scout forms a tie to the troop, and may get the troop and pack together for combined outdoor activities. This is especially helpful with Webelos. Through good trianing, the dne chief can be an "idea chest" for the dens and the pack.

How does the dne chief concept help the troop? It firms up pake and troop relations. It offers a leadership position for the troop. It forms a close tie for recruiting new Webelos into the troop It works.

If you want more information on the den chief, here are some good resources:

Den Chief Handbook (No. 3211) by the boy Scouts of America.

"The Den Chief", filmstrip, Council Office
Other Scouters such as your district training staff or your unit commissioner.

(If you're really desperate, you can call me: Ken Hemmelman at [206] 887-4850.)

#### THE DEN CHIEF

The den chief is a Scout selected by the Scoutmaster, in cooperation with the Cub Master. He may be of any rank or age, but can be of the greatest help when he has been a Cub Scout. It is desireable for him to be an older scout, since his maturity and experience wil be of great value. The Scoutmaster will know which boys are qualified and interested.

It should be understood by the den chief, and his pack and troop leaders as well, that his service as a den chief, although an important responcibility, will not be so demanding on his time and interests as to interfere with his patrol and troop activities. Den meetings are usually scheduled at such a time that they will not interfere with troop activities.

The den chief becomes a member of a leadership team which also includes the den leader, assistant den leader, and den dad. He acts as an activities assistant to the den leader, and may be expected

cludes the den leader, assistant den leader, and den dad. He acts as an activities assistant to the den leader, and may be expected to lead games and songs, help teach crats or skills, and conduct ceremonies. He is helped by the denner and the assistant denner. He shows by his example what leadership means.

It isn't just an accident that we use Scouts as den chiefs. Because of his close association with the den members, he can encourage them to advance in their Cub Scout achievements and live up to the Cub Scouting ideals in their everyday life. He is already what every Cub Scout would like to be... a Scout. He is the person whom the cub scouts would most like to follow, and that makes him a natural leader for them. By directing this natural leader and directing him wisely, we influence the den of boys under his leadership.

Fortunately, most den chiefs serve because it is fun...because they like it. We should remember to recognize their efforts. The Den Chief's shoulder cords are presented to him in front of his troop as a visible means of recognition.

There are four clues to use with the den chiefs: OBTAIN, TRAIN USE AND PRAISE.

Once thr den chief is obtained (through the cooperation of the Cubmaster and Scoutmaster) the next step is to see that he is properly trained. If a den chief training conference is not scheduled in the near future, the den leader or Cubmaster may give him temporary training. Tese are some of the things he needs to know:

Relatioships- how he works with a den leader and other leaders
Disipline- how he can help the den leader maintain discipline by
leading, not pushing.
Patience- important in dealing with Cub Scouts.

Patience- important in dealing with Cub Scouts.

Boy Nature- how the viewpoint of an 8 year old differs from that of an older boy.

Skills- how to lead songs, games, yells and other activities.

#### THE DEN CHIEFS RELATIONSHIP TO HIS DEN

#### How the Den Chief fits into Cub Scouting

- 1. He is a leader and friend to the Cub Scouts. He is EARNEST about his job and doesn't horseplay. He is fair to all and dees not show favoritism.
- 2. He 'knows his stuff' and is prepared for meetings. He is willing to learn more.
- 3. He is ready to be of assistance to the den leader and help him or her in planning meetings.
- 4. He maintains an active relationship with the den and attends meetings regularly.
- 5. He is the guardian of Scouting and keeps the den from trespassing on Scouting. But he helps prepare the Cub Scouts for Scouting.
- 6. He expects every Cub to Do His Best and encourages them by his knowledge and example.

There are five elements which the Den Chief should provide in his relationship with his den:

- l. Makes the den meetings interesting, in advancement as well as games.
- 2. He helps the Cub Scouts work on advancement and encourages them.
- 3. He sees there is fun in every meeting.
- 4. He lets the Cub Scouts show initiative and push ahead, while encouraging them to do their best.
- 5. He provides a light touch of inspiration to the meetings.

The den chief's entire relationship with the den is one of guidiance towards Cub Scouting ideals, assistance in games, crafts and stunts, and as a planning advisor to the den leader.

The next step is to use the den chief. Let him take an active part in planning the den meetings. The den leader may meet with him monthly to make these plans, then meet briefly with him before and after each den meeting. Assign him specific responsibilities for the den and pack meetings. This boy will become a valuable aid in livening up the meetings and keeping them moving.

### WHAT DO I DO WITH MY DEN CHIEF NOW THAT I HAVE ONE?

As many things as we could list here, you can probably add just as many more. With our experience as Den Leaders we have listed some points which are important to remember and we have provided space for you to add to the list as we share other ideas during this section.

Your experience with your Den Chief should be a learning one-- for both of you.

Whether you have a Wolf and Bear den or a Webelos den your Den Chief is your Activities Specialist.

Include him in your planning sessions for your den meetings. He needs to know the schedule to be followed so that he can prepare for his part in the meeting.

Let him know what you want but let him use his own resources.

Give him responsiblity and authority according to his position. He will show you that he can handel it.

He should think, talk, and act as a Scout- but shouldn't have the Cubs doing Scout things.

The Den Leader is just that. She or he takes the lead but try that good old fashioned team work.

At craft time the Den Chief should help the boys with their project-not do his own.

At game time, play Cub games-not scout games.

Do encourage your den chief to talk about scouting--especially Webelos Den Chiefs. It could make a difference.

#### UNIFORM

Your den chief should wear his uniform to your den meetings because-

- 1. It will encourage the Cubs to wear theirs.
- 2. It puts the Den Chief on a different level than the Cub Scouts and sets him aside as a leader.
- 3. It will encourage the Cubs to ask about the insignia and badges that appear on the scout uniform and thereby encourages interest in scouting- especially in Webelos dens.

The Den Chief wears special Den Chief cords. For the Cub Scout Den Chief-blue and gold shoulder cords with the tabs worn on the left side with the cords passing under the arm. For the Webelos Den Chief- red, blue and gold shoulder cords with tab worn in the same manner as above. A service star can be worn on the tab to indicate years of service as a Den Chief. When the boy is no longer an active Den Chief he can still wear the tab and service stars without the cord.

#### A MESSAGE TO DEN LEADERS

Always remember that your den chief is a busy young fellow. He is a member of a Boy Scout troop that stresses his advancement and outdoor experiences. He may be involved in several projects with his troop, his school and his friends. Chances are he'll lose interest in being a Den Chief unless you make it fun for him. Make the Den Chiefs job important. Don't deligate the boy to doing minor tasks and being a disciplinarian. Recognize your Den Chiefs at pack meetings. They can be the most valuable asset you have towards running a successful den program.

by Bill Chiappi

#### DEN CHIEF'S PLEDGE

I PROMISE TO HELP THE CUB (WEBELOS) SCOUTS IN MY DEN TO DO THE BEST OF MY ABILITY. TO ENCOURAGE AND GUIDE THEM IN ALL DEN AND PACK ACTIVITIES, AND TO SHOW THEM BY MY EXAMPLE, WHAT A BOY SCOUT IS. I WILL STRIVE TO BE PROMPT AND DEPENDABLE AND TO CO-OPERATE WITH THE DEN LEADERS (WEBELOS LEADER) IN CARRYING OUT THE DEN PROGRAM. AS EACH CUB SCOUT REACHES 10 YEARS OF AGE, I WILL ENCOURAGE HIM TO JOIN A WEBELOS DEN IF ONE IS AVALABLE. (AS EACH WEBELOS SCOUT APPROACHES 11, I WILL DO ALL IN MY POWER TO INTEREST HIM IN BECOMING A BOY SCOUT.

#### DEN CHIEF SERVICE AWARD

Preparation. Before you begin work on this service award, discuss it with your den leader and either your Scoutmaster or Cubmaster the role and importance of the Den Chief. Your discussion should include the:

Importance of the attitude of leadership within Boy Scouting. Attitude of leadership within the den.
Time period of service to the pack

Need to purchase, carry, and use the Den Chief Handbook.

| Boy Scout of den chief with us and is now praward.   | (your name) has discussed the role repared to begin working for the |
|--|---|
| Scoutmaster or Cubmaster   | Date  |
| Den Leader   |   |
| Service Period.  | Date/Leader's initials*   |
| Den Chief has served the pack faith  |   |
| Training.  |   |
| Attended a den chief training confe<br>year of service)  | erence (if available within   |
| Or was trained by the Cubmaster  |   |
| Service requirements.  |   |
| Know the purposes of Cub Scouting. page 14 of his den chief handbook. purloses of Cub Scouting.  | Den Chief has read<br>He understands the                            |
| Help the Cub Scouts achieve the pur<br>Den Chief knows and uses the follow<br>pages 15 and 16: The Cub Scout Prop<br>Pack, The Cub Scout Motto, the Cub Sign, The Cub Scout Handshake, the | ing within his den mise, The Law Of The                             |
| Be the activities assistant in den mathefollowing activites as marked (prive Songs Five stunts or skits Five Games Five sports activities  | pages 17 through 19.):  |

<sup>\*</sup>Leader may be the den leader, Cubmaster, or Scoutmaster

#### DEN CHIEF SERVICE AWARD CONTINUED SERVICE REQUIREMENTS CONTINUED. Date/Leaders initials Set a good example by attitude and uniforming. Den Chief has maintained the following for a period of 6 months: A cheerful attitude within the den Worn his uniform to meetings of the den Be a friend to the boys in the den. Den Chief has read pages 22 and 23 in the handbook. We have discussed the following: The meaning of friendship, what boys the age of the den are like and the need to praise and build up the boys in the den. Take part in weekly meetings. Den Chief took part in weekly meetings for 6 months Assist the den at monthly pack meetings. Den Chief has assisted at monthly pack meeting for at least 3 times. Know the importance of the monthly theme. Den Chief has read page 26 of his handbook. We have discussed and he understands the importance of the monthly theme. Meet as needed with the adult members of the pack den or troop. Den Chief has read page 27 of the hand book and understands the need to work together. He has maintained a notebook with the telephone of the den leader, Cubmaster, Scoutmaster, or any other adult member of the troop or pack named by the den leader. This notebook has been used to mark down the dates and the times of all den functions for one year. Den Chief has either attended the annual pack planning conference or met with the cubmaster in order to prepare his notebook. Den Chief has called leaders concerned if unable to attend scheduled meetings. COMPLETE FOUR OF THESE PROJECTS Serve as a staff member of a Cub Scout special event. such as a Scouting show, bicycle rodeo, ect. Serve as a staff member of Cub Scout day camp Advance at least one Boy Scout Progress Award

Assist in recruiting three new Cub Scouts

Names:

### DEN CHIEF SERVICE AWARD CONTINUED

COMPLETE FOUR OF THESE PROJECTS CONT.

| Assist three Webelos Souts to join a troop:   |
|---|
| Help to carry out a joint pack-troop activity.  |
| Reccomend another Boy Scout to be a den chief to your Scoutmaster.  |
| DEN CHIEF SERVICE AWARD APPROVAL  |
| Den Chief of troop has completed the preparation, service period, training, service requirements, and projects. He is, therefore, entitled to recieve and wear the Den Chief Service Award. |
| Cubmaster Date  |
| Den LeaderDate  |
| Show this to your Scoutmaster for presenation at appropriate ceremony.  |
| Scoutmaster   |
| Date Awarded Pack   |

#### MY DEN CHIEF AND I

My heart sank at the sight of him, With his slim form, khaki clad: It's true he had a pleasing smile—He just couldn't be TOO bad.

But I'd pictured broader shoulders—A big chest with badges dressed;
Here was another "little boy".
Not much older than the rest.

We'd talked about plans for the den, The ideas were all mine; "I wanted this--and I'd have that--" And he'd say," Yes ma'm, that's fine."

Now one day I was feelinf low, I disliked everyone; Especially active noisy boys Who should shout, laugh, and run.

I was going to send them home When my chief stepped up to say, "If it's alright, I"ll take over." Weakly I agreed, "O.K."

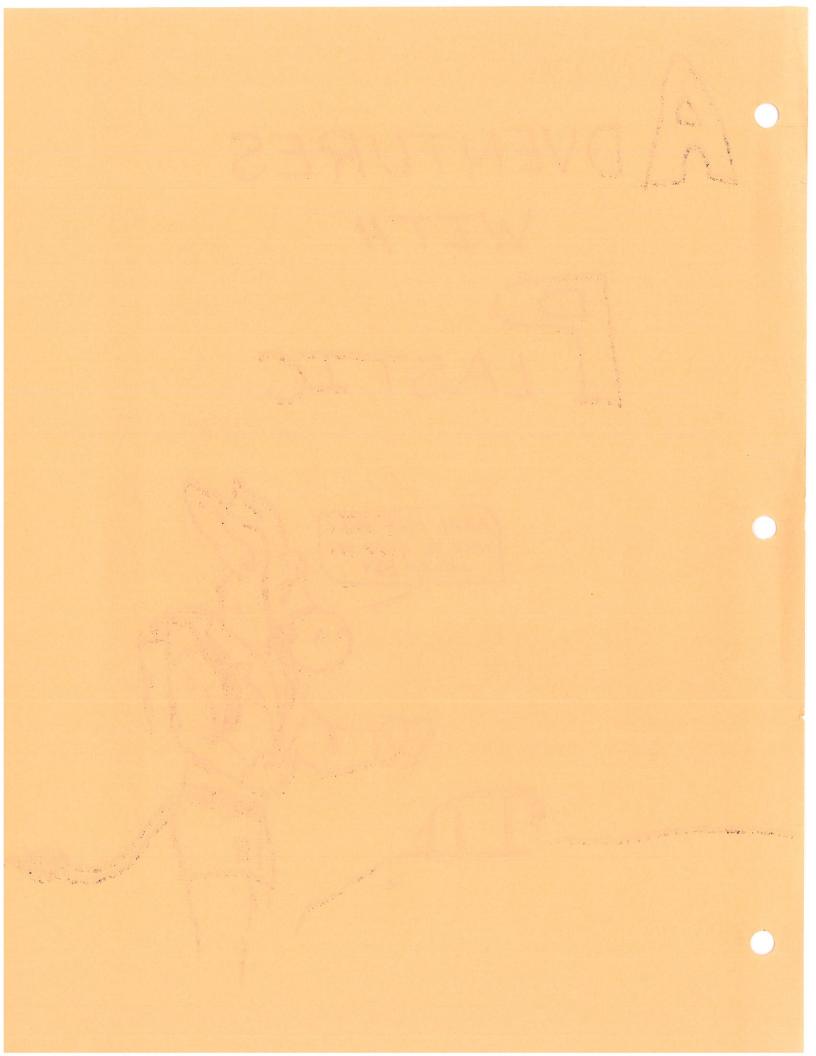
While one group played a game of ball, He taught knots to another, I sat entranced and gradually I saw him as a "Big Brother".

I'd been the one at fault, not he-I'd pushed instead of guided:
And all my den chief's talents,
I'd succeeded well in hiding.

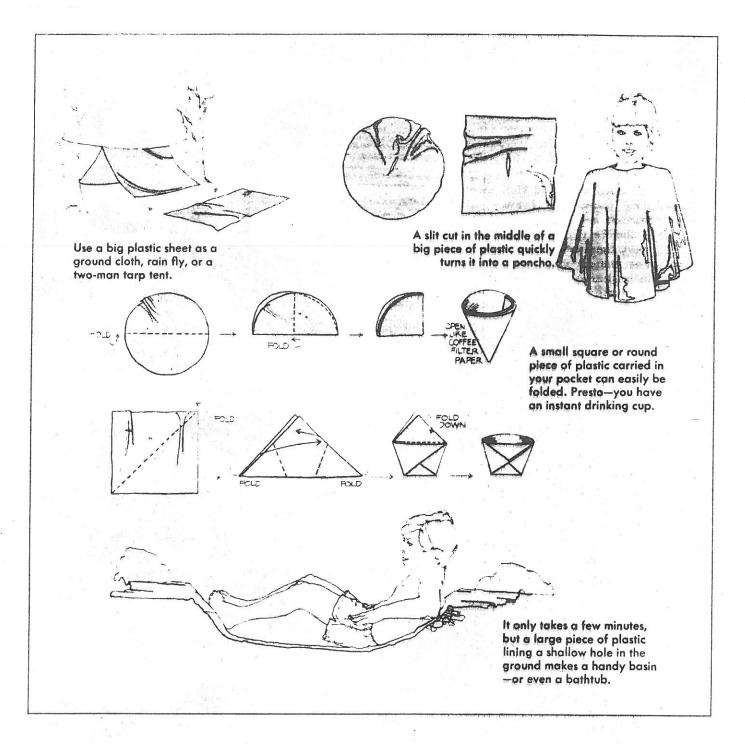
At long last we'd become partners, Through fair and stormy weather; My slim, young, smiling chief and I Have learned to work together.

# ADVENTURES WITH PLASTIC









Webelos Activity:

**OUTDOORSMAN** 

# Pack Some Plastic

campers like equipment that packs small and is light in weight—like a big sheet of plastic.

This page shows some ways to use plastic sheets. You may find other uses, too.

The best kind of plastic is polyethylene. It is sold in many hardware and garden-supply stores. Maybe Mom and Dad have used plastic sheet in your house or garden.

Plastic sheets come in different thicknesses. For some things, 2-mil may be strong enough. But 4-mil (stronger) or 6-mil (strongest) is better for rough wear.

The plastic can be made stronger

with fiberglass strapping tape. Place the tape along edges that might tear or around cutouts, like the neck slit in a plastic poncho.

Before sticking tape to it, wash your plastic with soap and warm water. Let it dry. If you use plastic for drinking, washing or collecting water, wash it before and after using it.

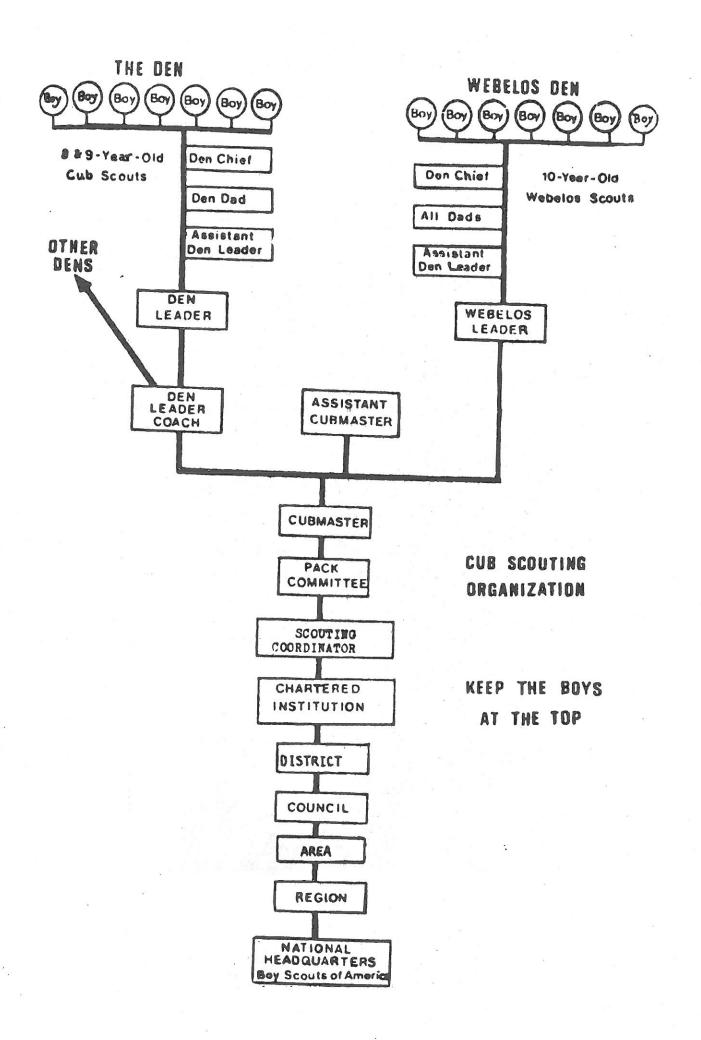
After your camping trip, bring all your plastic home. If a big piece tears, cut it into smaller pieces for other uses. If you can't use it, put it into a trash can. A good outdoorsman leaves only his footprints in the great outdoors.

# PACK



ADMINISTRATION





|            | MONTHLY PACK MEETING AGEND<br>THEME: | A FOR THE MONTH OF:   |
|------------|--------------------------------------|---|
| (SET       | UP CHAIRS, DISPLAY TABLES,           | EQUIPMENT)  |
| merra      | CAMUEDING PERIOD                     |   |
| THE        | GATHERING PERIOD:                    |   |
|            | GREETERS A GET ACQUAINTED GAME       |   |
|            | A GET ACQUAINTED GAME                |   |
| MATN       | PART OF THE MEETING:                 |   |
| A 25 5 1 V | GREETING BY PACK COMMITTEE           | CUATOMAN  |
|            | TURN TIME OVER TO CUBMASTE           | CHAIRWAN  |
|            | PRAYER                               | OF DEN #  |
|            | OPENING CEREMONY                     | OF DEN#   |
|            |                                      |   |
|            | SONG:                                | DIRECTED BY:  |
|            | GROUP PARTICIPATION STUNT            | DIRECTED BY: (ice-breaker) DIRECTED BY:   |
|            | 93.11                                | DIRECTED BY:  |
|            | DEN STUNTS OR SKITS                  |   |
|            |                                      |   |
| ×          | WEBELOS DEMONSTRATION OR SE          |   |
|            | GAMES AND FUN_                       | DIRECTED BY:  |
|            | ROLL CALL: (RECORD ON CUB F          | ACK COMMITTEE MTG. AGENDA SHEET)  |
|            |                                      | WINNERS DEN #   |
| DECO       | NITETAN DIDTOR                       |   |
| RECUC      | INTRODUCTION PERIOD:                 |   |
|            | INTRODUCTION (BY CUBMASTER)          | WAYOTT CHIEF CAN THE CONTROL OF THE |
|            | WOLF AND BEAR AWARDS (BY AD          | VANCEMENT COMMITTEEMAN)   |
|            | WEB. AWARDS AND GRADUATIONS          | (DV HED DEV LEADED)   |
|            | MED. AMARDS AND GRADUATIONS          | (BI WEB. DEN LEADER)  |
|            | RECIEVEING WEB. SCOUT CANDI          | DATES SCOTTIMA STEP   |
|            | THOUSENESS WED. DOOD! CANDI          | DATES - SCOUTINGTER   |
|            | INTRODUCE NEXT MONTHS WEB.           | A CTTVTTY   |
|            |                                      |   |
|            | DEN WITH HIGHEST % ACHIEVEM          | ENTS DEN #  |
|            | DEN WITH HIGHEST % ATTENDANG         | CE DEN #  |
|            |                                      | "   |
|            | NCEMENTS:                            |   |
| 100-14     | (NEXT MONTHS THEME ETC.)             |   |
|            |                                      |   |
| CLOSI      | NG CEREMONY:                         | OF DEN #  |
|            |                                      |   |
| PRAYE      | <u>K</u> 8                           | OF DEN #  |
|            |                                      |   |



There's no time like the first time, to do the job right.

# "WE WILL HELP OUR SON DO HIS BEST"

| CUB PACK COMMITTEE MEETING AGENDA - FOR THE MONTH OF:  |
|--|
| 1. NEW CUBS: ASSIGNED TO DEN #   |
| ASSIGNED TO DEN #  |
|  |
| 2. New Webelos (Den Members)   |
| 3. BOYS GRADUATING INTO SCOUT TROOP:   |
| 4. ENROLLMENT: (DEN #1) (CUB, MOM, DAD (DEN % (DEN #2) PRESENT AT ATTENDANCE) (DEN #3) PACK MEETING) (DEN #4) (DEN #5) (WEB #1) (WEB #2) |
| (WEB #2)   |
| TOTAL NUMBER ENROLLED DEN WITH HIGHEST % ATT. AT PACK MTG.   |
| 5. ADVANCEMENTS: (DEN#1) (DEN#2) (DEN#3) (DEN#4) (DEN#5) (WEB#1) (WEB#2)   |
| DEN WITH HIGHEST PERCENT ADVANCEMENTS  |
| 6. INACTIVE BOYS:  |
| 7. FINANCE: (DUES RECIEVED LAST MONTH)  (EXPENSE)  (BALANCE TO DATE)  (PROJECTS)   |
| 8. PLAN NEXT MONTHS PACK MEETING (THEME):  |
| 9. REPORTS ON ROUNDTABLE SUGGESTIONS:  |
| 10. WEBELOS ACTIVITY BADGE PROJECT OF THE MONTH:   |
| 11. LAST MINUTE PLANNING FOR THIS MONTHS PACK MEETING (THEME)  |
| 12. NEXT MONTHS MEETINGS: ROUNDTABLE:  |
| CUB PACK COMMITTEE MTG. (DATE)(WHERE)  |
| PACK MEETING:  |
| TRAINING MTCS AND OTHERS.  |

#### RECRUITING

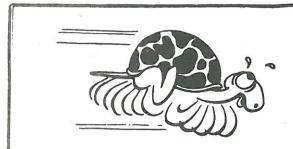
Scouting must grow in order for every boy who wants to become a Cub Scout to have a place to join. As Cub Scouts graduate from the pack, and adult leaders move on to other positions, additional members and leaders must be recruited. Increased membership calls for additional leaders and a plan to administer the pack in such a way to obtain the best results from this ongoing process.

An excellent way to recruit boys and leaders is at the school might rally for Cub Scouts held in the fall or spring. In addition to this opportunity, some packs find that a year-round recruiting program is an effective way to maintain membership. One of the best procedures is to recruit "two-deep" leadership for each position. In this way, an assistant leader receives on-the-job training and is ready to move up if the leader leaves.

There are many resources available to help in the recruiting activities. The Chartered Organization is responsible to help provide leadership for the pack. If you have difficulty in recruiting adequate adult leaders, seek help from your Chartered Organization, Scouting Coordinator, or Unit Commissioner.

How to "Make The Sale" --- Recruiting Tips

- -- Make a personal visit to the recruit.
- -Limit the time of your visit. (Don't over-stay your welcome)
- -Explain the Job. (Just basically)
- -- Your Approach needs to be positive.
- -- Answer any questions.
- -- Don't knock the Competition.
- -- Persevere but don't pressure.
- -If turned down-leave the door opened.
- -When he accepts ....
  - To Formally acknowledge the acceptance with a letter.
  - 2. Invite him to the next meeting and introduce around.
  - 3. Give him a specific assignment.
  - 4. Train him.



EVEN A TURTLE GETS NOWHERE....
UNTIL IT STICKS OUT ITS NECK!

| POSITION   | NAME   | ADDRESS  | PHONE  | TRAINING |
|------------|--|--|--|----------|
| Den Leader |  |  |  |          |
| Asst.      |  |  | * ***  |          |
| Den Chief  |  | The state of the s | and the second s |          |
| Den Leader | The second secon |  |  |          |
| Asst.      |  |  | and the control of th |          |
| Den Chief  |  |  |  |          |
| Den Leader | Edds   |  |  |          |
| Asst.      |  |  |  |          |
| Den Chief  |  |  |  |          |

Indicate training by these numbers

F. What is Cub Scouting

2. Program Planning

3. Den and Pack Management

40 The Pack Meeting

5. Webeles Den Leader Outdoor Day

6. Webelos Den Leader Outdoor Weekend

7. Den Leader Ceach Seminar

#### Required

Cubmaster and Assistants 1,2,3,4 Cub Scout Don Leaders and Assistants 1,2,3,4 Webelos Don Leaders and Assistants 1,2,5 OR 6 Don Leader Coach 1,2,3,4,7 Pack Committee 1,2,3,4

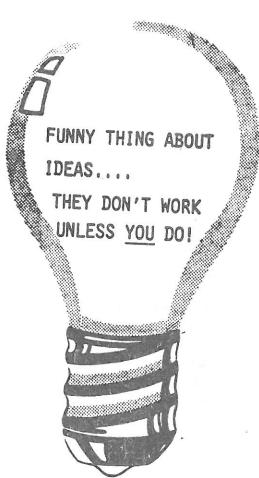
#### Suggestions for a Successful Pack

t. Have everyone registered and trained (See your Area Commissioner)

2. Set up a Pack Budget Plam and follow it. (Cub Scout Leader Book, Pg. 113-118)

3. Set up a program plan and follow it. (Cub Scout Leader Book, Pg. 61-36)

4. Have a fully infermed pack (Cub Scout Leader Book, Pg. 101-112)



#### WHY TRAINING?

It is a well known fact that the ability of the Boy Scouts of America to influence the development of a boy depends to a great extent on the education of leaders and their knowledge of their aims, principles and techniques of their individual jobs.

Each individual's job is different. This is the main reason why training of leaders is so vital to the program. Not only must they know how important their job is, but they must be acquainted with methods of using the program to attract and hold boys.

In packs with trained leaders, these results are evident:

- 1. GOOD PROGRAM SUPPORTED BY BOY INTEREST IN THE PACK
- 2. TENURE ON THE PART OF CUBS IN THE PACK SHOULD INCREASE.
- 3. THE TENURE OF TRAINED LEADERS IS LONGER THAN TENURE OF UNTRAINED LEADERS.
- 4. RELATIONSHIPS BETWEEN THE PACK AND THE SPONSORING INSTI-TUTION ARE STRONGER WHEN THE PACK LEADERS FULLY UNDER-STAND THEIR JOBS.
- 5. ACHIEVEMENT OF THE AIMS OF CUB SCOUTING WILL HAVE A BETTER CHANCE TO SUCCEED IF THE PACK LEADERS UNDERSTAND THE USE OF TECHNIQUES IN THEIR JOBS.
- 6. TRAINING ASSISTS THE PACK LEADERS IN KEEPING THE VARIOUS ELEMENTS OF THE PROGRAM IN PROPER PERSPECTIVE.

Pack leaders must become aware that there is a difference between the program and its ultimate objectives. The final result is a citizen of good character, mentally and physically fit to meet his responsibilities and capable of giving able leadership.

Program is an accumulation of activities and tools designed to build these attributes into youth.

Leaders should understand that advancement, handicraft, games, trips, are not an end in themselves, but simply a means used to attain the fundamental aims of Scouting by preparing Cub Scouts to become Scouts.

#### THE LEADER

The leader deserves to have fellowers. He has earned recognition. Authority alone is no longer enough to command respect.

The leader sees things through the eyes of his fellowers. He puts himself in their shoes and helps them make their dreams come true.

The leader is a great servant. The Master of Mem expressed the ideal of leadership in a democracy when he said, ".... and whoseever will be chief among you, let him be your servant."

The lander does not say "Got going!" Instead he says, "Let's go!" and leads the way. He does not walk behind with a whip; he is out in front with a banner.

The leader assumes that his followers are working with him, not for him. He considers them partners in the work and sees to it that they share in the rewards. He glorifies in team spirit.

The leader duplicates himself in others. He is a man builder. He helps those under him grow big because he realizes that the more big men am organization has, the stronger it will be.

The larder does not held people down. He lifts them up. He reaches out his hand to help his fellowers scale the peaks.

The lander has faith in people. He believes in them, trusts in them and, thus, draws out of them the best. They rise to his expectation.

The lander uses his heart as well as his head. After he has looked at the facts with his head, he lets his heart take a look too. He is not only a bess -- he is also a friend.

The leader is a self-starter. He creates plans and sets them in metion. He is both a man of thought and a man of action -- both dreamer and deer.

The leader has a sense of humor. He is not a stuffed shirt. He can laugh at himself. He has a humble spirit.

The lender can be led. He is not interested in having his own way, but in finding the best way. He has a open mind.

The leader keeps his eyes on high goals. He strives to make the efforts of his followers and himself contribute to the enrichment of personality, the achievement of more abundant living for all and the improvement of civilizations.



Dear Cub Scout Leader:

Today my son became a Cub Scout. It's all going to be sort of strange and new to him for a while, and I wish you would treat him gently. Scouting can be a big step on his road to becoming a man. And I need your help.

Growing up is a great adventure. It's an adventure that may take him across continents, across oceans, and perhaps even into space. It's an adventure that will probably include tragedy and sorrow; but it can also include achievement of success. To live in this old world of ours, he will need to have faith, love, and courage. So Cub Scout leader, I wish you would look after him and help me teach him the things he will need to know.

He will have to learn that all men are not just, all men are not true. But let's teach him also that for every scoundrel, there is a hero; and for every enemy, there is a friend.

It will take time, I realize, but let's teach him, if we can, that a nickel earned is of far more value than a dollar found. We'll teach him to learn to lose so that he'll enjoy winning that much more.

Let's teach him the wonders of God's beautiful outdoors. Let him ponder the eternal mystery of birds on the wing, bees in the sun and flowers on the hill. Let's help him enjoy and appreciate the world around him. And let's teach him to care for that world so it will still be nice when he becomes an adult.

We'll teach him to be proud of his fine American heritage and to beooms a responsible, participating citizen of this great land.

We'll teach him that it is far more honorable to fail than to cheat And we'll teach him to have faith in his own ideas, even wher everyone says they are wrong. Let's help my son learn not to follow the crowd when everyone is getting on the bandwagon. Let's teach him to close his ears to a howling mob, but to stand up and fight if he thinks he's right.

We'll teach him how to laugh when he's sad. We'll teach him there is no shame in tears. We'll teach him the pride in achievement and the joy of helping other people.

Let's treat him gently, Cub Scout leader, but we must not pamper him. Only the test of fire makes fine steel. Let him have the courage to be impatient. Let him have the patience to be brave. Let him be no man's man. We'll teach him always to have faith in himself, because then he will have faith in mankind.

That's quite an order, I know, and I sure can use your help. He's such a nice little guy, and I love him a lot.

Sincerely,

A Cub Scout Parent

## LETTER TO PARENTS OF A NEW CUB SCOUT (SAMPLE)

| To: | A | New | Cub | Scout | Family |
|-----|---|-----|-----|-------|--------|
|-----|---|-----|-----|-------|--------|

| Dear |  |
|------|--|
|      |  |

You are reading this because you have recently become a Cub Scout family. Welcome to our pack, and to the adventure and benefits of the Cub Scout program. Cub Scouting is a home-and-neighborhood centered program designed to support family life. You can expect Cub Scouting to help your boy grow in the following ways:

- To learn new physical skills to develop dexterity and personal fitness. He will do this through games, writing, woodworking, and other projects. As he develops these skills, he will gain a sense of worthiness and accomplishment, and acceptance by his peers.
- 2. To learn to get along with boys his same age. He will form friendships with other boys. He will be part of a 'gang' of boys, playing and working together in desirable activities. He will learn how to balance giving and taking. He will learn that sometimes he must assert himself and sometimes give in, for the good of his den.
- 3. To develop his mental abilities. He begins to develop this by reading, writing, and carrying out projects. He will have opportunities to express his ideas and influence others. He will begin to care how and what others think of him. He will receive recognition for his accomplishments.
- 4. To develop a conscience. He will develop a sense of what is right and wrong and what is fair and unfair. He will do this by cooperating with other boys, by the examples of adults, and from learning how to win and lose. He will begin to develop democratic social attitudes.
- 5. To develop personal independence. He will learn to rely more on himself than on adults. He will learn from both successes and failures. He will make choices, and find out more about the world around him.

These are only some of the things you can expect your boy to learn in Cub Scouting. And while he is having fun, without even realizing it, he will be learning some very important human values which will help him throughout his life.

What makes Cub Scouting unique is that you, his family, join the program with him. You will have fun working and playing together, and your family will be strengthened as a result. We are glad that you have chosen to be a part of Cub Scouting.

Signed (Cubmaster)

#### Ten Ways To Worry Less And Accomplish More

- 1. Don't think of problems as difficulties. Think of them as opportunities for action.
- After you've done your best to deal with a situation, avoid speculating about the outcome. Forget it and go on to the next thing.
- 3. Keep busy. Keep the 24 hours of your day filled with these three ingredients: Work, recreation, sleep. Don't allow yourself time for abstract thinking.
- 4: Don't concern yourself with things you can't do anything about. Armchair generals don't win battles, but they do have nervous breakdowns.
- 5. For the time being anyway, eliminate daydreaming completely. Stop building air castles.
- 6. Don't procrastinate. Putting off an unpleasant task until tomorrow simply gives you more time for your imagination to make a mountain out of a possible mole hill...more time for anxiety to sap your self-confidence. Do it now, brother, do it now!
- 7. Don't pour out your woes and anxieties to other people. You don't want their sympathy...it'll merely make it easy for you to feel sorrier for yourself.
- 8. Get up as soon as you wake up. If you lie in bed, you may use up as much nervous energy living your day in advance as you would in actual accomplishment of the day's work.
- 9. Try to arrange your schedule so that you will not have to hurry. Hurry, a blood brother of worry, helps shatter poise and self-confidence, and contributes to fear and anxiety.
- 10. If a project seems too big, break it up into simple steps of action. Then negotiate those steps like rungs in a ladder... one at a time. And don't allow yourself to think about the difficulties of step number two until you've executed step number one.

What were you worried about this time last year? Can't remember? Good!



#### Self Esteem and Success Go Hand-In-Hand

How many times have you heard another person say: "I'm not creative", "I just knew it wouldn't work", "I never was good at that sort of thing". How many times have you said one of these things?

A person's attitude can greatly affect his success. Attitudes of confidence, encouragement, honesty, enthusiasm, respect and optimism can enhance a person's effectiveness - whereas attitudes of criticism, inferiority, pessimism, hate, fear or envy can detract from a person's effectiveness. We would all rather hear: "Sure, I can do it!", "I'd like to give it a try," or "I'd love to help."

Cub Scout leaders can control to a great extent the success or failure of their Packs by their attitudes. Self-esteem, self-confidence, self-respect are the primary attitudes which influence all other attitudes. High self-esteem is directly related to success and good performance.

A person with a high level of self-esteem considers himself valuable and important, worthy of respect and consideration by people working with him. He has an optimistic outlook toward life because he knows that he has the capability of influencing other people and guiding his own destiny. He feels capable of expressing himself and knows that other people respect his viewpoint. He has confidence in his decisions, based on well-thought-out values, and knows they are generally sound. He enjoys new challenges and can tolerate temporary setbacks easily. He has pride in his performance and expects to do something really important.

"Wait a minute...that sounds like conceit!" Is that what you're thinking? Don't confuse conceit with high self-esteem. There is a world of difference. A person just can't have too much self-esteem. A conceited person usually has a low self-esteem and is simply trying to cover it up by his actions and remarks.

The best way to upgrade your own self-esteem is by learning more about yourself; by building and reinforcing your image of yourself. Most of us have capabilities we haven't even uncovered yet. Ask yourself how you can be more effective in your job. Define just what you want to accomplish. Write is down, if you like. And then keep telling yourself "I think I can...I think I can...I know I can!" And believe it!

Every individual is basically creative, but some people have fears which obstruct the flow of creative ideas - fear wuch as ridicule, fear of change, fear of the unknown. In order to use your full potential of creativity, first develop self confidence and a high self-esteem. Start liking yourself. Build on your strengths and work on your limitations. Search for opportunities. Find new approaches. Implement your ideas. It works! Remember...It isn't the load that breaks you down...it's the way you carry it....

#### Understanding Boys

In a disciplined den or pack, a great deal can be accomplished. A rowdy den or pack, on the other hand, can accomplish little in the way of program and certainly offers few chances for helping boys develop character. One of the attributes of a good citizen is his ability to live comfortably within the restrictions of the law. To train boys for citizenship, you must teach them the importance of discipline within each individual. Baden-Powell said: "You can only get discipline in the mass by discipline in the individual".

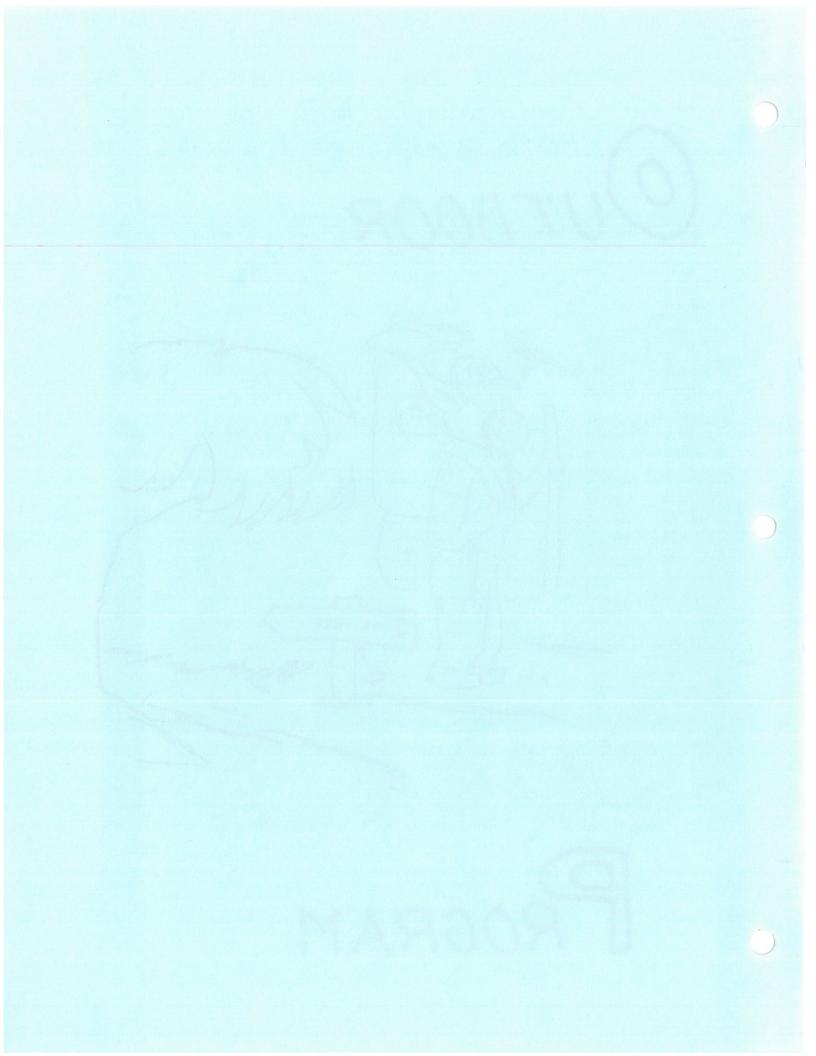
It has been glibly stated that a good active program will eliminate discipline problems in the den or pack. This is true to a degree, but even a top-notch program won't solve the problem of the individual boy who wants to cause trouble, "just for the heck of it". Boys cause trouble when they are uninterested, and certainly a good program will help keep them interested and active, but it isn't the whole answer. Here are a few other ideas which will help maintain discipline.

- ... Insist on attention when talking. Boys who want to get on with the activity will help quiet the noisy ones.
- ...Don't shout or yell. Use the Cub Scout sign to get attention.
- ... Have a good pre-opening activity. Trouble starts when a few Cubs arrive early and don't have anything to do. Once you've lost control, it's hard to regain it.
- ... Praise in public criticize in private. Public criticism arouses resentment.
- ... Make full use of the advancement program. Boys advancing usually don't cause much trouble.
- ... Keep Pack Meetings going at a fast pace with lots of activity and interesting things to do. Prevention is better than cure.
- ...Give boys responsibility and expect them to meet it. When they have responsibility, they don't have to cut up to get attention.
- ... Get the boys into uniform. A uniformed group has better discipline than one that is not. Set a good example.
- ... Get to know each boy. Find out what makes him 'tick'.
- ...Be impartial. Don't let one boy get away with something you wouldn't tolerate from another.
- ...Let a new Cub know what you and the Pack expect of him...such as regular attendance, advancement, proper behavior, Scout spirit.
- ... Always mean what you say. Never threaten unless you intend to carry it out.
- ... Be firm in a friendly manner.

# OUTDOOR



PROGRAM



# Cub Scout Outdoor and Activities Program Concepts

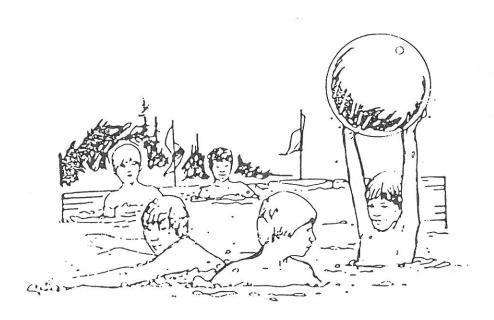
The Boy Scouts of America recognizes the great need to strengthen the family ties in our nation. Cub Scouting is a home-centered program with activities involving parent-son participation. All councils are urged to promote the home-centered and neighborhood-directed programs of Cub Scouting vigorously and extensively — all of these programs involve the family.

The outdoor program of Cub Scouting is designed to give the boy and perhaps his family an introduction to the out-of-doors and an appreciation of nature. These activities are done through and in support of the family as a part of the pack organization.

Cub Scouting activities are best when held on a single-pack basis. Every boy's participation can then be assured and leaders, parents, and families can be more easily involved in the planning and operation of the activity.

The basic guideline in scheduling any district or council Cub Scout activity must be: "Will it strengthen the pack?"

Because the uniqueness of Cub Scouting and the achievement program are closely related to the boy's age or grade level, the outdoor emphasis must also follow the same pattern.



#### OUTDOOR PROGRAM

#### FAMILY CAMPING

AN EXCELLENT CUB SCOUT ACTIVITY. A PARENT AND SON MAY CONSTITUTE A FAMILY. FAMILY CAMPING IS ENCOURAGED ON A DEN OR PACK BASIS. OVERNIGHT OR EX-TENDED CAMPING FOR 7, 8 OR 9-YEAR OLD CUB SCOUTS IS NOT AUTHORIZED EXCEPT AS A PART OF FAMILY CAMPING.

#### BACKYARD CAMPING

BACKYARD CAMPING IS ENCOURAGED AS EX-PLAINED IN THE CUB SCOUT LEADER BOOK.

#### DEN & PACK FIELD TRIPS

DEN AND PACK FIELD TRIPS ARE AN IM-PORTANT PART OF THE OUTDOOR PROGRAM, AND ARE ENCOURAGED UNDER THE PROPER LEADERSHIP.

#### CUB SCOUT DAY CAMP

CUB SCOUT DAY CAMP IS PART OF THE CAMPING PROGRAM OF THE BSA. IT CON-TINUES TO BE ONE OF THE MOST POPULAR PROGRAMS IN CUB SCOUTING. NATIONAL CAMPING SCHOOLS FOR CUB SCOUT DAY CAMP ARE HELD IN ALL REGIONS FOR THE TRAINING AND CERTIFICATION OF DAY CAMP DIRECTORS.



#### WEBELOS DAD-SON CAMPING

WEBELOS DAD-SON OVERNIGHT CAMPING IS THE FIRST STEP TO BOY SCOUT CAMPING. JOINT DEN/TROOP CAMPOUTS WITH WEBE-LOS DADS PARTICIPATING HELPS BUILD A STRONG RELATIONSHIP BETWEEN THE PACK AND THE TROOP.

#### WEBELOS WOODS

A DAD-SON OUTDOOR ACTIVITY CONDUCTED ON A DEN, PACK, DISTRICT OR COUNCIL BASIS.

#### WEBELOS EXTENDED CAMPING

AN EXTENDED TIME FOR WEBELOS DAD-SON CAMPOUTS (4 DAYS, 3 NIGHTS) PERMITTED UNDER THE CONDITIONS DESCRIBED IN AN INTRODUCTION TO CUB SCOUT CAMPING.



#### BICYCLE SAFETY PROGRAM

DESIGNED TO HELP OFFSET THE RISING ACCIDENT RATE, IMPROVE KNOWLEDGE, ES-TABLISH SAFE DRIVING HABITS, AND SHOW THAT SCOUTING IS A LEADER IN THE YOUTH SAFETY FIELD. INCLUDES A BICYCLE IN-SPECTION CLINIC AND BIKE RODEO. IN-FORMATION FLYER AND PARTICIPATION CER-TIFICATE AVAILABLE.

#### LEARN-TO-SWIM PROGRAM

AN OPPORTUNITY, THROUGH PACKS, FOR EVERY CUB SCOUT TO LEARN TO SWIM. A COOPERATIVE EFFORT OF THE BSA, AMERI-CAN RED CROSS AND NAT'L INTERSCHOLAS-TIC COACHES ASS'N. INFORMATION FLYER AVAILABLE.

#### PHYSICAL FITNESS PROGRAM

DESIGNED TO EMPHASIZE THE IMPORTANCE OF BEING PHYSICALLY FIT. COMPETITION REGINS IN THE PACK WITH A WINNING 3-BOY TEAM FROM EACH PACK COMPETING IN A COUNCIL CHAMPIONSHIP. THEN AREA, REGIONAL AND NATIONAL WINNING TEAMS ARE SELECTED. INFORMATION PACKET AND PARTICIPATION CERTIFICATE AVAILABLE.

#### CUB SCOUT NATIONAL YOUTH REPRESENTATIVE

AN OPPORTUNITY FOR CUB SCOUTS WITH THE BASIC QUALIFICATIONS TO COMPETE IN A NATIONWIDE CONTEST. EACH PACK MAY SELECT A NOMINEE. NOMINATIONS ARE SENT TO THE COUNCIL WHERE A COUN-CIL REPRESENTATIVE IS SELECTED. THE NATIONAL CUB SCOUT YOUTH REPRESENTA-TIVE IS PART OF THE ANNUAL REPORT TO THE NATION DELEGATION.

# **Outdoor Advancement**

The outdoor emphasis has been part of the advancement plan of Cub Scouting for many years. Each year otters greater challenges for boys as they grow toward Boy Scouting.

# Wolf



# Achievements

- 1 Feats of Skill 6 Collections
- 7 Conservation
- 10 Family Fun

# Electives

- 3 Handicraft 4 Games
- 5 Model Boats 18 Outing
- 6 Kites
- 10 Indians
- 13 Birds
- 15 Gardening
- 17 Cooking
- 19 Fishing
- 20 Sports

# Bear



# Achievements

- 3 What Makes America Special
- 5 Sharing Your World With Wildlife
- 9 What's Cooking
- 10 Family Fun
- 11 Be Ready
- 12 Family Outdoor Adventure
- 14 Ride Right
- 15 Games, Games, Games
- 16 Building Muscles
- 19 Shavings and Chips
- 21 Build a Model
- 22 Tying It All Up
- 23 Sports, Sports, Sports

# **Electives**

- 1 Space
- 2 Weather
- 5 Boats
- 12 Nature Crafts
- 14 Landscaping
- 15 Water and Soil Conservation
- 18 Backyard Gym
- 19 Swimming
- 20 Sports

# Webelos



# Aquanaut Naturalist

Geologist Forester

Sportsman

#### Activities

Outdoorsman

Athlete Traveler

Arrow of Light

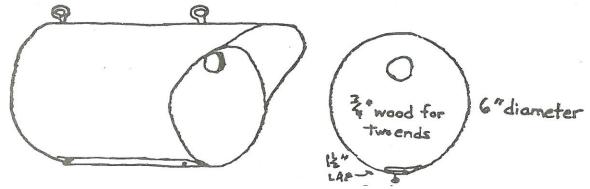
(Webelos Dad-Son Overnight)

#### Resource Ideas for Outdoor Activities

- Wolf Cub Scout Book kites, stilts, bird house, bird feed rs, box garden, outdoor cooking, treasure hunt, adventure trail, fishing, outdoor games
- Bear Cub Scout Book wildlife poster, bird house, bird feeder, rain gauge, weather vane, windmills, plaster casts, nature collections, garden, soil conservation experiment
- Cub Scout Activities hikes, outdoor cooking, buddy burner, backyard camping, leaf spatter printing, plaster casts of tracks, nature hunt, nature ramble, and numerous outdoor pack activities
- Webelos Scout Book Outdoorsman, Forester, Geologist, Athlete, Naturalist, Sportsman, Traveler, Aquanaut, Scientist, and Engineer activity badges; Arrow of Light requirements: father/son overnights, visit to troop outdoor activity
- Crafts for Cub Scouts bird houses, bird feeders, weather vanes, spatter painting Cub Scout Fun Book - weiner stick, kites, weather vane, leaf print, terrarium, rain gauge, bird feeders, ant house
- Pack Administration (Pow Wow series) see chapter on Outdoor Activities for Cub Scout outdoor program ideas
- Program Helps and Webelos Program Helps (amnual publications
- Many Boys' Life reprint booklets have excellent outdoor program ideas for Cub Scouts and Webelos Scouts.

#### Birdhouse of Roofing Paper -

It is sometimes easier to get slate-covered roofing paper or strip shingles than lumber. House like these can be made easily and quickly, and they will last longer than houses made entirely of wood. Hang on a limb at least a foot or more from the tree trunk. (Opening for this wren house is I inch.)







#### Hikes for Cub Scouts

See <u>Cub Scout Activities</u>, entire section on Nature Fun and last page of section on 'Ideas for Summer Fun (bus hike, mystery hike, color hike, and watermelon hike)

<u>Breakfast Hike</u> - Reach destination in time to see the sunrise; then cook breakfast.

Obstacle Course Hike - Pick a trail that will include boys' being able to climb a tree, walk a log, go through a fence, chin themselves on tree branches, etc. Be careful not to destroy any property or trespass.

Once Around the Block - Hikers go once around the block; then their observations are tested. Who has seen the most round things? What kinds of trees were seen? What did you see that was orange? Etc.

<u>Might Hike</u> - In areas where it is safe to go walking at night, try a hike after dark. Flashlights may be carried. See how different things look, smell, and sound at night. Being out in the unfamiliar dark is an adventure in itself.

Big Game Hunt - See how many different animals you can find. Decide ahead of time if birds and insects are to be included. Boys will learn to identify different species. String Along Hike - Take a piece of string about a yard long on your hike. Every now and then, place the string in a circle on the ground. See how many different things you can find enclosed within the circle. You may be in for a surprise, for it is not unusual to find 20 or more things! Now stretch a string in a line. See how many different things touch it.

Come to Your Senses - While hiking, stop often to see; hear, feel, smell, and (with caution) taste things along the way. Feeling is a special delight; touch the bark of trees, moss, flower petals. Sniff the air for things you never smelled before. Listen for sounds you might never have heard otherwise.

Get-Together Hike - Two or more dens hike to a location for games, cookout, or other fun.

Historical Hike - Hike to a historical landmark; know history of spot before going.

Pioneer Hike - Carry no equipment. Improvise any needed equipment along the way and at the destination.

Alphabet Hike - Look as you go for things starting with all the letters of the alphabet. If you want to make it harder, require finding them in alphabetical order.

Indian Hike - Hike quietly, single file. Boyw wear headbands; learn an Indian dance, or hear an Indian story. Always look and listen.

Hobo - Carry lunch packed in bandana on end costick. Learn bandana tricks (see Cub Scout Magic, pp. 114-125).

Note Hike - Start with 1 note, such as "Go to oak tree by creek." Have note there saying, "Pick up rock across trail." Have note under rock saying, "If tree at fork is an oak, turn left; if a sycamore, turn right," etc. LAY OUT AHEAD OF TIME.

LEAVE NOTHING BEHIND BUT FOOTPRINTS. TAKE NOTHING AWAY BUT MEMORIES.

#### Nature Games

See Games for Cub Scouts for a page of nature game. Also see ideas in Den Leader's Book and Den Chief Handbook.

Star Tracing - Duplicate a number of double stars, the outer one being about 6 inches from point to point and the inner one an inch smaller. Object is to draw a third star between the lines of the inner and outer stars while shielding the stars from direct vision and using a mirror. Place mirror about 1 inch from point of star.

Rattlesnake - Stand a milk carton on the floor. Den forms a circle around it, arms linked. Keeping together, boys begin to move back and forth around the carton, each trying to make "the other guy" knock it over. Whoever knocks it over has been "struck by the rattlesnake," and he must drop out. Game continues until only one boy is left.

Wary Wolf - One Cub Scout is the "Wary Wolf." The others line up a short distance from him. When the wolf turns his back, they stalk toward him. When he turns around quickly, everyone freezes. Any Cub Scout moving goes back to the starting line. First to touch the "Wolf" wins.

Whifflepoof Hunt- One Cub Scout is the "Whiffler," who takes off dragging a "Whiffle-poof." The den follows five minutes later. They must trail down the whiffler before he reaches his goal (a pre-determined distance). The "Whifflepoof" is a log, inches thick, 15 inches long, hammered full of mails, with a screw eye for attaching a rope.

Nature Scavenger Hunt - Divide the group into teams. Give each a list of nature objects to find within a given period of time. The winner is the team finding the greatest number within the allotted time.

Duplication - Before gathering the Cub Scouts in a group, secretly gather 10-15 common items from your location: leaves, rocks, seeds, cones, etc. Place objects on a tray and cover with a napkin or hankerchief. Now ask the Cub Scouts to take a good look at the assorted items when you lift the handkerchief (remove for 20 seconds). Then direct them to spread out and find one each of all of the items they remember. Allow about 5 minutes to search. Then reassemble the group and pull out each object, one at a time. Did any find all of the items?

Octopus Race - Divide group into teams of four. Team members line up with backs together, linking elbows. On signal they race down to and around a certain object and back to starting point.

Nature Alphabet - Divide the boys into teams. Have them list nature objects in the general area beginning with each letter of the alphabet. Which team has the most complete list? Each den could be one team at a pack outing.

#### BACKYARD CAMPING

The Boy Scouts of America does not permit camping by dens or packs for 7, 8 and 9-year-old Cub Scouts, except as a part of family camping. There are two reasons for this - first, many boys at this age are not ready for it, and second, exposure to camping at such an early age may dull the boy's anticipation for the real rugged camping done by Boy Scouts.

For 10-year-old Webelos Scouts, overnight campouts, with fathers or substitute fathers, are encouraged, because boys are more ready and because their appetites will be whetted for the adventure to come in Boy Scouting.

Backyard and family camping are encouraged for all Cub Scouts. A boy is not likely to run into problems beyond his depth when his family is with him or close by. Backyard camping is simply sleeping out with a friend or two, either under the stars of in homemade tents. The boys may try to cook their meals outdoors too, but mom should be ready with emergency chow. It's almost certain they'll need it.

Backyard Tents - A tent is a big plus for backyard campers, although they can do without it if necessary because shelter is so close by. It might be the family tent, dad's old pup tent, a tarp, or even an old living room rug. Parents can help their boys make a simple but serviceable tent out of almost any heavy material. Unbleached muslin is good and inexpensive. When it is completed (including dyeing and decorating with permanent marking pens, if desired), take it to a dry cleaner for waterproofing or buy a nonflammable waterproofing mixture and do it yourself. You can make tent poles and a ridgepole, or the tent can be set up over a clothesline or fence. Boys should be cautioned that no flames are allowed in tents.

Bedding - If you have a ground cloth or air mattress or sleeping bag, there is no problem about bedding for backyard camping. If not, use one of the following:

- An old shower curtain or other plastic material for ground cloth.
- An old sheet or canvas sewn into a bag with one end open. Stuff with dry grass, hay, or straw for a mattress.
- Make an envelope bed with two blankets.

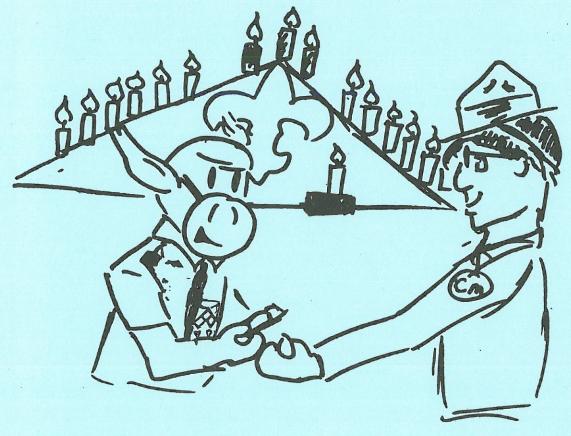
Cooking - If you have an outdoor grill, let the backyard campers cook weiners on a stick or some other simple type food. (Boys should not be allowed to use liquid fuels to start charcoal fires) Or, they might like to try the stew recipe found in the Wolf Cooking Elective. This could be prepared indoors and cooked outdoors.

If no grill is available, let the boys make a simple charcoal burner or buddy burner. (See "Cub Scout Activities" for instructions)

Backyard camping can be a great adventure for Cub Scouts and may help interest them in family camping.

 $\mathbf{x} = \frac{1}{2}\mathbf{x}^{\frac{1}{2}}$ 

# CEREMONRES





# THE ALL-PURPOSE, ALL-OCCAISON, DO-ANYTHING, GENERIC CEREMONIES CREATOR

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|------|------|------|----|---------|
| ~~~  | 0020 |      | ~_ | ~ D C 0 |

- \* Choose one or more phrases from each list-
- \* Assemble the necessary PROPS-
- \* Add your own PERSONAL WORDS for each occasion-

|   | onduct the succes                                |   | 201 000418011   |
|---|--|---|---|
| "Would the following p  | olease come forwa                                | rd:"  |   |
| Cub Scout(s)  | Special Event Den(s)                             |   |   |
| "Before you is:"  |  |   |   |
| A Scout Book<br>Akela   | A Drum A Cross A Neckercheif A Trail Your Leader | A Bridge<br>A Box                           | A Branch A Flashlight A Picture Your Parents Other                        |
| "This represents:"  |  |   |   |
| The Spirit of South Pack Your Future Our Dedication Character Other | The Your   | & Adventure<br>Church<br>Den<br>Advancement | The Family Good Deeds Your Accomplishment The World Our Community         |
| "You have Earned this A   | lward by:"                                       |   |   |
| Helping others Joining Our Pack Being The Best_ Collecting Other    | Helpi<br>Helpi                                   | y Your Best ing Boys Grow ing with ing as   | Completing Acheivements Being a Denner Selling the Most Serving for Years |
| "Please accept this awa   | rd and continue                                  | to:"  | ,   |
| Do Your Best<br>Give Goodwill<br>Help the Pack Go                   | Come to Meet<br>Follow Akela                     | ings Work H                                 | lard Grow Strong Follow the Trail   |
| Would the rest of the (Lead a Tasteful                              | Pack Join me in Applause)                        | congratulations                             | for this Award"   |

THERE - WASN'T THAT EASY? KEEP THE SPIRIT ALIVE!

#### ARROW OF LIGHT CEREMONY

PARTICIPANTS:

White Eagle, Akela, tom-tom player, candidates, and the parents of the candidates.

SETUP:

Campfire, arrow with candles, rank candles, Indian costume with peace pipe, tom-tom.

(The campfire is lit. The lights are turned out.)

AKELA:

Will all Scouts come forward and sit around the campfire. (Akela steps back).

(Tom-tom begins to beat, White Eagle approaches the fire. White Eagle and Akela face each other from opposite sides of the fire and exchange the sign of friendship. White Eagle then raises the peace pipe with both hands as the tom-tom beats faster. As White Eagle lowers the peace pipe, the tom-tom stops. White Eagle slowly approaches the council fire and slowly blows smoke in the directions of the four winds for wisdom, truth, knowledge, and reverence. He then returns to his place near the arrow.)

WHITE EAGLE:

I, White Eagle, friend of Akela, come to your council fire that we may honor Webelos braves. Akela, will you call out their names?

AKELA:

Will the following Scouts please come forward and stand before the council fire. (Akela reads the list of names.)

(White Eagle then signals the tom-tom to begin beating. After a pause, he approaches the candidates and asks them to follow him. He leads the boys past Akela to the back of the table. As he passes Akela, they exchange the sign of friendship. As the boys pass Akela, they shake hands. White Eagle then returns to his place at the end of the arrow. He signals the tom-tom to stop.)

AKELA:

Will the parents of these Scouts please come forward and stand behind their sons.

(White Eagle signals the tom-tom to start beating. He moves to the Bobcat end of the table.

#### WHITE EAGLE:

Each brave begins his hunt in the lodge of the Bobcat. Here he begins his adventures on the Scouting trail.

(White Eagle lights the Bobcat candle.)

The brave continues and becomes a mighty hunter in the lodge of the wolf. As the brave gains greater strength and knowledge, he pursues greater achievements.

(White Eagle lights the Wolf candle.)

The brave continues and hunts in the lodge of the bear, here conquering ever more difficult achievements.

(White Eagle lights the Bear candle.)

And finally these braves have completed the most difficult tasks of them all, those of the Webelos.

(White Eagle then lights the Webelos candle.)

These braves are now being honored with the Arrow of Light, the highest rank in Cub Scouting. The arrow is endowed with seven rays that represent the seven virtues of life. Akela will now give these to you.

#### AKELA:

The seven virtues of life:

(Light one candle after each virtue.)

- 1. Wisdom Wisdom does not necessarily mean superior knowledge. It means putting to the right use the knowledge on posses.
- Courage is not the quality that enables men to meet danger without fear. It is being able to meat danger in spite of one's fears.
- 3. Self-Control Self-control isn't limited to the control of one's temper, but the control of one's self in all things: eating, playing, and even working and talking.
- 4. Justice Justice is the practice of dealing fairly with others without prejudice or regard to race, color, or creed.
- 5. Faith

  Faith is the conviction that something unproved by physical evidence is true. One eight year-old Cub Scout said "Faith was when you turned on the light switch -- you know the light will go on."

AKELA: (continued)

6. Hope

Hope means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or his community.

7. Love

There are many kinds of love: love of family, love of home, love of fellow men, love of God, and love of Country. All these loves are necessary for a full life.

If you live by the seven virtues, you will become a happy man, and a happy man is a successful man.

It is now my pleasure to present you the most honored rank in Cub Scouting, the Arrow of Light. I will give the award to your father to present to you. In return you should pin the small arrow on your mother's lapel as a sign of your appreciation for her help as you have continued along the Scouting trail."

Wolf pulling rope together Cemm. 9/19/85 Pack 763 Dave Rogers

Needs: Rope, and board covering another with awards pinned on it.

Asst CM: Will the following boys parents and den leaders come up.

CM: In order to advance to the wolf rank you scouts and parents have worked hard together. And as a cub scout team you must pull together a little longer and harder to receive your next rank. Now will you Parents and boys grab on to the rope and when I say pull give the rope a pull.

Pull.

DL: (Den leaders pass out the awards to the parents)

Parents pin this badge on the left pocket of your sons shirt.

And for the boys with arrows comming the parents may now give them to their son.

CM: Congratulations to you parents and wolf scouts on the great progress that you have made. Rember to keep climbing together.

Mebelos badge : Bran

CM: Tonight we have 4 boys moving closer to the goal of the arrow of light. Tonight 4 boys will recive a webelos badge but first are they worthy?

WI: These boys have worked hard and have done all of the requirements.

CM: Then will \_\_\_\_\_ and their parents come up.

but you will find that it is not the end of the trail but a beginning leading onward into the great brotherhood of scouting, hopefully soon you will get your arrow of light awards which will teach you even more.

CM: Will you Webelos continue to do your best ?

Wh: Then it is time to receive the bran of the webelos from our camp fire. Parents hold on to your son. Webelos put out your left hand.

WL: This bran you will wear for 24 hours. Tomorrow night when you wash it off promise to your self to do your best as you learn more about the boy scouts.

CM: I now give to your parents to give to their sons the webelos badge (Cubmaster and webelos leader shake hands with boys)

W1: Go now and be proud of the webelos bran.

PACK MEETING OCT. 84 THEME PIRATE WATERS

\*\*WALK THE PLANK CEREMONY\*\* FOR BOBCATS BY DAVE ROGERS

" CM: TONITE WE HAVE SOME BOYS THAT HVE EARNED THE BOBCAT.

ASST:WILL THESE SCOUTS COME

FOWARD.

CM: YOU BOBCATS ARE JUST STARTING UP THE SCOUTING TRAIL.

BUT BEFORE YOU GET THE BADGE THAT YOU HAVE COMMING YOU MUST DO TWO
THINGS.1ST YOU MUST WALK THE PLANK UP TO THE BOCAT AND THEN YELL

\*\*CUB SCOUTS DO THEIR BEST\*.THEN YOU MUST HAVE THE OFFICAL PACK 763
INDUCTION AFTER YOU HAVE WALKED UP OUR PIRATES PLANK.ARE YOU READY?

GOOD THEN ITS JUST ABOUT TIME TO MAKE YOU DO THIS. BUT FIRST LET ME
TELL ALL OF YOU THAT THESE BOYS DID NOT AND WILL NOT OVER THE NEXT

FEW YEARS DO ALL OF THE WORK TO GET THESE BADGES. THERE WILL BE THE
HELP AND THE SUPPORT OF THE PARENTS SO HE CAN ADVANCE IN SCOUTING.
AT THIS TIME CAN I HAVE THE PARENTS OF THESE SCOUTS COME ON UP.

PARENTS PLEASE STAND AT THE END OF OUR PLANK AND BE READY TO HELP
YOUR SON.

SCOUTS WALK THE PLANK ONE AT A TIME AND THEN STAND BY YOUR PARENTS.

(AFTER THE BOYS HAVE WALKED THE PLANK TURN EACH ONE UPSIDE DOWN AND PIN ON THE BOBCAT PIN ON THE SHIRT SO THE PIN IS RIGHT SIDE UP BUT THE BOY IS UPSIDE DOWN, AND GIVE BADGES TO THE PARENTS AND TELL THEM:

WHEN YOU HAVE DONE A GOOD DEED THEN YOU CAN TURN IT RIGHT SIDE UP.

CM: SCOUTS AND PARENTS OF PACK 763 THESE YOUNG PIRATES ARE NOW OUR NEWEST BOBCATS. WELCOME TO THE PACK AND KEEP UP THE GOOD WORK YOU YOUNG PIRATES. (GIVE THEM A BIG HAND)

\*LIST OF NEEDS FOR THIS CEREMONY\*
BADGES & PINS.WOOD BOARD, PIRATE HAT FOR CM AND TOY SWORD, ANY OTHER
PROPS THAT YOU MAY NEED.)

## SHRUB SCOUTS

I think that I shall never see
A Cub Scout uniform fit perfectly,
A uniform whose sleeves meet wrists,
With pants whose pockets aren't full
of fists,
A neckerchief which stays in place,
A cap not used in a relay race,
A belt without a flapping end,
Or pants without a hole to mend,
Upon whose back third base was gained
And intimately gets grass stained.
But uniforms are made by mortals like
me,
And God makes boys without
uniformity.



AFTER STRUGGLING FOR DAYS
TO BE THE FIRST ON TOP OF
MT. PEDRO, OUR HERO HEARD
THE SOUND EVERY MOUNTAIN
CLIMBER FEARS...

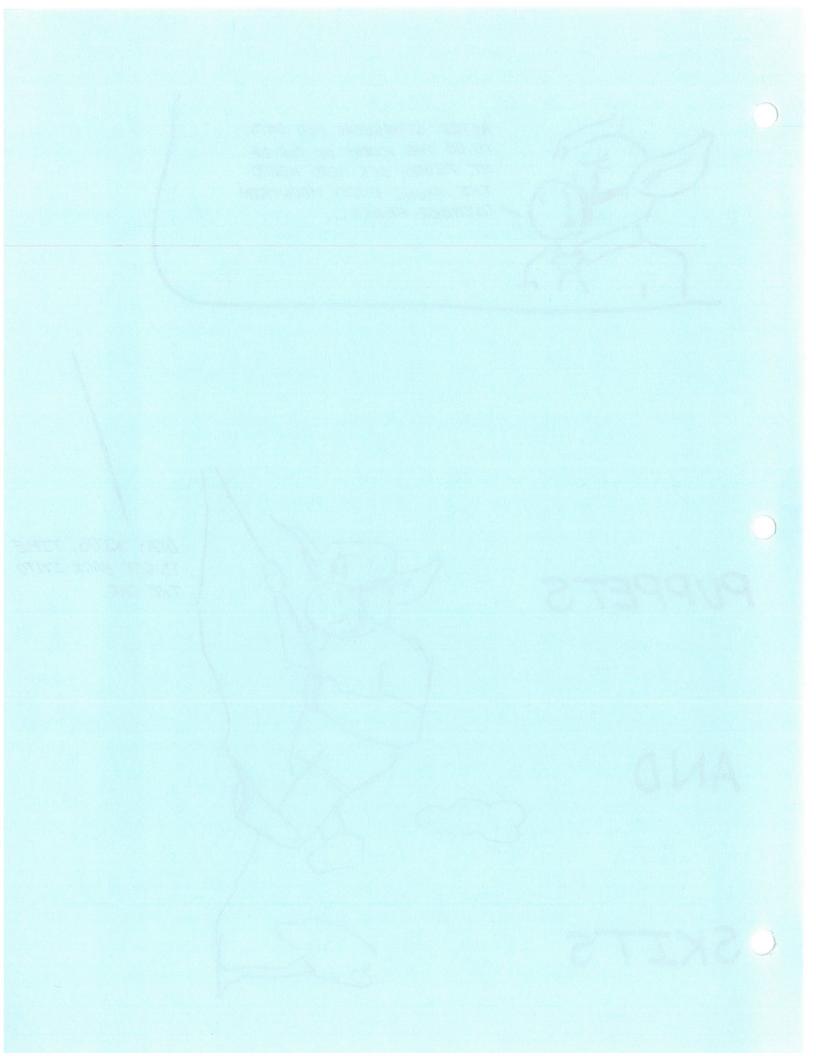
PUPPETS

AND

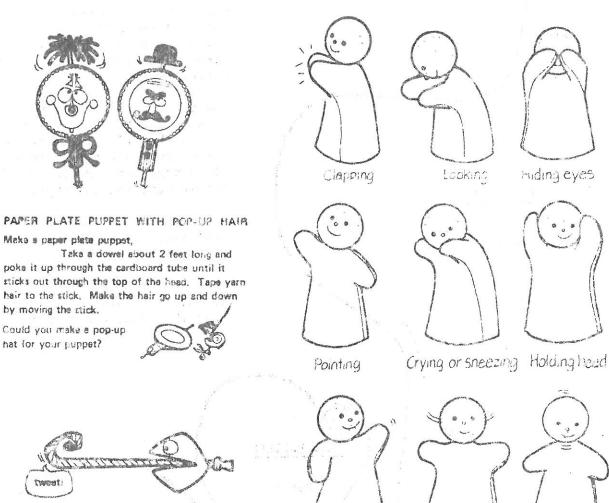
SKITS



OKAY KIDS, TIME TO GET BACK INTO THE CAR.



Puppets offer the boys a form of creativity in two senses. Not only does the boy find an assist in his dramatic expression; but he is able to create an artistic tangible product. Let him use his imagination. Don't guide him too rigidly. A good place to start is with paper bag puppets.



Shake and squeeze a plastic bottle of baby powder to make a puff of smoke.



A party blow-out whistle makes a funny puppet tongue.



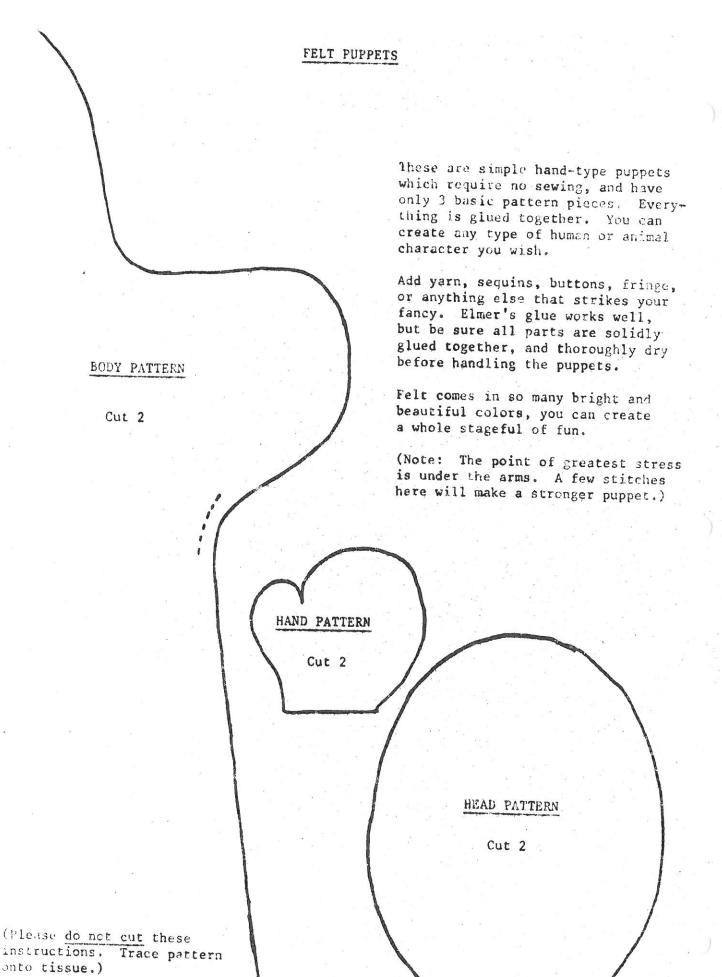




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Rubbing hands together Thinking

Bowing





# THE WONDERFUL WORLD OF SKITS

What is a skit? Can my Cubs put on a skit? Where do I start? What can'I do?

If you are a brand new Den Leader (not even sure what this whole business of Cub Scouting is about) or an "old timer" (someone who has been a Den Leader for more than one year) here are some of those badly needed answers!

A SKIT IS a short sketch designed to make a point, solve a basic problem revealed in the skit, express a feeling, promote a mood, or dramatize a theme.

SKITS ARE APPEALING to boys of Cub Scout age because it allows them to be creative. A boy can write a story, create a stage and exaggerate what's in his imagination. Dramatics are important to the growth of a boy because it gives him an outlet for the "let's pretend" part of his character. Scouting ideals can be effectively taught with the aid of a skit because learning is much easier if its fun.

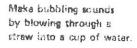
BEFORE YOU BEGIN to work on your skit, keep in mind that you are working with 8 and 9 year olds. Basically, they want very much to succeed and they want to "please". Don't expect them to be pros, but at the same time, don't underestimate their energy and enthusiasm. Ease them into a skit by doing a simple one first, maybe one you narrate and they pantomime. Build their confidence, have fun and you'll have a group of boys that won't frown whenever you mention SKIT.

YOU KNOW YOUR BOYS and only you know how much you can handle. Choose a skit that best fits your situation. Select a story or theme that is simple enough to adjust to the number of boys in your den, their skill levels, their temperments and their interests. You might find it easier to write your own skit. You can always adapt a familiar story. Someone else's skit can be rewritten to fit your needs.

DOES IT SOUND DIFFICULT? IT REALLY ISN'T! REMEMBER - "KEEP IT SIMPLE, MAKE IT FUN"

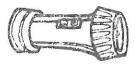


Whistles, horns, clocks, rattles, and musical instruments add interesting sounds to a pupper show. You can also use a record player or tape recorder.





Rolling dried peas in a pan can sound like rain.



In, a dark room, use a flashlight to make lightning.

To make a tremendous crash, drop a pan full of metal jar lids.



Use a cap gun for loud bangs.



Stam 2 books together to make the sound of a door closing.

#### WHY SKITS

Skits are a traditional part of scouting. They are part of campfires, camping and meetings.

Cubs can be introduced to this great scouting tradition with a great sense of fun if you keep it simple and fun.

A few hints can help make it fun and yet a learning experience.

- 1. Limit the length of the skit.
- 2. Don't use a skit at every pack meeting. The cubs will find them work, not fun if it is a labor every month.
- 3. Space a skit with singing, storytelling games and other parts of a skit meeting.
- 4. Make sure that the skit is a surprise. Allow the boys to rehearse in privacy.
- 5. Think about the facilities where you plan to have this skit. Can the cubs be seen and heard.
- 6. Be sure if it is a STUNT type skit that you pick a good sport for the brunt so that you will all laugh with him not at him.
- 7. Be enthusiastic...if you show your sense of concern for your skit assignment you can ruin the boys' fun.

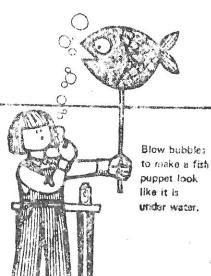
It is always very special to let the boys write the skit. There are special hints for this project.

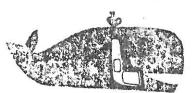
Begin with a firm outline.

Usually one of the characters will want something. Something or someone will hinder him for a time and it will seem he may not get his desire.

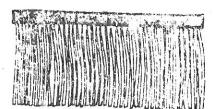
Outline the skit assigning specifics in the areas of SETTING, CHARACTERS, AND PROPS.







A cardboard whale can really spout if you put a squirt gun behind it.



A strip of cardboard with silver tinsel taped to it looks like rain.

#### Skits

Skits are appealing to boys or Cub Scout age. They help channel a boys imagination. He dosen't just play he is a pirate. He is a buccaneer sailing under the Joly Roger. Dramatics are important in the growth of boys because it gives them an outlet for the 'let's pretend' part of their life. It gives them a chance for ceative expression rather than imitation.

Skits help boys express their choice of characters and develop their powers of observation by helping them recognize the desirable character that our in people they see. They let boys play parts they have always dreamed of. Skits create self-confidence and help eliminate self-Consciousness.

Keep ideas simple- simple Skits, costumes and simple props, well done, are always more impressive than elaborate ones did poorly. A simple sign can often do wonders - it turns a box into a wagon, car, boat, plane, ect. It can eaven turn a boy into a tree.

Keep Skits Fun - Fun makes good skits. Whether the theme is serious or humorous, the skit should be fun for the boys and audience.

Keep skits short (3-5 minutes at the most). Avoid long memorized dialogue. (Fantomimes are great for Cub Scouts). Use simple scenery, props, costumes - if any. Let every boy take part. Use stage directions liberally - tell who goes where and dose what. Be sure the audience can hear. Boys should be coached to speak slowly, before continuing their lines.

Consider the type of stage, lighting, sound system, number of charaters available. Consider using props and scenery, costumes to add realism. Use written skit, adapt it to fit your own situation, or write one your own.

HAVE FUN

#### SCENERY

Scenery should be kept simple. Scenery is fun for Cub Scouts to make. It is a good den meetting project. It adds to the mood of the skit and makes the skit more believable. Keep these things in mind.

- 1. Scenery should be kept simple. It should previde an idea of suggestion of what is to come.
- 2. It can be made from large pieces of corrugated earboard. Check with funiture stores, appliance or grocery stores. Take care in cutting cardboard. A Grat Knife is best.
- 3. Wooden lathes can be nailed to the back of the scenery to make it more sturdy or to help it stand up, and keep from curling when painted.
- 4. Felt tip markers can be used on cardboard that has been painted a light color, to put in details, or the whole desing, if you wish.
- 5. Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempers paint are best. It is best to paint on the blank side of the cardboard.
- 6. When using latex to cover somthing, apply it with a roller. Latex paint is inexpensive. Some times the boys can bring left-over paint from home. It washes off hands and clothes with soap and water.
- 7. Tempera can also be used to tint latex when the desireres shade is not available.
- 8. Always keep in mind that audiances will see scenery from a distance. Be sure the detail is distinctive enough but not to much fine detail.
- 9. Boys should use old cloths or dad's shirt for painting. Den leaders should stand back and let the boys do the work.

# SCENERY

Create a mood with scenery. Paint in greys if the skit is spooky or sad; bright colors if the skit is happy or funny.

The following are suggestions for scenery that can be cut from cardboard:

Mountain range

Lamp post

Forrest outline

Bushes, trees Skiline of city Picket fence

Houses, tents, cabins

Archways, columns

Sun, moon, stars (suspended overhead)

When creating a skyline, cut the pieces low-wasted or shoulder height - to give the effect of distance.

Childrens books: colloring, story, ryme, are a good source for backdrop: ideas.

A scene can be as simple as a single broom or as complex as a jungle. What ever the choice, keep the scene changes as simple as possible to save time between the acts.

Tack scenes on a wall or back panel.

Waves, mountains, trees, caves, and grass can be attached around the stage. Hang stars, snowflakes, cobwebs and bats from string tied to wires or rods above the stage.

Two people can arimate a school of fish, cars moving along a road, or an ocean of tossing water by moving a part of the scenery back and forth.

Apuppet can sit in a bed if you cut a hole in the box, inset puppet through the hole and opperate it from undeneath.

# COSTUMES # MAKEUP

Costumes can help set the mood of thole skit. They have the magical ability to transform a boy into a man, astronaut, clown or anything else his imagination suggests. Here are some different examples of materials you can use to make a costume;

Crepe Paper(can be glued, stapled, sewnor draped.).
Old clothing (use your imagination)
Cardboard boxes (exellent for clowns and animal)
Paper Sacks (use for cloths or masks)
Wigs (can be real or made from yarn)
Toys (teddybears, play guns ect.)
Simple Signs
Hats, gloves, scafes, approns, knit caps, Masks
Halloween costumes (dont through them out save)

Remember to keep costumes at the Cub Scout level. The boys will give their best performance if they are made to feel that they made their own costume.

Why use makeup? It helps tell the audiance what the charicter is like. It makes the character seem more real to the other actors, and as a result, every one plays their part better. It hides an actors own features, changes his form, and makes him appear larger or smaller, older, younger, and can alter his character completely. Here are a few examples of make-up.

1. Make-Up Base- Combine equal parts liquid cleaning cream and powdered sugar. (tint by using few drops food coloring or tempra paint).

2. Tempera Paint can be applyed directly on skin.

3. Eyebrow pencil ( used for, darking brows, frecles ect.)

6. Lipstick (on lips and cheeks)

7. Eye shadow (eye lids, under to make hollow looking.)

8. Corn starch, Baby powder ( sprinkled in hair to look old)

9. Halloween Make-Up

10. Black crayon (missing teethl look)

11. Any of Moms old stuff.

# STAGES

Your stage may be simple or elaborate - a one-time thing or for permanent use. Your theater will be datermined by your need. The primary reason for a stage(puppet) is to mask the puppeteer. However the stage should enhance the qualities of the production.

There are three categorys of stages: makeshift stages are suitable for simple productions but if the puppets are to be used for any exstent of time, a sturdy stage should be used. Portable or permanate stages do not need to be extravagant. In fact, if the stage is to colorful, it may distact from the puppets. However some color is neede and useful.

The stage should be sturdy although it is not nesessary to use heavy material. There is no need for a puppet stage to support a lot of weight. The only weight directly on the stage should be the cutains. Lights, sound equipment, and other materials should not be supported by this type of stage.

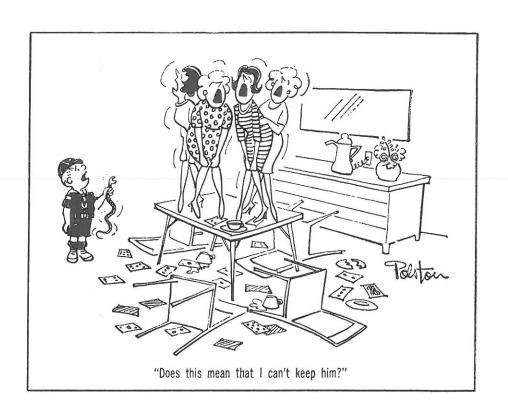
Whatever kind of stage is used, be certain curtains or any other masking materials are securely fastened. An puppet show will be brought to an abrupt conclusion if a cutain or structural element collapses.

You can find different stages illistrated in Skits and Fuppet Book # 3842, (avalable at Scout Office) Old Pow Wow Books, Books at your Liabrary.

# \*DIFFERENT TYPES OF STAGES \*

Doorway (sheet covers part)
Refridgerator Box
Shaped Cardboard
Cardboard Cut Out (set on top
of table, chair)
Shoebox
Cardboard Box

Table (sheet around bottom) Wooden Flat Chart Oatmeal Carton Wooden Crate Ectra





GRAFTS



#### GLUES FOR CRAFTS

- WHITE GLUE: (Elmers) They are cheap and easy to use, comes ready to apply.

  It is good for wood, cloth and paper leather, cork and cardboard.

  Not good for metal or non-porous materials. It sets fast and is fairly strong. It does not stain and is not flammable or toxic.

  Not waterproof. Excellent for cub scouts.
- EPOXY GLUE: Will glue almost any substance to any other substance, and make a strong joint. It comes in two containers: a resin and a catalyst or hardener that must be mixed together in a rather precise proportions before using. The result forms a fast setting glue so have your work ready before mixing. It is poor for some plastics and natural rubber. It is very verstile and resists moderate heat, water and humidity. Some types are taxic and some may irritate skin.
- CLEAR CEMENT: Works best on porous materials like leather, paper and wood.

  It is clear and colorless. It resists water but is not strong.

  It can damage certain fabrics, finishes and plastics. It is flammable, the fumes are toxic.
- CONTACT CEMENT: Is instant sticking. It is good for a fast job like scenery for a den skit. It works well on wood, cloth, paper, leather, some rubber and plastics and metals other than copper. It is not strong, it may discolor and damage some types of rubber and plastics. Most brands are flammable, may irritate the skin and are toxic. Fumes may be harmful so ensure adequate ventilation.
- HEAVY DUTY GLUE: Mix cornstarch with regular white glue until it thickens to desired consistancy.
- KITE ADHESIVE: Egg whites make a good glue for paper kites, as its almost weightless and very strong.
- FLOUR PASTE: 1 CUP BOILING WATER 1 T. POWDERED ALUM
  2 CUPS FLOUR 2 CUPS COLD WATER
  1TSP. OIL OF CLOVES PEPPERMINT OR WINTERGREEN
  Add powdered alum to boiling water. Mix flour and cold water until smooth and pour until it has a bluish cast, stirring all the time.
  Remove from fire, and add oil of cloves, peppermint or wintergreen and stir well. Keep in air tight jars. Thin with water if needed.

HINT: Buy white glue in quart size for economy sake. Pour into small containers for use by boys.



#### THIS AND THAT CRAFT RECIPES

#### COSTUME MAKE UP:

In a jar mix some liquid skin cleanser with powdered sugar for thickness. Add food coloring for color. This make-up will wipe right off. It works even better if the face is cleansed with liquid cleanser and wiped clean before applying make-up.

#### FLAME PROOFING:

2/3 cup 20 Mule Team Borax

1 qt. water

Mix. Spray on paper and dry. Dip cloth into solution, wring and hang.

#### BAROMETER SOLUTION:

30 gm. colbalt chloride

15 gm. sodium chloride(table salt)

7½ gm. gum arabic

4½ gm. calcium chloride

1 pt. water

Mix. saturate blotter paper and let dry throughly. When air is dry, paper will be blue; when weather is changing it will be lavender and when weather is damp, paper will turn pink.

#### CARVING MATERIAL:

4 parts vermiculite

l part sand

1 part cement

Mix the above with enough water to make a heavy paste. Then pour into a mold (box of any kind) and let it dry. Blocks can then be cut and carved with a pen knife.

## TRANSFER PRINTING:

2 cup hot water

1 tsp. liquid soap

2 T. turpentime

few drops ammonia

Mix together all these ingredients. Then cut out a picture from a newspaper (Picture on glossy paper will not work)Dip a small wad of cotton in solution and coal the picture with it. Let it stand for about 2 minutes. To transfer, place picture face down on paper plate, notebook cover or cloth, and rub over it lightly with the back of a spoon.

#### BATH SALTS:

5 lbs. epson salt

few drops perfume

few drops food coloring

(Makes 8 pints)

Add the food coloring to the Epsom salts and shake well. Diwide the salts into several small jars. Add a few drops of perfume and close jars tightly. Let stand about three weeks.

#### GLYCERIN SOAP BUBBLES:

2 T. detergent(not soap) 1 T. glyserin 1 cup hot water Food coloring Mix. Add coloring as desired and let cool.

CLAY

Clay is a soft material that is easily shaped. There are several recipes for different kinds of clay.

Purchased Clay:

Hardening Clay - or Ordinary earth clay

Best for modeling

Keep moist with water

To join pieces together-score the clay and moisten with water Dries stiff and has hard finish

When dry-can be painted with tempera paint.

Modeling Clay:

No special treatment needed to stick pieces together Does not dry or harden

Can not paint

Will keep shape until rerolled

# RECIPES FOR CLAY AND DOUGH

Chemical Clay

2 cup cornstarch

7 cup salt

3/4 cup water

Mix 1 cup salt and 2 cup cornstarch in pan. Slowly stir in 3/4

cup water. Stir until smooth. Cook and stir over low heat until

stiff (2 or 3 min.) Spoon mixture into aluminum foil and allow

to cool. (10 min.)

\*Store in wax paper. Will keep for several days-if becomes too

sticky squeeze a little water into it.

\*must be scored and moistened with water to stick together.

\*dries very hard and can be painted.

Kitchen Clay
11 cups flour
12 cup salt
14 cup vegetable oil
(or a few drops of liquid soap)
15 cup water

Mix 1½ cups of flour and ½ cup salt in bowl. Slowly stir ½ cup water and ½ cup of vegetable oil into mixture. Squeeze the mixture for about 3 or 4 min. If it breaks apart moisten your hands and continue to squeeze.

\*Store unused in an airtight container or plastic bag. Keep in fridge.

"If becomes sticky, squeeze more flour into it.

\*Moisten pieces to stick together.
\*Dries very hard and can be painted.

# Cornstarch Baking Soda Dough

f cup cornstarch 2 cups baking soda 14 cup water

11 cup water
Mix cornstarch and soda. Add water and mix. Bring to a boil...
stir constantly. Thickens to consistency of mashed potatoes.
Tint. with tempera or food coloring.
\*Store in fridge in plastic bags.

#### CLAY conta

Baker's Clay
4 cups flour
1 cup salt
1½ cups water
Mix flour, salt, and water together with fingers. If clay feels
too stiff and more water and knead for 5 minutes.
\*Never double or halve recipe.
\*Use within 4 hours.
\*Mold objects then bake on cookie sheet at 350° for 1 hour.
\*Test with toothpicks.

Sawdust Dough
4 cups sifted sawdust
1 cup plaster
1 cups wheat paste
Mix. Add water til it has consistancy of clay-moist enough to
mold and stick together.
\*Store in plastic bag in fridge.

Bread Dough
Remove crust from several slices of white bread. Break up bread
into small pieces and mix with white glue. Add few drops of lemon
juice. Mix until consistency of clay. Color with tempera paint.
\*Store in plastic bag in fridge.

SCORE - Scratch the surface with a toothpick or other pointed tool.



# PAINTS, MATERIALS, AND IDEAS

PAINT SUBSTITUTES: Food coloring mixed with water or liquid starch makes a quick substitute for water paints. Or shave crayon bits and dissolve in turpentine- one part crayon to two parts turpentine. Crayon paints won't run together and they have a very soft appearance that looks like oil painting.

# SLIPPERY FINGER PAINT OR POSTER PAINT:

I envelope unflavored gelatin

1/2 cup cornstarch

powdered tempera

2 cups hot water 4 cup cold water 3/4 cup cold water

by cup mild soap flakes or detergent

In a small bowl, soak gelatim in 4 cup cold water. In saucepan, combine cornstarch and 3/4 cup cold water. Stir 2 cups hot water into starch mixture and cook over medium heat, stirring constantly till mixture comes to a boil. When mixture becomes smooth and cream-looking, remove from heat. Blend in softened gelatim. Add soap flakes or detergent and stir till mixture is thoroughly dissolved.

If you want different colors of paint, divide mixture into portions in jars or bowls before you add tempera.

Stir in about a teaspoon pewdered tempera for each cup of mixture. Paint should be cooled before you use it.

## TEXTURED FINGER PAINT:

1 cup powdered detergent

to cup liquid starch

powdered tempera or food color

Mix detergent and starch together till mixture is soft and damp throughout. Add enough food color or paint to get the color of paint you want/ Note; If you put this paint on too thick, the paint chunks will fall off when dry.

#### FINGER PAINT:

Mix 1/2 cup liquid starch with 1/2 cup water. Add to 1 qt. boiling water, stirring to paste. Use 1/2 cup powdered tempera to add color.

# NOTE OF SAFETY:

Many painting supplies are compustible. Stay away from open flames. Use spray paints in a well ventilated area. Fumes are dangerous.

## TIPS ON PAINTING:

Painting plaster- When painting plaster, first seal with a clear plastic spray. Plaster is absorbent and tempera will soak in unless it's sealed first.

Spray Paint-A spray bottle(such as Windex) is good container for doing mass painting with diluted tempera or poster paint. Spray objects inside a cardboard box with newspaper underneath so paint dust will be confined.

Painting on Plastic- When painting plastic containers or milk cartons, etc. mix powdered tempera with liquid detergent. Then paint will adhere better.

#### PLASTER CRAFT

#### Plaster Casting

Plaster Casting is a simple craft which all boys enjoy. The boys have fun both in creating their plaster object and in painting them. Plaster is an inexpensive material that is especially suitable for making neckerchief slides.

#### Types of Plaster

Plaster is available in many different grades and prices. Plaster of Paris is the least expensive. It is available in lumber yards, paint stores and hardware stores. Art Plaster will produce less porous, harder castings. It is available at art and hobby stores. Dental and orthopedic plaster is the best quality available but also is most expensive.

# Molds for Plaster

Commercial molds made of plastic or rubber are available in art and hobby stores. You can make your own molds from liquid rubber, plastic, or even plaster.

# Preparing the Mold

Molds should be thoroughly cleansed. A solution of common soap and water may be lightly applied to the molds inside surface to avoid having the plaster stick to the mold. Vegetable oil and other mold release solutions may also produce satisfactory results.

#### Mixing the Plaster

Fill the mold with water, then pour the water into a mixing container such as a paper cup. Gradually sift the powder into the water trying to spread the plaster as evenly as possible. Continue the operation until the level of the plaster has just broken the water's surface with little mounds of plaster rising above the water's surface. DO NOT STIR OR SHAKE THE MIXTURE!!

# Slaking and Stirring

Allow the mix to stand undisturbed for one minute. (Longer for larger batches) This waiting period is referred to as slaking. After slaking stir the mix with a popsicle stick or similar instrument. Keep the stirring action going at a moderate rate being careful not to trap any air bubbles. The longer and more rapidly the mixture is stirred the sooner it will set. Gradually the mix will lose its watery consistency and begin to take an a creamy, thick texture. This usually happens in two 60 three minutes; the mix is then ready to pour.

#### Pouring

At the time of pouring the mold should contain a very light spattering of water or commercial anti-bubble solution. This helps wet the molds surface thus allowing the plaster to flow evenly into all small crevices. Gradually pour the mixturs into the mold letting the plaster flow over the molds surface. Taping or vibrating the mold will help the plaster flow into crevices, punching out the air as it goes. Fill the mold to about 1/16" from the top, then tap, shake or vibrate the mold to remove air bubbles. After shaking, pour in more plaster until it is 1/16" above the top of the mold.

D - 15

### PLASTER CRAFT cont.

### Screeding

After a few minutes test the firmness of the plaster by touching it with a stick. When the plaster has reached a mushy state use the straight edge of the stick to remove some of the plaster; not all of it in one pass. Make three or four passes to remove all excess plaster and produce a flat surface. Moving the straightegge from side to side as you go will help to return the plaster to its fluid state thus avoiding tearing of the plaster's surface. This process is called screeding.

### Hardening and Removal

As the plaster continues setting up you will be able to detect a gradual building up of heat. Upon cooling the plaster should be hard enough to remove from the mold. Rub the plaster virorously with your finger. If this does not change the appearance of the plaster it is hard enough to remove from the mold. Turn the mold over and tap it. If the object does not fall out, gently flex the molds edges until the object falls out. Deep rubber molds may require a long drying period so that the mold may be stripped from the plaster object.

The plaster object will contain a lot of water and thus should be left to dry for several days before painting.

### Painting

Plaster is porous and will rapidly soak up most liquids, such as paint. In order to avoid painting problems the plaster should be sealed by painting it with schellac, varnish, clear spray paint or even latex wall paint. After the sealer is dry any type of paint can be applied such as tempera, acrylic, oil or enamel. Enamel and lacquer will leave a glossy finish, where as waterbase paints will usually leave a dull finish. The latter can be given a final coat of clear shellac or spray varnish for a shine. Make sure that your sealer and paint are compatable. Mixing enamels and lacquers may cause the paint to bubble and peel.

### For An Antique Finish

To achieve an antique finish, paint the object with blue-green tempera. Allow to dry. Then coal object with brown shoe polish and wipe it with a soft cloth. If too much of the polish soaks in...try spraying over tempera with clear plastic before applying polish. The shoe polish will give a cooper finish. It is also possible to purchase commercial finishes in either spray or paint form.

### HINT:

Dip rubber plaster molds in liquid detergent before removing the plaster casts from inside. The molds will then peel off without breaking the object.

### PAPIER-MACHE

Papier-mache is the french word for chewed paper or paper pulp. Wet papier-mache is easily shaped but when dry, its hard and strong.

### Recipes for papier-mache paste:

3 parts water + 1 part flour mix till smooth and creamy add a few drops of oil of wintergreen (Makes the paste last longer)

O

1 part wallpaper paste + 3 parts water mix well and its ready to use

OR

2 parts white glue + 1 part water mix and its ready to use

OR

liquid starch (right out of the bottle)

### Strip Papier-Mache

You will need 4-6 layersfor small items...up to 11-12 for larger items.

- 1. tear you strips  $1-1\frac{1}{2}$ " wide (tear rather than cut for it blends better)
- 2. cover strips with paste by pulling through the paste or brushing it on with a paint brush
- 3. alternate layersgoing crosswise then lengthwise. This strengthens it.
- 4. smooth down all of the strips.

Hint: When alternating use plain newsprint one way then use comic newspaper the opposite way-that way the boys can keep track of the layers.

### Papier Mache Pulp

This can be shaped like clay or you can use it to cover objects. It can be bought as a mix or it can be made.

### Methods in making pulp:

- A. tear your newspaper into 1" square pieces. Put into large pan and squeeze papier-mache paste into the paper until the mixture feels like clay.
- B. also tear your paper into 1" square pieces and put into pan.

  Fill pan with water and let soak over night. Then mix with a blender or beaters. Squeeze out the water and then squeeze papier-mache paste into the pulp until it feels like clay.

Hints: It's quicker than the strip method. Don't make more than you need for it doesn't keep. Don't put on too thick or will take too long to dry

### PAPIER-MACHE contid

### DRYING

Let object AIR dry when possible.

OR

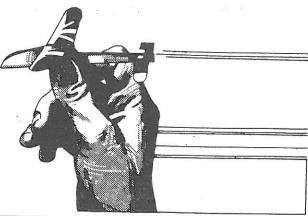
Dry in oven at 150 degrees - WARNING - heat tends to shrink and buckle. Projects made with balloons should not be dried in an oven.

If you goof and let it dry too fast, don't despair. Sand it off and get rid of the loose paper and ridges and slap some more layers on it.

### PAINTING FINISHED PRODUCTS

You need to sand the project if you want a smooth finish. Then you can paint it with white gesso or white latex paint base coat before painting with tempera. If you're using acrylic paint, you won't need a base coat. Spray tempera with clear plastic finish or clear varnish for a protective coat.

BY BOB HAROLD



You can cut and fold these lightweight mini-gliders out of the aluminum from a used beverage can.

hese zippy mini-gliders are easy and while cutting aluminum). quick to build.

You'll need:

Several aluminum beverage cans.

Scissors.

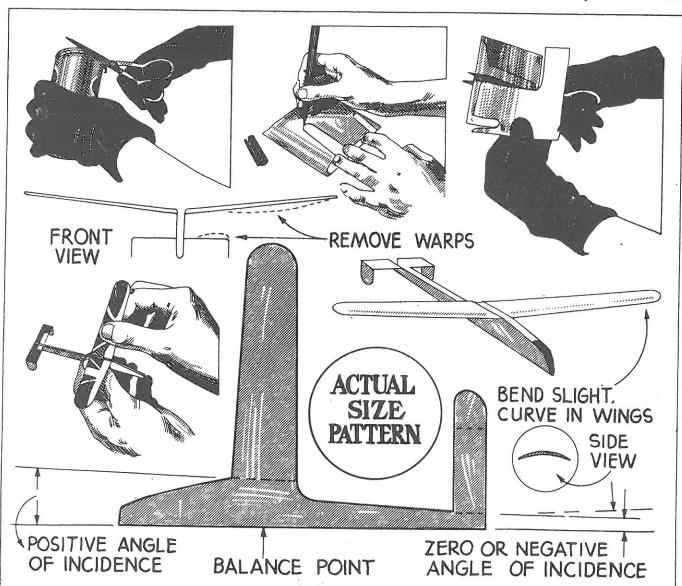
Lightweight work gloves (to wear

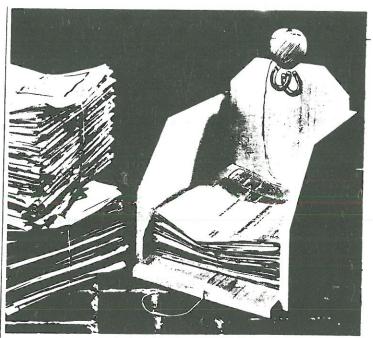
- File cards (5-by-7).
- Modeling clay.
- A 1-inch in diameter dowel or right, try an aluminum one. broom handle.
  - Long-nose pliers (optional).

Emery cloth (optional).

First, make a test glider from cardboard file cards. When everything works

1. Wear gloves while cutting aluminum. Poke a scissors' point into the can





### Pedro's Perfect Paper Packer

t all started when our troop was packing newspapers as part of a Project SOAR recycling effort in our town. Pedro watched us struggle with the papers for a while, then his ingenious burro-logic got to working. He suggested we use a box to hold the papers while we tied them in bundles. "Better yet," he said, "why don't you make a box in the shape of my stall so you can slip the papers in endwise, then tie them in bundles? It sounded like a good idea, so we made this packer in the shape of a horse stall. It works perfectly. We think you'll like it too.

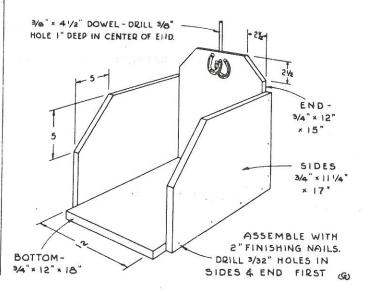
The drawing gives finished sizes for the parts. The sides, end, and bottom can be cut from a six-foot length of 1"x12" pine. Since a 12" board is now only

11¼" or 11½" wide, nail or glue a strip of wood on one side of the bottom and end to make them 12" wide.

To avoid splitting the wood, drill 3/32" holes in the sides and end before assembly.

When our paper packer was finished, Pedro smiled his approval, then implanted his famous signature near the top of the end. Using the picture of the burro shoes, sketch your own on tissue. Transfer the sketch to the back of the packer, using carbon paper. Give the wood a coat or two of clear, satin-finish Vinaloid to protect it.

The box holds folded newspapers in piles about 10" high. A ball of twine is kept handy on the dowel, where it's always ready to do another job for SOAR.



" Frubies"

INSURANCE CO'S - pens, pencils, bags, etc.

BANKS-- pens, pencils, key chains, etc. Also nice boxes that their paper comes in. FORESTRY CENTERS/RANGER STATIONS -- All sorts of Woodsey Owl, SMOKEY THE

BEAR, and Fish and Wildlife STUFF! Ask for their great POSTERS -- animals, fish, butterflies, plants, etc.

HEADQUARTERS--500 W. 12<sup>th</sup>, Vancouver-by sheriff's office. 696-7649

Hanger Station on State RT. 503, out past Amboy is where a friend found the

GREAT POSTERS! (CHELATCHIE PRAIRIE STATION)

FURNITURE STORES-- wallpaper samples, rug samples, large boxes SEARS--LAHGE boxes, sometimes--CALL!

SCRAP WOOD-- lumber yards, cabinet makers, mobile home factories, roofing contractors, housing contractors, remodeling co's.

FABRIC SCRAPS--custom drapery and upholstery shops, bridal shops, tailor shops
CARPET SAMPLES AND SCRAPS-- carpet and upholstery shops, furniture stores
SCRAP VINYL/LEATHER-- upholstery shops, Freight Liner used to have scraps
PAINT-- painting contractors, construction companies ( YELLOW PAGES)
SAVE ALL.....TUNA CANS, COFFEE CANS, LG. PEANUT BUTTER CANS, 2 liter

POP BOTTLES, OLD SCREENS WINDOW AND DOOR --for bug catchers--you'll see!

PLASTIC MEAT TRAYS, PASTRY TRAYS, FILM CANS--plastic and aluminum,

WOODEN AND PLASTIC THREAD SPOOLS, WOOD, VINYL, LEATHER, FABRIC ETC! SCRAPS!

CARDBOARD (for fire starters) and plastic EGG CARTONS, OLD CANDLES AND PARA
FIN, DRYER LINT!, BREAD WRAPPERS, PLASTIC AND PAPER GROCERY BAGS! (ISN'T

THIS FUN?!) PLASTIC MEDICINE BOTTLES, PLASTIC MILK JUGS, GLASS GAL. JUGS,

OLD SPARK PLUGS (great awards for parents who help you a lot!) POP TOPS

FROM ALUMINUM CANS

- PUMICE STONES -- right on beach of Lewis River (off Pekin Rd. in Woodland)
- ASH-- anywhere along Columbia at Longview--where they're dredging-Also along HiWay (?25) that goes around Mt. St. Helens -- check with
  Forrestry Service to see if road open! Main Office--696-7649
- SCRAP BLUE PRINT PAPER AND CLEAR PRINT PAPER -- for sun prints, etc. -- architect co's-Yellow Pages
- RECRUITER OFFICES --MILITARY-- pencils, rulers, etc. Great POSTERS too! but some moms may not be real impressed with 'GO NAVY!' posters in their 8-9-and 10 year old son's rooms!

TILES FOR TRIVETS, ETC. -- Comfort Interiors, Vancouver, and OTHERS YELLOW PAGES!

GREAT BOXES WITH COMPARTMENTS -- State Liquor stores

- SCRAP CONCRETE BOLCKS-- Concrete Block Co's--I know ther's one in the industrial area in N. Portland--on or around Columbia Blvd.--for book ends, door stops, etc.
- SCRAP CORK-- check gasket manufacturers (Yellow Pages) -- coasters, placemats, pictures, etc.
- FOIL PAPER SCRAPS-- check florists for scraps from pot wrappings-- for masaic pictures, costume trim, etc.

JARS--second hand stores, Thrift stores

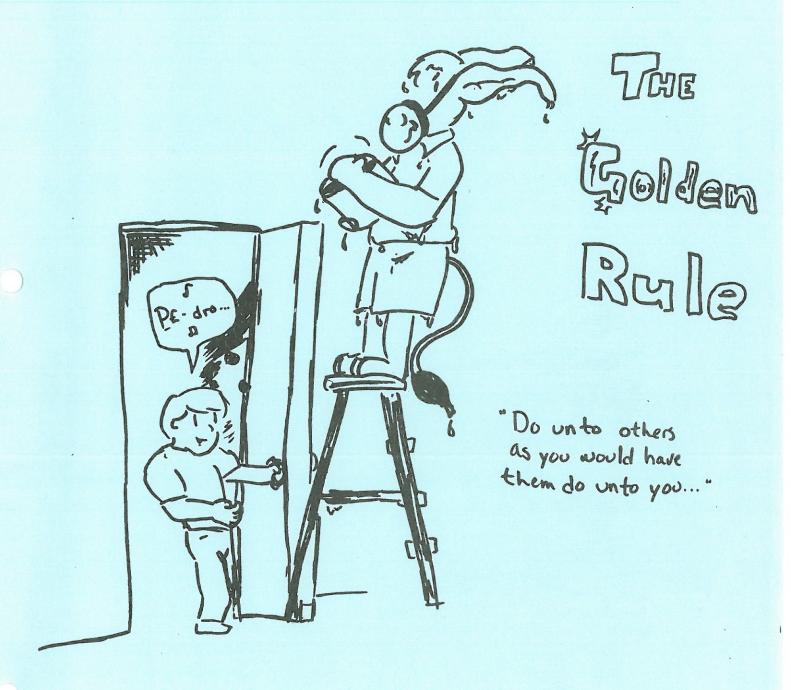
NAUGAHYDE--UPHOLSTERERS or seat covering places. Freight Liner used to have scraps.

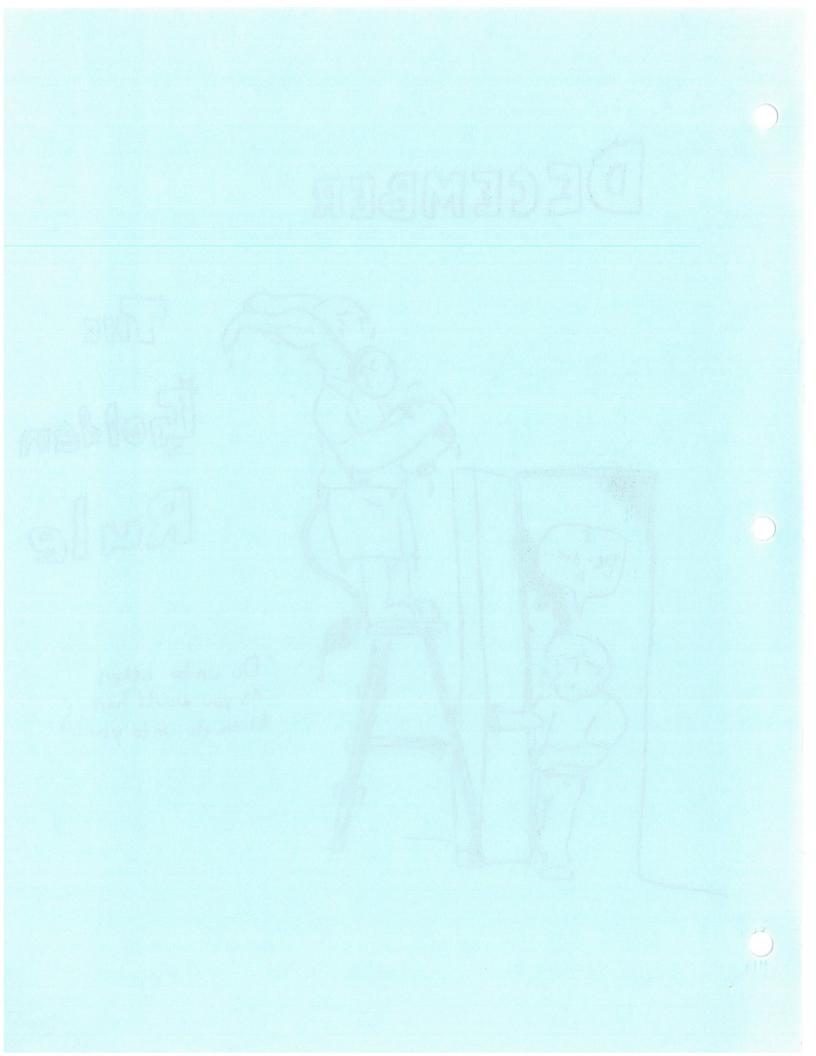
PLASTIC BOAT WINDSHIELD SCRAPS-- check Yellow Pages for manufacturers

### GENERAL RESOURCES A Basic List to Add to .....

Cub Scout Leader Manual Cub Scout "Program Helps" BASIC TRAINING "Boys Life" magazine ROUNDTABLE OR WORKSHOP Cub Scout Leader "HOW TO" Book "Scouting" magazine "Compass Points" Annual Pow Wow Pow Wow Books - old and new WOLF Cub Scout book BEAR Cub Scout book WEBELOS Scout book Den Chief Handbook Cub Scout Songbook Group Meeting SPARKLERS Trading Post - Council Library - for new ideas re: Activities and crafts

# DECEMBER





GORGEOUS GLITTERING BALLS! (to hang in institutional hallways, dining rooms, rec rooms etc.)

NEEDED:

1 6" styrefoam ball for each decoration

LOTS of plastic medicine cups (see if the nursing home, children's wards, etc., will donate these or get them for you at cost)

thick TACKY GLUE--small amount

Elmers regular glue

GLITTER--(blue, red, green, silver, gold are especially gorgeous!)

1/2--1 inch snowflakes in colors to coordinate with glitter-- just small.

enough to fit in bottom of medicine cup

CORSAGE PINS (Howell's, Oregon Craft etc.)--again, with colored heads to compliment glitter

Paperclip for each ball

thread or cord to hang balls

Before the meeting--set up an old candle in a holder. Hold a very skinny nail-with insulated pliers, or hemostats (ask a nurse!) and heat the nail or brad 'til it's hot enough to melt a hole through the bottom of the medicine cup. Melt holes in all the cups! Doesn't take long--REALLY!

AS THE BOYS GATHER-- Have them dip tops of medicine cups in Elmers, then in glitter, and set aside to dry.

The rest is easy! Simply stick corsage pins through a snowflake, glittered medicine cup, into Tacky glue and into ball. Space closely together. Dip paper clip in Tacky glue and stick into ball at an angle. Fasten thread to clip and VOILA! Hang lots for shut-ins to admire!

Unow Booker!

A tip for winter gourmets wondering if it's safe to eat snow, either plain or as a base for snow ice cream: Scientists at the Environmental Protection Agency say that *freshly fallen* snow is probably safe; "new" snow is purer than water from streams and lakes or well water because it hasn't picked up impurities from the ground surface or from percolation through the soil.

One caution, however: If you're outside, eating snow will increase your

chances of hypothermia.

PEANUT BUTTER CANDY (to dip in chocolate--Yummo!)

1# + 1 cup powdered sugar
2 cubes butter = infler;
1 C peanut butter

Mix and form into balls. Chill if necessary for balls to hold shape.

### CHOCOLATE COATING

Melt 4 inches of a cube of parafin. Add 12 ounces CHOCGLATE CHIPS or milk chocolate bars.

Stick toothpick into each ball for dipping.

The boys should have a great time kneading the peanut butter stuff, and you'll run out of candy LONG before they run out of zeal for dipping!

This candy will make great gifts for brothers and sisters, mom and dad! Check about special diets before taking this to shut-ins-for instance, this wouldn't be real great for diabetics!

### COLD WEATHER HEALTH TIPS

f you'll be dashing through the snow and cold this winter, watch out for these serious cold-weather problems: hypothermia and frostbite.

Hypothermia is a potentially fatal drop in body temperature that can strike anyone after prolonged exposure to cold, but it is more likely to happen if you are

tired, run-down, ill or elderly.

A person suffering from hypothermia will shiver and become clumsy and less alert. As the condition worsens, speech becomes slurred, thinking slows, breathing becomes shallow and the skin gets dark and puffy. As body temperature falls even further, changes in the blood may cause an irregular heartbeat that can lead to heart attack and, eventually, death.

Get a person with hypothermia inside as quickly as possible. Change the victim's snow- or sweat-soaked clothes, and try to keep him from losing more body heat by using insulated hot-water bottles and wrapping him in warm towels or blankets. *Don't* jar the victim or add direct heat to his body—get him to a doctor or hospital quickly, where trained personnel can stabilize body

temperature.

Nose-nipping weather poses another hazard—frostbite, which occurs when the fluid inside cell tissues freezes. Frostbite usually strikes the hands, feet, ears

and nose, and the "bite" is often painless—the tingle and redness you often notice when it's cold are warning signs. Frostbite begins when your skin feels numb.

Red Cross experts advise you to thaw out frostbitten body parts as soon as possible. Gently submerge them in warm, but not hot, water wrap your ears and nose in warm towels), elevate the affected area and between frostbitten toes or fingers so they won't stick together. Don't rub, you may cause permanent damage.

You can prevent both frostbite and hypothermia by

heeding these tips from the Red Cross:



Dress for the weather: Loose, layered clothes and natural fibers are best. If you will be outside, wear several layers—undershirt, shirt, sweater, yest, wind-proof outer jacket—and don't forget a hat, scarf and mittens (warmer than gloves, because your fingers keep each other warm). Wear boots over layers of socks, making sure that the boots are loose enough to allow blood circulation. If you're traveling by car, be sure to take outdoor wear in case of a breakdown.

Avoid working up a sweat: You lose a lot of heat through the skin when you engage in strenuous activity,

because your blood vessels dilate, and perspiration builds up to cool your system. If you're shoveling your driveway, for example, work at a moderate pace, with frequent indoor breaks don't try to finish the task all at once.



Eat smart: If you're going to be outside in the cold, says Todd Turriff of the National Safety Council, don't eat or drink cold foods and beverages—they'll lower your body temperature. Instead, try to eat high-eyergy foods—nuts, raisins, dried fruits, complex carbohydrates (pasta, whole grains, potatoes, fruits)—and warm drinks that help maintain body temperature.

The Red Cross suggests drinking fluids to prevent dehydration, but stay away from caffeinated and alcoholic beverages (they increase surface circulation but chill the "core" of your system), and choose a hearty soup like tomato rather than salt-based broths.

WOODEN RING TOSS TOY

(pattern on this page) Cut Indian out of plywood. Let boys drill hole in neck with hand drill. Sand. Paint feather, corate face as desired. Attach cord to neck. Attach metal jar ring or rubber ring to other end of cord. The idea is to swing ring and catch on the feather. One pack makes these for hospitalized kids!

VARIATIONS!

ELEPHANTS--catch ring on trunk GIRAFF--catch on neck

2-3 feet

Ring

### PEPPERMINT CANDY "TREES"

NEEDED ARE= 1 small styrefoam cone---NOT TOO BIG lots of wrapped peppermint candy or other hard, colorful candy straight pins glue (optional)

Simply pin the candy on the cone, starting at the bottom. This does take quite a bit of candy! You could have the boys paint the cones green, and then you wouldn't need to use so much candy, because it wouldn't matter if the cone showed.

REMEMBER TO CHECK DIETS OF RECEIVERS! HARD CANDY IS NEVER APPROPRIATE FOR PRESCHOOL-AGE CHILDREN, (THEY CHOKE!), NOR FOR DIABETICS.

A VARIATION OF PEPPERMINT CANDY TREES

NEEDED ARE=

pinecones large enough to stuff wrapped candy between their 'petals' lots of wrapped peppermint candy or other hard, colorful candy

Stuff the cones with candy. These are really colorful, and look like Christmas trees (or not, if you don't like Christmas). I have used as decoration in a village scene.

### IDEAS FOR HOLIDAY SERVICE PROJECTS

GO CAROLING in your neighborhood, or for shut-ins, hospitals, nursing

ADOPT A GRANDPARENT--find a senior citizen or couple whose family lives out of the area, or who don't have family at all. Take the boys to visit (after making arrangements with them), and invite your "Grandparents" to special activities, parties. My group made ornaments and went to Mrs. R's home to decorate her tree. (In fact the tree was at the pack meeting!) We visited her in her home once a month or so. They made Valentines for her. She in turn wrote each scout a note, came out to special activities, and really enjoyed the kids. She even broke out a box of candy one of the times we were there!

ASK YOUR OWN CLERGY WHO NEEDS HELP--I've known groups to stack firewood, take in their own homemade goodies, clean up yards, shovel snow when we're blessed with that cold, fluffy stuff.

VISIT AN ORPHANAGE -- Now called SHORT TERM FOSTER CARE

### HINTS FOR SERVICE PROJECTS

### TO CHILDREN IN HOSPITALS

I checked with the "Child Life Worker" at both Emanuel and the University hospitals and they reccommend these things:

Kids like tray favors (non-food)
Please don't visit unless prior arrangements
have been made

Handmade gifts are great—but make sure they are safe Check with specific hospitals for possible tours

Decorations are very much appreciated

U of O Hospital has BINGO for the kids, regularly, so prize-type things are very much appreciated

Joke books

Posters--such as Garfield, Care Bears, animals, cartoons

books

Projects made from popcycle sticks (or fun sticks) that can be taken apart and new things made by patients

Collect popcycle sticks to give the facility for crafts

Puzzles

Drawings and paintings for patient's rooms

For best luck check with the specific hospital you want to help. That way you can REALLY be of service to them.

# 1 below - I don't even know what a oplatek is! But the symbolism of this man's tradition is really characteristic of "-- Do Unto Others." I would do their besing big Cookies at den meeting! (and I more well do this with I may well do this with I

"A continuing Christmas tradition in my family is one that my

grandfather practiced in Poland as a child. Before dinner, everyone is served a piece of oplatek, a rectangular, waferlike bread that is sometimes called angel bread in Poland. Then each

of us, beginning with my grandfather, breaks off a piece for every other member of the family. The pieces are small, but the meaning is what matters: 'What is mine I will share with you.'" the ster children or handecapped Rids to den meetings, sack meetings, special activities and autings?

"We like to share our Christmas with foster children from a nearby orphanage. My parents call in advance to see if

there are children who don't have a family to join on Christmas Day, then they arrange for them to spend it with us. We always enjoy having them with us, and they have a good time, too. I'm sure there are people in nursing homes and hospitals who would appreciate such an invitation, too."

## **Dough Decorations**

### Here's a neat way to make ornaments for any holiday.

### BY BARBARA DEANE

rom simple ingredients—flour, water, and salt—you can make attractive, permanent ornaments and decorations for holidays or other special occasions.

Before you start, cover your work table with newspapers. You'll need: white flour (not self-rising); salt; water; a large mixing bowl; a large spoon; a rolling pin; assorted cookie cutters; a table knife; a spatula or pancake turner; and a pointed instrument to make a hole in the dough.

Mix 4 cups of flour and 2 cups of salt, while slowly adding water. Start with less than ½ cup water; keep adding and stirring until you have stiff dough.

"Knead" the dough by squeezing it and pushing down hard with the heel of your hand. Do this for 15 minutes or longer until the dough is workable. It will feel like clay—not too stiff to be shaped, but not squishy either. If it seems too hard, add more water. If it gets sticky, add more flour.

Roll out a hunk of dough with the rolling pin until it's ¼" to ½" thick. Cut out your flattened dough with the cookie cutters. Use the pointed tool to make a hole at the top of each "cookie" for hanging. Store leftover dough in a plastic bag in the refrigerator.

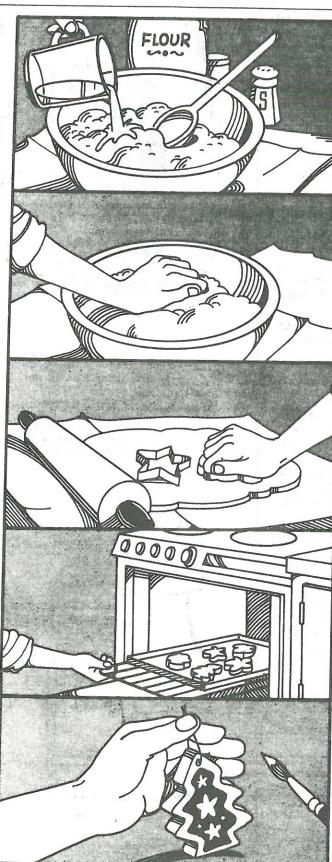
With a pancake turner, place each "cookie" on an ungreased cookie sheet.

Bake them in a preheated 350-degree oven for one-half hour to an hour, depending on thickness (¼" ornaments will take at least a half hour). They should turn brown and be rock-hard.

Let them cool completely before decorating. Use acrylic paint or model paint in various colors (do not use water colors or tempera). Add a coat of varnish or shellac. With this protection, your ornaments should last several years.

Tie a piece of string or fishline through the hole in each ornament, and it's ready to hang. Remember, you cannot eat these "cookie" ornaments.

Once you've mastered the techniques, you can craft your own design from the dough without using a cutter. Roll and pinch the dough as if it were modeling clay.



BOYS' LIFE & DECEMBER 1978

Mix flour, water, and salt in a large bowl.

Knead the mixture for 15 minutes until it feels like clay.

Roll out a piece of dough, and cut out cookie shapes.

Bake in 350° oven for 30 to 60 minutes on cookle sheet.

Paint finished ornaments with acrylic or model paints. Cub Scout Theme:

### Good Will

### A snowstorm paperweight

ost adults will enjoy a snowstorm paperweight. It is fascinating to watch the snowflakes fall after shaking it up.

It's easy to make one for a gift. Here are all the items you will need:

A clear glass jar, 4 or 5 inches tall. It must have a screw-on cover. You will find nice shapes in jars that come with honey, mustard, instant coffee, and other foods.

Plaster or florist's clay. Florist's clay is easy to work with. Plaster is cheap and readily available.

A small toy—a snowman, Santa, reindeer, or whatever you have. It must be something that will not fall apart in water, such as metal or hard plastic. Or use the tip of an evergreen branch. Shape it like a Christmas tree.

Decide first what toy you will use, then choose a jar twice as tall. Soak the jar in water to get off the label. Wipe off the paste.

Put a mound of clay or mixed plaster inside the cover of the jar. The mound should be about \(^34\)-inch high.

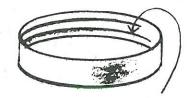
Before the mound hardens, press your toy into the center, then press the plaster against it. Allow it to set overnight.

Fill the jar with water to ¼-inch below the top. Add one heaping teaspoon of mothflakes. Screw the cover on tight.

To make the snow swirl, turn the jar over, shake it in a rotating motion, then set it down on the cover. •







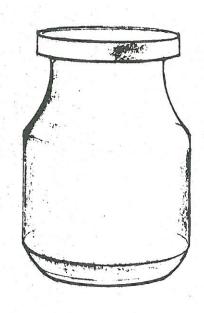
A screw-on cover is best. Other type covers may leak.



Leave room around plaster so cover will fit the jar.



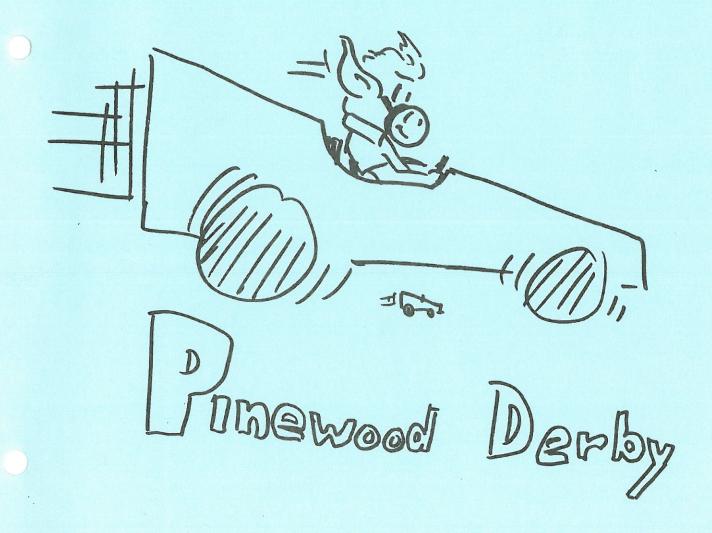
A honey jar is good . . .

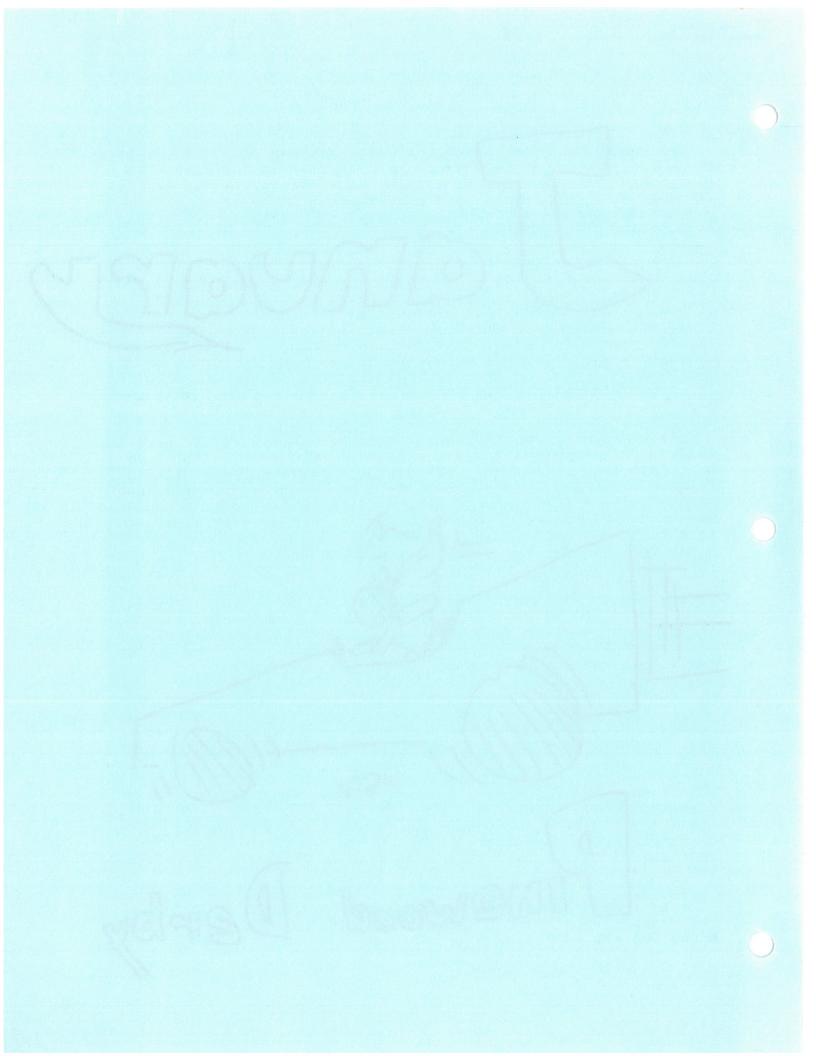


... so is a mustard jar.



James James





### PINEWOOD DERBY

Pinewood Derby is one of the most exciting times of the year for a Cub Scout. It is a time that can mean a closeness with his parent (or grandparent, friend, cousin or any other adult who will work with him). The satisfaction of building a racing car, racing it win or lose can really contribute to the development of a young boy.

One of the things to be guarded against in a Cub Pack is over involvement of the adult in the process. This SHOULD BE the boy's project done with adult assistance, not the other way around. Pinewood has been called a Father (adult) Son activity, but it should be considered as a BOY-ADULT activity. For some reason there often has been a huge investment of adult ego in Pinewood and this should be minimized, perhaps by having an adult race as well as the boy race and perhaps by having awards for the prettiest car, the shiniest car, the most original car, etc.

The Cubmaster and the adult committee should try to have the race as fair as possible. Rules need to be made known at least one month before the race and should be followed as published without exception. Every boy should be recognized in some way. Perhaps with a ribbon, or a ribbon with a racing car attached, a Pinewood Derby segment, and/or a certificate of participation. Each boy knows that there will be only three trophies, but he needs to know that his efforts are recognized.

On the night of the race have available tools, graphite, extra lead for adding to the weight of the cars, extra wheels, etc. These things and an interested adult could help a boy run in and perhaps win a race. Do not assume that each boy will understand the rules—be ready to help. This race is for kids and they sometimes need help.

Have an official scale and make all cars comform. Do not be swayed by misguided parents who refuse to accept the official scales. Make it known early that there will be an official scale. Stand firm and avoid unpleasant friction from adult "macho" that is tied up in that small car!

If the winners of your pack want to compete in district pinewood races, arrange to keep the boys' cars in a safe place until the big race. Too many cars have been wrecked by impromptu races after the big race. Let the pack understand that this is not a penalty for winning but is a way to safeguard the car for further competition.

LET'S HAVE FUN FILLED PINEWOOD DERBIES == TIGHYLY CONTROLLED AND FAIRLY RUN == THAT WILL PROMOTE A SENSE OF GOOD SPORTSMANSHIP AMONG OUR CUB SCOUTS.

### AND THE WINNER IS ! ! ! (How To Choose the Fastest, Fairly and Still Have Fun)

Any time your Pack has a competition event, you have several goals in the back of your mind. You want the boys to have fun - that is first and foremost. But you also want the event to be run fairly, so that no one feels cheated, and you want it to run smoothly, so that the boys are not so wound up in the score keeping and the record keeping, that they loose track of the fun event they are participating in. They are here to have fun, remember, it is your job to see they have fun, and someone else does the organizing.

You have a choice of three common methods of selecting a winner in any speed competition, when you have too many participants to decide it in only one race. This is usually the curse in Pinewood Derbys, Raingutter Regottas, Space Derbys, 2x4 Derbys or just a foot race for fun.

The three methods are the ROUND-ROBIN, the SINGLE ELIMINTION and the DOUBLE ELIMINATION.

Each of these has their advantages and disadvantages.

#### ADVANTAGES

### DISADVANTAGES

| ROUND | ROBINS |
|-------|--------|
|       |        |

Fairest-everybody races everybody else.

Most races per participant lots of action.

Complex record keeping unwieldy for large groups. Care needed in explaining rules the and race scheduling.

### SINGLE ELIMINATION

Best for very large groups or if there is very little time for racing. Very simple record keeping.

Many boys will race only once or twice before being eliminated. The luck of the draw is too harsh to good racers, or can make it too easy for mediocre.

DOUBLE ELIMINATION No one is 'out of the race' until they have lost two races. This reduces the effect of the luck of the draw. Keeps more participants involved in more races. In not too time consuming. Generally accepted as a fair method.

Moderately difficult record keeping - not too bad with preparation.

Once you have decided what is most important in running your race, you can easily selct the method you will use, using the chart above.

Remember, that when you make your selection, that this whole thing is for the boys, not for the race committee. Give them what they want and deserve, to the best of your ability.

# PINEWOOD DERBY

The Pinewood Derby Race is designed so that each Scout has a chance to win something, if not in speed, in static competition. Each car runs a minimum of twice so that each Scout has the fun of seeing his car race more than cnce. No elimination method can be absolutely perfect, and lane factors and lubrication are just part of the luck of competition, just as it would be in real racing. Sportsmanship will be as much a part of the competition as

Suggestion for Speed Races and Static Competition are outlined below:

| Categories  |  |
|-------------|--|
| (Four       |  |
| COMPETITION |  |
| SPEED       |  |
|             |  |
| CLASSES:    |  |

if your pack is not large, you may wish to race without age differences, or with <code>EXPERIENCE</code> as a factor, lst year racers, 2nd year racers and 3rd year racers competing against each other, regardless of age.

# STATIC COMPETITION

LASSES:

| 6       | 10        | 11       | 17       | 13)       | 14       | 15        |         |
|---------|-----------|----------|----------|-----------|----------|-----------|---------|
| Unusual | Beautiful | Original | Colorful | Authentic | Effort . | Patriotic | Tunical |
| Most    | Most      | Most     | Most     | Most      | Most     | Most      | MONT    |
|         | _         | _        | (3       | _         | _        | _         | ~       |

9) Most Detailed
10) Most Inspirational
11) Most Professional
12) Most Craftsmanship
13) Most Artistic
14) Most Humorous
15) Most Creative
Other Categories Chosen

SKITTS

Cub Scouts pantomime while narrator reads script:

TWAS THE NIGHT BEFORE DERBY OR DERBY BLUES Twas the night before Darby when all through the house Every creature was stirring from Dad to a louse. By the T.V. Ma was snoring a long evening nap And Dad was whittling with chips in his lan.

Eating apples and popcorn was dub Scout Ben Saying, "Hurry up Dad we should finish by ten And put on the color, I want it bright red. Then grease up the wheels so I can beat Fred." I looked at the mess on the dirling room floor And asked myself, pray tell what's the score, When the Cub Scout eats apples, does nothing but shirk And Dad sweats and cusses and does all the work.

Then comes the big night such confusion and noise with Dad's and Mothers and hyper-active small boys. Can any good come of this pinewood affair with crowding and pusing and noise in the air.

"Line up you contestants," bellows a loud voice.
"Now shut up and listen you disorderly boys!
Come up to the track as numbered in pairs.
Be ready when called; You must weigh your cars."

Kibowing their way to the line of young boys Mervous adults top all the loud noise. With shouts of "unfair" and insults galore Dads move in to challenge another kids score.

"A Scout is cheerful", reads the Scout law and "courteous" to, there must be a flaw.
The code is forgotton for oldand for so young.
And losers aren't sports, but become so unstrung.
I took a last look and sought out the door.

-- Marlin Bingham

and left the poor judges to their awful plight.

"Good-bye Pinewood Derby" for me nevermore.

I welcome the air and the beautiful night

# Gathering

One den of Cub Scouts acts as taxi cabs, wearing yellow TAXI signs on their caps and holding cardboard steering wheels. As people arrive, the den chief calls for a cab. One of the taxis 'drives' guest to a seat, as the guests puts his hand on the taxi's shoulders.

# Pinewood Derby Opening

we will have our Pinewood Derby. I will ask 13 boys to come At the beginning of the Indianapolis 500 or other car races, the announcer says, "Gentlemen, Start Your Engines". Tonigh forward to help me give you a reminder. Cubmaster:

Smile, even if you hurt inside.

- Pardon those parents who may show poor manners.

- Ooze with enthusiasm for your car and fellow den members.

Success in "Doing Your Best" will be present for every O - Ooze with enthusiasm for your car and fellow R - Respect the feelings of other Cub Scouts.
T - Try your best and (next letter) be S - Satisfied with yourself.
M - Master the art of self-control.
A - Anger has no place in our meeting.
N - Notice that only one car can win.
S - Success in "Doing Your Best" will be present

Cub Scout.

Hush those words of bragging.
 Insert your "Congratulations" to the winner.

P - Play the "derby game" for FUN.

(Boys hold up letters while Cubmaster explains each one.)

Let us remember the word sportsmanship throughout our Pine-

wood Derby tonight.

Cubmaster:

# PINEWOOD DERBY CLOSING THOUGHT

him a hug of congratulations or comfort. The boys gained a better knowledge of competition; how to win, how to lose, how to be happy for his friend who is taking home the trophy he himself wanted so badly. The leaders, in the pride they felt knowing each of their boys had done their best. Build-Cubmaster: At the conclusion of our Pinewood Derby night, I would like Dad has more At the conclusion of our rinewow.

to say that we were all winners here tonight. Dad has more respect for his son whether he was a humble winner or a graceful loser. Mom was proud of her son whether she gave graceful loser. The boys gained ing the car neiped oring was and cheering for our den members helped bring the den closer together. No, there are only winners here tonight. Thank you all for helping to make the Pack go and the Cub Scouts grow. Good Night and CONGRATULATIONS TO ALL US WINNERS!!! ing the car helped bring Dad and Son closer together and

# Pinewood Derby Car

# (My Bonnie)

My car is hume up on the race track The darm thing won't move up or down If only I'd have followed instructions I'd have the best race car in town,

On Bring back, The race, cause next time I will win Bring back, bring back, Bring back, pring back, my car to me,

### Our Car

(Camptown Races)

Dad and I would like to win, rinewood Derby's here again Oh, Boy we will try! Ch Boy, Ch Boyi

### Chorust

Now it's racing down the track, We're close to the finish line, Hurry up and pass. Hurry, Hurry!

## Chorus:

See the smile on old dad's face, We won the trophy, Dud and me the race. Hurrah, Hurrahi Cause we won

### Chorus:

On Ny, On My! Glad it uccon't have to be steered Our car looks a little wherd, Oh my, time to go!

### CHORUS:

My pop's thumb is sore From the carving knife, Wish he'd let me try it too, Y ou can bet your life!

### PINEWOOD DERBY TIPS

- 1. Carefully read the directions in the pinewood kit and follow them.
- 2. Handle the parts and the finished car carefully. Any small damage to the wheels or axles will really slow the car down.
- 3. Make sure the car weighs as much as the rules allow. Add the weight that is needed to bring it up to the maximum allowed. The race course involves both a steep downhill portion and a flatter coasting portion. The heavier cars will coast through the flatter portion much better than the lighter cars.
- 4. Clean up any rough spots or burrs on the axle nails. These nails often have burrs on them where the nail shaft meets the underside of the hailhead. Use a file and sandpaper to make the shaft and the underside of the nailhead as smooth as possible.
- 5. Make sure that the wheel's axle hole is clean and smooth, and that the ends of the axle hole, where the wheel rubs against the nailhead and the car's body are smooth.
- 6. Sand the wheels smooth and flat. Because of the way they are molded, the wheels are not always flat, and can have a ridge down the middle. One way of doing this is to chuck the wheels into an electric drill, and then hold some fine sandpaper very lightly against the wheel while the drill spins the wheel. Do not use a course sandpaper, but use as fine a sandpaper as will do the job. With care, the wheel can be made almost glass smooth.
- 7. When the axles are finally installed, put a little glue on them to hold them in place. Wobbly axles are slow. Be very careful not to get any glue on the parts of the axle or the body that the wheels will rub against.
- 8. Axle slots provided with cars are only location acceptable.
- 9. Use black graphite powder to lubricate the wheels and axles.
- 10. Rolling friction is the major thing to overcome in building the derby car. Air resistance is a much smaller problem; but it helps some to streamline the car as much as possible.
- 11. Good luck and have fun!

Did Drive His Personally-Crafted, Sturdy Be it known that on the Mineteen Hundred and Eighty Six DERBY RACER day of RACE DRIVER

Through The Tight Turns And Long Straightaways Of The

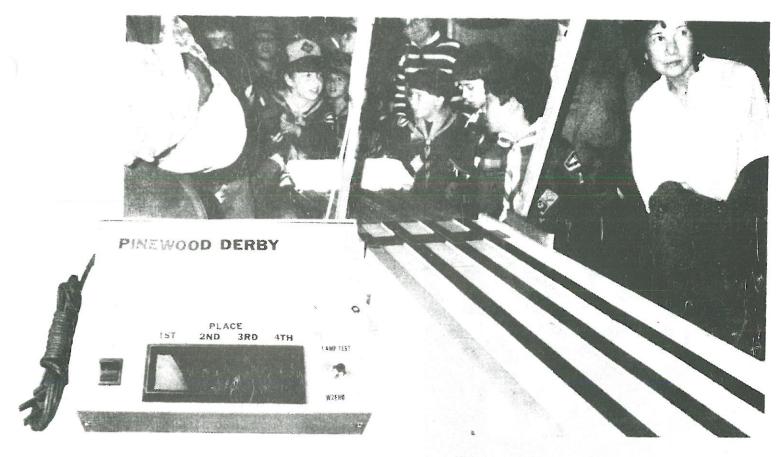
Pack

PINEWOOD DERBY TRACK In A Manner Which Would Have Pleased

Mario Andretti And Al Unser The Race Was Skillfully And Safely Done Using A Racer Designed And Constructed By The

DRIVER HIMSELF





# PINEWOOD DERBY SCOREBOARD

### A goof-proof position indicator takes the guessing out of judging!

By John B. Meagher, W2EHD/Ex-W8JGN

THE PINEWOOD DERBY IS AN ANNUAL COMPETITION COnducted by many Cub Scout Packs around the country. The Cubs are given a rough-cut block of pine, four round-head nails, four wheels, and good wishes. With those, they can carve their own race cars, assemble the wheels in place, paint them to their taste, and let them whiz down a gravity race track.

Parents are usually pressed into service as finish-line judges; it is not always an easy job! The little racers zip across the finish line at velocities of three to five feet-per-second.

Pity the poor judges who must try to remember the lane numbers for first, second, third, and fourth place! Some honest difference of opinion frequently occurs!

Having been pressed into service on the judging team several times, the author concluded that some method could be devised that will call even the closest of races.

The device shown here will determine the order of finish among as many as four lanes even if the racers are milliseconds apart!

#### How It Works

Basically, the Pinewood Derby Scoreboard (refer to the schematic diagram in Fig. 1.) simply waits until the finishing race cars darken the phototransistors (Q1–Q4) that are mounted just below the finish line in each lane.

Before the race starts, the Scoreboard operator hits the RESET switch S2, which zeros all the displays and enables U8, the 4511 decoder-driver that will show the first place winning lane number. As each car crosses the finish line, the number of the lane is flashed in BCD code onto the common input bus to the decoder-drivers (U8–U11). Note that only the A, B, and C input lines are used; since the Scoreboard is required only to count up to four, the D input line (8 in BCD) is grounded. Only one of the 4511 chips (U8–U11) can be enabled at a time. The chip that happens to be enabled gets a 47-microsecond "peek" at the lane number on the input lines, displays it and is locked, preventing any change, until the RESET switch S2 is pressed.

In addition to pulsing the lane numbers onto the BCD input

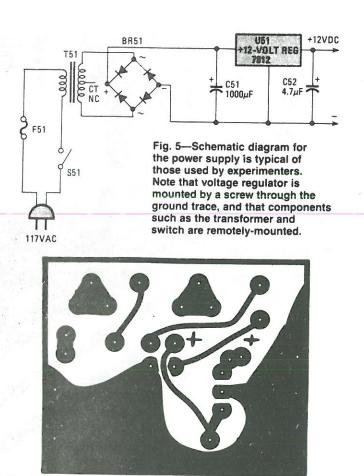


Fig. 6—Power supply board foil layout is shown. Note that the power transformer is wall-mounted to the cabinet. Diagram above illustrates parts placement on component side of the board.

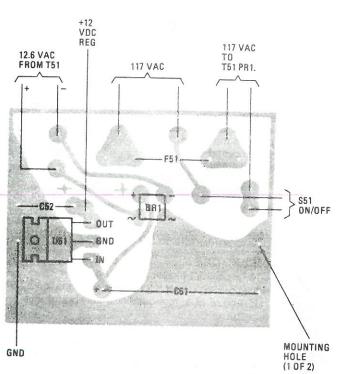
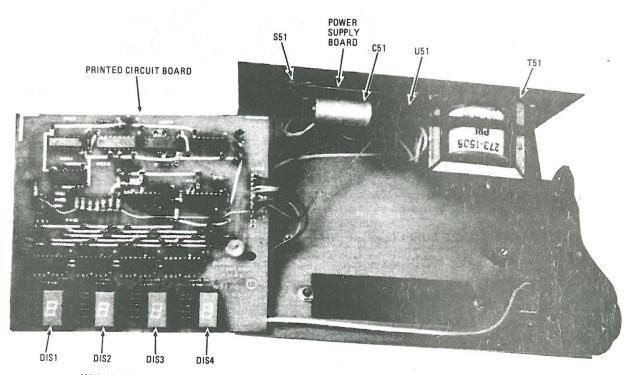


Fig. 7—Here is an x-ray view, foil-side down, of the board shown in Fig. 6 of parts location shown. If you have the 1N4000 series of diodes, you can construct your own BR1 (diode bridge) circuit.



With the base removed the neat package is revealed. Note placement of power-supply transformer and power supply PC board on back wall of cabinet. Main printed-circuit board mounts on stand-offs and is careful positioned beneath the window cut in the chassis cover.

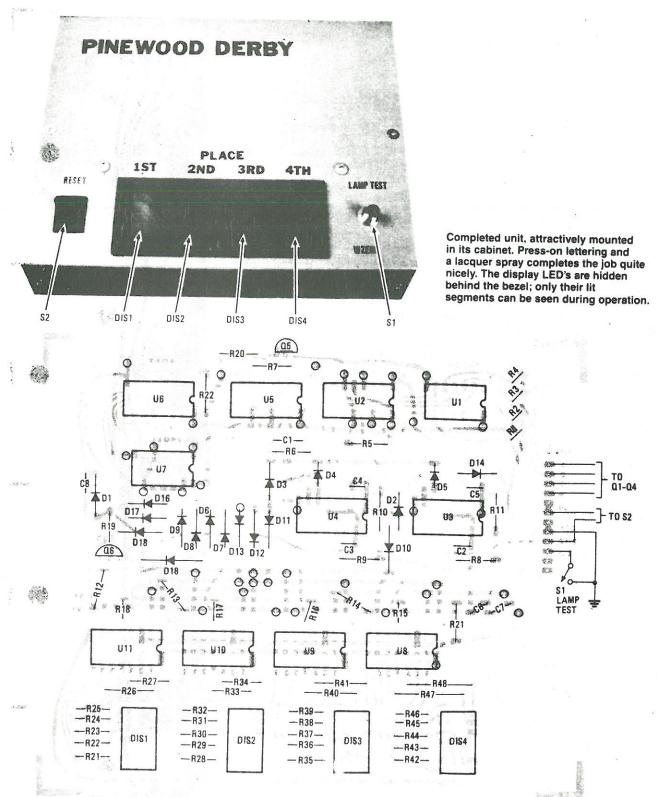


Fig. 3—Parts placement for the main printed-circuit board. Note that some solder pads are marked with circles. Those are the ones that must be soldered through from upper foil to lower foil.

bus, U3 and U4 (see Fig. 1) also trigger the 4528 one-shot multivibrator (U5) and advances the 4017 counter (U6) which, through the 4011 gate (U7) enables the decoderdrivers in turn.

The purpose of the Schmitt trigger (U1) is to clean up the relatively ragged rising voltages from the phototransistors and make them clean, sharp squarewaves before they are applied to the four IC latches (dual sections in U3 and U4).

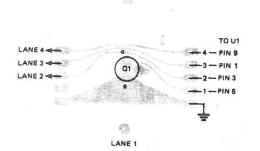
The Pinewood Derby Scoreboard transitions from one

"place" to the next on the order of 470 microseconds. Therefore, the Scoreboard is able to differentiate between two rival racecars easily, even if they are a small fraction of an inch apart.

### Construction

The printed-circuit board used by the author may seem more complicated than it is. (See Fig. 2.) The board is of double-foil construction; circuit traces are on both sides. The

Fig. 4—Foil side of phototransistor printed-circuit board layout is presented fullsize. Note that for spacing the phototransistors under pinewood car tracks, the sections can be sawed apart and connected by jumpers. The inset shows one section of the foil with connections made to it for lane one. Be sure to position the phototransistors in the center of the lane that they are judging.



### PARTS LIST FOR PINEWOOD DERBY SCORE-BOARD

### **SEMICONDUCTORS**

U1—74C14 hex Scmitt trigger integrated circuit
U2—4044 quad NAND reset latch integrated circuit
U3, U4, U5—4528 dual monostable multivibrator integrated circuit

U6—4017 decade counter/divider integrated circuit U7—4011 quad 2-input NAND gate integrated circuit U8—U11—4511 BCD-to-7-segment latch/decoder/driver integrated circuit

Q1-Q4—NPN silicon phototransistor (Radio Shack 276-130)

Q5, Q6-2N3904 NPN transistor

D1-D18-1N914 silicon diode

DIS1-DIS4-Seven-segment, light-emitting diode display (Radio Shack 276-067)

### RESISTORS

(All resistors 1/4-watt, 10% fixed units) R1–R5, R7, R12–R14, R21, R22—100,000-ohm R6, R8–R11, R15–R18—47,000-ohm R19, R20—1000-ohm R21–R48—820-ohm

### **CAPACITORS**

C1—.001-μF. C2—C5, C8 .01-μF, ceramic C6—.1-μF, ceramic C7—4.7-μF, 16-WVDC, tantalum

### **ADDITIONAL PARTS AND MATERIALS**

S1, S2—SPST, momentary-contact, pushbutton switch Cabinet:  $7\text{-}7/8 \times 5\text{-}7/8 \times 2\text{-}3/4$  (Radio Shack 270-265); bezel/lens 3-9/16  $\times$  1 (Radio Shack 270-301); (Note: The bezel comes with a polarized red filter. For use with yellow readouts, author found and used amber filter), printed-circuit materials and/or perfboard, power line cord, decals, wire, solder, hardware, etc.

### PARTS LIST FOR POWER SUPPLY

BR51—Bridge rectifier; 1.4-A, 100-PIV (Radio Shack 276-1152)

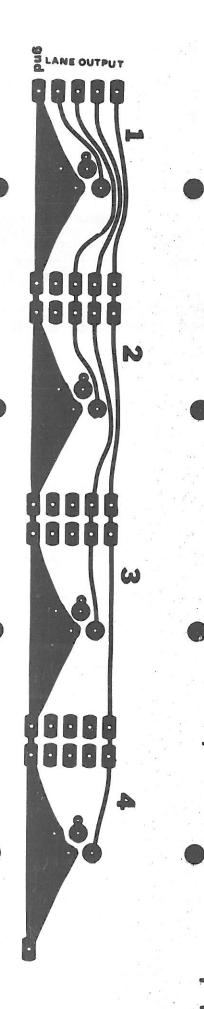
C51—1000- $\mu$ F, 18-WVDC, electrolytic capacitor C52—4.7- $\mu$ F, 25-WVDC tantalum capacitor

F51-1/2-A fuse

S51—SPST, toggle switch

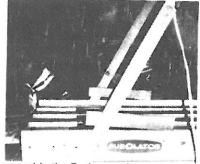
T51—Power transformer; 12-V CT, 1.3-A (Radio Shack 273-1505) Note: Since this project draws only 200 milliamperes, the transformer is well-overated.)

U51—7812 voltage regulator, 12-VDC, 1-A (Radio Shack 276-1771)

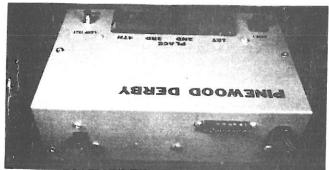








Put it all together it spells "love!" At the extreme left volunteers and scouters work to assemble the Derby gravity track as Cub Scouts look on. In the center, excited Cubs wait at the finish line just before the cars are released. Why is the Pinewood Derby Scoreboard needed? In the right photo, we see the Cubs get excited as the cars go by. The action was so quick that the photographer missed the cars crossing the finishing line. That's why the human judge is not as reliable as the electronic eyes and circuitry of the Pinewood Derby Scoreboard.



The view of the back panel shows the power cord with strainrelief, the power supply on/off switch (S51) and a ribbon cable connector that the author used. That connector interconnects the external photocell transistors on their printedcircuit board with the internal circuitry of the Scoreboard. Any connector will do, or you may elect to hard wire the ribbon cable directly to the Scoreboard eliminating the need for a connector. Exactly how you do it is up to you!

ideal technique would be to use plated-through holes. Should you not have that technology in your shop to so assemble a double-sided board, a number of soldered jumpers will be necessary to make through-the-board connections. Whenever possible, use component leads (refer to Fig. 3) to make the connections. At some spots that interconnection is not possible so those locations are marked with circles to denote feed-through jumpers.

If you choose to solder the IC's to the board, then many jumpers can be avoided by using the IC pins, soldered top and bottom, to make the connections. (Caution: Be sure to use either a battery-powered or a well-grounded soldering iron before you do that.) In any case, those who fabricate their own printed-circuit board must give careful attention to the registration of the holes to make sure that they are within a few thousandths-of-an-inch of each other, front to back on the board.

The original Pinewood Derby Scoreboard used Hewlett-Packard yellow LED displays that were obtained from a mail-order surplus house. This version of the Scoreboard is designed to use Radio Shack yellow LED displays that are difficult to find. Almost any yellow LED display may be used, or even change color! The author chose 1000-ohm resistors (R21–R48) for the segment's current limiting resistors, because the device is fed from a 12-volt DC supply. An amber filter was cut to fit the bezel over the display LED's.

Figure 4 shows the printed-circuit board for the phototransistor layout. That board is optional, because you may elect to hard-wire the phototransistors (Q1–Q4) under the lanes of the gravity track.

### The Power Supply

The power supply is a simple full-wave bridge that feeds a three-legged, 1-ampere regulator. (See Figs. 5, 6, and 7.) The parts in the power supply are identified in the fifty series of part numbers solely for identification purposes.

The connection cable from the cabinet to the phototransistors (Q1–Q4) mounted beneath the Derby's finish line is a 5-conductor, unshielded ribbon cable about 12-feet long. That permits the operator to remain out of the way of the crowd at the finish line. It is not necessary to duplicate the author's version exactly. It is possible, for example, to remotely locate the LED readouts, decoder-drivers, and the RESET switch, S2. The LAMP TEST switch (S1) is not mandatory; however, in case of a problem, it is convenient to verify that all LED segments of the four displays (DIS1–DIS4) are functional. If they don't all light up when the LAMP TEST switch (S2) is pressed it may be a clue to the glitch.

The lighting of the finish-line sensors is not critical. A 60-watt incandescent bulb about 25 to 30 inches over the finish line worked well. The aim of the illumination is to turn on the phototransistors fully. The collector voltage should be close to zero under the illumination; certainly it must be less than half  $V_{\rm dd}$  if U1 is to make any logic decision when the sensors are darkened, turning them, off and permitting their collectors to rise to  $V_{\rm dd}$ .

Do not use fluorescent lamps for finish line illumination because of the strong AC component in their light output. They'll work; but incandescent lamps are much better.

The Scoreboard had its full-scale trial at the Closter, New Jersey Cub Scout Pinewood Derby and acquitted itself admirably. That year, there were no knots of perplexed judges, no conflicting race calls, no discussions among judges and parents as to which car finished in which place. It made the event go lots faster, too!

There seems to be no problem in using the Scoreboard on a slotcar racetrack. Since slotcars make more than one circuit of the track during a race; however, the officials would have to make sure they zero the display during the final lap. It's also possible to attach other "bells and whistles" such as an elapsed timer. Other modifications can be dealt with as you encounter them.

My thanks to Neil Abitabilo, WA2EZN, for the photographs.

# **Pinewood Derby Tips**

#### BY ROBERT W. PETERSON

ou can build a fast, good-looking Pinewood Derby racer by following the kit directions. But to make it even better, there are special things you can do.

Some packs will make fire trucks and rescue vans for their Pinewood Derby in October. If your pack won't be doing that, you can plan your own racing car design.

TIP: Look for ideas in library books on auto racing and model building. Be careful that you don't make yours too narrow in back. The Derby track has a raised guide down the middle, and a very narrow car may not fit over it.

Outline your design on the kit block with a pencil, then cut it out with a coping saw. If you want a round shape, whittle the body with a very sharp Cub Scout pocketknife, and sand it smooth.

Now your car probably weighs much less than the maximum five ounces allowed. A heavier car runs faster downhill, so try to make your car weight exactly five ounces.

TIP: If you don't have a postal scale at home, ask a clerk at the post office to weigh the block, wheels, and axles. Then you will know how much weight to add.

Draw a center line from front to back on the bottom of your block. Drill one or two small holes on the line and add weights.

TIP: For weights, use lead wire or fishing sinkers. Hammer the lead into the holes and flatten it, so it won't drag.

The wheels and axles are the secret to a fast racer. Both must be smooth. The kit directions tell how to smooth the wheels with a drill.

TIP: If you don't have a drill, smooth them by hand. Turn the wheels evenly against sandpaper held in one hand.

TIP: For smoothing an axle, put the nail point first into an electric-drill chuck. Hold sandpaper against the nail, near the head, while the drill runs. If you don't have a drill, pinch a small piece of sandpaper around the nail, near the head. Turn the nail with your other hand. Do the body painting before you put on the wheels and axles. Follow kit directions

TIP: Almost any kind of paint will work. Model enamel, from a hobby store, is best.

When the paint is dry, put a thin strip

of glue around the axle holes, and let it dry. This makes a smooth surface and holds the axles tighter. After putting on the wheels and axles, lubricate the axles with dry powdered graphite, *not* oil or silicone spray.

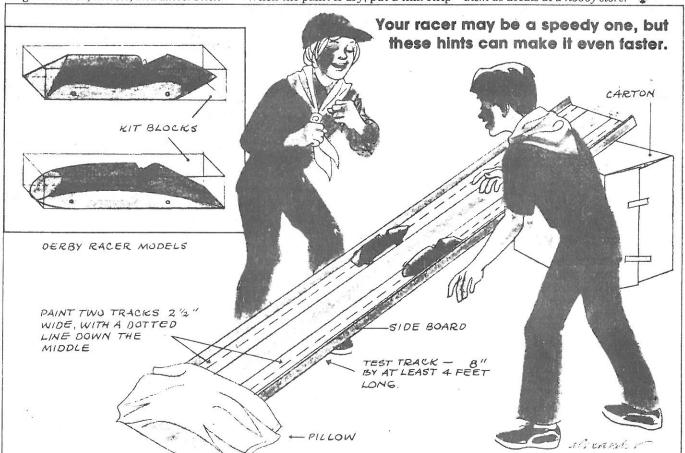
TIP: Put the assembled car on a table, to make sure all four wheels touch. If they don't, adjust the axles.

TIP: Test your car on a test track like the one shown here.

If the car steers to one side, take off the front wheel on that side. Pull and twist gently on the axle with a pair of pliers until the axle comes out. Put another dab of glue around the axle hole. Make sure the axle is smooth. Lubricate it again with graphite. When the glue is dry, tape the wheel and axle back in.

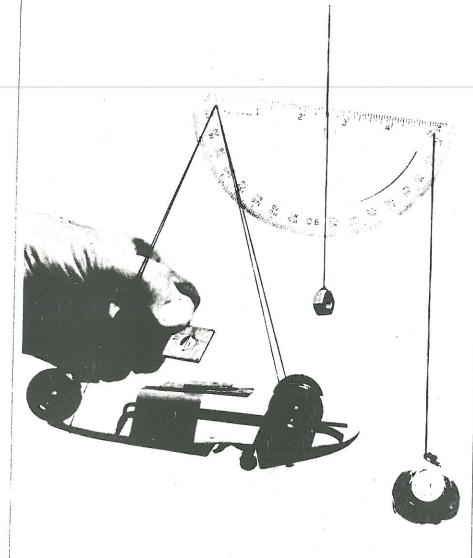
Cut out a cardboard steering wheel if you want one in your car. Glue it to a steering column made from a \(\frac{1}{16}\)-inch dowel or a drinking straw, and paint it flat black or silver. Drill a \(\frac{1}{16}\)-inch hole in the driver's cab and insert the column.

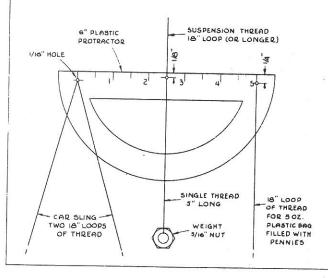
TIP: Racing stripes and other decorations add color to your car. You can get them as decals at a hobby store.



# PINEWOOD DERBY RACER SCALE

BY GLENN WAGNER





Car is suspended in a sling, counter-balanced by a bag containing pennies. (Left) Use pointed tool to mark hole centers. Then drill three 1/16-inch holes in protractor for the threads. Remove burrs by hand with counter-sink or larger drill.

sk any father and son who have built a Cub Scout pinewood derby racer how they checked out their car's weight at exactly five ounces and they'll tell you it was a problem. Without one's own scale, it often requires several trips to a store to have the car weighed during construction.

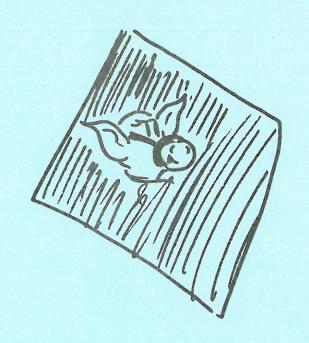
This simple balance scale can solve that problem. It's easy to make, is surprisingly accurate and Cub Scout and father can use it right at the workbench. It is calibrated for five ounces by enclosing 45 new pennies or 46 worn pennies in a sandwich bag to counterbalance the weight of the car. For precise accuracy, have the bag of pennies weighed at a store equipped with a sensitive scale. No allowance is made for the weight of the threads and plastic bag since they are minimal and the construction practically eliminates the friction factor.

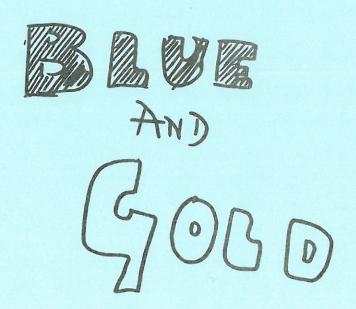
To make the scale, you need a six-inchlong plastic protractor (I bought mine at Woolworth's), four 18-inch lengths and one 5-inch length of heavy coat or button thread, a plastic sandwich bag and suitable weight such as a  $^5$ <sub>16</sub>-inch nut or fishing sinker.

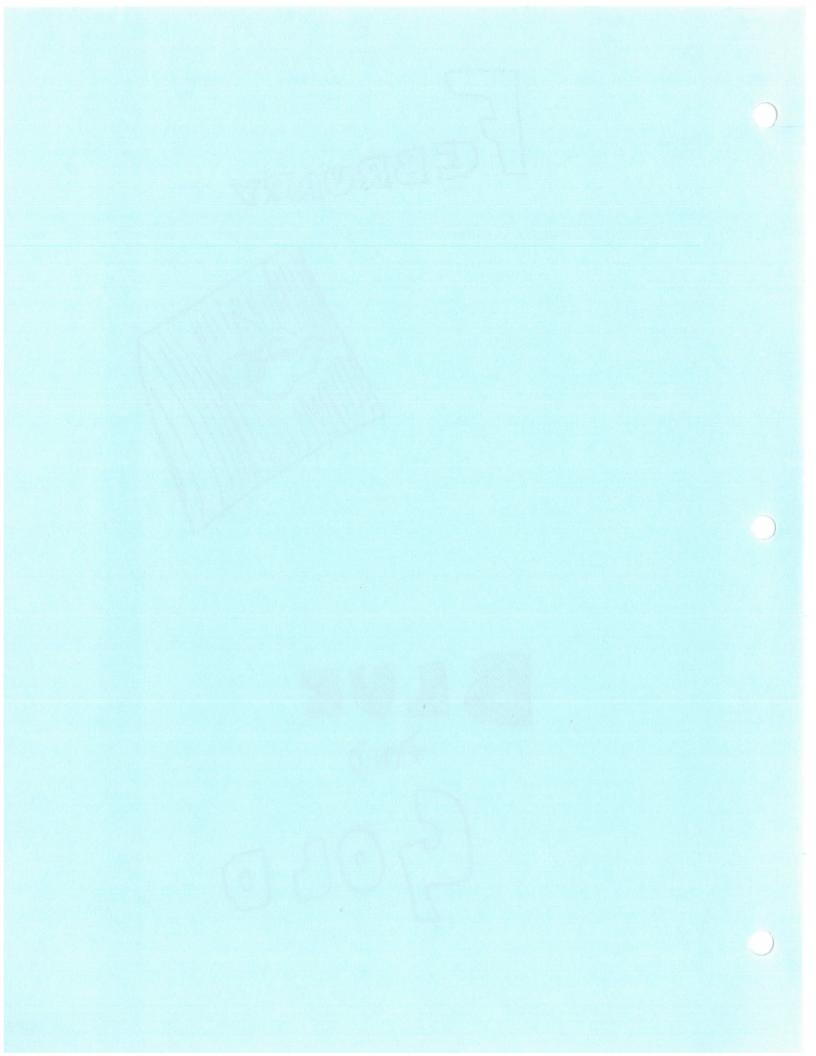
Following the dimensions on the drawing, locate and drill the three 1/16-inch holes in the protractor. Note the center hole is exactly 18-inch from the outside edge. The two outer holes are 14-inch from the edge of the protractor. Then thread one 18-inch length of thread through the center hole and tie a knot to make a loop. Do the same with two 18-inch lengths threaded through the hole at the zero-inch mark to make the car sling, and one 18-inch length through the hole at the 5-inch mark for the counterweight. Tie the bag of pennies at the bottom of this last loop. Next, tie a large knot at one end of the 5-inch thread, slip it through the center hole from behind, then tie a suitable weight at the other end for a pendulum bob.

To use the scale, hang the car upside down in the sling and add sufficient weight on the bottom of the racer until the beam balances—the bob line will be directly over the 90-degree mark on the protractor. B-B shot is suitable for small weight amounts, drapery weights (fabric store) or printer's slugs for heavier amounts. One way to attach them to the racer is to carve or bore a recess for the weights in the bottom of the racer. Simply to nail or screw the weights to the bottom may cause the bottom to touch the raised guide on the track. Recheck the car weight after the weights have been installed.

# JEBRUARY







### BLUE AND GOLD DINNER IDEAS

The following are some suggestions and ideas based on attending many successful Blue and Gold dinners. Your Pack is free to plan your dinner any way you want, however the following ideas are the easiest way to go!

FIRST OF ALL A DISCUSSION: Would you rather work smart or hard? If you can, recruit a Dinner Chairman. Get your moms or dads on a committee, and get a mom to serve as a Dinner Chairman for each den. Otherwise the Cubmaster and the Den Leaders have all of the work to do.

BIUE AND GCLD DINNER CHAIRMAN: Conducts planning meetings and encourages his committee to get their work done; coordinates the planning with the Cubmaster. This is an easy job if you have a good committee.

PHYSICAL ARRANGEMENTS COMMITTEE: Lines up a location, double checks to make sure room is available, lights, heating, PA system etc. Gets help to set up chairs and tables, arranges clean-up. SPECIAL GUESTS COMMITTEE: Arranges for invitations to be sent to special people as guests (usually made by Cub Scouts). Follow up to see if they can come. Assign them to a den. Be sure to ask their families, too. Find out how many will come. Meet them at the door, help them find seats and introduce to the den, etc. PROGRAM COMMITTEE: Prints program if you want to have one. Coordinates awards ceremony with Cubmaster and Awards Chairman. Helps set up the stage for skits. Responsible for invocation, color guard, etc.

FUCD CHAIRMAN: Arranges for coffee, cream, sugar, rolls, butter, milk, napkins, and ice cream. (If Pack desides to provide all of

the above). Coordinates a pot-luck within the dens.

INVITATIONS (sample)

PACK

BLUE AND GOLD BANQUET DATETIME

PLACE

with invitation covers made by the Cub Scouts, and this information written, (or typed) in the inside, this makes a great invitation for your guests. Your guest list should include the school Principal, Mayor, grand parents, parents, teachers, Scout master of the troop the boys will advance to, scouting coordinator and unit commissioner.

### BLUE AND GOLD PROGRAM

This is a sample program to have at your banquet. The Cub Scouts could stand at the doors and pass this out to the guests.

INVOCATION

DINNER

GROUP SINGING AND ICEBREAKER

WELCOME - Remarks and story by Cubmaster

GREETINGS - From our sponsor

BOBCAT INVESTITURE - Cubmaster

INTRODUCTIONS AND RECOGNITIONS - Pack Chairperson

AWARDS AND CEREMONIES - Cubmaster

STUNTS AND SKITS - By dens

ANNOUNCEMENTS AND THANKS - Cubmaster

CLOSING CEREMONY - Webelos Den

BENEDICTION



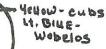
### MOCK CAKE CENTERPIECE

Use two hat boxes with the bottom box larger than the top to make a ledge for candles. Square or rectangular boxes may be used as well as round.

Frost the cake with plaster of paris mixture, or use powdered detergent or soap flakes "frosting" made by whipping two parts of detergent with one part of water to the consistency of stiff whipped cream. hake the frosting thick enough to hold candles; glue candles in place if necessary.

For the large candle at the top, use a cardboard roll, wrapped in construction paper or tissue paper. A twist of paper at the top makes the flame. Wrap a paper banner around the large candle with "Happy Birthday Scouting" written on it.

Flace wax candles around the ledge of the bottom layer, using one for each person (if you wish) you want to honor such as Lord Baden-Fowell, etc.



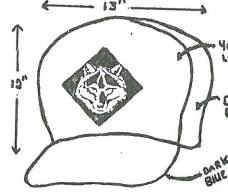
### MAFKIN RINGS

Roll yellow paper napkins to from a candle. Cut a strop of blue construction paper and staple together to form ring to hold candle. If desired, add red flame to top.



### HAT PLACE MAT

ENLARGE PATTERN, CUT FROM DARK BLUE CONSTRUCTION PAPER, GLUE ON ADDITIONAL FRONT SECTION OF YELLOW OR LIGHT BLUE. ADD EMB-LEM FOR CUB SCOUT OR WEBELOS.



### BLUE AND GOLD CEREMONY

Akela and two Indian braves are near an artificial campfire, it has a tripod and pot suspended on it over the fire. A small can of dry ice has been conceled in the pot. A Cub Scout neckerchief is in the pot. Liquid poured on the dry ice will make it smoke.

Narrator: Many, many moons ago the great chief called Akela, called a council to see what could be done to make his tribe the best of all tribes. He told the first Indian to clibm the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun. (One brave leaves the stage)

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky.

(Second brave leaves the stage)

(Both braves return - one with a bottle of blue water and the other with a bottle of gold water. They hold up the bottles to show everyone)

Akela told the brave to pour some of the beauty of the sun into the council mixing pot.
(Brave does so, causing smoke)

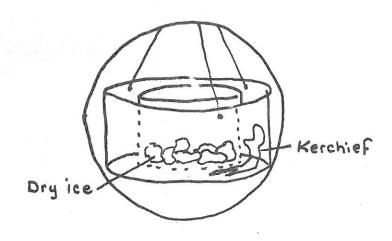
Akela then told the other brave to pour some of the beauty of the sky into the mixing pot. (He does so, causing smoke)

(Boy playing part of Akela raises hands)

Akela said from that day forward, blue would stand for truth and loyality. Gold would stand for warm sunlight, happiness and good cheer.

(Akela reaches into pot, pulls out a Cub Scout neckerchief and holds it up)

And that is why the Cub Scout uses the colors Blue and Gold.



### BLUE AND GOLD SKIT

Marrator: "I represent the spirit of Lord Baden Powell, the founder of Boy Scouting. I am also the spirit of Scouting, past and present. Here is our future - Gub Scouts of the United States!!!"

(First boy enters carrying a Bible)
Narrator: "We take turns praying in our dens. I like to wear my uniform to church on Scout Sunday. Nearly half of all Cub Scout packs in America are sponsored by churches."

(Second boy enters in complete Cub Scout Uniform)

Harrator: "The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyality; gold for good cheer and happiness.

(Third boy enters carring Wolf Book and Kiplings "The Jungle Book")

Harrator: "Early Cub Scout ceremonies were based on Kiplings Jungle Tales. When Cub Scouting was organized in America in 1930, Indian themes were used."

(Fourth boy enters with a wood project)
Marrator: "Cub Scouting means fun. We have lots of fun, and I
like making things - real boy projects - things we can play
with or that follow our themes.

(Fifth boy carries in a nature collection)
Narrator: "I like to go on hikes and collect things for my
nature collection or the den museum."

(Sixth boy enters with an American flag)
Narrator: "I am proud to be an American so I can salute our flag.
I also like to see our pack flag (points to it) because then
I know I am part of 57 years of Cub Scouting; I belong!!!"

"Yes, I represent the past and the present. These boys, Cub Scouts now are the men of tomorrow. They will be the preservers of our American heritage.



### Pomo Rope Twister

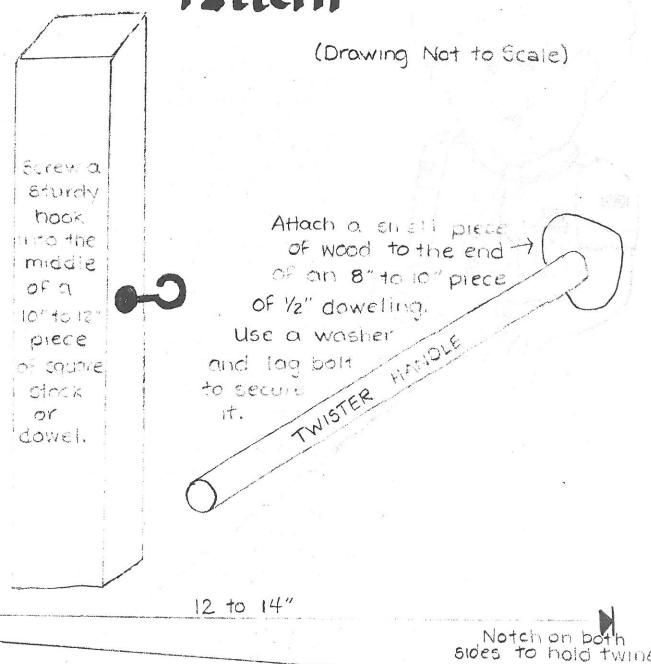
The Pomo Indians formerly lived along the California coast, living on seeds, roots, and such small animals as were to be found in semi-parten country. After the coming of the White man and the horse they found they needed rope to catch the wild horses and to make bridles, halters, and etc.. Twisting fiber and horse half by hend was too slow a method. Then some ingenious indian linely worked cat a Pib With which horse hair could be quickly and easily twisted.

Tou can make one in no time at all, out of any //o" lumber. See the pattern on the following page. It you wish, drift the note in the twister the same diameter as your mandle then simply whittle the handle carefully so that the twister arm will spin treely.

INSTRUCTIONS FOR FAKING ROFE

- the hook on it. The other person makes the rope using the twister.
- 2) Double a 24' piece of binder wine and string it tightly between the hook and the round knob of the twister. (This will make a 5' to 6' length of finished rope.)
- 5) Twist binder twine together by Tripping the twister, sorns clockwise. Count the number of twists needed until the two strands are solidly together.
- 4) keeping the strands tight (perhaps with another person's help) double the rope by taking the end on the twister and putting it on the hook. Place the twister at the middle point where the strands bend.
- GOING COUNTER CLOCKVISE. When the strands are solidly together remove both ends and let it 'untwist' itself into a comleted rope. Whip the ends before using.

Pomo Rope Twister
Pattern



Notch on both sides to hold twine

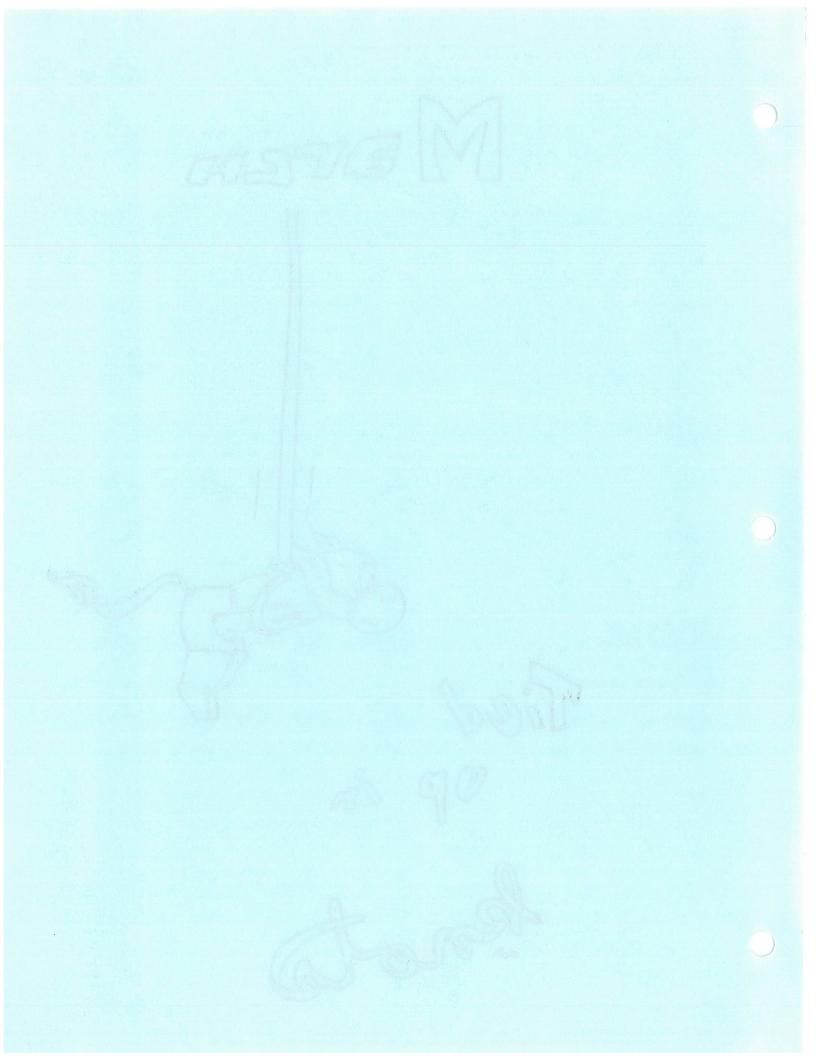
TWISTER ARM

O 9/16" hole diameter

MENGER

Tied of the

Renation 1



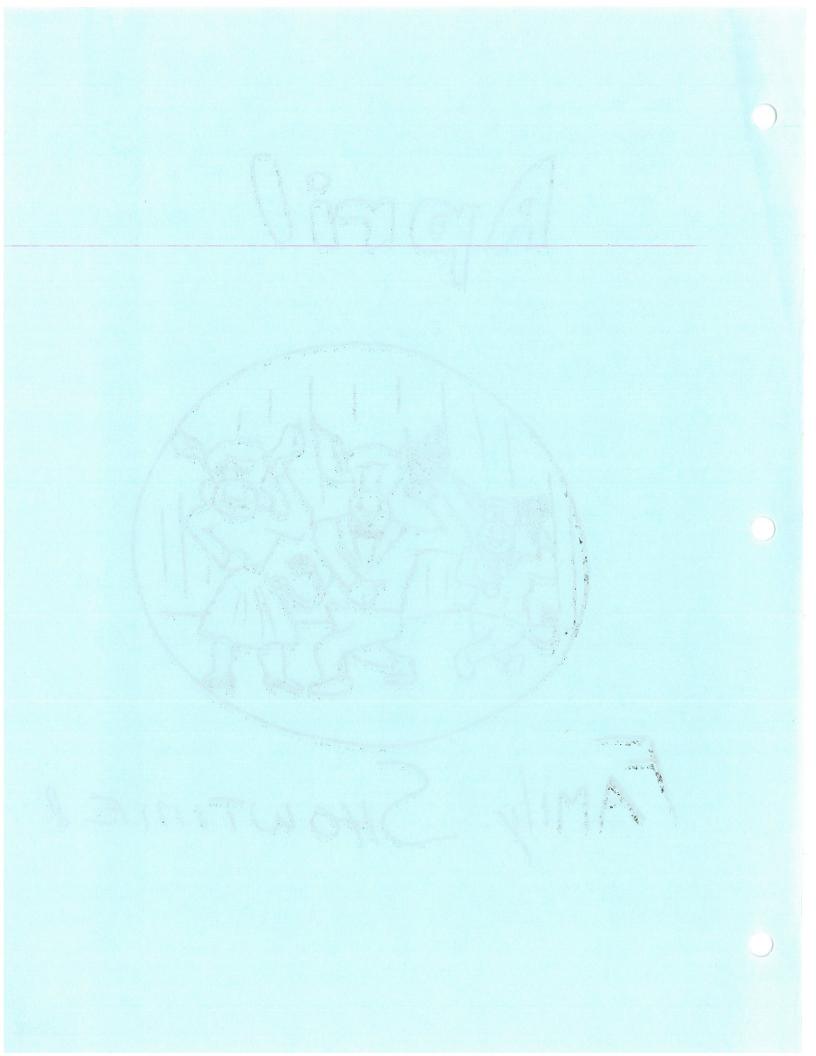


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# िल्यान्त्री



FAMILY SHOWTIME!



APRIL 1987 -- FAMILY SHOWTIME

Library Books that might be of help

(I looked under "Children's Plays" --and found shelves and shelves! Especially under the 812 numbers. Here's a few--be sure the ones you pick are ROYALTY FREE or make arrangements to pay necessary fees)

These are FREE!

ONE HUNDRED PLAYS FOR CHILDREN--edited by A.S. BUROCK
CHILDREN'S PLAYS FOR CREATIVE ACTORS--Claire Boiko
PLAYS AND PROGRAMS FOR BOYS AND GIRLS--Claire Boiko
SKITS AND SPOOFS FOR YOUNG ACTORS--Val R. Cheatham
CLOWN SKITS FOR EVERYONE--Happy Jack Feder ?royalty
PLAYS CHILDREN LOVE--ed. by Coleman A Jennings and Aurand Harris
ON STAGE FOR CHRISTMAN--ed. by Sylvia E. Kamerman
PUNCH AND JUDY---A PLAY FOR PUPPETS--Ed Emberly ?royalty

Small packs might have each family do an act. Large packs might have a few families doing acts, and the others participating in den acts.

SUGGESTIONS FOR PLAYS

Family or Den members ACT OUT favorite stories while an animated, loud member reads the story. For example:

THE NIGHT BEFORE CHRISTMAS

BILLY GOATS GRUFF

GINGERBREAD MAN

Song lyrics will work, too! (Read as poem, while family or den acts out) FOUND A PEANUT

FROSTY THE SNOWMAN

RUDOLF

APPLES, BANANAS, COCONUTS, AND GRAPES BE KIND TO YOUR WEB FOOTED FRIENDS

OR NURSERY RHYMES like:

OLD WOMAN WHO LIVED IN A SHOE

HEY DIDDLE DIDDLE

DICKORY DICKORY DOCK

A family or den act could be:

A CRAZY SONG

A NUTTY READING

AN OUTRAGEOUS JOKE

A family or den act could be serious and used as the opening or closing ceremony—such as:

Singing AMERICA

Serious reading like Red Skelton's EXPLANATION OF THE PLEDGE OF ALLEGIANCE

Skit about Beorge Washington, A. Lincoln, etc./ American Flag, Liberty Bell, ect.

### Family Show time C.P.C. POW WOW MAKE-UP

Here are a few simple tricks to help you use make-up to its best advantage with the boys.

The best all around base is ordinaary inexpesive facial foundation. Color tint can be added and mixed with this. A good additive for color is chalk dust, food coloring or tempra (powdered). You can also use equal parts of liquid cleansing cream and powdered sugar. Combine the two, first sifting the sugar to remove lumps, mix well, and you have a simple white base which can be used for clown white. Tint with a few drops of green food coloring for monster make-up. Add red, yellow, or blue...or make all three, and you have Indian war paint. This make-up is non-toxic and wipes off easily, and leaves little trace of color behind.

With the exception of clown white, most outlining colors and shading can be achieved with cheap eye-liner, stick or cake shadow or thin grease sticks.

Ordinary lipstick makes both lip color and rouge.

Eyebrow pencil can be used to darken or change shape or eyebrows, to line the eyes, to make freckles, moustaches, and sideburns.

Black crayon can be used for black teeth and for achieving certain animal looks, such as a rabbit, witch, bum or old man.

Eyeshadow of different colors can be used not only on eye lids, but under the eyes to give a "hollow" look, or on either side of bridge of nose to change the shape of the nose, or make eyes .... appear sunken.

To age a character, have him frown and wrinkle forehead; use gray eyebrow pencil to mark in creases. More lines add more years. Corn starch or powder is good to lighten hair and age character. Remember, hair begins to gray at temples first and in streaks.

A quick way to make a shiny face for a robot or tin man is by using baby oil.

Facial contours can be readily changed with putty before applying base. Also, with a little spirit gum you can quickly add a mustache or beard, elongate side burns, etc. Just remember to begin with lower or bottom layers first and work up.

All finished make-up should be generously fluffy-puff powdered. Baby powder is very good. Excess powder should be ently brushed with a soft baby brush or rabbits foot (for luck).

Make-up is the last thing your actor should put on.
Protect clothes from spills by using make-up cape or towel.
Have plenty of tissue or old towels, and cleansing cream for removal.
The more light used, the more make-up necessary.

MAKE-UP? OF COURSE! BOYS LOVE IT! CHARACTERS SEEM MORE REAL!

### Family Showtime C.P.C. POW WOW SKITS FOR CUB SCOUTS

Skits are appealing to boys of Cub Scout age. They help channel a boy's imagination. He doesn't just play he's a pirate. He is a buccaneer sailing under the Jolly Roger. Dramatics are important in the growth of boys because it gives them an outlet for the "lets pretend" part of their character. It gives boys a chance for creative expression rather than imitations.

Skits help boys express their choice of characters and develop their powers of observation by helping them recognize the desirable characteristics in people they see. They let boys play parts they have always dreamed of. Skits create self-confidence and help eliminate self-consciousness.

### Things to Avoid

1. Dramatization of undesirable characters.

 Asking a Cub Scout to attempt to portray a character that is too difficult for him. Fit each boy to his part.

3. The tendency to let the more capable boys do all the work.

Keep Ideas Simple - Simple skits, simple costumes and simple props, well done are always more impressive than elaborate ones poorly done. A simple sign can often do wonders - it turns a box into a wagon, car, plane, etc. It can even turn a boy into a tree.

Keep Skits Fun - Fun makes good skits. Whether the theme is serious or humorous, the skit should be fun for the boys and the audience.

1. Keep it simple.

Keep it short (3-5 minutes)

3. Avoid long memorized dialogue. Pantomimes are great.

4. Use simple scenery, props, costumes - if any.

5. Let every boy take part.

6. Use stage directions liberally - tell who goes where and does what.

7. Be sure the audience can hear. Boys should be coached to speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

### HOW TO WRITE A SKIT

- Boy wants something Friendship, a gold mine, a prize, to find a lost planet, etc.
- Boy starts to get it By canoe, plane, horseback, foot or some other way.
- 3. Obstacle stops boy Crocodile, a secret enemy, false friend, weather, etc.
- 4. Boy achieves goal Through an act of kindness, bravery, wisdom, magic, unexpected help or some other way.

Consider the type of stage, lighting, sound system, number of characters available. Consider using props, scenery, costumes to add realism. Use a written skit, adapt it to fit your own situation, or write one of your own.

C.P.C. POW WOW

Simple scenery if fun for Cub Scouts to make. It is a good den project. It adds to the mood of the skit and makes the skit more beleiveable. Keep these things in mind:

- 1. Scenery should be simple. It should provide an idea or suggestion of what is to come.
- 2. It can be made from large pieces of corrugated cardboard. Check with furniture stores, appliance stores, grocery stores, or warehouses for large furniture and appliance cartons. Take care in cutting cardboard.
- Wooden lathes can be nailed to the back of the scenery to make it more sturdy or to help it stand up, and keep painted cardboard from curling.
- 4. Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempra paint are best on cardboard, and it washes off the boys as well. It is best to paint on the blank side of the cardboard rather than on the printed side, so printing will not bleed through.
- 5. Felt tip markers can be used on cardboard that has been painted a light color, to put in detail work or the whole design, if you wish.
- 6. When using latex to cover large areas, apply it with a roller. Latex paint is inexpensive. Sometimes the boys can bring left-over latex paint from home. It washes off hands and clothes with soap and water.
- 7. Tempra can also be used to tint latex when the desired shade is not available. Use tempra or wide-line marking pens for trim and detail work on top of latex.
- 8. Always keep in mind that audience will see scenery from a distance. Be sure it is distinctive enough.
- 9. Boys should don old clothes or dad's old shirt for paint smocks. Leaders should stand back and let the boys do the work.
- 10. Create a mood with scenery. Paint in grays if skit is spooky or sad; bright colors if skit is happy or funny.

The following are suggestions for scenery which can be cut from cardboard:

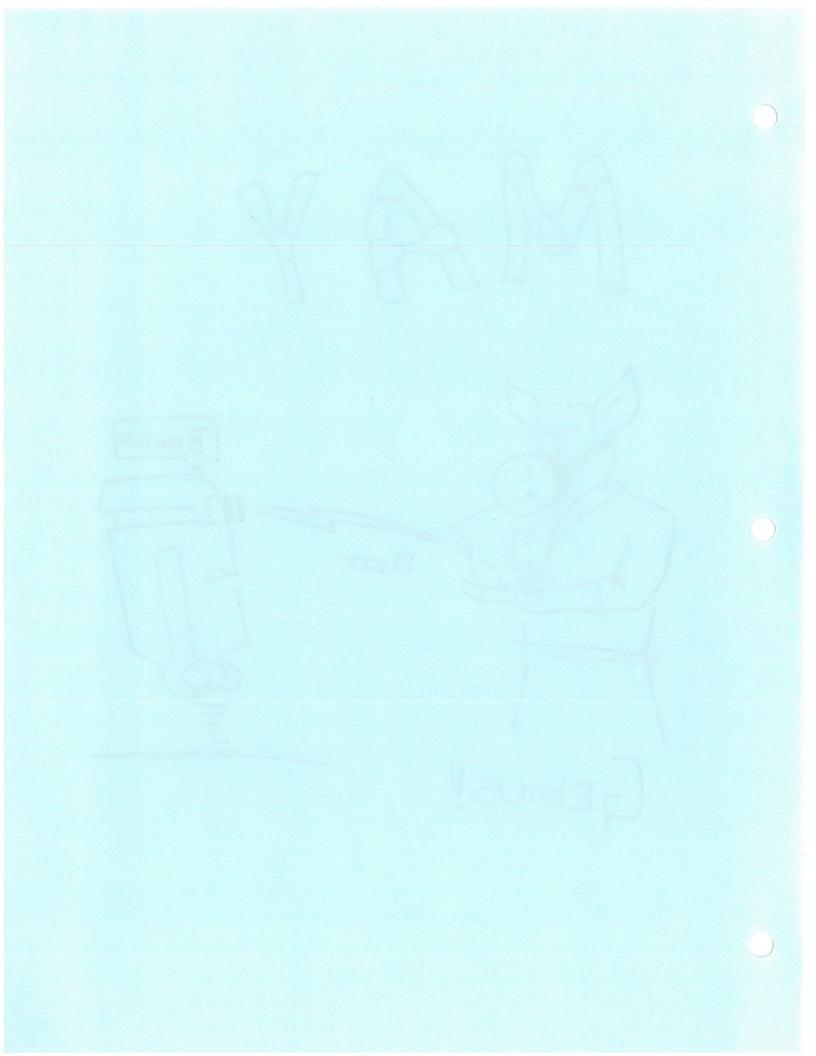
Mountain range Bushes, trees Lamppost

Pickett fer e Forest outline Skyline of city Archways, colums. Houses, tents, cabins. Sun, moon, stars.

When creating a skyline, cut the pieces low - waist or shoulder height - to give the effect of distance.



GENIUS!



MAY 1986 --- GENIUS

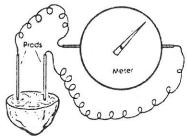
Livrary books that might be of help

THE ELECTRICITY STORY--2500 YEARS OF EXPERIMENTS AND DISCOVERIES---George deLucenay Leon

EXPERIMENTS WITH LIGHT--Nelson F. Beeler/Franklin M. Branley SUN AND LIGHT--Action Science--Neil Ardley SOUND EXPERIMENTS --Ray Broekel SOUND AND MUSIC--Action Science--Neil Ardley SCIENCE EXPERIMENTS WITH AIR--Sam Rosenfeld WEIGHT AND WEIGHTLESSNESS--by Franklyn M. Branley THE MAGIC OF SOUND--Larry Kottelkamp EXPLORING MAGNETISM--Action Science--Neil Ardley MAGNETS AND MAGNETISM--Martin L. Keen LASERS--THE INSIDE STORY--Charles DeVere WORKING WITH WATER --Action Science--Neil Ardley HOT AND COLD FORCE AND STRENGTH DISCOVERING ELECTRICITY MAKING THINGS MOVE FUN WITH SCIENTIFIC EXPERIMENTS--Mae and Ira Freeman CUP AND SAUCER DHEMISTRY---Nathan Shalit MR. WIZARD'S EXPERIMENTS FOR YOUNG SCIENTISTS--Don Herbert SCIENCE EXPERIMENTS THAT REALLY WORK--Dorothy Habben

Visit OM5I

### EXPERIMENT NO. 10: THE ELECTRIC LEMON



Materials:
One lemon
A piece of iron or steel wire
A piece of copper wire
Meter

Lemon

Figure 14. The "electric lemon" experiment.

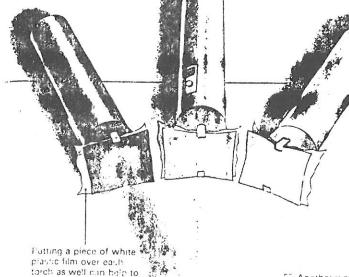
First, strip about an inch of insulation from each of the wires. Roll the lemon on a hard surface to make it as juicy as possible. Cut off a slice from the top, Insert the two pieces of wire into the lemon. Attach the iron or steel wire to the positive (+) side of the meter, and the copper to the negative (+) side.

Does the needle move? Reverse the wires so the copper is on the positive side and the iron is on the negative side of the meter. Do you get movement from the need'e?

It's obvious that one arrangement gives you electricity and the reversed position does not. The reason is that the electrochemical action forces the electrons to flow from one metal to the other. It is up to you to determine which metal should be connected to the positive side of the meter to obtain electricity.

Other combinations of various metals are passible besides the one your fried. Try as many different combinations as you can Dan't forget to reverse each combination.

You can list your results by moving a table like the one on page 26. This is the way an experimenter works. You avoid doing the same thing twice. Above a Liyou ream from the topulated results.



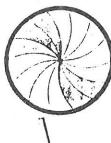
Three colors only

Take three flashlights and fasten clear red, green and blue plastic over them. In the dark, shine patches of colored light on a white card. See how the colors mix to make other colors. Red and green make yellow. All three colors mix equally to make white.

make the colors mix

• a Every color that we see is a mixture of red, green and blue in the light that strikes our eyes. However, paint colors mix in a different way to colored lights. This is because paints change the color of the light before it reaches the eyes.

77 Another way to see how colors mix in light is to paint colors in bands on a disc and then spin it like a too.

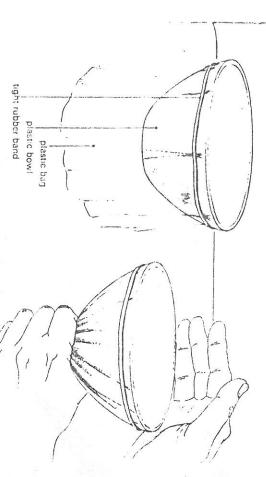


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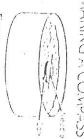
Toy timpani

around the rim of the bowl. Held the bowl Take a plastic bowl and stretch a plastic looser. The note of the drum rises and falls. the bag to make the plastic tighter and like a drum. Tap it more times, squeezing as shown and tap the rim; it should sound bag tightly over it. Fix a rubber band

and change the note. have screws or a pedal to tighten the skin gets higher. Timpani or kettledrums may vibrates faster and the note of the drum struck. If the skin is stretched tighter, it skin across the drum vibrates when it is are A drum makes a sound because the

AU 'US ALIDITATION'S

### MAKING A COMPASS Experiment No. 0:



Sindiplecent rock or wood Sowlichwore: HOUSENDE COURTE DE Moteric's:

Figure 4

south 0 ng a prece of ron or steet (a simple pation bon will bot near your swing at once and align ittelf so one end is pointing north and the other only, linen drive the needle through a prece of cark or wood just longe enough so it will couse the needle to float on the woter, tower the mounted needle gently onto the surface of the water. The needle w See Faure 4 compass. You will see the need elium in the direction of the iron moss uditie, to avait i section autisticably that spand har peachage

they did not have the problem of working about the effect of metals an are different from the simple compass built from Experiment No.  $\odot$ In the days of Calumbus, the ships were made entirely of wood to

without any wrinkles stretched smoothly the plastic must be To get a good cound

iodestone but with a magnet, in the compacts, the mode is delicately behanced so that it is free to move. The needle will point north unless there is a large amount of monor steel nearby do is magnetice an ordinary needle, not with It is very easy to make a compass like the one Columbias may have used. What we're come to

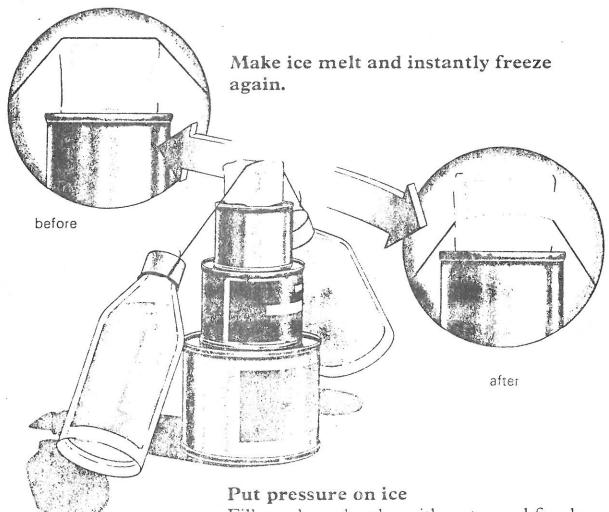
> a compass; (See Experiment No. 3 for directions on making

force that surround each pose of a magnet. We will see why this is important later in the story of electricity. Experiment No 4 will illustrate the fixed of

11

for genius-y stuff-

### Freezing fun



△ The wire should be as thin as possible but strong enough to support the weight of the two bottles. Electrical wire or copper wire are suitable.

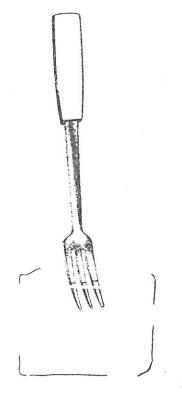
Fill two large bottles with water and firmly fix a piece of strong wire around both tops. Make a column of tins slightly higher than the bottles and place an ice cube on top. Fit the wire over the ice cube and suspend the bottles as shown. The wire slowly moves down through the ice without slicing it in two!

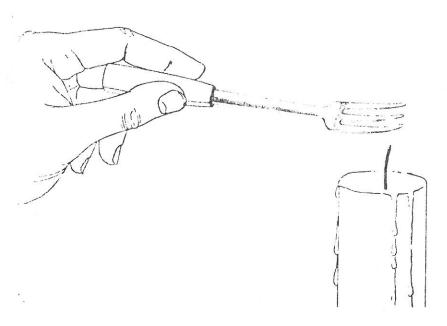
The bottles are so heavy that the wire puts very strong pressure on the ice. This lowers the temperature at which water freezes. The ice melts just under the wire, and the wire sinks. But the water produced immediately freezes again because the freezing point returns to normal.

### The ice and fork trick

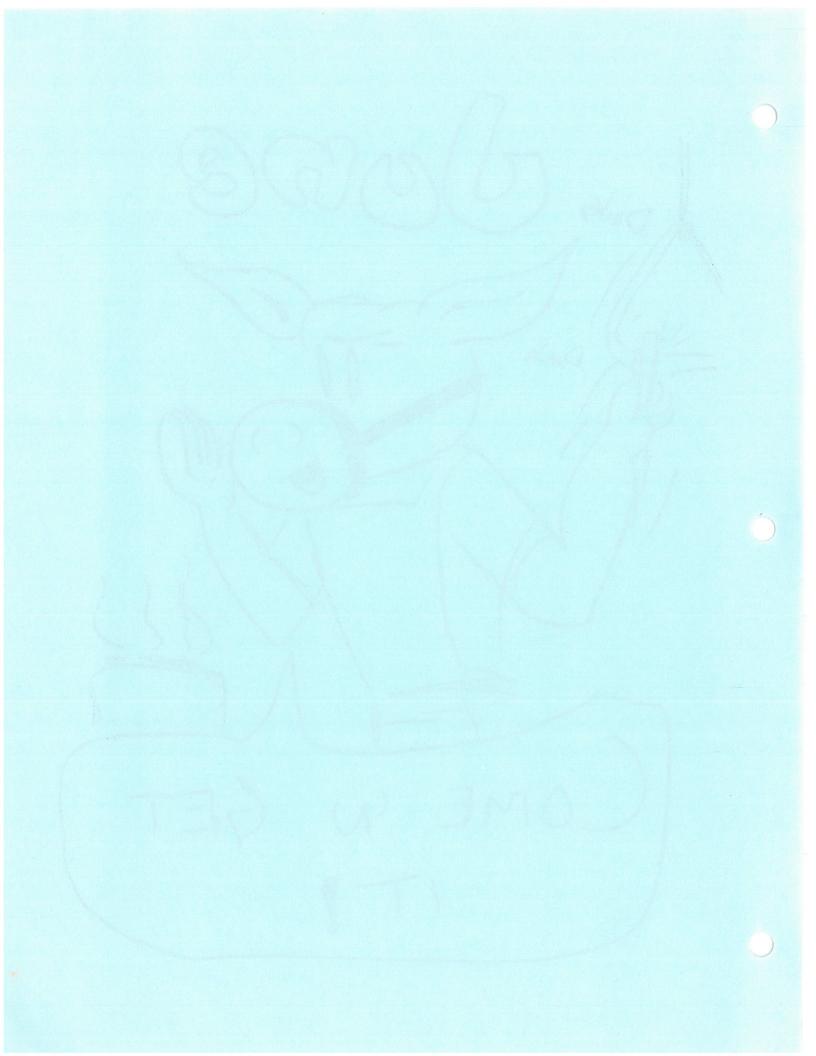
This is how to pick up an ice cube with a fork. First make the ice as cold as possible in a freezer. Warm the prongs of a fork in a candle flame, plunge them into the ice cube, wait 30 seconds and pick up the cube.

The warm prongs melt some ice, but the cube is so cold that the water quickly freezes again, sealing the fork in the ice cube.





NO N



### Audience Participation

"ONION STEW"

campfire--- oooh hot onion - boo hoo stew - yum yum

Tony - didn't remember

Bryce - I forgot

We sat around the campfire----with chins hanging low and frowns on our faces. We were supposed to have a fun cookout tonight, but after arriving at our camp site and building our campfire----we had discovered most of the food had been left home!

Bryce---didn't bring his carrots for the stew---. Tony----had forgotten the potatoes he was assigned to bring, and Brad, who was to bring the meat hadn't even come himself.

Josh said to Bryce----, "Can't you remember anything?

"Well," said Bryce, "What did you bring, Josh?"

"ONIONS\_\_\_" came the reply.

"Gee" said Allan, "I can't believe Tony----forgot the potatoes for our stew----

"Wait a minute" said Tony,----"This campfire----was a great idea, but Allan, what did you bring?"

"ONIONS" ----"came the reply.

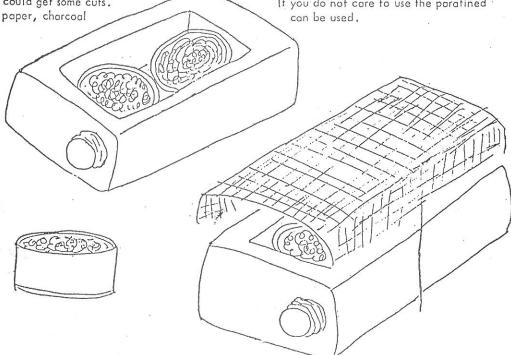
The only solution since Bryce----and Tony----had forgotten the vegetables for the stew----was to build the campfire----higher, add more water to the pot,

### MINIATURE STOVE

Cut an opening in the side of a one gallon can as shown with tin snips or can opener. Use a tuna, pineapple, or cat food can for the burners. Fill with tightly rolled corrugated paper which has been soaked with parafin or candle wax. The center may be rolled around a short food warmer candle. Use two cans for the stove as shown.

Take hardware cloth and measure to fit over the top and sides of the stove and bend to shape, useing gloves to handle the wire. Be sure to file off any ragged edges on the stove or you could get some cuts.

If you do not care to use the parafined



### OBSERVE FIRE SAFETY RULES:

If the Cub Scouts learn nothing else this month the should at least learn HOW to use fire safely. Instruction can be given in the kitchen if necessary, but, ideally, cooking should be done outdoors.

A Charcoal grill is satisfactory and probably easiest for most Den Leaders to handle. If possible, however, use a fire built on the ground, either of wood or charcoal. Here are rules that schould be observed:

- -Same areas require fire permits for outdoor fires. Check you community odinances.
- -Adults should ALWAYS be present when boys are working with a fire. (even on a grill)
- -Teach boys how to extinguish a fire by sprinkling water on it, then spreading the ashes and sprinkling again to make sure the fire is dead out.
- -Teach boys to use small fires for cooking.

### SPECIAL CUB SCOUT GOODIES

FOIL DINNERS - other than Hamburger, potatoe, and carrot.

Chicken and Rice -- Use 4 chicken breasts about ½ lb. each. Place on a large foil square. Mix 10% oz. can of cream of mushroom soup and 2/3 c. of instant rice, and spoon mixture over the chicken. Sprinkle with paprika. Seal foil tightly and place about 5 in. above hot coals. Cook 40 min. or until done, turning once.

Baked Onion -- Peel onion, cut off the top and scoop out the inside leaving a shell of several layers. Mix hamburger, salt & pepper, and a little of the chopped onion together. Pack back into the onion. Place on a large foil sq. Seal tightly and bake until done or abt. 40 min.

### OTHER GOODIES

Baked apple -- Cut apple in half, scoop out some of center of apple. Put the scooped out part in a dish. Fill center of apple with brown sugar or Marshmallow. Wrap in foil sq. and bring corners to top and twist. Bake abt. 30 min.

Holy Halo's-- 1 large glazed doughnut and 1 large marshmallow. Place marshmallow in hole of doughnut. Run a pointed green stick thru all. Toast over the fire.

Fudge in a bag--Mix together in a double ziploc bag: 1 lb powdered sugar, 1 cube margerine, I tsp. vanilla, 3 oz. cream cheese, ½ c. cocoa. Boys love to knead it till it solidifies and can be eaten.

Weiner Kabobs -- Alternate weiner pieces and pineapple chunks on a stick. Broil over grill or coals. SHERBERT

6 cans Orange soda pop I can Eagle brand milk

1 can Crushed pineapple

OTHER COMBINATIONS

Strawberry soda & frozen crushed strawberries. Cream soda & peaches.

Combine ingredients. Put into I pound coffee can allowing one third of space for expansion.

clean 1-pound coffee can. Add enough regular milk to fill Cover with plastic Add can Tape on lid securely with duct tape so can is airtight 10 can, can evaporated can three-quarters full. Mix we!].

package of instant pudding mix and

Place one 3 1/4-ounce

6-ounce or

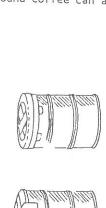
id.

ound for do this, ground layers of crushed ice and rock salt around the smaller until it is surrounded by ice and salt on all sides. and forth on a table or the Place the 1-pound can in a 3-pound or a No. Tape with duct tape. can back on larger can. to 25 r Roll the 20

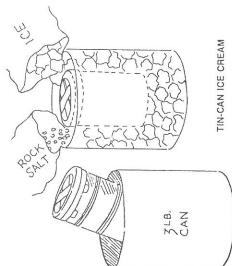
Carefully untape the large can and remove smaller one to check ice cream. Wipe off all salt before removing lid Scrape ice cream from insides of The boys can form two lines to rolling it back and forth to each other. on and from smaller can. Put lid

minutes.

back in the large can and add more to roll By then the ice cream should continue and сап Place the smaller can and salt. Tape lid about 10 more ready to







### 2

# Continued From Page 3)

E: parts of certain plants and trees that are added to food to give flavor. Spices can be the leaves, berries, bark, root or seeds of these special plants. You will find them in your grocery store in little cans or glass jars. McCormick/ Schilling are very good spices and have good flavor

STIR: mix with a spoon

STOVE: another word for range TOSS: mix lightly and gently. This usually means mixing salad with the dressing by lifting the lettuce pieces with a salad fork and spoon again and again until the leaves are evenly coated with dressing

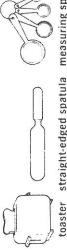
WHIP: beat with rotary egg beater or electric mixer



# COOKING FOR YOURSE

## TASTV TOAST

HERE ARE THE UTENSILS YOU WILL NEED:



straight-edged spatula measuring spoons

HERE ARE THE INGREDIENTS YOU WILL NEED.

- 1 slice of white bread 1 teaspoon of butter 1½ teaspoons McCormick/Schilling Cinnamon Sugar

### METHOD:

- Toast the bread in a toaster.
- Spread the butter on the toast and sprinkle the cinnamon sugar on top.
  - "Apple Pie" toast: Toast the bread and spread the toast with

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# (Continued From Page 4)

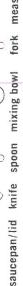
butter. Combine 1/2 teaspoon McCormick/Schilling Apple Pie Spice and 1 teaspoon granulated sugar. Sprinkle this mixture on top of the toast.

butter. Combine 1/2 teaspoon McCormick/Schilling Pumpkin Pie Spice and 1 teaspoon granulated sugar. Sprinkle this "Pumpkin Pie" toast: Toast the bread and spread the toast with mixture on top of the toast.

# HERE ARE THE UTENSILS YOU WILL NEED.



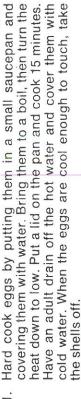




fork measuring spoons HERE ARE THE INGREDIENTS YOU WILL NEED: 😢

- eggs, hard-cooked (hard-boiled) tablespoons of mayonnaise
  - teaspoon of vinegar
- teaspoon of salt 244
- teaspoon McCormick/Schilling dry Mustard teaspoon McCormick/Schilling Onion Powder McCormick/Schilling Paprika

## METHOD



Cut the eggs in half the long way and take out the yolks (the yellow part) with a spoon. ci

Put the yolks in a small mixing bowl and mash them with a fork. Add the mayonnaise, vinegar, salt, dry mustard and onion powder. 3

Mix well to blend it all together.

Refill the hollow part of the eggs with the yolk mixture. 4.6.6.

Sprinkle paprika on top.

Keep them chilled in the refrigerator until you are ready to serve them.

Makes 4 stuffed egg halves

# SHANE SHEWARD

Here are some of the kitchen tools and utensils you will need when you are cooking. The drawings show you what they look



mixing bowls



saucepan measuring spoons wooden spoon





pancake turner

rubber spatula

knife

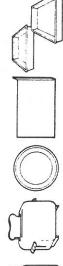
vegetable parer



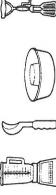
or wide spatula



straight-edged spatula dry measuring cups liquid measuring cup



baking sheet baking pan electric mixer pie pan toaster screw-top jar





wire rack pot holders rotary beater blender scoop ring mold



can opener strainer pastry brush rolling pin

them now. Then when you see them again in a recipe, turn Here are some of the words you will find in the recipes. Read back to this page and read the word and what it means again.

BAKE: cook in the oven

BAKING SHEET: cookie sheet

BEAT: mix fast and well with beater, spoon or fork

BLEND: stir two or more ingredients together

BOIL: cook on top of the range until liquid is hot and bubbling

such as boiling a sauce or boiling vegetables CHILL: put in refrigerator to keep cold

CHOP: cut into small pieces with a knife

COMBINE: mix ingredients together

DASH: one quick shake or sprinkle CUBE: cut into even-sized squares

DRAIN: pour off liquid or fat

EXTRACT: a liquid flavor (like lemon flavor or banana flavor)

FOLD: mix gently, bringing rubber scraper down through mix-ture, across bottom, up and over the top until blended

FOOD COLOR: a liquid that is usually red, green, blue or yellow that you sometimes add to food to make it pretty. Food colors come in glass bottles or in tiny plastic holders that squeeze out a drop at a time

FRY: cook in skillet on top of range

GARNISH: make food look pretty with pieces of colorful food, such as a piece of parsley or slices of lemon or lime

GREASE: spread bottom and sides of a pan with shortening so food won't stick to pan

MELT: heat on range slowly over low heat until it becomes liquid

MINCE: chop into tiny pieces using a knife

such as paring PARE: cut off outside skin using a parer, carrot or a cucumber

PARER: a peeler, like a potato peeler

POT HOLDERS: thick squares of cloth used to handle hot pans PEEL: pull off outer skin as you would peel an orange or banana

so you won't burn yourself

SIMMER: cooking a liquid mixture over low heat so it just barely bubbles (not boils!)

Continued On Next Page)

3





# Easy Noodles at Home

BY DAVID LEE DROTAR

There's no cooking or baking needed to make this handy food for camp or kitchen.

earty, home-made noodles are delicious in a simmering pot of soup, or simply fried in butter. And making noodles from scratch is easy—there's no baking, and only a few days needed for drying.

### Ingredients:

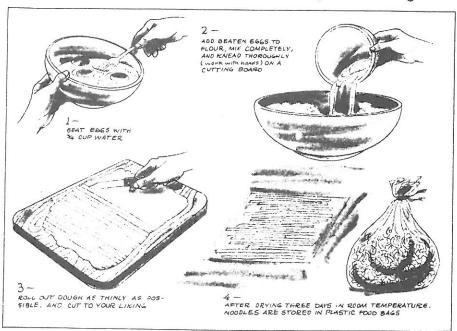
- 3 cups flour
- ½ teaspoon salt
- 2 egg yolks and 1 whole egg
- 3/4 cup water

### Utensils:

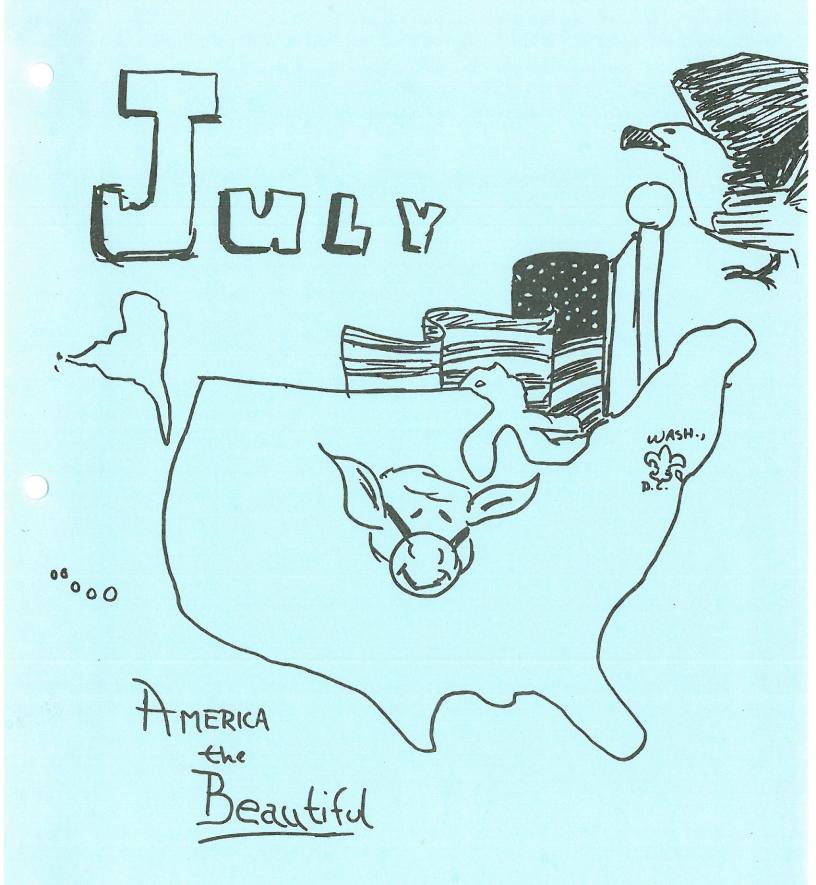
- large and small mixing bowls;
- fork, paring knife, and cutting board;
  - rolling pin:
- brown grocery bag and plastic food storage bags.
- 1. Sift flour and salt into the large bowl, and set aside.
- 2. Separate the yolks from two eggs. (Here's how: Crack an egg open and pour the insides back and forth from one half of the shell to the other half. Repeat this several times, letting the white fall away, but keeping the yolk.)

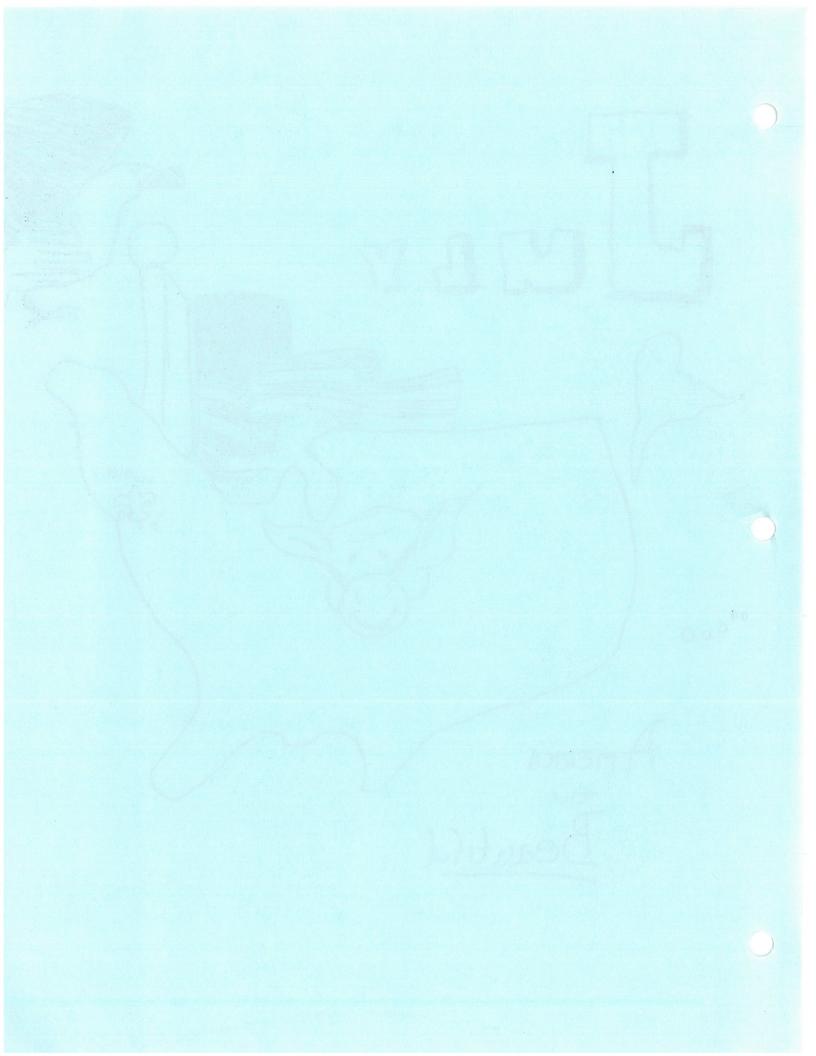
- 3. Beat the two yolks, along with the white and yolk of a third egg, in the small bowl, using a fork, until well mixed. Add \(^4\) cup water, and beat again.
- 4. Now, form a deep depression in the flour and pour in the egg mixture. Mix completely with a fork.
- 5. With clean hands, knead the dough thoroughly on a cutting board. (Sprinkle some flour on your hands and the board, to keep the dough from sticking.)
- 6. Roll out the dough as thinly as possible (Use several small portions of dough, if your cutting board is small.)
- 7. Cut the noodles any size or shape. About ½-inch wide is good for straight noodles. To cut several layers at once, stack the rolled dough, with flour sprinkled between layers to prevent sticking.
- 8. Move the cut noodles to a flattened, brown-paper, grocery bag. Let them dry at room temperature for three days, then store them in plastic food bags.

Your dried noodles are ready for camp or kitchen. Just cook them in boiling water until they are tender.



**...** 

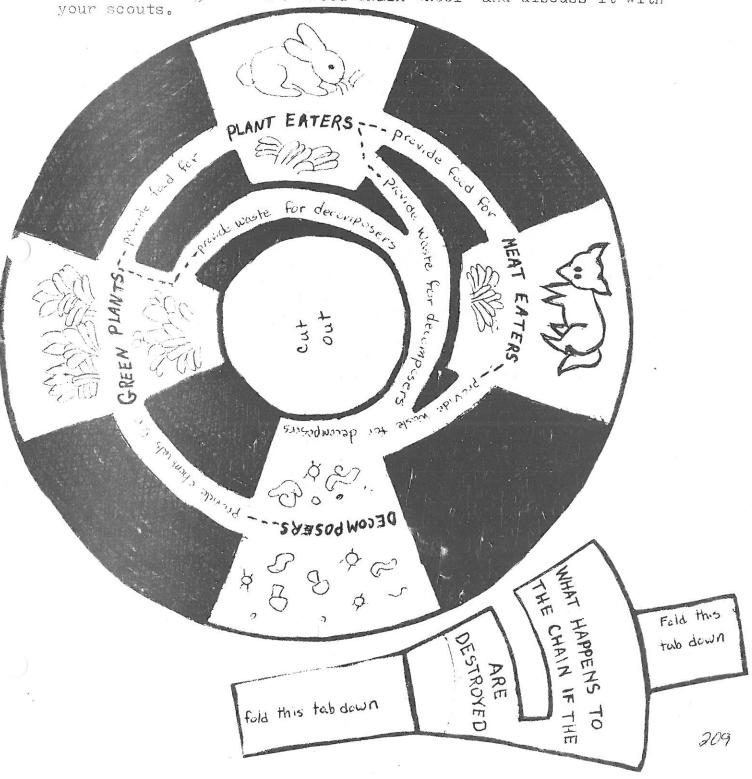




### AMERICA, THE BEAUTIFUL

We live in a besutiful country. It is up to us to heep it this way. During this month, the scouts will learn some ways to keep our land beautiful and to conserve its resources.

Thirst let's look at a food chain-the natural cycle that plants and animals depend on to sustain life. What happens when a chain breaks? Put together the "Food Chain Wheel" and discuss it with



Another way to show the boys how everything in nature depends on something else is to build a terrarium or "Sealed World". The 1985-86 Program Helps has instructions for putting together a Sealed World. Look on page CUB 4 SEP 85.



make sure the fish you get cure small and healthy. I used white cloods.

I also bought the algeator the plant life.

We found the smalls at a creek.

Water is one of our most basic natural resources. If the boys can learn to use this resource with care, they may develop good habits which will help them care for other resources.

\* The water we borrow from the water cycle should be returned to that cycle in as pure a state as possible.

\*By borrowing less water from the cycle, we can reduce pollution by not demanding so much from our water-treatment facilities.

How can each of us save water when brushing teeth, sprinkling lawns, washing dishes, or getting a drink?

3 Water in nature:

Collect fresh rainwater in a jar. Fill another jar with water from a ditch. A third jar is to be filled with water from a lake, river, or pond. Pour drinking water into a fourth jar. Put labels on the jars to tell you where they came from. Fut the jars in a safe place so they won't be disturbed or shook up. After a few days, check to see if any debris has settled near the bottom of each jar. Evaluate each jar.

|                   | Color | 5mell  | Drinkable | Debris |
|-------------------|-------|--|-----------|--------|
| Run wider         |       |  |           |        |
| Ditch water       |       |  | N         |        |
| Lake/ wiver water |       | 2  |           | 0      |
| Drinking<br>Water |       | The second secon |           |        |

Make clean water nature's way: Place a plug of cotton in the hole of a flower pot. Add layers of sand and charcoal. Pour muddy water into the pot and allow the water to drain out into a glass jar. What does the water look like? What happened to the debris in the water? Does this give you an idea of how nature cleans water by letting it filter through the ground?

Recycling is another way of helping to keep America beautiful. 5) As a den, pack, or individually, have the boys collect recyclable materials. The boys are natural collectors and should enjoy this project.

(6) Recycle your own paper+

Recycling paper requires machines and production lines but the boys can do some of the basicsteps.

You will need these materials:

an old newspaper mixing bowl egg beater a wood block a 3"-4" square of window screen

a plastic sandwich bag wallpaper paste or corn starch water

tablespoon

1. Fill bowl one-quarter full of water. Tear half page of newspaper into tiny pieces. Place in bowl and let soak an hour.

2. After it has soaked, beat it with an egg beater until it

has the creamy texture of paper pulp.

3. Dissolve two heaping tablespoons of starch or wallpaper paste in a pint of water. Add to the pulp. (The paste acts as a binder between the wood fibers suspended in the mixture.) 4. Hold the window screen flat and lower it into the pulp. Repeat this until you have a layer of pulp alout 1/16th inch thick.

le pull-covered screen on a newspaper and place a plastic sandwich bag over it. Press down with the wood block-gently at first, then with more pressure. The water will filter through the screen onto the newspaper.

6. Let the fibers dry for 24 hours. Now peel the paper from the screen. CONGRATULATIONS!!

(7) Nature's way of recycling: You will need these materials: large clay flower pot top soil a few small stones collection of litterpotato peel

pieces of newspaper plastic strip of a tin can broken glass ' bread

1. Cover the hole in the pot with some stones. Fill 1/3 full with topsoil.

 Add a layer of the litter you collected.
 Cover litter with topsoil until pot is 2/3 full. Sprinkle with water, but don't soak.

4. Cover the pot with a piece of plastic. Put in a warm, dry place, Keep the soil moist.

5. After 2 or 3 weeks, dump out the contents and spread it out. What trash has been decomposed? What hasn't?



You will need these materials: black mat board black construction paper aluminum foil

black tape pin

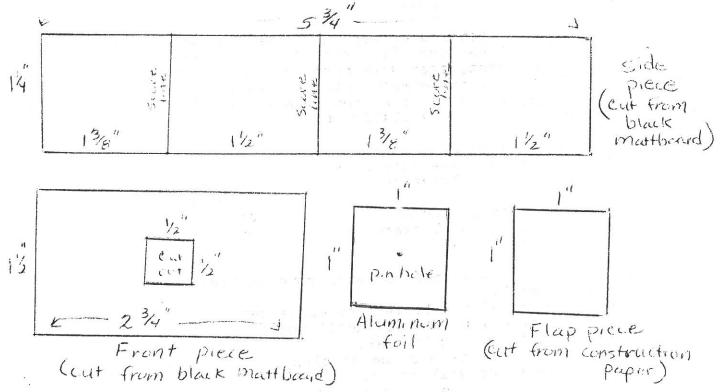
scissors matt knife ruler 126 film

1/2 tongue depressor

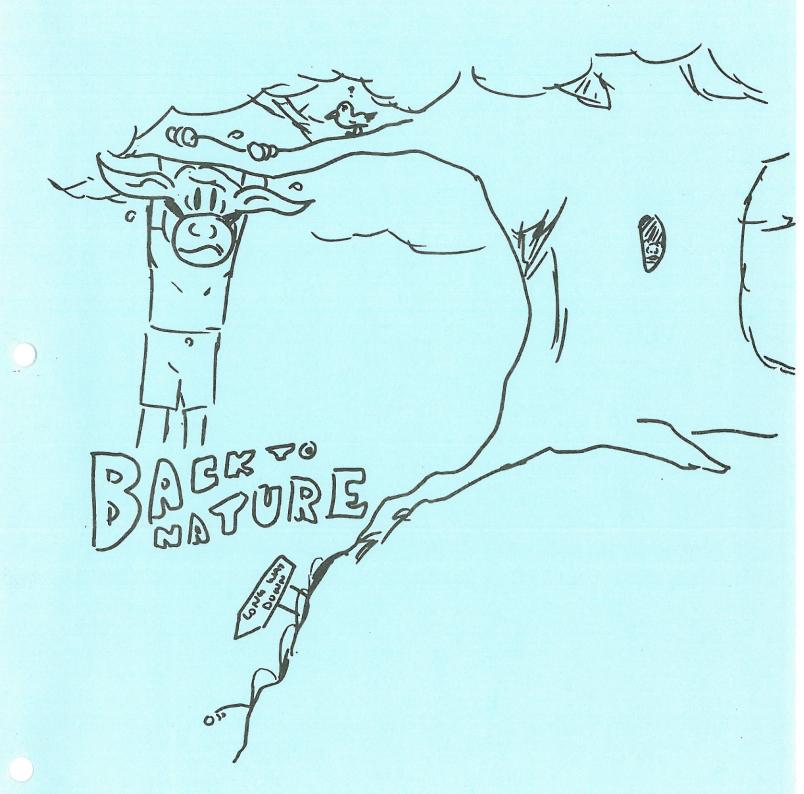
- 1. Using the matt knife and/or scissors, cut the mattboard, construction paper, and aluminum foil to lengths shown.
- 2. Score the lines of the mattboard of the side piece. 3. Form a cube from the side piece. Tape cube together.
- 4. Poke a small hole through the aluminum foil with the pin.
- 5. Tape it (foil) securely to the back of the "front" piece so it covers the cut out area.
- 6. Tape the front piece to the cube.
- 7. Tape the construction paper over the hole so it makes a flap that can be lifted and closed easily.
- 8. Now tape the film to the tack of the cube. Make sure that no light will filter through any of the taped seams.
- 9. Use the 1/2 tongue depressor to advance the film.

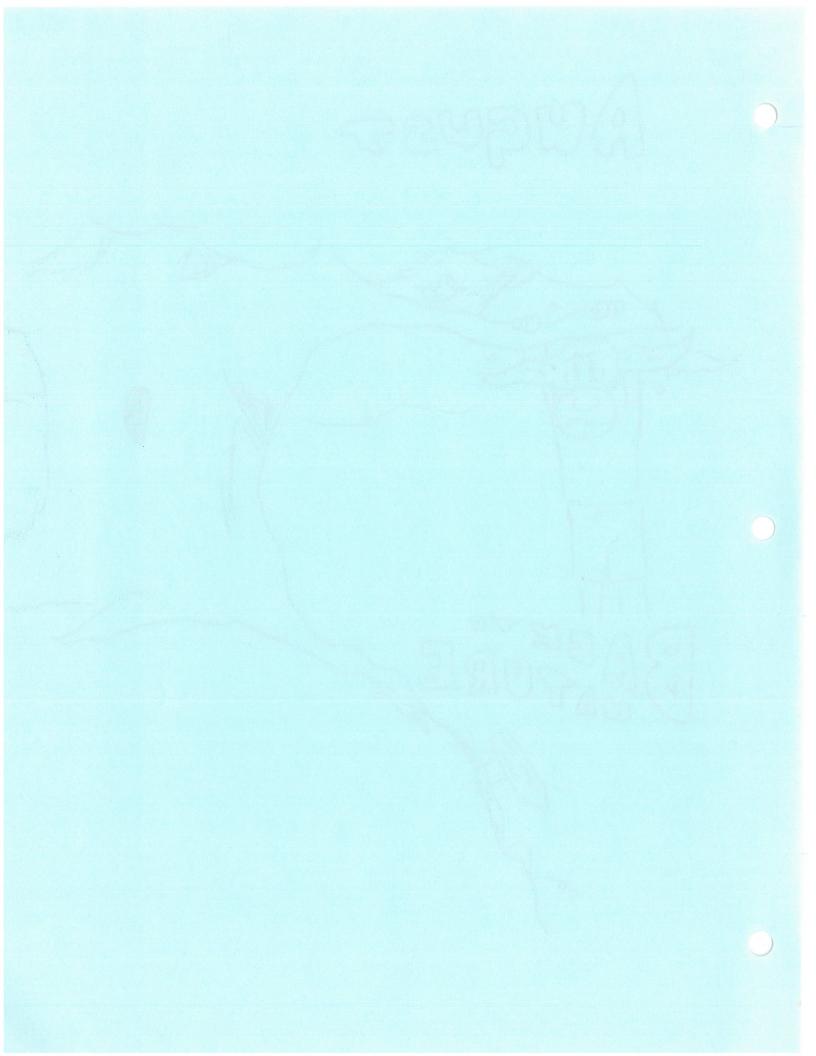
Now let's take some pictures

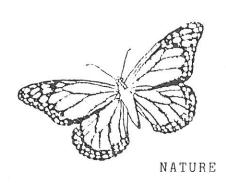
- 1. Make sure film is advanced to first picture.
- 2. Set camera on a solid object- table, chair, rock, ect.
- 3. Lift flap so it exposes the pinhole in the foil.
- 4. Keep flap open for 3 seconds.
- 5. Quickly and smoothly, close flap. Do not move camera.
- 6. Keep flap closed and advance the film.
- 7. Make sure that no unwanted light filters into the camera.



WGUST

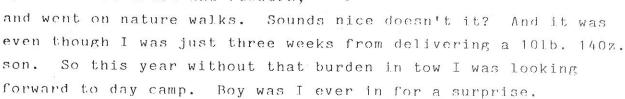






When I was asked to be on staff for cub scout day camp this year and do Nature again.

I thought, "Oh what fun." Last time we made sun pictures, looked at different trees and flowers,



Cub scouting and little boys can be a joy and yes, lots ofwork too. I enjoy being outdoors running, playing, and working with the boys, and share an interest in the things that make them smile. But there is a place I draw the line and that is. with anything that is alive and smaller than a kitten.

Growing up on a farm helped give me a good understanding of nature, and rasing five sons and a daughter filled in a lot of the gaps. I have also worked in cub scouting just about every year for the past 13 years. So what is one more day camp? Easy. Should be nothing to it.

First you need to know my knees turn to jelly and I can'nt get my breath when I have to stand up in front of people, even just one person. To make it worse, my life was to busy for me to make it to day came training. There was my biggest mistake. If I had gone, they would have someone else to go, I would have told them right then and there, not me, not this year. But I went to camp without knowing that we were going to learn about

talk about, and handle anything that is slimy, creepy. and crawly (book title). Bugs-yuck! Gross!

I found out the hard way that you really need to go to the training sessions that are provided for you to see how and what to. It will make scouting fun and easy and then you won't have a unpleasent surprise as I did.

The first three classes didn't get as much out of it as they could have because I was learning, and that was unfair to them. But once you say you will do it - stick it out. Its hard to find someone that can cover for you at the last minute. You are very important to the boys. This thought is what made me stay and try. By the second day I was so sick that I throwing up. But it did get better, as on the third day a sweet little cub came running up to me with a present - a snake that wraped it's self around my wrist. How do you smile and say thank you with a scream in your throut? I had other gifts too, even better - the biggest slug I ever saw - a frog that had to be hand feed (a cub pet) a lizard - spiders- etc. It sure was nice to be liked so much.

At home I have two boy scouts that are earning their insect life merit badge because of and by helping me as a den chief at day camp.

A den chief can be a life saver to handle all unplement jobs from bugs to discipline. Really a den chief can be a big help. We all could us one, but not your own son, they work better for someone else.

Since I was given an ant farm at day camp I started there. Where you find ants there are aphid and that brings the lady bugs. Lady bugs are cute, so I desided to teach the boys the life of a lady bug. I just couldn't seem to win. Have you ever seen the larvae or pupa of a lady bug? YUK! We learned the parts of an ant and found out that they even have a trash room in thier hill. One look at a honey ants and I had their full attention. If you want boys to read about bugs check out a book on beetles. Most look like something from star wars or He-man. Better yet show them a book about killer insects, now you will really have them hooked on bugs for life.

For some reason that is way beyond my comperhension, little love to be grossed out. If you want them to think your tops

just teach them something gross. Here are some things cute, fun interesting and gross things for you to win their hearts with.

#### TREES - TREES

Examine and look at trees, how boring,
until you have the cubs make something from them. Take
two pieces of Con-tack paper the size of a book mark, put
fall colored leaves between, punch a hole in one end and tie on

some yarn, and give as Christmas gifts. Mom will enjoy place mats made the same way with colored leaves and flowers - they will hold their color and last for years. Have the boys plant something unusual like orange or grapefruit seeds. (Outside how about an artichoke or a potato?) There are books on things to make out of pine cones - popsicle sticks - helicopters from maple trees.

| Description of the cones - popsicle sticks - helicopters from maple trees | pine wood derby |

Songs tommy toad cat worms

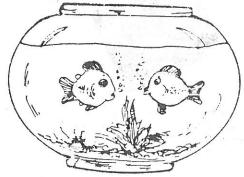
I had a little chicken three little fishes

If you don't know these askyour boys and find

as many as you can, they love them.

Find an animal track.

Make a plaster mold of it.



Nature is not just a GoldFish Bowl

Find Froms like:

Poor little fromy fishy are be an't get a tail what so over hardly. Then he sits he jumps, and when he jumps he sits on his tail that he ou't got what so ever hardly.



NATURE WALKS-----Have you ever been on a seed wolk? This is one the boys love to go on. Take the boys on a wall were there are lots of trees and floweres. Have them find as many seeds as they can, glue them on paper, lable them, see what is inside them, see how long they take to germinate, sprout the seeds and record the growth, and the very best of all is to have seel calling and tasting party. Get together squash, pumpkin, corn, nuts, posmuts, sunflower, walnuts, apole, etc.--- Oh, we for got the pop corn. Now have fun.

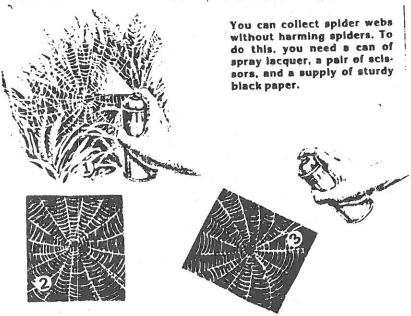
Now you can go on the same walk, but this time look for leaves and do leaf rubbings. Table each and find out what you can about each.

Cover the area again but this time look for animals. Cast tracks, meant bugs, make a feather picture, and then find out as many facts about each as they can, like what are their enemies, their calls, or whether they are wild or not, etc.

You can even do a web collecting-Dut what ever you do have fun!

You can learn about spiders by watching them. And you can find them just about anywhere. If you search for them, you may find webbuilding spiders repairing their webs or making new ones. You may see them catching or tying up insects. Look beside rocks, and you may find Wolf Spiders and Jumping Spiders hunting for prey.

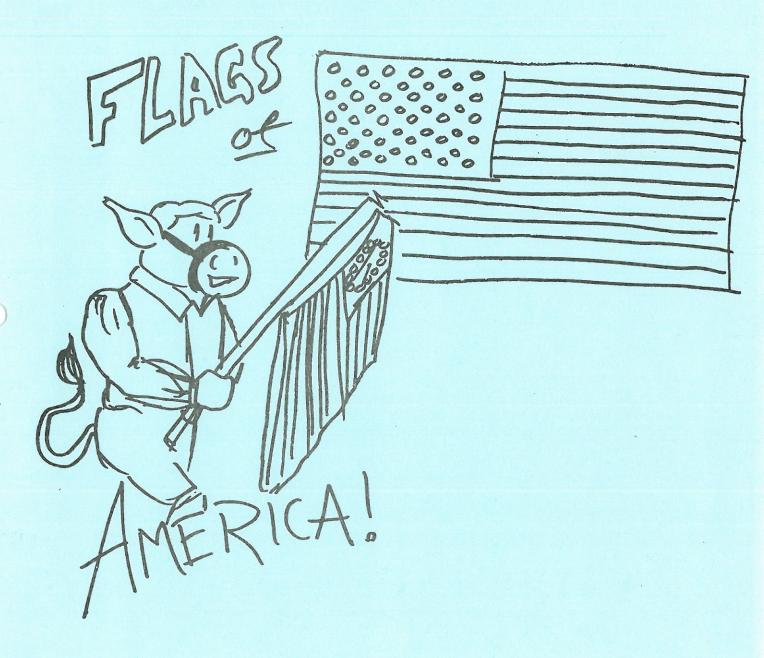
If you keep an eye on the same web for several days, you will see some interesting changes. Some day, you may see two spiders on the same web—a big female and a much smaller male. A few days later, you could see a female carrying her egg sac fastened to her abdomen. And one day, you may even find a webful of baby spiders.

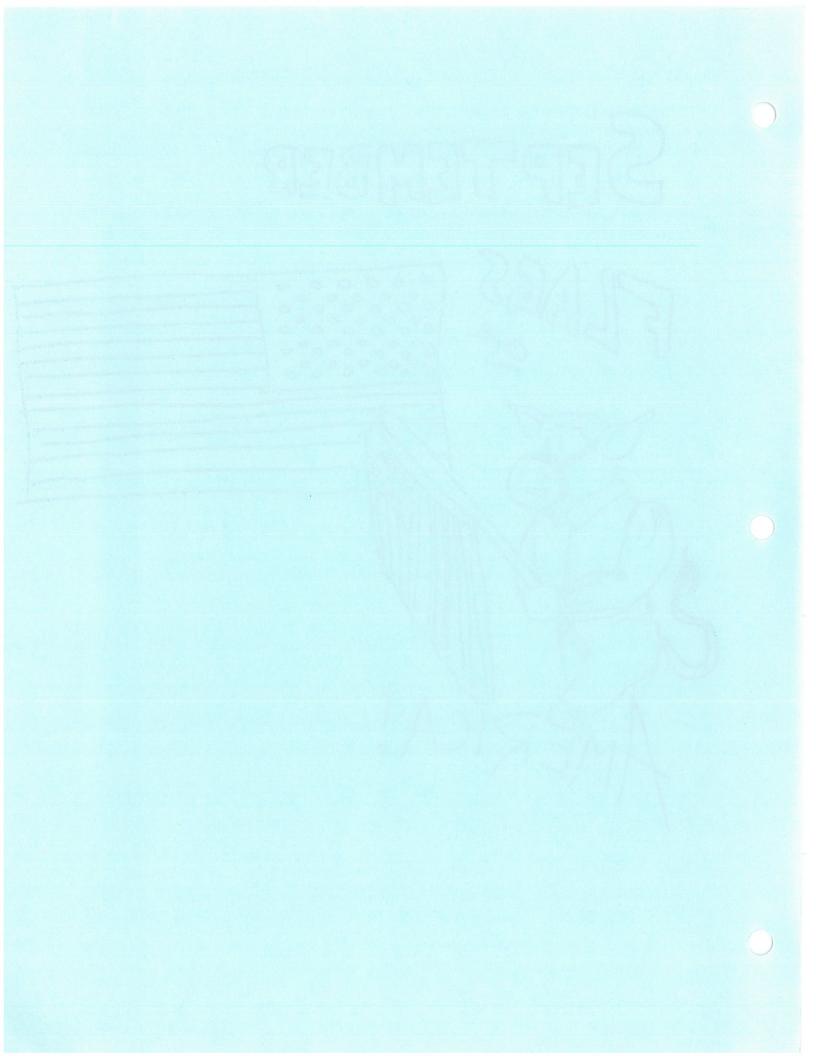


First, spray the web with 3 or 4 light coats of lacquer (1). When the lacquer dries, place a piece of paper behind the web. Then cut it free and catch it on your paper (2). Spray the web with a final coat of lacquer so it will stick to the paper (3).

SANDY CORDON

# SEPTEMBER





#### EXPLANATION OF THE PLEDGE OF ALLEGIANCE

We often recite the Pledge of Allegiance without really listening to, or understanding the words we are saying. If I may, may I recite it and try to explain the meaning of each word.

I Me, an individual, a committee of one

PLEDGE Dedicate all my worldly goods to give without self-pity.

ALLEGIANCE My love and devotion

TO THE FLAG Our standard...Old Glory...A symbol of freedom.Wherever she waves there is respect because your loyalty has given her a dignity that shouts "Freedom is Everybody's Job"!!!

OF THE UNITED United...that means we all have come together.

STATES OF AMERICA States...individual communities that have United into 50 great states... 50 individual communities with pride and dignity and purpose; all divided with imaginary boundries, yet united to a common to a common purpose,...love for country.

AND TO THE REPUBLIC Republic, a state in which soverign power is invested in representatives chosen by the people to govern; and the government is the people; and it's from the people to the leaders, not from the leaders to the people.

FOR WHICH IT STANDS,

ONE NATION UNDER GOD, Meaning so blessed by God

INDIVISIBLE, Incapable of being divided.

WITH LIBERTY Which is freedom...the right to live one's life without threats, fear or some sort of retaliation.

AND JUSTICE The principle or qualities of dealing fairly with others.

FOR ALL...which means, boys and girls, ladies and gentlemen; it's as much your country as it is mine.

You will notice that there are only 3 commas in this pledge, there is no pause between one nation and under God, it is all said together, because we are truly, ONE NATION UNDER GOD.

Now all stand and repeat with me the PLEDGE OF ALLEGIANCE

(Allow persons to stand, and then turn lights off and hit spotlights on either side of the flag to bring attention to the flag as the Pledge of Allegiance is spoken.)

#### THE FLAG SPEAKS

This novel Cub Scout Flag Ceremony was written by Webelos Cub Scout Douglas C. Hoffman, Richland, Washington, as a part of the Webelos Cub Scout requirements.

Personnel: Talking American Flag and one Cub Scout.

Equipment: American flag and one microphone connected to a public-address system or speaker.

Staging: Place American flag near front, right side of the stage with a small speaker located a few feet to the left of the flag. A Cub Scout, acting as the voice of the flag, is located off stage with a microphone.

(Cub Scout strolls onto the stage, crosses behind the Flag, and as he passes, the Flag speaks, and the Cub Scout slowly turns to look at the Flag.)

FLAG: Hello, Cub Scout!

CUB: (acts surprised and looks around): Who said that?

FLAG: I, the flag of your country.

CUB: A talking flag? That's new.

Flag: Of course I can talk. I've always been able to talk, but you heaven't been able to here me.

CUB: Oh? What have you been trying to tell us?

FLAG: For one thing, it's how proud I am of my fifty states. What states added my last two stars?

CUB: Alaska and Hawaii.

FLAG: Right! History has been made in your time.

Cub: What state was the forty-eighth star?

FLAG: That was Arizona - in 1912.

CUB: Tell me more.

FLAG: What do you want me to tell you?

CUB: Tell me your history.

FLAG:

O. K. When the colonists came I was the Queen Anne flag - all all red, with a Union Jack. Then I changed to the Grand Union flag and my red changed to seven red stripes and six white stripes, making thirteen stripes; but I still had the Union

THE FLAG SPEAKS- Continued.

Jack. I was first raised over General George Washington's headquarters in Cambridge, Massachusetts, January, 1776, as the standard of the Continental Army.

After our country became a new nation, I changes to Old Glory and still had the thirteen stripes but added a circle of thirteen stars on a field of blue in place of the Union Jack.

From 1794 to 1818 I had fifteen starts and fifteen stripes and was called The Star-Spangled Banner when Francis Scott Key wrote our national anthem in 1814.

Then the years rolled along and in 1818 the stripes were reduced to the original thirteen, and from then on a star was added for each new state that joined our union until ther are fifty stars today.

CUB: You know, I feel like singing to you. (More Cub Scouts come on stage and join the first Cub Scout around the flag)

CUB: Come on, everyone! Join in and let's sing "The Star-Spangled Banner."

#### FREEDOM SYMBOLS

(Opening or Closing Ceremony)

Personnel: 7 Cub Scouts holding large cards showing Freedom Symbols and the letters indicated below:

- F -For people of all other lands, The Statue of Liberty stands, With her flaming torch high 'Gainst America's sky,

Americans love the fair might Of the Capitol dome, gleaming white. Here men pass the laws To spread Freedom's cause Promising freedom from Tyrant's demands. And guard against tyranny's slight.

- R -O'er the Land of the Free, flying high, Should Uncle Sam beckon to you Old Glory waves in the sky. This banner is ours, To defend it, our heroes did die.

- E -Our Bird is called the Bald Eagle, His power is mighty and regal. Within our fair land, His emblem does stand. His seal is on all that is legal.

- E -We treasure our Liberty Bell Freedom news, long ago it did tell Our Independence Declaration It told to our Nation, As it peeled out the news, "All is well". Our motto is just

To serve on his Liberty Crew, Then try with your might For Freedom, to pay what is due.

- D -

- M -The "Star Spangled Banner's our song. To Americans it will always belong. "Long may she wave, O'er the Home of the Brave." These words we'll sing proudly and long.

ALL PLAYERS (in unison)

We are fifty states, all in all, Whose standards never shall fall In God we do trust. Freedom, if you need us, just call. C.P.C. B.S.A.

#### BIBLICAL ORIGIN OF THE RED, WHITE, AND BLUE

Charles W. Steward, former superintendent of Naval Records and Library of the United States Navy Department, advances the following theory of the origin of the colors employed in our Star-Spangled Banner:----

"The flag may trace its ancestry back to Mount Sinai, whence the Lord gave to Moses the Ten Commandments and the book of the law, which testify of God's will and man's duty; and were deposited in the Ark of the Covenant within the Tabernacle, whose curtains were blue, purple, acarlet, and finetwined linen.

"Before the Ar k stood the table of shew-bread, with its cloth of blue, scarlet and white. These colors were taken over by the early Western Church for its own and given to all the nations of Western Europe for their flags. When the United States chose their flag, it was of the colors of old, but new in arrangement and design, and they called it "The Stars and Stripes".

"Our flag is of the colors red, white, and blue. Red is for courage, zeal, fervency; White is for purity, cleanness of life, and rectitude of conduct; blue is for truth. The star is an ancient symbol of India, Persia, Egypt, and signifies dominion and Sovereignty."

#### THE WORLD'S FIRST FLAG

Flags symbolize the noble aspirations and glorious acnievements of the human race; they epitomize the romance of history; they incarnate the chivalry of the ates.

The origin of flags is divinity itself. At the beginning of recorded time, Jehovah made a covenant with man, promising that never again would He send the waters to cover the face of the earth and destroy all flesh. He unfurled the first Flag---the multihued banner of the Rainbow-which he set in the clouds as a symbol of security and as assurance to all future generations of His watchful care.

Since that day, man has employed his earthly banners as emblems of faith, hope, and high resolve.

#### FACTS ABOUT THE FLAG

- A FEDERAL LAW PROVIDES ---- that a trademark cannot be registered which consists of, or comprises among other things, "the flag, coat-or-arms or other insignia of the United States, or any simulation thereof."
- THE ORIGIN OF THE HAND SALUTE ---- rendered either to an officer or to the flag, is obscure. It is supposed to have originated at the time of the Crusades. It appears to be a military substitute for raising the hat as a token of respect.

#### HOW THE NAME "OLD GLORY" ORIGINATED

(A True Story)

T'was on March 17, 1824 - in Salem, Massachusetts, upon the occasion of the celebration of his twenty-first birthday, William Driver, whose heart and soul were in his occupation of sailing the seas, was presented by his mother and a group of Salem girls with a beautiful American Flag they had made for him.

"I name her 'Old Glory'", said he, in response to the greetings of the givers.——and thus was it that thename 'Old Glory' made its advent into the history of our Country. From that day on, "Old Glory" accompanied William Driver whenever he went tosea, and many were the not notable voyages made under its flying folds, including twice around the world, once around Australia, and several cruises among the Archipelago Islands.

When, in 1837, Captain Driver quit the sea and settled in Nashville, Tennessee, as usual "Old Glory" accompanied him. On occasions such as Washington's Birthday, the Fourth of July, and St. Patrick's Day (also the anniversary of Captain Driver's birthday), 'Old Glory" could be seen gracefully waving from a rope extending from the Captain's house to a tree across the street.

However, when in 1861, Tennessee seceded from the Union and hostilities began, "Old Glory mysteriously vanished.

The morning of February 25, 1862, Union soldiers entered Nashville and took possession of the city. On that morning, Captain Driver, accompanied by Captain Thatcher, of the Sixth Ohio Regiment and several soldiers, came home, and calling this daughter Mary Jane, asked her to help him rip a bed cover he was holding. And lo, and behold! As the comfort was ripped apart, there was "Old Glory", which for safe keeping, has been sewn sewn between the folds of the cover when Tennessee had seceded and American Flags were objects of attack in Nashville.

At the sight of "Old Glory; the soldiers cheered, and then helped fold the Flag, which Captain Driver took in his arms as the party left for the State House. As the Captain climbed to the dome of the building and raised "Old Glory" over the Capitol, he exclaimed, "Thank God! I live to raise 'Old Glory' on the dome of the Capitol of Tennessee; I am now ready to die and go to my forefathers."

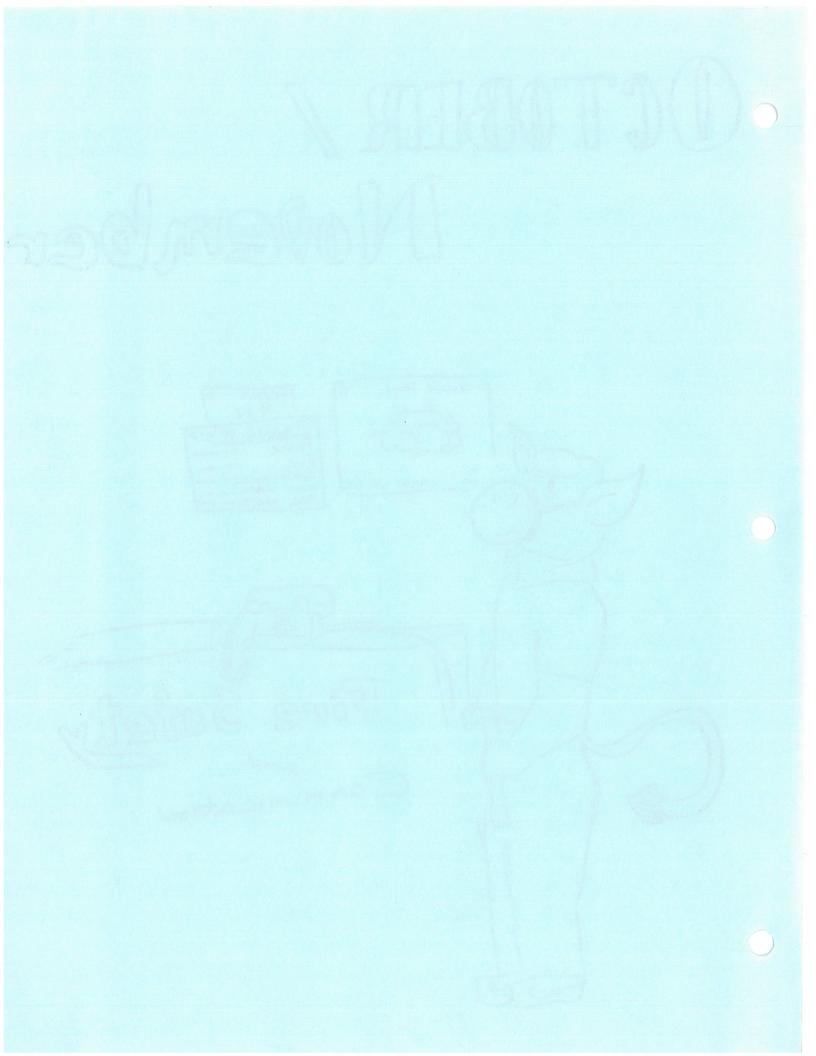
One day, not long before the gool old Captain went to his forefathers, he placed in the arms of his daughter a bundle saying---

"Mary Jane, this is my old snip Flag, 'Old Glory'. It has been my constant companion on many voyages. I love it as a mother loves her child; take it and cherish it as I have cherished it, for it has been my stead-fast friend and protector in all parts of the world, among savages, heathen and civilized. Keep it always."

The Flag was kept and guqrded as a precious heirloom; in the Driver family until 1922, when it was sent to the Smithsonian Institution in Washington, where, carefully preserved under glass insilent eloquence it now tell to us of today, as it will in posterity, the beautiful story of "Old Glory."

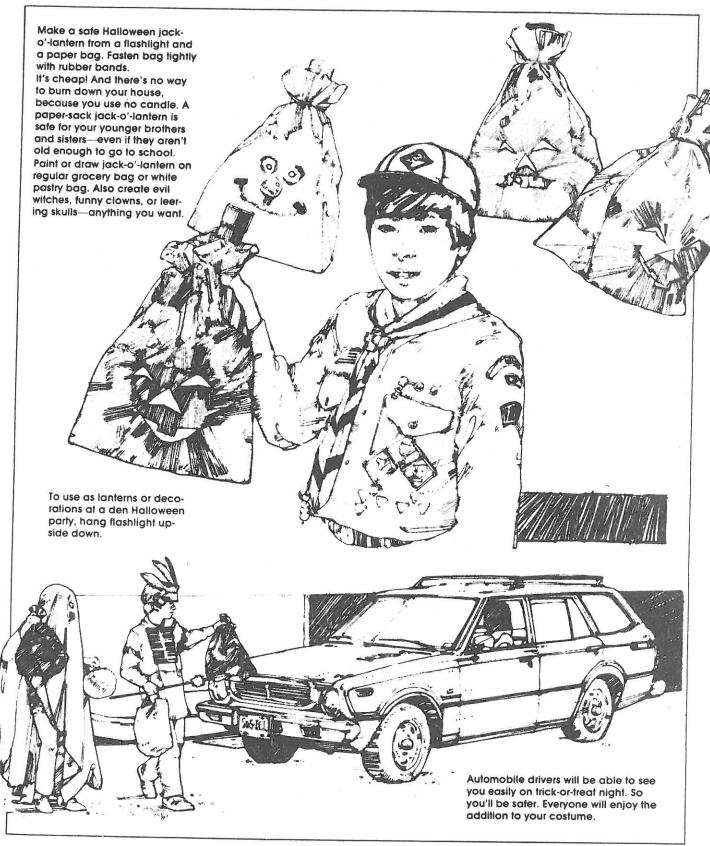
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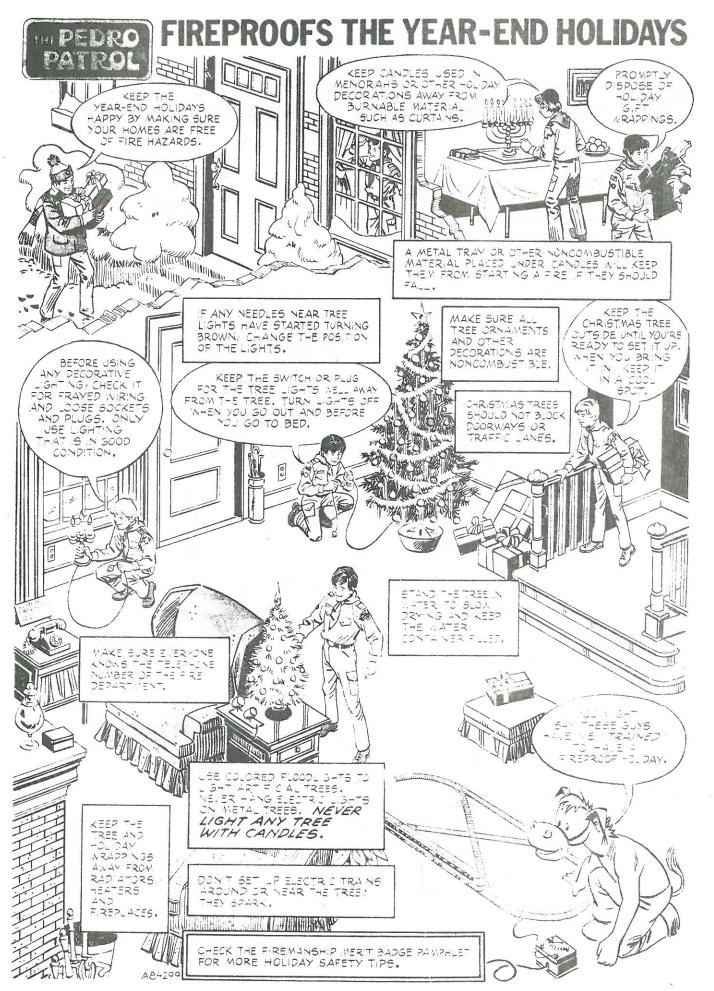




#### FIRE DETECTIVE

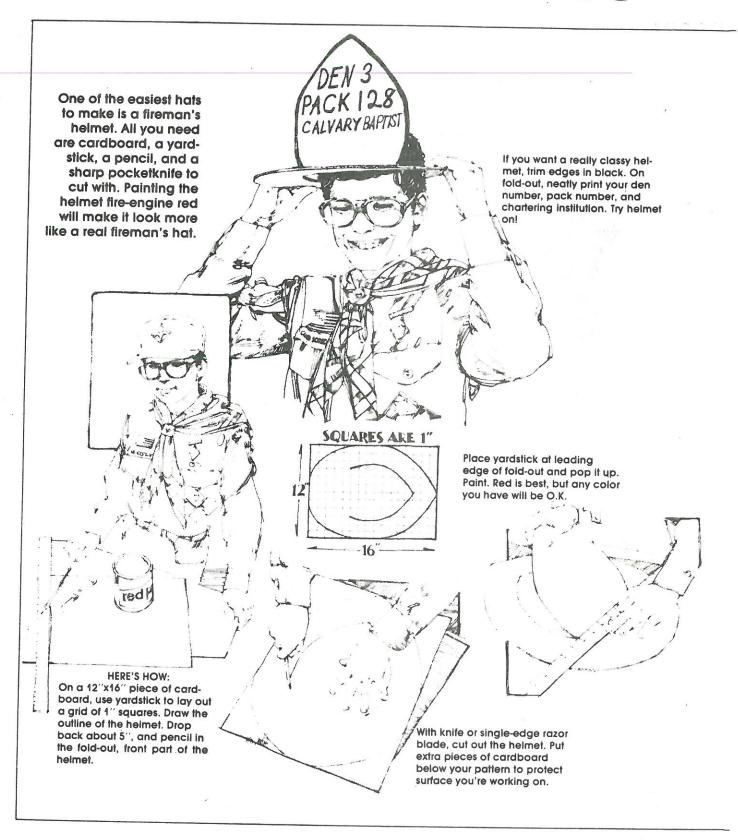
## No-Flame Jack-O'-Lantern



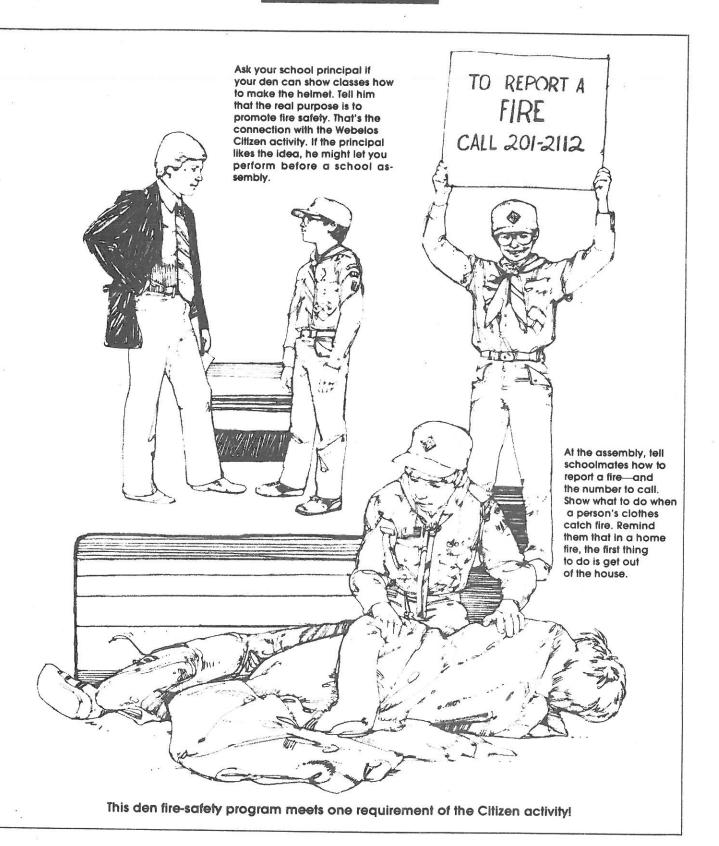


#### CITIZEN

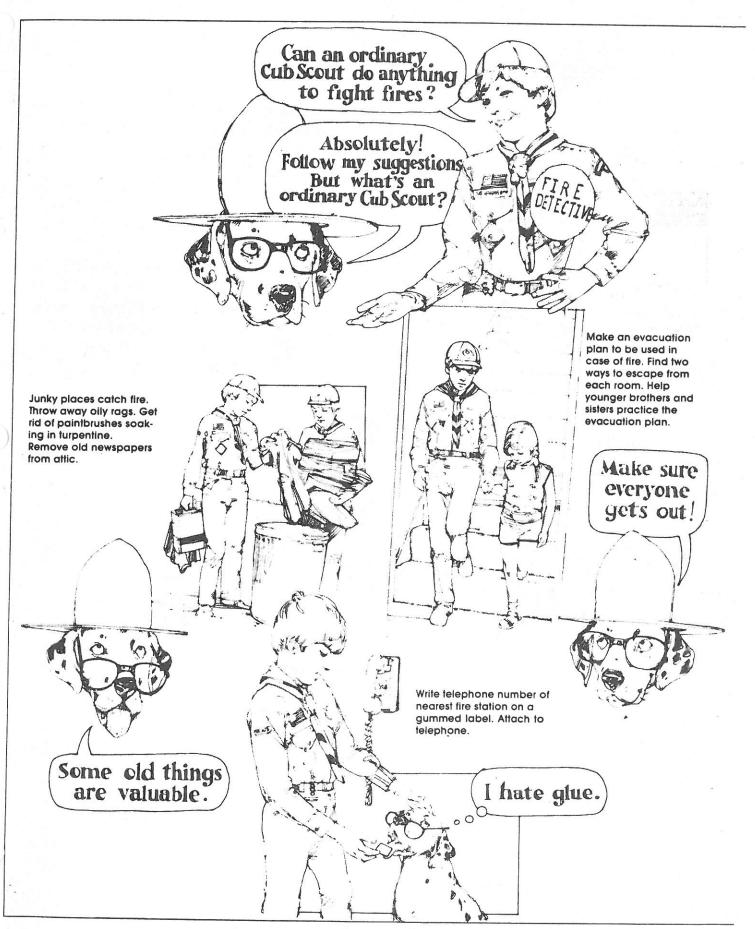
# Fireman's Helmet



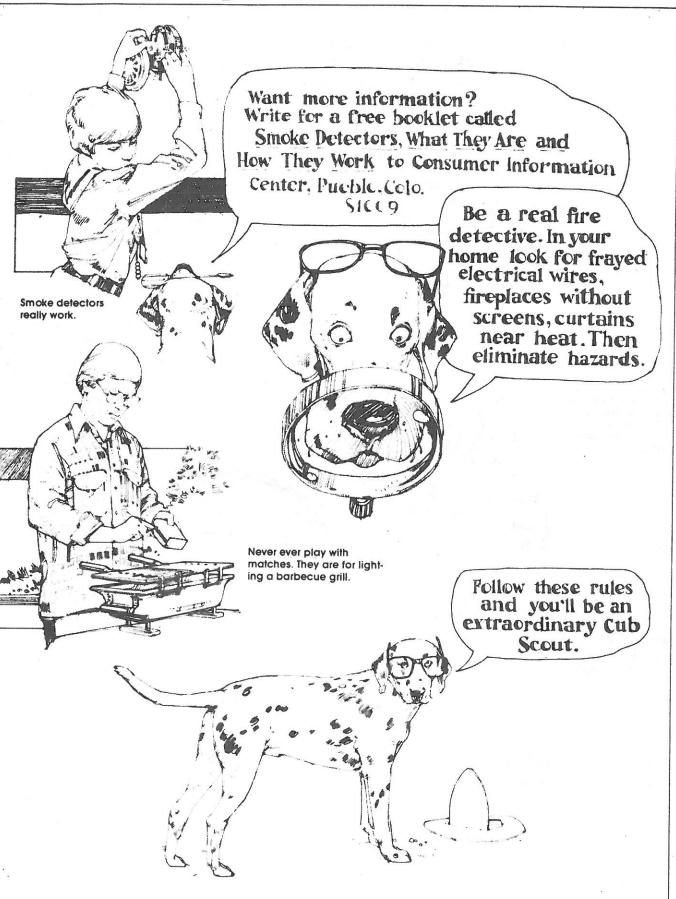
Work on your Citizen's
Activity badge by
making a helmet. Then
show boys and girls
at school a few rules
about fire safety.



#### FIRE DETECTIVES



# Six Ways to Foil Fires



#### OCTOBER--1987--COMMUNICATIONS

Library books that might be of help

RED LIGHT SAYS STOP!--Judith Hoffman Corwin FACE TALK, HAND TALK, BODY TALK--Sue Castle PICTURE SIGNS AND SYMBOLS--Winifred and Cecil Lubell LOADS OF CODES AND SECRET CIPHERS--Paul B. Janecyko WRITING SECRET CODES AND SENDING HIDDEN MASSAGES--Gyles Brandreth SECRET CODES--Helen Jill Fletcher THE CODE AND CIPHER BOOK--Jane Sarnoff/Reynold Ruffins BREAKING INTO COMMUNICATIONS--Bob Weinstein LANGUAGE AND COMMUNICATION--Arco Publishing Inc. HOW DO WE COMMUNICATE?--Caroline Arnold

From the moment a baby is born it can tell us how it feels. It cries when it is hungry or cold. It learns to smile when it is happy. As the baby grows older it will learn to talk.

People have many ways of telling each other things. They can talk. They can write. And they can make signs and pictures. People tell about themselves by their clothes and the way they act, too.

All of these are ways that people communicate. People need to communicate to learn things, to follow directions, and to live, work, and play together.

People who live in communities need to communicate with each other every day.

Town;

The Post office. The library Western Union

I can't hear
. . . talk louder.

Visit:

make.

Crystal set radio Shart mane set

Radio TV



That's too loud!



Shhhhh . . .

### 15 Tic Tac Toe Cipher

Draw a large tic tac toe board. Put three letters, one under the other, in every space. The last space will have only **Y** and **Z**. The "extra" place in that space can be used for a question mark.

| A | J | S | • | ; |     |
|---|---|---|---|---|-----|
| В | K | Т |   |   |     |
| C | L | U | • | • | •   |
| D | М | V | • |   | . 0 |
| E | N | W | • |   | •   |
| F | О | X | • | • | •   |
| G | Р | Y | • |   |     |
| Н | Q | Z | • | • | •   |
| I | R |   | • | • | •   |

The cipher key is made up of a combination of lines—to show the right space—and a dot—to show the position of the letter in the space. Each cipher letter is a picture of the space a letter is in. For the letter N in this cipher, draw a square to show that the letter is in the center space and then put a dot in the middle of the square to show that the N is the middle letter of the square.



encode this: DOES YOUR FATHER BELIEVE IN CLUBS FOR KIDS?

decode this:

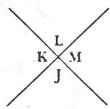
You can change the whole Tic Tac Toe Cipher just by changing the order of the letters on the tic tac toe board from up and down to side by side.

| ABC | DEF | GHI | 0 | 9 | • |   | • | • |   | • |        |
|-----|-----|-----|---|---|---|---|---|---|---|---|--------|
| JKL | MNO | PQR | • | 6 | • |   | 0 | • |   | ۰ | -      |
| STU | VWX | YZ? | • | 0 | • | • | • |   |   | • | 100000 |
| ,   |     |     |   |   |   | ł |   |   | 1 |   |        |

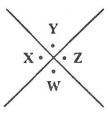
### 16 Pigpen Cipher

Draw a tic tac toe board, a large X, and then draw another set. Put a dot in each space in the last set. If you count the spaces you will find that there are twenty-six—just the number of letters in the alphabet. Put one letter in each space.





| N | 0 | P |
|---|---|---|
| 0 | • | 0 |
| 0 | R | S |
| 0 |   | • |
| • | 6 | ٥ |
| T | U | V |



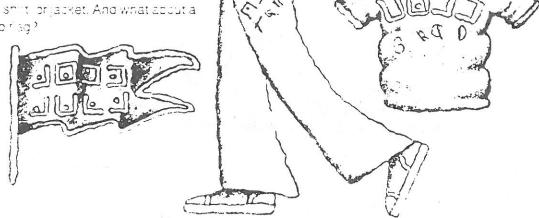
A message is encoded in the Pigpen Cipher by substituting a drawing of the space a letter is in for the letter itself.

#### encode this: WHAT IS PIGSKIN USED FOR?



You can change the key to the Pigpen Cipher just by changing the order of the letters in the spaces. Or, put the dots in the first half of the alphabet. As always, be sure your partner knows what you are doing.

Tio Tao Toe and Pigpen are easy conners to emproider. Stitch a secret message or your name on blue leans, tee shirt or jacket. And what about a club flag?



### 17 Letter/Word Cipher

Each letter of the alphabet, instead of being replaced by another letter, number, or symbol, can be replaced by a word or phrase. You can make up your own Letter Word Cipher, or use this one.

| A | spaghetti    | N            | potato chips         |  |
|---|--------------|--------------|----------------------|--|
| B | raisins      | O            | pizza                | lange of   |
| C | ice cream    | P            | chocolate chips      |  |
| D | gum drops    | Q            | soda pop             |  |
| E | hot fudge    | R            | candy bar            | and I  |
| F | sprinkles    | S            | apple pie            | Sakal  |
| G | banana split | T            | birthday cake        |  |
| H | taffy        | U            | chewing gum          |  |
| I | hot dogs     | V            | strawberry shortcake | 1  |
| J | mustard      | W            | gingerbread          |  |
| K | ketchup      | X            | whipped cream        | 3.30   |
| L | hamburgers   | $\mathbf{Y}$ | brownies             |  |
| M | dill pickles | Z            | beets                |  |
|   |              |              |                      | Mary Company of the C |

A message in this code would take a long time to write, but it would look like the world's best shopping list.

encode this: SNACK TIME.

decode this: TAFFY CHEWING GUM POTATO CHIPS BANANA



When you write a message in code you EN-CODE it. When you work out what a code means you DECODE it.

#### Don't Forget He's Just a Boy

Get to understand the lad -He's not eager to be bad. If the right he always knew He would be as old as you. Were he now exceeding wise He'd be just about your size. When he does things that annoy Don't forget he's just a boy. Could he know and understand, He would not fear a guiding hand. But he's not you and hasn't learned How life's corners must be turned. Doesn't know from day to day There is more to life than play More to face than selfish joy. Don't forget - he's just a boy.

Being just a boy, he'll do
Much you will not want him to.
He'll be careless of his ways,
Have his disobedient days.
Wilful, wild and headstrong too,
Things of value, he'll destroy,
But reflect, he's just a boy.
Just a boy who needs a friend –
Patient, kindly, to the end.
Needs a father who will show
Him the things he wants to know.
Take him with you when you walk
Listen when he wants to talk.
His companionship enjoy.
Don't forget he's just a boy.

