THE MAGICAL ADVENTURE

Cub Scout Leaders' Pow Wow

November 14, 1992

WHAT IS A BOY

A boy is the most important person in Scouting.

A boy is not dependent on Scouting.
Scouting is dependent on him.

A boy is not an interruption to Scouting activities.
He is the purpose for those activities.

A boy does Scouting a favor when he joins.
Scouting receives a favor by being allowed to serve him.

A boy is not just statistics on a report.
He is a human being with feelings and he deserves to be treated with respect.

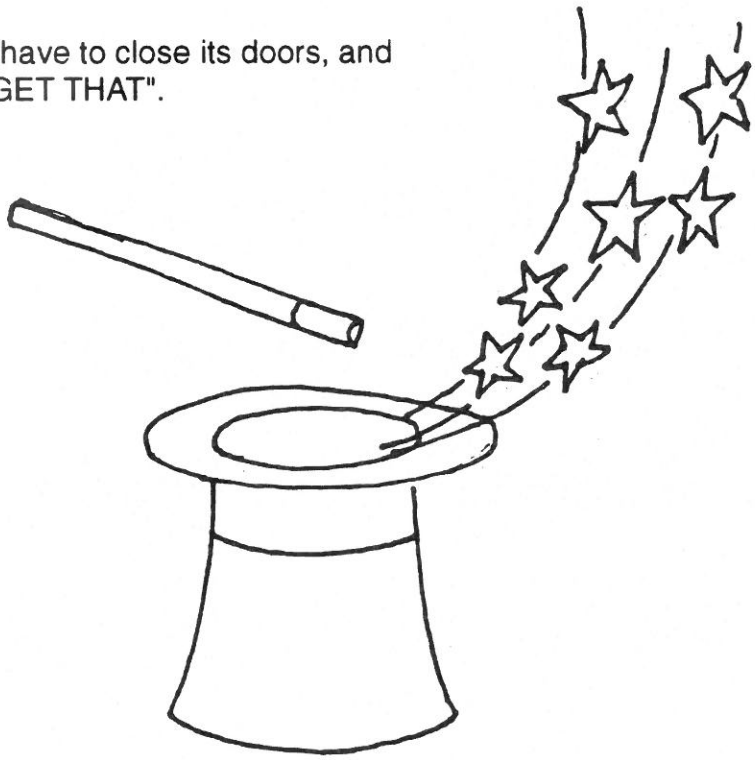
A boy is Scouting's essential necessity.
Not just a luxury.

A boy is a person who comes to us with his needs and his wants.
It is Scouting's obligation to fill them.

A boy deserves the most trained leaders we can produce.
Trained leaders are the life blood of a quality Scouting program.

A boy is Scouting's future.
Without him, Scouting would have to close its doors, and
"WE SHOULD NEVER FORGET THAT".

Dwight L. Hyams
Indian Nations Council
July 22, 1992



INDIAN NATIONS COUNCIL

BOY SCOUTS OF AMERICA

3206 S. Peoria · Tulsa, Oklahoma 74105 · (918) 743-6125

No. 488

Dear Cub Scouters:

Welcome to the 1992 Cub Leaders Pow Wow. This event is the premier training event for volunteers in Cub Scouting in our Council. An outstanding team of volunteers have committed themselves to provide a quality experience for each participant. We know that a new leader who takes the time to participate in the Pow Wow, will deliver an exciting and challenging program to the boys in the den and pack.

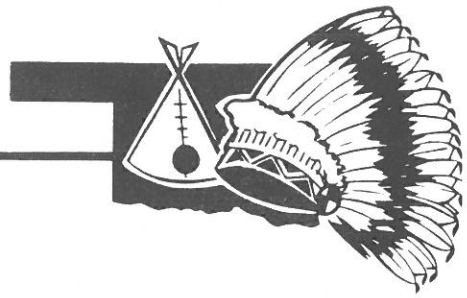
Thanks for making this commitment to help your son and the boys of your community. On behalf of your professional staff, we thank you.

Sincerely,

Kent

Kent Caraway
Council Executive

INDIAN NATIONS COUNCIL
BOY SCOUTS OF AMERICA



November 14, 1992

Welcome Cub Scout Leaders

You are attending Indian Nations Council's, 1992 Cub Scout Leaders' Pow Wow, "THE MAGICAL ADVENTURE". Our council is recognized for having one of the best Pow Wows in the United States. As we began our Magical Adventure, nearly a year ago, we challenged our staff to make today a special fun filled day for you, the Cub Scout Leader. We also wanted you to have a good learning experience, to meet other Scouters, to share ideas, and to learn about opportunities that you could take home to share with the Cub Scouts in your den and pack.

This year's Pow Wow is staffed by some of the best volunteer leaders in the nation. They are here because they want to share with you, the leader, their skills, knowledge and experiences they have had in the Scouting program. Our staff has met these challenges. Through their hard work, commitment and dedication to the program, thousands of hours have gone into today's Pow Wow presentation. To our great staff we say, "THANK YOU FOR A JOB WELL DONE"!!!

We dedicate this Pow Wow to you, the leaders of our future. As a Cub Scout Leader, you possess more magical power than the greatest magicians of all time.

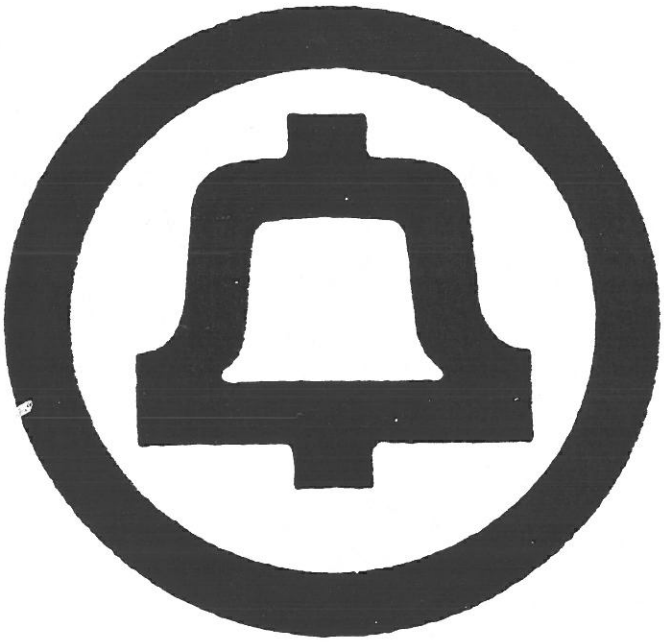
This magic that the leaders have is not just a trick of the mind, but real mystical power. This special ingredient accepts the boys for who they are, not who you think they should be. It gives the boys a sense of belonging and knowing the magic will last forever. What is this magic? It's called the power of "FRIENDSHIP".

When you become a leader you are saying, I'll be your friend, I'm interested in you, we will do things together and I will remember you, forever!

Your Friends In Scouting,

Dwight and Kathy Hyams

Dwight and Kathy Hyams
1992 Pow Wow Chairmen



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BEAR
WOLF
CUB SCOUT LEADER BOOK
FASTSTART
Trained
The Magical Adventure!

YOU, THE LEADER

Cub Scout leader development is a continuous learning process. There is a basic training program designed for every leadership position in Cub Scouting. All of these programs provide information to enable the new leader to get started quickly in their various responsibilities. The Pow Wow program is supplemental to Cub Scout Leader Basic Training.

Unfortunately, there is no way that leaders can accumulate all the information and ideas they need to do an effective job in a few hours of training. For this reason, leaders should understand that they have a responsibility for continuing self development. Those who accept and follow this concept will be more successful in providing a quality program for boys.

All leaders should read and understand their leader's handbook. Much of the information found in this section of the Pow Wow book is based on information from the Cub Scout Leader Book. This book is the best written and most comprehensive of all the current Cub Scout literature. It should be a part of you library. Besides the leader book, a leader should attend monthly roundtable meetings, workshops, and other training opportunities.

If you are reading this book, you probably have attended one of the best development opportunity for leaders. This Pow Wow is put on by the Indian Nations Council of the Boy Scouts of America, and its volunteers. You as a leader should make good use of all resources available. Read the SCOUTING and BOY'S LIFE magazines and keep updated on program changes. The program helps, published both separately and in a condensed version as a centerfold to the SCOUTING magazine, is a good place to search for ideas.

Get to know your district and council leaders, as well as the leadership of other successful Units. Copying is the best form of flattery, and is a good thing if you have someone worth emulating. Talk to other leaders in similar leadership positions and share your experiences with them. You might find a way of resolving problems together, giving deeper insight to one's own performance and learning new ideas. There are many people in your local pack, district, and council who are ready and willing to help others provide the best program possible for the boys. Boys are special -- they are the most important part of the Cub Scout program. Leaders therefore have an important responsibility and opportunity.

Maintain your enthusiasm. You will find that if you are enthusiastic about your leadership role and your program, it will effect other leaders and, more importantly, prospective leaders. Know what your program is about, and what Cub Scouting has to offer. If you convey this successfully and with enthusiasm, others will join in that enthusiasm. Cub Scout Leaders are expected to **"DO YOUR BEST"**, the same challenge that we give to the boys.

THE HISTORY OF CUB SCOUTING

The scout movement was started by Robert Baden-Powell in England. He was often known as Baden-Powell and was born on February 22, 1857. At school he was not very good at his lessons but he did enjoy drawing, acting and rifle shooting. He often went hiking and sailing with his brothers. When Baden-Powell left school he joined the army. He was a very good soldier and was promoted quickly. He trained his men with competitions and games. In 1889, Baden-Powell and his men were surrounded by the enemy, in a town called Mafeking, in South Africa. By using clever tricks and by allowing the boys of the town to carry messages and take on responsible jobs, they survived the siege, which lasted seven months. When Baden-Powell came back to England, he found he was a national hero. Baden-Powel wrote a book called Aids to Scouting about training in the army. Many people were interested in his book and Baden-Powell began to think that the same ideas might be used to train boys as well as soldiers. To try out these ideas, he held a camp for 20 boys on Brownsea Island, Dorset, in 1907. They swam, signaled, hiked and played games. Scouting had begun. Scouting was seen to be so much fun that before long younger boys were asking to become Scouts. So in 1916 Baden-Powell started the Wolf Cubs to provide fun and adventure for boys aged between eight and eleven. Wolf Cubs learned to light fires, use a compass, give first aid and keep themselves fit and healthy as well as many other things. They played games and went on outings. Cubbing had begun and soon it began to grow and grow.

By 1920, Scout Troops had been formed in many countries, including Australia, Canada, France, South Africa and the United States of America. A huge meeting of Scouts, 8,000 from 34 different countries, was held in London in 1920 -- the first World Jamboree. At the closing ceremony, Baden-Powell was acclaimed Chief Scout of the World. At the first national training conference of American Scout Executives in 1920, the needs of the younger boys were emphasized. Finally in 1924, a research psychologist was authorized to study what was already being done in the way of a suitable program for younger boys and to explore general interests at various age levels. In 1926, the executive board approved to proceed with a plan for raising $50,000 and for a complete scientific study of the matter. In 1927, an Advisory Committee was appointed, composed of top specialists in their fields in child psychology, family life, etc. in developing this program. At this time, the Laura Spellman Rockefeller Foundation made available the $50,000 necessary to carry out the study to develop a plan. Dr. W. W. Hurt was named Research Executive to carry on the project. On August 1, 1929, the first demonstration units were started. By 1933, it was felt the time had come for promoting Cub Scouting generally as a part of the Boy Scout program through out the country.

In 1935, Mr. William C. Wessel was appointed the first Director of Cub Scouting. Through the years the program was upgraded, and was released in 1967. It was the result of several years of research and planning. Program improvements are based on a national sampling process, including interviews with several thousand parents, boys of Cub Scout age, and hundreds of volunteers and professional Scouters. This has resulted in a more challenging Cub Scout program that will mean a richer experience for more boys. And so the Scouting program continues to change and be updated to fit the needs of today's world, to be relevant and meaningful in these changing times. If you were a Cub Scout 20 years ago, you will notice that improvements have been made. Just as your son will recognize more improvements when he becomes an adult. Scouting is sensitive to the needs of boys everwhere.

The begining of the expanded Cub Scout program that we use today got its beginning in 1986. As a result of the Cub Scout program expansion, the Boy Scouts of America will serve boys of all school grades (except kindergarten) with a program of character developement, citizenship training, and personal fitness.

Akela, the Wolf and leader of the pack

PURPOSES OF CUB SCOUTING

For more than 50 years the Boy Scouts of America has helped younger boys through Cub Scouting Program. Cub Scouting is more than just a preparation for Boy Scouting, it's the start of character development and citizenship training. Oh, and the most important purpose of Cub Scouting is to have FUN. If you as a leader can instill the ideals spelled out in the Cub Scout Promise, the Law of the Pack and the Cub Scout Motto, and have a program that is fun, you will have a successful program.

The nine purposes of Cub Scouting are:

1. **Influencing** the development of character and encouraging spiritual growth.
2. **Developing** habits and attitudes of good citizenship.
3. **Encouraging** good sportsmanship and pride in growing strong in mind and body.
4. **Improving** understanding within the family.
5. **Strengthening** the ability to get along with other boys and respect other people.
6. **Fostering** a sense of personal achievement by developing new interests and skills.
7. **Showing** how to be helpful and do one's best.
8. **Providing** fun and exciting new things to do.
9. **Preparing** them to become Boy Scouts.

> Example is not the main thing in influencing others. It is the only thing.

WHERE ARE WE?

REGION, COUNCIL, DISTRICTS

Cub Scouting is administered by the National Cub Scout Committee, which is part of the National Executive Board of the Boy Scouts of America. Scouting is a national organization, which is broken down into regions, councils, and districts.

NATIONAL HEADQUARTERS

The National Cub Scout Committee has seven sub-committees dealing with specific tasks such as regional relationships, age groupings, training, literature, uniforms and insignia, anniversary celebrations, advancement and recognition, commissioner service, outdoor emphasis, career education and increased religious awareness.

The National Boy Scouts of America is located at :
1325 Hill Lane
Irving, Texas 75002-1296

The Chief Scout Executive for the Boy Scouts of America is Ben Love.

The Boy Scouts of America is divided into six regions. Each of the six regions has a Cub Scout Committee headed by the Regional Cub Scout Chairman. Each area of the region also has an Area Cub Scout Chairman. These committees can be called upon by councils who need information or help in conducting the Cub Scout program.

SOUTH CENTRAL REGION

Indian Nations Council is part of the South Central Region. The South Central Region consists of the following states.

COUNCIL

The council is a volunteer association of citizens, including representatives of organizations which are chartered by the Boy Scouts of Americal to promote the Scouting program within a specific geography. The mission of the Indian Nations Council is to provide service, leadership, management and overall direction to the districts, in support of packs, troops and exploring units. The council is the administrative body to all Scouting units. Its prime responsibility is to implement the Scouting program. It is self financed and governed by the Charter's and Bylaws of the Boy Scouts of America. Indian Nations Council covers 18 1/2 counties in northeast Oklahoma. It is geographically divided into districts.

The Almond Cochran Memorial Service Center
(our Scout Office) is located at:

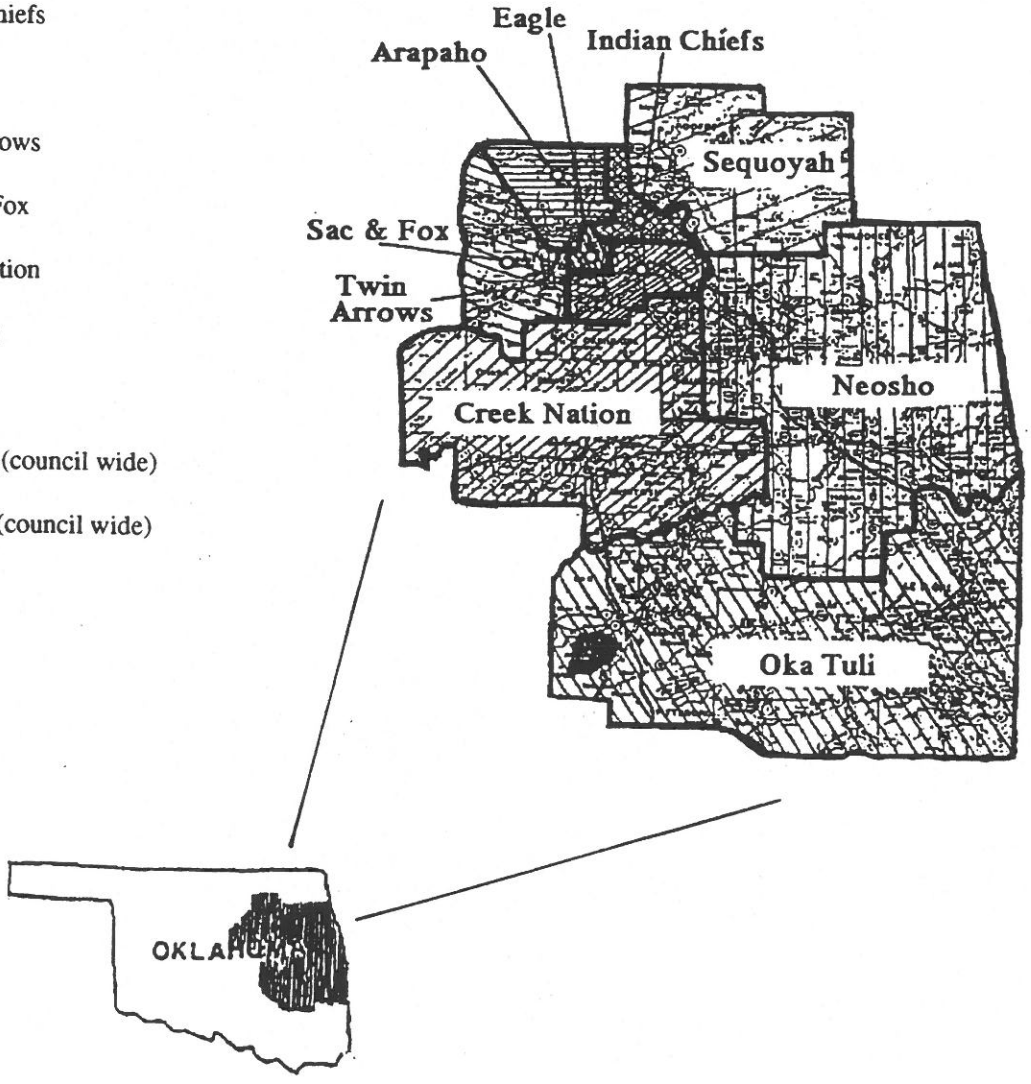
3206 South Peoria
Tulsa, Oklahoma 74105

Phone: 918-743-6125
Fax: 918-743-6049

DISTRICTS

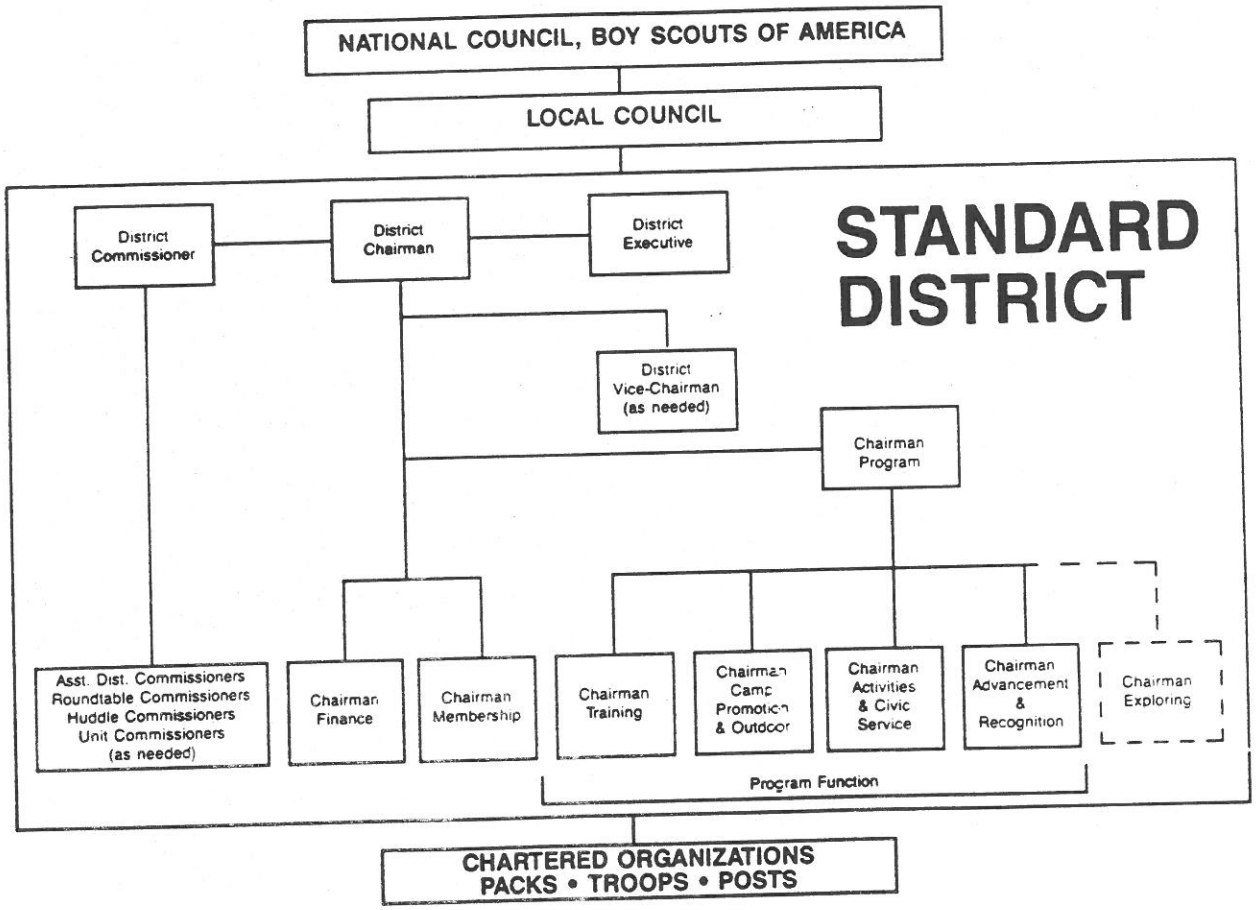
The district is a geographic location of the council. Its purpose is to organize and support successful Scouting units which will result in more young people receiving a better program. The council guides and supports the districts to achieve this goal. Indian Nation's districts are:

- Oka Tuli
- Arapaho
- Indian Chiefs
- Eagle
- Twin Arrows
- Sac and Fox
- Creek Nation
- Sequoyah
- Neosho
- Exploring(council wide)
- Cherokee(council wide)



DISTRICT MANAGEMENT

Below is the organizational chart for the district. The district is headed by a key-three leadership, consisting of the District Executive, District Chairman, and District Commissioner.



DISTRICT EXECUTIVE

The District Executive is your best Scouting friend and counselor the full-time professional in the district. He or she is employed by the council and works under the direction of the council Scout executive. The District Executive, is a trained professional who advises, coaches, and helps prepare volunteers for decisions to be made within the district. Recruiting, training, and motivating volunteers is the key to their success.

DISTRICT CHAIRMAN

The District Chairman is the top Scouting leader of the district. He or she presides at the district committee meetings and represents your district on the council executive board. The district chairman is responsible for the membership, program and finance functions of the district.

DISTRICT COMMISSIONER

The District Commissioner is the quality-control officer who recruits, trains and leads a staff of unit and roundtable commissioners. The District Commissioner is the liasion between the local council and the scouting units. There are three types of commissioners that work under the District Commissioner's leadership.

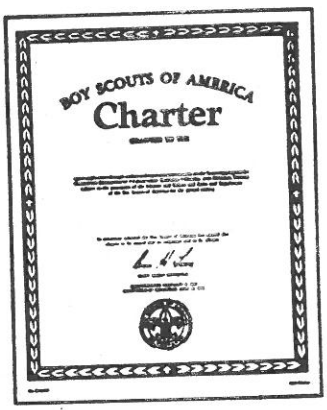
1. Assistant District Commissioners
2. Roundtable Commissioners
3. Unit Commissioners

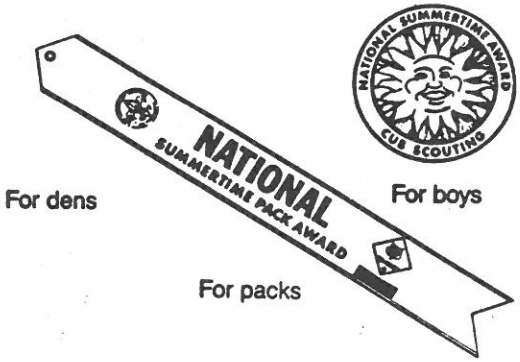
UNIT COMMISSIONER AND THE PACK

The Unit Commissioner provides a unit with meaningful service that brings about on-time charter renewal, quality unit awareness, membership growth, and the delivery of Scouting ideals to boys.

The charter review meeting and presentation highlights the year of work with a unit. On time charter renewal and the Quality Unit Award for all packs is the goal of a good commissioner staff. An effective commissioner will know about and promote the following:

- Monthly pack meetings
- Webelos-to-Scout transition
- Weekly den meetings
- Quality Unit Award
- Summertime Pack Award
- Pack budget plan
- Recordkeeping
- Annual pack planning conference
- Training opportunities
- Parent participation
- BSA policies
- Cub outdoor programs
- Advancement
- Good chartering organization relationships
- Use of council and district programs
- Boys Life magazine
- Leader recognition
- Uniform inspection
- Charter renewal
- Year round program planning
- BSA purposes
- Orientation (Fast Start training)of new leaders





THE COMMISSIONER'S ROLES

The Unit Commissioner plays the following roles to accomplish their mission.

1. **The commissioner as a friend.** A commissioner cannot function except as a friend of the unit.

2. **The commissioner as a representative.** The commissioner is the Boy Scouts of America to the unit leader. He must uphold its ideals and purposes.

3. **The commissioner as a lawyer.** The commissioner ensures that a unit operates within the rules and regulations of the Boy Scouts of America.

4. **The commissioner as a health inspector.** It is the commissioner's responsibility to watch for signs of weakness or collapse in his units.

5. **The commissioner as a physician.** The commissioner prescribes the remedies for ailing unit and decides when it is necessary to call in the specialist.

6. **The commissioner as a teacher.** The commissioner helps train unit leaders in order to strengthen the program.

7. **The commissioner as a counselor.** The commissioner provides guidance to the unit leaders to help them solve problems through effective counseling.

8. **The commissioner as a spiritual guide.** The commissioner ensures that the unit program contains a proper proportion of moral, ethical and religious inspiration for the boys.

9. **The commissioner as a newsman/reporter.** The commissioner provides for information flow between the council and district and the unit, in both directions.

10. **The commissioner as a promoter.** The commissioner promotes unit participation, unit recognition and leader recognition.

11. **The commissioner as an example.** The commissioner acts as a source of inspiration to unit leaders, boys, and parents through his example of enthusiasm, dedication and selfless service.

Don't walk in front of me - I may not follow.
Don't walk behind me - I may not lead.
Just walk beside me and be my friend.

PACK MANAGEMENT

Ah yes, one of those subjects that on the surface seems so boring and tedious. Does it seem like "everything" is done by one or two? Is the schedule of events so routine your Webelos are snoring in the pack meeting? or, have you found yourself a Committee Chairman and don't know what to do?

Well (and it's not too deep a subject) there is a catch phrase we use for the boys:

Yes, this even applies to pack management! Come along and we'll see how to run a pack and not run yourself ragged.

PACK FINANCING

The key to pack financing is a very scary 6-letter word that strikes fear into the most stout-hearted person Budget. How do you know how much money you need to raise if you can't estimate what you would like to spend for activities?

The easiest way to plan is to look back over last year and at your membership now. It doesn't take much to get a good educated guess for this year. If, for example, you spent $5.00 per person for Blue & Gold, you're probably going to spend about that much this year.

After you plan expenses for you planned activities, you have to figure out where to get the money. Bank robbery is not an optioa, but selling TRAILS END Popcorn and Scout-O-Rama tickets are real good alternatives. A Boys' Cake Bake and Auction also can be a good money-maker. Scouting magazine has many fund-raising ideas, but be sure you know what you are getting when dealing with any of these companies. Fill out a Fund-Raising Permit, and turn it to the Council Service Center. Council approval is necessary before any fund raising project is started.

You will find you get better participation in fundraisers if you have a specific use for the money. For example, you might hold the Boys' Cake Bake and Auction a couple of months before the Pinewood Derby and use the money raised to help pay for the cars, buy awards, and build or repair the track.

To figure out how much you will make, look back to last year and to how many members you currently have.

Then, put both sets of figures together and see how they add up. Do you need to make adjustments? If you have decided to spend $15.00 per person instead of $5.00 for Blue & Gold, where is the other $10.00 going to come from? If you made $500.00 from 20 boys selling Trails End Popcorn and this year you think 25 boys can make $1,000, you might want to think again. Keep your budget as realistic as possible. Any extra money earned is gravy that can be used for the extras for your activities and service projects.

Are you tired of hearing this? It applies to planning for the boys and it applies to pack management.

Do you have questions? Sure you do. There aren't many Scouters who can honestly say they know-it-all. So where do you get the answers?

Two resources are the Cub Scout Leader Book and the Cub Scout How-To-Book. These two books will answer the vast majority of your questions. If your pack does not have copies to loan you, they are worth the investment. Other resources for help include:

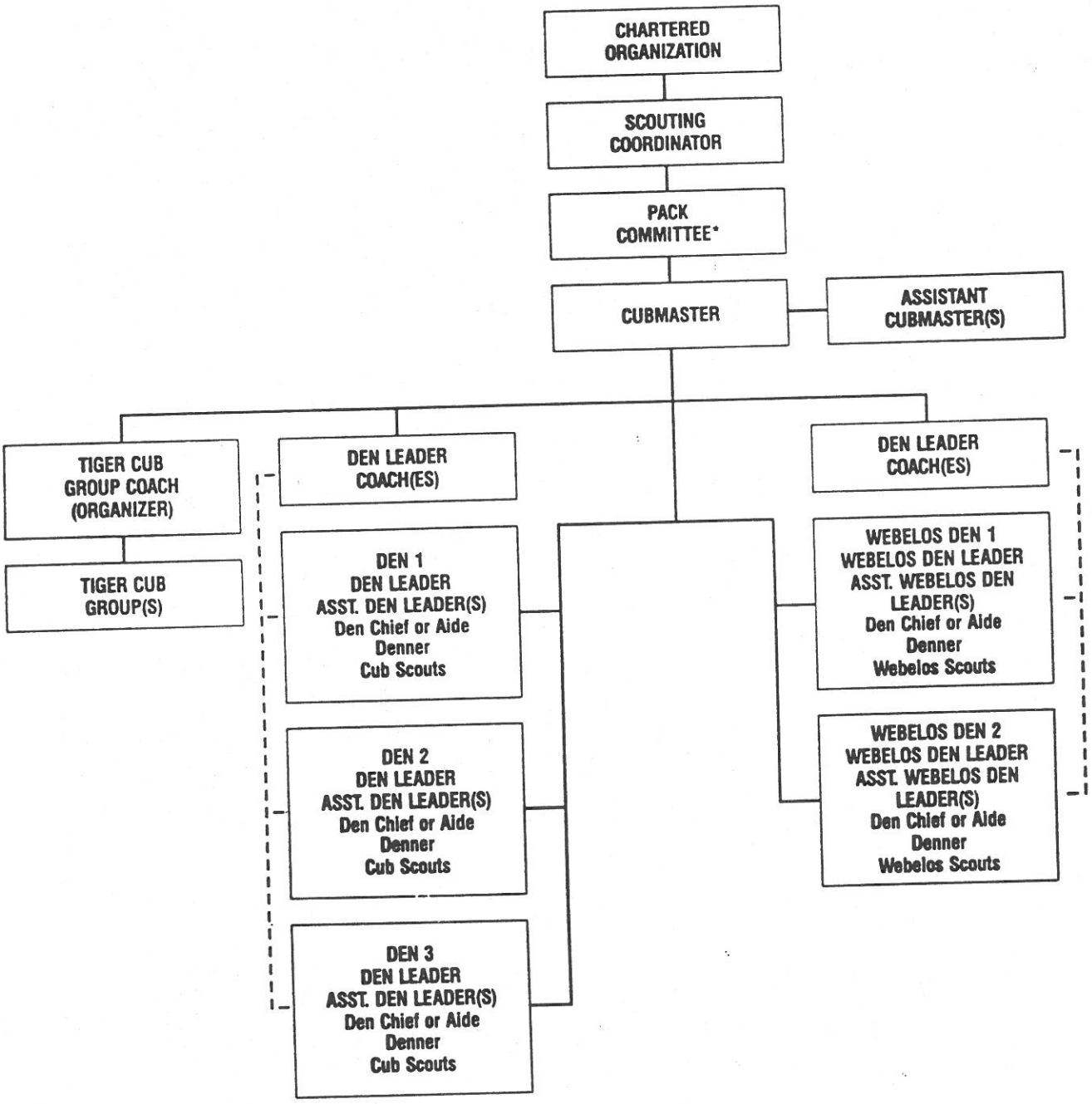
- **Roundtable** - continued training and other leaders' experience.
- **Unit Commissioners** - these people have experience as leaders in packs - they have knowledge and know who to ask.
- **Scout Service Center** - Source for literature and Scouting supplies, keeps track of training opportunities.
- **Charter Organization** - provides meeting places, can donate materials or equipment, help with some clerical, such as photo copying.
- **Local Boy Scout Troop** - Sponsoring Webelos dens at Camp-O-Ree, may loan camping equipment, or provide Den Chiefs.

This may sound too easy and it isn't always easy to run a pack. But if you are so busy "running" the pack that you can't enjoy the boys or the activities, then take a second guess as to who (or what) is running who?

OK, let's say it one more time - all together now - **KEEP IT SIMPLE, MAKE IT FUN!**

ELEMENTS OF A PACK COMMITTEE

How is a pack put together? The following diagram give you the structure of a pack in block diagram form.



To ensure effective leadership, the pack committee should follow these seven important elements:

1. **ORGANIZING:** See that each pack leader understands their responsibility and authority, Understand how the pack fits into the total Cub Scouting picture. See that each pack leader understands how they fit into the total pack picture. See that proper equipment and material are available for use. Boys and leaders need to be promptly registered, and see that the pack budget program is in operation.

2. **PLANNING:** Make effective use of resources (people, places, things, and time.) Plan ahead for an entire year. Work with a written plan. Plan for manpower and material. Schedule regular pack committee meetings, den leader coach-den leader meetings. Set realistic but challenging goals for the pack. Have a planned recruiting, advancement and graduation program. Plan an annual goodwill or service project. Use the boys, leaders and parent suggestions.

3. **COMMUNICATING:** Encourage leaders and parents to express ideas. Keep informed on how pack leaders think and feel about things. Listen with understanding. Keep pack leaders informed. Express appreciation for jobs well done (see the recongnition section of this book.) Make effective use of the meeting.

4. **RELATIONSHIPS WITH OTHERS:** Encourage cooperation between leaders. Encourage cooperation with district and council personnel. Carry out the Cub Scouting program enthusiastically. Always back up your leaders.

5. **UTILIZING:** Inspire in pack leaders a willingness to work toward pack goals by example. Make full use of the abiliities and skills of all the people. Use your resources, inside and outside of the pack. Deal objectively with programs, keeping the boy foremost in mind.

6. **MEASURING RESULTS:** Evaluation is discussing the activity with other leaders and family members, thinking about it independently and deciding where the program was strong and where it was weak. Evaluation is an important step in planning future meetings and activities. Careful planning results in a good program-evaluation results in better program.

   Are The Boys Advancing? Evaluate the program and activities and adjust future programs accordingly. Does variety, action, purpose and fun measure success? Prepare an annual report from the pack committee to the chartered organization. Do you have good parent participation? Is there good attendance at pack and den meetings? Are your Webelos dens active?

7. **DEVELOPING PACK LEADERS:** Select the most qualified person available for the job to be done. Keep pack leaders informed of opportunities for learning experiences and continuing development. Encourage attendance at roundtables and Pow Wow. Insist on two-deep leadership. Make sure your Den Chiefs are trained. Set a good example.

THE ABC'S OF BEING AN EFFECTIVE LEADER

A **ATTITUDE:** accent the positive. . . attitudes determine effectiveness.

B **BOYS:** remember the program is for them.

C **COMMUNICATIONS:** help keep the lines open.

D **DIPLOMACY:** be a diplomat. . . always put your best foot forward.

E **EFFORT:** you'll get out as much as you put in.

F **FLEXIBILITY:** to be able to change.

G **GUIDE:** guide, but don't force.

H **HARMONY:** you can help maintain this in your pack.

I **INTEREST:** keep interest high by KISMIF. (Keep It Simple, Make It Fun).

J **JOY:** spread it . . . pass it on.

K **KNOWLEDGE:** Cub Scouts depend on you for this. Stay informed.

L **LISTEN:** with understanding.

M **MORALE:** keep your spirits high.

N **NOBODY:** is a nobody in Cub Scouting.

O **ORGANIZED:** set goals and reach them.

P **PROBLEMS:** there are none . . . just unresolved opportunities.

Q **QUANDRY:** keep yourself out of this state.

R **RESOURCEFUL:** know where to get materials and ideas.

S **SCOUT:** our goal is for every Bobcat to become an Eagle Scout.

T **TRAINING:** be sure to keep yourself up-to-date.

U **UNIFORM:** promote the uniform and set a good example by wearing it.

V **VOLUNTEERS:** that's most of us in the Cub Scout program. . . try to recruit others.

W **WISDOM:** this includes perseverance, tolerance, and tact.

X **XTRA SPECIAL:** each Cub Scout is definitely that.

Y **YEAR:** Cub Scouting is year-round. Plan your program that way.

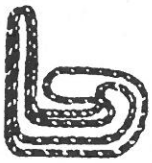
Z **ZEST:** perform your job with it.

DEN CHIEFS/DEN AIDES

What is a Den Chief?

THE DEN CHIEF . . .

- Is an older Boy Scout, a former Cub Scout, a Varsity Scout or Explorer Scout, that is selected by the Boy Scout troop unit leaders, in conjunction with the Cubmaster. A Den Chief is used in the Cub Scout and the Webelos dens.
- Is considered a troop officer. This office can be used for the requirements for Star and Life rank in the Boy Scout program.
- Is a key element in the den leadership team. As a Boy Scout, he is looked up to by the Cub Scouts in the den. He is the person whom the Cub Scouts will most likely want to follow. He should most importantly be a friend to the boys in the den.
- Should assist the den in its part of the monthly pack meeting program.
- Should know the importance of the monthly theme and pack meeting plans.
- Should meet regularly with the den leader to review den and pack meeting plans. This should be at some time other than the regularly scheduled den meeting.
- Attends annual pack program planning conference.
- Meets as needed with adult members of the den, pack, and troop.
- Sees that den activities do not include Boy Scout activities that would take away from a boy's future experience in the troop.
- Receives training from the den leader (and Cubmaster or Assistant Cubmaster). Attend Den Chief Training Conference.
- Encourages Cub Scouts to become Webelos Scouts when they are eligible.
- Helps the Denner and Assistant Denner to be leaders.
- Helps Cub Scouts on advancement requirements.



THE RESPONSIBILITIES OF A DEN CHIEF

- See that den activities do not include Boy Scout activities that would take away from the boy's future experience in the troop.
- Receive training from the Den Leader (and Cubmaster or assistant Cubmaster.) Attend Den Chief training conference.
- Encourage the Cub Scouts to become Webelos Scouts when they are eligible.
- Meet regularly with the Den Leader to review den and pack meeting plans.
- Meet as needed with adult members of the den, pack and troop.
- Assist the den in its part of the monthly pack meeting program.
- Help Cub Scouts achieve the purpose of Cub Scouting.
- Help the Denner and the Assistant Denner to be leaders.
- Help the Cub Scouts on advancements requirements.
- Attend annual pack program planning conference.
- Serve as the activities assistant at den meetings.
- Set a good example by attitude and uniforming.
- Know the importance of the monthly theme.
- Know the purposes of Cub Scouting.
- Be a friend to the boys in the den.

DEN AIDE

The need for youthful assistance to the Den Leader was recognized in 1930 when the role of the Den Chief was developed. Many times a troop is unable to provide Den Chiefs to packs, so in 1983, the Den Aide, a new leadership role, was approved by the Boy Scouts of America.

The Den Aide is usually a teen-age boy or girl, age 14 through 17, who helps a Den Leader succeed in bringing the benefits of Cub Scouting to the members of the den. Den Aide leadership is optional with packs and used where needed and wanted. This is a non-registered, non-membership position to be considered as a supporting role. The Den Aide is a substitute for a Den Chief or Assistant Den Leader where neither are available.

Den Aides may be recruited from a variety of sources. The most natural source is a relative or neighbor of a leader in the pack. Den Aides may be brothers, sisters, cousins, sons or daughters of pack leaders. Den Leaders must be involved in the selection of the Den Aide they will be working with, but the final approval must be made by the pack committee.

The Den Aide works under the direction of the Den Leader, assisting the leader in most aspects of successful operation. Packs that have Den Aides usually do not find it necessary to recruit Den Chiefs. In dens that have both a Den Chief, and Den Aide, the Den Leader defines the duties of each. The Den Leader, Den Chief and Den Aide work as a leadership team.

DEN AIDES ARE EFFECTIVE IN :

- Providing a positive, caring older brother/sister type relationship.
- Keeping records of attendance and advancement.
- Setting up and helping to clean up after a meeting.
- Leading an activity before the den meeting starts.
- Providing individual help with craft projects.
- Helping Cub Scouts with achievements.
- Helping maintain order at meetings.
- Leading games and songs.
- Getting props for a skit.
- Serving refreshments.
- Collecting den dues.

CHARTER ORGANIZATIONS

Since 1916, when Congress granted a charter to the **Boy Scouts of America**, Scouting has granted charters to organizations. Your chartered organization is issued a charter, effective for one year, to operate a Cub Scout pack. The charter year is not necessarily the same as the program or calendar year. Your current pack charter will show the expiration date.

About three months before the charter expiration date, theUnit Commissioner or District Executive will meet with a key person in your pack, and give him/her a charter renewal kit, which includes all the necessary forms for a new charter and for applying for the **Quality Unit Award.**

These chartering organizations are responsibile for:

- Supporting Scout policies.
- Providing a meeting location.
- Providing a representative between the chartered organization and the unit.

Included in the Charter Renewal kit will be three copies of a computer printout of all boys and adults registered in your pack during the year, uniform inspection sheets, and instructions for conducting the pack's roll call and uniform inspection.

Indian Nations Council conducts Charter Renewal during October & November, with recharters due to the Scout Service Center by mid-December.

RECRUITING LEADERS

As you can guess it's hard to have a program without leaders and it isn't easy to get leaders without a program. So how do you Recruit? The first thing is to ask for help. For example:

Don't ask, "Will you please be a Cub Leader?"

Don't ask, "If you have time could you help?"

Do ask, "Will you arrange the cake for the Blue & Gold?"

Do ask, "The Bears need a Den Leader; you seem interested, how can we make this work?"

Be Specific !!!

Most of the recruiting is done at the school night rally. Den Leader positions may be easier to fill. Parents who show an interest, but don't want or can't be Den Leaders might be candidates for a pack committee position. Go back to these people through the year for planning activities. Most will help with an individual project, such as Blue & Gold, Derbies, or Services Projects.

Leaders get involved in the pack primarily because they have sons in it. It is almost inevitable that when their sons graduate from the pack, the leaders will too. This will leave gaps in the pack leadership and recruiting will be necessary.

Recruiting is less difficult if every leader has one or more assistants who have received Basic Cub Leader Training offered in each district. These assistants frequently move to the position of Cubmaster, Den Leader or other leadership position. Use of the Parent Talent Survey sheet will often provide information helpful in recruiting the people best suited to become assistants to the new leaders.

Leaders will generally be parents of the boys but this is not a prerequisite. Many times a former leader or a member of the National Eagle Scout Association is willing to help. Grandparents or other relatives make good leaders, too. There are many Cub Scout leaders who don't even have sons. There are senior citizens and retired persons who would be glad to help. Consider all the possibilities.

Refer to the Cub Scout Leader Book for more recruiting ideas. Once new leaders have been recruited, do not leave them high and dry. Actively help get them started. The Fast Start Videos (available from the district training team or the Scout Service Center) are excellent materials. So You're a New Cubmaster, A New Webelos Den Leader, A Pack Committee Member are pamphlets available to help in recruiting.

RECRUITING BOYS & MEMBERSHIP

Membership into a Pack usually comes about during a recruitment rally once or twice a year. The joining requirements are relatively simple:

- **Age**. A boy must have completed first grade (or be 8, 9, or 10 years old).
- **Parent Consent**. He must have written consent of his parent or guardian.
- **Registration**. He must register with a pack of his choice and pay any registration fee.
- **Application**. The boy and parent must complete the Cub Scout application.

A brief review of membership at each monthly pack leaders' meeting will point out vacancies in dens and opportunities for boys to join. After determining the pack's membership needs there are several ways in which to satisfy them. **Send news articles** on the pack activities to the local newspapers and to the chartered organization's newsletter if there is one. If the activity is earned, such as attending the baseball game, state that fact. It is important that prospective members know that there are activities for all pocketbooks in the Cub Scout program.

Recruiting is always a part of the activity of a Cub Scout pack. For an active, healthy pack, recruiting is automatic. Cub Scouts tell their friends, parents talk of the good times in the pack, and the public sees the pack as it participates in community, district, and council activities. Invite families to the next pack meeting, or to attend a rally. As a boy reaches the age of eligibility, if possible, someone should visit his family in their home and tell them about Cub Scouting. This type of recruiting goes on all year long and ensures that no boy is overlooked and that the pack maintains a stable membership.

To ensure adequate membership, a pack should take a membership inventory at least once a year (probably during the annual planning in July or August but it can be done at any time) to find out the following:

Present number of dens:

Cub Scouts _____

Webelos _____

Present number of boys:

Cub Scouts _____

Webelos _____

Number of boys needed to bring dens up to full strength:

Cub Scouts _____

Webelos _____

Number of additional dens desired:

Cub Scouts _____

Webelos _____

Total number of boys to be recruited:

Cub Scouts _____

Webelos _____

Number of pack leaders to be recruited:

Den Leaders _____

Webelos Den leaders _____

Cubmaster _____

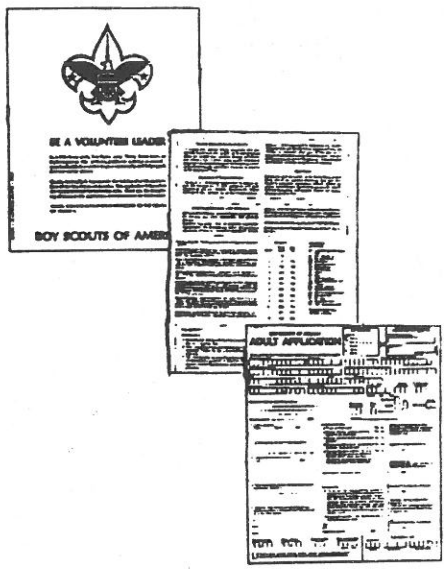
Asst. Cubmaster _____

Pack Committee Members _____

Den Leader Coach _____

Den Chiefs _____

Tiger Group Coach _____



WHAT IS TIGER CUBBING?

PLACES TO GO! THINGS TO DO!

Tiger Cubs, BSA, introduced in 1982, is for the first-grade boy and an adult partner-father, mother, or other adult family member, even a neighbor, as long as the partner is 18 years of age or older. This part of the Cub Scout program calls for equal participation by the boy and the adult. Tiger Cubs, stresses fun, activities, and relationship building between the boy and the adult, as well as among the Tiger Cub group members.

The program is built around 17 different program themes, called big ideas. Big ideas include such topics as "know your community", "prepare for emergencies", "fitness and sports", "family entertainment", and "helping others".

Tiger Cub groups are organized as an affiliate of a Cub Scout pack. A member of the pack organization acts as the Tiger Cub Organizer.

Leadership for the monthly activity is rotated among the adults in each group. The Tiger Cub group is affiliated with the pack but meets separately. Group meetings are held monthly with both the boy and his adult partner present. Most meetings involve an activity or a field trip. The Tiger Cub group meets with the pack for one or two exciting Cub Scout activities and as they graduate into the pack in the spring.

Upon joining, each Tiger Cub boy/adult team receives the Tiger Cub Family Activity Packet containing an activity wall chart, stickers, iron-on decals to create their Tiger Cub uniforms, evaluation forms, and the Tiger Cub Family Activity Book. This book contains information on each of the 17 big ideas, as well as other program material.

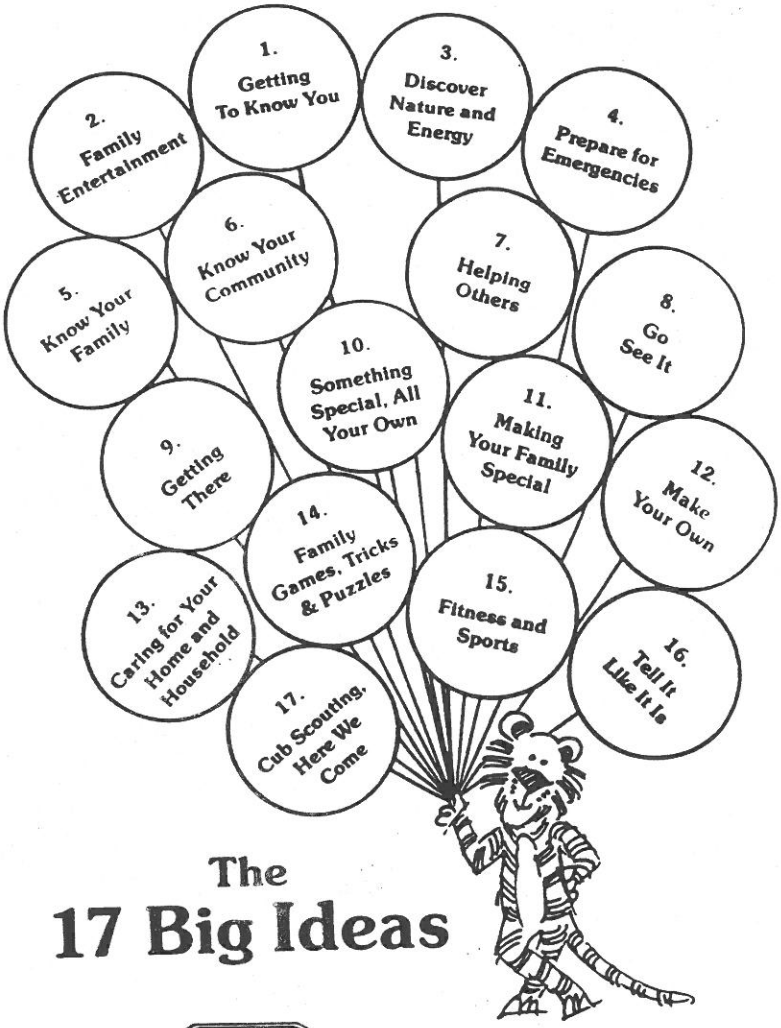
The Tiger Cub Organizer uses the Tiger Cub Organizer Manual and the Welcome to Tiger Cubs, flip chart to orient the Tiger Cubs and their adult partners. Additional support materials include filmstrips, slide sets and Tiger Cub Guidebook for Councils and Districts.

The Tiger Cub emblem consists of an adult tiger and a tiger cub, symbolizing the concept of equal participation by the boy and his adult partner. The

motto of the program is "SEARCH, DISCOVER, SHARE". The Tiger Cub promise is "I PROMISE TO LOVE GOD, MY FAMILY, AND MY COUNTRY AND TO LEARN ABOUT THE WORLD".

TIGER CUBBING IN A NUT SHELL

- Have one family volunteer for each month
- Select a topic for each month
- Have the volunteer family schedule a field trip
- Call location to all Tiger Families
- Work on family activities during the month
- Attend Pack meetings
- Receive your "Tiger Paw" each month
- Iron your "Tiger Paw" onto your Tiger Cub Shirt
- Wear your Tiger Cub Shirt(s) to all Cub events
- HAVE FUN
- Get to know your son
- Grow together
- Get along together
- Discover together



The 17 Big Ideas

THE SCOUT UNIFORM

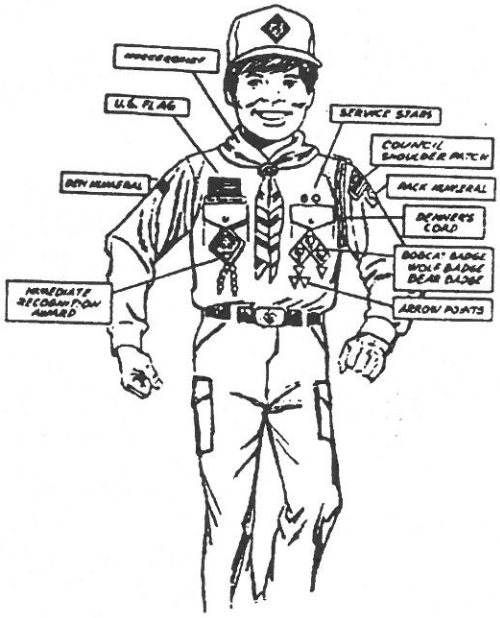
The uniform helps to create a sense of belonging to an organization such as the Boy Scouts of America. Wearing the uniform is a means of identifying ourselves openly with the principles to which we as Scouters are committed. Uniforms symbolize:

Personal Equality - The uniform represents a democratic idea of equality, bringing racial, economic, religious, ethnic, political, and geographical differences together in the Scouting tradition.

Identification - It identifies youth and adults as members of the Boy Scouts of America, visible as a force for good.

Achievement - What each youth or adult member has accomplished with program opportunities can be recognized by the badges and insignia worn on the uniform.

Personal Commitment - It is a constant reminder to every Cub Scout, Boy Scout, Explorer, or adult of their commitment to the ideals and purposes of the Boy Scouts of America. It's a way of making visible a member's commitment to a belief in God, loyalty to country, and to helping people who need them.



Pride - A Cub Scout doesn't become uniform conscious overnight. Leaders and parents must recognize the importance of wearing the uniform correctly and set a good example which will influence the boys. All leaders should promote the wearing of the correct, complete uniform on all occasions.

UNIFORM POLICY

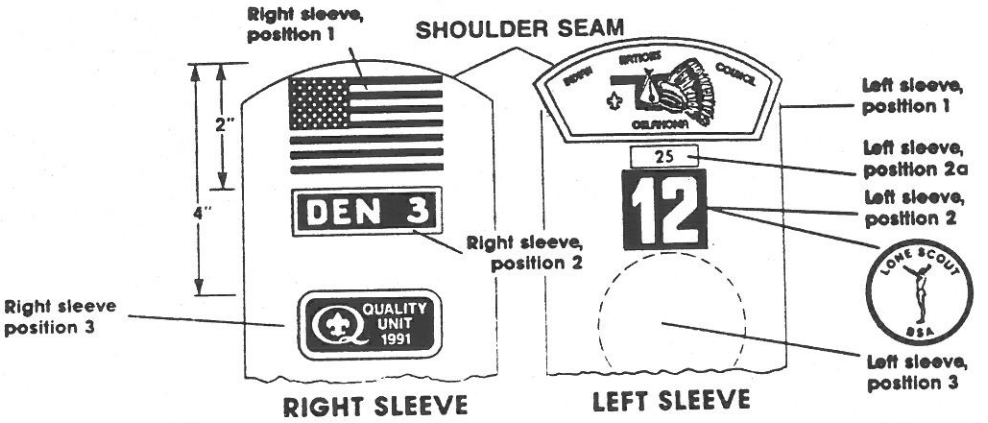
The official uniforms are intended primarily for use in connection with the activities of the Scouting movement. The uniforms shall not be used:

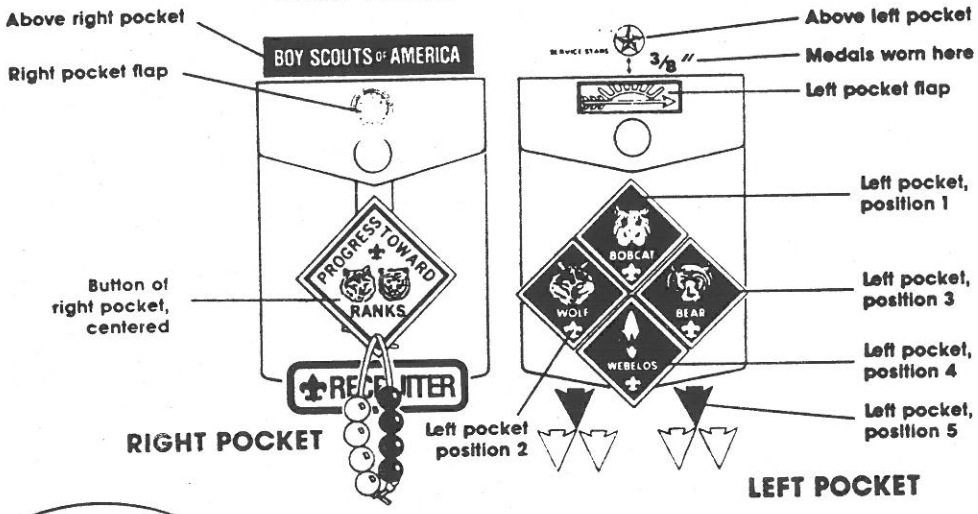
- When soliciting funds or engaging in any commercial enterprise. This does not forbid BSA members from participating in uniform in local council-approved money-earning projects which do not involve the sale of a commercial product or service. (For example: Uniforms may be worn when selling Scout-O-Rama tickets, but may not be worn to sell candy or light bulbs as a pack money-raising project.)
- When engaging in a distinctly political endeavor.
- When appearing professionally in any entertainment without the specific authority of the Executive Board.

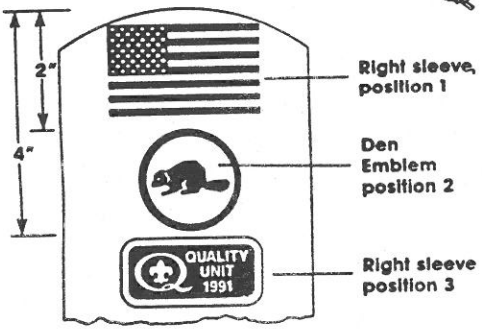
UNIFORM INSPECTIONS

Dens and packs are encouraged to hold regular uniform inspections for continued good uniforming and appearance. A pack uniform inspection is necessary for charter renewal and to earn the Quality Unit Award. *(See Cub Scout Leader Book for more information on uniform inspections.)*

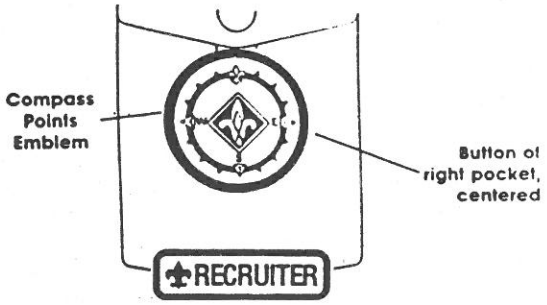
CUB SCOUT & WEBELOS UNIFORM







OPTIONAL
WEBELOS SCOUT
RIGHT SLEEVE
(Named Dens)



WEBELOS SCOUT
RIGHT POCKET

ADULT FIELD UNIFORM

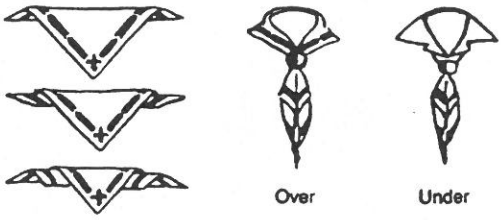
The field uniform should be worn when the focus of the program is directed at young people. This would include Scouting shows, camporees, unit events, camp, unit meetings, roundtables, leader training, commissioner functions and similar events or activities. The field uniform for men and women is described in The Cub Scout Leader Book and Insignia Control Guide, No. 3064.

ADULT DRESS UNIFORM

The dress uniform is worn when the volunteer or professional is involved with non-uniformed Scouters, such as district committee, council executive board, and council committees, or with non-Scouter groups such as service clubs, PTA's, or at formal Scouting functions such as annual dinners, annual meetings.

THINGS TO KNOW ABOUT WEARING THE NECKERCHIEF

1. Fold the long edge over several flat folds to about 6 inches from the tip of the neckerchief. A tight fold prevents gathering around the neck and is neater than rolling.
2. Place the neckerchief around the neck of a shirt, either with the collar turned under, or with the neckerchief worn under the collar.
3. Draw neckerchief slide over ends and adjust to fit snugly.
4. The portion of the neckerchief which shows below the back of the neck should measure no more than 6 inches.



Cub Scout slide | Webelos slide | Boy Scout slide

The following neckerchiefs are approved for wear in Cub Scouting:

FOR BOYS:

- Gold Wolf neckerchief
- Light blue Bear neckerchief
- Plaid Webelos Scout neckerchief

FOR ADULTS:

- Cub Scout leader neckerchief(dark blue with gold trim)
- Webelos Den Leader neckerchief (plaid, similar to boys')
- Dark blue Cub Scout Trainers' Wood Badge training neckerchief (if earned)
- Mauve Wood Badge neckerchief (if earned)
- District or Roundtable neckerchiefs (if approved by Council)

INSIGNIA FOR RED JACKETS

The proper universal emblem for the appropriate Scouting branch is worn on the left pocket. The Philmont bull emblem is designed for the red wool jac-shirt (black for men, white for women) and is worn on the left shoulder above the pocket. Boy Scouts may wear their leadership corps patch centered on the right pocket. On all jackets, the Philmont or other high-adventure base emblems may be worn centered on the right pocket or in the same relative position if there is no pocket.

Members of the National Eagle Scout Association. and Order of the Arrow may wear their six-inch emblem on the back of the jacket, as may those who have participated in international activities such as the World Jamboree. Only one such emblem may be worn. No other badges or insignia are approved for the red jackets.

SUMMERTIME UNIFORM

BOYS:

Official shorts and Cub Scout T-shirts are recommended for all outside summer activities. This gives the boys a feeling of being in uniform without wearing the uniform with all the badges, which would be restrictive.

ADULTS:

For both men and women, official shorts and knee socks. Men can wear official T-shirts.

THE WEBELOS UNIFORM

The Webelos Scout has the option of wearing either the blue uniform of Cub Scouting or the khaki/tan uniform they will wear as Boy Scouts. Insignia placement is the same on both uniforms. The placement of insignia on the Webelos uniform differs from the Cub Scout uniform as follows:

Flag- Moves from above the right breast pocket to the right shoulder.

Den Number- May or may not be worn. Patrol emblems may be worn to designate different Webelos Dens in the same pack. Other than these differences, the placement of permanent insignia on the two uniforms will remain the same.

The Webelos visor cap is where the Webelos Scouts wear their Webelos Activity Badges as hat pins. Pins may also be worn on the Webelos "colors", which is pinned to the top of the right sleeve.

WEARING THE AWARDS

Scouters Key, Scouters Training Awards and other Cub Scout and adult scouting awards, and the equivalent knots, are worn on uniforms as prescribed in the Insignia Control Guide. Many Scouters prefer to wear the equivalent square knot on the field uniform. The square knot should be worn with the green rope ends to the wearer's right, white ends to the left. Knots and ribbon awards are worn just above the upper seam of the left breast pocket.

A Scouters who has earn the Scouters Key or Scouters Training Award in one program may continue to wear it though engaged in another. A miniature device indicating the program in which the key or training award was earned is worn on the ribbon and knot to distinguish it. If the key or training award is again earned in a different program, another distinguishing device may be added to the ribbon and knot. For more information on training awards see the Pow Wow recognition section.

RELIGIOUS EMBLEM AWARDS

Most Cub Scout religious emblems consist of a bar pin and pendant. All are worn above the left pocket. The religious emblem square knot is worn on the uniform after completion of the requirements of each program.

TRAINING IS FOR EVERYONE

Every Cub Scout deserves a qualified, trained leader who will provide him with the best program possible, in the way it is extended. A trained leader ensures that the goals of Cub Scouting are met. EVERY leader should be trained. Training helps leaders understand the aims and purposes of the Scouting program, improves ability to work with other leaders and boys, teaches Cub Scout skills and shows how to plan an effective Cub Scout program for the boys.

Training helps leaders acquire knowledge, develop good attitudes and learn skills which are necessary to make the contribution to boys worthwhile. It shows how to use the many resources available to provide the best possible program for the boys, and it gives confidence to carry out the program.

The most successful leaders not only attend basic training, but also take advantage of continuing training opportunities such as monthly roundtables, Pow Wow, etc. The Cub Scouts in your unit deserves qualified trained leaders, contact your District executive or your District training chairman about the following training events.

- **ORIENTATION:** A short training session which may be conducted at school night for Cub Scout rallies, or at a parents' meeting. It introduces parents and new leaders to the total B.S.A. program, with emphasis on Cub Scouting. It is a foundation for further training.

- **FAST START:** Pamphlets and video used by trainers and experienced leaders to use in coaching new leaders. This is a temporary help until new leaders can receive Cub Scout Leader Basic Training in group sessions or by personal coaching. The Fast Start tape should be viewed before attending basic training.

- **BASIC TRAINING:** This is a job-oriented training. Each leader attends training sessions which relate to his/her job. Group training dates are listed in our council newsletter, SMOKE SIGNALS. Personal coaching is available to leaders who can not attend the District group training sessions. Leaders are encouraged to attend basic training before assuming job responsibilities so they will be qualified to conduct the program.

- **ROUNDTABLE:** A monthly district meeting of leaders to provide program ideas on the next month's theme and activity badge, which can be used in den and pack meeting. It is also an informal sharing of ideas and experiences.

- **POW WOW:** An annual, all-day, council-wide training event for Cub Scout leaders, offering training in a variety of different subjects. All leaders are encouraged to attend this exciting, fun-filled, informative event.

- **PHILMONT CONFERENCES:** Week-long training courses under the direction of the National Volunteer Training Committee. Thesee courses are held during the summer at Philmont Scout Ranch, Cimarron, New Mexico. Special programs for family members make a great family vacation with the added attraction of training. It is an opportunity to get acquainted with and share experiences with Cub Scouters from all around the nation.

- **WORKSHOPS:** Den Leader Workshops are conducted on a district basis, as needed, in the area of crafts, themes, skits, puppets, outdoor program, and Webelos activity badges.

- **CUB SCOUT TRAINERS WOOD BADGE:** A week-long course designed to prepare Cub Scouters for training responsibilities and a deeper, dedicated involvement in the Cub Scout program.

A trained leader emblem is available for all leaders who have completed the basic training appropriate to their positions. The emblem is worn immediately below and touching the emblem of office for which it was earned.

CUB SCOUT LEADER TRAINING AWARDS

The purpose of the Cub Scout Leader Recognition Plan is to provide recognition for the leaders who produce quality units through a program that accomplishes the nine purposes of Cub Scouting. Trained leaders have the knowledge and self confidence needed to provide young people with a quality program. Awards consist of both a Cub Scout medallion and an embroidered square knot. The square knots are representative of the medallion and are designed for greater convenience of the wearer. There is no wearing sequence for the embroidered square knots on the uniform. They are worn above the left pocket in rows of three, with the order of wearing at the descretion of the wearer. Generally, when a square knot is worn, the medallion is not worn. The medallion is usually worn a formal occasions or when an embroidered square knot is not on the uniform.

Awards need to be presented in a dignified manner at an occasion befitting with a "Cub Scout Leader Recognition Plan" . Awarding the certificate is regarded as one of the highlights of the event.

APPLYING FOR AWARDS

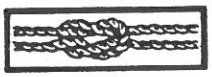
The application for award is the completed "Progress Record" for the position award. The application is reviewed by the pack's committee and, if approved, is signed by the pack Committee Chairman, Cubmaster, or Unit Commissioner. Then the application is turned in by the district to the council service center to receive the recognition.

CUBMASTER AWARD

The Cubmaster Award is intended to recognize Cubmasters, who have taken the recommended Cubmaster Fast Start and Cub Scout Leader Basic Training, participated in a Cub Scout Leader Pow Wow, and have achieved a high standard of performance for a 3-year period (1 year may be as an Assistant Cubmaster).

As a Cubmaster, your pack must earn the National Quality Unit Award at least twice and the National Summertime Pack Award at least once in your three year tenure. This award must be approved by the Pack Committee Chairman or Commissioner. Awards consist of a Cub Scout medallion on a gold ribbon with 2 blue strips and/or an embroidered blue square knot on a gold cloth background.

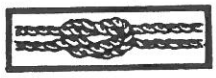
THE DEN LEADER AWARD



The Den Leader Award honors Den Leaders who have completed "The New Den Leader" Fast Start Training and Cub Scout Leader Basic Training, participated in a Cub Scout Leader Pow Wow, and served a Den Leader for a 2-year period (1 year may be as an Assistant Den Leader).

AS A DEN LEADER, YOU MUST DO 5 OF THE FOLLOWING:

- During a program year, have a minimum of 50% of the Cub Scouts in your den earn the rank for their grade or age (Wolf or Bear).
- At least once, re-register a minimum of 75% of the eligible members of your den as a part of pack re-chartering.
- Graduate a minimum of 69% of the eligible members of your den into Webelos Scouting.
- Have an Assistant Den Leader, Den Chief, or Den Aide who meets regularly with your den.
- Have 50% or more of your den members subscribe to Boys' Life.



- Take leadership in planning and conducting a den service project.
- Conduct a least 3 den meetings per month, 9 months per year or an optional meeting plan approved by the pack.
- Participate with your den in a Cub Scout Day Camp or Cub Scout Resident Camp experience.

This award must be approved by the pack committee or the Cubmaster. The award consists of a Cub Scout medallion suspended on a blue ribbon with one gold stripe and/or an embroidered gold square knot on a blue cloth background.

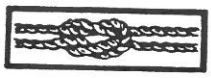
THE WEBELOS DEN LEADER AWARD

The Webelos Den Leader Award honors Webelos Den Leaders who have completed "The New Webelos Den Leader " Fast Start Training, completed Cub Scout Leader Basic Training, including 'Webelos Leader Outdoor Training", participated in a Cub Scout Pow Wow, and served for 2 years (1 year may be an Assistant Webelos Den Leader).

AS A WEBELOS DEN LEADER, YOU NEED TO DO SEVEN OF THE FOLLOWING:

- During at least one program year, have a minimum of 50% of the Webelos Scouts in your den advance in rank (Webelos Badge or Arrow of Light award).
- At least once, re-register a minimum of 75% of the eligible members of your den as a part of pack re-chartering.
- Graduate a minimum of 60% of the eligible members of your Webelos den into Boy Scouting.
- Have an assistant Webelos Den Leader, Den Chief, or Den Aide who meets regularly with your Webelos den.
- Have 50% or more of your den members subscribe to Boys' Life magazine.
- Conduct at least three Webelos den meetings per month, 9 months per year, or an optional meeting plan approved by the pack.
- Participate with your den in a Webelos Day Camp or Resident Camp experience.
- Take leadership in planning and conducting a Webelos den service project.
- Take leadership in planning and conducting two Webelos overnight campouts or other outdoor den activities each year.
- Assist in planning and conducting a Webelos den/Boy Scout troop joint activity.

This award must be approved by the pack Committee Chairman or Cubmaster. Awards presented may be a gold square knot on a gold cloth backing and/or Cub Scout medallion suspended from a gold ribbon.



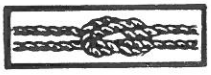
DEN LEADER COACH AWARD

The Den Leader Coach Award is for the individual who holds that position in the pack. Requirements of the Den Leader Coach is to complete "The New Den Leader" or "The New Webelos Den Leader" Fast Start training, complete Cub Scout Basic Training, including "Den Leader Coach Seminar", participate in a Cub Scout Leader Pow Wow, and served that position for 2 years.

TO COMPLETE THE REQUIREMENT FOR THIS AWARD THREE OF THE FOLLOWING MUST BE MET:

- At least once, serve as Den Leader Coach in a pack that earns the National Quality Unit Award.
- Ensure that 100% of your active den leaders have completed Fast Start Training.
- Ensure that 75% of your active Den Leaders have completed Cub Scout Leader Basic Training.
- Conduct a planning workshop meeting of your Den Leaders, either separately or in conjunction with pack leaders planning meeting.

This award must be approved by the pack Committee Chairman or Cubmaster. They may receive a blue square knot on a blue cloth background and/or a Cub Scout medallion suspended from a blue ribbon.



"NOW I GOTCHA!! YOU'RE GONNA GET TRAINED!!"

THE CUB SCOUTER AWARD

The Cub Scouter Award is designed for the registered adult leader that has served 2 years at the Pack level and/or as a district or council Cub Scout leader. To attain this award, you must have completed Fast Start training, if available for your position, completed Cub Scout Leader Basic Training, and participated in a Cub Scout Leader Pow Wow.

FIVE OF THE FOLLOWING MUST BE PERFORMED DURING THE TWO YEARS:

- Assist in planning a pack program that results in advancement in rank by a minimum of 50% of pack members each year.
- Serve as an adult leader related to a pack that earns the National Quality Unit Award.
- Serve for at least 1 year as a Tiger Cub organizer and graduate a minimum of 60% of eligible Tiger Cubs in Cub Scouting.
- Serve as leader of a Blue and Gold Banquet, Pinewood Derby, Space Derby, RainGutter Regatta, Field Day, Picnic, or other Cub Scout activity.
- Give leadership to planning and conducting a pack service project.
- Organize participation of a pack in the Cub Scout Sports program.
- Help with two annual unit or district sustaining membership enrollments.
- Help organize or reorganize a Cub Scout pack.
- Serve as a district or council Cub Scout leader trainer.
- Serve as a leader of a Cub Scout Day Camp or Resident Camp.

Approval for this award is signed by the pack Committee Chairman, Cubmaster, or Commissioner. The award itself is a blue and gold square knot on a blue cloth backing and/or a Cub Scout medallion suspended from a gold ribbon with one blue stripe.

TIGER CUB AWARD

The latest award in Cub Scout Leadership is a two year program for the Tiger Cub Coach. A training knot is earned after requirements are met . Check with your local scout service center or your district training chairman for more information.

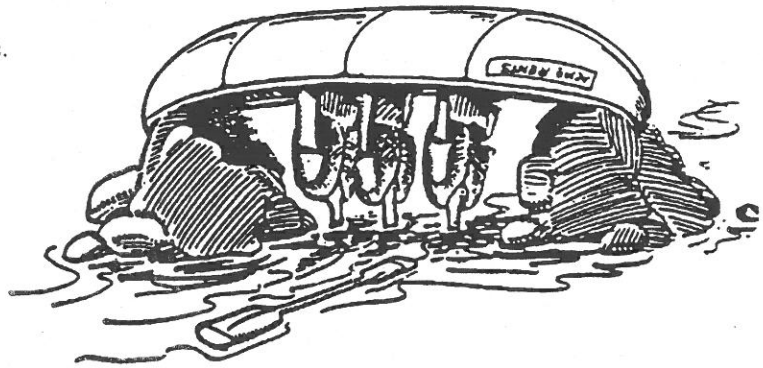
PLANNING THE CUB SCOUT PROGRAM

Have you ever had the horrible experience of discovering the refrigerator empty after inviting a house full of guests in for the evening? Or have your ever been out where the big ones are jumping and found you've forgotten your bait? Frustrating, wasn't it? If Yyu should ever find yourself in this predicament, facing wild Indians up a creek without a paddle; a situation like this spells trouble. You'd make sure beforehand that everyone had a paddle, so that they could be busy and helpful. That's just common sense and foresight.

If that's true, then you'll agree that planning is quite important in the Cub Scout program. Planning is simply foresight and you have quite a few 'wild Indians' to keep constructively busy over quite a period of time. Don't just have the same thing over and over again. Variety is the spice of any program, and Cub Scouting's answer to this is the use of the theme or Webelos activity badge area in the program planning. The monthly theme is an idea around which the program for any month of activity is planned. It was developed to ensure a Cub Scout program that has variety, action, and purpose.

HOW TO PADDLE YOUR OWN CANOE

- Insist on attention while speaking-use the Cub Scout sign.
- Do not create impossible goals for your Cub Scouts.
- Give boys responsibility and expect them to meet it.
- Always plan your den meeting in advance.
- Keep den meeting going at a fast pace.
- Be fair and consistent with discipline.
- Teach boys self-respect for others.
- Praise in public; criticize in private.
- Never discipline when angry.
- Be firm in a friendly manner.
- Always mean what you say.
- Get everyone in uniform.
- Get to know each boy.



MONTHLY THEMES

1992-1993

Month	Theme	Webelos Activity Badges	
November 92	Turkey Day	Craftsman	Citizen
December 92	To Help Other People	Craftsman*	Citizen*
January 93	Pirate Waters	Fitness	Readyman
February 93	Old Glory	Scholar	Engineer
March 93	Weather Observations	Handyman	Engineer*
April 93	Life on Other Planets	Sportsman	Athlete
May 93	Show Biz	Outdoorsman	Family Member
June 93	Cub Scout Bird Watchers	Naturalist	Forester
July 93	Wild and Wooly West	Aquanaut	Geologist
August 93	Campfire Yarns	Traveler	Artist
September 93	American Folklore	Communication	Scientist
October 93	Family Hobbies	Scientist	Showman

(*) Activity badge continues for 2 months

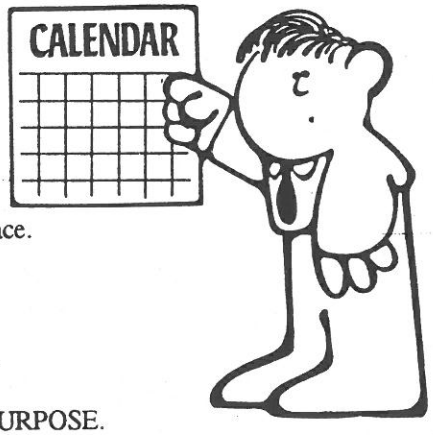
Successful program planning involves good leadership and exciting program activities. Throughout the program planning process leaders should remember that their prime objective is to provide a high quality program to each boy. It must achieve the purposes of Cub Scouting while being fun and exciting for the boys.

Program planning provides direction for the program, a sense of satisfaction for those participating, and a feeling of accomplishment in seeing boys grow in knowledge, skills and expanded interests. Planning also helps make the best use of time and resources available.

FOUR STEPS IN PLANNING

Cub Scouting has a proven plan and procedure that brings success. The four steps in this planning process are:

1. Annual Planning Conference - A long range look at all program possibilities for the year. Held in July or August.
2. Monthly Pack Leaders' Meeting (Pack Committee)- to outline general plans and assign responsibilities.
3. Den Leader Coach/Den Leaders' Meeting - help plan den meetings.
4. Den Chiefs Meeting - prepares them to assist Den Leaders with their den meetings. Webelos Den Chiefs meet with Webelos leader.



BASIC CONCEPTS

1. Cub Scouting is a year round program.
2. Cub Scouting must meet the needs and desires of any boy, any place.
3. The Cub Scout program is built around a monthly theme.
4. Webelos dens use activity badge areas for their monthly program.
5. The Cub Scout program should have VARIETY, ACTION, and PURPOSE.
6. The program must be FUN for all.

PROGRAM RESOURCES. GOOD LEADERS USE:

1. Scouting Magazine & Cub Scout Program Helps.
2. Boys' Life Magazine.
3. Cub Scout literature.
4. Leaders' Handbooks.
5. Cub roundtables.
6. Local libraries.

ANNUAL PLANNING CONFERENCE

Suggested attendees: Cubmaster, assistant Cubmasters, Scouting Coordinator, Committee Chairman, Teasurer, Unit Commissioner, Den Leader Coach, Den Leaders, Den Chiefs and committee members.

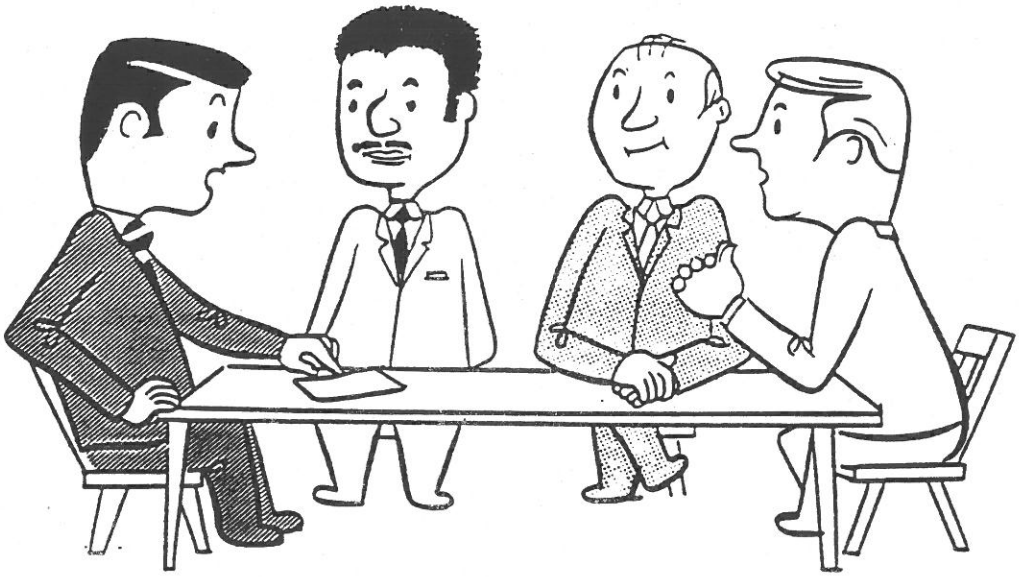
Materials needed: Yearly calendar, program helps, pack roster with complete addresses and phone numbers, and a written agenda. Review the program helps until everyone is familiar with the monthly themes. Be open to helpful suggestions. Make additions and changes as needed.

The following items should be discussed and included in pack plans:

- **Finances:** Assessments, fund raisers, or dues that are necessary.
- **School night:** If the pack would like to recruit new boys, free forms may be obtained from the council. These may be passed out during school to second and third graders.
- **Organizational meeting:** Obtain Den Leaders and divide boys into dens at this meeting.
- **Monthly themes:** Use the program helps. Some months may be exchanged or combined to suit the pack. Choose the theme now - develop the details later. If speakers, special entertainment, or materials are necessary, appoint someone to follow through on these.
- **Webelos Activity Badges:** Designate which badges will be worked on each month. Be sure that each boy is given the opportunity to complete all 20.
- **List important events and dates:** Prepare a pack calendar. Include summer time den or pack activities and include service or community projects. Participate in district and council activities (e.g., Pow Wow, Scout Sunday, Scout week, district recognition dinner, day camp).
- **Designate Committee Members to be:** Song leader, Communication & Publicity Committees members (telephone and newsletter), etc.

Assign dens on a rotating basis for setting up, cleaning up, opening, ceremonies, refreshments, etc.

- Plan the summertime program. Cub Scouting is a 12-month program. Plan so the pack can qualify for the National Summertime Pack Award.
- Expose Cubs to as many exciting, fun, and educational experiences as possible.
- Give out awards every month. (use ceremonies)
- Delegate responsibility - share the load.
- Involve as many parents as possible.
- Plan for adequate leadership training.
- Be enthusiastic. Have Fun.
- Plan good field trips.



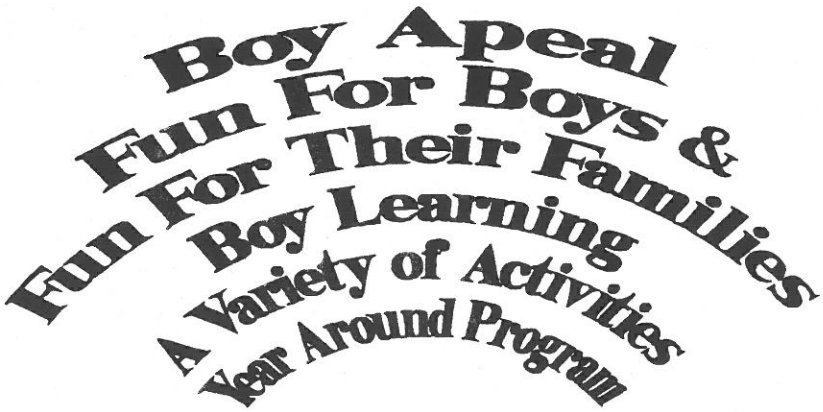
PLANNING THE PACK MEETING

Follow these guidelines to plan your monthly pack meetings:

- **Plan ahead:** Use the program helps and ask Den Leaders for advice and help.
- **Notify people involved:** Give them time to prepare; follow-up with a reminder.
- **Use an agenda:** To prevent overlooking something of importance, write down agenda items.
- **Supply a copy to all pack leaders.** Review the agenda before closing the pack meeting.
- **Start and stop on time:** Be consistent and participants will learn to arrive on time. The boys and parents will enjoy a short active meeting.
- **Involve adults:** The Cubmaster should delegate tasks, having stunts and puzzles ready. Urge adults to join in the activities by singing songs and participating in the cheers.
- **Have every den involved in something:** Such as the opening, closing, skits and demonstrations.
- **Have FUN**: Play games, sing songs, have skits and stunts, alternate the fun and serious events, but most of all have FUN and SHOW IT.
- **Use ceremonies:** Keep your ceremonies simple and easy to do. Use them for all advancements and change the format occasionally.
- **Utilize Webelos Scouts:** They provide good models for the younger boys. They can give service for the rest of the pack. Have their dens demonstrate their activity badge work.
- **Recognize people for Their work:** Recognition should be immediate and should be public. Remember to recognize parents too, not just the Scouting volunteers.

ADVANCEMENT

Advancement is one the methods used to achieve the aims of Scouting-character development, citizenship training and personal fitness. Everything a Cub Scout does to advance is designed to achieve these aims and aid in his personal growth. Advancement is a process by which a boy progresses from rank to rank.



Cub Scouts are encouraged to advance steadily and purposefully, setting their own goals with guidance from their family and leaders, while he learns new skills.

The success of the advancement program depends entirely on the way in which Cub Scout leaders and parents apply it. A lot of careful research has gone into developing the advancement program to make certain it contains things that the boys like to do. It is up to the leaders and the families to see that the advancement program really works in the dens, in the home, and most important, in the lives of the Cub and Webelos Scouts.

RANKS

Each of the five ranks in Cub Scouting **(BOBCAT, WOLF, BEAR, WEBELOS AND ARROW OF LIGHT)** are earned by completing requirements outlined in the boys' handbooks for each rank. The requirements are related to the boy's age and each rank is more challenging. The ranks and badges are outward recognition. The real benefit to the boy comes from doing and learning.

All boys, regardless of age, earn the BOBCAT RANK first, by learning the **Cub Scout Promise, Law of the Pack, Handshake, Salute, Sign, Motto, and the meaning of "Webelos".** After he receives the Bobcat badge, the boy works on the requirements based on his **GRADE.** Parent involvement is a vital part of the advancement plan.

A second grade Cub Scout works on the requirements for the **Wolf rank.** When he has completed all of these he receives his **Wolf** badge at the pack meeting. Then he works on elective projects in 20 different interest areas until he goes into the third grade.

A third grade boy works on his Bear rank. He works from a field of 20 achievements, when he completes 12 then he receives his **Bear** badge at the pack meeting. Upon completing these, he works on elective projects, in either the wolf or bear book.

When the boy enters the fourth grade he transfers to a **Webelos den.** Fourth graders will begin the two year program, while the fifth graders will work on completing their **Arrow of Light. THE ARROW OF LIGHT** is the highest award in Cub Scouting which helps prepare him for Boy Scouting.

The advancement plan teaches, encourages, praises and recognizes. The boys who **"DO THEIR BEST"** in the den are usually the ones who advances. Give these boys the recognition they deserve, but be careful not to embarrass or put down those who have not done so well. Encourage all boys to strive toward their advancements goals.

REMEMBER! It Is important That All RANKS Are Earned, Not Given

SURVIVAL HINTS

FOR DEN LEADERS

What is your image of Cub Scouting? What kind of mental picture do you draw when someone says those words-'Cub Scouting'? Do you see boys having fun? Do you see boys in uniform? Do you see a action-packed den meeting, or a pack meeting? Do you see families enjoying Cub Scouting together? Whatever you think Cub Scouting is - that's what it is! You CAN be a Den Leader and enjoy it. You have taken care of your own son for eight years and you are still fairly normal, so adding five or six or seven more boys to the roost isn't all that bad.

- The first rule is - be optimistic and grin a lot. And be prepared at least an hour before they are due to arrive, with everything in your meeting room. One enthusiast in the group always comes early. Don't feel you are copping out if you use the Cub Scout program helps for games to play and projects to make. Scout headquarters has a lot of experience with this sort of thing, and you need all the help you can get.

- As soon as the meeting opens, collect the dues, make announcements, and explain the day's project. You are not likely to get their undivided attention again.

- Good Den Leaders know where to look for supplies - they scour their garages, attics, trash barrels and neighbors trash cans. Keep your projects simple. If you don't, you know who will be putting the finishing touches on 8 projects the night before the pack meeting.

- Cub Scouts love to hammer, but, after your husbands favorite dinner, get him to do most of the sawing in advance. Remember to keep patient; keep 1-inch bandages on hand; decide what you will do about unsavory words that might follow after the boys bang their fingers with the hammer a few times. Even if it's a bird house that has to be painted, have them use washable paint. And never leave the room full of Cub Scouts all alone with the paint buckets.

- Cub Scouts love to wait their turn to use supplies or tools-it gives them time to explore your closets, to test each others' endurance to punches and pokes, and leaves time for a racing and shouting contest. Get together with the boys mothers and make up a tool box with each boys' tools in it.

- Send a note home with the Cub pinned in his shirt pocket with a corner peeking out. It's very difficult to read once the shirt has been laundered.

- Always make it clear that everyone left in your house after the meeting must take a hot bath and then clean out your garage. This spurs the Cubs to have their mothers pick them up right after the meetings and saves you driving them home.

- Den leaders gain some very useful knowledge through their service. They learn that their son is quite typical and normal. He may even behave better than some other boys.

- From the beginning, establish some den rules. Let the boys help make them. Start with the ones you consider essential and let the boys add the ones they feel are important. Then post them where the boys can see them.

Here are some samples rules:

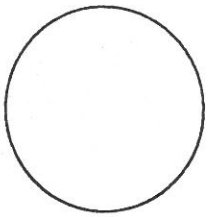
Den Rules

1. Obey the rules.
2. Bring dues weekly.
3. Bring your Cub Scout book to every meeting.
4. Be quiet.
5. Bring supplies when asked.
6. Be seated when asked and stand when asked.
7. Follow Den Leader's, Assistant Den Leader's, and Den Chief's instructions.
8. Don't interrupt when someone else is talking.
9. Wipe off feet before entering Den Leader's house.
10. Go straight home after the meeting.
11. If called down twice in the den meeting, the boy is sent home. In order to return to the den meeting, he has to bring one of his parents with him .
12. When a boy misbehaves on an outing he will be left at home on the next outing. The next time he will be included if he can follow all the den rules.

Remember! A boy will push as far as he can, and each time a leader gives in, he'll push a little farther. There is no excuse for a group of Cub Scouts tearing up a house or furniture, and a set of rules, enforced and followed, helps prevent the possibility of destruction of property (and nerves).

CUB LEADER'S SELF PHYSICAL EXAM

- Look at the circle to the right:
- If it looks RED, see your doctor.
- If it has SPOTS, see your optometrist.
- If it is BROKEN, see your chiropractor.
- If it is White with Black line around it, then there is no reason for me not seeing you at the next ROUND TABLE.



FIVE INGREDIENTS OF A SUCCESSFUL DEN LEADER

- **Enthusiasm**
- **Optimism**
- **Smile**
- **Preparation**
- **Training**

The **preparation** and **training** make it easier to have the **smile,** the **optimism** and the **enthusiasm.** **Preparation** is essential--for each den meeting, for each pack meeting. With proper **preparation** comes a Den Leader's confidence in herself or himself. **Training** as a Den Leader is a part of **preparation.** Learning the aims, principles, and techniques of the job makes the job easier. A new den leader should use every learning tool available, from formal **training** sessions, workshops, district roundtables and Pow Wows, to meetings with other Den Leaders and the Den Leader Coach, to studying the many resource materials published by the Boy Scouts of America and available in the Scout Shop at the Council Office.

Blessed Is The Leader

- *blessed* is the leader who has not sought the high places, but who has been drafted into service because of his ability and willingness to serve.
- *blessed* is the leader who know where he is going, why he is going and how to get there.
- *blessed* is the leader who knows no discouragement, who presents no alibi.
- *blessed* is the leader who knows how to lead without being dictatorial.
- *blessed* is the leader who seeks the best for those he serves.
- *blessed* is the leader develops leaders while leading.
- *blessed* is the leader who has his head in the clouds but his feet on the ground.
- *blessed* is the leader who considers leadership an opportunity for service.
- *blessed* is the leader who leads for the good of the many, not for the personal gratification of his own ideas.

HOW DO I RATE AS AN EFFECTIVE LEADER?

1. Do I understand my responsibilities as a leader and the responsibilities of those with whom I work?
2. As a leader, do I involve others, or do I like to run the show and try to do it all myself?
3. Do I really listen to other people when they are speaking, or am I just waiting for the opportunity to get in my two cents worth?
4. Do I willingly accept the advice of others?
5. Do I have a good relationship with other leaders and parents?
6. How do boys and adults respond to my leadership?
7. Do I encourage free expression of ideas and feelings from the boys and other adults?
8. When I am criticized or found to be wrong, do I honestly admit my failing or do I attempt to cover up by making excuses?
9. Can I accept others just as they are or do I judge them according to a set of standards that suits me?
10. Am I calm, confident, and clear thinking, or do I overreact to situations, become overwhelmed, nervous, or insecure?
11. Do I have a positive image about my own abilities and talents and am I humble in using those gifts? Do I have my act together?
12. Things are changing more rapidly today than ever before. How do I react to change? Am I flexible about new ideas and methods in Scouting?
13. Do I have real trust and confidence in the people with whom I work?
14. Am I really sensitive to the needs and thoughts of the boys with whom I work?
15. Am I willing to study and take further training to help me better understand myself as a leader and to understand those with whom I work?
16. Do I plan all meetings with others, or do I do it alone without asking for comment from the boys and other adults?
17. Do I appreciate and understand the thinking of today's young people?
18. Do I make effective use of the skills and talents of other leaders, parents, boys and others in the community?
19. Do I make good use of all available resources in planning a program that meets the needs and interests of the boys? Do I put the boys first?
20. Do I believe in the objectives of Scouting and work hard to meet those objectives?
21. Does my example before others lead them toward the three aims of Scouting--citizenship training, character development, and personal fitness? Do I really believe my example should be followed by others?

COMMUNICATION/INVOLVING PARENTS IN THE PACK

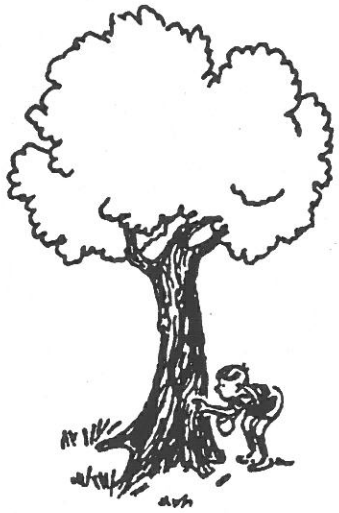
Good communications between leaders and families is essential in obtaining family cooperation.

1. Let them know what is expected BEFORE they join. Then keep the lines of communication open.
2. Be sure they know the regular den and pack meeting dates and times. Provide reminders as needed.
3. Let them know that the best way to find out what is going on is to stay involved.
4. Don't rely entirely on boys to transmit messages to parents. The information may never get through.
5. Use newsletters, telephoning, personal visits, or other means to stay in touch and inform families of any special activities, projects, or needs.
6. Get to know the family. Find out how the den and pack can help meet their needs.
7. Hold den and pack parents' meetings to communicate information.
8. Keep families up-to-date on how their son is progressing. Let them know how they can help him.
9. Keep them up-to-date on how den and pack are operating. Share with them the successes and the needs.
10. Keep them informed about activities which can be enjoyed by the family, such as family camping, trips and tours, etc.

Additionally lines of communication MUST be held open between:

- The council and the pack
- The district and the pack
- The Cubmaster and the pack leaders
- The sponsoring institution and the pack
- The pack and the community
- The leaders and the Cub Scouts
- The leaders and the parents
- The parents and the Cub Scouts

DEVELOPING YOUR AWARENESS



Communication begins with awareness. Make a decision today to start seeing, hearing, and feeling the world around you. Try these things:

1. When you wake up in the morning, look outside for something you have never seen before.
2. Listen for the first sounds you hear.
3. On your way to work, take alternate routes and notice new sights.
4. Look for small parts of nature that you may have missed, such as a baby bird, a rosebud, etc.
5. Listen to all sounds, loud and soft. Try to identify them and see their significance.
6. Take off your shoes and walk in the grass or through a puddle. If it's been raining, sink your toes into the mud. What does this experience remind you of in the past?
7. Walk in the warm rain.
8. Lie in the sun and let its warm rays say something to you.
9. Touch things you haven't touched in years - the velvety petals of a rose, the whiskers on your father's face, the back of a baby's little head.
10. Look into the faces of people. All people, young and old, have something to say to you.

COMMUNICATING WITH KIDS

Communications begins at birth. At this moment, parents begin to teach their child to communicate. Those who begin early stand a better chance of having good communications when the child reaches the difficult adolescent years.

Remember that nothing replaces love. We must convince our children that they are loved. They must believe it and experience it. It is easy to convey this love to a baby by holding, caressing and touching, but as the child grows older, it becomes more difficult. Somehow, when words become important to a child, parents forget the holding, caressing, and touching.

It's as though parents feel they can only communicate one way at a time. Words take over in the parent-child relationship and sad to say, all physical affection is often left behind forever.

The love between parent and child must always be unconditional. I love you because you are you. I love your good moments, your bad moments, your fears, your happiness. I love you when you succeed and when you fail. Unconditional love provides the security a child needs to be able to communicate.

Children need a supportive climate which tells them you are glad they belong to you.

A SUPPORTIVE CLIMATE

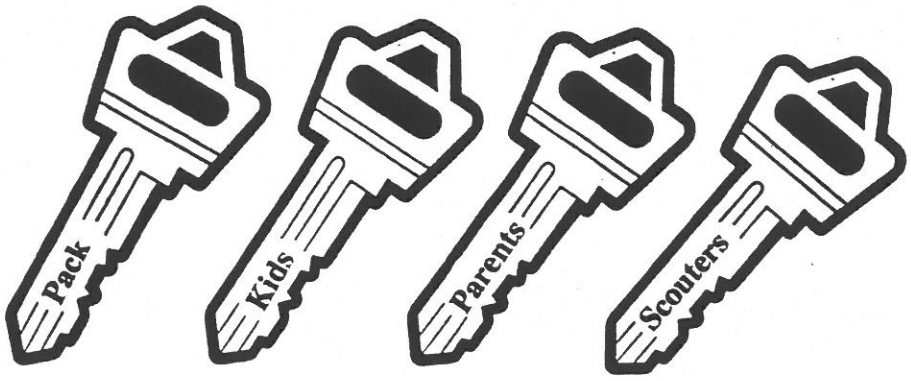
A child grows and communicates, he needs the assurance that he can be himself. This provides freedom for him to experience things and express his feelings without fear of rejection.

Children want to please the adults in their lives. They get their recognition from them; they are dependent on them. It is important for parents to continuously provide a supportive environment. Fear of rejection, fear of being alone, fear of punishment, fear of failure, fear of uproar, fear of physical abuse, all are part of a defensive climate.

When a child tries to communicate and does not receive cooperation, he may get the idea that communication is impossible. He will be hesitant to begin a conversation for fear of a repeat of the hurts and failures of past communication attempts.

In a defensive environment, if a boy is late for school and can't find his socks. his mother might say: "If you would put away your clothes, you'd know where to find them." In a supportive climate, the mother would say: "You look in that room and I will look in here."

Communication Is The Key!!!!



PARENT AND FAMILY PARTICIPATION

Participation of parents, sometimes is slow;
Why, oh why, we want to know?
They show not interest, don't seem to care;
Look how we've worked, done more thank our share.
Here is a thought, could it be the key?
Have we given them
An opportunity?

--Ellen Hansen

WHAT IS PARENT PARTICIPATION?

Patent participation is desired by every leader. He or she dreams about it, wishes for it, and complains when it doesn't happen. Before we talk about building it, we should know exactly what it is. Then, we can plan steps to get it.

It might be a mother helping her son make an Indian vest for his den stunt or a dad hauling home some scrap wood to assemble a game chest for his son's den. It could be these and many other helpful things parents do. But wait, we didn't say parent cooperation, we said - participation--and the two are entirely different.

Too many times we simply send our children to someone away from home and let others worry about them. We send them to school, to the movies, or to the playground. Even though we may take them to some of these places, we turn them over to somebody else when we get there and forget about them. This is not true in Cub Scouting; the entire family participates in the program.

WHY IS THIS PARTICIPATION IMPORTANT?

The secret of a successful pack is in the high percentage of parent participation it achieves. Leaders must always remember that this program was developed for parents to use with their sons. You will be even more successful if you help your parents understand that Cub Scouting belongs to them. Parents simply don't let Freddy join the Cub Scouts, they join with him.

WHERE DOES IT START?

This is easy: It starts with *YOU.* As a Cubmaster, Den Leader, or a member of the pack committee, parents will look to you for guidance. Be prepared with a few simple rules and procedures that your pack has agreed on. If you want parents to participate and cooperate, tell them in no uncertain terms exactly what they're in for and what you want them to do.

This means that parent participation must begin either before or during the joining period. Don't make it too easy to join your pack. Make sure your information on parent participation is explicit. Try to find out in advance what each parent likes to do. They will feel more like helping if you ask them to do a job they are familiar with and can complete successfully. This will give them confidence. As they see they are being helpful, they will develop enthusiasm for trying other jobs.

HOW TO USE YOUR PARENTS

Parents have ideas and talents your pack and dens need. Don't expect them to volunteer and don't try to force them into agreeing to help. Take a talent, time, and interest survey.

This should include a short statement on what Cub Scouting is, followed by plenty of space where they can tell about themselves. Include a place for them to indicate their work schedule, the extracurricular activities they participated in at school, and their hobbies or special talents such as music, art, and dramatics. Be sure to include a space for their profession or trade such as an accountant, radio announcer, or carpenter. Do this with each new family. Ask both the mother and father to complete a form. Follow up by inviting them to help in the pack by doing a job the survey shows them qualified to do.

One of the major lasting benefits of the Cub Scout program to the boy and his family is establishing a strong family relationship. When family members work with the boy and take an active part in the Cub Scout program, they get to know each other better. By doing things together, family relationships are strengthened.

Be sensitive to single-parent families. Plan activities that will make the single mom or dad feel welcome. Let them know the leadership cares about their family situation. Be aware of whom has custody when and let the boy and the parents know the leaders are willing to work with them on scheduling activities. Involve the parent in den and pack activities. Encourage, but don't insist on their participation beyond reasonable limits. Scouting can enrich the lives of the members of single parent families just as it enriches the lives of all Cub Scout families.

"The Mark of an effective Cub Scout Leader is to see something in a mud puddle besides mud.

SCOUTING FOR THE HANDICAPPED

Since its founding in 1910, The Boy Scouts of America has had fully participating members who suffered from physical, mental, and emotional disabilities. Dr. James E. West, the first Chief Scout Executive, was handicapped. While most of the BSA's efforts have been directed at keeping these boys in the mainstream of Scouting, it has also recognized the special needs of those with severe handicaps. During the 1970's, BSA put a renewed emphasis on bring Scouting to handicapped youth. Thousands of handicapped youth were enrolled in Scouting's special unit programs as well as mainstream units.

The attitude of the Boy Scouts of America concerning the handicapped, is that: "Scouting is for all boys, and the challenges and joys ahead are making it happen. A boy might be quite healthy and still have a handicap that prevents him from taking part in some Cub Scout activities. Make a place for him, too, in your program. Clearly some allowances must be made for the handicapped boy. If he's crippled, he can hardly be expected to compete in relay races, but he could be a good starter or a judge. If his eyes are poor, he may not be able to catch a ball, but he could be scorekeeper for a ball game. The advancement program recognizes the need to exempt handicapped boys from strenuous activities. Substitute electives if a handicapped boy can't do physical exercise and tests."

Scouting has been proven to be one of the most effective ways to help handicapped persons become prepared to be successful as adolescents and adults. Scouting is for each boy and each boy is DIFFERENT. The Boy Scouts of America recognizes that there are no standard boys. That is why the program of Scouting is so readily adaptable to a youngster with a physical, mental or emotional limitation. People can have a variety of handicaps that take on different forms. The degree of a youth's handicap is not nearly as serious as how he feels about it and how he thinks others feel about it. Scouting welcomes the handicapped boy! Scouting helps these young people feel good about themselves through:

- Badges and other evidence of successful achievements.
- Acceptance and respect from fellow Scouts.
- Admiration and appreciation of efforts and progress by parents and Scout leaders.

A handicapped Scouting program benefits youth, parents, special education teachers, school administrators and the local communities. Starting a new handicapped unit requires only four things:

1. A sponsor - a school, church, PTA, service club, for the groups to be the host for the unit and to provide a meeting place.
2. A leader(s) - to deliver the program to the boys and help them experience Scouting.
3. A committee - to make sure that the needs of the unit are being met (advancement, camping, public relations, etc.).
4. Some boys - who want to have fun.

Contact the Scout Service Center for information on existing handicapped Cub Scout units or how you can start a new unit.

YOUTH PROTECTION

In today's society, the problem of child abuse has become one of the most significant social problems facing our nation. The Boy Scouts of America is committed to ensure that all volunteer leaders and parents are aware of this growing problem by requiring all registered leaders to participate in a film/discussion on child abuse. After participating in this training, the volunteer will fully understand the POLICIES the Boy Scouts of America has established on child abuse. BSA recognizes that child abuse is a threat to young people and this is the reason they have adopted a comprehensive set of policies and procedures designed to ensure that Scouting continues to be SAFE for all participants.

WHAT IS CHILD ABUSE?

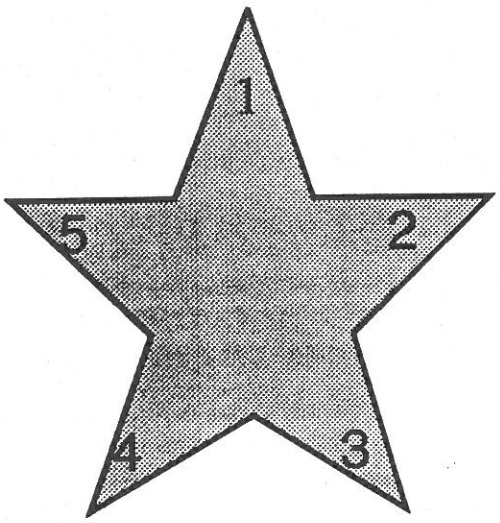
- By definition, child abuse is harm to a child which occurs immediately or through accumulated effects over a period of time. NEGLECT of a child is caused by withholding life's necessities and is considered to be an form of child abuse. There are additional kinds of child abuse. They are emotional abuse, physical abuse, and sexual abuse.

- Emotional abuse - occurs when the child is consistently being told that he is no good and never will be. Denigration name-calling is a form of emotional abuse.

- Physical abuse - is the bodily injury of a child by the child's parent or caretaker.

- Sexual abuse - is any sexual activity between a child and an adult or between children when there is an unequal distribution of power such as when one is significantly older or larger.

BSA has implemented a youth protection program to prevent child abuse. Heading a Five-Point Strategy:



1. Educating Scouters , parents, and Scouts to aid in the detection and prevention of child abuse.
2. Establishing leader-selection procedures to prevent offenders from entering the BSA leadership ranks.
3. Establishing policies that create barriers to child abuse within the program.
4. Encouraging Scouts to report improper behavior in order to identify offenders quickly.
5. Swift removal and reporting of alleged offenders.

WHAT ARE SOME OF THE SIGNS OF CHILD ABUSE?

- Physical Abuse: Bruises, burns (usually cigarette or cigar), fractures, lacerations and abrasions.
- Emotional Abuse and Neglect: Lacking personal hygiene, inappropriately dressed, consistently hungry, signs of childhood stress (sometimes hard to differentiate from other events in the child's life).
- Sexual abuse: Difficulty in walking or sitting, torn personal clothing and reluctance to be near adults.

Children's Bill of Rights

For each child regardless of race, color or creed

1. The right to the affection and intelligent guidance of understanding parents.
2. The right to be raised in a decent home in which he or she is adequately fed, clothed and sheltered.
3. The right of the benefits of religious guidance and training.
4. The right to a school program which, in addition to sound academic training, offers maximum opportunity for individual development and preparation for living.
5. The right to receive constructive discipline for the proper development of good character, conduct and habits.
6. The right to be secure in his or her community against all influences detrimental to proper and wholesome development .
7. The right to the individual selection of free and wholesome recreation.
8. The right to live in a community in which adults practice the belief that the welfare of their children is of primary importance.
9. The right to receive good adult example.
10. The right to a job commensurate with his or her ability, training and experience, and protection against physical or moral employment hazards which adversely affect wholesome development.
11. The right to health services to prevent and treat disease and to insure the fullest mental, physical, and social development.

REMEMBER: If you, at anytime, suspect a child has been abused or a child has told you they have been abused, you need to direct your call to the Scout Executive of the Indian Nations Council, 743-6125. The Scout office will notify the proper protective services in your area.

Children's Bill of Responsibilities

- Grow in character and ability as I grow in size.
- Be honest with myself and others in what I say and do.
- Learn and practice my religion.
- Honor my parents, my elders and my teachers.
- Develop high moral principles and the courage to live by them.
- Strive for health in body, mind and spirit.
- Respect the rights of others.
- Set a good example so that others may enjoy and profit by my company.
- Give honest effort to my work.
- Regard my education as preparation for the future.
- Obey our laws so that we may live more happily together.
- Preserve and strengthen our American way of life and government.

ETHICS IN ACTION

WHAT IS ETHICS IN ACTION?

Ethics in Action is an activities program for Cub Scouts designed to reinforce the character-building goals that have always been a part of the program of the Boy Scouts of America. Ethics in Action activities encourage Cub Scouts and their leaders to "think a little deeper" about values and about some of the decisions and consequences of decisions that are a normal part of growing up. The activities also try to enhance boys' respect and concern for others by having them see things from different points of view. But above all, Ethics in Action activities are fun. They are part of the **"game with a purpose"** that is Scouting.

TEACHING VALUES

Today's Cub Scouts are growing up in a very complicated world. They are faced with conflicting messages that are often hard to sort out. Some influences-peer pressure, for example-may provide boys with the positive support they need to help them do the right thing. Or peer pressure may work the other way and urge boys to act in ways that sharply contradict the positive values that their parents are trying to encourage.

Ethics in Action for Cub Scouts was created to answer parents' requests for help. Ethics in Action activities enhance character formation; that is, the development and reinforcement of the worthwhile qualities that are part of the Cub Scout Promise and Law of the Pack.

Each Ethics in Action activity is introduced in an easy-to-follow format so that leaders may fit them into the regular den schedule. Many of the activities require little preparation, and all can be managed by first-time as well as experienced leaders. Councils will provide leader training to introduce and explain the new materials. Various activities will be discussed in greater detail at roundtables throughout the year.

THE ETHICS IN ACTION PROGRAM

There are 14 activity modules in the Ethics in Action program. Each is built around a single theme. The themes are:

1. Be a Friend. Promotes discussion of what friendship means, and how friends act toward each other.
2. Be Aware and Care-1. Discusses physical handicaps with an emphasis on blindness.
3. Be Aware and Care-2. Discusses other physical handicaps, suggests ways to prepare for getting to know elderly people.
4. Caring and Sharing. A mock court scenario is used to deal with the issues of taking care of one's own things and showing respect for the property of others.
5. Consumer Alert. Helps boys analyze commercial messages on television and in printed advertisement.
6. Differences. Explores attitudes towards differences in people.
7. Fire! Fire! Explores the responsible use of fire and deals with the kinds of decisions regarding fire that Cub Scouts and Webelos Scouts are likely to face.
8. Hard Lessons. Shows boys what it is like to have learning disabilities and underscores the need for understanding problems faced by children and adults with learning disabilities.
9. Kindness Counts. Stresses responsibility to animals, both at home and in the wild.
10. Peace Is... Discusses ways to introduce the positive aspects of peace and suggests ways boys can contribute to worldwide understanding and peace.
11. Saying Hello, Saying Good-bye. Provides ways to help boys who are joining or leaving the group.
12. Saying No! Helps reinforce information that boys already know about personal safety, drug use, etc., through production of a public service announcement.
13. Shoplifting Is Just Plain Wrong. This activity involves a field trip to see a store security system and provides information that boys should know about the consequences of shoplifting.
14. What We Say. Deals with name-calling and tale-bearing that, though typical behavior for boys of this age, can be disruptive and painful.
15. A final section, When Bad Things Happen, provides help for leaders in discussing special problems of an individual Scout or of the group.

The above information was taken from BSA Publication No. 3015 and is available at your local Scout Service Center.

CHARACTER DEVELOPMENT

Between the innocence of babyhood and the dignity of manhood we find a delightful creature called a boy. Boys come in assorted sizes, weights, and colors, but all boys have the same creed: To enjoy every second of every minute of every hour of every day and to protest with noise (their only weapon) when their last minute is finished and the adult males pack them off to bed at night.

Boys are found everywhere-on top of, underneath, inside of, climbing on, swinging from, running around, or jumping to. Mothers love them, little girls hate them, older sisters and brothers tolerate them, adults ignore them, and Heaven protects them. A boy is Truth with dirt on its face, Beauty with a cut on its finger, Wisdom with bubble gum in its hair, and the Hope of the future with a frog in its pocket.

When you are busy, a boy is an inconsiderate, bothersome, intruding jangle of noise. When you want him to make a good impression, his brain turns to jelly or else he becomes a savage, sadistic, jungle creature bent on destroying the world and himself with it.

A boy is a composite-he has the appetite of a horse, the digestion of a sword swallower, the energy of a pocket-size atomic bomb, the curiosity of a cat, the lungs of a dictator, the imagination of a Paul Bunyan, the shyness of a violet, the audacity of a steel trap, the enthusiasm of a fire cracker, and when he makes something he has five thumbs on each hand.

He likes ice cream, knives, saws, Christmas, comic books, the boy across the street, woods, water (in its natural habitat), large animals, Dad, trains, Saturday mornings, and fire engines. He is not much for Sunday School, company, schools, books without pictures, music lessons, neckties, barbers, girls, overcoats, adults, or bedtime.

Nobody else is so early to rise, or so late to supper. Nobody else gets so much fun out of trees, dogs, and breezes. Nobody else can cram into one pocket a rusty knife, a half-eaten apple, 3 feet of string, an empty Bull Durham sack, 2 gum drops, 6 cents, a sling shot, a chuk of unknown substance, and a genuine supersonic code ring with a secret compartment.

A boy is a magical creature-you can lock him out of your work shop, but you can't lock him out of your heart. You can get him out of your study, but you can't get him out of your mind. Might as well give up-he is your captor, your jailer, your boss, and your master-a freckled-face, pint-size, cat-chasing, bundle of noise. But when you come home at night with only the shattered pieces of your hopes and dreams, he can mend them like new with the two magic words-"Hi Dad!"

Alan Beck (Copyright 1950, New England Mutual Life Insurance Company of Boston)

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 need 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.
Willful, 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 leader 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.

Author Unknown

BOY BEHAVIOR

What is behavior? By definition, behavior is the manner in which we conduct ourselves toward others. So why do Cub Scout age boys behave the way they do? Perhaps by understanding that all boys are alike in many ways, but that each is a distinct individual, we can better understand the reasons for their behavior.

All Cub Scout-age boys have some characteristics in common. YYou will recognize some of those listed below in your own Cub Scouts:

- Has a sense of loyalty
- Likes to win
- Likes to be rewarded for winning
- Does not accept losing well
- Wants a lot of attention
- Likes to struggle and fight
- Is sensitive to criticism
- Likes to touch and feel
- Likes competition
- Is full of energy
- Is very curious
- Likes to boast
- Likes recognition
- Wants to belong
- Dislikes nagging
- Wants approval

Cub Scout age boys have the following needs, which are also needs of most adults:

- To Belong
- Adventure
- A Sense of Achievement
- Friends
- Recognition and Praise
- A Chance to Express Himself
- Fun

A boy should have someone he can look up to, someonee he feels comfortable with, and the kind of friends and activities to help him grow from boyhood to manhood. Some boys may join **CUB SCOUTING** to learn new skills, while others may only be interested in games and fun. The important thing is to get to know each boy as an individual. Find out what makes him **TICK,** and you will be better able to understand his behavior.

Your seven-year-old **WOLF** has had a year's experience at school. When it was new at six years he did not question authority. But now he has begun to explore the limits of authority by rebelling. He will trip, push, distract and procrastinate just to see how much you can and will endure.

As a den leader you will find yourself becoming upset with this threat to your authority. Remember! This rebelliousness is seldom a sign of anything serious and that there is more noise than substance to the seven-year-old rebellion. A child who feels loved and accepted more than rejected will be more eager to be good than to be "bad".

Seven-year-olds seldom get into honest-to-goodness bloody fights among themselves. They usually engage in name calling and pushing of chest forward as a weapon of defense. Names such as Fatso, Skinny, and Four Eyes are commonly heard coming for the first time from the usually polite child.

The hallmark of sevens is the explosion of the tall tales. Boys of seven want more adventure than our mundane society has to offer. As a substitution for the missing adventure, he makes up some of his own. He either exaggerates something real, imagines an experience or just plain brags, ex. "I saw a million birds (actually two) in the trees." "I knocked down (bumped into) two older boys at school." Remember these tall tales are not lies but are merely a reflection of their emotional needs to be big, strong, brave, and free when in reality they are only seven. A successful Den Leader is one who can use this thirst for adventure to make the WOLF year one of fun and exploration of new worlds.

A **BEAR** age boy now knows what life is like, where he stands and has begun the process of accepting it. He has begun to respect and accept authority and its rules. He sees his Den Leader as a person in his/her own right rather than merely a parental stand-in. They are looking for a friend and many times they discover that the Den Leader is that friend. Bears enjoy a leader who can even share friends without too much pain, as long as they are assured that their friend "still likes them best". Remember friends always tell the truth.

Bears like to collect anything and everything, Bottle caps, cards, strings, pebbles, and innumerable junk becomes the interest of the eight-year-old. Value is less important than the number and quantity, while a few may organize their collection, the majority will merely mess up their rooms.

Bears like to show off by telling what they know to more sheltered children. They like to shock listeners so that everyone will know how "grown-up" they are. Their horse-play and yelling can be easily diverted toward constructive play.

Bears are now aware of differences in the way of life of his friends and his own home. He starts to make comparisons and will use this to manipulate others. This device of comparing will be used at its fullest in the teen years, but this is where he gets his "Basic Training" in "Well, Johnny can do it, why can't I?"

Nine-year-old **Webelos** have a great desire to be useful, needed, and to be like adults and yet he keeps scurrying back and forth to the protection of adults. The inner world of the niners is one of confusion. He knows that he is still a child, yet he is aware of the grown-up world just over the hill. He weeps easily when frustrated. He has a great urge to belong to a group of children and finds any exile from the group almost unbearable.

They like loosely organized group games. The nine-year-old is curious about what is happening in other parts of the world, in discoveries, inventions, science, movies, and books. Intellectually they feed on everything. Creative activities, like painting, music or writing seems to disappear (at least for a while). They become self-conscious about their efforts and stop producing. They now have high standards and inadequate techniques. Comparisons with others are hard at any age but at nine it is especially difficult. Praise is seldom received without the praiser feeling like they have to justify the praise, as if the boy resents the praise. Remember that when they are the most unlovable, they need love the most, and when they appear the most understandable, they need understanding the most.

The second-year of **Webelos** brings you a ten-year-old with a wide range of development and behavior. Some of the boys are physically developed; others are trying to catch up. Some are responsible and stable; others are immature and younger in relation to their years. Some stand on the threshold of adolescence retaining the ways of youth while others are looking far beyond the horizon and rushing into older behavior.

Ten-year-olds make a real distinction between "their" world and "your" world. The old problems of authority return and if they feel that the authority is oppressive they rebel. At times it appears that he is almost compelled to obey the authority of "their" world (peer group) rather than the regulations of the adult world. The existence of a beneficial group such as a Webelos den can be of infinite help in shaping the ten-year-olds attitudes. Through a "good group" a boy can be led into constructive rather than destructive group activities with his peers. Your ten-year-old is yearning for responsibility, to be useful and important. What an opportunity for leaders to introduce new interests and new ways of doing old things.

DEN RULES

If you have decided to take on the responsibility for a den, you will inevitably want some rules. No one can tell you what rules you should have. That's a matter of personal values and life styles. There are some general thoughts to ponder when setting up "GOOD" rules.

- Den Leaders and Den Chiefs should discuss all rules between themselves before announcing them to the boys. Failure to act as one can be disastrous.
- Do not make a rule until you are sure it is a good rule, bad rules are disruptive as well as oppressive.
- If you made a mistake, it is OK to change the rule. But be careful that the new one is one you can live with. Don't become known as a fickle leader.
- All rules and changes in the rules should be announced before you begin enforcing them. Send written rules home to parents so they can go over them with the boys.
- Follow through with the rules. **BE CONSISTENT!** Exceptions will invalidate your rules.

DISCIPLINE

Discipline is essential for the existence of any social unit and especially for a newly forming one such as a Cub Scout den. Discipline is the training that corrects, molds, strengthens and perfects a person's character. It is not synonymous with punishment. In fact, punishment is only a small part of the concept of discipline, and a less than effective part to boot. Discipline is structure---for boys and leaders alike. A disciplined group of boys with an undisciplined leader can be more detrimental than a group of undisciplined boys with a disciplined leader. Thus the first rule of discipline is:

1. **Who's in Charge Here?** Adults were created to lead and children to test the leader. Plan ahead, make alternative plans, establish a routine for your meeting. If you don't, the boys will. Insist on attention when you speak but give them attention when they speak.

2. **Focus on Behavior.** Have activities that accommodate short attention spans, that contain the appropriate level of psycho-motor ability, and most important, is of interest to them.

3. **Reward Virtue.** Reward works better than punishment. Behavior that is rewarded tends to be repeated and will lead to further improvements. Behavior that is never rewarded will disappear.

4. **Token Rewards.** An object becomes reinforcing if it can be exchanged for other reinforcements. Conduct candles, totem beads, etc. ,are examples of token rewards.

5. **Do As I Do.** Behavior that is rewarded in others tends to be imitated. Remember also that the boys will do as you do. Wear your uniform and they will wear their uniform. Be positive and they will be positive. Be polite and they will be polite. Be unfair and they will be unfair.

6. **Time Out.** Behavior that results in removal from a rewarding situation tends to be avoided. The boy who has to sit in the other room or who is sent home early because of their behavior tends to avoid that behavior in the future.

7. **Over-Correction.** When behavior produces additional work it will be avoided. The messy boy who has to clean up his mess before playing the game, is not as messy next time. If the leader cleans it up, boys will not learn to accept the consequences of their own behavior.

8. **Nobody Likes a Phony.** A leader's feelings and behavior should be consistent. Everyone likes one boy better than others, but it is our responsibility to treat all equally. Do not punish the boy for having parents who are uncooperative or antagonistic. He will surely show some of the same traits. If you can't confront the parents about their behavior, then it is unfit to take it out on the child.

9. **When the need for discipline arises, stop the activity immediately** and remove the boy from the situation.

10. **If the group misbehaves, punish the group.** If an individual misbehaves, punish the individual.

A PROBLEM OR CHALLENGE

Here are a few ideas from experience, den leaders on positive things to do to avoid discipline problems.

- Insist On Attention When Talking.
- Don't Shout Or Yell.
- Teach Boys To Respond To The Cub Scout Sign.
- Have A Good Pre-opening Activity.
- Praise In Public, Criticize in Private.
- Make Full Use Of The Advancement Program.
- Give Boys Responsibility.
- Encourage Boys To Wear Uniform.
- Be Impartial In Dealing With Cub Scouts. Don't Play Favorites.
- Be Firm In A Friendly Manner.

DEN CODE OF CONDUCT

Surprisingly enough, most Den Leader find that if their den has a code of conduct to follow, their home, their furniture, and their dignity remain intact throughout their Cub Scout experience. Boys need to know just how far they can go, and the Den Code Of Conduct will tell them this.

Each den will want to develop their own code of conduct to fit those special boys. Don't make too many rules; omit any insignificant ones. The rules should be simple, clear, and concise so they can be understood by the boys. In fact, the boys can help set the rules.

Post the Den Code of Conduct in an obvious place in the den meeting room to serve as a reminder.

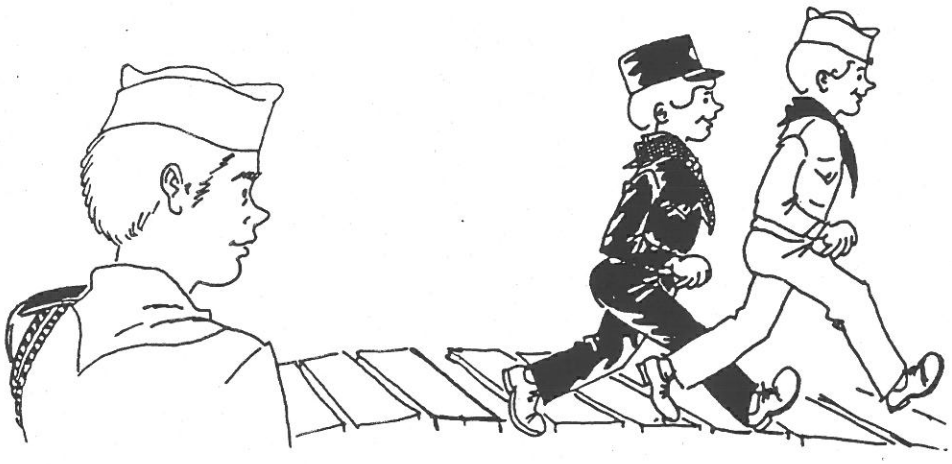
The Little Chap Who Follows Me

A careful man I ought to be;
A little fellow follows me;
I do not dare to go astray
For fear he'll go the self-same way.

I cannot once escape his eyes;
What're he sees me do he tries,
Like me, he says, he's going to be;
The little chap who follows me.

He thinks that I am good and fine,
Believes in every word of mine;
The base in me he must not see;
The little chap who follows me.

I must remember as I go
Through summer's sun and winter's snow,
I'm building for years to be,
A little fellow follows me.



DUTY TO GOD AND COUNTRY

When a boy becomes a Cub Scout, he takes a promise to "...do my best **TO DO MY DUTY TO GOD AND MY COUNTRY**, to help other people, and to obey the Law of the Pack".

What is a boy's duty to God? How is he faithful to his religious duties? What are his religious Duties?

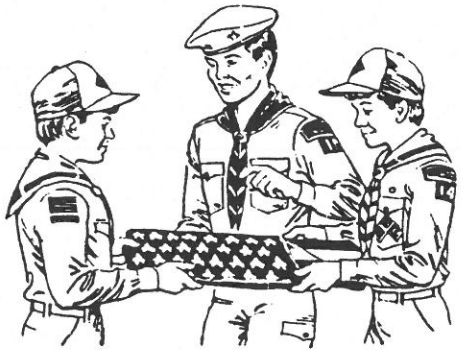
The "Charter and Bylaws of the Boy Scouts of America" maintains that **no boy can grow into the best kind of citizen without recognizing his obligation to God.** Scouting is absolutely nonsectarian in its attitude toward that religious training. The BSA does not define what constitutes belief in God or the practice of religion. We do not

require membership in a religious organization. However, we do prefer and strongly encourage membership and participation in the religious programs and activities of a church, synagogue, or other religious association. We respect the convictions of those who exercise their constitutional freedom to practice religion as individuals without formal membership in organized religious institutions. We believe that religious instruction is the function of the parents and the religious institution to which a boy belongs. It is our policy that the organization or institution with which a Cub Scout is connected shall give definite attention to his religious life.

Almost half of the Scouting units around the nation are sponsored by religious organizations. As in the past, the Indian Nations Council encourages organizing packs in religious institutions. Not only does this maintain a continuity and smooth transition from Cub Scouting to Scout troops, but it will also reinforce one of our primary aims, "duty to God".

Even though Cub Scout leaders are not responsible for giving religious instruction, they do have an important responsibility in this area. We must impress on Cub Scouts that living the Cub Scout Promise is as much a requirement as earning badges. In order for a boy to be a good Cub Scout and to advance, he must recognize his duty to God and do something about it.

You as a Cub Scout Leader can encourage the Cub Scout to explore the world of nature and of man in a context of a spiritual view of life. A skilled leader, using the natural environment and elements of the program as a teaching medium can do much to instill in boys the concept of God in the universe. There has always been a spiritual theme running through the nature lore of Scouting. Dan Beard, our first National Scout Commissioner, emphasized that: "..it was God who made the great out-of-doors".



This acceptance of the natural world as God's creation, by whatever process, is the reverent

attitude that Scouting has chosen to communicate to boys through its religious principles.

In the process of character formation, Scouting recognizes religious motivation as essential. An effective leader can guide boys in the program in such a way as to develop qualities that also should be a part of their religious lives. One of the best ways to do this is by providing the right opportunities for boys and by setting a good example.

Religious principles underlie Scouting's philosophy of character formation and are basic to its concepts of citizenship. Duty to God and Duty to Country go hand-in-hand. The program helps boys to understand how to participate in the democratic process, to express citizenship through service, and to cherish and perfect the freedoms we enjoy as American citizens.

Think back about the early history of America. Can you describe America as it differs from other countries? Read the Declaration of Independence. Read the Constitution. Familiarize yourself with the leaders who have been vital factors in the growth of America. There you will find the basis for instructing Cub Scouts. First, reverence toward God. Second, faithfulness in their religious convictions. Third, respect for the convictions of others in matters of custom and religion. Amid today's conflicting ideologies it is more essential than ever that Cub Scouts learn what it means to be citizens of "...one Nation under God...."

It is logical that Cub Scout leaders should strive to translate the principles of the Cub Scout Promise into the lives of boys. With the guidance of capable leaders, Cub Scouts will be able to put this to practice in their daily lives. They will develop traits of character which are expressed in consideration of and help to others, in personal courage and above all, in lives of useful citizenship.

The principles of the Cub Scout program are often summed up in the words "Cub Scout spirit". Like the wind, this spirit is invisible, but it has great power when harnessed. How to catch this spirit is described by the words of an old sailor who was asked by a young lad: "What is the wind?" The old salt replied: "I don't know what the wind is, but I know how to set the sail." In Cub Scouting, a leader tries to help a boy to set the sail of his life so as to capture the spirit of the Cub Scout Promise. As he experiences the warm feeling of citizenship through services as he does a good turn, he can also be made aware that he is helping to fulfill his duty to God in the spirit of the Good Samaritan.

The one principle that can do most to give meaning and motivation to Cub Scout's life is **"Duty to God and Country".**

DUTY TO GOD

A Cub Scout might have a difficult time understanding this title. Looking up the word "duty" in the dictionary, it says, "Duty is an obligation, is obedience or a sense of propriety." How would a Cub Scout understand that meaning and be able to apply it to his life? To a boy of Cub Scout age, duty probably means "you gotta do it." Why? Because society demands or expects it of you? Perhaps, but surely if examples were set before each and every young person, they would understand and "do their duty" easier and more willingly.

From its beginning the Scouting movement has encouraged its members to be faithful in the practice of their religions. The Cub Scout Promise, Scout Oath and the Explorer Code all call upon members to pledge themselves to do their duty to God. The Boy Scouts of America does not define what constitutes belief in God or the practice of religion. Rather, it provids programs and ideals that complement the aims of all religions, with the result that religious organizations are the single largest category of chartered organization for packs, troop, teams and posts. If we can help the boy to understand that there is a Supreme Being who is guiding us daily, taking care of us and loving us, we may have implanted a seed of righteousness that will grow and mature all of his life. We sincerely hope that the parents are giving their sons a religious experience through home life. But we can add to it so very subtly.

We think of a well rounded person as one who is well liked by others, excels in their job, obeys the laws and rules of society, and works as a church worker or perhaps a civic worker in some organization. This could apply to our youth of today just as well. A well rounded Cub Scout is well liked by other Cub Scouts and school friends. He obeys the code of home, school and other people. He works hard in school to make good grades and is willing and eager to learn. He attends church and Sunday School regularly with his parents and takes an active part in extracurricular church activities. Perhaps he runs for an office in his grade at school or even has outside activities such as soccer, baseball, etc. , that he can show leadership abilities in. This is an example of a well rounded young man. We have quite a few of these wonderful young people and thank God for them! But we have some Cub Scouts who do not have leadership abilities -- do not have the opportunity to be fully rounded out. Cub Scouting is a wonderful opportunity to help all boys in understanding more about God and the community.

FOR CUB SCOUTS

All of the major churches and other religious bodies in the United States have programs to recognize Cub Scouts who demonstrate faith, observe their creed or principles and give service. The religious emblems are not Scouting awards. They are presented by religious groups to boys who work with their religious leader or counselor on a program of requirements which often takes a year or more to complete. In most cases, a Cub Scout may start work on a religious emblem as soon as he joins the pack. However some religious bodies require him to receive a certain rank or tenure before he can receive the emblem.

FOR ADULTS

There are also religious emblems for adult Scouters which are presented for exceptional service to boyhood through Scouting. (For additional information contact Religious Relationships Service, BSA 1325 Walnut Lane, Irving Texas 75038-3096.) The adult emblems are:

WAYS TO ACKNOWLEDGE GOD WHILE LEADING THE CUB SCOUTS

Take a hike - talk about the trees growing from seeds. Call attention to birds (nests, eggs, baby birds). Call attention to the clouds, the flowers, etc. Relate God's role and plan in nature, the animals and every living thing. Cover programs on rock study, star gazing, the weather, for example. But remember! **DON'T PREACH--SHARE.**

1. Say a prayer before snacks, such as the Philmont grace.
2. Have a short inspirational closing at den meetings or pack meetings.
3. Scout Sunday - Scout Sunday is the first Sunday of February. Attend a worship services together and have all leaders and scouts wear their scout uniforms.
4. Religious Holidays - As holidays occur (Christmas, Hanukkah, Easter, etc.) have a scout that is familiar with them share the significance of them with the den or pack.
5. Share the Religious Awards with the boys and their parents. Encourage them to work towards them with their personal religious institute.

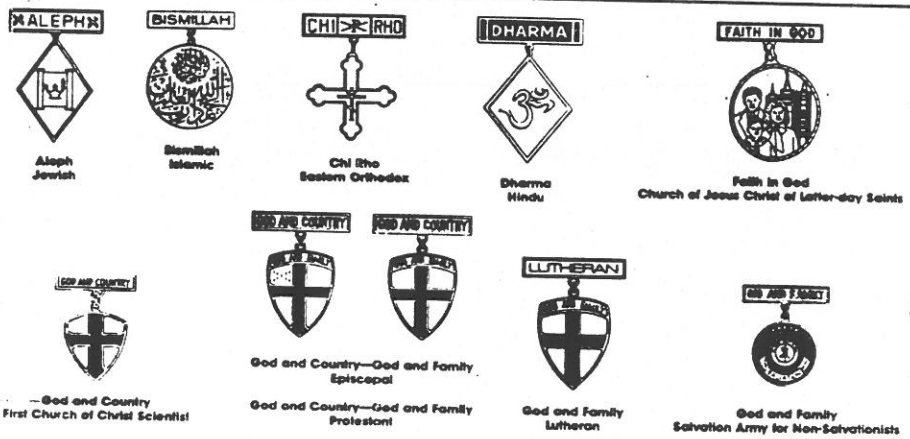
All of the major churches and other religious bodies in the United States have programs to recognize the Cub Scouts, Boy Scouts and Explorers who demonstrate faith, observe their creeds or principles, and give service. Adult Scouters are also recognized. The religious emblems ARE NOT Scouting awards. They are presented by religious groups to boys (and young women in the exploring program) who work with their religious leader or a counselor on a fairly demanding program requirements which often takes a year or more to complete.

What you are is God's gift to you. What you make of yourself is your gift to God.

INFORMATION ON RELIGIOUS EMBLEMS

Information can be obtained for specific Religious Emblems at the following locations.

Baptist	God & Family	Scout Service Center
Buddhist	Metta	Buddhist Church of America, National Headquarters, 1710 Octavia St. San Francisco, CA, 94109
Eastern Rite Catholic	Parvuli Dei	Scout Service Center
Eastern Orthodox	Chi Rho	Orthodox Scouting Comm., 1345 Fairfield Works, Fairfield, CN 06430
Episcopal	God & Family	Scout Service Center
General Protestant	God & Family	Scout Service Center
Islamic	(none available)	
Jewish	Aleph	Scout Service Center
Latter Day Saints	Faith in God	Church Distribution Ctr, 1999 West 1700 South,Salt Lake City, UT , 84104
Lutheran	God & Family	The Lutheran Church, 360 Park Ave South, New York, NY 10010
Reorganized (Church of Jesus Christ of Latter Day Saints)	Light of the World	Director of Scouting R.L.D.S. The Auditorium, P.O. Box 1059, Independence, MO, 64051
Roman Catholic	Parvuli Dei	Scout Service Center,
Salvation Army	Silver Crest	The Salvation Army, 120 West 14 St., New York, NY 10011
Unitarian Universalist	(not available)	



DUTY TO COUNTRY AND COMMUNITY

Ways to help Cub Scouts learn to appreciate their country and to place it and others before themselves:

1. **Den and pack elections** - Whenever a Cub Scout is needed to fulfill a role within the den or pack, hold a simple election and make a simple statement to tie in what they have done to a local government or presidential election.

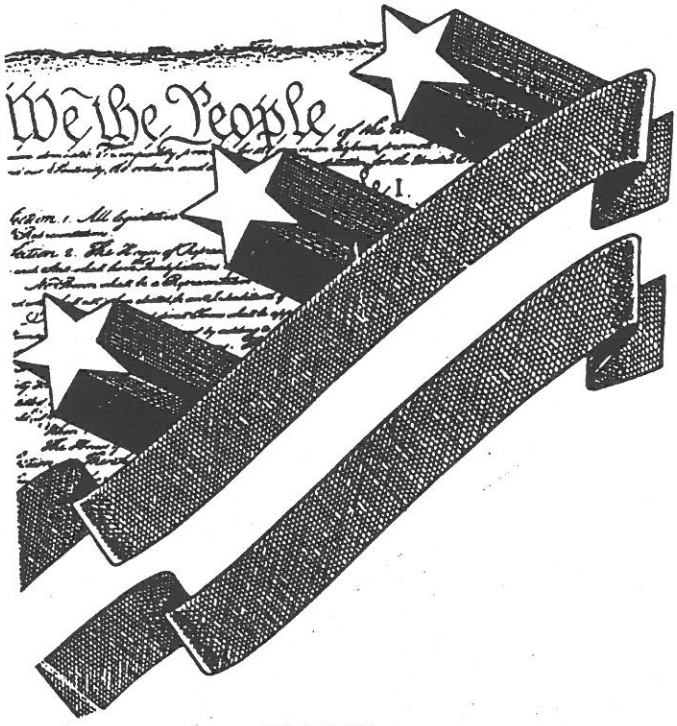
2. **Decision making within the den** - Whenever possible, let the boys make decisions regarding trips, hikes, tours, etc.

3. **Cub Scout service projects** - Seek out single projects Cub Scouts can do to benefit the community, a school or a church.

4. **Displays and activities around national holidays** - Discuss birthdays such as Washington, Lincoln, Martin Luther King, etc.). Decorate den meeting places or pack meetings around the holiday themes.

5. **Visit historical and community locations** - Visit community service locations, such as fire stations, police stations, the Salvation Army or Goodwill.

6. **Conduct flag ceremonies at the beginning of each pack meeting.** Occasionally take time to explain the Pledge of Allegiance.



WHAT A CUB SCOUT SHOULD KNOW ABOUT OUR FLAG

The word flag covers all kinds of banners and standards. It is thought to come from the Anglo-Saxon word "fleogan: to fly or float in the wind." Usually a banner was used by a country and a standard by a particular person.

The American flag is the symbol of the oneness of the nation: when a Cub Scout salutes the flag he salutes the whole country. The American Flag is also known as "Old Glory," " Stars and Stripes." "Star-Spangled Banner" and " The Red, White and Blue."

We think of ourselves as a young country, but we have one of the oldest written constitutions under which a nation operates and our flag is one of the oldest in existence.

On July 4, 1776, the Declaration of Independence was signed in Philadelphia and the United Colonies dissolved all ties that bound them to England and became an independent nation -- The United States. It was immediately necessary to adopt a new flag. Tradition says that in the latter part of May 1776, George Washington, Robert Morris and Colonel Ross called on Betsy Ross to make the first flag which they designed. They kept the thirteen stripes of the colonial flag, but replaced the Union Jack by a blue field bearing thirteen stars arranged in a circle.

The birthday of the flag was June 14, 1777, when Congress passed this resolution: Resolved: that the flag of the thirteen United States be thirteen stripes; alternate red and white; that the union be thirteen stars, white on a blue field, representing a constellation. We still celebrate every June 14th as Flag Day.

The flag is a symbol of our country and an inspiration during a time of war - it was during such times when Francis Scott Key wrote "The Star Spangled Banner". It has its victories and peacetime too. Our flag flew from the first vessel ever propelled by steam - Robert Fulton's "Claremont." It was carried by Wilbur Wright on his first successful airplane flight. Robert Peary planted it at the North Pole. It has been to the moon and back and to the depths of the ocean.

As a guide for the proper use and display of the flag, a code was drawn up at a National Flag Conference on June 14, 1923, in Washington, D.C. This was revised in 1924. Congress in 1942 adopted a resolution making this code law. It has often been amended. This is its present form. (Public Law 829-77)

FLAG ETIQUETTE

Just having a flag is not enough. Handling the flag properly, using a set of guidelines developed through the years, is necessary. Flag etiquette is the term given to the rules and regulations regarding the use of the American flag. Generally, flag courtesy is just plain common sense. Remember that the American flag is the symbol of our country, recognized around the world. Treat it with a full measure of respect. Are you aware that flags are flown, displayed, carried, presented, and placed? Each action has a set of rules to be followed by the flyer, carrier, presenter or placer. Here is just a general overview -a sampling-of some of the rules that apply to our usage of the flag and how it should be handled.

- Flags of other nations must be flown from separate flagpoles of equal height and all flags should be approximately equal in size with the United States flag. The U. S. flag should be to the right of all others. Custom forbids the display of the flag of one nation above that of another nation in time of peace.

- With other flags displayed from staffs, the national flag should be at the center and at the highest point of the group when being displayed with a group of state, local or organizational flags.

- When carried in a procession with other flags, the American flag should be on the marching right. If there is a line of other flags it should be front and center of that line. The U.S. flag should always be on a staff if on a parade float.

- When the American flag is displayed against a wall with another flag the United States flag will be on the right with its staff crossing over the staff of the other flag.

- When flown from a staff on a church chancel or on a school stage, the flag should be placed on the speaker's right. If placed elsewhere than on the stage, it should be on the right of the audience as they face the stage.

- The American flag should be flown daily from sunrise to sunset (in good weather) from public buildings, schools, permanent staffs in the open and near polling places on election days. The flag may be flown at night on special patriotic occasions.

- The flag should always be flown on national and state holidays and on those occasions proclaimed by the President. On Memorial Day the flag should be at half staff until noon.

- The flag should be hoisted briskly and lowered ceremoniously. It should never be displayed with the union down except as signal of dire distress.

- The flag should never be allowed to touch anything beneath it, nor should it ever be carried flat or horizontally. It should always be free and aloft. It should never be used as drapery or decoration, for carrying or holding anything, or stored in such a manner that it will be damaged or soiled.

- The flag should never be used for advertising purposes in any manner whatsoever nor should any picture, drawing, insignia or other decoration be placed upon or attached to the flag or its staff or halyard. The flag should not be embroidered on personal items nor printed on anything designed for temporary use and then discarded.

- The American flag should be raised and lowered by hand. Do not raise the flag while it is furled. Unfurl, then hoist it quickly to the top of the staff or flagpole. Lower the flag slowly and with dignity.

- A distinctively American custom is that of folding the American flag into a triangular shape, stars showing after it has been taken off the staff. The shape represents the cocked hat of the American Revolution.

- If the flag is to be flown at half-staff it should be hoisted to the peak for an instant, and then lowered to the half-staff position. Before lowering the flag it should be again raised to the peak. Half-staff means hauling down the flag to one half the distance between the top and bottom of the staff. On Memorial Day display the flag at half-staff until noon then hoist to the top of the staff.

- The flag should be **DIPPED** to no person or thing, with one exception-on naval vessels. Upon receiving a salute of this type from a vessel registered by a nation formally recognized by the United States, we must return the compliment.

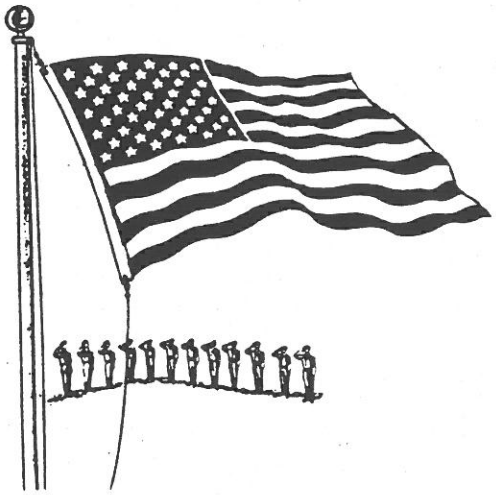
- When carried, the flag should always be aloft and full, never flat or horizontal. No flag may be flown above the Stars and Stripes except the flag of the United Nations at U.N. Headquarters and the church pennant (a dark blue cross on a white background) during church services conducted at sea by a naval chaplain.

- During the ceremony of hoisting or lowering the flag or when the flag is passing in a parade or in a review, those present in uniform should render the right-hand salute. A man in civilian clothes should remove his hat with the right hand and hold it at the left shoulder, the hand over the heart. A woman should place her right hand over her heart.

- Because of our flag's significance, laws have been enacted to govern its use and to ensure its proper respect. Custom has also decreed certain observances. A section of the law specifies that, "it is the universal custom to display the flag only from sunrise to sunset...however, the flag may be displayed at night on special occasions when it is desired to produce a patriotic effect." If it is displayed at night the flag should be illuminated.

THE SALUTE IS TO THE FLAG

The Cub Scout salute signifies respect and courtesy. It is used to salute the American flag and as a recognition of a position of leadership. The Cub Scout salute throughout the world is made with the right hand with the first two fingers extended to touch the cap, or forehead if no cap is worn.



WHEN IN UNIFORM-Salute with your head covered or uncovered, either indoors or outdoors. Stand at attention and salute with your right hand.

WHEN NOT IN UNIFORM-During ceremonies, stand at attention and place your right hand over your heart. Men wearing hats should remove them and hold over the heart. At a sports event team members wearing uniforms should uncover their heads, stand at attention and hold hat or helmet in right hand.

NATIONAL ANTHEM - Stand at attention. Face the flag and salute at the first note. Hold the salute until the very last note of the anthem. If there is no flag or it cannot be seen, face the music. Stand at attention but do not salute if the National Anthem is sung without accompaniment or is a recording.

AT PARADES AND REVIEWS start your salute when the approaching flag is approximately six paces (12 feet) from you. Drop the salute when the flag is about the same distance past you. Follow this procedure when the flag is carried by mounted flag bearers or passes you on a vehicle, provided the flag is flown from a staff. A flag draped coffin rates the same honor as the flag passing in a parade. It is customary to salute when " Taps" is sounded at a military funeral.

THE SALUTES IS HELD DURING THE PLEDGE OF ALLEGIANCE AS YOU FACE THE FLAG. Remember you are saluting the flag and saying the Pledge of Allegiance. One does not say the Pledge of Allegiance to the flag.

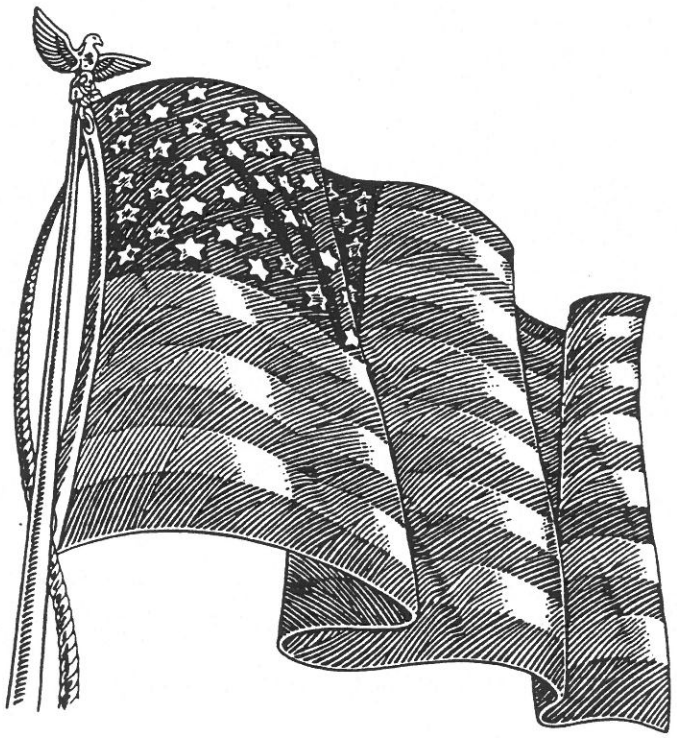
WHEN COLORS ARE RAISED. Stand at attention facing the flagpole. Salute as soon as the flag is started on its way up and hold the salute until it is at the peak. If the flag is to be flown at half-mast hold the salute until it is lowered to half-mast after first being hoisted to the peak.

AT RETREAT. Start the salute at the moment the flag is on its way down and hold until the flag is gathered at the base of the flag staff. If the flag is at half-mast, salute as it is first hoisted to the peak, holding the salute until it is gathered at the base.

SIMPLY SAID: "Salute the flag of the United States:"

- When you say the Pledge of Allegiance.
- The moment a flag passes in front of you at a parade.
- From the moment a flag starts being raised up a pole until it reaches the top.
- From the moment it starts being lowered until in the hands of the color guard.
- When the flag is present and the "Star Spangled Banner as being played.

BSA's "Your Flag: Everything You Want To Know About The Flag Of The United States Of America", is a super-resource for all questions regarding the U.S. flag.



NO DISRESPECT OF ANY KIND SHOULD BE SHOWN

TO THE FLAG OF THE UNITED STATES.

RECOGNITION

RIBBONS

Certain kinds of ribbons are not practical to use as awards if you intend to write on them. Satin ribbons tend to allow inks and markers to run or easily wipe off. Be sure to try writing on your ribbon before using it for awards. You can use ribbon alone to make awards or combine it with disks and felt in many different ways. Black felt tip markers usually work well for lettering. To make special awards you can use glue and glitter sprinkled on for interesting lettering. Use your imagination! Ribbons cut out of construction paper or cardboard can make impressive awards too.

TROPHIES

Trophies are very easy to make and can be made from a wide variety of materials. Impressive ones can be made from old trophies and their parts. Most bowling or sports trophies are pieced together, and they can be disassembled and their various parts reused. Most consist of a base, pedestal, and decorative figure, and the top section can be replaced with any number of items in order to created and appropriated trophy. Miniature cars painted gold, small action figures, carved items and much more can be substituted for those pre-made figures, and can make very nice trophies. Old trophies can often be found at swap meets and garage sales. If you do not have access to old trophies, you can assemble you own simply by using the same basic three parts. A plaque or base holds the pedestal or supporting piece, and decoration usually tops it off. Sometimes a trophy will consist merely of base and a figurine. Adding the lettering to personalize it finishes it off.

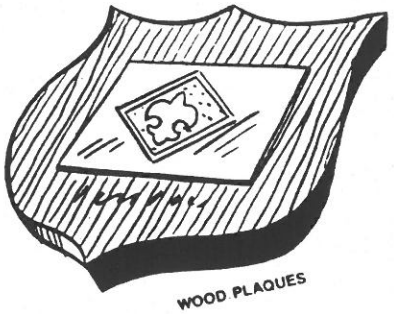
Bases can be made of the same materials as plaques. The pedestals can be anything from a box, can, or block of wood or the top decoration can stand by itself, eliminating the pedestal altogether. The decorative figures can be made of paper mache, salt dough, tinker toys, miniatures of many kind, The list is endless.

The most important thing to remember when making your own trophies is to glue them securely and let them dry adequately, especially when working with heavy materials. Also, be sure that the glue you select is the appropriate one for the job. Remember that your trophies are unique so they don't have to fit any ones standards but your own. You can be as creative as you wish. Here are a few ideas to get you started.

Using scrap lumber, build a stand for winners to rest their winning cars on. Be sure to place a small retaining strip for the cars' wheels to rest against. It will serve as a trophy and display. Wood burn information on the face of the trophy. Add winners name at the Pack Pinewood Derby.

PLAQUES

A plaque is a neat way to display pictures, patches, and lettering for recognition. Plaques can be made out of practically anything. Paneling, hardboard, lumber, tree trunk slices, sheet metal, plastic sheets, linoleum pieces, etc., are all good candidates for plaques. Plaques are versatile and can be used in many ways. Lettering can be done by carving, wood burning, painting, stenciling, using stickers or lettering tape, etc. They can be stained, decoupaged, painted, left natural, etc.



WOOD PLAQUES

With a label marker and the plaster of paris molds for pinewood, space and model rocket derbies, which are available from your Scout distributor, you can make excellent award plaques, For a change, cut the shield from pine or plywood and paint or stain with brown shoe polish. Attach plaster car or rocket. Use label marker for the winner's name or letter with a black felt pen. Miniature plaques can be made from smaller plaques using alphabet soup letters.

MEDALS

A medal is anything that can be hung on a string or ribbon and placed around a boy's neck. A variety of small objects can be used.

SAND AND STAIN
A WOOD MEDAL.

Party favors, tiny toys, a leather round, a wooden circle with wood-burned letters on it or a piece of cardboard cut into an interesting shape work well.

A unique idea for medals is to use "shrinking plastic. Commercially sold a Shrinky-Dinks, this plastic material can be purchased at most hobby shops. A design can be drawn on and colored in, depicting anything you like. After the design is traced onto the plastic and cut out, the material is placed into an oven at low heat. There it shrinks in an attractive small picture suitable for hanging on a string and being used as a small medal. The shrunken design is very detailed and makes an attractive medal.

Leather rounds are inexpensive and can be stamped with a variety of designs or can be written on with markers to resemble a real medallion. Wooden circles can be cut from thin wood, such as paneling, and decorated by using a wood burning set or markers.

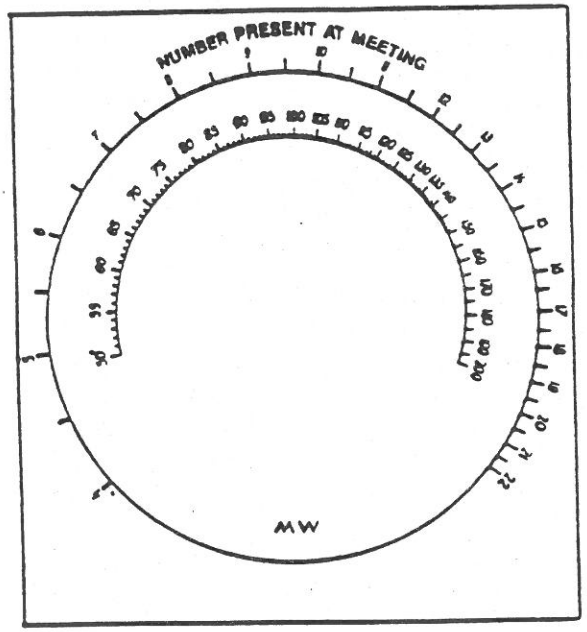
Use a frozen juice can lid, covering the face with the largest circle and use hot glue to secure edges in back. Next glue ruffle in place, attach ribbon and glue in place. Cover all rough edges with smaller circle and glue into place applying pressure until secure. Remember, hot glue can burn so use a craft stick or something similar to prevent burns.

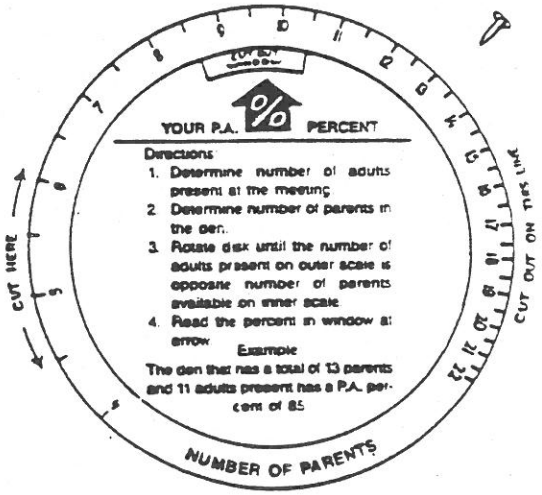
PARENT ATTENDANCE AWARD

Each pack has its own way of building family attendance at the pack meetings. Some have a simple trophy of a homemade "Cubby" which is presented to the den having the best adult attendance at each pack meeting. The winning den keeps the trophy in its meeting place until the next pack meeting, where it is passed on. "Cubby" is a homemade attendance trophy, made from tin cans and any scrap material. Challenge a creative parent to design and make your attendance trophy.

Some packs present a family attendance ribbon to the den or dens with the best parent attendance. The den or dens are presented with a ribbon to be attached to the den flag. If attendance of families at pack meetings is not what you would like it to be, perhaps the pack committee can come up with a plan for increasing attendance.

Parent Attendance Calculator





PRESENTING THE AWARDS

Trained leaders have the knowledge and self confidence needed to provide young people with a quality program. It is important to the recognition plan that all awards be presented in a dignified manner at an occasion befitting the achievement.

Immediate recognition of achievement should be given by presentation of the award in the presence of the unit membership and representatives of the chartered organization. Announcement in the council newsletter and in other news media is also recommended. In addition, announcements at a major event in the district or council are desirable.

REMEMBER: Adult Scouters are volunteers. Ask, don't order. Their only payment is the personal satisfaction and recognition received for their efforts. Give them a job and let them do it. Recognize and reward results. How long would you work without a paycheck?

Keep in mind that an important objective is to encourage other leaders to strive to be fully trained. Properly handled, the awards presentation can serve to prompt others to seek training and recognition.

EXAMPLE OF RECOGNITION FOR OTHER OCCASIONS

Apple Award - For the person with great appeal (real or plastic apple).

Arrow of Light - Graduation and Arrow of Light. Cover the board with vinyl then use a large Arrow of Light pin and letter.

Basket Award - For the person who carried more than their share of the load (small basket glued to ribbon).

Blue & Gold Thanks for servingas Blue and Gold chairman, glue wooden spoon, and a Cub Scout sticker.

Bonafide Award - Spray gold or cover with varnish a dog bone for the leader deserving an "Award".

Bud Award - For the person who 'bugs' you to do your best (make with chenille sticks and movable eyes, or buy).

Candle Award - For the person who really lights up (mount small candle on base).

Class A or Flying A - Cut out the letter A (can add wings), spray gold for a first class effort, (use wood or heavy cardboard.)

Cone Award - For the person who can lick any job (mount ice cream cone on base)

Broom Award - For the person who sweeps all the mistakes away (small broom).

Crutch Award - For the person on whom you can always lean (mount small crutch on base).

Cubby (like an Emmy) - Cut out a Cub Scout's head or Wolf decal on a plaque for outstanding performance.

Duster Award - For the person who always does the dirty work (small wooden dowel with felt used as a duster part with pompom on top).

Genuine Diamond Stick Pin - The special award for a group activity. Give to each participant (mount a dime and a stick pin on base).

Good Egg Award-Spray a Leggs' Egg with gold paint or make one from salt dough for a leader who comes through or the person who doesn't crack under pressure.

Heads Award - For the person who is 'heads' above the rest (mount small wooden heads on base).

Heart Award #1-For the person who is all heart (give large plastic heart, wooden or cardboard cut-out.)

Helping Hand Award - Picture of a hand tracing with your specific award written within the tracing.

Kiss Award - For the person who deserves a big 'kiss' (mount kiss on base).

Life Saver Award-For the person who saved you (mount Life Saver on base).

Lollipop Award - For the person who can't be licked (mount small lollipop on base).

Match Award - For the leader who may be getting burnout (2 matches, one lit, the other not covered so they stay together and mount saying "stick with it, don't get burned out of Scouting").

Measure Up - Give a 6" ruler to the leader whose performance set the standard.

Nuts about "_____" Award - Attach nuts to a plaque adding movable eyes and smiles, for the leader who had to be "nuts" to take on a hard task.

Order of the Bear - Any type of bear given to the leader who did a "Beary Good Job" made things "Bearable" or for the "Beary Best."

Order of the Level - For the person who is half a bubble off (small level).

Order of the Nut - For the person who is a little (mount metal nuts on base, or use edible nuts).

Order of the Spare Marble-For the person who may need it (marble in bag or mounted).

Our Eyes Are on You - Wiggly eyes glued to ribbon for the leader who sets the example.

Pear Award-For the great "pair (mount a plastic pear on base and give to best husband and wife team).

Pedro Salutes - Glue 3 clothes pins together, add twine for a tail and wiggly eyes for outstanding job for leader who carried the heaviest load.

Plaque(cut to resemble a shoe.) Hole is cut in wood for the "o" in whole .

Raise in Pay-For the person who deserves a "raisin" pay (mount a small box of raisins.)

Silver Spoon or Gold - For the person who really digs in to help (spray paint plastic spoon).

SOR Ticket Chairman Use a Scout-O-Rama patch and make a plaque. Thanks for your help. Glue pennies around the border of a plaque.

Successful Scouting - Cut out a key to leaders who are the key to success of a program.

Summer Time Activities Chairman - A plaster sunshine glued to a plaque.

Thank You For The Clean Up - Film canister of dish washer soap container is used for trash bin with paper, tissue, string, foil, etc., to resemble trash.

Thanks a Bundle - Thank you for fund raiser or newspaper drive chairman or most contribution from member--(newspaper cut in small squares, tied to look like bundle).

Thanks to Leaders -Thank your leaders for the service they have given. Use the emblem of leadership for the center.

Top Hat Award - For the person we must take our hats off to (top had glued on ribbon).

Whisk Award - For the person who is un'beat'able at 'whisking' away our troubles (small whisk).

Wooly Mitten-For the person who participated in a winter activity (cut mitten shape from fur and attach thong).

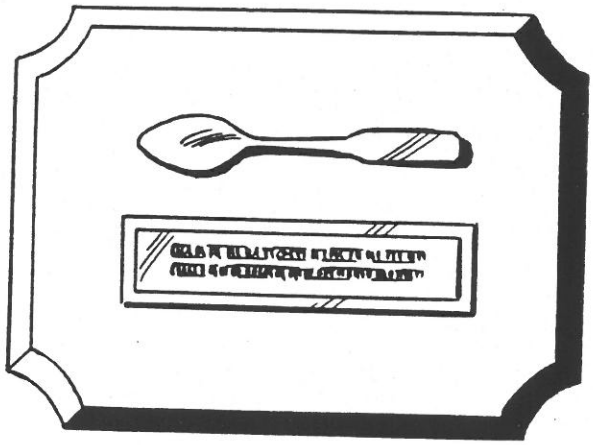
Write on Award - For the person who is on the 'right trail' (pencil with ribbon pennant put on top).

YDG AWARD-"YA DONE GOOD" (cut out letters from vinyl or letter).

BIG HEART AWARD

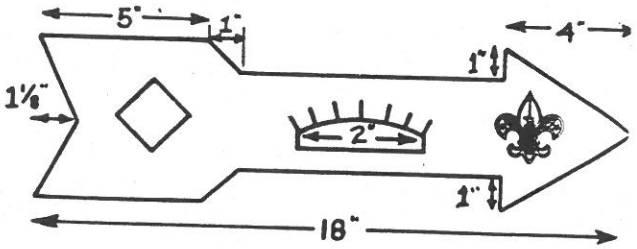
HELPING HAND AWARD

RIBBONS AND PENNANTS



SILVER SPOON AWARD

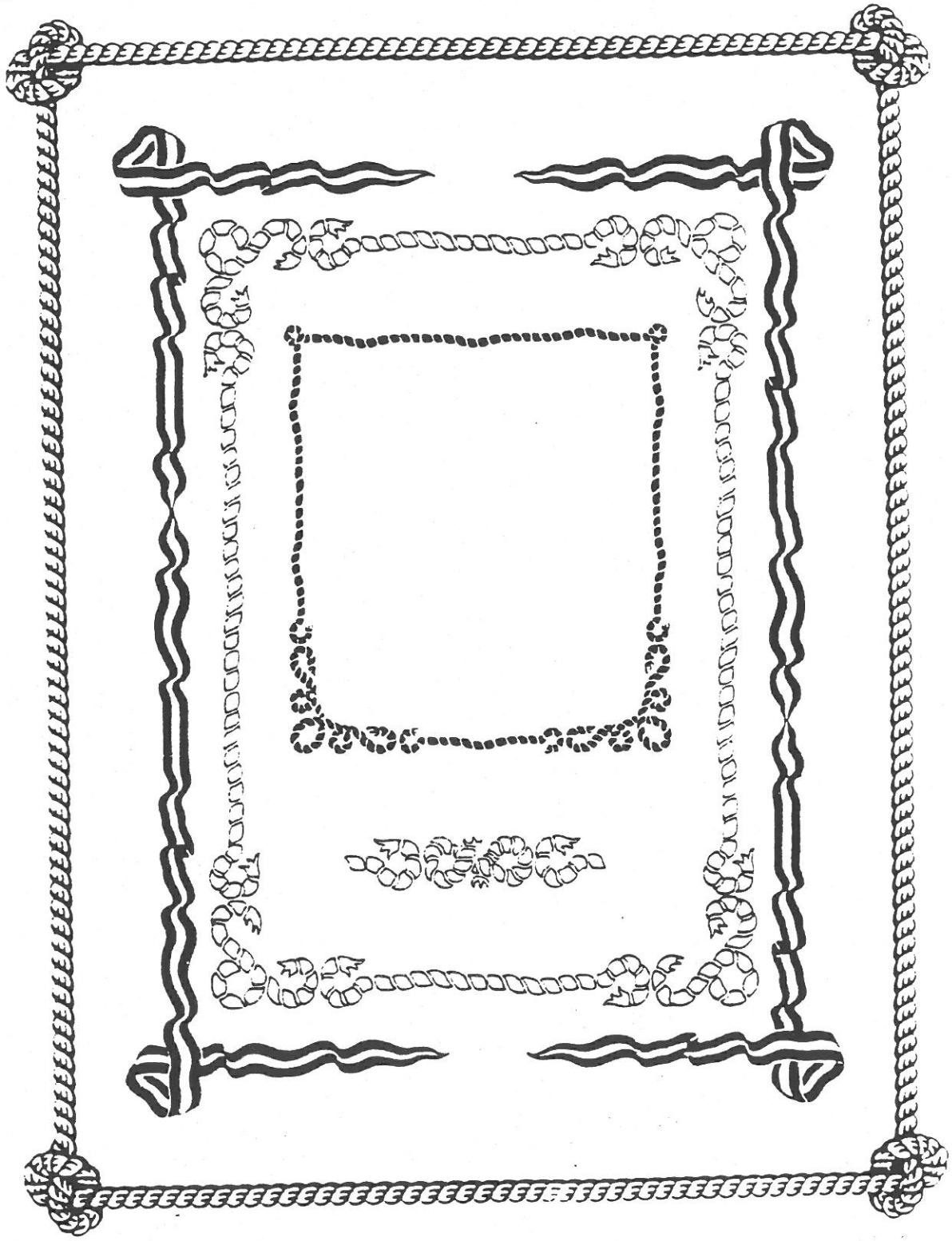
GOOD EGG AWARD

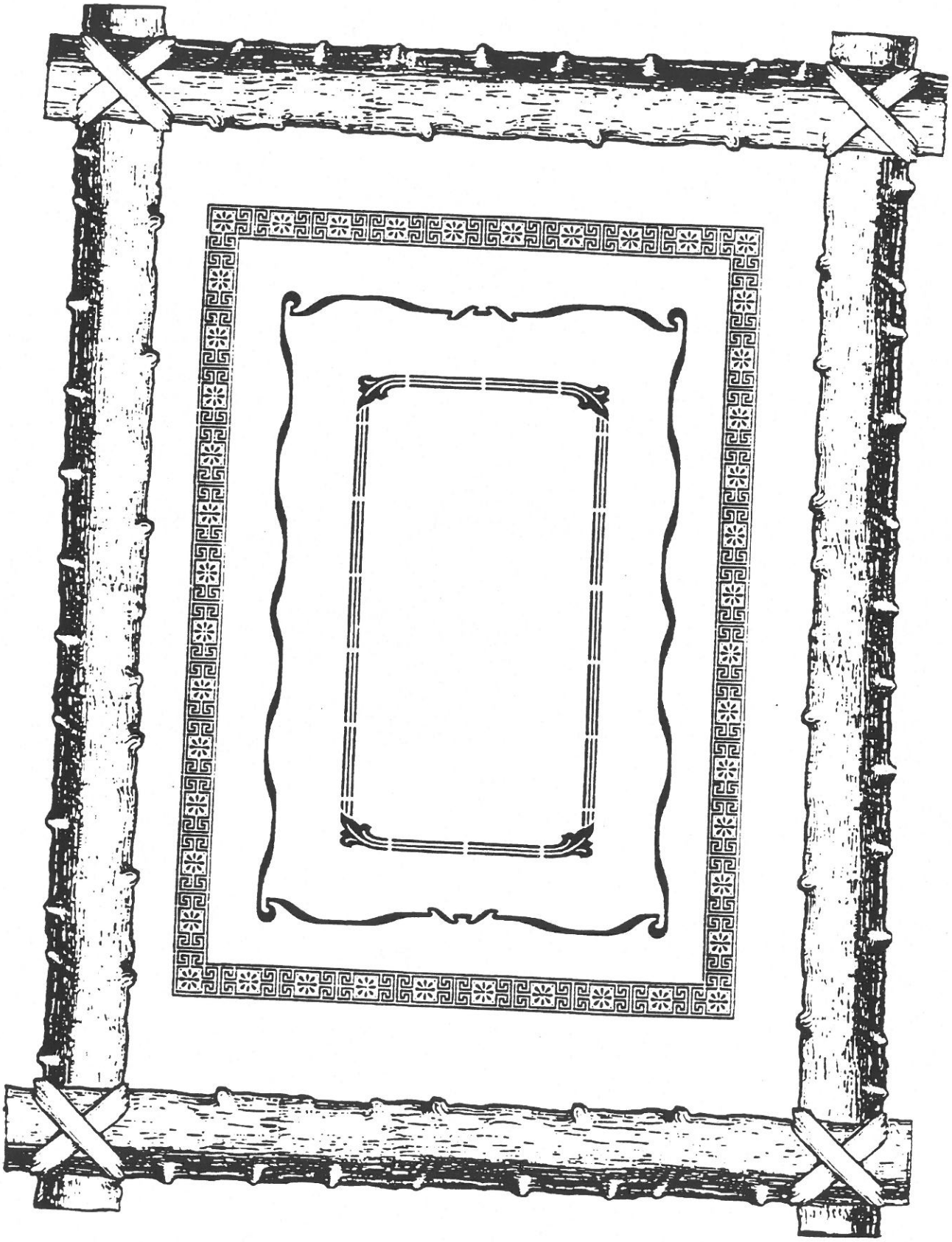


PROSPECTIVE SCOUT AWARD

CERTIFICATES

Handmade certificates can be as impressive as those you purchase at a store. Varying the size, shape, type or paper, and writing implements you use can make your certificates truly unique. Feel free to copy the following example certificates.





Tiger Cubs, BSA

Graduate

Name _____

became a member of Cub Scout Pack _____ on

Date _____

Cubmaster _____

Cub Scout Promise

Law Of The Pack

Tell What Webelos Mean

Show The Cub Handshake

Give The Cub Scout Motto

Show The Cub Scout Sign

This is to certify that

_____

has completed all of the above requirements

for his advancement to Bobcat

_____
Date

_____
Den Leader

_____
Cubmaster

This is to certify that

_____

has completed all of the requirements

for his advancement to Wolf

_____

Date

_____

Den Leader

_____

Cubmaster

This is to certify that

_____

has completed all of the requirements

for his advancement to Bear

_____
Date

_____
Den Leader

_____
Cubmaster

This is to certify that

_____

has completed all of the requirements

for his advancement to Webelos

_____

Date

_____ _____

Den Leader Cubmaster

This is to certify that the following named Webelos Scout

_____

has completed all of the requirements and has earned this highest award

THE ARROW OF LIGHT

_____ Date

_____ Den Leader

_____ Cubmaster

This is to certify that

_____

completed the requirements for the

GOLD ARROW POINT

_____

Date

_____

Den Leader

_____

Cubmaster

THANK YOU

_____

For the fire that puts a

BANG

into Scouting

_____

Unit Leader

This is to certify that

_____

completed the requirements for the

SILVER ARROW POINT

_____
Date

_____
Den Leader

_____
Cubmaster

SCIENTIST

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____
Date

_____
Webelos Den Leader

_____
Cubmaster

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____
Date

_____
Webelos Den Leader

_____
Cubmaster

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____

Date

_____ _____

Webelos Den Leader Cubmaster

SHOWMAN

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____
Date

_____
Webelos Den Leader

_____
Cubmaster

FITNESS

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____

Date

_____ _____

Webelos Den Leader Cubmaster

READYMAN

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____
Date

_____
Webelos Den Leader

_____
Cubmaster

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____

Date

_____ _____

Webelos Den Leader Cubmaster

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____

Date

_____

Webelos Den Leader

_____

Cubmaster

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____

Date

_____

Webelos Den Leader

_____

Cubmaster

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____

Date

_____

Webelos Den Leader

_____

Cubmaster

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____
Date

_____
Webelos Den Leader

_____
Cubmaster

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____

Date

_____

Webelos Den Leader

_____

Cubmaster

FAMILY MEMBER

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____

Date

_____ _____

Webelos Den Leader Cubmaster

HANDYMAN

This is to certify that

_____

has demonstrated his skill in the completion

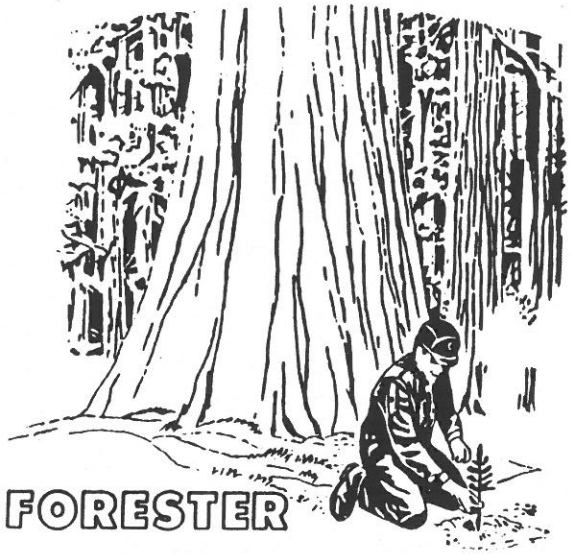
of this activity badge

_____

Date

_____ _____

Webelos Den Leader Cubmaster



This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____
Date

_____
Webelos Den Leader

_____
Cubmaster

COMMUNICATOR

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____
Date

_____
Webelos Den Leader

_____
Cubmaster

NATURALIST

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____

Date

_____ _____

Webelos Den Leader **Cubmaster**

ENGINEER

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____

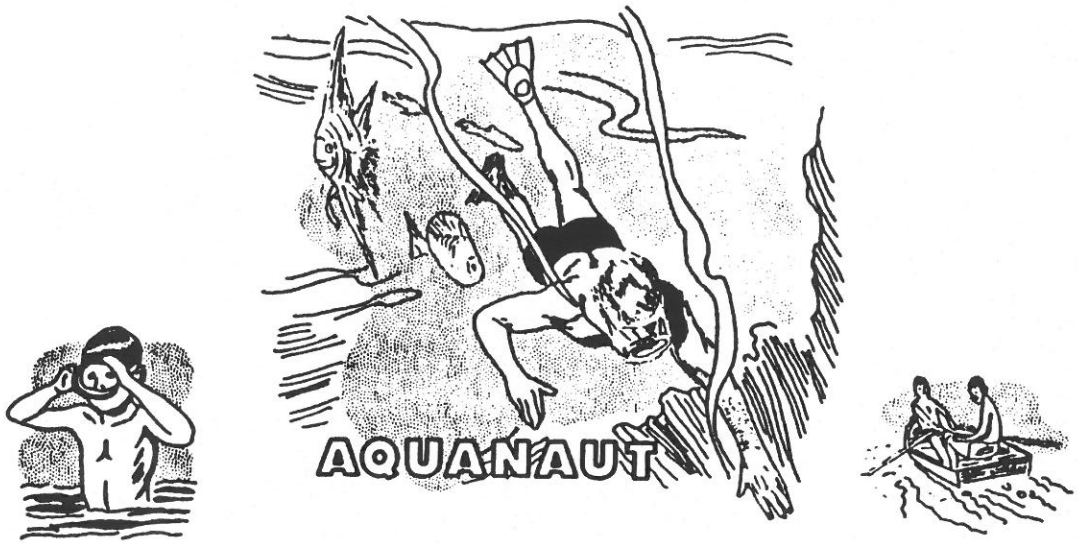
Date

_____

Webelos Den Leader

_____

Cubmaster



This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____
Date

_____
Webelos Den Leader

_____
Cubmaster

This is to certify that

_____

has demonstrated his skill in the completion

of this activity badge

_____

Date

_____

Webelos Den Leader

_____

Cubmaster

ER REGATTA
The Magical Adventure!

DEN AND PACK ACTIVITIES

Activities are the spark, that is something extra, that make a den and pack really special and the envy of all others. The extra effort involved is well worth the investment as the group's enthusiasm grows. Recruiting becomes easier when a Cub Scout tells his friends all the neat things his Cub Scout pack is doing. Parents will want to be involved when the activities are planned that are fun and exciting.

A successful activities program depends on all den and pack leaders and families working together. The single most important word for a smoothly-run program is **PLANNING.** Careful planning of pack and den activities will generate enthusiasm for unit leaders, parents and boys; an important factor for all the people "who make the pack go."

The secret for Cub Scout den activities is the wise use of the monthly theme. The theme is simply an idea or emphasis around which den and pack leaders plan activities for the Cub Scout dens to do from one pack meeting to the next.

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings them all together at the monthly meeting with skits, stunts, and handicrafts all related to a single theme. If the dens are active during the month, an interesting and entertaining pack meeting is the natural result.

Cub Scout families are eager to see what other dens have done with the theme. A friendly rivalry usually results, and quite often den spirit is developed, even among parents. Many packs present a PARENT PARTICIPATION RIBBON to the den or dens who have the most parents at the monthly pack meeting.

Webelos dens do not use the pack's monthly theme. Instead their emphasis is on one of the activity badge areas. Often the Cub Scout theme and activity badge area are compatible, such as "Cub Scout Circus" and "Showman" or "Going Places" and "Traveler".

Packs are not obligated to use the recommended themes, although there are benefits to be gained by using them. These themes are selected and planned to appeal to boys and to offer opportunities to achieve the Purposes of Cub Scouting. They are the subjects on which the most program material will be available.

Remember the Cub Scout program is flexible, and if another theme is better suited for your pack, you may wish to make an exception. These things should be kept in mind:

- It must have strong appeal for Cub Scout-age boys.
- It should be a wide subject that provides variety so that each boy can do the things he likes to do.
- It should instill the deeper, more lasting values of Cub Scouting.

Cub Scouting has a nonsense word that expresses the idea very neatly. This should be your watchword as you plan year-round fun for your pack or den. The word is **KISMIF**. It stands for

"KEEP IT SIMPLE, MAKE IT FUN"

A Cub Scout pack can easily plan a variety of special activities. There are some general guidelines which should be followed to help ensure the success of your activity.

1. **OBJECTIVE:** Why are we having the activity? Does it help to achieve the Purposes of Cub Scouting?

2. **LEADERSHIP**: There should be adequate adult leadership to ensure safety and supervision. In major activities, such as the Blue and Gold Banquet or Pinewood Derby, the pack committee usually appoints a chairman, and a committee is recruited to carry out various responsibilities. This is a good time to involve adult family members.

3. **FACILITY**: What type of facility is needed? Can it be held at the regular pack meeting place? Is it an outdoor activity? Are reservations necessary? Will there be a charge for facility?

4. **PHYSICAL ARRANGEMENTS**: What type of seating arrangements is needed? If it is outdoors, what is available, and what do we need to provide?

5. **SCHEDULE:** A written schedule or program will be helpful. When will it be held? What time does it begin? Who does what when? What time does it all end?

6. **ALTERNATIVES**: Plan for backup leadership to fill in for emergencies. If it is an outdoor activity, have a backup plan in case of rain.

7. **PUBLIC RELATIONS:** Be sure all pack families are informed about the activity. Is this an event that could be publicized in local newspapers or other media?

8. **JUDGING AND AWARDS**: Any special pack activity which takes the place of the regular pack meeting should include advancement awards, so recognition can be made promptly. If it is a competitive activity, will each boy receive something for participating? Or will only the winners be recognized? How and when? What type of awards will be used? Who will do the judging? How?

9. **HEALTH AND SAFETY**: Include in the plan all necessary measures to ensure the health and safety of the boys and others attending.

10. **MATERIAL AND EQUIPMENT**: What materials and equipment are needed? Who will bring them?

11. **FINANCES**: Estimate cost of activity, if any. Does pack budget cover this expense? If not, how will costs be covered?

12. **REGISTRATION OR CHECK-IN PROCEDURE**: Most competitive events require some type check-in procedure. Who will be responsible?

13. **TRANSPORTATION**: Will transportation be needed? Will each family provide its own? If not, what arrangements need to be made?

14. **COUNTDOWN:** Does everyone involved know what is expected?

Scouting means doing. Everything in the Cub Scouting program is designed to have the boys doing things. **CUB SCOUTING IS A YEAR-ROUND PROGRAM.** Remember to include the summer months in your activities. This not only helps keep the pack together, but it also provides opportunities for some of the easiest

and funniest activities that can happen during the year. A quality pack program has two elements . . . fun and exciting activities for the boys, and it achieves the Purposes of Cub Scouting. The information found on the following pages will help you with your planning for the coming year.

The following letter is a page from Jimmy's Diary: When you, as the leaders, decide whether to have summertime activities, take time to read this letter:

A PAGE FROM JIMMY'S DIARY

Thursday, July 20

Our Cubmaster and the other leaders decided the Cub Scouts didn't want to have any Cub Scouting this summer so we aren't having any, I think this is too bad, 'cause we have got more time than ever. I guess the Cubmaster and the Den Leaders are kind of tired. I wish THEY hadn't decided WE didn't want any Cub Scouting this summer.

'Course we didn't have any trouble thinking up things to do, only it seems like they're always the wrong things. We think up some swell things to do, and then we do 'em and get ourselves into some awful fixes.

Like the other day when Billy dared us to a game of follow the leader. Boy, that sure was an awful mess. Everything went OK. 'til Billy led us along on top of old Mr. Jones' fence. All of a sudden it busted and you should-a heard these chickens squawk. Fred got hung up on a nail by the pants and the harder he wiggled, the more they ripped and right in the middle of all that Mr. Jones came out and chased us. And then he called up all our pops and when we got home we all got licked - all but Fred and he got scratched where his pants got caught so his pop couldn't lick him but he got sent to bed without any supper.

The other day Jack got some marshmallows and we decided to roast them and we got a lot of branches from Billy's last year's Christmas tree that was still in his yard and made a swell fire out behind his garage. But when we lit it, it just went up like an explosion! We got scared and so did the lady next door I guess 'cause she called the fireman and the engine came clinging up the alley and they got some stingwishers and put it out and it didn't do anything but burn off one door. After it was out the firemen talked to all our folks and we all got licked again. Gee I been licked so much this summer I gess I'm getting num.

That's what I mean when I say we don't have any trouble thinking up things to do. It's after we do 'em that we have the trouble. I hope at next summer the Cubmaster and the other grown ups won't be so tired and won't decide we don't any Cub Scouting.

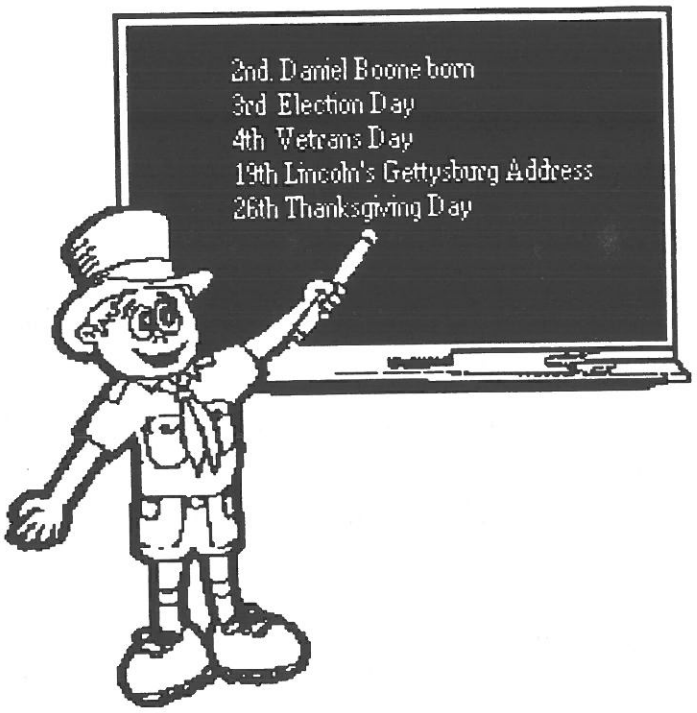
I think maybe they are working harder this summer than when we have Cub Scouting.

Jimmy

NOVEMBER 1992 - TURKEY DAY

WEBELOS ACTIVITY BADGE: CRAFTSMAN/CITIZEN

NOVEMBER 1992 DATES:



IDEAS FOR DEN ACTIVITIES

- Make a game box for the den.
- Visit a courthouse.
- Make popcorn balls and eat them.
- Have a paper airplane flying contest.
- Play basketball.
- Make decorations for Thanksgiving.
- Bring a friend to den Meeting.
- Plan a den Family night.
- Learn a funny song.
- Have a birthday party for any boy in your den.
- Have a hot dog roast.

IDEAS FOR PACK ACTIVITIES

- Collect food for the less fortunate.
- Hold pack uniform inspection.
- Go roller skating
- Volunteer to do flag ceremony at school's P.T.A. meeting

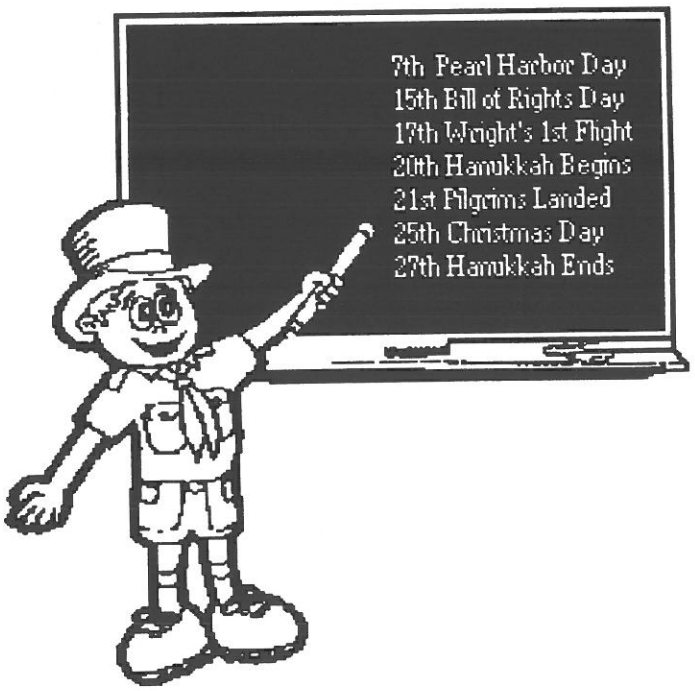
NOVEMBER 1992
INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26 Thanksgiving	27	28
29	30					

DECEMBER 1992 - HELP OTHER PEOPLE

WEBELOS ACTIVITY BADGES: CRAFTSMAN/CITIZEN

DECEMBER 1992 DATES:



IDEAS FOR PACK ACTIVITIES

- Collect canned goods and give to needy.
- Collect toys for needy children.
- Collect coats for needy.
- Have a cookie swap.
- Have Santa Claus present awards.
- Take part in a local parade.
- Winter Christmas hay ride & caroling.
- Have a pack Christmas party, decorate tree with homemade items.

IDEAS FOR DEN ACTIVITIES

- Have an old fashion taffy pull.
- Go Caroling.
- Go Christmas shopping for Mom & Dad.
- Visit retirement home.
- Pizza party for den.
- Get Angel from Salvation Army Christmas tree.
- Do a good turn for the neighbors.

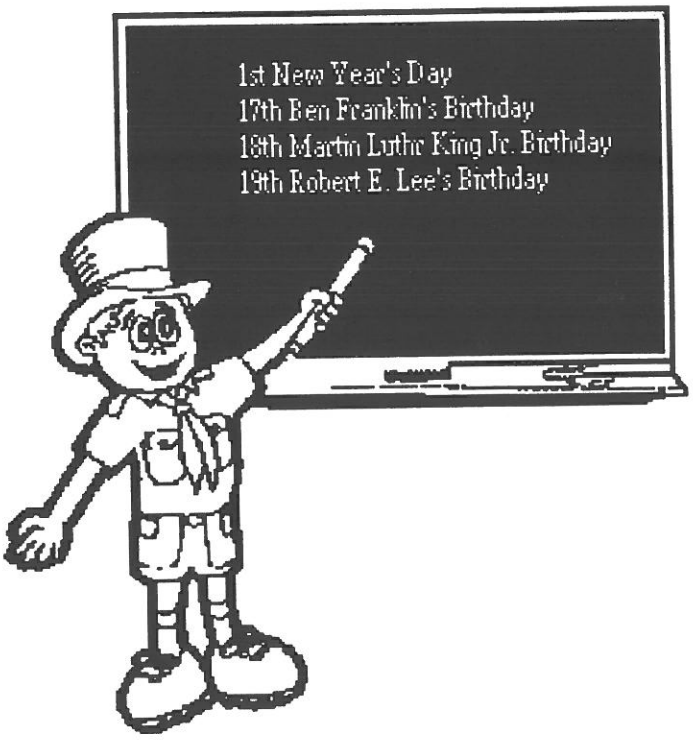
DECEMBER 1992
INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25 Christmas	26
27	28	28	30	31		

JANUARY 1993 - PIRATE WATERS

WEBELOS ACTIVITY BADGES: FITNESS/READYMAN

JANUARY 1993 DATES:



IDEAS FOR PACK ACTIVITIES

- Hold a Pinewood Derby.
- Have a Cub Scout Lock-In.
- Indoor swim party.
- Peter Pan/Captain Hook dress-up contest.

IDEAS FOR DEN ACTIVITIES

- Display den items at pack meeting.
- Build Pinewood Derby cars (Look like ships)
- Indoor Car Racing (remote control).
- Visit Batfish Museum in Muskogee.
- Start making items for Blue & Gold.
- Have a Twelfth Night Party with the burning of the greenery.

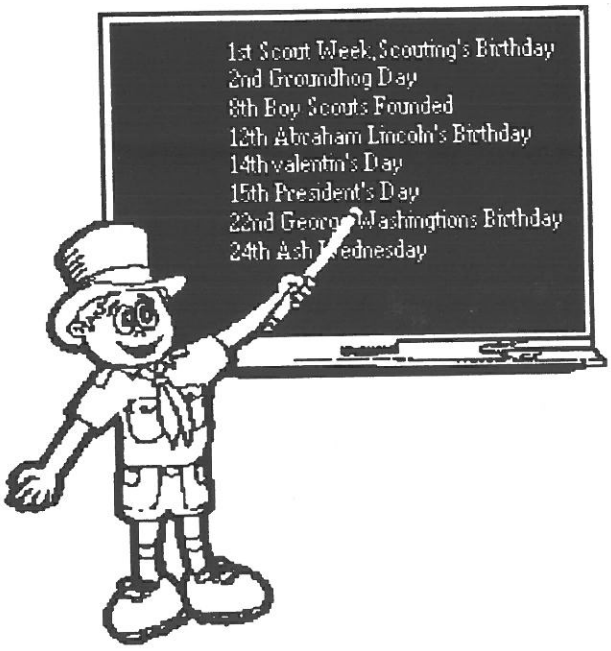
JANUARY 1993
INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
					1 New Years Day	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

FEBRUARY 1993 - OLD GLORY

WEBELOS ACTIVITY BADGES: SCHOLAR/ENGINEER

FEBRUARY 1993 DATES:



IDEAS FOR PACK ACTIVITIES

- Have a father and son cake bake.
- Adopt a zoo animal.
- Dress in costumes for pack meeting.
- Observe Scout Sunday.
- Have a Nintendo meet.
- Cub Scout recognition of rank advancement.

IDEAS FOR DEN ACTIVITIES

- Wear your uniform to school on Scout Week.
- Attend church on Scout Sunday.
- Attend Blue & Gold with your family.
- Work on preparations for Blue & Gold i.e. place mats, napkin rings, centerpieces, etc.
- Learn about the history of Scouting.
- Learn about the history of the U.S. Flag
- Learn about the History of your state flag.
- Start getting bicycle ready for bicycle inspection.

FEBRUARY 1993
INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3	4	5	6
7	8	9	10	11	12	13
14 Valentines Day	15	16	17	18	19	20
21	22	23	24	25	26	27
28						

MARCH 1993 - WEATHER OBSERVATIONS

WEBELOS ACTIVITY BADGES: HANDYMAN/ENGINEER

MARCH 1993 DATES:

IDEAS FOR PACK ACTIVITIES

- Have a bicycle safety inspection.
- Have a Girl Scout/Cub Scout function.
- Plant a garden.

IDEAS FOR DEN ACTIVITIES

- Visit a Scout Troop.
- Make a terrarium.
- Grow seeds.
- Make an insect cage.
- Take a hike.

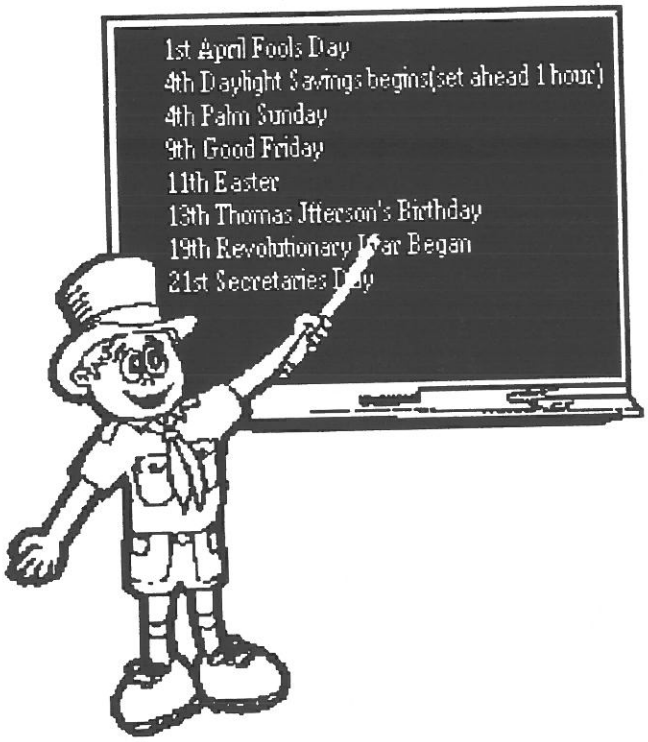
MARCH 1993
INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

APRIL 1993 - LIFE ON OTHER PLANETS

WEBELOS ACTIVITY BADGES: SPORTSMAN/ATHLETE

APRIL 1993 DATES:



IDEAS FOR PACK ACTIVITIES

- Release balloon with name & address.
- Have a kite derby.
- Have a Space Derby.
- Have a pack uniform inspection.
- Attend Scout-O-Rama Boys wear astronauts costumes to pack meeting.
- Visit Zoo & earn patch.
- Invite Order of the Arrow to conduct a Arrow of Light ceremony.
- Have an outdoor pack meeting, watch the stars.
- Decorate room to resemble outer space or a strange planet with spaceships.

IDEAS FOR DEN ACTIVITIES

- Visit a Scout Troop.
- Work in your booth at Scout-O-Rama.
- Visit the airport.
- Conduct home fire safety inspection.
- Draw fire escape plan for your home.
- Discuss whether the future will be -more pollution-or less-fewer wild animals, etc.

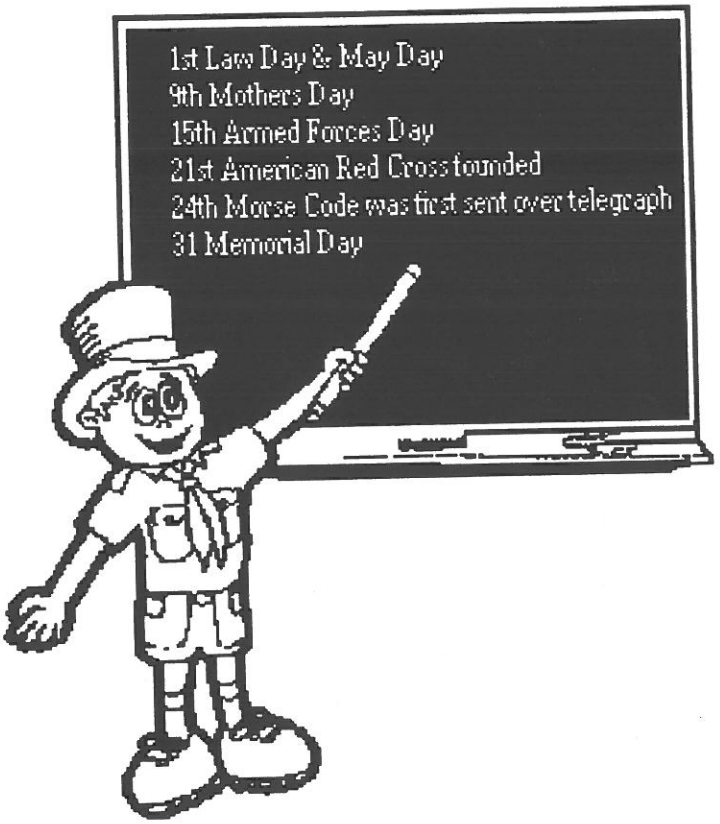
APRIL 1993
INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

MAY 1993 - SHOWBIZ

WEBELOS ACTIVITY BADGES: OUTDOORSMAN/FAMILY MEMBER

MAY 1993 DATES:



IDEAS FOR PACK ACTIVITIES

- Recognize adult leaders for their work.
- Hold a pack good turn for Chartered Organization.
- Present service stars and attendance awards.
- Sign-up for Cub Scout Day Camp.
- Have talent show use parents to do skits, sing songs, etc. serve popcorn.

IDEAS FOR DEN ACTIVITIES

- Make Mother's Day gift.
- Attend Webelos Woods.
- Visit an Art Museum.
- Make a bird feeder.
- Visit a dairy. Have a family camp out.

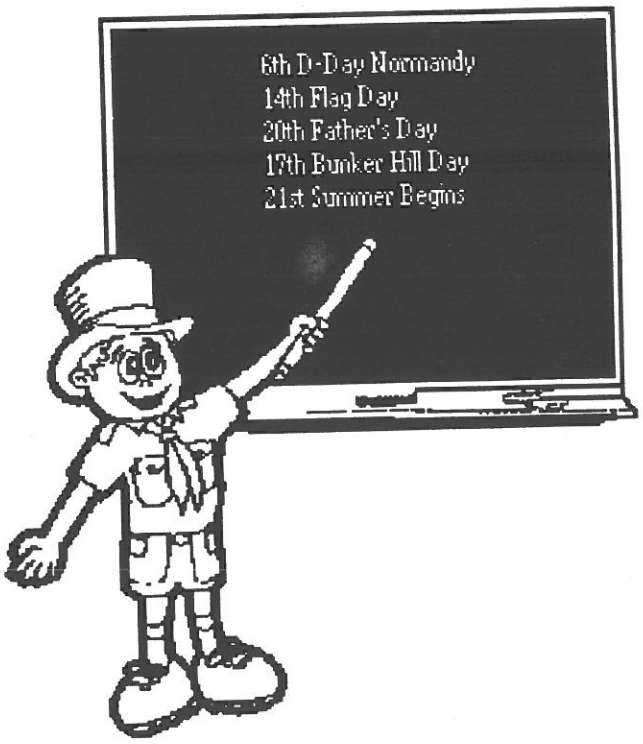
MAY 1993
INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24 Memorial Day	25	26	27	28	29
30	31					

JUNE 1993 - CUB SCOUT BIRD WATCHERS

WEBELOS ACTIVITY BADGES: NATURALIST/FORESTER

JUNE 1993 DATES:



IDEAS FOR PACK ACTIVITIES

- Attend Cub World.
- Have a Cubmobile Derby.
- Have a fishing derby.
- Attend Cub Scout Day Camp.
- Have a pack safari.
- Earn a sports pin.
- Have a pack picnic with lots of games.
- Have a sport-a-thon (including Horseshoe, Badminton, Volleyball, Croquet, Ping Pong, etc.)

IDEAS FOR DEN ACTIVITIES

- Attend a baseball game.
- Make a bird house, take to nursing home for residents to enjoy.
- Make a bird feeder.
- Go bird watching. (can be done in backyard, or city park.)
- Fly your flag on Flag Day.
- Have a family swim day.
- Visit a park with outdoor exercise equipment.

JUNE 1993
INDIAN NATIONS COUNCIL

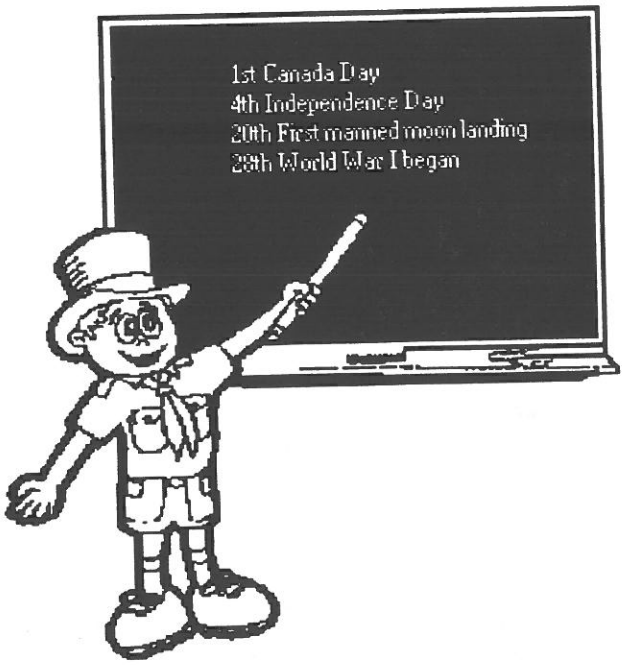
SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12
13	14 Flag Dau	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

JULY 1993 - WILD & WOOLY WEST

WEBELOS ACTIVITY BADGES: AQUANAUT/GEOLOGIST

JULY 1993 DATES:

IDEAS FOR PACK ACTIVITIES



- Have a pack BBQ.
- Watermelon feed.
- Have a Cub Scout Fair.
- Participate in a 4th of July parade.
- "Brand" boys and adults as they arrive at pack meeting, using a brand cut from a rubber eraser and attached to a coat hanger and a stamp pad.
- Decorate room festively like the old west.
- Plant trees
- Have a calf-roping contest. Use cardboard cutout of calf's head attached to a dowel rod or board.

IDEAS FOR DEN ACTIVITIES

- Really go western this month.
- Give the den a western name
- Make western hats from brown paper bags.
- Have a rodeo and play different types of western relays.
- Go rock hunting.
- Have a nature scavenger hunt.

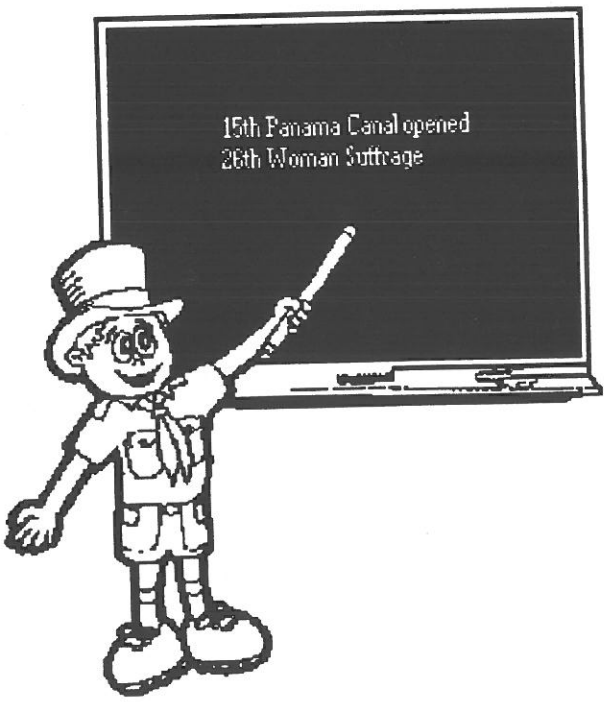
JULY 1993
INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	3
4 Independence Day	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

AUGUST 1993 - CAMPFIRE YARNS

WEBELOS ACTIVITY BADGES: TRAVELER/ARTIST

AUGUST 1993 DATES:



IDEAS FOR PACK ACTIVITIES

- Have a safe swim meet.
- Have a water carnival.
- Have a pack picnic.
- Have a pack softball game.
- Have a campfire pack meeting.
- Have a "final fling" before school begins.
- Play miniature golf.

IDEAS FOR DEN ACTIVITIES

- Have a den meeting in a park. Learn CPR.
- Learn basic first aid.
- Invite new boys moving into your area to a summertime pack activities.

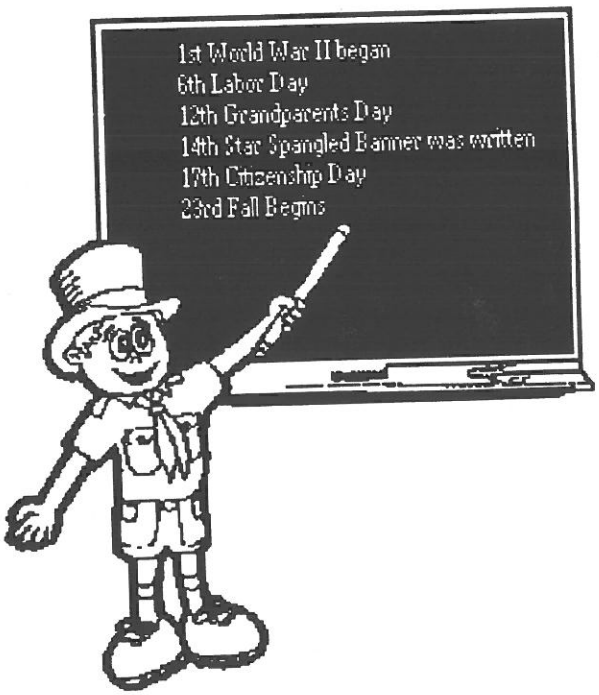
AUGUST 1993
INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

SEPTEMBER 1993 - AMERICAN FOLKLORE

WEBELOS ACTIVITY BADGES: COMMUNICATOR/SCIENTIST

SEPTEMBER 1993 DATES:



IDEAS FOR PACK ACTIVITIES

- Have a parent induction.
- Have a Cub Olympics.
- Have pack meeting room decorated with symbols of America's past. Cubmaster could dress like Uncle Sam.
- Have a parade of famous American with boys in costume.
- Present skits of American history.
- Have a song fest of great American patriotic songs.

IDEAS FOR DEN ACTIVITIES

- Visit a historical spot nearby.
- Visit a radio station.
- Make a list of Famous American. Add to list each week, display at pack meeting.
- Play games such as the pioneers played. Make game equipment.
- Visit a Harbor Village. (Check to see if open this time of year.)
- Visit a library, get a library card.
- Visit a ham radio operator.
- Make costume representing famous Americans and wear to pack meeting.

SEPTEMBER 1993
INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3	4
5	6 Labor Day	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

OCTOBER 1993 - FAMILY HOBBIES

WEBELOS ACTIVITY BADGES: SCIENTIST/SHOWMAN

OCTOBER 1993 DATES:

IDEAS FOR PACK ACTIVITIES

- Sell Scout sponsored items, popcorn, etc.
- Pack Halloween Party.
- Induct new Bobcats with special ceremony.
- Beautify the community.
- Invite a local musician to explain how a particular instrument works.
- Exhibit area so boy's hobbies can be displayed.
- Plan for some type of recognition or prizes for hobby displays.

IDEAS FOR DEN ACTIVITIES

- Have boys start a hobby (several listed in boy's cub Scout book.)
- Make anti-litter posters and post in school.
- Play miniature golf.
- Jamboree-on-the-air, the annual Scouting/Ham Radio event during the third weekend of October.
- Attend a musical concert.
- Put on a skit for a Day Care Center or Pre-School.
- Play "Name the Tune".

OCTOBER 1993
INDIAN NATIONS COUNCIL

SUN	MON	TUE	WED	THU	FRI	SAT
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

SERVICE PROJECTS FOR DEN & PACK

Along the trail of Scouting, we promise. . . to "HELP OTHER PEOPLE", and that, "THE CUB SCOUT GIVES GOODWILL". It is important for a Cub Scout to gain an understanding and experience the satisfaction in helping those less fortunate than himself.

Does the Cub Scouts really know the meaning of:

"I _____, promise to do my best

To do my duty to God and my country,

To help other people

To obey the Law of the Pack."

"To help other people" not only is said each time the Cub Scout Promise is recited, but should also be lived daily by all Cub Scouts.

By organizing home and community service projects, you will be giving your Cub Scouts the opportunity to "reach out" into a wider community, making them feel a part of their community, and to recognize the importance of good citizenship. Your pack could select one or more service projects to work on throughout the year. Thanksgiving and Christmas are common service project times of the year, but the need exists year-round. Collect food and clothing in your neighborhood to donate to a shelter for the homeless; families need warm-weather clothing, too. Perhaps your pack could adopt a family for a year; help them with their food, clothing needs, and presents during the holidays.

Packs can arrange to do on-going projects for which responsibilities can be rotated among the dens. Volunteer to pick up trash and litter once a month around your neighborhood or church; each den takes a turn. Organizations which serve food to the homeless on a regular basis may need volunteers as servers, or for bussing tables; pick one day a month, with each den taking a month to serve.

Your den could provide entertainment and/or companionship to the elderly in the nursing homes; wear costumes and present a skit or sing a few songs. Give a puppet show to boys and girls at the children's hospital. Collect magazines and donate them to nursing homes or hospitals; gather games, books, and puzzles to take to a day care center. Rake leaves or shovel snow for an elderly couple in your neighborhood.

One great way to encourage the Cub Scout to **"Do a good turn daily"** is for you to set a good example at den and pack meetings through your words and deeds. When the boys see the adults around them picking up the trash after refreshments at the pack meeting, or stopping to help someone, they'll feel the need to repeat your lead.

Before beginning a service project two things are essential.

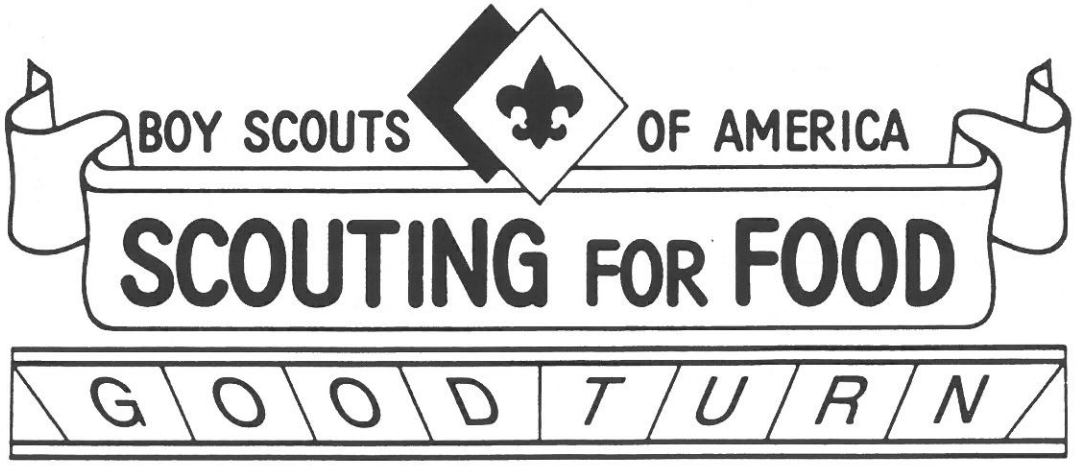
- Consider the boys age.
- Regardless of age, how mature are they.

You must have sufficient leadership, two-deep obviously. Decide when you will be doing your service project; in the den meeting or on a weekend. Requiring every Cub Scout to get to the location on their own usually means a parent has to come and stay giving you plenty of adults to help.

When you are ready to pick out a project, don't do it alone.

1. Get the Cub Scouts involved in decision making. Give them a few ideas and let them choose democratically.
2. Make contact with organization and **GET PERMISSION.**
3. Set a date in advance and inform parents.
4. For safety sake, if parent is not present at service project, get a signed permission slip.
5. Follow through with your plans.

If this is only a service project, limit the award to verbal recognition, or at most, write it up in the newsletter. Credit can be given in their Cub Scout Handbook. Something above and beyond could be awarded with a homemade ribbon or certificate. Keep it simple.



Here are a few suggestions to help you get started doing service projects on a den, pack or individual level.

- Send a "care" package to American troops.
- Help pack Red Cross Friendship Boxes.
- Donate a tree for Arbor Day to a park.
- Do a fire prevention program for a day care center.
- Help with M.D.A. Labor Day Telethon, or other fund-raiser.
- Launch a community clean up campaign.
- Prepare and deliver a meal to a pack member's family with a new baby, death or illness.
- Make placemats for senior day cares/nursing homes.
- Make personal care kits for adult/children's shelters.
- Organize and carry out fingerprinting/safety campaign for pack.
- Clean up after pack meting or outdoor den activity.
- Sing carols at nursing homes (not only during the holidays but other times of the year.
- Man a water station at marathons/fun runs.
- Repaint parking lot stripes for charter organization's business.
- Go on a neighborhood hike, cleaning sign poles of old tape.
- Participate in a food dive.
- Adopt a park, lake or roadside rest area for clean up.
- Give a gift to a person giving us service, for example a policeman or fireman.
- Plant care for charter organization or senior citizen.
- Visit with elderly at senior day care center, take candy/cookies.
- Offer to attend a younger den's meeting and teach games/songs.
- Watering trees which have already been planted in the "Up With Trees" program.
- Caroling at nursing homes for the holidays.
- Volunteer to build birdhouses to improve habitats at selected nature preserves (check with state agencies, or organizations such as The Audobon Society).

OUTDOOR ACTIVITIES

OUTING is an important part of the word "Scouting". One of the purposes of Cub Scouting is "to prepare them to become Boy Scouts." As Cub Scout leaders, we have an opportunity to help prepare Cub Scouts for the outdoor activities they will enjoy later as Boy Scouts.

Cub Scouts are introduced to the outdoors through den and pack activities and Wolf and Bear requirements. They learn proper methods and safety procedures for hikes, cookouts, and conservation projects. The Cub Scouts enjoy camping with their family.

Webelos Scouts start the transition in outdoor adventure by participating in parent-son overnight campouts. They develop some basic camping and outdoor skills which help prepare them for troop experience when they move to Boy Scouting.

Each step in the outdoor program is a foundation for the next higher step. A boy's outdoor experience in Cub Scouting determines to a large degree how much he enjoys his later experience in the troop. It is our challenge as Cub Scout leaders to set the stage in the proper way.

Cub Scouts are explorers by nature, so the outdoor program helps open up the world around them. As boys hike, explore, run, and romp, they are learning about God's beautiful world and the importance of conserving natural resources. As they take part in competitive sports and games, they learn the values of physical fitness and good sportsmanship. While they are having fun in the outdoors, they are learning important human values and growing strong in mind and body.

Outdoor den meetings can be family adventures in backyards or community parks. Cub Scouts can make their own outdoor games, improvise sleeping equipment for outdoor camping and collectiobjects from nature. The Cub Scouts learn to help plan and prepare for family camping experiences, picnics and trips.

Outdoor pack activities should be adapted to the facilities available. Make good use of rural areas, Scout and church camps, as well as city parks and recreation areas.

SAFETY RULES FOR OUTDOOR ACTIVITIES

1. Always have a first aid kit handy. If possible, have an adult trained in first aid and cardiopulmonary resuscitation (CPR) attend pack functions.

2. Remember that adequate leadership and supervision help prevent accidents.

3. Encourage boys to pair up in buddies to be aware of each other's whereabouts at all times.

4. Have a plan for personal or natural emergencies (such as lightning storms, high winds, or flash floods) which could occur during an outdoor activity. Know where emergency care can be obtained quickly.

5. If possible, check out the location in advance for hazards.

6. Avoid such dangers as buildings in disrepair or under construction, fire hazards, stinging insects, poison plants, tools improperly used, too-rough sports or games for age and size of boys. Accidents can be prevented.

7. Select a well-identified gathering place in the event the group is separated.

8. An adult should always supervise when Cub Scouts are building fires and cooking. If the den is using a ground fire, clear a space 10 feet in diameter of all burnable material. Stay away from trees with low-hanging branches. Use of chemical or liquid fuel stoves must be limited to adults.

SAFETY AWARENESS

Leaders are responsible for safety while the boys are in their care. Safety rules should be enforced at all times during den/pack meetings and activities.

1. Teach the boys the rules of safety around the home, fire safety, and water safety, using the Cub Scout achievements and electives.

2. Meeting places must be free of accident hazards. Use the Meeting Place Inspection Form, No. 6140, to check them.

3. Use a few minutes of den or pack parents' meeting to discuss the value of teaching the boys to cope with everyday hazards of living.

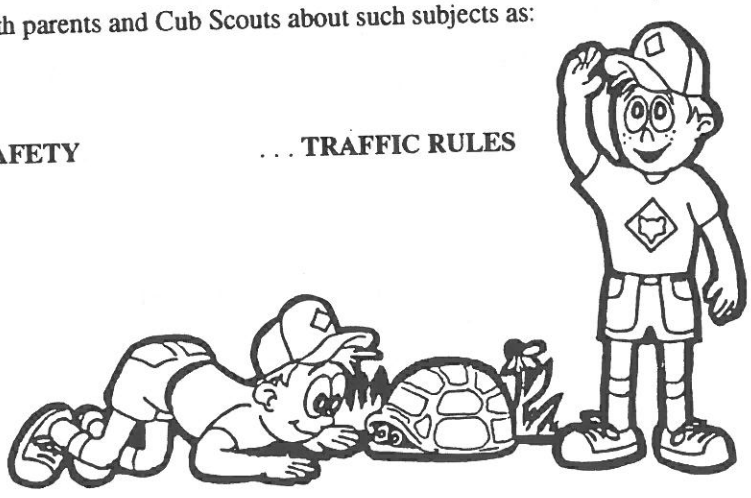
   Often parents place too much emphasis on keeping children away from hazards and not enough on teaching them what to do when they are faced with hazards such as a broken electric cord.

   Instead of asking boys to stay off the streets, teach them to observe proper precautions while they are in the street.

   Instead of keeping boys indoors in cold weather, teach them how to dress to protect themselves against the cold.

4. Invite local experts to visit with parents and Cub Scouts about such subjects as:

. . . FIRE SAFETY **. . . TRAFFIC RULES**



CUB SCOUT CAMPING

The Boy Scouts of America does not permit overnight camping by dens or packs except at council approved property. Backyard camping and family camping are encouraged for the younger Cub Scouts . A boy is not likely to run into problems beyond his ability when his family is with him or close by. Backyard camping is simply sleeping out with a friend or two, either under the "stars" or in a "homemade tent". Each district offers a summertime Cub Scout Day Camp for the Cub Scouts to attend.

DAY CAMP

Cub Scout Day Camp is a week-long summertime experience available for all Cub Scouts, from the newest Tiger Cub graduate to the Webelos (first grade through fourth grade graduates). The only catch . . . is you've got to be a Cub Scout.

Just like it sounds, day camp takes place during the day usually from 8:30-4:00. Camp usually takes place at a city park or other wooded area in your pack's district.

The camp is directed and staffed by volunteers just like you who put in a little extra time for some special training.

The boys spend their day shooting B-B guns, using a bow and arrow, making crafts, learning outdoor-nature skills and playing Cub Scout games. In short, they have FUN and in the process they complete electives and achievements toward their advancements. Every camp is unique in the "SPECIAL" activities that each camp's director chooses to put on each day. Well, how do you sign up to help and how do Cub Scouts sign up to attend? Applications are mailed in April to every registered Cub Scout with all the details so watch your mail box. In addition, staff applications and additional Cub applications are available at the Scout Service Center and at your District Roundtable around the April time frame.

DON'T LET YOUR CUB SCOUTS MISS IT ! ! !

FAMILY CAMPING

Since Cub Scouting is home and family centered, its outdoor program must be also. It gives the boy and his family an introduction to the outdoors and an appreciation of nature and its conservation.

Family camping can be rewarding and fun for Cub Scout families. You can't camp without equipment and equipment can be expensive. Many beginners rent the larger items the first year from a dealer who will apply the rental fee to the purchase price if they decide to buy.

Some families try a practice camping weekend before taking a camping vacation. This helps ensure that the equipment is complete and in working order. Check with an experienced camper to determine what equipment is needed. This will probably include a tent, a good sleeping bag for a good night's rest, cooking and eating equipment, food and food containers, some tools, and personal equipment.

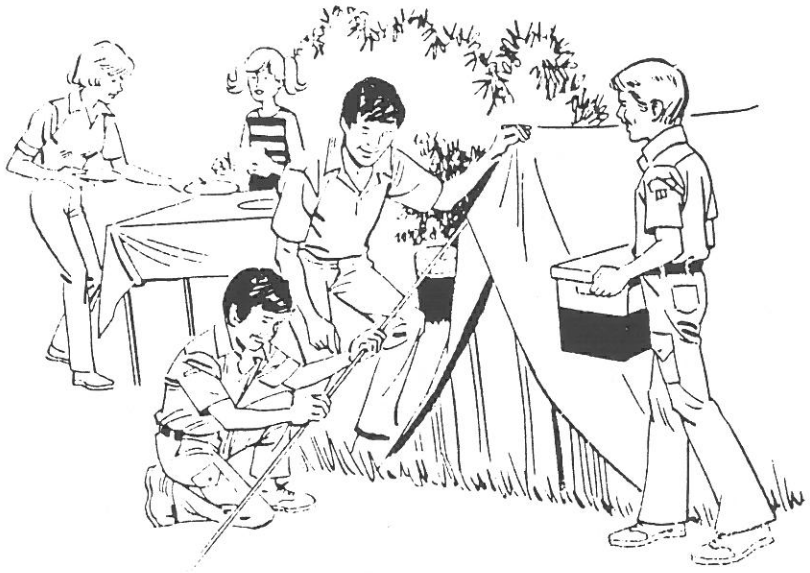
There are many places to camp. State and national parks offer some of the nation's most beautiful scenery, with rangers and other park personnel there to help you enjoy it. Some council Scout camps have family camping facilities. And there are many campgrounds which have running water, sanitary facilities, and outdoor fireplaces. It's your choice whether you camp at a campground or an undeveloped area.

Cub World at the John Zink Scout Ranch is a great opportunity for packs to enjoy a fun camping weekend. Cub World is developed with Cub Scout family camping as the core of the program.

Cub Scouts will be able to pass some of their advancement requirements while on a family camping trip. The whole family will have a lot of fun.

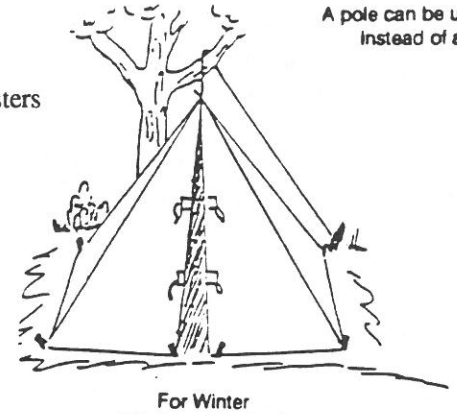
BACKYARD CAMPING

Backyard camping is encouraged. Family camping is an excellent Cub Scout activity. Overnight or extended camping is good as long as it is done as a family experience. It is not authorized for the younger Cub Scouts except as a part of the family camping. The boys may try to cook their meals outdoors, to see the Cub Scout Cuisine section)



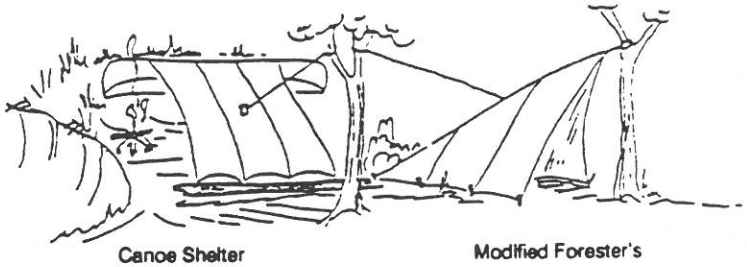
SEVEN WAYS TO PITCH A TENT

1. A pole can be used inside the tent instead of a limb of a tree
2. For summer (Cover front with mosquito netting)
3. For winter (Tie flaps together)
4. Canoe shelter
5. Modified foresters
6. Lean - To
7. Sun shelter
8. The A tent



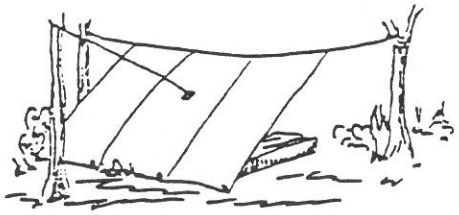
For Winter
(Tie flaps together)

For Summer
(Cover front with mosquito netting)

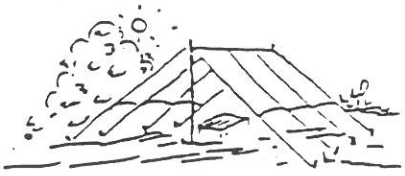


Canoe Shelter

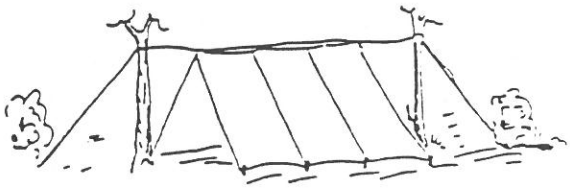
Modified Forester's



Lean - To



Sun Shelter



The A Tent

CAMPFIRES

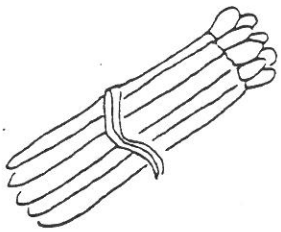
After a busy day of outdoor activities at camp, what better way to bring a day to a close than gathering around a crackling campfire for a program of ceremonies, songs and skits.

Select a scenic spot, with good drainage so ground will be dry for seating. Provide protection from the wind and insects. Check out the firewood supply. . .you may need to bring firewood from home. And check for fire safety. Contact the local authorities for any necessary permission. Can the fire be built and extinguished safely? Listen for outside noises which may be distracting. It is much better to have waves lapping against shore or wind blowing through the trees than highway or airplane sounds.

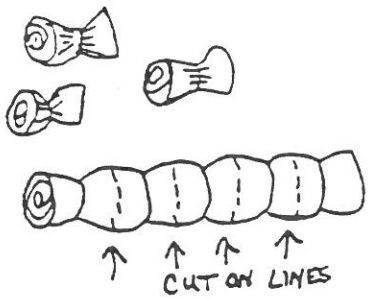
Boys should be properly clothed, depending on the season. In winter, clothing should provide warmth; in summer, protection from the sun. Suitable footwear is important.

FIRE STARTERS

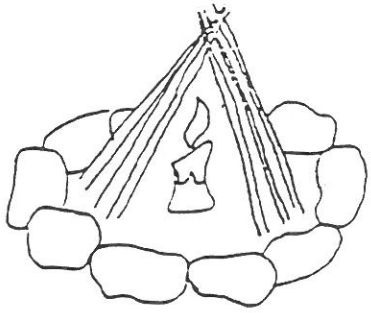
Fire starters are an excellent way to get your campfire going. Below are a few suggestion for fire starters that have proven successful.



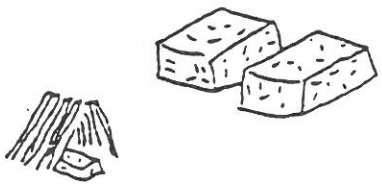
Tie a half dozen matches together.



Roll up a single sheet of newspaper. Tie with string. Cut up and soak in paraffin. Place under kindling.



A candle stub works well. Place with string, dip in paraffin. Candle in center of twigs. Light and put on more twigs. Add larger sticks, etc.



Cut plastic foam into blocks. Soak in paraffin. One placed under kindling is enough for each fire.

TRAILS OF ADVENTURE

Hiking is an enjoyable den and family activity. The Cub Scout Leader Book, Chapter 5, describes a variety of short hikes which are fun for Cub Scouts. Leaders should be familiar with the hiking safety rules found in Chapter 8 of the Cub Scout Leader Book.

In Oklahoma, more than 200 miles of hiking trails have been built. They offer a variety of opportunities - everything from easy walking for children to more challenging back-packing trails. The ones described here are in the Tulsa area and are either nature trails or day-hike trails suitable for Cub Scouts and Webelos.

MOHAWK PARK - Surrounding Mohawk Park and Zoo are some 700 acres of forests, streams and fields inhabited and used by a variety of wildlife species. Several miles of trails have been blazed within the Mohawk Nature Development Center. The nature center is open to the public year-round. Guided tours for groups can be arranged by calling 425-9214.

REDBUD VALLEY - This nature trail is one mile long, making a full circle through heavily wooded areas that shelter many small animals and songbirds. It is located east of Tulsa, west of 161st East Ave., between Hwy 266 and I-44. Drinking water, rest rooms and similar facilities are not available.

ENCHANTED WALKWAY NATURE TRAIL - The first quarter-mile of this l-l/2 mile nature trail is paved to provide access for wheelchairs. The trail is maintained by the Frank Phillips Foundation and is located near Woolaroc Museum near Bartlesville. Drinking water and rest room facilities are available at the trail entrance.

TAYLOR FERRY SOUTH TRAIL - This is a one-quarter mile nature trail winding through redbud, oak and hickory woods south of the Taylor Ferry Public Use Area on Ft. Gibson lake. The trail has a gentle slope and a variety of birds and wildlife inhabit the area. Drinking water, camping and picnic facilities are available.

SKULL HOLLOW NATURE TRAIL - Skull Hollow Trail contains three loops with a total length of two miles. Shorter hikes can be made by cutting across the main loop on one of the shorter loops. The trail is located at the Hawthorn Bluff Recreation Area near the Dam at Oologah Lake, about 30 miles northeast of Tulsa. Picnic, camping and rest room facilities are available.

RUINESTONE TRAIL - This one-mile day-hike trail is northeast of Heavener in LeFlore County. It winds through the Heavener Ruinestone State Park. There are several steep grades making walking more difficult than on most nature trails. The trail leads to the mysterious monument-like stone, 12 feet high, bearing Runic alphabet markings, dated to 1012 A.D. The inscriptions are believed to have been carved by Viking explorers 500 years before Columbus.

TIPS ON TAKING A HIKE

This nature hike activity will help you develop many new skills that will enable you to help your Cub Scouts learn a great deal by exploring an outdoor environment. These skills include:

1. **LOOKING vs. SEEING:** We can all look. We have to learn to see. Seeing may be heightened by consciously searching for pattern, movement, color and irregularity by trying to locate differences in the way things are lighted, or by looking for reflections and shadows. Seeing may become more vivid if you make a sketch with a felt tipped pen or soft black pencil. If you become interested in detail, try using a hand lens. Try looking at an object through cupped hands, through a piece of cardboard with a pin hole in it and through a hand lens.

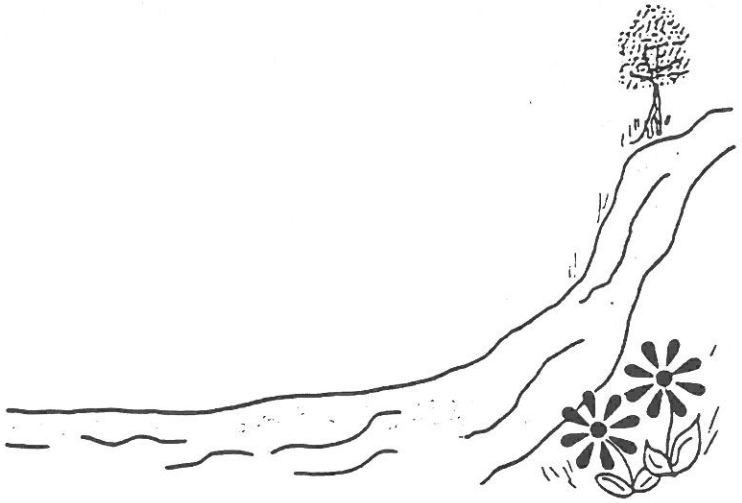
2. **SILENCE vs. NOISE:** Conservation may help or inhibit observation. You may like to be alone while you are out. You could try telling your companion you would prefer that. Remember, noise often obscures attention. It can also scare away creatures in a woods. It can prevent you or another from listening to a bird song, to the snapping of twigs, to the whisper of the wind, or the bubbling of water.

3. **DOING SOMETHING YOU HAVE NEVER DONE BEFORE:** Try doing something that you have never done before. Have you looked at, sniffed and crushed in your fingers a piece of decaying bark? Have you pressed your hand against soft mud to make a print? Have you looked at a pattern of ripples in a stream and allowed your mind to wander? These activities may sensitize you to the excitement and wonder of the world around and your children and will make life seem suddenly more worth living.

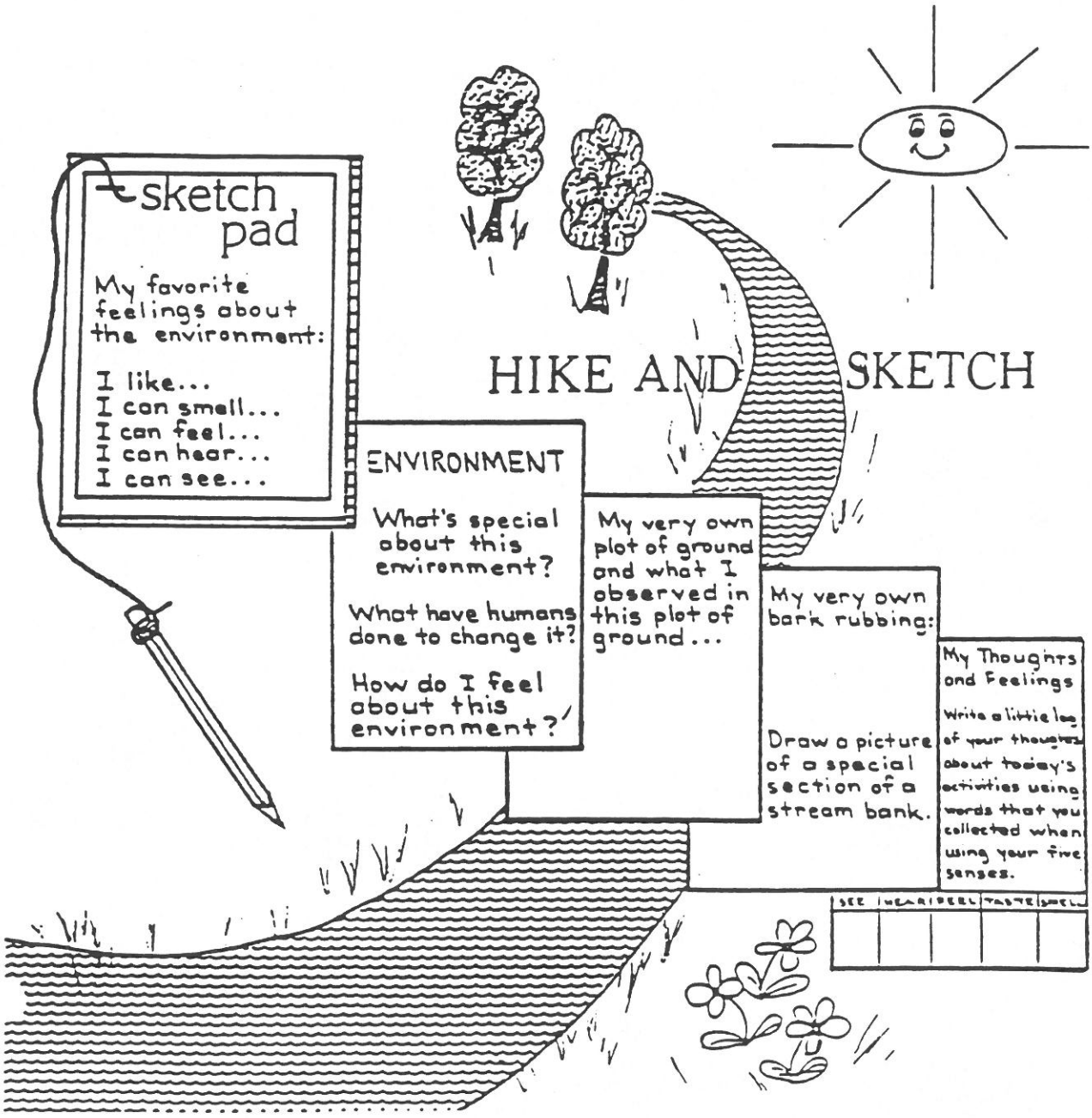
4. **COLLECTING SPECIMENS AND SAMPLES:** Pockets are not much good. Take plastic bags or cartons with covers. If you are after water life, consider taking nets. Soil samples are easily collected by using a tongue depressor as a trowel. You really require a bag full of these for later examination under a hand lens or microscope.

It may be a good idea to label samples as you collect them or you will end up with a confusing array when you get back to the den meeting. With a tape recorder, you can extend your sampling to include sounds, on the spot commentaries, etc.

Forceps, string, a tape measure, trundle wheels, binoculars, material for making bark rubbings, thermometers, light meters and cameras all extend the range of your inquiry.



Make a mini sketch pad to help you and your Cub Scouts understand the world around them. You will also need string, a pencil and a keen ability to observe. Cut a 6" x 9" sheet of cardboard. Staple a 20" length of string to upper left corner with sheets below. Tie a pencil to the end of string. Take Cub Scouts on an outdoor hike and have them do the activities on the cards below.

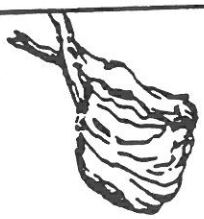
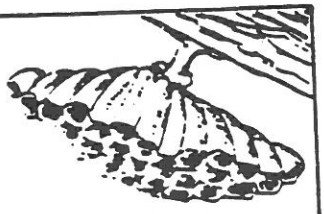
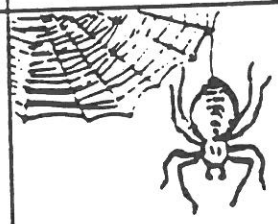
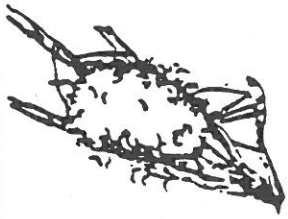
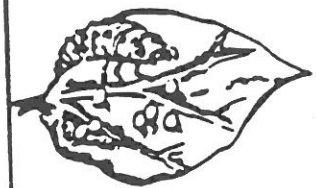
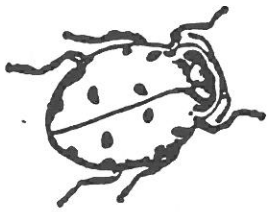
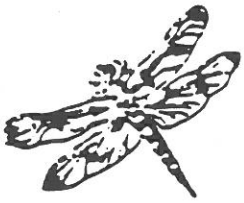


INSECT BINGO

This game makes an interesting den or pack hike.

Preparation: Make a copy of the bingo chart for each person on your group. Have each Cub Scout make a game card, or "bug board" by cutting apart the squares and pasting them in a new arrangement on a sheet of paper or cardboard. All cards will have the same items, but the items will be arranged differently.

To Play: Take your group for a walk in the school yard or in a park. The Cub Scouts are to look for the items and insects shown on their sheets. When someone spots one of them, discuss it.

ANT	INSECT PREDATOR	 INSECT EGG CASE	 INSECT HOME
INSECT FOOD	 INSECT RELATIVE	FREE SQUARE	GALL
 COCOON	BEE	BUTTERFLY	INSECT DAMAGE
 INSECT EGGS OR LARVAE	 BEETLE	INSECT CAMOUFLAGE	 WATER INSECT

CUB SCOUT CONSERVATION AWARD

Cub Scouts can earn the World Conservation Award which has been developed in cooperation with the World Wildlife Fund and the World Scouting Bureau. This is the first international award to be made available to all three of the B.S.A's programs. Applications can be obtained from the Scout Service Center.

The patch for Cub Scouts has a yellow background, compared to the one for Boy Scouts which has a green background. The panda on the patch is the symbol of the World Wildlife Fund. This is a temporary badge, and is earned only once. But Cub Scouts should be encouraged to repeat Conservation Good Turns, since tomorrow's world depends on what we do today in caring for our land. The reward for our action isn't just the colored patch, it's our world.

Conservation projects range from making exhibits for pack meetings that show how clothes and food come from the soil to planting shrubs. Below are a few conservation projects and more can be found in the Cub Scout Leader's Book.

- Make window boxes and plant flowers.
- Collect insects and find out which ones are harmful to crops and trees.
- Make a live litterbug. Use a suitable trash container with a sign "See the Live Litterbug Here". Container has a mirror in the bottom.
- Encourage Cub Scouts to keep roadsides, streets and sidewalks free from trash.
- Take a trip to a local industry to see how air pollution is prevented.
- Build and set out bird houses or feeding stations in backyards.
- Plant shrubs that provide food and cover for wildlife.
- Collect glass, aluminum and paper for recycling.

ORGANIZING A PACK DERBY

Derbies are some of the most popular and successful special events in Cub Scouting. Like all really successful activities, they require planning and preparation, but their value is fun, strengthening of family relationship and promoting cub scouting purposes in a way that has been proven over the years. Many packs alternate between the different derbies to add variety to the pack program.

There are many similarities among the different derbies. All seek to:

- Provide fun and exciting new things to do.
- Foster a sense of personal achievement by developing new interest and skills
- Provide the first of many opportunities to share in friendship, fellowship and competition with other Cub Scouts.
- Encourage good sportsmanship and pride in growing strong in mind and body.

RACING COMMITTEE DECISIONS FOR PACK DERBIES:

1. Decide on location and date.
2. Recruit team leaders.
   a. Inspection and registration team.
   b. Judging and scoring team (recruit from outside pack, such as principal, policemen, or firemen.
   c. Race operations team.
3. Decide on judging categories and awards.
4. Recruit person to order kits and awards.
5. Recruit person to locate or build a race track to be used.
6. Establish list of equipment needed.
7. Finalize racing rules (as per pack racing committee's decision.)
8. Draw plan of race areas and space arrangements (remember derbies can be held inside or outside.)
9. Distribute kits with RULES for race.
10. Possibly arrange for photos and publicity (local newspaper).
11. Allow about 1 1/2 hours, plus 2 minutes for each additional Cub Scout over the quantity of 30.

Each pack sets their own rules and race as they see fit. This may the only time that a parent gets involved with their child so encourage parent participation in your pack. Set and keep rules and race as fair as possible for everyone involved.

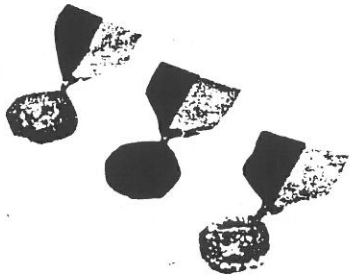
Depending on what time of year the derby is held, a good time to present trophies is at the next pack meeting or at the Blue and Gold Banquet held in February. This allows the trophies to be personalized for the winners. Other awards can be given besides the awards given for racing.

AWARDS STRUCTURE

A good time to present trophies is at the BLUE AND GOLD BANQUET in February. This allows time for the trophies to be personalized for the winners. Judging of themes for kits should be done by people outside of the pack.

PACK CHAMPIONS	DEN CHAMPIONS	THEME FOR KITS
1st place	1st place	Best by cub
2nd place	2nd place	Best paint job
3rd place	3rd Place	Most unusual
		Best detail
		Judges award

COMPETITIVE RECOGNITION



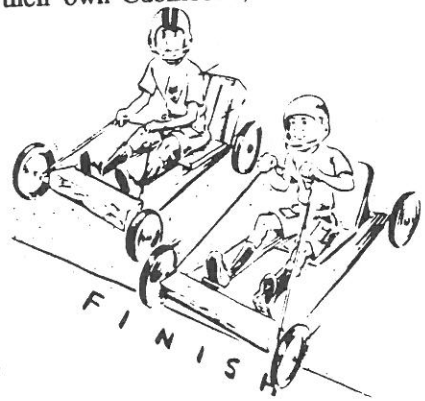
Cub Scout Medals

Gold — C5107
Silver — C5106
Bronze — C5105

CUBMOBILE DERBY

Planning for a Cubmobile Derby should begin several months before the race date. Each boy participating should have an information sheet listing the rules, awards, procedure, building specifications, date, time, place, and registration fee (if any).

It is recommended that each pack have their own Cubmobile, but don't let that keep you from attending your District Cubmobile Race.



CUBMOBILE OFFICIAL BUILDING SPECIFICATIONS

1. Wheels should be approximately 10 inches in diameter, 1-3/4 inches wide, with ball or roller bearings and semi-pneumatic or solid rubber tires.

2. Car frame is to be made from 2 x 4 construction lumber.

3. Inch round head bolts should be used to hold frame together. Screws are second-best choice. Nails will not hold up to a day of racing.

4. All cars are to have a seat and braced backrest, placed so that all team members can rest feet comfortably on front cross bar.

5. If threaded axles are used, the nuts are to be secured with cotter pins or safety wire.

6. Seat belts are optional. Each District sets their own rules. If one is used it should be securely fastened to the main backbone of the car.

7. Each boy, while participating in the race is to wear a protective head covering such as a football helmet, racing helmet, or construction hard hat. For health reasons the borrowing of helmets is discouraged. Each boy should have his own.

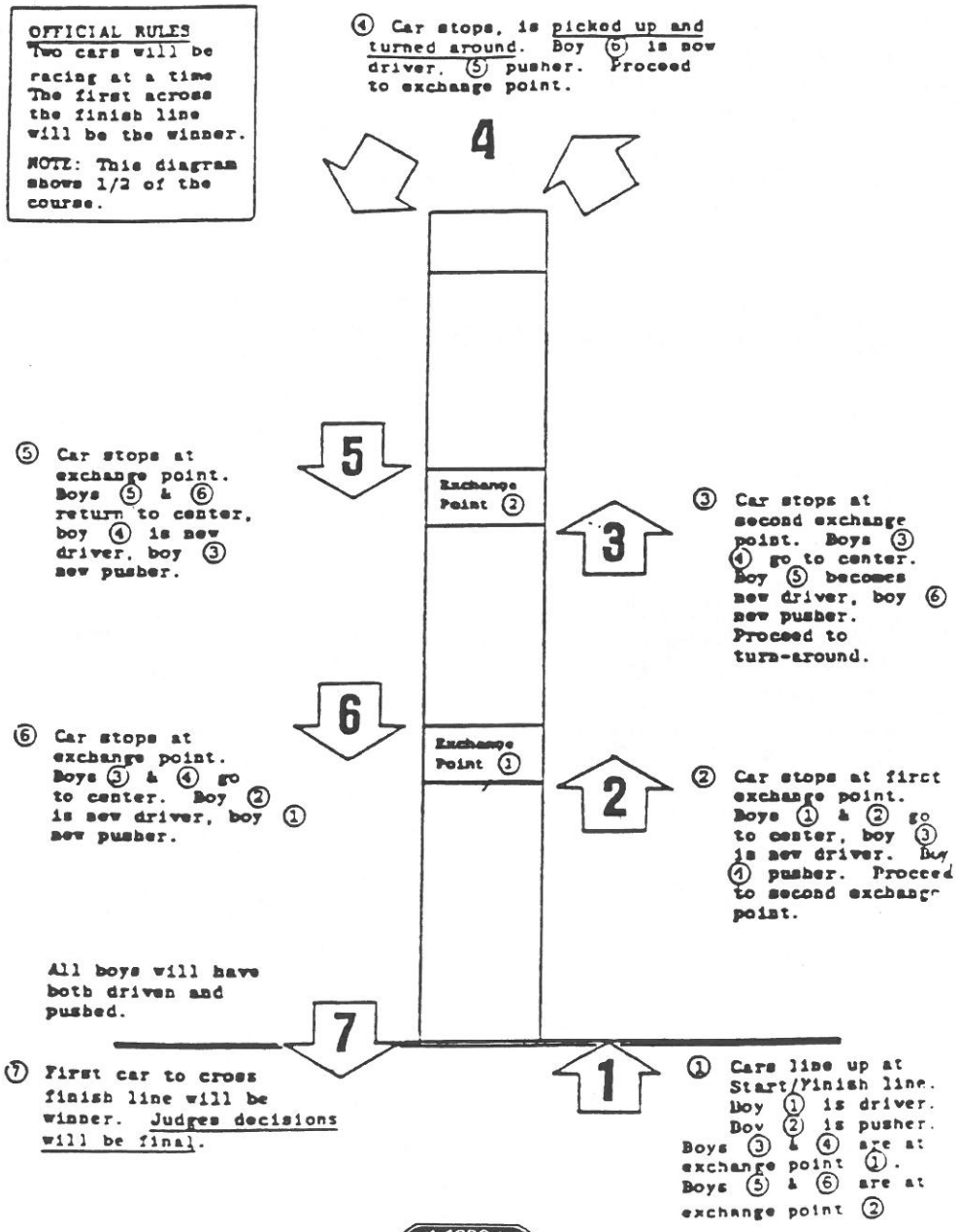
8. Overall length of the car is to be 5 feet or less, overall width, 3 feet or less, distance between axles no more than 4 feet.

9. Cars must be equipped with a hand brake with its rubbing surface faced with a rubber material such as a strip of old tire. When dragged on the ground, the break will stop the car.

THE TRACK

One of the best locations is a fairly flat parking lot that is not used on the day of your scheduled event. Schools, churches, or parking areas of an abandon shopping center make an excellent track. Be sure and get permission before scheduling your event. The lanes should be roped off and marked with chalk so boys will know where they are to drive.

Crossing over from one lane to another will happen, especially with inexperienced drivers. Boys should be instructed to stay within their own lanes. Judges should observe entire race for any fouls. The following diagram is designed for a Pushmobile Race. The cars are built the same. The only difference is you do not use the starting ramp with the Pushmobile. The power comes from the Cub Scouts.

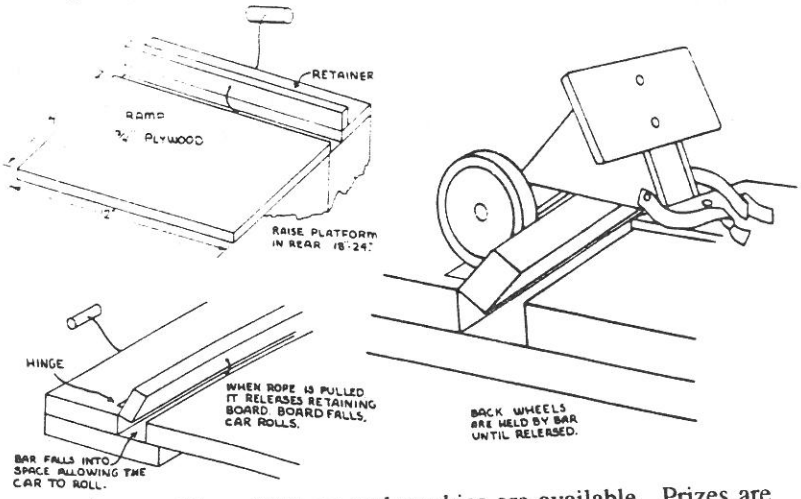


RACING PROCEDURE

Since several boys race the same car and compete against recorded time, Cubmobiles can be raced again as soon as they get back from the finish line. It will delay the race if boys are assigned a particular time to race. Run a race when two cars and two drivers reach the starting ramp. Accurate time-keeping is a must.

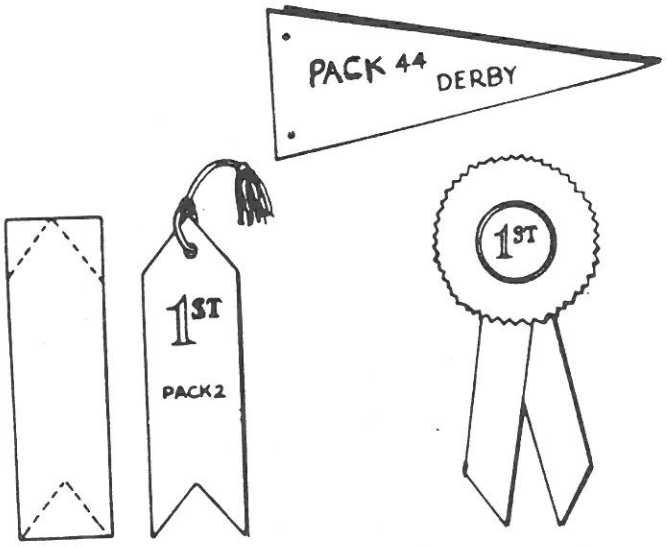
STARTING

The starting ramp should allow ample room for two cars at the same time. The ramp can be elevated at the back side with cement blocks to get more speed at the start. Cubmobiles start from a stand still and by gravitational force run down the ramp and down the slope to the finish line. No pushing or pumping with the feet is allowed. Have a first aid kit handy.

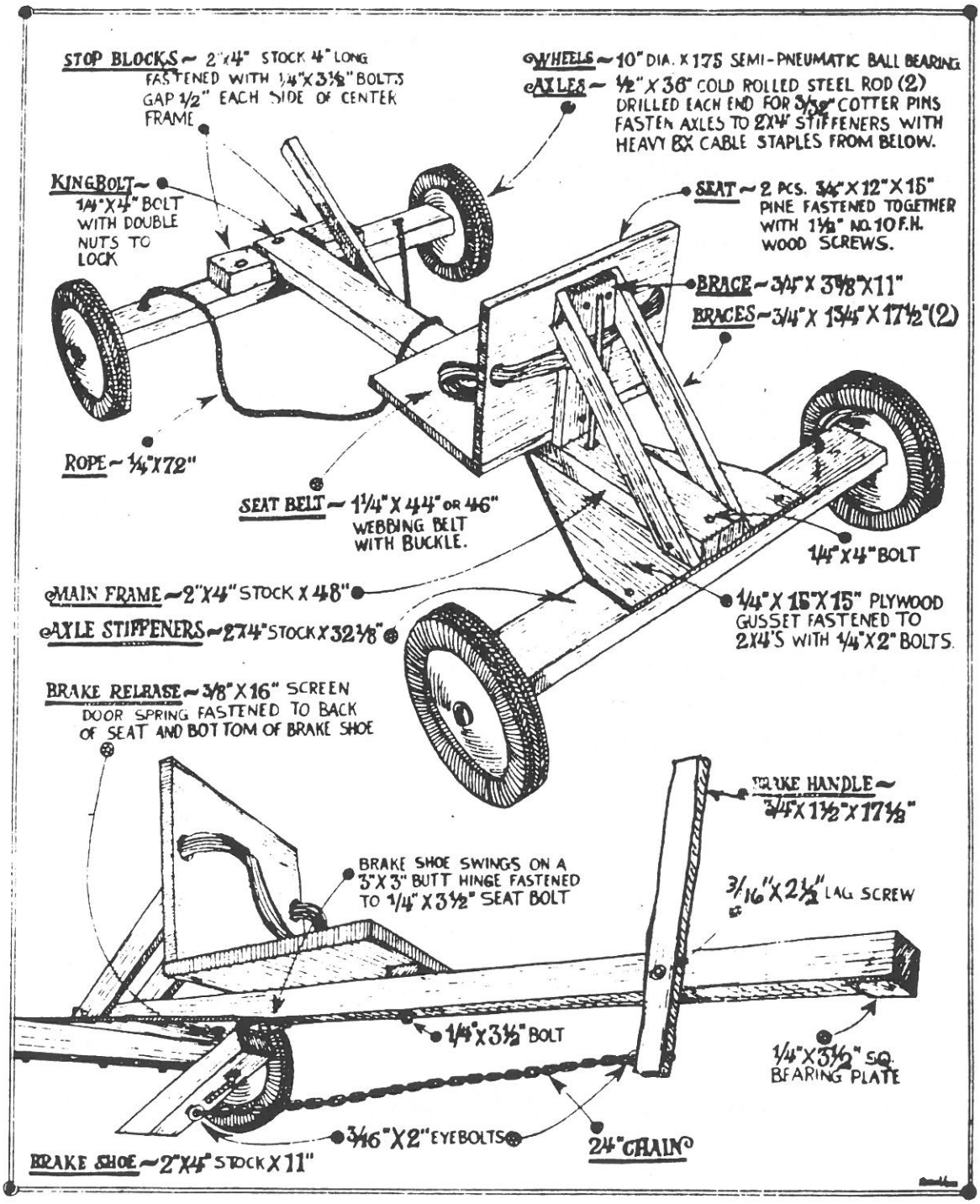


PRIZES

Every boy participating should receive some type of recognition. Ribbons and trophies are available. Prizes are awarded according to official time, not on the basis of who finishes first.



CUBMOBILE OR PUSHMOBILE BUILDING SPECIFICATIONS



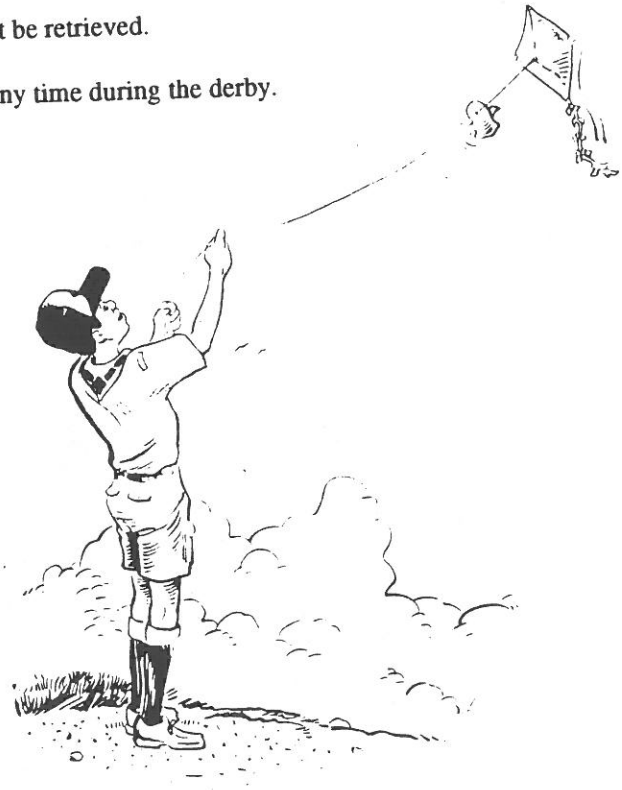
KITE DERBY COMPETITION

A kite derby can be a special activity, on either a den or pack basis. If you are planning one, be sure to announce it far enough ahead of time so the boys can make their kites, know the rules and understand the events scheduled. On the day of the derby, you'll need an open field, judges, and an announcer.

There may be several classifications of kites: Box, tail less, those with tails, etc.

ENTRANCE REQUIREMENTS

1. All kites are parent and son made.
2. Each entrant may have a parent help him get the kite into the air and help catch it when it comes down.
3. A kite must fly in order to be eligible for prizes.
4. No restrictions on materials used in construction of kits, except that no fighting kites are allowed (glass, razor blades, etc. are not permitted).
5. No wire flight lines are permitted.
6. Kites in power lines are lost and may not be retrieved.
7. Kites may be adjusted and modified at any time during the derby.

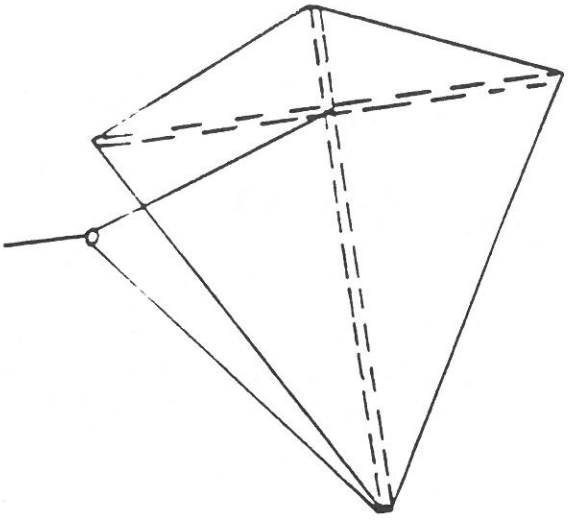


PRE-FLIGHT JUDGING

Prizes could be awarded for:

- Smallest kite
- Largest kite
- Strangest kite
- Most unusual kite
- Funniest kite
- Prettiest kite
- Best craftsmanship kite

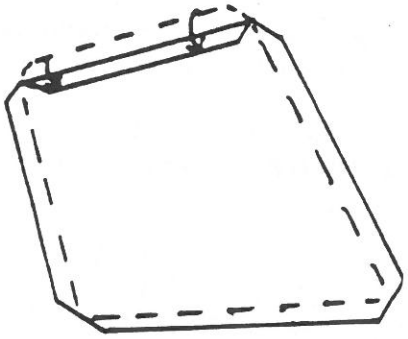
JUDGING WHILE IN FLIGHT

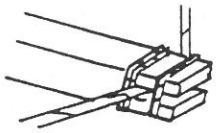


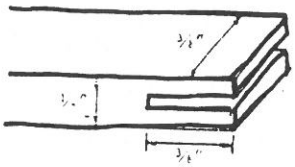
Prizes could be awarded for:

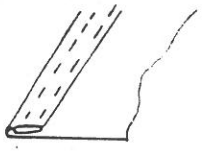
- First kite in air
- Highest after 15 minutes
- Most stable flying
- Best sportsmanship (boy)
- Most graceful in air
- Most persistent flier (boy)
- Fastest climbing
- Highest after 5 minutes

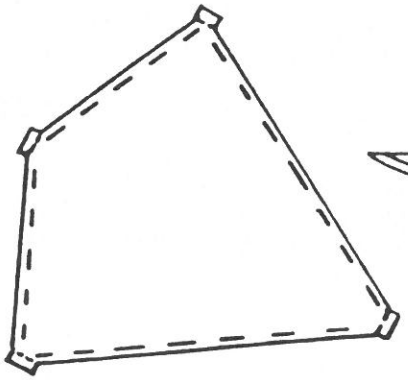
You may want to include events in the kite derby such as 100-yard dash with kites being flown at the end of a 100-yard kite string; an altitude race, and others. (See Wolf Elective #6 for Kite-Flying Safety Rules).

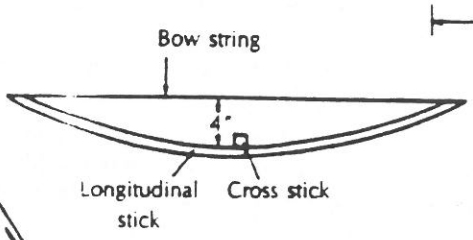


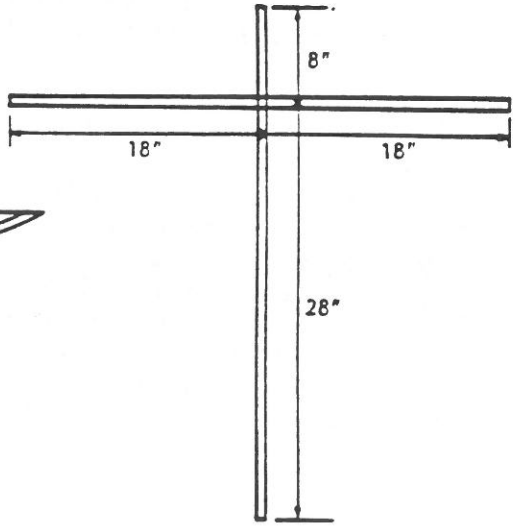








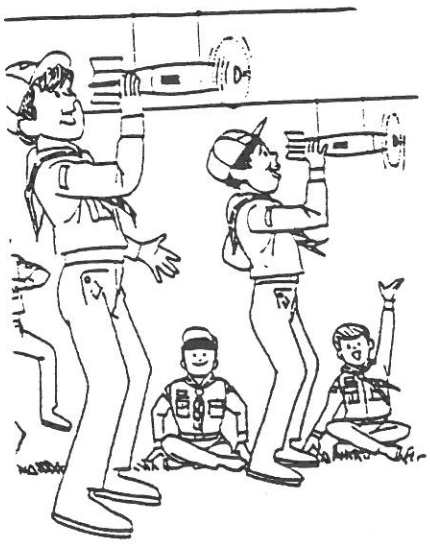




SPACE DERBY RACE

Cub Scouts will find the Space Derby exciting. Many packs alternate between the different derbies to add variety to their pack program. Join in the fun as the countdown begins for the space race of the century.

RACE SUGGESTIONS



1. To stage the race, boys wind up their rubber band propelled rocket motors. Then they hook the rockets over the guidelines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown and fire at 'zero' by lifting the rear of the starting gate frame which releases the rockets.

2. Run the race in heats, up to four contestants at a time. Boys work hard on their rockets, so each boy gets to try at least twice instead of eliminating him from competition after the first race. For example, in a 6-boy den, try heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner competing with the other heat winners for the den championship and entry into pack finals.

3. Recruit dads as your flight operations team-two as starters with green flags, two as judges with checkered flags, and two as gate-keepers to line up the boys. Use other adults as inspectors, scorekeepers, etc.

4. Experienced rocket racers warm up their space ships by gradually winding the rubber band motors to full capacity. Try 50 turns first, then 100, 200, so on. Release the propeller between each winding. Try some backyard runs on a length of monofillament line before competition.

5. Soak rubber bands in castor oil several days before the space derby. This prolongs the band's life and power and will help eliminate breaking during competition. Leaders should have extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly each ship properly.

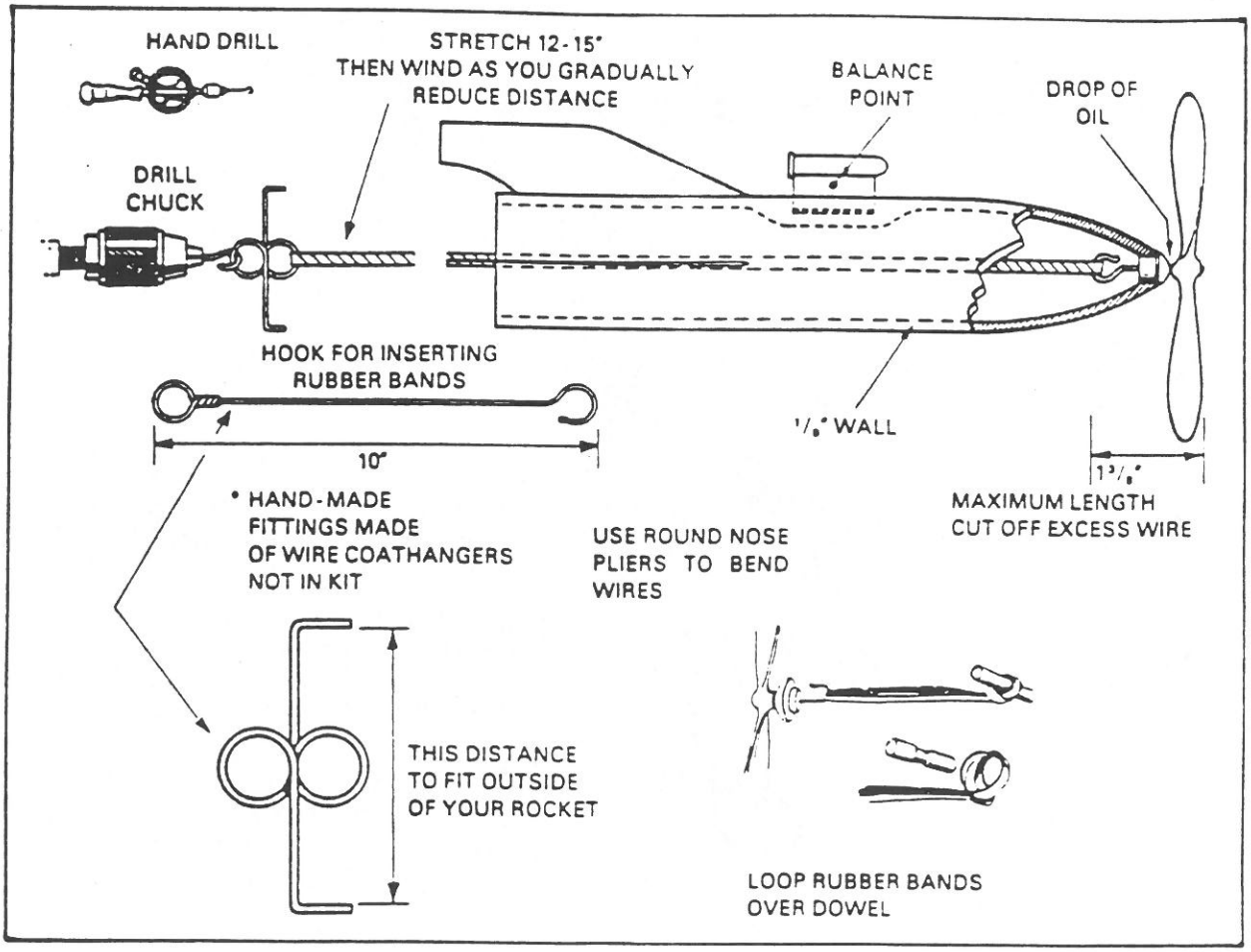
6. To save time, whenever a ship gives any trouble, pull it off the line and run it with the last heat. Allow boys to wind propellers before coming to the starting gate. Turn a spotlight briefly on each heat winner.

NOTE: A small hand drill is excellent for winding the rubber bands. It also helps speed up the event. Check the ratio of the drill by making one revolution of the crank handle and count the number of times the chuck turns. Most drills average a 1-4 ratio. It would thus take 40 turns of the crank to give you 160 winds on the rubber band motor. It is advisable to have one person hold the rocket and propeller while the other stretches the bands, about 1-15th" beyond the rocket tail, and turns the rubber bands. Gradually shortening the distance between him and the rocket. A handmade fitting of coat hanger wire makes winding easier. The wire for this winder accessory is not included in the kit, but can be easily made from scraps around the home.

RESOURCES FOR SPACE DERBY

The following are available at our Scout Distributor:

1694-1	Individual Space Derby Kit
1695	Space Derby 8-pack
1695A	Replacement propeller
1695B	Replacement rubber bands (24)
1695C	Space Derby carrier
1695D	Space Derby Acc. Kit (carriers, snap swivel and line)
1688	Space Derby casting mold (plaque with rockets)
7714	Space Derby ribbons (10)
5515	Gold Space Derby medal
5516	Silver Space Derby medal
5517	Bronze Space Derby medal
5730	1st Place Trophy
5731	2nd Place Trophy
5732	3rd Place Trophy

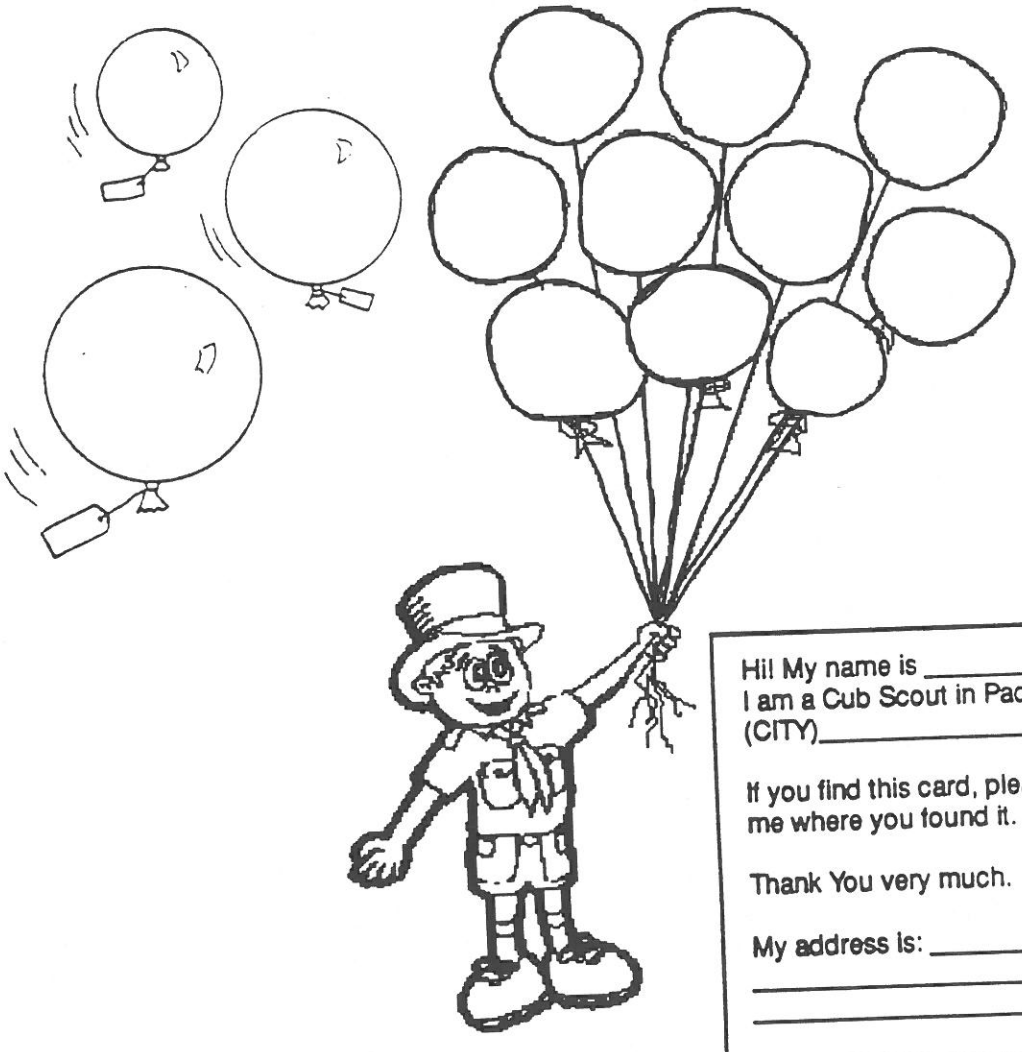


BALLOON FLY-AWAY

This is a great springtime activity when the wind is usually blowing. The results won't be known for several weeks or months, so you can plan on announcing the winners at the fall pack meeting.

Have each Cub Scout, brother, sister, parents and leaders fill out a 3" x 5" card as shown below and laminate them in plastic. Clear contact paper works great. Plan to meet in a large, open field with as few high obstruction (trees, power lines, etc.) as possible. Attach each card to a helium-filled balloon with a string, and have everyone line up. On signal, everyone releases their balloons. After the balloons have floated out of sight, have a pack picnic.

The winner of the contest is the Cub Scout whose card is returned to him from the farthest distance. (One pack's winner was over 400 miles .)



Hi! My name is _____.
I am a Cub Scout in Pack _____in
(CITY)_____(State)_____

If you find this card, please mail it to me and tell me where you found it.

Thank You very much.

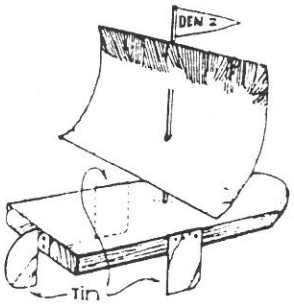
My address is: _____
_____
_____

RAINGUTTER REGATTA

If you have a number of model-boat enthusiasts in your pack, you will want to plan a Raingutter Regatta. Several classes of boats can be raced as long as they are not too big for your Raingutter course. See the Wolf Cub Scout Book for plans for simple boats that could be entered in the Regatta. A Raingutter Regatta course is provided along with the land strip program at Cub World.

RACE COURSE

The course will be determined by the facilities available. A portable wading pool, regular swimming pool, pond, lake, or even a good size puddle after a rainstorm can be used for racing the boats. The commonly used course, where the race gets its name is the raingutter. The course is made of standard rain gutters 10' long, set in grooves in two saw horses. Allow sufficient space around the course for both participants and spectators. With gutters in place, put a small amount of water into each to make sure they are level. Make any needed adjustments, and when level, fill to about 1/2" from top.



RACING PROCEDURE

The boats are propelled by boys blowing into the sails. Start with the boat's stern touching the end of the rain gutter. The starter stands at the opposite end with hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner. All races are run on an elimination system, by heats. Timing of boats has no bearing on determining heat or final winners. Winners of the first heats will compete against each other in second heat, and third, etc. until a final winner is determined.

On courses other than the raingutter course, boats must be held by the pilots at the starting line and released at a pre-determined signal. No pushing is allowed. The boat crossing the finish line first is the winner of the heat. If two or more boats run a foul, there is no contest. The race is re-run.

BUILDING INSTRUCTIONS

1. Sandpaper the balsa hull to the desired shape, adhering to the specifications listed below. First use a medium-grade sandpaper, then finish off with very fine sandpaper.

2. Give model two coats of sanding sealer which can be obtained at a craft or hobby store.

3. Mast can be tapered by chucking either in a hand or electric drill. While you carefully turn the dowel, work a piece of sandpaper back and forth until the desired shape is achieved.

4. Give entire model two coats of colored lacquer in desired color and design.

5. Add official number at top of sail.

BOAT SPECIFICATIONS

HULL-No longer than 7" or shorter than 6 1/2"

MAST-6 1/2" from deck to top

KEEL-Supplied in kit-no alternations

RUDDER-Supplied in kit-no alternations

SAIL-No larger than material supplied in kit

MATERIAL FOR DOUBLE RACEWAY

2 10 ft. lengths of 5" dia. half round gutter

4 End caps for gutter rivets or bolts to end.

2 Trough supports (1"X4"X36") cut so gutter will fit.

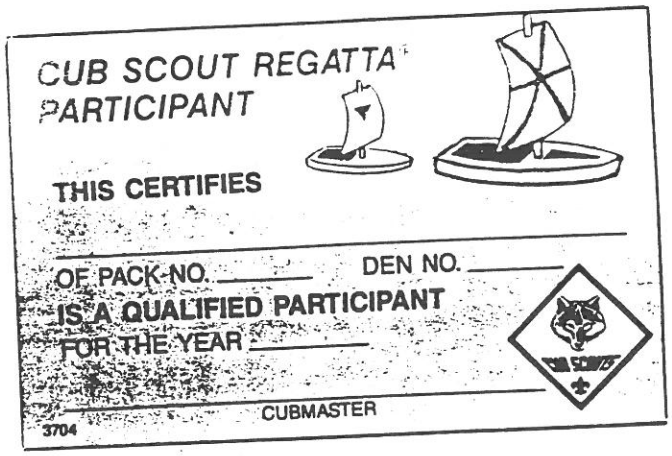
2 End braces (1"X4"x23")

2 Diagonal braces (1"X2"X72")

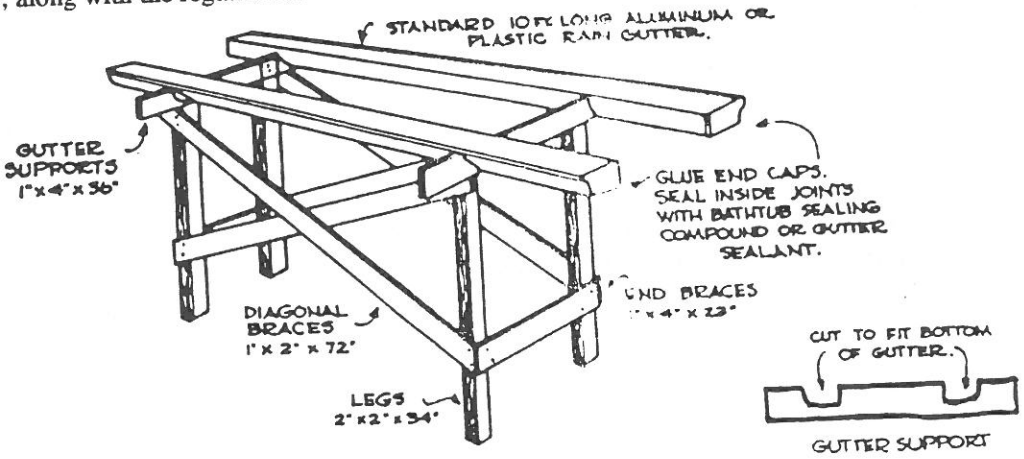
4 Legs (2"X2"X34")

1 1/2" #10 flat-head wood screws for all fastenings

This will make a frame to support two 10' lengths of rain gutter filled with 8 gallons of water. It can be assembled and disassembled.



NOTE: Trophies and medals are available at your local Scout distributor, along with the regatta kits.



THE PINEWOOD DERBY

The Pinewood Derby is probably the most universally popular and successful family project in Cub Scouting. Like all success stories, the Pinewood Derby requires planning and work by the pack committee and other parents but its value in fun and close family relationships has been proven over many years. A Pinewood Derby can be successfully as a District or Council activity, also. Indian Nations Council holds a Pinewood Derby at the Scout-O-Rama in April.

Pinewood Derby cars are simply small models of specified dimensions, created and carved by boys, under the guidance of parents, and raced by the Cub Scouts. They are gravity powered and run down a regulation track. The derby is run in heats, with cars starting from a standstill and running unaided down the ramp to the finish line. A wooden strip placed down the center of each lane guides the cars.

- Remember: Follow the racing committee decisions when planning your Pinewood Derby.
- Hold preliminary inspection of cars. Make official weighing scales available.
- Only use one set of scales to weigh all cars. Hold weigh-in at least one week before race and re-weigh the day of the race.

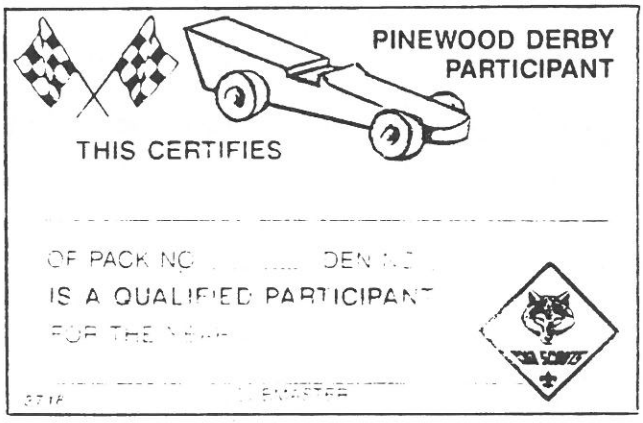
Each pack sets their own rules for the race. This may be the only time that a parent gets involved with their child so encourage parent participation for your pack. **SET AND KEEP RULES SO RACE WILL BE FAIR FOR EVERYONE INVOLVED.**

HOW ABOUT THEME CARS

Below are some suggestions for theme cars. Many packs use theme cars. This way more boys can receive recognition. This list of themes need to be handed out to the boys at the same time the Cub Scout receives his kit and set of rules.

- BEST BY CUBS
- BEST PAINT JOB
- MOST UNUSUAL
- BEST DETAIL
- JUDGES AWARD

Judging of theme cars should be done by people outside of the pack. (older Boy Scouts, school principals, law officers, etc.)



CAR QUALIFICATION RULES

Most packs encourage parent and Cub Scout working together on their car. For some parents this may be the only time they take an active part in Scouting with their son. Cub Scouts that are from a single parent family may need assistance. All Cub Scouts need to have the opportunity to experience the thrill of racing. The rules for car qualifying and racing are established by each pack committee or race committee. Below are tested rules from many years experience running and racing Pinewood Derby Cars.

1. Car must have been made this year.
2. The width shall not exceed 2 3/4 inches.
3. The length shall not exceed 7 3/8 inches.
4. The bottom of car clearance must have a minimum of 3/8 inch above the track surface (including the weights if on bottom).
5. Wheel bearings, washers, and bushings are not to be used.
6. Added details must be with in length, width, and weight limits.
7. The car must be free wheeling with no starting devices.
8. No loose material of any kind is to be in or on the car.
9. Graphite may be used on car (powered graphite only).
10. Grand Prix Pinewood Derby Kit #1622 is provided by the pack. This kit may be modified in any way you wish (sand, file, turn wheels etc. Help is available in BOY'S LIFE MAGAZINE.
11. No mags are allowed (only official wheels please).
12. THE CAR'S WEIGHT SHALL NOT EXCEED FIVE (5) OUNCES. Cars will be checked on official scales. All cars are to be weighed on same scales, the day of the race.

WEIGHT SHALL BE ADJUSTED TO BE WITHIN LIMIT. THIS IS THE RESPONSIBILITY OF THE PARENTS FOR THIS ADJUSTMENT. Bring tools with you to do adjustments, super glue, drill, etc.

RACING OUTLINE #1

This is only one method that is proven to keep track of who wins and advances toward the Pack Championship.

IF YOUR TRACK IS FOUR LANES OR MORE:

1. Run three heat system giving points to each car as they finish. Total accumulated points will determine the order of winners.

FIRST PLACE	SECOND PLACE	THIRD PLACE
3 POINTS	2 POINTS	1 POINT

2. Use colored dot system, with first place one color, second place another color, third place another, for however many places your pack decides to have. Cars should run on a different lane each time. At the end of three heats all cars with dots are registered and winners are determined from total accumulated points. This system takes out track lane differences. Then all dots are removed to continue to next bracket race.

3. Graphiting is allowed only before registration (and at specified times during the race).

4. After registration and inspection the cars will be placed on the judging table and should not be picked up again.

5. Each race consist of THREE (3) HEAT RUNS.

6. When each race is announced, the "drivers" will report to the pit area, pick up their car, go to the starting line and place their car on the track.

7. The starter will assign lanes for each heat on a rotating basis.

8. PLEASE!!! DO NOT PICK UP ANYONE'S CAR OTHER THAN YOUR OWN AT ANY TIME.

9. Judges will mark all winning cars as appropriate.

10. At the end of the THIRD HEAT the drivers will take their car to the registration table to be placed on the chart results.

SUGGESTION: For better competition have a pre-race one week before real race, to work out bugs in the cars. Cub Scouts love it.

RACE OUTLINE #2

REGISTRATION

Cars passing inspection should be assigned a number. Put the Cub's name next to the number on the registration board after the car if ready for racing. Late entries may be assumed to have lost any heats already run. Give your car to the Car Corral Officials. Do not allow anyone to touch the cars during or after inspection. This will avoid any damages, added weight, and confusion. If the cars need attention by the Cubs before the race, remove the registration number and have the car re-inspected and numbered.

CAR CORRAL RULES

Place the cars out of reach of the Cubs and crowd so that they will not be broken or tampered with. If the car needs to be removed for work before the race, remove registration sticker and inform the Cub that the car must be registered again. Warn Cubs that touching other cars may disqualify their car.

CAR REPAIR RULES

Any adjustments or additions to the cars before registration may be done by the Cubs. After the race begins, the cars may be repaired if minor work can be quickly performed. Fix only the items needing attention, do not lube the cars. Be available after the race starts to fix cars and watch the tools at the repair table.

JUDGES AND FINISH LINE RULES

The first car touching the finish line is the winner. If no car crossed the line the car going the farthest wins. If the cars cross very close to the same time, a tie can be declared. These cars can be re-run against other cars or on a different track or lane. Only in the finals will a close call be important. If both judges do not agree, it is a tie. Designate one judge to always pick up the winner by the center of the car, to avoid smashing the wheels, and say, "THE WINNER." Return ties to the starting gate at once for re run. The margin for ties should be smaller as the race progresses. Cars jumping off the track once is usually not a fault of the car; repeated jumping may be reason to lose.

Having one judge always handle the winner will avoid mix-ups of the cars. Be careful; touching the wheels of dropping the cars can ruin them.

STARTING GATE RULES AND SUGGESTIONS

Handle the cars with care, being careful not to pick them up by the wheels as they can be damaged. Make sure all cars are placed correctly, straight, and not touching the center guides on the track. Be certain that the correct car is on the correct lane and are running against the correct cars. Then call out the number of the cars so that the names can be announced. Signal the judges and wait for the judges' starting signal.

Cars that are discovered to have loose parts or wheels may be repaired by race officials if time permits. Push loose wheels back in, being careful not to jam them against the side of the body. Decorative parts that are loose enough to fall off should be removed and not replaced. Cars breaking during a race will not finish that race; however, they may be repaired and put back in the next heat if time allows and they have not been eliminated.

Since the object is to let everyone have fun, if anything happens to cause a problem rerun the cars or run the loser against another car.

The track should be checked if anyone trips or falls on it during the race.

DOUBLE ELIMINATION RULES AND SUGGESTIONS

Under this method cars that lose to losers are eliminated. Undefeated cars run against undefeated cars. The final six cars are then run against each other car.

A heat is all cars running once, not each race. During each heat, odd numbered cars are run on the same track against even numbered cars on the other track. Tracks are then alternated for the next heat so that any difference in tracks is equalized. Even or odd numbered cars may be run against each other if no other cars are available. Cars returned following a tie should be run against other cars if possible. If not, switching tracks may be the solution. If cars still tie, treat both as winners. A single car at the end should still be run down the track. Be careful to not allow any car more than one bye.

Undefeated cars should be run against the car with the closest number, odd against even. Once defeated cars should run against the car with the furthest number, odd against even. This avoids running against the same car.

Ties are given to avoid elimination of faster cars by each other. Re- running the cars against other cars will usually result in both cars winning or losing against other cars.

As the race progresses the margin for declaring a tie should be narrowed. Final heats should be called close.

ORDER OF TRACKS ARE AS FOLLOWS:

HEAT NUMBER	LEFT TRACK	RIGHT TRACK
1	odd	even
2	even	odd
3	odd	even
4	even	odd

Repeat Pattern

The final six cars will be run for awards. Run enough heats to get down to six cars. Running an extra loser bracket maybe required to get the correct number of cars. The last six cars are run against each other. Renumber the cars and have the Cubs come forward for recognition. Then run as follows.

Heat Number	Left vs Right Track	Left vs Right Track	Left vs Right Track
1	1 vs 2	3 vs 4	5 vs 6
2	4 vs 1	1 vs 5	6 vs 3
3	3 vs 2	5 vs 4	1 vs 6
4	2 vs 4	3 vs 1	Open
5	4 vs 6	5 vs 3	Open
6	6 vs 2	1 vs 5	Open

Circle winner's number and give one point for win, half for tie. Total points and determine place by most points. If tied, run the cars against each other once on each lane. Do not be afraid to run the cars to settle ties. The above may be used with less than 6 cars also.

Awards may include trophies, medals, ribbons, certificates, plaques, and other tokens. Awards may be given as a unit, by rank, or by den. Special races for adults may be run to satisfy their competitive drives also. Awards may be given for design in categories such as originality, humor, paint, classic, etc. Judging of these may be by judges or ballot. Every Cub Scout that makes a car should be given a certificate, ribbon, card, or other award.

MATERIALS LISTING

- Flags or rope to designate race area.
- Scales that show if car weighs over 5 ounces.
- Trophy, ribbons, and other awards.
- Rules and elimination brackets.
- Sound system or megaphone.
- Large poster board and markers to show Cubs' names.
- Numbered stickers for cars.
- Large flat boxes to put cars in.
- Tables for check in, starting gate, and repair station.
- Repair tools, including pliers, hot glue gun, files, drill with bits to drill out wood, lead weights, extension cords, screws and nails for track repair, masking and duct tape.
- Check-in measurement box, built to show track clearance and excessive length if car is too low or long.
- Extra wheels and axles to replace lost or broken ones.
- Signs to indicate registration, repair, and starting areas.

The Cubs should be kept under control and not allowed to interfere with the race or touch other cars. Putting ropes or flags around the race area will stop potential problems, control movement of people around the track, and allow the officials to have room to operate. Warn Cubs that they may be disqualified for improper behavior.

Recruit plenty of help ahead of time. Allow the Den Leaders to be with their dens if possible. There should be plenty of parents available to help run the derby. Before the final races, don't forget to ask for help in cleaning up the area.

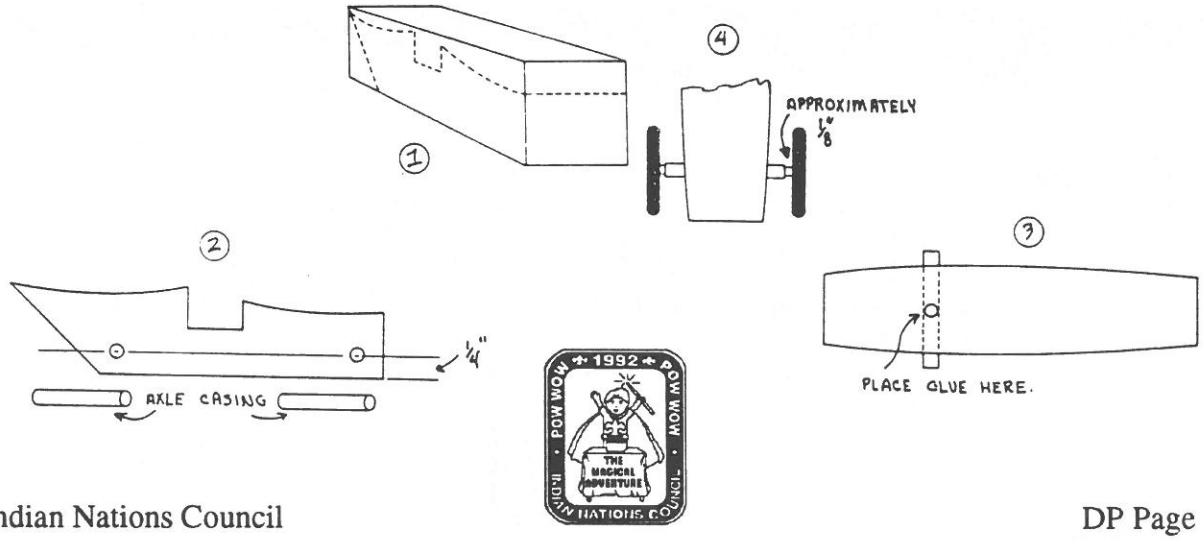
No matter how fairly you try to run the races there will be some Cub or parent that will believe that they were not treated fairly as justification for losing. They will believe that one lane is slower, they were started late, someone used something unfair, their scales were exactly five ounces and yours are wrong, or something else was unfair. Listen and act appropriately. Try not to make any rule changes and ask for their help in running the next derby.

CAR BUILDING TIPS

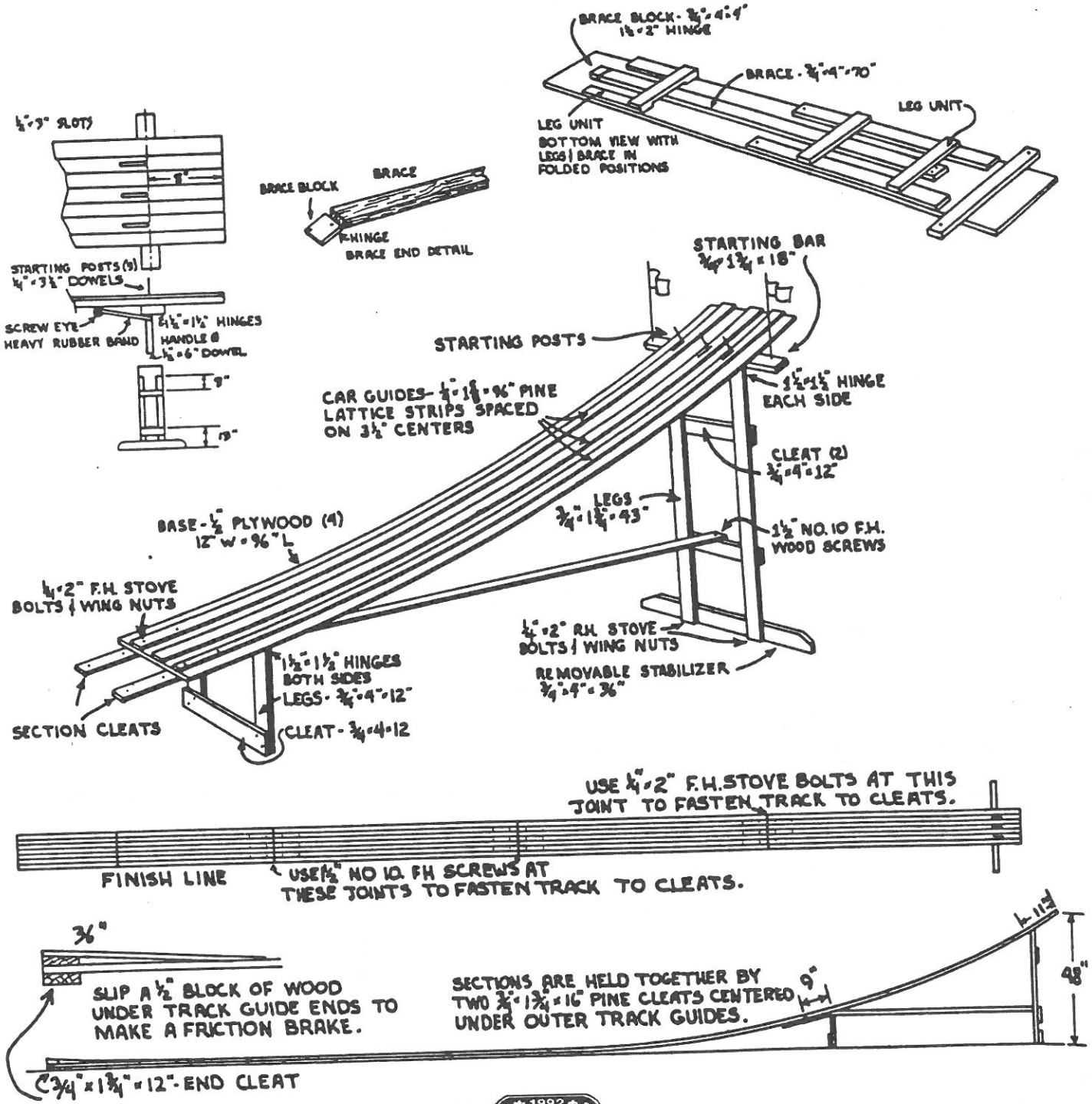
These building tips should be checked with your racing committee before using them:

- Remove mold projections from wheels.
- Sand wheels lightly; do not put anything inside of wheels when sanding.
- Polish axles before putting into wheels.
- Glue axles into car body very carefully.
- Place weight over back wheels.
- Three wheels go faster then four; leave clearance under one front wheel.
- Long wheel base cars run straighter down track.
- Use powered graphite only. Work it into wheels and car body.
- Have a smooth paint job.

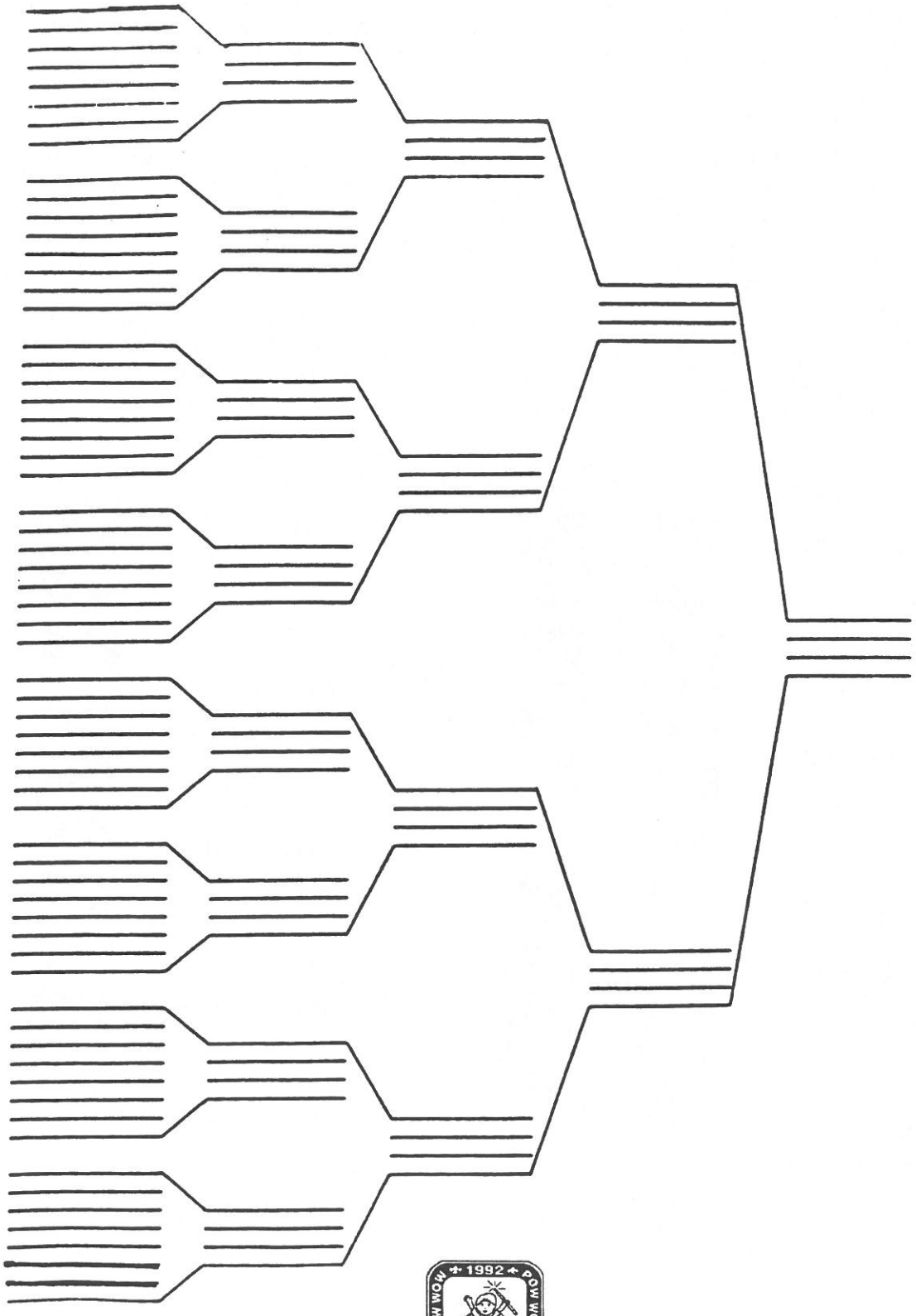
JUDGES DECISIONS ON THEME CARS AND PACK WINNERS ARE FINAL.



PINEWOOD DERBY TRACK

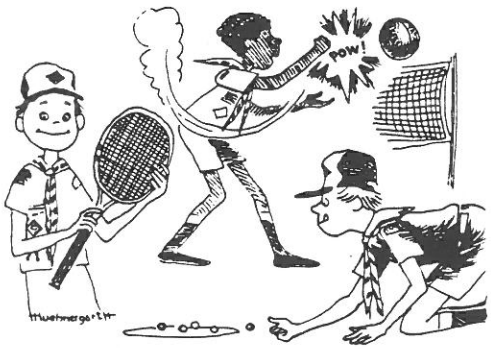


ELIMINATION BRACKET



CUB SCOUT SPORTS

In Today's busy world often compels families to make many choices regarding how to best spend their valuable time. Often young boys are forced to select between organized sports and Scouting. It is for this reason that the Boy Scouts of America introduced the CUB SCOUT SPORTS PROGRAM. Boys don't join Scouting to have their character improved . . . or for personal fitness . . . or for citizenship training. They join to have fun!!! And they will have fun in the Cub Scout Sports Program!

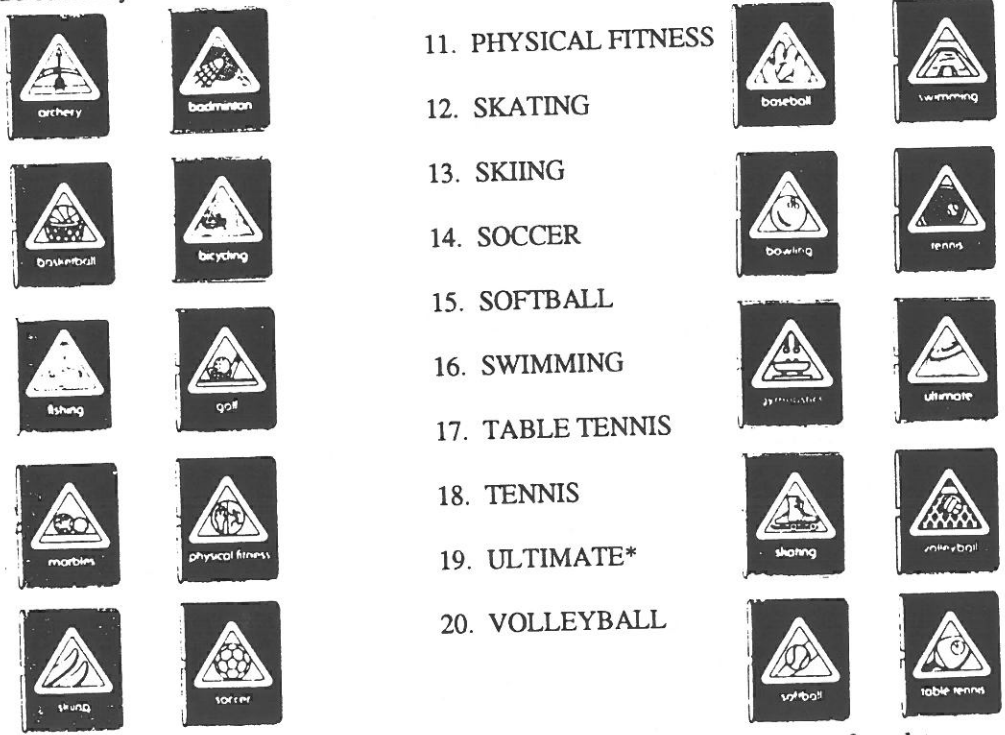


The Cub Scout may participate in the sports program in his unit, in his community or by himself. Cub Scouting emphasizes participation of the family by involving an adult teammate. Throughout the Cub Scout years the Cub is encouraged to learn and practice good sportsmanship and do always DO HIS BEST.

Packs are encouraged to get involved in the sports program and try two sports a year--perhaps one team sport and one individual sport. When done correctly, this program supplements the existing Cub program. In four years a boy could be exposed to eight different sports.

You are probably asking yourself "What kinds of sports are included in the Cub Scout Sports Program?" Well, I'm glad you asked. There are currently 20 different sports being offered by the Boy Scout of America.

1. ARCHERY
2. BADMINTON
3. BASEBALL
4. BASKETBALL
5. BICYCLING
6. BOWLING
7. GOLF
8. GYMNASTICS
9. FISHING
10. MARBLES
11. PHYSICAL FITNESS
12. SKATING
13. SKIING
14. SOCCER
15. SOFTBALL
16. SWIMMING
17. TABLE TENNIS
18. TENNIS
19. ULTIMATE*
20. VOLLEYBALL



*ULTIMATE refers to play with Frisbees. Since Frisbee is a registered trademark, the sport is referred to as "ULTIMATE" in the Cub Scout Sports Program.

You, the Cub Scout Leader will find Cub Scout Sports an exciting supplement to the existing Cub Scout Program. In order for the boys will get the greatest benefit from the Cub Scout Sports Program, and so you may use it in the easiest and most productive manner, it is important that you know more than how to hit a volleyball, or set up a tournament chart, or send out a flyer. You should know the basic concepts of the Cub Scout Sports Program.

CONCEPTS

Here are the main concepts of the Cub Scout Sports activities:

Cub Scout Sports supplements the existing program for Cub Scouts and Webelos Scouts, but does not replace it. Cub Scout Sports is one part of Cub Scouting, as are Wolf, Bear and Webelos activities, den and pack meetings, field trips, etc.

Emphasis is on introduction to a sport, on taking part in it, and on "doing your best"; Cub Scout Sports does not emphasize winning. There is emphasis on sportsmanship, which is the athlete's word for standards of conduct.

There is an opportunity for every boy registered in Cub Scout or Webelos Scouts to participate and be recognized for that participation. The Cub Scout will be recognized, with the appropriate recognition item, for participating in his unit (den or pack) or in his community or as a lone Scout.

There are summer sports and winter sports, indoor and outdoor, active and less active sports, and team and individual sports.

A den or pack may decide to participate in two sports per year; thus the Cub Scout will be introduced to several sports during his tenure in the Cub Scout program.

There is encouragement and recognition for adult participation (a parent if at all possible).

Cub Scout Sports is flexible, simple to manage and operate.

SPORTS AND THE PURPOSES OF CUB SCOUTING

If you have taken the Cub Scout Leader Basic Training you realize that there are nine Purposes of Cub Scouting. As leaders you should know that the Cub Scout Sports Program relates directly to six of those nine purposes:

1. Encourages good sportsmanship and pride in growing strong in mind and body.
2. Improves understanding in the family.
3. Strengthens the ability to get along with other boys and respect other people.
4. Fosters a sense of personal achievement by developing new skills and interests
5. Shows how to be helpful and do one's best.
6. Provides fun and exciting new things to do.

HOW TO SET UP A SPORTS PROGRAM

The first step is to select a sports chairman to oversee the program. Then they select a sport that would be of interest to your group. Consider the interest of the pack members and determine what sports could be programmed for the year. Establish a schedule for the pack activities. Identify playing area, equipment availability, safety rules, recognition, budget, leadership resources and parent involvement. Don't overlook FUN for the boys and family. Begin promotion.

Use Cub Scout **SPORTS LEADER GUIDE NO 2152.** Also, individual sports manuals are available for each sport. These manuals can be found at the Scout Service Center. These books have rules, fitness programs and teaching aides to enable the boys to enjoy the sport. On all competition, the rules must be known before the practice begins. **SET THE RULES AND KEEP THEM.** Put the rules for your sport on paper and see that every participant has a copy of the rules. Assume that no one knows the rules.

If you are playing by simplified rules or rules that are not considered the "standard" rules, be sure that this is explained. Play and practice by the rules you have set. It is unfair to change your rules once the competition has started.

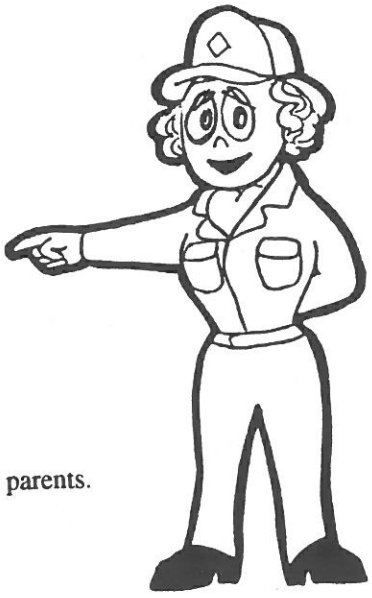
Your judges (umpires or referees) must also be aware of the rules you are playing by. This will help ensure that everyone is playing by the same rules.

WHO RUNS THE SCOUT SPORTS PROGRAM

Although the Cubmaster does not run the Sports program he should give supervision to the program to make sure the program is conducted in accordance with the BSA policy. The same would hold true with the Den Leaders. This is where parent involvement becomes important. Parents, grandparents, high school coaches, physical education teachers and community sports program volunteers are all good resources for team coaches. CHOOSE YOUR COACHES CAREFULLY. They will have a big impact on the Cubs and their future enjoyment of sports.

QUALIFICATIONS FOR COACHES

- They should be familiar with and like working with young boys.
- They should know the rules, strategies and skills of the game.
- They should know how to teach enjoyment of the sport.
- They should be able to spot problems and correct them.
- They should know when not to play a boy who is ill or injured.
- They must be able to keep ego and temper under control.
- They must be able to keep open communications with players and parents.



YOUNG ATHLETES BILL OF RIGHTS

Cub Scout athletes are all protected by a Bill of Rights. This has been prepared by physical education experts and should be an integral part of your pack program. The ten points of this Bill of Rights are listed below:

Each Cub Scout has:

1. The right to participate in sports.
2. The right to participate at his own ability level.
3. The right to qualified adult leadership.
4. The right to a safe and healthy environment.
5. The right to share in leadership and decision-making.
6. The right to play as a child, not as an adult.
7. The right to proper preparation.
8. The right to equal opportunity to strive for success.
9. The right to be treated with dignity.
10. The right to have fun.

The Young Athletes Bill of Rights was created to ensure that all Cub Scout athletes would have a positive experience while learning new skills and doing their best in some of our nation's favorite sports activities. For more information you may want to refer to the Cub Scout SPORTS LEADERS GUIDE.

EXPENSE OF THE SPORTS PROGRAM

This is a concern for all units. For example, the pack wants to play volleyball but it doesn't have any equipment. Consider your parents, your organization, friends, neighbors, school or church. USE YOUR RESOURCES!

Another way is to charge a nominal fee to participate. If this program is successful, you will need to pay particular attention to your fees. You do not want to keep any boy from participating because you have set the fee too high.

If the program is over a series of weeks, consider running a concession stand (drinks, cookies, food items). This can be successful but does require planning and willing workers to make it go.

Your pack could also include the cost of sports awards in their annual budget.

USE AS A RECRUITING TOOL

Boys will find the sports program of interest. Many boys are playing soccer or baseball, but how many get a chance to learn about marbles, golf, or table tennis. The fact that there are organized sports clubs in your area should not keep you from trying a sports program for your pack.

Explain to the parents that the Cub Scout Sports Program is just one of the many programs offered to the registered Cub Scouts. This may encourage boys to take a part in the Scouting program if they know they can earn awards for sports activities.

SAFETY FIRST

Cubs will appreciate and parents will insist on a safe and healthy environment in which play will take place. The following are some tips that will help you to keep accidents and injuries to a minimum.

- Check out in advance the condition of the playing field, facilities and equipment.
- Consider the effects of weather and terrain on your players.
- Be sure that there is plenty of adult supervision and that the adults know what their responsibilities are.
- Provide all necessary protective equipment, such as helmets, shin guards, knee pads, etc.
- Teach the proper use of all equipment and the dangers of swinging bats, flying balls and improper technique.
- Designate safety areas for observers. For example--behind the backstop, in the bleachers, etc.
- Proper exercise and conditioning will help prevent injuries of any kind.
- Make sure any injuries have completely healed before a boy starts strenuous play again. This will help prevent re-injuries, especially muscle pulls and ankle sprains.

AWARDS

There are three levels of awards and recognition in he Cub Scout Sports Program. BELT LOOPS, SPORTS PINS, and SPORTS LETTER.

A belt loop is awarded to any Cub who participates in the sport of his choice either in a pack tournament or in a program in his community. This is the first level of award and is presented for participation. The belt loops are designed to be worn on the Official Cub Scout uniform belt only.

To receive the belt loop the boy should have some knowledge of the things in the individual sports booklets-sportsmanship, history of the sport, the equipment, rules, safety, and should use the physical techniques of the sport. He many use the techniques in a den or pack tournament, in practice or by any other reasonable means.

As a leader, you should be familiar with the sport being used in your unit, so that you will be able to ensure that each boy has a proper introduction of the sport; all information you need is in each of the special booklets prepared for the Cub Scout Sports activities. If the boy is participating away from your unit (in the community or as a lone Cub Scout or Webelos Scout), be sure that the adult working with him is knowledgeable of what is expected of the boy.

The three concepts which should be kept in mind when deciding when a boy should receive his belt loop are that there is an emphasis on (1) introduction to the sport and (2) taking part in the physical activity and (3) on doing his best.

SPORTS PIN

A boy can also earn a Sports Pin by accumulating points for exercise and practice in his sport. He is awarded one point for every 30 minutes he spends in practice or conditioning with a daily limit of 5 possible points. If he earns 60 points in a three month period, he can then be presented a Sports Pin imprinted with the symbol of his sport. Just think "30-60-90" . . . 30 minutes per point, 60 points to earn the Sports pin, and 90 days to earn it.

SPORTS LETTER

In order for a Cub Scout to earn a Sports Letter he must involve an adult teammate. The teammate must also earn a Sports Pin in a sport of his choice. To do this, the adult, however is awarded one point for every 30 minutes of exercise or practice.

The sport in which the adult participates does not have to be the same in which the Cub is working. For example, the Cub Scout may be playing basketball in a community sports program, but his adult teammate may be earning points while participating in a bowling league. The Cub could learn a physical fitness pin then in basketball and his adult partner could earn a pin for bowling.

For both the Cub and his adult partner, no more than five points may be tallied in one day. This means the boy would get credit only for 1 hour and 15 minutes of exercise in a single day and an adult would get credit for only 2 hours and 30 minutes of conditioning in a single day.

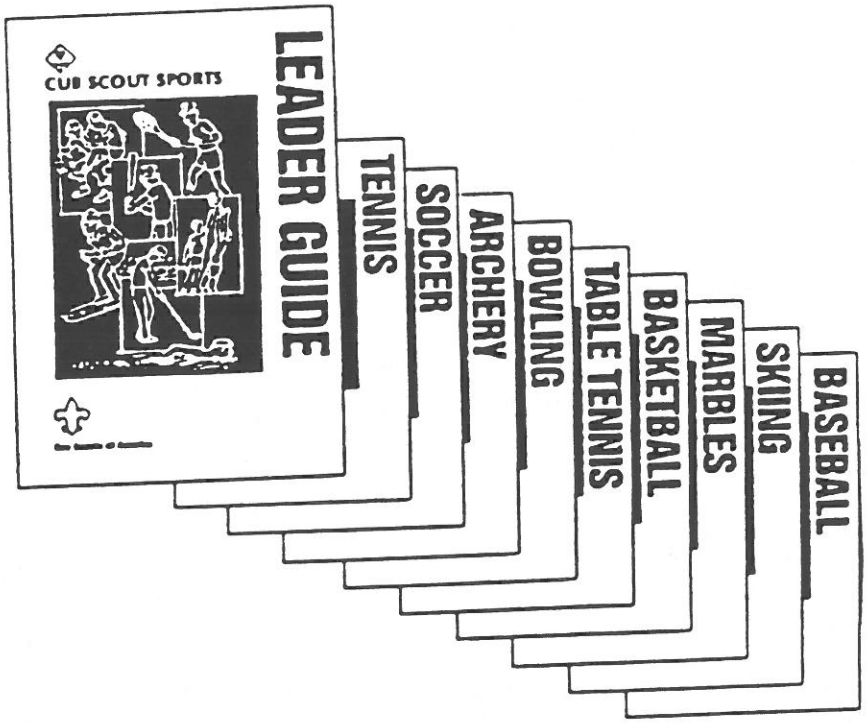
If the Cub Scout earns his participation belt loop and a physical fitness pin, and his adult teammate also earns a physical fitness pin, then the boy can be presented his Cub Scout Letter. The Sports Pin should be worn on civilian clothes. The letters can be worn on the Scout's brag vest or on his warm-up jacket. In this way he could interest other boys in the Cub Scout Sports Program and perhaps be a recruiter for new Cub Scouts.

There is no limit to the number of Cub Scout Sports Letters a boy can earn. Every time he earns a belt loop and Sports Pin and his adult partner also earns a Sports Pin, he can be awarded a sports letter.

Any pack sponsoring a Cub Scout Sports program can present to the boys who participate in the program a special Cub Scout Sports Patch. This is designed as a temporary patch, and as such, is regulated by the policies regarding patch wear.

RESOURCES

For more information on setting up the Cub Scout Sports Program in your pack, the Cub Scout SPORTS LEADER GUIDE, a Boy Scouts of America publication available from the council office, offers greater detail on many of the things discussed here. There are also individual books on each of the 20 sports offered through the program. These books have the rules of the games, how to score, strategies and courtesies, and many include specific exercises and drills to help in preparing for the sport.



SHAPING TOMORROW THROUGH FITNESS TODAY

SCOUT-O-RAMA

Scout-O-Rama is a fun-filled day that boys and girls of all ages enjoy. It's a "show and do" event for all levels of the Boy Scouts of America, from Tiger Cubs to Explorers. All of the Scouts get together under one roof for entertainment, fellowship and strutting their stuff. There is usually over 250 Scouting-In-Action exhibits covering 320,000 square feet. There are over 15,000 Scouts and their leaders participating in the show, with an average attendance of 15,000 to 20,000 visitors.

PURPOSES OF SCOUT-O-RAMA

1. An opportunity for Scouts to show off their skills and interests to other Scouts and the community.
2. Encourages the boys to Do Their Best, while planning, developing and presenting the booth.
3. An excellent fund-raiser which benefits the boy through prizes, and the unit through cash commissions from ticket sales.
4. An excellent opportunity for the community to show its support to Scouting, with purchase of Scout-O-Rama tickets and attendance.

IMPORTANT POINTS OF A SCOUT-O-RAMA BOOTH

- The booth should demonstrate or display a Cub Scout skill of special interest, which the Cub Scouts of that pack enjoy.
- The booth should be designed, built and operated by Cub Scouts, with the assistance of leaders and parents.
- The booth should be properly identified with pack and den numbers, chartered partners, city and name of booth.

PLANNING YOUR BOOTH

The Scout-O-Rama booth planning should begin months in advance. First, choose the theme, and tell the Cubmaster. Then see what ideas the boys have. The more input the boys have, the more they'll enjoy it, and the better job they'll do. Discuss the booth at a den parents meeting. Use their help and expertise in securing supplies and equipment, and in putting the booth together.

You may use several den meeting to prepare the booth. But, remember! KISMIF!! KEEP IT SIMPLE, MAKE IT FUN. If it gets too complicated, or too involved, the boys will be bored with it. Let the boys make crafts, signs, costumes, etc., whenever practical (with leaders' assistance, of course). The boys should be able to explain the booth at Scout-O-Rama, so have them rehearse in den meetings. Let them practice their craft, demonstration, skit, or get used to their costume or equipment. Keep your eye open for advancement which they can earn while working on the booth. (The boys will probably tell you).

It is not unusual for the Den Leaders to be at a loss for an idea for the Scout-O-Rama booth. An excellent place to find an idea is the monthly themes. Using a few of the monthly themes, here is a sample of ideas:

FIESTA

For the Scout-O-Rama booth, you could use a back drop of balloons, or brightly colored cloth and party favors, (confetti, hats, masks, pictures, beads, etc.). Have one table set up for face painting, and another table set up for making party masks, or hats. Have a large supply of pre-cut masks, cut from bright colored poster board. Other supplies for making the masks might include:

- paint
- colors
- markers
- colored construction paper
- sequins
- ribbons and feathers
- curling ribbon
- glue and tape
- glitter
- hole puncher
- stapler
- string
- elastic
- scissors
- dowel rods

Encourage the children to be creative and come up with their own design. The dowel sticks can be attached to the mask, so the child can carry the mask and hold it up to his face.

BACKYARD FUN

BACKYARD FUN suggests a variety of ideas, including nature and environment.

To pursue the environment idea, the boys could set up a Scout-O-Rama booth demonstrating the "tornado in a bottle". The boys should be able to explain that this demonstrates the way impure particles are picked up in the air, and are transmitted in the moisture, forms clouds and how the impurities are later rained back down onto earth. The result: pollution.

Take a soft drink bottle (16 ounce size with re-closeable cap). Put fresh water almost full into the bottle. Put a few drops of liquid dish washing into the water, along with a sprinkle of ground black pepper. Put on the lid tightly, and shake the bottle clockwise (not up and down). This should be a brisk shake. You should see a tornado in the bottle. These pepper granules represent the pollution in our air.

The theme also is an excellent time to conduct a service project for the community. It might be cleaning up the local park, or other area that needs cleaning. Take pictures before and after the cleaning. At Scout-O-Rama display these pictures, both before and during and after the cleaning, showing how the Cub Scouts have helped their neighborhood.

DEN DOODLES

Den Doodles are an excellent way to stimulate advancement. They also make the den meeting and pack meeting places more eye-appealing.

Several suggestions for doodles are shown on the following pages, but there are many other types ways to make them. Let your imagination be your guide. The main thing to remember is to use some objects to recognize each boy's advancement.

When additions are made to the doodle, it is nice to use a short ceremony in the den. You may wish to give each boy the opportunity to color or paint or add his own addition to the doodle. Be sure to take your den doodle to pack meetings for display. this will give the parents an idea of where their son stands advancement-wise in the den and pack.

Den doodles can be either floor or table models. The floor models are usually fastened to some type of pole, such as a broomstick or dowel rod. The base can be a bucket or large can filled with plaster. If you wrap the stick with foil or grease it with petroleum jelly and insert it when the plaster is soft, then you can remove the stick after the plaster is hard. This makes it easier to handle and transport from place to place. This plaster filled can or bucket serves as a weight so the den doodle won't topple over.

Any number of things can be used to recognize advancements on the doodle.

Examples: Colored beads, spools, wood cutouts, cardboard cutouts, peanuts, walnut shells, modeling dough beads, etc.

In addition to advancement, include any special accomplishment such as the Environmental Award, Oxley Nature Center patch recipient. etc. Don't forget to display den awards like the Summertime Award.

The following is the criteria used in judging den doodles at the Indian Nations Council Scout-O-Rama each spring. Even though it isn't specifically shown on the score sheet, include a ledger. It will make a difference whether or not you place in the competition.

DEN DOODLE JUDGING-POINTS OF CONSIDERATION

Advancement (0-40 points) - Was this den doodle designed to record the den member's advancement?

Boys name (0-10 points) - Is each boy's name shown on the den doodle?

Den Spirit (0-20 points) - Does this den doodle express the spirit of the den and scouting?

Den and pack use (0-20 points) - Does the den doodle's width, length, thickness, design, staff length and size facilitate its display and use at den and pack meetings.

Originality (0 - 10 points) - The den doodle is to be a clever way of recording advancement of the boys and its design is limited only by imagination of the Den Leader, Den Chief and the boys.

SAMPLE DEN DOODLE JUDGING SHEET

Entry Number	Advancement 40	Boys Names 10	Den Spirit 20	Den/Pack Use 20	Originality 10	Total Points
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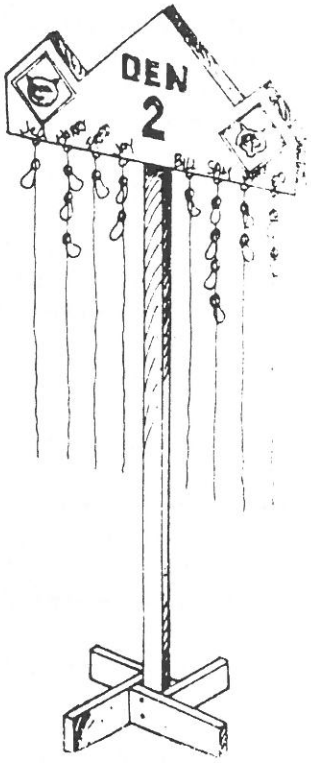
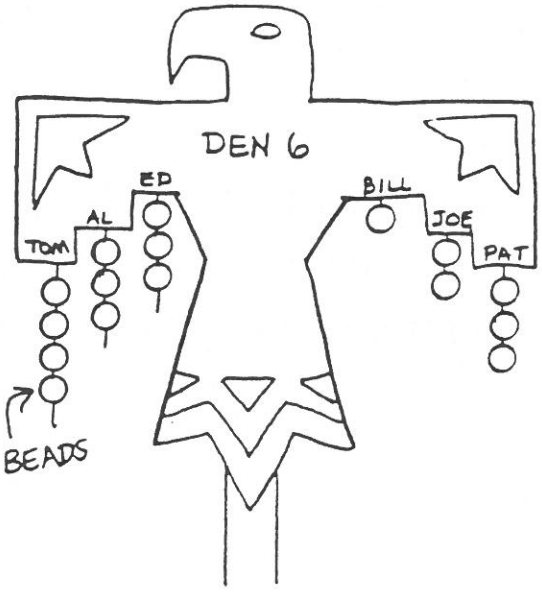
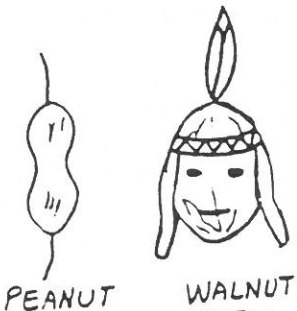
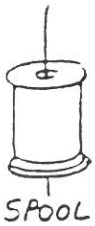
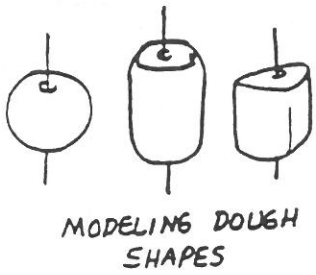
SUGGESTED DEN DOODLES











STORY TELLING

The United States is a big land and our folk heroes are just as big. Some are make believe, but others were real men. Storytellers and songwriters turned those real heroes into bigger heroes by exaggeration of their deeds. Below is tips to help you become a good storyteller, there is also several stories, and suggested topics to help you on the trail.

- Choose a story that appeals to you and is suitable for the occasion.
- Read the story carefully for plot. Try to put yourself in the situation so you can really feel it. Make notes of characters, places, and situations that are important or interesting. You may want to use these notes when telling the story.
- Review the main points again as you "live" the story in your mind.
- Decide on a catchy line for the beginning. "Did you know the first Akela was a wolf?"
- You may wish to practice the story in front of your family, or record it on a tape recorder to see how it sounds before you tell it to the boys.
- Decide exactly when and how to end your story. Don't make it too long.
- Before you begin telling the story, be sure the boys are comfortable and haven't been sitting for too long a time.
- Use your catchy line to create interest.
- Let the plot unfold as if it were jewels sewn into a carpet that you are unrolling at their feet.
- Live your story. Don't be afraid to ggrrrrooowwwwwllll, to speak in a whiny voice or to use hand gestures to emphasize a point.
- Follow the outline you have made. If you do wander from the point, don't get nervous. Just pause and back-track until you find your place again. The proceed.
- Speak clearly, naturally. Use simple language that the boys will understand.
- Make use of suspense by pausing at a dramatic point, but not long enough to let minds wander.
- When you have finished, stop talking. This will be the time the boys want to talk, and you'll need to listen, particularly if you're trying to get across a message.

HERBERT THE BEAR

Tuck your tongue under your bottom lip when telling this story.

Hi. . . my name is Susie and I live in a big house near the woods with my mommy, my daddy, my little brother and Herbert. He's our pet bear. One day I went into the woods to pick some flowers. When I came home I said Hi to my mommy, and I went and said hi to my daddy and I pet Herbert, but I couldn't find my little brother anywhere. Then I saw Herbert smile. Herbert had eaten my little brother. Oh, I was so mad! I said, "Herbert don't ever do that again!

Well the next day, I went into the woods to pick some more flowers. When I came home I said hi to my mommy and I pet Herbert, but I couldn't find my daddy anywhere. Then I saw Herbert smile. Herbert had eaten my daddy. Oh I was so mad, I was furious. I said "Herbert, don't you ever do that again!"

The next day, I went for another walk in the woods to pick flowers. When I came home I patted Herbert on the head but I couldn't find my mommy anywhere! Herbert just smiled and sat there looking big and fat. Herbert had eaten my mommy! I was so mad! I was so mad I was furious! I said, "Herbert, don't you ever do that again!"

So the next day I went to pick flowers again. When I came there was my mommy, my daddy, my little brother, and there was Herbert, just smiling. I was so surprised, I asked my mommy what happened. She said, "Herbert burped."

BENNY THE FROG

Benny was a big bullfrog who lived in a swamp. This swamp was just an ordinary swamp. All the frogs lived in nice houses, had nice big lily pads, running water, TV's and a rowboat parked out in front. It was just like any other swamp.

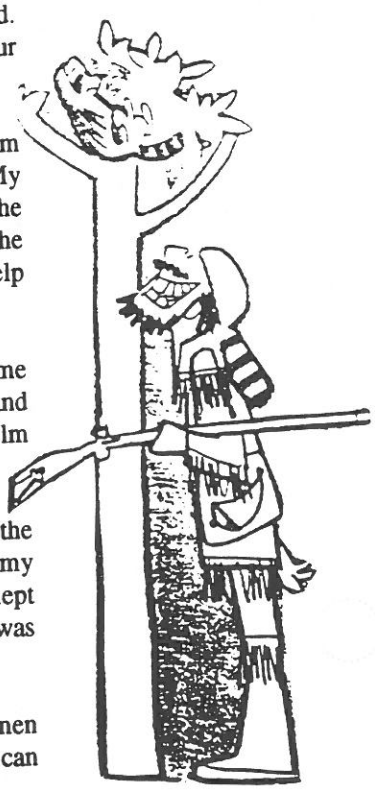
One day Benny decided he needed to have something special that would make all the other swamp creatures look up to him. He finally decided he would like to have a beautiful, long, white beard. He wished so hard that one day the Fairy Frog mother appeared and said; "Benny, I will grant your wish. But if I give you a beard, you must never, never ever shave it off. For if you do, I will turn you into a urn!" Benny promised he would never shave it off, so the Fairy Frog mother waved her wand, and "poof". . .a big white beard appeared on Benny's chin.

After a while Benny's neighbors heard about the beard and came to look. Everyone came. . .the alligators, muskrats, snakes, raccoons, turtles, even the dragonflies. After a while most of them stopped coming, and finally no one came at all. Benny wasn't so proud of his beard as he had been at first, and he was always tripping over it.

After a long time, Benny just couldn't stand it any longer. He shaved it off. The Fairy Frog mother appeared and said, "Now I'm going to turn you into a urn!" So she waved her wand and "Poof". . .Benny was turned into a urn. the moral of this story is a Benny shaved is a Benny urned!

THE GIFT OF TREES

The Indians believe that the secret of happiness comes form giving to others. "All nature gives freely," they say. "The sun gives his light. The rain feeds the thirsty earth. The stars guide and comfort the traveler."



Many, many moons ago, when the Great Spirit put Man on earth, Man was frightened. "Where shall I find food and shelter" he asked . The trees laughed softly. "We are your brothers," they murmured. "We will help you."

The maple tree spoke up,"I will give you sweet water to make into sugar," he said. The elm tree said, "Use my bark for your baskets, and tie them together with my tough muscles." "My cousins and I will fill your baskets with sweet nuts," said the hickory tree, and he called to the chestnut, beech and walnut to help him. "When you get tired, little brother," whispered the great pine tree softly, "I will make you a bed. My cousins, the balsam and cedar will help me."

There was sunshine in the heart of Man as he set out to explore his world. But soon, he came to a deep, wide river. "How shall I ever cross the river?" asked Man. The trees laughed and laughed. "Take my white skin", said the birch. "Sew it together with the muscles of the elm tree and you can make a boat that will carry you across the wildest river."

But then the Sun had crossed the sky to his lodge in the west. Man felt cold. Then the balsam fir tree whispered to him, "Little brother, there is much sunfire in your heart. Rub my branches together and you will make fire." So Man made fire. And that night he slept soundly on the branches of the great pine tree. The North wind blew cold, but there was sunshine in the heart of Man.

When Indian children asked how they could repay their friends , the trees, the wise men answered. "They do not ask for payment. But you can give them care and attention. You can give love and care to every plant and flower that makes life beautiful."

OTHER STORIES TO TELL

PAUL BUNYAN was all make-believe. Paul was a logger, and first stories about him were told by loggers. He was taller than any tree. He carved out the Grand Canyon. He made the Mississippi River when he spilled water from a tank he kept for his pet ox, Babe.

JOHNNY APPLESEED was real, but his true name was John Chapman. He grew trees from seeds and sold the small seedlings. Years later the storytellers named him Johnny Appleseed. He traveled the woods of Ohio and Indiana selling apple trees. Neither Indians nor animals ever hurt Johnny Appleseed. He wore a burlap bag for a shirt and a tin pot for a hat.

DAVY CROCKETT was a real Tennessee woodsman. He was a U.S. Congressman when a storyteller wrote a book of tall tales about him with taller tales. He said he could get a raccoon down from a tree by grinning the critter down. One time a knothole looked like a raccoon's eye to him and he grinned until the bark fell off the tree.

JOHN HENRY "the steel-driving man," was real. No man could drive spikes like him until the railroad company bought a steam machine to drive the spikes. John's gang said no machine could drive more spikes than John Henry. In a showdown with a machine, he drove more spikes-but he worked so hard he killed himself. After he died people added make believe to his story.

CASEY JONES, the train engineer, was real. Many times he drove his train faster than was safe just to keep on time. In those days there was fame and adventure in being a train engineer, but many trains were wrecked by going too fast. Casey Jones wrecked his and died. One storyteller wrote a song about Casey and made him a folk hero.

OLD STORM ALONG was a sailor and all make-believe. As a"small boy he was a 'fathom' tall." (A fathom is six feet.) When he was "full grown" he had to build his own giant ship. It was so big, that masts had to have hinges so the sun could pass over the ship without striking them,. When he sailed through the English Channel he had soap the sides of his ship so that it would slide through between England and France The soap washed the black off the White Cliffs of Dover.

PECOS BILL is a make-believe cowboy hero. Pecos could straighten out a river by picking up one end and snapping the river like a whip. He learned that trick by practicing with rattlesnakes.

EMERGENCY CARE FOR CUB SCOUTS

What is first aid? The American Red Cross defines first aid as the immediate care given to a person who has been injured or has been suddenly taken ill. It includes self-help and home care if medical assistance is not available or is delayed. It includes words of encouragement, evidence of willingness to help, and promotion of confidence by demonstration of competence.

FIRST AID KNOWLEDGE AND SKILLS OFTEN MEAN:

- The difference between life and death.
- The difference between temporary and permanent disability.
- The difference between rapid recovery and long hospitalization.

FIRST THINGS FIRST

- Protect yourself - assess the situation
- Call for help - 911 or the emergency number at the location.
- Have bystanders call for help.
- Decide on priorities - treat life threatening injuries first.

ACTIVATING EMERGENCY SERVICE

To activate Emergency Services vary from location to location. It may be as simple as calling "911" which will send all required services; or you may need to have a list of emergency telephone numbers for the police, fire department, ambulance, emergency rescue, etc.

POLICE	
FIRE	
AMBULANCE	
DOCTOR	
RESCUE OR EMSA	
POISON CONTROL CENTER	**1-800-522-4611**
FRIENDLY NEIGHBOR	

When calling for help, you MUST be able to provide:

- WHO? - Person making the call
- WHAT? - What is the matter? Is there a car wreck with multiple injuries? Is the car on fire?
- WHERE? - What is your exact location?
- HOW MANY? How many people are injured, and what types of injuries have you identified?

If a person does not have a pulse and is not breathing, be sure to tell that to the emergency services dispatcher. This is the highest priority for emergency medical service.

HURRY CASES

While most accidents that you come on may be minor, there are four **"hurry cases"** where a person's life is at risk.

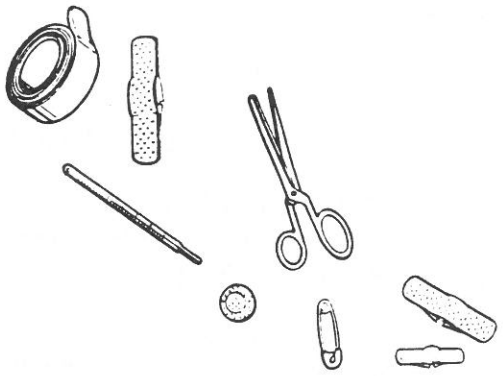
1. NO BREATHING
2. HEART ATTACK
3. SEVERE BLEEDING
4. POISON HAS BEEN SWALLOWED

All of these **"hurry cases"** are life threatening and must receive immediate first aid and activation of emergency service.

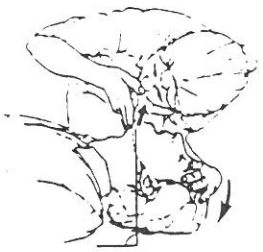
THE ABC'S OF FIRST AID

The ABC's of first aid refer to three basic rescue skills:

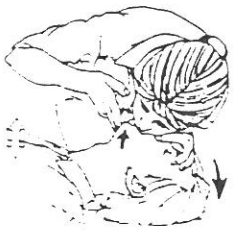
1. AIRWAY
2. BREATHING
3. CIRCULATION



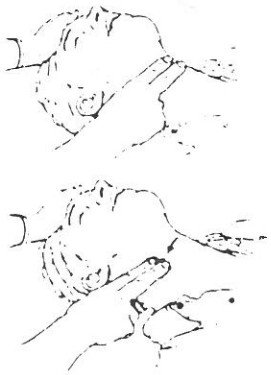
First determine unresponsiveness by asking, **"Are you OK?"**



AIRWAY - When assessing an injured person, the first thing to do is to open the airway. Tilt the head back and lift the chin. Be sure to tilt the head back as far as possible without forcing it. This action lifts the tongue and opens the windpipe allowing air to get to the lungs. Call for help. You may need help after checking all the ABC's for activating EMS (emergency medical services).



BREATHING - The next step is to see if the person is breathing. While maintaining the head tilt and chin lift, place your ear about one inch from the person's nose, while looking down to the person's feet. If the person is breathing, you may see the chest rise and fall or feel a very faint breath on your cheek or ear. If there isn't any signs of breathing, give two breaths mouth-to-mouth. Hold the nose when giving breaths.



CIRCULATION - The last of the ABC's is circulation. Check the pulse of the person by placing two or three fingers on the person's carotid pulse. The carotid pulse is located by placing the fingers on the adam's apple and sliding the fingers into the groove between the adam's apple and muscle, on the side nearest you. Check the pulse for 5 to 10 seconds. This is necessary since the pulse may be very erratic and weak. If you think it's taking too long, you are probably doing it properly. Be sure to maintain the head-tilt with your other hand. DO NOT ADMINISTER CPR UNLESS YOU ARE TRAINED BY A RECOGNIZED AGENCY (RED CROSS OR HEART ASSOCIATION).

HURRY CASE - NO BREATHING

Assess the situation. Are you and the victim in a safe location? Do your ABC's. Victim has a pulse, but isn't breathing.

1. Initiate mouth-to-mouth resuscitation.
2. Be sure the head tilt-chin lift is correct.
3. Place your mouth over the victim's mouth blocking the nose passage if possible. If air escapes from the nose, pinch it closed with your fingers. On a small child, your mouth may cover the victim's mouth and nose at the same time.
4. Perform one minute of mouth-to-mouth resuscitation and then check to see if the victim has started breathing. If the victim vomits, turn him on his side until he is finished.
5. Re-assess the situation. Is the victim breathing on his own? If not, sweep the mouth clean and resume.

HOW MANY BREATHS PER MINUTE???

ADULT - 1 breath every 5 seconds (12 times per minute)

CHILD - 1 breath every 4 seconds (15 times per minute)(thru 8 yrs)

INFANT- 1 puff every 3 seconds (20 times per minute)

Be very careful when resuscitating a baby, you may cause severe internal injuries if your blow too hard or too much. All it takes is a mouthful of air.

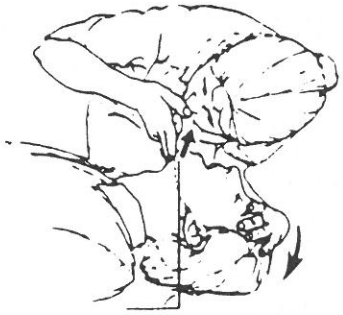
CAN'T BLOW AIR INTO THE VICTIM???

If you can not blow air into the victim's lungs, re-tilt the head and try again. If you are still unsuccessful, the victim has a blocked airway. Proceed as necessary for a choking victim.

MOUTH-TO-MOUTH RESUSCITATION RECAP

Establish unresponsiveness

Open airway



Rescue breathing

CHOKING

Approximately 3,000 deaths are caused by choking every year. Choking usually occurs during eating. In adults, meat is the most common cause, although a variety of foods and foreign bodies (toys, coins, etc.) have been the cause of choking in children and some adults.

The best way to control choking is through prevention. Cut your food into small pieces and chew slowly and thoroughly. Avoid excessive intake of alcohol before and during meals. This dulls the body's reactions to foreign objects. Avoid laughing and talking during chewing and swallowing. Prevent children from walking, running, or playing with food or foreign objects in their mouth. Keep small items such as marbles, beads, and thumbtacks away from small infants and children. If a person is coughing forcefully, leave them alone. They will probably cough out the foreign object. However, keep observing in case the object is not coughed out.

SYMPTOMS:

- Victim grasping at his throat
- Victim can not talk
- Victim emits a high pitch whining noise

FIRST AID

1. Ask the victim, "Are you choking?" "Can I help you?"
2. Perform the Heimlich maneuver. Stand behind the victim and wrap your arms around the victim's waist. Place one fist just above the navel with your thumb pressing into the stomach area. Grasp the fist with the other hand and press the fist into the abdomen with quick inward and upward thrusts. Try to pull your fist through the victim and up to your chin. This must be done forcefully to be effective.
3. If you cannot dislodge the object and the victim passes out, gently lower him to the floor protecting the victim's head. Open the airway by placing thumb inside of victim's mouth holding tongue down while lifting chin with fingers. Do a blind finger sweep. You may or may not remove the object.
4. Open airway with chin lift method and attempt to give a breath. If breath does not go in, victim is still obstructed.
5. Straddle the victim's thighs and place the heel of one hand just above the navel and place second hand directly on top of first hand. Press quickly into the abdomen and outward (toward the back of victim's shoulders). Continue to repeat these steps until object is removed.

Abdominal Thrust

HURRY CASE - HEART ATTACK

SYMPTOMS:

- Uncomfortable pressure, squeezing, tightness, or pain in the center of the chest which usually lasts for more than 2 minutes.
- Sweating
- Nausea
- Shortness of breath
- Weakness
- Numbness in the arms - NORMALLY will start with the left arm.
- A "bad" case of indigestion.
- Many heart attack victims will deny that they are having a heart attack.

ACTION PLAN FOR HEART ATTACK VICTIM

1. Recognize the signals of a heart attack.
2. Stop activity and sit or lie down.
3. Wait 2 minutes to see if symptoms go away.
4. If pain persists - activate **EMS.**
5. CARDIO PULMONARY RESUSCITATION - A GIFT OF LIFE.

CPR IS REALLY A GIFT OF LIFE!! As a CPR provider, you may save another's life with prompt action. The time clock for a heart attack victim is very short. The first 4 minutes after a heart attack are critical. After 4 minutes, brain damage starts to occur. After 10 minutes, brain death is certain. If CPR is initiated within the first 4 minutes, the victim's chances of survival are 4 times greater then if the victim did not receive CPR until after 4 minutes.

REMEMBER TIME IS CRITICAL

To enroll in a CPR class, contact the American Heart Association or American Red Cross. Both agencies provide CPR training at a minimal cost. The life you save, may be someone very dear to you. Can you afford not to be CPR trained?

UNDER NO CIRCUMSTANCES SHOULD YOU ATTEMPT CPR UNLESS YOU ARE PROPERLY TRAINED! Television makes it look real easy, but there are many things you need to know to do it properly. Training provides the proper techniques which will minimize further injuries to the victim.

HEART ATTACK ACTIONS FOR SURVIVAL

CONSCIOUS VICTIM

- Recognize the symptoms.
- Expect a denial response from the victim.
- Stop the current activity.
- Have the victim sit or lie down.
- Loosen the victim's clothing, making him as comfortable as you can.
- Activate emergency medical services.

UNCONSCIOUS VICTIM

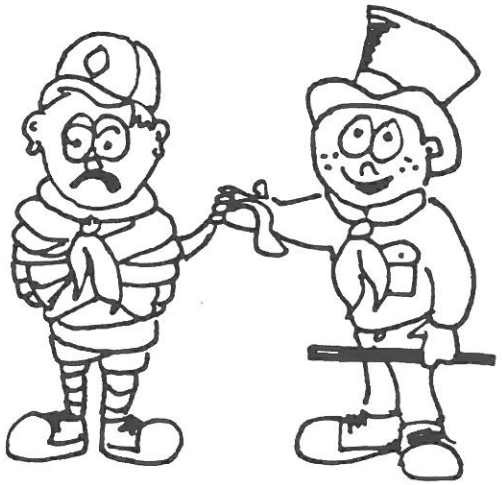
- Perform ABC's.
- Initiate CPR if you are qualified.
- If you are not trained in CPR, get help as quickly as possible. The victim's time clock may be very low.

HURRY CASES - POISONING

One third of all deaths in children is caused by poisoning. There have been many safety awareness programs designed to alert everyone to this hazard. The poisons may range from gasoline to drain cleaners. Many kitchen cleaners are poisonous and should be kept out of the reach of small children.

SYMPTOMS:

- Unconscious child next to an empty container.
- First degree burn around the mouth.
- Breath that smells 'funny'.
- Pupils very large or very small.



FIRST AID FOR POISONING

- **DO NOT** induce vomiting!!!
- Call poison control immediately (1-800-522-4611) Have empty container available when you make the call. The chemical names are very important.
- Do exactly what poison control tells you - do not hesitate.
- Activate **EMS.**
- Keep syrup of ipecac or activated charcoal on hand. Available at most drug stores. Use only if poison control instructs you to.

HURRY CASE - SEVERE BLEEDING

Severe bleeding falls into 2 basic categories, arterial and venous. Arterial bleeding is recognized by the blood spurting in rhythm from the heart to the rest of the body. The veins bring the blood back to the heart and have very little pressure.

FIRST AID

- Apply direct pressure to the cut with your hand. With the other hand, get a clean piece of cloth for a pad and apply the pad to the cut. If the pad gets saturated with blood, put another pad on top of the other pad. Do not remove any pads. Continue to add pads as necessary.
- Elevate the cut above the heart if possible.
- Using a cravat or triangular bandage, bandage the wound to keep the wound clean. (pressure bandage)
- Keep the cut elevated.
- Do not attempt to clean the wound. Let trained medical personnel take care of this problem.
- If you can not stop the flow of blood with direct pressure, elevation and pressure bandage, apply pressure at a pressure point with at least three fingers or the heel of your palm depending on the location.
- Call 911 or get the victim to the hospital as quickly as possible.

SHOCK

Shock occurs in almost all types of cases requiring first aid. The symptoms may include:

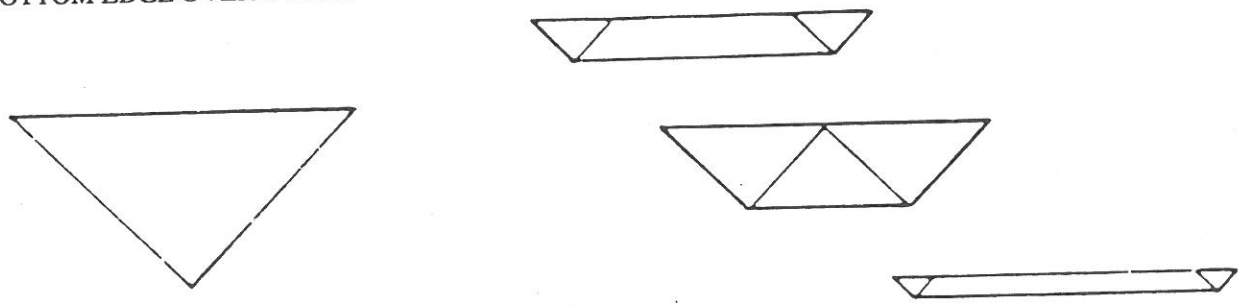
SYMPTOMS:

- Cool clammy feeling.
- Pale (bluish) looking skin.
- Victim may be weak.
- Rapid pulse.
- Increased rate of breathing, it may be shallow and irregular.

To treat shock, keep the victim lying down with the feet elevated. Elevate the feet and keep the victim warm. Give the victim reassurance. If there is a head injury or a severe wound to the lower part of the face or jaw, place the victim on his side to allow for drainage of fluids and avoid blocking the airway.

USE A TRIANGULAR BANDAGE AS A CRAVAT BANDAGE

LAY TRIANGULAR BANDAGE FLAT. BRING POINT CLOSE TO THE LONG EDGE, AND FOLD BOTTOM EDGE OVER TWICE.



OTHER FIRST AID CASES

CUTS AND SCRATCHES - Minor cuts and abrasions should be washed with clean soap and water. Let the area dry and apply a small adhesive bandage to protect the wound. If the cut is large and deep, stop the bleeding and transport to the hospital for emergency care.

BURNS - There are 3 types of burn classifications, the first degree, second degree and third degree burn. The first degree burn is the most common and may be identified by a reddening of the surface of the skin. Sunburn is a common type of first degree burn; however blisters will be present. The third degree burn is when the skin is charred. This is the most serious type of burn to be encountered. First aid for the various types of burns is shown next:

TREATMENT

FIRST DEGREE BURN - Submerse burn in cool water. DO NOT USE ICE! After pain subsides, bandage carefully. This treatment is only to be used if medical facility is not close by (out camping, etc.), otherwise, flush any degree burn with water until medical attention is received.

SECOND DEGREE BURN - Cover with dry sterile pad and bandage. DO NOT break the blisters. Seek medical assistance.

THIRD DEGREE BURN - DO NOT try to remove any burned clothing. Cover with sterile bandages (loosely) and transport to hospital as quickly as possible. This is a life threatening injury.

CHEMICAL BURNS - Flush area with water as quickly as possible. Remove any clothing or jewelry. Continue to flush with water until emergency care arrives.

NOSEBLEED - While a nosebleed looks serious, it is a relatively minor injury. The first aid for a nosebleed is to sit up, lean forward, and apply pressure to the fleshy part of the nose.

BLISTER ON THE HEEL - Wash the foot and let the area dry. Cover the area with a sterile bandage. If you think the blister will break, sterilize a needle with the flame of a match, puncture the blister, and drain the fluid. Cover the blister with a sterile bandage.

STINGS AND BITES - The stings of many insects may cause severe allergic reactions in some individuals. If the stinger breaks off, it should be removed with a sweeping motion to avoid injecting more venom into the wound. To alleviate the pain, mix water and meat tenderizer into a paste and cover the sting area. Another method is to apply liquid ammonia to the sting area. Both methods will neutralize the sting venom and reduce the pain. Pack the area with ice to reduce swelling. Observe the victim carefully. If difficulty in breathing is apparent, get medical assistance as quickly as possible.

The bites of many animals may be very serious due to the threat of rabies. Wash the area with clean water and cover the area with a sterile dressing. If a dog bite occurs, try to identify the dog so that is may be caught for observation. If a wild animal is the cause, let proper authorities destroy so the specimen is not destroyed. (animal needs to be killed in a certain way).

PUNCTURE WOUNDS - This type of wound is potentially very dangerous. Depending on the location, severe damage to internal organs may occur. Normally there is minimal bleeding with this type of wound. If the object is still embedded in the body, do not try to remove it. This may cause additional injury. Cover the area with a sterile bandage, avoiding any additional pressure on the object. Trained medical personnel should remove the object to minimize additional internal injury.

BROKEN BONES - To treat broken bones, the appendage should be immobilized above and below the break. This should be accomplished with materials on-hand. The appendage should not be moved until it is completely immobilized. Be sure to watch for signs of shock. Transport the victim to medical care as quickly as possible.

WATER SAFETY

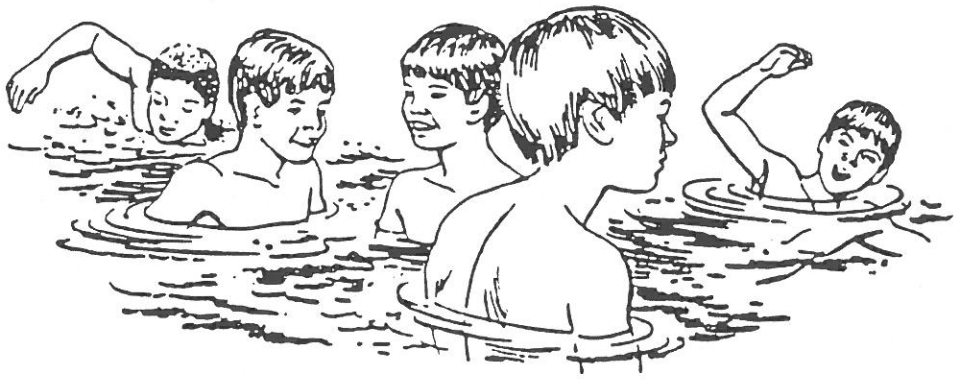
To ensure safe swimming, whether with the family, den, or pack, the Boy Scouts of America has developed Safe Swimming Defense. In essence, it is a plan to conduct an organized group-swim safely by establishing standards and procedures to minimize the inherent risks. This plan should be followed on any group activity which includes swimming.

SAFE SWIM DEFENSE- Includes the following eight points (read the Cub Scout Leader Book for a clarification of each point):

1. Qualified Supervision
2. Physical Fitness
3. Safe Area
4. Lifeguard on Duty
5. Lookout
6. Ability Groups
7. Buddy System
8. Discipline

In the Water Safety section of the "Cub Scout Leader Book" (page 92- 95) you will find detailed information and instruction concerning Safe Swim Defense, Home Swimming Safety Rules, Water Rescue and Safety Afloat (Boating Safety).

Prepare your Cub Scouts and their families for fun and activity on, in and near water - especially in Oklahoma where we have an abundance of lakes and rivers and other waterways that get a great deal of use. Invite authorities (firemen, police, paramedics, Red Cross volunteers) to visit with parents and boys about what to do if they encounter an emergency situation while on the water or at water-related activities.



BLUE AND GOLD BANQUET

The Blue and Gold Banquet is probably the most exciting event of the whole year because it is a birthday party for Cub Scouting in which all pack families can take part. The banquet is held in February, the anniversary month of the Boy Scouts of America. The pack's big celebration gets its name from the Cub Scout colors, blue and gold.

Some packs make the dinner a potluck affair with each family bringing a covered dish, and other packs prefer buying the food, having it prepared by a parent's committee, and then prorating the cost among those attending.

The plan of feeding isn't important. It is the Cub Scouting that happens in making the program come true that counts. Dens sit together with their families so that den spirit and family relationships are strengthened. Guests may be invited and are seated either at a head table, or with the dens. Banquet arrangements must be made and planning done well in advance. Decorations may be as elaborate or as simple as you wish. Attractive menu cards or dinner programs can be made; place cards, centerpieces, place mats, nut cups, and favors are all suggestions of things which might be used. The dinner program should include entertainment from within the pack, rather than outside entertainment. Also don't forget the importance of recognizing advancement of the boys. This is the secret of a successful Blue and Gold Banquet.

<u>There are a few important things to remember:</u>

1. Be sure that pack leaders, boys and parents know that the Blue and Gold banquet is Cub Scouting's birthday celebration.
2. Begin planning at least two months ahead. Some packs begin earlier.
3. KISMIF - (to borrow an oldie but goodie) - "Keep It Simple, Make It Fun".
4. Involve leaders and parents. Sharing responsibilities makes it easier and more fun for everyone.

5. Let the boy's help plan and make the decorations, but keep the cutting and pasting to a minimum. Do let them help make each item.

BANQUET PLANNING

To be successful, the banquet must be well planned in advance. A banquet chairman is selected by the pack committee. That person recruits helpers to carry out the responsibilities listed on the following pages. This general outline will help make your planning easier. Try to involve as many people as possible, and avoid giving Den Leaders too many additional responsibilities - they will be working with their dens. The following are steps to planning a Blue and Gold Banquet. The banquet often takes the place of the February pack meetings, although it is not necessarily held on the regular meeting night.

SELECT DATE, TIME AND PLACE:

In selecting the place consider the following:

- Adequate space for seating and displays.
- Availability of parking space, restrooms, coat racks.
- Program needs, such as microphone, stage, etc.
- Convenience for food preparation and/or serving.
- Reserve the meeting place well in advance.

DINNER

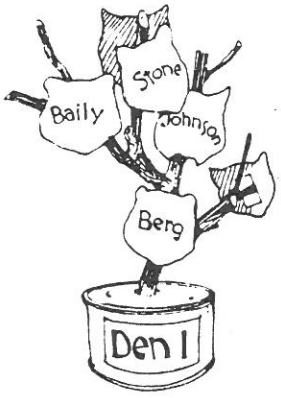
- Select meal plan - catered or pot luck.
- Determine serving needs - kitchen and utensils.
- Select menu and estimate cost.
- Assign serving and cleanup jobs.

PROGRAM

- Make assignments for various parts of the program.
- Invocation
- Welcome and introduction of guests
- Ceremonies - prepare props.
- Recognition's of boys , leaders and parents.
- Entertainment.

DECORATIONS

- Room decorations
- Table decorations
- Displays



DEN FAMILY TREE CENTERPIECE

PUBLICITY

1. Inform all pack families of date, time, place, and cost.
2. Invitations - Consider inviting guests such as the head of the chartering organization, school principal, Chartering Organization Representative, Scoutmaster, and District Commissioner.

SAMPLE BY DATE CALENDAR

Start planning early. Allow you and your boys plenty of time to make the evening a success. The following is based on the Blue and Gold Banquet being held the last week in February. Adjust accordingly.

AUGUST: Annual pack planning meeting. Decide on time and place for Blue and Gold, if possible. If the school location is desired, be sure all requisitions for building are started. Recruit the Blue and Gold Chairman.

SEPTEMBER-OCTOBER: Recruit committee sub chairmen (physical arrangements, invitation, program, dinner).

NOVEMBER: Be sure location has be selected and reserved. Sub committee to begin duties as stated. Attend Blue and Gold class at Pow Wow to get help to get you started.

DECEMBER: Write down plans, share with others on committee.

JANUARY: *Week One:* Blue and Gold committee to meet with Den Leaders to give ideas for decorations, program, invitation, information, etc. Dinner committee needs to have decision made on what to eat and how it will be served. Entertainment should b secured and/or assignments made. Physical arrangements committee visit location of banquet to check out needs.

Week Two: Dens begin work on decorations.

Week Four: Invitations for Blue and Gold Banquet to families. Special guest invitations mailed.

FEBRUARY: *Week One*: Re-confirm location, time, and place. Re-confirm entertainment. Buy supplies , plates coffee, etc.

Week Two: Program agenda ready for printing. Deadline for R.S.V.P. Let dinner committee know reservations to make a final food order.

Week Three: Make seating chart. Give to set-up committee.

The following adult committees may be helpful in arranging and putting on a Blue and Gold Banquet:

BANQUET DAY: Early P.M. set up, needs to be scheduled so people have time to go back home if needed. This is it. Have FUN. Late P.M. Clean up. Be sure to write "thank you" notes for entertainment, donations, etc.

The following adult committees may be helpful in arranging and putting on a Blue and Gold Banquet:

PHYSICAL ARRANGEMENT COMMITTEE

- Makes arrangement for banquet location approximately 6 weeks in advance.
- Checks seating capacity - number of tables available. Estimates attendance.
- Checks lighting, stage, heating, public address system.
- Locates restrooms - makes sure they will be open.
- Checks availability of coat room or coat racks.
- Makes floor plan of tables, plans seating, head table (if desired).
- Makes arrangements to get into building early the day of the banquet.
- Sets up tables and chairs for the dinner.
- Informs dens what time they can decorate. (Be sure to allow time for people to get home and dress for dinner.).
- Arranges for clean-up committee.

INVITATIONS COMMITTEE

- Makes arrangements for invitations to be sent to each family through the dens. Every family should know the date, time, place, cost-if any, and what food they are to bring - if any.
- Sends written invitations to honored guests. You may wish to include such people as the principal of the school, representatives from the chartering organization, PTA President, District Executives, Unit Commissioner, neighborhood Scoutmaster, etc. Don't forget the Den Chiefs.
- Follow-up to see how many guests plan to attend and notify the physical arrangements committee so seating can be planned.
- On banquet night, meet guests at the door, furnish them with a name tag, and help them find their seats.

PROGRAM COMMITTEE

- Determines whether guests will be seated at the head table or with dens. Notifies physical arrangements committee so seating can be planned.
- Selects Master of Ceremonies.
- Makes assignments for various parts of the program: invocation, welcome and introduction of guests, opening & closing , recognition, entertainment.
- Plans room decorations - exhibits and displays. Table decorations can be handled by each den.
- Makes copies of program for people participating (or you may wish to have a printed program for everyone attending).
- The Cubmaster should be a member of this committee.
- Avoid speeches on the program.
- Include a planned activity for small children so they won't run wild. The Den Chiefs could be asked to help control them.
- Decides whether to include a Friends of Scouting presentation.

DINNER COMMITTEE

- Decides serving method - catered, potluck, or committee prepared.

IF CATERED -

- Contact caterer- agree on menu and cost.
- Take reservations and estimate cost.
- Check with caterer on time of delivery, finding out if they provide plates, silverware, and napkins. Are drinks and dessert included?
- Plan two serving lines, if more than 150 people are attending.
- Collect money prior to banquet.

IF POTLUCK -

- Decide if dens will plan their own menus - or if each den family will bring food to contribute to an overall menu.
- If dens plan their own menus, each Den Leader should act as coordinator.

IF COMMITTEE PREPARED -

- Select menu.
- Recruit committee to prepare food.
- Take reservations and estimates of attendance.
- A few days before banquet, purchase food and deliver it to members of the committee who will be preparing it. It is easiest to purchase food from the pack funds then replace it when money is collected from everyone.
- Collect money prior to banquet.

Decide if the pack will provide such things as salt, pepper, sugar, napkins, drinks, etc. If so, make arrangements to buy or have these items donated. Inform dens of your plans. You could have each family can bring their own plates and silverware.

NOTE: Plan to have cake or cupcakes. **This is Scouting's Birthday!!**

TYPES OF BANQUETS

Potluck #1: Each den's families are asked to provide one main dish and one extra dish (salad, vegetable, or dessert). All food is placed on one table and served buffet style. The pack provides the beverages and breads. No charge is made for the meal.

Potluck #2: Each den's families are asked to provide either a vegetable, salad, or dessert. The pack provides the meat, beverages and breads. All food is placed on one table and served buffet style. A charge is made to cover the expenses.

Family Style Potluck: As in #1, except food is only on the table(s) assigned to that den and is passed family style. The den may provide breads and beverages or the pack may provide them. No charge is made for the meal.

Cook Your Own: The pack decides on the menu, purchases the food, and distributes it to the dens for cooking and preparing. A charge is made for the cost of the food.

Box Supper #1: Each family is asked to bring one box supper for each family member. All boxes are collected at the door and are auctioned off for a pack money-making project. The family members may eat together, sharing the boxes they purchased.

Box Supper #2: Each family brings a box supper for three people. These suppers are auctioned off as in #5, but the person who buys the meal must eat with the person who prepared it, plus one child.

Box Supper #3: Use either of the two box supper methods, except no charge is made for the meals and no auction held.

Sponsor Dinner: The sponsoring organization provides all food, beverages, and condiments. No charge is made for the meal.

Catered Meal: The pack arranges with a local caterer to provide all or a portion of the meal. Costs determine the prices of tickets. Usually children five and under are free.

Cafeteria: Sometimes the banquet is held in a school cafeteria and the school provides the meal, charging each person going through the line.

Cafeteria #2: The pack purchase the food which is prepared by the cafeteria staff. Charge is based on cost of food and charges for the staff, if not donated. Pack members can substitute for or assist the cafeteria staff, to cut costs.

Restaurant: A local restaurant is selected as the banquet site and a menu is chosen. Charges are based on the restaurant charge. Be sure to secure the cost of the meal, plus tax and tip.

Dessert Specials: a) Dessert provided by sponsor. b) Father(or parent)- son cake-bake. c) Build a sundae; ice cream in commercial containers, toppings -- syrups, nuts, and whipped cream.

Birthday Party: No food, but instead have cake and ice cream to celebrate Scouting's Birthday.

THE PROGRAM

Contents of typical program

- Agenda for the evening
- List of Pack Leaders
- List of Den Leaders
- List of Den Chiefs
- Chartering Organization Representative
- Chartering Organization recognition
- Principal of School
- Pastor of Church
- Poems
- Prayers

INVITATION

What is a Blue and Gold Invitation? It is just about everyone's first notice that something special is coming in Cub Scouting. Put your best face forward.

What should an invitation look like? It can take almost any shape but it should reflect the ideals of Cub Scouting and the type of celebration you are planning.

What information should be on the invitation?

Who's doing the inviting . . . . the pack number.

What they're invited to . . . . a banquet, celebration, birthday party, ice cream social, etc.

When the celebration is to take place . . . . the date.

What time the celebration starts . . . . the time

Where the celebration is being held . . . . the name and address of the facility.

R.S.V.P. . . . . the name and phone number of the Den Leader.

Who makes the invitations? The Cub Scouts! Keep it simple, make it fun.

Who do they invite?

- Every Cub Scout Family
- The Tiger Cub Group
- The Clergy
- Chartering Organization Representative
- Unit Commissioner
- District Executives
- District Commissioners
- Scoutmasters of area Boy Scout Troops
- Past Cubmasters
- The "owner" of the banquet facility
- Guest Speaker
- Entertainer

When should the invitations be delivered?--Three (3) weeks before your celebration.

BLUE AND GOLD ENTERTAINMENT

To create a successful Blue and Gold Banquet there must be pre-planning. Entertainment is one of the most important parts, whether this is pack participation or outside entertainment. Plans should be considered at least two months ahead of time.

Outside entertainment may cost very little and sometimes nothing. Some ask to be included in the meal or whatever is being served, so be sure there is extra food. Be sure and check for special arrangements that may be needed.

ENTERTAINMENT IDEAS

PACK DEVELOPED ENTERTAINMENT

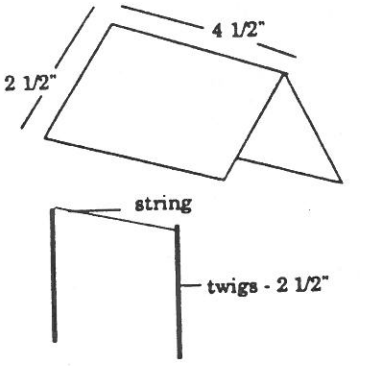
1. Each den prepare a skit, song, stunt, or puppet show.
2. Parent and child talent show
3. Cubmaster and Den Leaders or committee persons prepare a skit using adults at the banquet.
4. Scout demonstrations (camp cooking, monkey bridge, skills)

OUTSIDE ENTERTAINMENT

1. Animal demonstrations by the county park associations, by the zoo, by the Police Canine group, by dog obedience schools.
2. Bicycle clubs
3. Clowns
4. Dance demonstrations: Dance schools in your area, square dancers, Haskell Institute (Indian), Indian dancers (local Scout Troops)
5. Karate demonstrations
6. Magic acts
7. Music - Cub Scouts from the pack, Fiddlers and other musical instruments, school and church choirs, adults and children's singing groups.
8. Sports (pro and amateurs)
9. Miscellaneous ideas - short play (local theater group), entertaining films (no home movies or slides), cartoon artist, police and fire department.

DECORATIONS FOR THE BANQUET TABLE

CAMP SITE CENTERPIECE (WEBELOS)



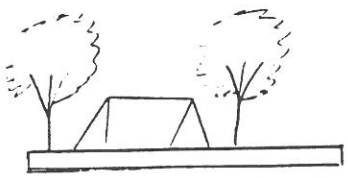
MATERIALS NEEDED:

Plywood cut in size desired for base of centerpiece, paper mache mixture, newspaper strips, foil, glue, popsicle sticks, pieces of green sponge, scrap pieces of cloth to make tents, string, small twigs, paints.

INSTRUCTIONS:

To make the land on the base, model it with paper mache. Leave a depression to form a lake. Be sure to build sides up high around lake. Line the lake with foil and add small amount of water.

To make trees, use small branches or twigs and glue pieces of green sponge to them for leaves For tents, cut rectangular pieces of cloth. Tie string to wooden sticks, arranging cloth over sticks and gluing in place.

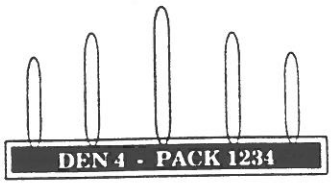


DEN CANDLE CENTERPIECE

MATERIALS NEEDED:

Shoe box lid, blue foil paper, cardboard rolls in graduated sizes, gold foil paper, red construction paper, felt pen.

INSTRUCTIONS: Cover lid with blue foil paper. Make five holes in top. Insert graduating sized cardboard rolls covered with gold foil to simulate candles. Use red construction paper for flames. Use felt marker for lettering.



WALNUT CANDLE FAVORS

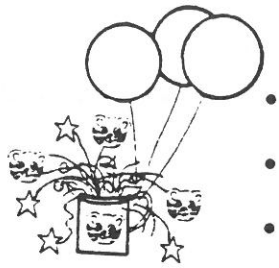
MATERIALS NEEDED:

Half of walnut shell, paint if desired, small birthday candle, paraffin, pipe cleaner.

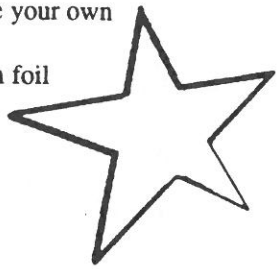
INSTRUCTIONS: Paint outside of walnut shell if desired. Carefully melt paraffin (supervise boys well), and add small birthday candle. Add pipe cleaner handle as illustrated above.

TIGER CUBS REACH FOR THE SKY CENTERPIECE

MATERIALS NEEDED:



- White or orange mug
- Orange helium filled balloons
- Gauge floral wire
- Metallic shredded package stuffing and colored cellophane
- Styrofoam size of inside mug
- Tiger Cub stickers or make your own
- Silver stars from aluminum foil
- Glue



INSTRUCTIONS:

Place a piece of styrofoam, large enough to wedge down into the mug, on a sheet of colored cellophane wrap. Push all the way down. Add metallic shredded package stuffing. Stick tiger cubs and stars back to back on the end of 22 gauge floral wire. Cut wire to desired length and stick into styrofoam. Bend to suit. Tie 3 helium filled balloons to the mug handle. Use a mobile on each side of mug.

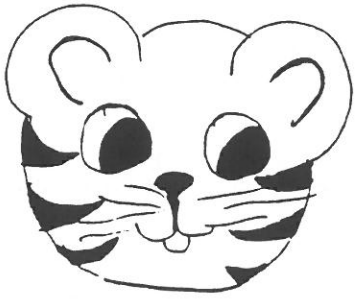
TIGER MOBILE

MATERIALS NEEDED:

- Jar lid
- Foam ball
- Paint
- Gauge floral wire or coat hanger
- Thread
- Construction paper
- Glue

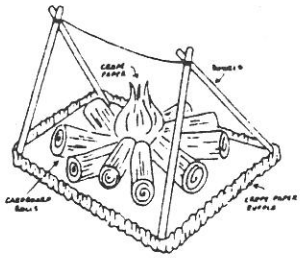
INSTRUCTIONS:

For the base, invert a jar lid, about 3" across or (larger if necessary, if you increase size of mobile). Glue half of a 3" plastic foam ball inside the lid. Paint or leave natural.



CAMPFIRE CENTERPIECE

MATERIALS NEEDED:



- Cardboard rolls
- Brown paper
- Tape
- Fine-line marking pen
- Scissors
- Chicken wire
- Red and yellow crepe paper
- Box lid
- Small dowels
- String

Webelos Scouts will like this centerpiece because it reminds them of something they like to do . . . . camp.

INSTRUCTIONS:

1. Seal the ends of cardboard rolls with tape on brown paper. Cover the rolls with crumpled brown paper, using a fine - line marking pen to make markings resembling bark.
2. Flame is a chicken wire base covered with red and yellow crepe paper.
3. Campfire is assembled on a decorated box lid. Dowels, lashed together at the top are used for supports. You may wish to hang a miniature pot over the fire.
4. Napkin rings, place cards and favors can all be made in the shape of logs to match the centerpiece. Place mats could be a construction paper rectangle (about 12" x 16") with a cutout of a campfire glued on it.

OPTIONAL: Make tents to go around the fire or use as name tags.

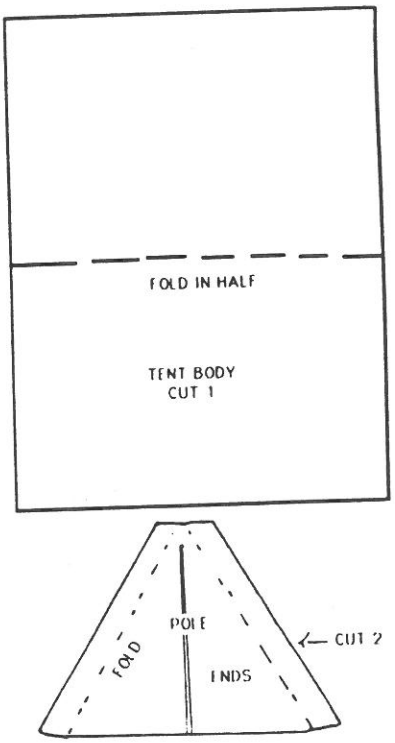
TENT NAME TAGS OR PLACE CARDS

MATERIALS NEEDED:

- Construction paper
- 2 flat toothpicks
- Glue
- Scissors

INSTRUCTIONS:

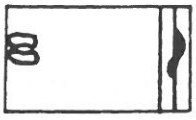
Using patterns cut one tent body and two tent ends. Fold tent body in half. Write name on tent body before folding. Fold side edges of tent ends back 3/8". Glue flat toothpick down center of ends for poles. You may have to shorten the toothpick. Cut a flap at only one end of tent. Tent may be enlarged if setting around campfire.



SLEEPING SCOUT PLACE MAT

MATERIALS NEEDED:

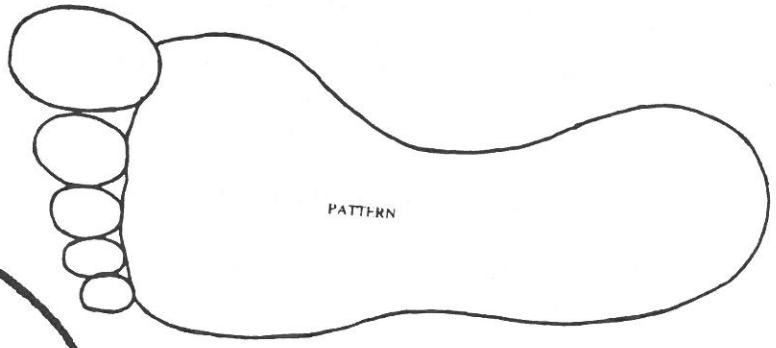
- Dark blue, light blue and gold construction paper
- Tag board
- Glue
- Scissors

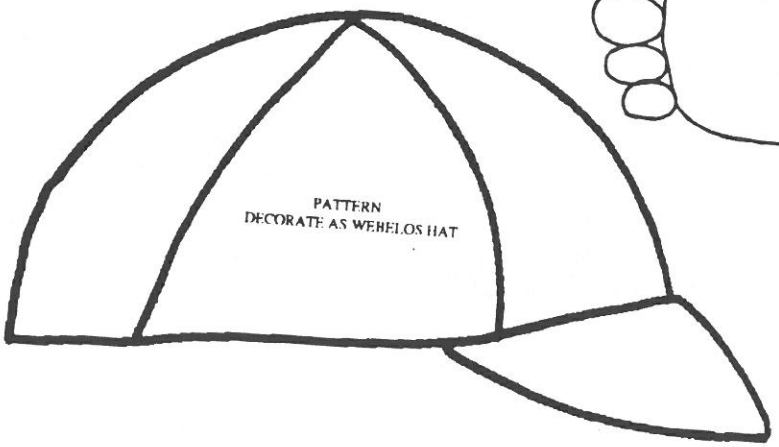


SLEEPING SCOUT PLACEMAT

INSTRUCTIONS:

1. Cut gold construction paper to 12" x 7" . Round off corners.
2. Make a fold 2 3/4" up. Pleat fold up 3/4" (to dotted lines). Crease.
3. Glue only side where back of hat will be.
4. Glue to one end of blue construction paper cut 18" x 12". Round off corners.
5. Cut hat from dark blue and light blue construction paper.
6. Glue hat along side of the folded end gluing only the back of hat to allow hat bill to overlap the fold.
7. Cut feet from tag board. Be sure to reverse pattern for right/left foot.
8. Cut 2"x 3" rectangle from tag board. For in half along 3" length.
9. Glue feet to one flap. Glue other flap to back side of blanket so that feet stick up. You may want to trim flap to fit feet.





CUB SCOUT HAT CORSAGES

Make a Cub Scout cap by cutting and shaping the cup section of an egg liner as shown. Paint cap blue and add yellow stripes and details with crayon or paint. Make a ruffle from strips of net or crepe paper, 1 1/2" wide, glue to circle of yellow construction paper 3 inches in diameter. Glue Cub Scout cap to center of ruffle and add a pin at back of circle. Or, use one-half of a small styrofoam ball for the cap, adding a construction paper bill on the hat.

CORSAGE OR BOUTONNIERE

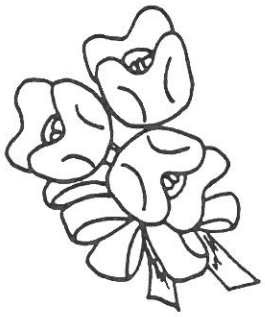
1. Cut a 3" wide strip from roll of crepe paper with pinking shears. Unfold and cut off 25" lengths.
2. Gather one piece together, holding it between thumb and fore-finger.
3. Twist while gathering.
4. Use florist wire to twist around middle. Fold pinked edges up to form flower.
5. If desired, add a name tag to flower, or a ribbon bow.

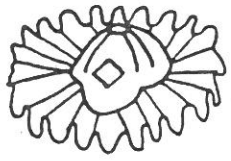
EGG CUP CORSAGES

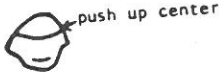
Use colored egg cartons if available, otherwise use regular pulp cartons and paint with acrylic paints. Each flower is an egg cup with the sides cut into rounded petals. Knot the end of a gold pipe cleaner and insert the other end through the center of the flower. This make the flower center and also the stem. Combine several flowers by twisting stems together and add a bow.

MOTHER'S CORSAGE

1. Cut 6 - 6" strands of both gold and blue curling ribbon .
2. Tear each strand 3 times to make narrower.
3. Tie together with two strands of curing ribbon which will later serve as bow, etc., for corsage.
4. Curl each strand individually and glue to blue fleur-de-lis that has been cut from construction paper.
5. Fleur-de-lis is the same size as the one used for the placemat and it is used to appear as the leaves for the corsage.







NAPKIN RING - BEAR

MATERIALS NEEDED:

- Bear lollipop candy mold
- Hydro-cal or plaster of paris
- Twist tie or chenille stem
- Clay - to block the lollipop stick hole
- Acrylic paint

INSTRUCTIONS:

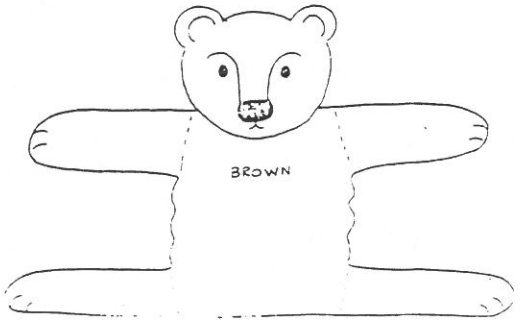
Mix a small amount of plaster, according to package direction, about the consistency of pancake batter. Spoon into mold. Gently tap the mold to allow plaster to level and bubbles to come to top. Bend a twist tie in half and place bent end in the mold. When plaster is set up, (it becomes hot when ready to remove from mold) remove from mold carefully. Allow to dry for at least 24 hours. Paint as desired. Can be used for tie slide later.

There are the four different bears on the candy mold. You can make all four for a Teddy Bear Parade effect.

NUT CUP-BEAR

Glue Teddy Graham cookies around nut cup so hands join. Put one sticking up on the back edge also. Fill with nuts or candy and enjoy.

BEAR PLACEMAT - FACE AND PAWS



Arms placement also necktie for papa or son bear (upside down).

Face #2 Placemat with name tag and bow for mom and sister.

Use 18" x 12" Blue construction paper.

Trace or copy on yellow the face, paws, and arms.

Let boys add decorations for mom, dad, sisters, brothers, themselves, as desired.

Example - bows for mom, tie for dad. Plate will sit in the empty spot.

BEAR INVITATION

Copy or trace on construction paper, or plain paper. Let boys write invitation details in square. Can be reproduced onto construction paper or paper you are going to use. Cut out on outside lines.

Use a (9" x 12" piece of yellow construction paper. Fold in half for invitation. Write information inside. Decorate the outside cover with a blue paw print using the name tag pattern.

BEAR NAME TAG

To make name tag use the above paw print pattern and cut from yellow construction paper. Use a blue marker to outline paw and fill in pads.

BEAR NAPKIN RING

This is made from 1" piece of circular cardboard ring (toilet tissue roll). Cover ring with yellow construction paper (4 1/2 inches by 2 inches). This will lap over the edges about 1/4 inch and can be fringed. Use a blue marker to draw print in the middle of the ring.

BEAR CENTERPIECE AND PLACE CARDS

Each placemat will have its own centerpiece. Wolf-cut pieces from thin cardboard, cutting nose and eyes section separately. Glue wolf forelegs to hind legs using 1 inch round spacer. Glue head to forelegs and glue nose and eye section to head. Then paint. You may also put a circular wolf tag around the neck of the wolf denoting family, den # or the wolf cub. This will serve as the placecard. Spacer can be a toilet tissue roll, empty thread spool or wooden dowel.

WOLF PROGRAM COVER

Use 9 inch by 12 inch blue construction paper. Fold construction paper in half for cover. From yellow construction paper cut a 3 1/4 inch square. Use a blue marker to draw wolf pattern paw prints on rectangle. Glue rectangle on cover above wolf. Insert program inside.

RIBBON CORSAGE

Instead of a corsage, at the Blue and Gold, each mother will be given a 4 inch by 1 inch ribbon, made with the colors of blue and gold. The ribbons are used for the mother's pins.

PAW NUT CUP

Use a blue marker to draw a paw print on a piece of yellow construction paper. Cut out paw and glue to a nut cup.

YARN POM POM CORSAGE

- 1 yard orange yarn
- 6 inches floral wire
- 4 inches floral wire
- 2 feet floral tape

INSTRUCTIONS:

1. Wrap yarn around 4 fingers and tie together in middle with long floral wire.
2. Clip ends with scissors making a Pom Pom.
3. Cut leaf from pattern and glue to 4 inches floral wire.
4. Use floral tape to wrap both wires together making a corsage.

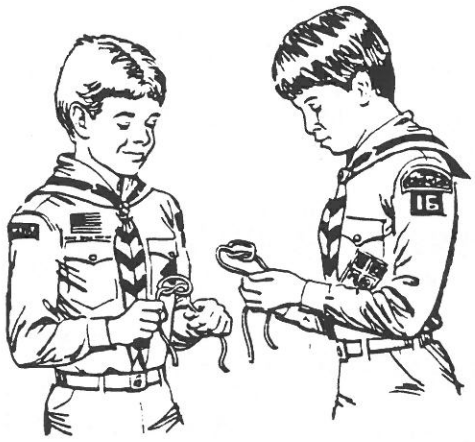
KNOTS, ROPES, AND ETC.

When we started learning a knot none of us ever thought it was easy to tie. A square knot that has been soaked with water while under strain is anything but easy to untie. And who of us hasn't had a shoe string untie even though we used a square bow. As we use a knot and become totally familiar with it, when and only then will these three requirements really apply.

The requirements for a knot have been defined as:

- Easy to tie
- East to untie
- Stay tied until untied

Why is it important to learn how to tie knots? There are a few people in each generation that just get a kick out of seeing how many of the approximately 4000 different knots they can learn to tie. For most people knots keep your shoes from falling off, keep your mattress on the car roof all the way to California, keep your pack on a pack frame, keep the cover over your boat all winter, allow you to sail a boat, make macramé decorations, tie up bundles of limbs and twigs for the trash pickup, fly a kite, tie a swing to a tree limb, tie a package, repair the dog's leash, tie a fly on a fishing line, and all those other things that involve string, cord, line, rope, hawser or cable.



WHICH KNOT IS THE BEST?

Each of the 4000 or so knots has an application for which it is best but we really don't expect our Cub Leaders to teach all 4000 knots to the Cubs. The Boy Scouts have selected five knots that will fill most of the Cub's needs. These knots are Square Knot, Sheet Bend, Bowline, Two Half Hitches and Slipknot. Instructions for tying these knots are in the Bear Cub Scout book, The Scouting Book of Knots and the Boy Scout Handbook as well as numerous non Boy Scout publications. The uses of these as basic knots are:

SQUARE KNOT - tie two ropes of the same size and material together.

SHEET BEND - tie two ropes of different sizes and/or materials together.

BOWLINE - tie a fixed non slipping loop in a rope.

TWO HALF HITCHES - all purpose hitch for attaching a rope to an uneven shape.

SLIP KNOT- can be used in place of two half hitches where it can be slipped over the end of an object to which it is to be attached.

HOW DO YOU TEACH KNOTS?

The basic outline for teaching knots is no different from that which should be used to teach any subject.

1. **PRETEST** - give each boy a rope and ask them to tie the knot you are going to teach. This tells you the knowledge level of the Cubs and gets the Cubs attention. If the boys can tie the knot go on to the next knot; don't teach what they already know.

2. **TEACH** - show the boys how to tie the knot, And have them follow along with their rope. Don't let them get ahead of you.

3. **PRACTICE** - under your observation and help, have the boys tie the knot several times.

4. **TEST** - have the boys tie the knot without your help.

5. **RECHECK KNOWLEDGE** - have the boys who passed the test help those who didn't pass.

This is the start of your second round of Teach - Practice - Test which is repeated until the desired results is obtained.

"YOU CAN'T TEACH WHAT YOU HAVEN'T LEARNED."

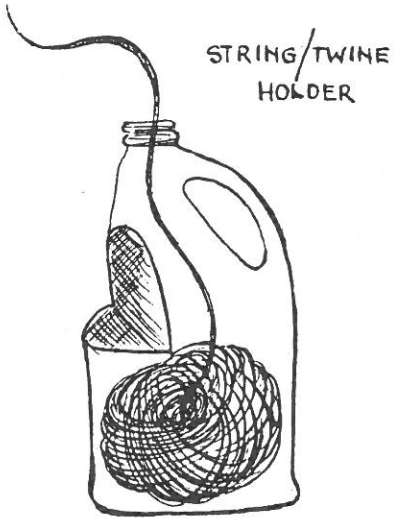
KNOT TYING INSTRUCTIONS

Instructions for tying these knots are in the boys' Cub Scout books. Tying instructions for the square knot are covered in the Wolf book. The bowline, sheet bend, two half hitches and slip knot are in the Bear book.

The Scouting Book of Knots is a great book for anyone who needs help with the basic knots. This book is ideal for the unit leader who isn't a "knot knut" yet needs to teach knots to the Cubs.

ROPE CARE

The ends of a rope should be whipped or taped to hold the fibers in place. Instructions for this are in the Bear book. The rope should be stored dry. A natural fiber rope will rot if put away wet and manufactured fiber will mildew. The rope should be clean. Dirt in the rope will damage the fibers and weaken the rope. Remove all knots and kinks. Knots or kinks in a rope for a long period of time will damage the fibers and weaken the rope. Coil the rope as described in the Bear book.



TERMS USED IN TYPING KNOTS:

STANDING PART - the long end of the rope.

RUNNING PART - the short free end, which by being interwoven with the standing part or the end of another rope forms a hitch or knot.

THE BIGHT - formed by bending the rope, keeping the sides parallel.

THE LOOP - made by crossing the sides of the bight.

HOW ARE ROPES MADE?

Ropes are made of fibers twisted into yarn. Several yarns, usually three are twisted together to form a rope. Rope gets its strength from the fibers. Fibers are strongest when pulled lengthwise. In a well made rope the finished product will have the fibers running lengthwise down the rope.

KNOT GAMES

KNOT "CHAMP-NIT"

(from THE OFFICIAL SCOUTMASTERS HANDBOOK)

EQUIPMENT: One 6 ft. rope per Cub Scout

Each den is in it's own area with the Den Chief in charge. A den may play alone at den meetings. Under the Den Chief's direction, members race to tie a square knot (for instance), and drop it to the floor. The winner steps out and the rest of the den repeats the contest. Continue until only the "champ-nit" of the den is left. When more than one den is present, the den "champ-nits" compete to find the pack "champ-nit". The merit of this game is the Cubs that need the most practice get the most practice.

BOWLINE-SHEET BEND DRAW

EQUIPMENT: One 6 ft. length of 1/4" or larger rope per Cub Scout

Cubs form into pairs facing each other. On "go" each Cub ties a bowline around his own waist. The first of the pairs to finish then ties the ends of this partner's rope to his own with a sheet bend. When finished, both Cubs lean back against their ropes with their hands in the air. The winner is the first pair or first den with all Cubs leaning back and all knots correctly tied and holding.

KNOT STEP CONTEST

EQUIPMENT: One 6 ft. rope for each Cub Scout

Line up Cubs at one end of the room. Call out the name of a knot. Each Cub ties the knot. Judges quickly check the knots. Each Cub who tied the knot correctly can take one step forward. The process is repeated until the first Cub (winner) reaches a predetermined mark.

BROAD JUMP TYING CONTEST

EQUIPMENT: One 6 ft. rope for each Cub Scout

Line up players side by side. The Cubs are told the knot they are to tie. At the word "go" they all start tying. At the command "drop ropes!" everyone drops his rope in front of him. The Den Chief inspects all the knots with the help of the Denner or Den Leader. Everyone who tied the knot correctly can take a standing broad jump. Repeat until the predetermined mark is reached by the winner. The merit of this game is teaching knot tying and jumping.

KNOT TYING RELAY

EQUIPMENT: One 6 ft. rope per knot per team

Teams line up in relay formation, about six feet from a staff which is held horizontally three feet off the floor or ground. One rope per knot to be tied is laid out below the staff. On signal Cub No. 1 runs up, ties the proper knot, runs back, and tags off No. 2, who runs up ties his knot, and so on until all the knots have been tied. Add one minute to the teams total time for each incorrect knot.

THE CIRCLE KNOT RACE

EQUIPMENT: One 6 ft. rope per Cub Scout

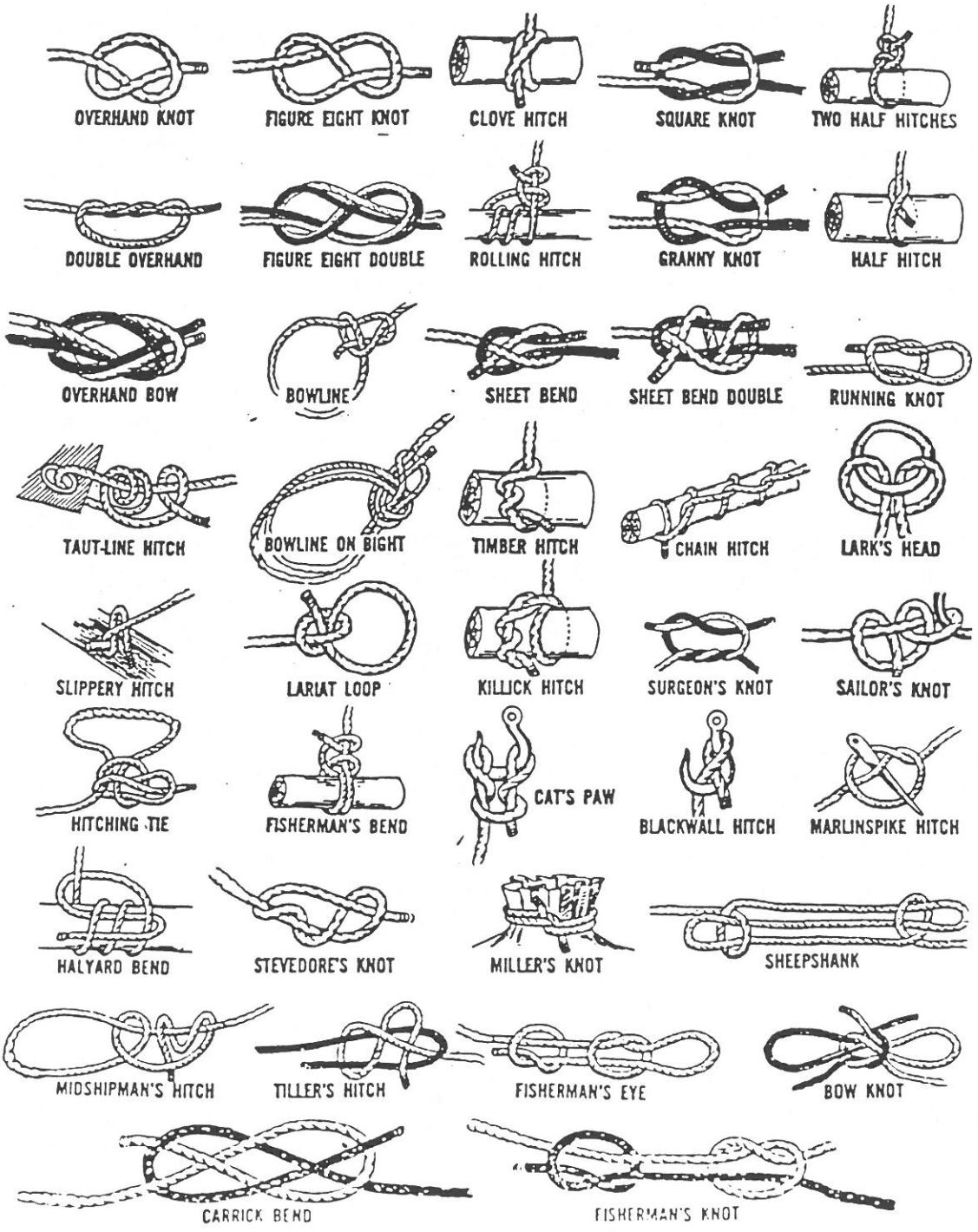
Divide the Cubs into two teams and let each team form a circle. At the word "go" each boy grabs the end of the rope of the player on his right and joins his rope to it with the knot specified, and then he steps into the circle. The team wins that is first to have all its players standing in the circle, provided that all knots are correct. This game is to teach joining knots such as square and sheet bend.

SQUARE KNOT PULL OVER

EQUIPMENT: One 6 ft. rope per Cub Scout

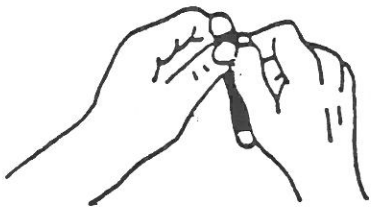
Form the players into two teams and line them up facing each other behind a line. Each player passes his rope around his waist and lets his opponent hold the ends. Now you start the game. At the starting signal each player, without any interference whatsoever from his opponent, ties a square knot in the ends of the rope around his opponent's waist. The instant he finishes the knot he pulls on the rope, trying to pull his opponent over the line. Caution! Unless your Cubs stick to the rule about not interfering with each other while tying the knot, this game will not succeed. Pull only on ropes, not on uniforms.

FORTY KNOTS

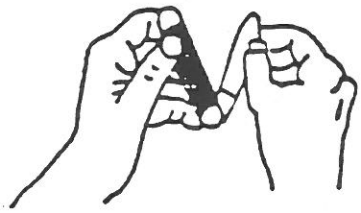

OVERHAND KNOT
FIGURE EIGHT KNOT
CLOVE HITCH
SQUARE KNOT
TWO HALF HITCHES
DOUBLE OVERHAND
FIGURE EIGHT DOUBLE
ROLLING HITCH
GRANNY KNOT
HALF HITCH
OVERHAND BOW
BOWLINE
SHEET BEND
SHEET BEND DOUBLE
RUNNING KNOT
TAUT-LINE HITCH
BOWLINE ON BIGHT
TIMBER HITCH
CHAIN HITCH
LARK'S HEAD
SLIPPERY HITCH
LARIAT LOOP
KILLICK HITCH
SURGEON'S KNOT
SAILOR'S KNOT
HITCHING TIE
FISHERMAN'S BEND
CAT'S PAW
BLACKWALL HITCH
MARLINSPIKE HITCH
HALYARD BEND
STEVEDORE'S KNOT
MILLER'S KNOT
SHEEPSHANK
MIDSHIPMAN'S HITCH
TILLER'S HITCH
FISHERMAN'S EYE
BOW KNOT
CARRICK BEND
FISHERMAN'S KNOT

KNIFE SAFETY

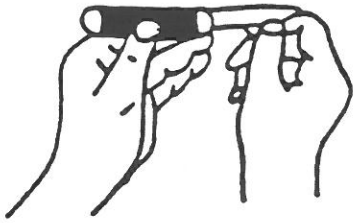
The official Scout knife is the most popular among outdoors men. It has a strong cutting blade and tools as well as a can opener, cap lifter, screwdriver, and leather punch or awl. You can carry it in your pocket. Or you can hang it on your belt by the ring in its handle.



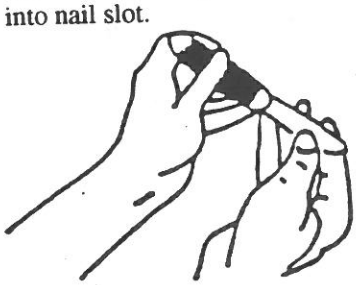
To open a pocket knife, hold in left hand, put right thumbnail into nail slot.



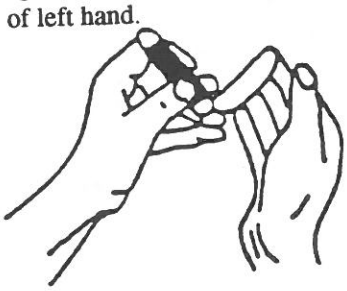
Pull blade out while pushing against hinge with little finger of left hand.



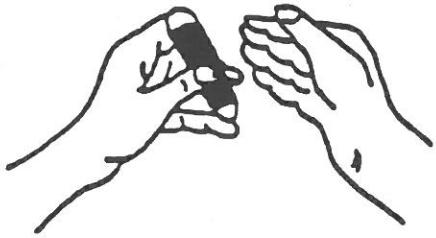
Continue to hold on to handle and blade until blade snaps into open position.



To close pocket knife, hold handle with left hand with fingers safely on the sides.



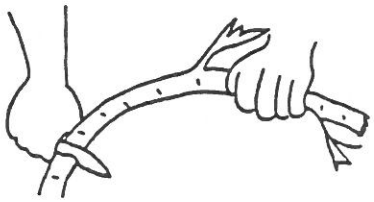
Push against back of blade with fingers of right hand, swinging handle up to meet blade.



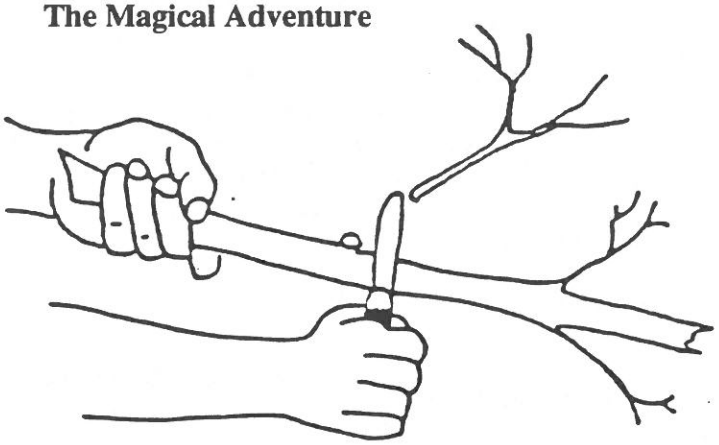
Let knife snap shut; "kick" at base of blade keeps edge from touching inside of handle.

For fine cutting, pivot handle with little finger and push blade with thumb.

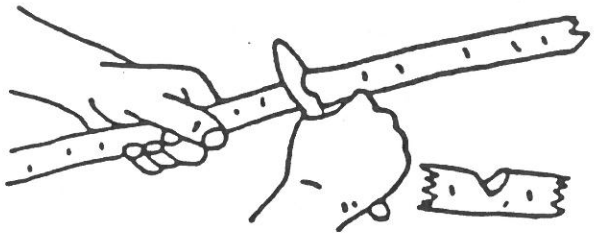
For course cutting, grasp handle with whole hand. Cut at a slant. Always cut away from you.



You can cut brush with a pocket knife if you bend stem until grain is strained, then cut close to the ground with a slanting cut.



Trim a branch by cutting twigs from thick end toward end. Push knife against twigs, or pull twigs against blade.

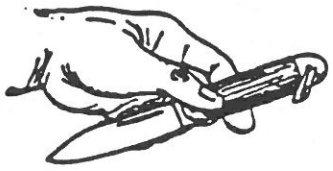


To notch a stick, make a slanting cut from one direction. Then cut another from the opposite side.

TO PASS A OPEN KNIFE:

The person handing should hold knife by the blade, passing the handle to the other person. In this way the handler has control of the edge of the knife.

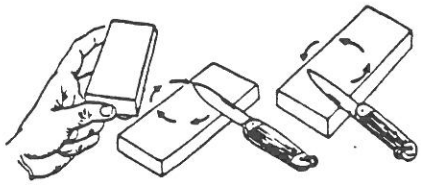
CARE OF YOUR KNIFE: Your knife is a valuable tool. Take good care of it.



- Keep your knife clean, dry, and sharp at all times.
- Never use it on things that will dull or break it.
- Keep it off the ground. Moisture and dirt will ruin it.
- Keep it out of fire. The heat draws the temper of steel. The edge of the blade becomes soft and useless.
- Wipe the blade clean after using it. Then close it carefully.

A dull knife won't do its work. And what is more, it is dangerous. More fingers are cut by dull knives than by sharp knife. A sharp knife bites into the wood while a dull one tends to slip off. A camper should always carry a little sharpening stone in his pocket along with his knife. The knife and the stone are partners and where one is the other should be also. Such stones are called whetstones or carborundum stones. One measuring 3/4 of an inch by 3 inches is large enough and is a handy size to carry. A whetstone using water is more practical in camp than one requiring oil, for water is always at hand, but there never seems to be any oil when it is needed. Whetstones are made to provide a grinding surface, and come in varying degrees of coarseness. Course stones are used for heavy tools, like axes; fine stones for knives or for finishing the edge.

TO USE A KNIFE:



The rules for sharpening a knife are as follows:

1. Place the stones on a level surface.
2. Wet the stone with a little water.
3. Place the blade of the knife flat on the stone, then raise the back edge about the width of the blade itself, keeping the cutting edge on the stone.
4. Draw the knife straight back toward you, or move it straight back and forth putting pressure on it only when you pull it toward you. This is always better than moving it in circular fashion.
5. Turn the blade over and repeat on the other side.
6. Finish off on the sole of your shoe.

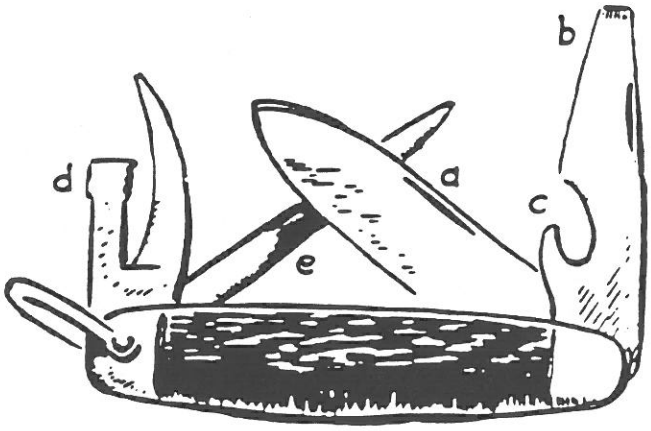
It will take a half an hour to sharpen a dull knife, but once sharp, a minute a day will keep it in perfect shape.

POCKET KNIFE SAFETY CIRCLE

A Pocket knife safety circle is similar to an axe yard only smaller and on an individual level. To establish a safety circle, grasp a closed pocket knife in your hand, extend your arm and with the closed knife straight in front on you, rotate body to either side while continuing to extend the closed knife-arm. No one or thing should be in the imaginary circle you have created. Also check your overhead clearance as this is part of your safety circle.

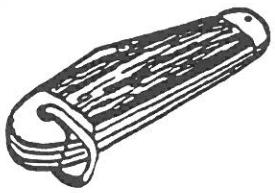
Your "jackknife" should have a good stout blade at least 3 1/2 inches long. This is the handiest kind of scout knife which is a whole tool kit in itself:

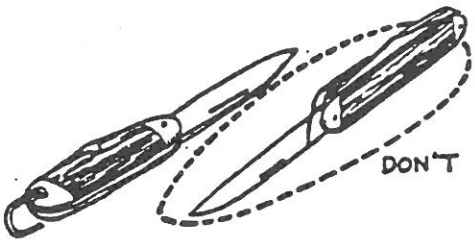
- A blade
- A screwdriver
- A bottle opener
- A can opener
- A leather punch of gouge.



WHEN KNIFE IS NOT IN USE:

Usually a knife is best left not in use laying down. When you put it aside for a minute, be sure to place it on its side, NOT on its back with the blade up (think what might happen) and NOT stuck in the dirt or sand.

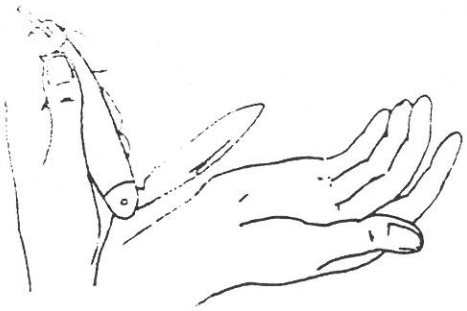


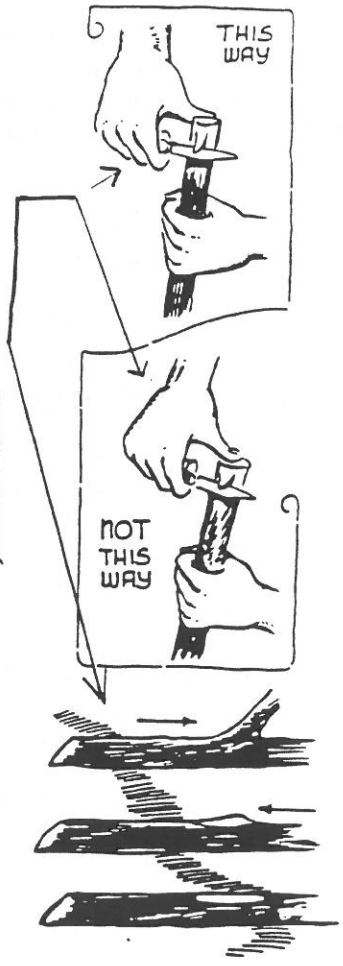


REQUIREMENTS FOR WHITTLING CHIP CARD.

In return for the privilege of carrying a pocketknife at Cub Scout functions, I agree to the following:

1. I will complete the Shavings and Chips Achievement 19 in the Big Bear Cub Scout Book. I understand the rules for safe us of a pocketknife.
2. I will handle my pocketknife with care.
3. I will always close my pocketknife and put it away when not in use.
4. I will not use my pocketknife when it might injure someone near me.
5. I promise never to throw my pocketknife for any reason.
6. I will use my pocketknife in a safe manner at all times.





WHITTLING CHIP

This certifies that

_____

has completed the Shavings and Chips Achievement 19 in the *Big Bear Cub Scout Book* and has demonstrated knowledge of, and skill in, the use of a personal pocketknife. By completing these safety requirements, he has earned the right to carry a pocketknife at Cub Scout functions.

Den Leader_____

DEN & PACK NEWSLETTERS

Communications is the complex process of transmitting and receiving signals. Words means different things to different people. Confidence and poise comes through slow, deliberate talking. Tension sometimes comes from fast talking. Body language can communicate more than words in some instance. Communications are most likely to succeed when both the sender and receiver assume 100% responsibility of getting the message across.

COMMUNICATION IS THE KEY

Communications between pack leaders and parents is vital. It is important for a person to know how to transmit his ideas so that they convey what he intends. Putting yourself in the other person's shoes. . . looking at the situation from his point of view. . .empathy... is always helpful.

There are a variety of techniques that can be used to improve communications with the pack. Some of the methods are considered "one way", the simple transmitting of ideas. Other methods are "two way", the exchange of ideas. This list is not exhaustive. Use your imagination and create unique ways to communicate in the pack.

- **YEARLY CALENDAR:** Each year at the annual planning meeting the pack should set the monthly themes for the program for the next 12 months. Along with the themes, the pack meeting dates, times, and places can be set. This information is vital and should be shared with every family in the pack as soon it is available.

- **SURVEY SHEETS:** This communication device really falls in the category of information gathering. if a survey sheet is completed by each family then valuable information is in the hands of the Cubmaster and Den Leaders.

- **POSTERS:** Posters help tell what is going to happen or what has occurred. A den can use posters to tell what activities they have done when the event does not lend itself to display at pack meeting. A poster can also place emphasis on an upcoming event more effectively than the pack newsletter.

- **SKITS:** Communication that takes the form of "one way" does not always have to be in a written format. A skit about next month's bicycle rodeo or the parent-son cake bake will add more fun and variety to a pack meeting. It can help make others more aware of an upcoming event.

- **NEWSLETTER:** Is there a problem keeping leaders, parents and boys aware of what is going on? If so a pack newsletter can alert everyone to the events that the pack has scheduled and perhaps get volunteers for special events. A newsletter is a one way form of communication. A newsletter can be passed to parents at the monthly pack meeting. If arrangements can be made in the pack budget, the newsletter can be mailed to the home of each Cub Scout. While it will cost, everyone will get a copy of the important information.

Communication is the name of the game-but producing a newsletter is not a game. As games have rules, there are guidelines to clear communication.

ASK YOURSELF. . . .

- Is there enough information that needs to be given to the pack parents that would warrant having a newsletter?
- What do you want to accomplish by publishing a newsletter? The newsletter can serve several functions, such as informing, educating, promoting and entertaining.
- Who will be reading the newsletter? Each family should receive a newsletter, as well as the sponsoring organization, home town newspaper, and prospective Cub Scout families.

Resources-Different types of jobs that need to be accomplish in putting a newsletter together.

- Writing the article
- Editing the written material
- Proofreading
- Typing
- Designing layout
- Drawing/layout
- Collating
- Stapling
- Mailing

ANSWERING OTHER QUESTIONS:

Once it is has been determined that communication by newsletter is the best method for your pack, there are other questions that need answered. Will the pack finance, or is there a parent who can make copies at their work place? Who will assume which duties to assure that is out on time? Will it be mailed or distributed at the pack meeting? These questions may need clarification before publication begins.

The editor "gets it all together". The editor's duties and responsibilities should be clearly understood by the editor and the pack committee. Get it down in writing to avoid problems and confusion. Remember why you are doing the newsletter.

SOME STORY IDEAS:

- News about membership
- Notices of upcoming events
- Calendar of events
- Friends of Scouting information
- Notices of policy changes of special activities
- Recognition of boys & leaders
- Make sure stories and articles are clear, concise and correct.

GETTING READY

Several things must be decided before a newsletter can be produced: format, paper, name of newsletter, mailing procedure, financing and printing process.

FORMAT: Refers to the size of newsletter and the number of columns. Size is usually limited by the paper available or the printing process. The number is determined by page size and type style (8 1/2 by 11 inch paper, two or three columns; 7 inches by 8 1/2 inches can handle two columns, pages narrower than 7 inches use one column.

Once the page size and the column widths have been chosen, stick to them, with half inch margins at sides, top, and bottom.

PAPER: Choose the right paper for the job. Select a sufficiently opaque paper to prevent ink from showing through to the other side. Sixteen pound and 20 pound are transparent for newsletters. Colored papers are usually more opaque than white, but do not use paper that is too dark to be read easily. Memo paper should be 24 pound.

Offset paper used by printer comes in a wide variety of colors, textures, and weights-smooth papers make the printing more legible.

Paper should be stored in a cool, dry place. Handle with care-do not bend edges or corners of paper, or it will be difficult to print.

THE NAMEPLATE: The nameplate of the newspaper attracts the reader's attention and identifies the newsletter. Choose a good name-it should have some relationship to the Cub Scout Pack. The name should remain the same from issue to issue. You could have a contest and let the Cub Scouts submit names. The name creates the first impression of the newsletter. By looking at the front page of any newsletter one should be able to tell when, where, and by whom it is published.

THE MOCK UP: Sometimes called "dummy". Prepare a mock-up to give you an idea of what the newsletter will look like. It will help you decide on margins, column width, story locations, etc. If you plan to use a printer submit the mockup to more that one , shop around for the printer who will be the most helpful to you.

MAILING REQUIREMENTS: You must meet specific postal regulations. For the best and most complete advice, contact the post office well in advance of you first mailing. Prepare a complete mailing list and keep it current.

TYPE STYLE: The type style and typesetting method you choose will depend primarily on the method of printing you use, the kind of equipment you already have available and your budget.

The following are samples of different type of copies:

- "Justified" copy-when both the left and right edges are straight.
- "Flushed left and ragged right"-an easier and less expensive way to type and typeset. Left edge straight and right edge uneven.
- "Ragged left or centered"-usually in advertising, difficult to read.

PICAS AND POINTS: Printers and typesetters measure in picas and points. Knowledge of picas and points can be very helpful. Articles typed in a standard pica or elite typewriter will get six lines per inch.

COPYFITTING: Is the process of fitting your copy into available space. You may have to shorten or revise a story, change headlines, picture or artwork. Every story won't fit exactly where you want it to, but with planning and revision, your finished pages can look as if all fit automatically.

HEADLINES: These are not easy to write. They should be concise and informative, giving the reader an accurate picture of the story and should attract readers. There are two kinds of headlines:

1. **Label headlines**: one or two words, mentioning topic, but no news.

2. **Sentence headlines**: introduce story contents.

Make sure your headlines are neat, straight, evenly spaced and easy to read.

PHOTOGRAPHY: Often an ordinary newsletter can become more interesting by the addition of a few good photograph or clip art. They catch the eye and help illustrate articles.

DESIGN: Good writing and editing will fail to communicate if the newsletter is a victim of poor design. More often than not, the newsletter suffers from being too gaudy, not too plain.

The key to good design is simplicity neatness counts!!! Other points of importance are to correct all typing and typesetting errors, remove smudges, and check to see all columns and headlines are straight, and margins are consistent. If typed, type all articles on the same machine. Do not mix articles typed on several machines.

BEFORE YOU GO TO THE PRINTER, DECISIONS NEED TO BE MADE ON THE FOLLOWING:

_____number to be printed

_____number of folds

_____size flat

_____paper color, weight, size

_____number of pages

_____color of ink

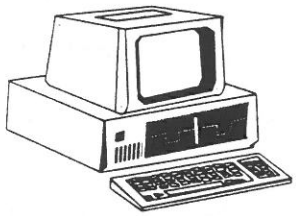
_____halftone (photos)

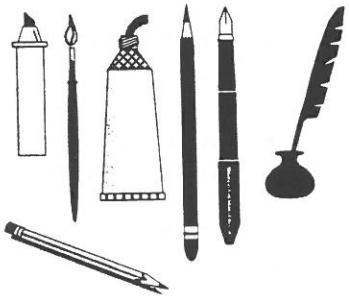
_____paste-up provided (copy ready)

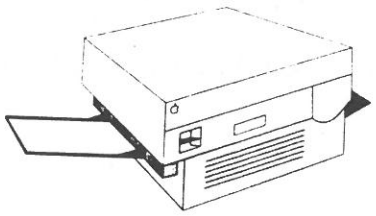
_____printer to do paste-up

_____proof required

_____date of delivery

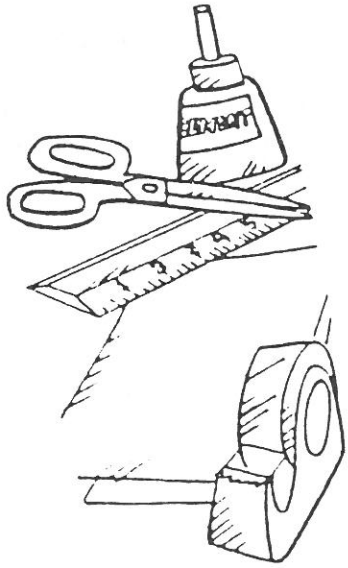






You can't give the printer too much information. Prepare a "dummy". Be sure he knows your name and phone number should questions arise- - - and your address if he is to deliver finished copies.

DOING YOUR OWN PASTE UP? THEN YOU'LL NEED. . .



1. Drawing board (can be portable), large enough for your layout.
2. T-square, preferably metal so you can cut against it.
3. Non-reproduction blue pencil or pen, to draw lines, mark folds, etc.
4. X-acto knives, with replaceable blades.
5. Rubber cement or waxer.
6. Triangles
7. Instant lettering for headlines, etc.
8. Paste-up board, firm, clean white. Poster board is okay.
9. Paste up helps using pica ruler, reduction wheel

WHEN ALL IS SAID AND DONE, DID YOU MEET YOUR PURPOSE?

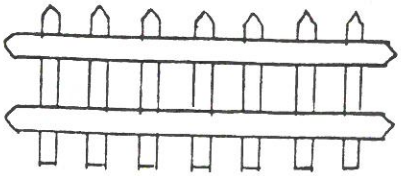
IS YOUR NEWSLETTER. . . . .

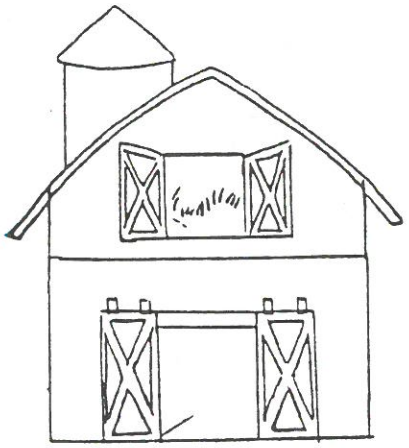
- **CLEAR.** . . contains understandable stories, using no more words then necessary.
- **CREATIVE.** . .encourages others to write. Includes poetry and short stories, birthdays, etc.
- **ENTHUSIASTIC.** . .uses humor and includes success stories, putting the most catching point of the story first.
- **CONCERNED.** . .uses names often, with a personal approach to the stories. Relate organizational and life histories to your audience.
- **INTERPRETIVE** . . .explain why events are held, don't just announce them. Sometimes it's appropriate to express an opinion.
- **READABLE.** . .keep news fresh, don't lecture. Vary the style and length of articles
- **ATTRACTIVE.** . .search out graphics. Find artists in your group or use "clip art".
- **MOTIVATE.** . .write to motivate readers. Avoid scolding- - -it may produce a negative response.
- **EFFECTIVE.** . .relate to your reading audience. Encourage and seek feedback from readers and others. Exchange newsletter with other packs and as you read look for content and appearance ideas.

The
Magical
Adventure!

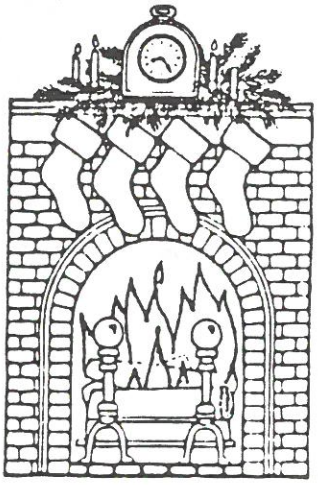
The following suggestions for scenery can be cut from cardboard:

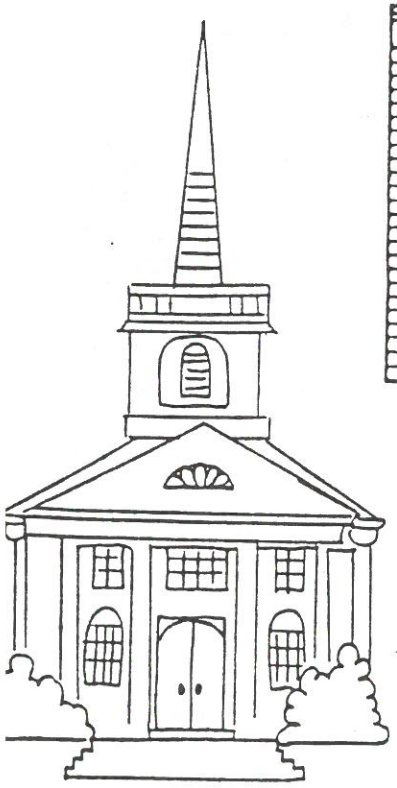
- Mountain ranges
- Bushes, trees
- Lamppost
- Skyline of city
- Forest outline
- Picket fence
- Houses, tents, cabins
- Archways, columns
- Sun, moon, stars (suspended overhead)

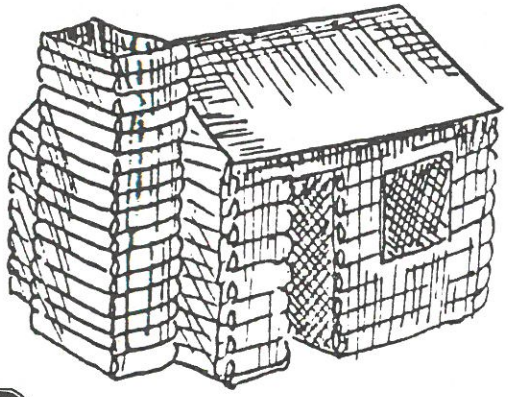




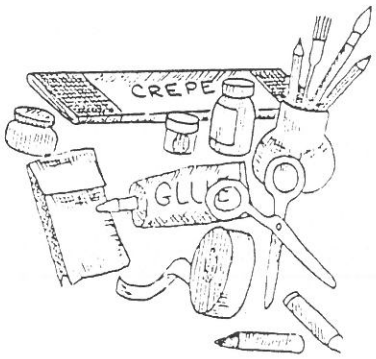
When creating a skyline, cut the pieces low -waist or shoulder height to give the effect of distance.







COSTUMES FOR SKITS



Costumes can help set the theme or mood for the entire skit. They have the magical ability to transform a boy into a man from outer space, a pirate, an astronaut, a clown, a Indian, or exotic animal, or anything else his imagination suggests.

Costumes should be kept simple. Cloth costumes are durable, but the cost is more. Since skits are usually presented only once, it isn't necessary to go to all that expenses and trouble. The boys will enjoy making their own costumes from paper bags, cardboard or crepe paper which can be glued or stapled.

Remember to keep costumes and props at the Cub Scout level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costumes making.

Sometimes a simple sign is all that is all the identification needed for characters or scenery. Props such as cardboard mustache, eye patch, bandanna, and a cardboard sword makes a pirate. Simplicity is the key.

CREPE PAPER

Crepe paper can be used effectively in costume-making. It is a relatively inexpensive costume material an can be glued, stapled, sewn, draped, and folded. Its ability to stretch is also an important factor. Simple tunics, shifts, vests, and hats can be fashioned quite easily. With its wide range of colors, crepe paper has many "boymaking" possibilities.

CARDBOARD CUT OUT COSTUMES

Easy costumes can be made from cardboard-the type that comes from cardboard boxes or Scout-O-Rama type cardboard. The cardboard can be painted with poster paint, tempera or latex wall paint. Details can be drawn in with wide-line markers.

Boys hold these costumes in front of them. They need to be cautioned to remember to face the audience. Almost any character can be portrayed with this type of costume. Remember that the boy's hands will not be free to do anything else, since they are holding their costumes.

CARDBOARD BOXES

Cardboard boxes make excellent costumes for clowns, animals, vegetables, robots, etc. Cut holes for the head and arms in advance then let the boys paint the boxes with latex and trim with tempera paint or marking pens.

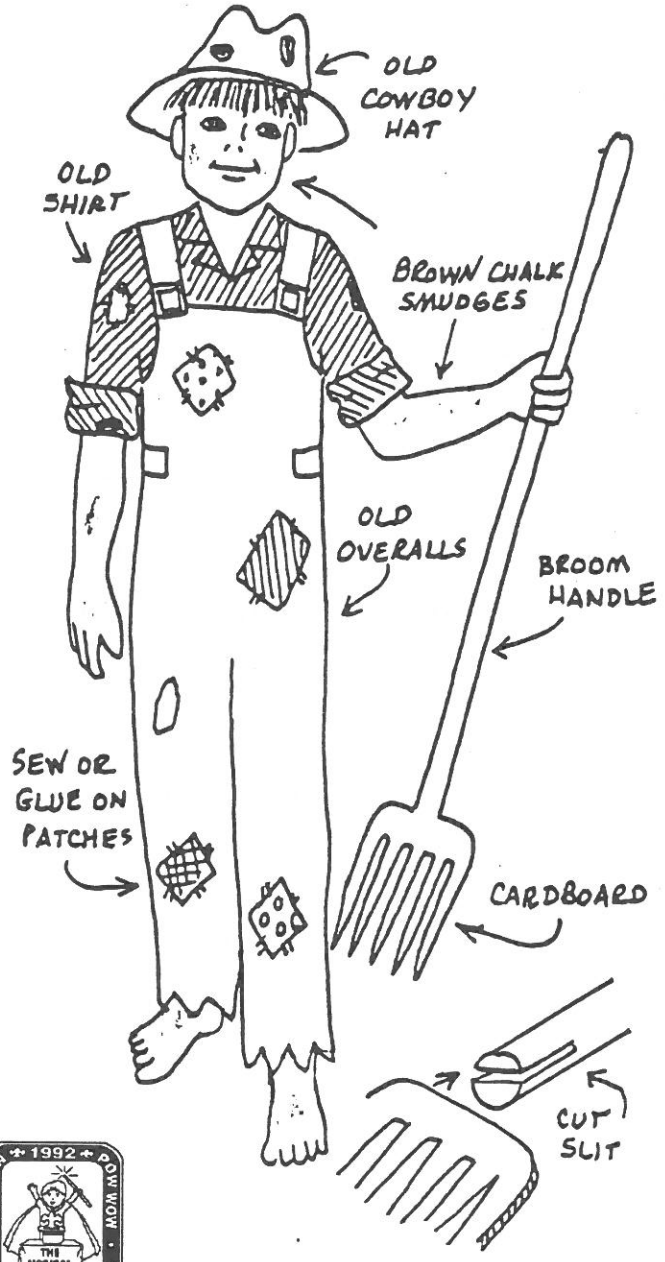
This **basic robot** costume is a pair of ski-type pajamas or sweat shirt and sweat pants which have been sprayed silver, topped with boxes which have also been painted silver.

HEAD - A cardboard box which fits over boy's head. Ears are burned out light bulbs. Eyes are 1/2 ping pong balls or styrofoam balls. Nose is a lightweight cardboard cone. Mouth is cut out-this is the boy's eye hole. Be sure it is in a position where he can see.

BODY - A larger cardboard box with holes cut from arms and neck. Boy slips this box over his head before putting on the robot's head. Box is painted silver and decorated with assorted dials and knobs.

ELBOWS, KNEES - Elbow and knee guards are cardboard, fastened with brass paper fasteners.

FEET - Feet are slipped into shoe boxes which have hole cut and have been painted silver. They won't come off if the boy shuffles along instead of raising his feet as he walks.



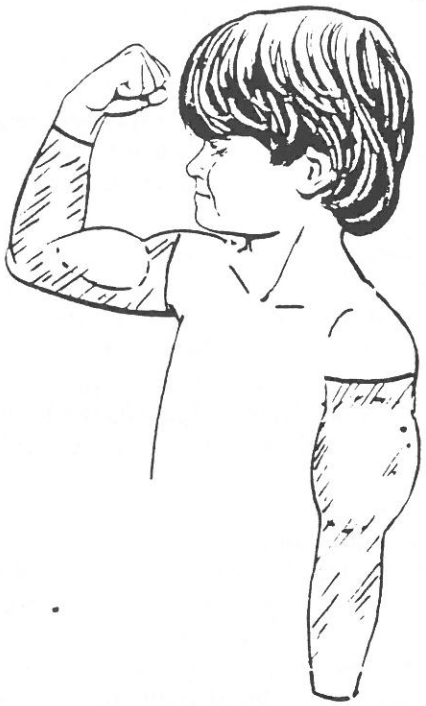
OLD CLOTHING

Costumes made from old clothing are an easy source for mother, Den Leaders and boys. Don't throw away those old tights, T-shirts, dad's old robe, old hats, etc. Save feathers and sparkly trim for knight costumes; scraps of bright material, cast-off toy guns, and foil for deputy badges; vinyl for leather-look vests and trim will be useful for costumes on western themes. Use your imagination and learn to improvise.

HILLBILLY COSTUME

The boys can wear old overalls and torn shirt with different color patches sewn on haphazardly. Lots of dirt, holes and patches make a good hillbilly.

MUSCLE MAN



Cut off the foot part of an old nylon stockings. Slip these over the boy's arms and legs. Underneath, stuff cotton or sponge lumps. If the boy wears a leotard or tights over this padding, it will look like he is greatly muscled.

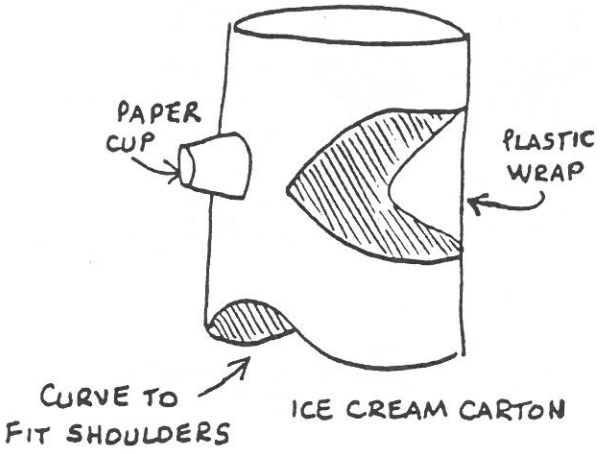
ASTRONAUT

This **basic costume** can be a pair of coveralls dyed electric blue, silver, or other bright color. Or you can use sweat shirt and sweat pants combination or even ski-type pajamas dyed or sprayed painted.

Helment can be made from ice cream carton similar to knight's helmet. Or use an old football helmet, paint and add a plastic visor.

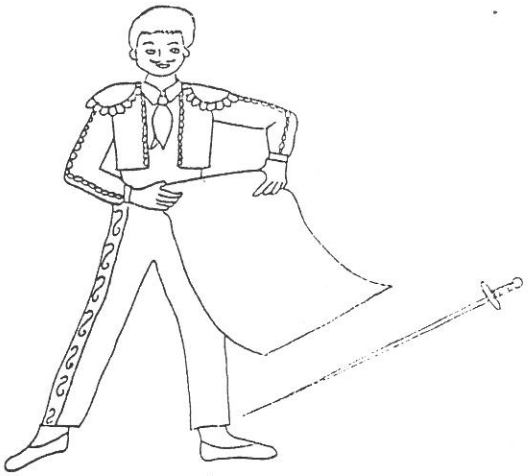
Boots - use ski boots or galoshes wrapped in foil.

Gloves , etc. - Spray paint old work gloves silver. Run insulating wires of various colors down outsides of arms and legs. The life support system can be a box mounted on a hiking pack frame and decorated with old radio parts and painted dials. NASA emblem and American flag patch can be glued to costume.



BULLFIGHTER

Blue jeans with decorative trim down side seams. Long sleeve shirt (colorful) with trim on sleeves. Silk scarf tied around neck. Bright colored vest. Cardboard shoulder pads with ring fringe or braid trim.



PAPER SACKS

Paper sacks can be used effectively for both costumes and masks. Save large and outsized sacks for future use. They can be painted in the same fashion as the boxes. Latex paint will add strength to the paper sacks.

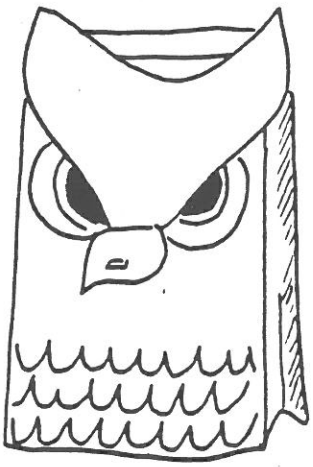
These masks are fun to make and help make costumes very easy. Supplies include ordinary brown paper bags, glue, scraps of yarn, soda straws, paints or crayons, and construction paper. For each mask, cut small slits or holes for eyes and nose.

LION

To make a lion's head, draw face on paper bag and paint or color it with crayons. Cut out ears at sides of bag, and fold forward. Draw the mane on another piece of paper and cut it out-folding like a paper fan. Fold tabs on mane and paste lion's ears down on mane. Add a few broom straws for whiskers.

OWL

The owl's big forehead is made from a separate piece of black paper cut in shape of a triangle. Fold the bottom point upward for a beak, and paint or color it yellow. Big, round eyes will make him look wise. Cut bottom edge of mask to make the feathers, as shown.



GOBLIN

This mischievous goblin has a face that will be fun to make. Use lots of soda straws or yarn scraps to make his hair.

FUNNY MAN

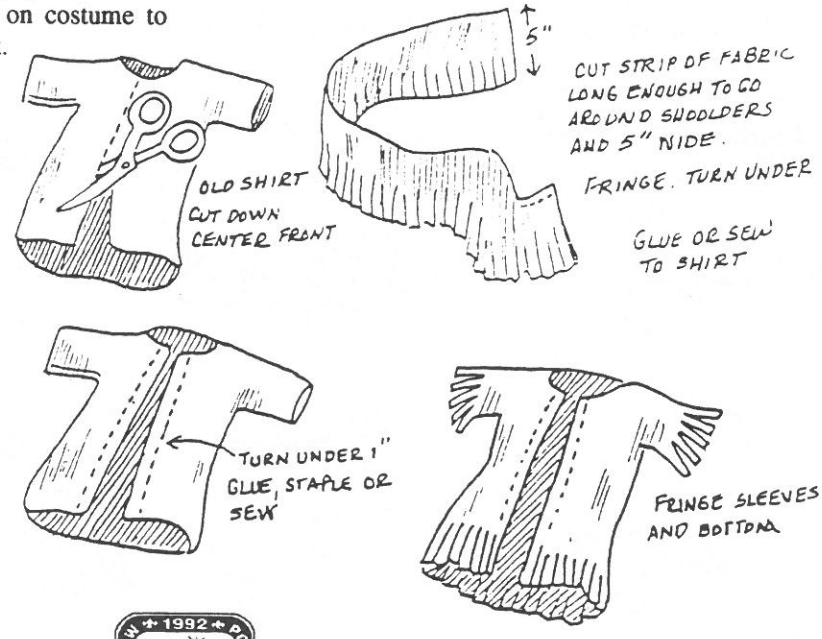
The big eyeglasses on the funny man should be wide, black rims, which cam be painted on or cut from black paper. Cut large ears from each part of the bag. For hair, glue on scraps of yarn. Yarn can be used for mustache or it can be cut from black paper and glued on.

INDIAN VEST

Use a large sack. With the bottom of the bag for the shoulders, slit the bag and cut openings for the neck and arms. In order to shape the shoulders more round instead of square and pointed, bring the corners down to the front and staple down making a little tuck as shown. Crush the bag and iron it for a leathery look. Decorate with bright colored Indian designs on both front and back sides. Marking pens would work great.

BULL

Use large paper sack, or make sack shape from brown wrapping paper. Glue on construction paper head and features. Horns are cardboard. Try on costume to determine where eye holes should be cut.



POSTER BOARD MASKS

The characters in many skits can be represented by poster board masks, which have the face or face and figure painted on, and a face hole cut out. The boy holds this cardboard in front of him and puts his face in the face hole.

ALUMINUM FOIL MASKS AND HATS

Aluminum foil is an interesting material that can be used in costumes. Cub Scouts can make their own aluminum foil masks or hats. It takes less that an hour. Rabbits, kittens, owls, and clowns are all easy t make. Robots with foil-covered boxes for bodies, and space men are naturals for foil masks.

One of these masks or hats can be made from a single roll of aluminum foil. Foil masks also reflect the gleam from lights.

1. Inflate large balloon to size mask desired. For children, 10-12 in. in diameter. Tear a 25' roll of foil into sheets 3' in length. Place balloon, blowing spout up, on the first sheet of foil.

2. Shape foil up around balloon. Put balloon on next sheet so foil will shape up over uncovered portion of balloon.

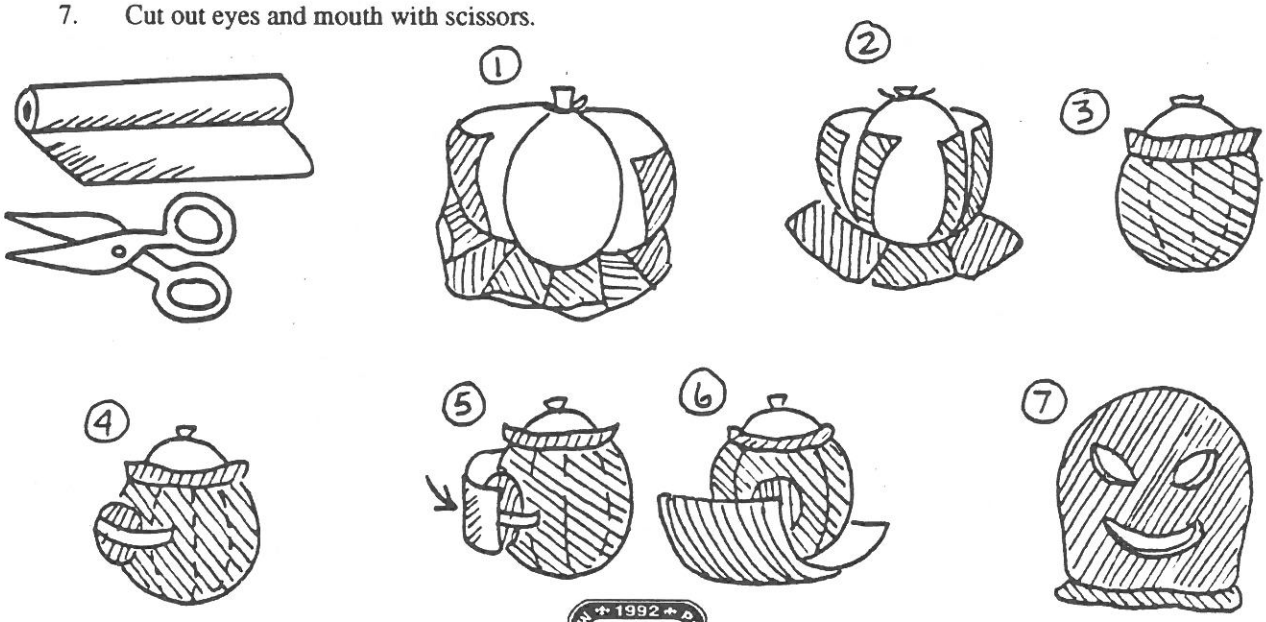
3. Repeat with third sheet.

4. Wad up one sheet of foil into a ball for the nose. fasten into position with cellophane tape.

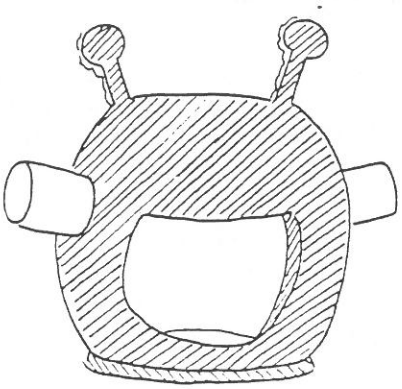
5. Mold next sheet of foil over center of balloon and over ball, shaping to form nose.

6. Bring remainder of foil over balloon, smoothing neatly into place. Crimp or tuck in edges of foil at top to form head opening of foil at top to form head opening (7-9" diameter). Do not tuck in edges before this step or mask will not hold together properly. Let air out of balloon and remove if from mask.

7. Cut out eyes and mouth with scissors.



SPACE MASK



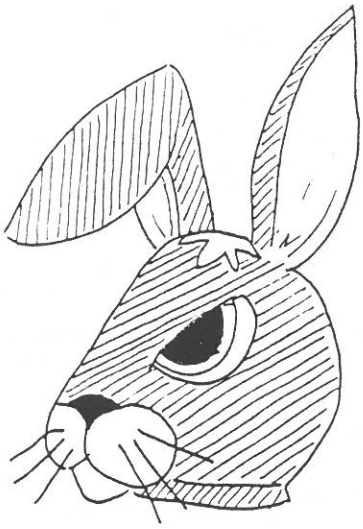
Use the above instructions:

1. Cut a semicircle out of lower half of mask for face opening.
2. Add knobs made from paper cups or spools and antennae from crushed foil. Attach to mask with white glue.

RABBIT MASK

1. Wads of foil, during the basic steps, give this rabbit a nose and add foil to the top of his head to keep it pointed.
2. The slanted and almond-shaped eyes are the SAME as the lion. The ears are cut from double thicknesses of foil.

PIRATE HAT



1. Two 24" long sheets of aluminum foil. Crush top and slide together and spread bottom for head opening.
2. Place the partially completed hat over a Cub Scout's head and crush it into a pirate hat shape.
3. Remove hat, using two more 24" sheets of foil, crush one over either side of hat to provide strength.
4. Add skull and crossbone cut from felt or construction paper.

LION MASK

Use basic instruction, except:

1. When the nose is added, also add wads of crushed foil to shape the lion's chin and two cheeks. These are pieced like nose, but not as large. After these features are added continue shaping sheets of foil around the mask and over the features.
2. The ears are large and rounded. They are molded from double thickness of foil that are crushed into the proper shape and glued on, using pins to hold.
3. The lions mane is made from loops of ribbon pinned in place.
4. Lion's eyes are cut out slanted and almond-shaped. Other features can be cut from felt and colored plastic tape.

QUICK 'N EASY WIGS

These wigs are easily assembled and are just the thing for Cub Scout skits, Halloween trick or treating or other occasions. As a base for the wig, use the top of a nylon stocking, gathered along the cut edge to form a skullcap. Or cut and use the crown from an old felt hat. For hair, use cotton yarn, untwisted rope or strips of 1/2" crepe paper.

CURLY LOCKS

For short or long curly hair, curl narrow gift wrap ribbon and sew to stocking cap base. (a cotton stocking also can be used)

BALD HEADED MAN

Use an old white of flesh colored bathing cap. Paint or glue a fringe of yarn around the edge.

COLONIAL

Wrap and sew cotton batting around skullcap to form a puffed hairdo. Batting rolls for curls added to sides make wig for Colonial lady. A long batting curl, tied in back with black ribbon, makes wig for Colonial man.

SCARECROW OR HILLBILLY

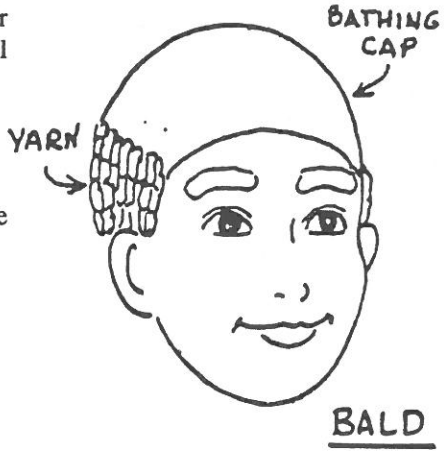
Sew uneven or heavy cotton rug yarn or raffia to a skullcap base, or to a band which can be sewed inside an old hat.

INDIAN

Arrange black yarn or crepe paper strips across entire base and stitch through center to make a "part." Bring strands down to ears, braid, wrap and tie with bright cloth or leather thong.

PRINCESS

Follow directions for Indian wig, using yellow yarn or crepe paper strips. Do not braid. Add colonial paper hat, with a small veil attached.



OLD MAN

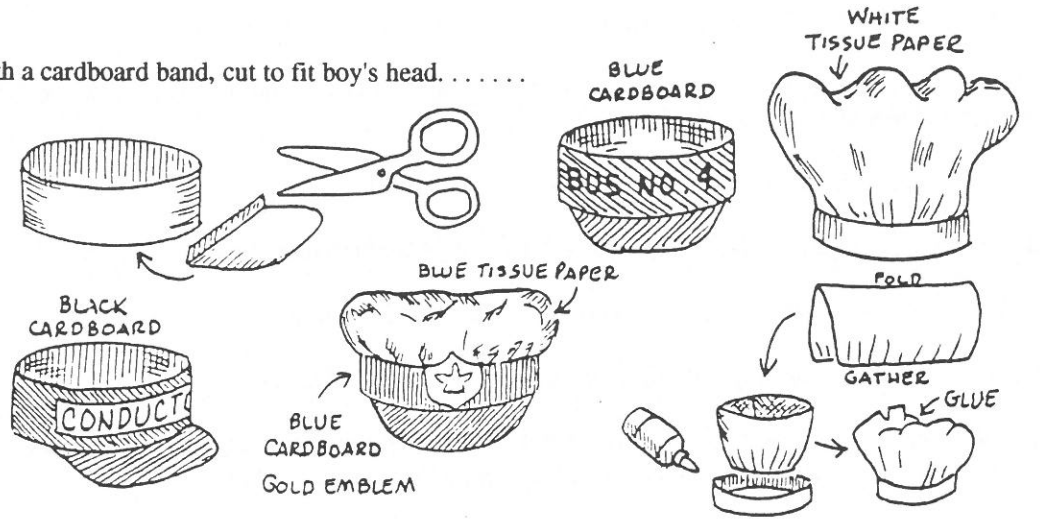
Use white cotton stocking cut and sewed to form skullcap. Glue white cotton balls all over skullcap.

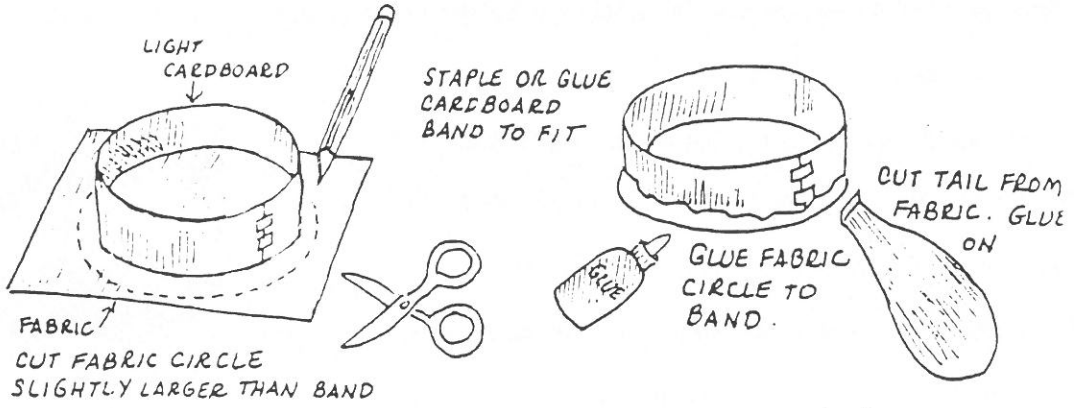
BRAIDS

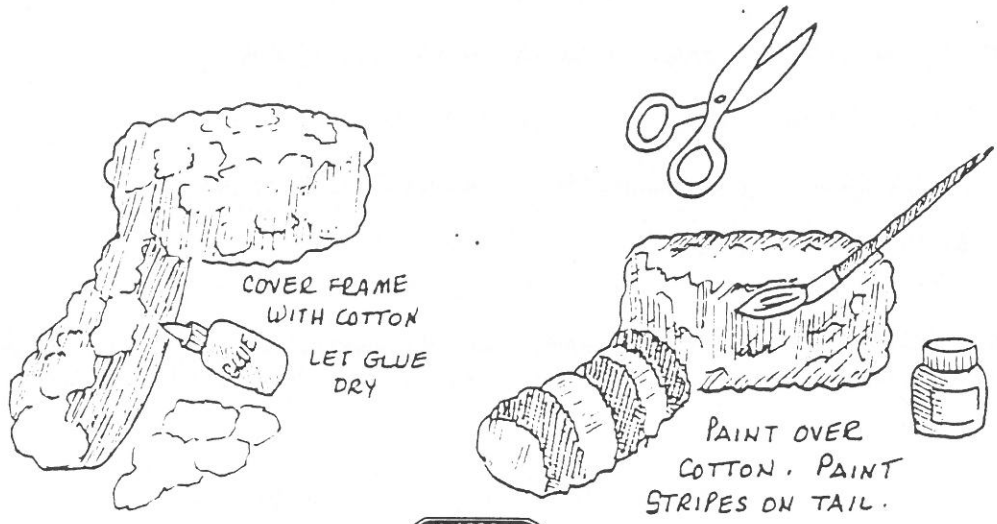
Stretch about three strips of crepe paper 3/4" wide. Twist each strip around and around. Now braid the three strips together.

HATS

Start with a cardboard band, cut to fit boy's head. . . . . .







NOVEMBER 1992 - TURKEY DAY

TURKEY VS JERKY

CHARACTERS: 2 Pilgrims, John and Miles, 3 Indians, Brave Fox, Little Beaver, Big Horse, and Turkey.

SETTING: A forest during Pilgrim days. Cardboard trees and bushes could be used. Enter two Pilgrims, one with musket, other with game bag.

JOHN: Good friend, Miles, it seems a shame. All this forest and no game!

MILES: But John, my friend, we can't go back, until we've something in our sack!

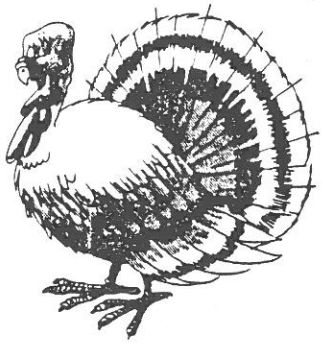
JOHN: 'Tis true, friend Miles, it would seem rude. We can't go back 'til we've found food.

MILES: Look you there, John, if you'd rather; me thinks I see a turkey feather!

JOHN: Yes, friend Miles, I see it too. In just a minute it's turkey stew! (He aims musket, prepares to fire. Behind bush there is a commotion. Three Indians pop up, waving hands for him not to fire.)

FOX: Spare our lives, for we are meek. We'll help you find the food you seek.

JOHN: Oh my, and just what's this I see?



HORSE: (Points to each as he gives their names) That's Brave Fox.

MILES: Have no fear. . .we will not fire. You see, it's only food we desire.

BEAVER: To find-um food we can't be beat. Pale face like to have-um meat?

JOHN: Yes, but where? Your forest lacks. . . .why we can't even find the tracks.

FOX: You not look in proper space. Only Indian can find-um place!

MILES: I'm sure we'd all feel rather perky,if only we could find a turkey.

HORSE: We no eat turkey for a feast. He tough old bird, to say-um least!

JOHN: Not eat turkey? Why, how strange! What do you eat to make the change?

BEAVER: Greatest feast instead of turkey, for our people, is Beef Jerky. So come with us. We fill-um sack, with lots of jerky to take back. (Pilgrims shrug shoulders. Exit with Indians.)

TURKEY: (Enters looking around) Our feathered Mom, she raised no fool. She sent us all to turkey school. Yes, you're right, I'm feeling perky. I got them to eat the jerky! (He struts off stage, wearing "The End " sign on tail feathers.)

THE LANDING OF THE PILGRIMS

(AS SEEN BY THE INDIANS)

CHARACTERS: Narrator, Bear Paw, Hungry Wolf, Eagle Eye (all dressed in Indian costumes)

SETTING: A bluff overlooking Plymouth Harbor. Backdrop shows a snow covered forest. Narrator stands to one side. Other 3 Indians are laying on a rock, watching the pilgrims land.

NARRATOR: December 21, 1620 A small wooden boat, the Mayflower carrying Pilgrims sails into a small harbor. Everyone has heard of how the Pilgrims landed on Plymouth Rock on Cape Cod. But have you ever wondered what the Indians thought and felt when they looked out over the sea and saw strangers coming to their land? Perhaps the scene went somethings like this:

BEAR PAW: Look how the big water sparkles. . . wide and blue and empty.

HUNGRY WOLF: I wish a sea bird would come. I'd like to shoot it. I'm hungry.

BEAR PAW: You are always hungry!

EAGLE EYE: I see something. It's a sea bird. Is has wings. . .four.

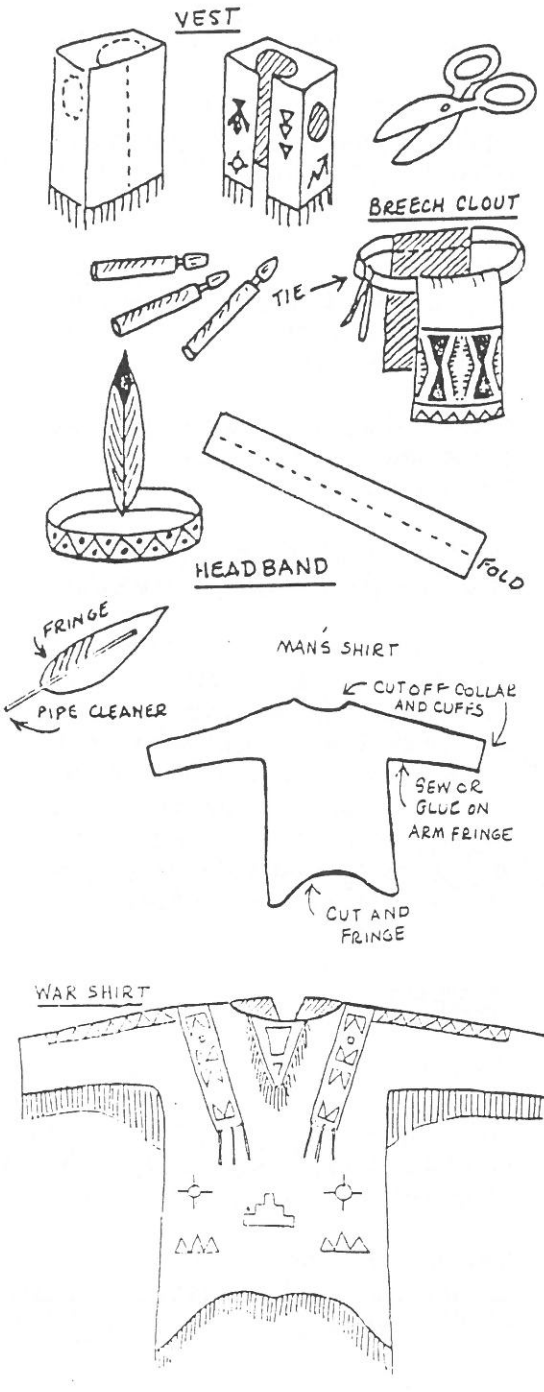
HUNGRY WOLF: A canoe big enough for our whole tribe.

EAGLE EYE: It's slowing down. Now it's going to stop beside the big rock on the beach. Strange people are stepping out of the canoe with wings.

BEAR PAW: Palefaces!

HUNGRY WOLF: The braves have hair on their chins like goats.

EAGLE EYE: Look at the chief. He wears a silver shell on his front and back like a beetle (they all laugh).



VEGETABLE PUPPET THANKSGIVING

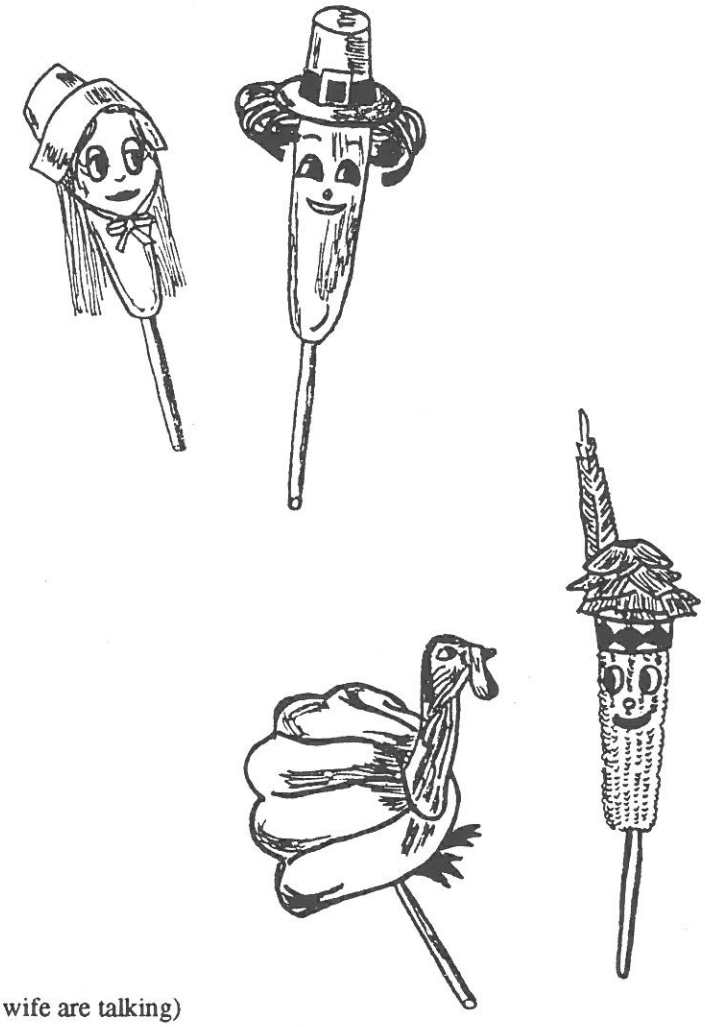
The characters from the first Thanksgiving are made like the following:

PILGRIM WOMAN: For this puppet use a yellow squash, corn silk for her hair, a foam cup and paper towel for the hat paper features, and a pencil.

PILGRIM MAN: Use a zucchini squash about he size of an ear of corn; paper for hair, features, and hat brim; a paper cup for crown, and a pencil.

INDIAN: Use an ear of corn; paper for his headband, feathers and features; and coat hanger wire.

TURKEY: A white squash, paper, crepe paper and a pencil make a turkey puppet.



Two operators manipulate the puppets while they, or other actors, speak the lines. The skit has two scenes; no scenery is required. If you want more characters, you will have to make a larger theatre and simply increase the number of Pilgrims and Indians. (If you don't want to do this as a puppet skit, have the boys dress in costumes and have a narrator and the boys can act the parts out.)

SCENE 1

(As the scene opens, a Pilgrim husband and his wife are talking)

SHE: (crying) I don't know what I'm going to do! You've invited 150 people for dinner on Thanksgiving. I don't have enough dishes. I don't know what to serve. I have nothing to wear. I just don't know what I'm going to do!

HE: There, there, dear. I'm sorry. It was just one of those things. I asked a few people and before I knew it, word got around and everyone wanted to come. Even the Indians asked if they could come. I didn't know what to say!

SHE: You could have said, "No!" 150 people! What am I to do? (a turkey enters)

TURKEY: Gobble, gobble. Sure you've invited 150 people-but not one turkey!

SHE: I'm sorry, but there are just too many people coming.

TURKEY: Gobble, Gobble. Humph! Okay. If that's how you feel. You will be sorry. We turkeys will have our own Thanksgiving dinner. (The turkey exits and an Indian enters)

INDIAN: Say, I want to thank you for inviting all the Indians on Thanksgiving . (The wife begins to cry again.) What's the matter? Did I say something wrong?

HE: Oh, no. She's just a little upset about the dinner. There are 150 people coming, and she doesn't know how to handle it.

INDIAN: Tell her not to worry about a thing. Just leave everything to the old "Kernel" here! I'll help you fix a dinner that's fingerlickin' good!

HE: You will? But how?

INDIAN: It's easy! I'm the owner of Plymouth Rock catering. Are the turkeys coming?

SHE: No. That would be just too many people. Tom Turkey said they'd have their own Thanksgiving dinner.

INDIAN: In that case, I'll serve my speciality-southern fried chicken. The turkeys hate it.

SHE: Southern fried chicken! It sounds delightful. How do you make it?

INDIAN: That's an old tribe secret. But I promise you'll love it. Now, that's settled-a southern fried chicken dinner for 150 people on Thursday. Right?

SHE: That's right. We can't thank you enough. See you then.

INDIAN: Okay. And don't worry about a thing. Goodbye.

(All three exit)

SCENE 2

(It's the day of the dinner. The Pilgrims and Indians come on stage)

INDIAN: Well, everything's all set. I'm surprised nobody's here yet.

SHE: I am too. Here it is time for dinner, and not one person is here. I wonder where they could be!

HE: Will the chicken stay warm?

INDIAN: It should. I'll check the kitchen to make sure everything's all right.

SHE: Let me know if you see anyone coming too. (Indian exists)

HE: I really don't understand it. I'm sure I told everybody the right day-Thanksgiving; the fourth Thursday in November. How could they be confused? (The Indian comes back on.)

INDIAN: Now that's strange. I just went to check the kitchen, and everyone's gone-the cooks, the waitresses-everyone! I didn't even see a turkey.

HE: I'm not surprised you didn't see a turkey. All of the turkeys are at their own thanksgiving dinner.

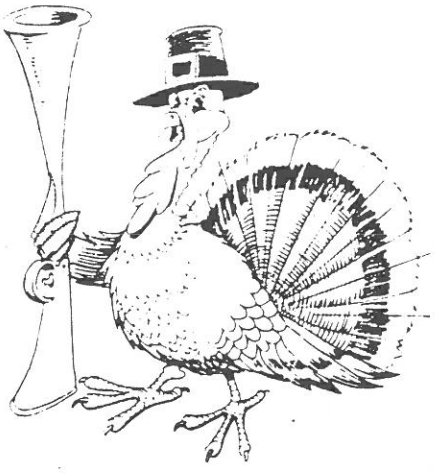
SHE: Where do you think everyone went?

INDIAN: I don't know. But here comes Tom Turkey. Maybe he can help us.

(The turkey enters)

TURKEY: Gobble, gobble. Well, folks, how's your dinner coming along without us?

HE: Not too well. Nobody's here. Have you seen anybody?



TURKEY: Or, sure. I've seen everybody.

HE: You have? Where?

TURKEY: Over at our place, of course.

INDIAN: Your place? What are they doing there?

TURKEY: They're having dinner.

SHE: Dinner? But they were invited here.

TURKEY: Well, I invited them, too.

INDIAN: And they went to your place? But why?

TURKEY: Because they remembered something you should never, never forget.

HE: Oh, my gosh. Of course. Now we remember!

ALL: THANKSGIVING IS NOT THANKSGIVING IF YOU DON'T HAVE DINNER WITH A TURKEY!

DECEMBER 1992 - HELP OTHER PEOPLE

"THE CHRISTMAS CUSTOMS MIX-UP"

SCENE: NORTH POLE TOY SHOP

CHARACTERS: Christmas elves (any number) parts can be split up or lines added or dropped as needed for the number of boys in den.

COSTUMES: As desired. However, Cub Scouts are supposed to be helpers just like elves so the Cub Scout uniform with each boy wearing an elves hat made from red crepe paper could put the point across. As curtain opens, the Cub Scout elves are all gathered in the workshop.

NARRATOR: Come join us as we peek into the North Pole Workshop during the Christmas rush and see the greatest customs mix-up in history.

SUPERVISOR ELF: (with 3x5 cards in hand) O.K. elves, it's that time of year again so it's time to pass out your Christmas Customs assignments. (Drops cards on floor and bends over and scoops them up. He holds 2 cards for each elf in hand.) As he reads each elf's name he hands them their two cards.

ELF ITALY . . . . ELF DOMINICAN REPUBLIC . . . . ELF UNITED STATES . . . . ELF BELGIUM . . . . ELF RUSSIA . . . . ELF SWITZERLAND . . . . ELF NETHERLANDS

SUPERVISOR ELF: GO NOW AND DO YOUR THING. (all elves except supervisor leave stage.) He collapses in chair. Somebody walks across stage carrying sign reading "TIME PASSES". One by one the elves start coming back all excited and each wanting to speak first, waving their arms, etc.

ELF ITALY: I don't understand it at all. Everybody got upset and called the police when St. Nickous climbed into the windows to leave gifts. (Other elves start pushing and hollering at once.)

SUPERVISOR: O.K. O.K., each in turn tell me your problem.

ELF NETHERLANDS: I sent out Sinterlaas and they ran him out of the country telling him that he was in a sleigh with reindeer and not on a white horse and why did he come 20 days early they all asked.

ELF SWITZERLAND: When Daddy Frost arrived with his snow maidens nobody was ready with the town hall party and nobody even recognized him.

ELF RUSSIA: They told the three kings to go away, they didn't know them. What's going on?

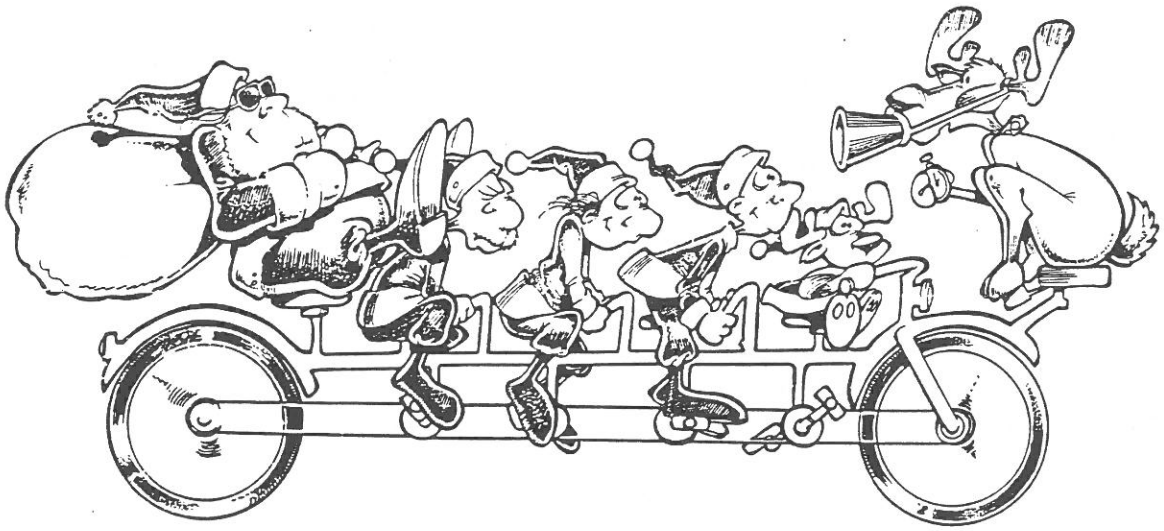
ELF UNITED STATES: When Santa Claus arrived in his sleigh they laughed at poor Rudolph and asked why he was there. They couldn't understand what happened to Sinkerklass.

ELF DOMINICAN REPUBLIC: Oh, no, don't you all see what happened? (throws up hands in dismay)

ELF BELGIUM: Yeh, don't you all see, when super Elf dropped his assignment cards on the floor, he got them all mixed up and gave the Christmas custom from one country to another with the wrong gift bearer going to another place. Oh what a mess.

SUPER ELF: I guess we better get this mess straightened out before it gets any worse if that's possible. I'm sorry about the mix up fellas.

ONE OF THE ELVES: Hey, super Elf,we're going to ship you through customs and see if they'll pass you through. And I mean on through. (They all chase super elf off stage.)



SANTA'S BIG SECRET

CHARACTERS: Santa Claus (scout uniform under Santa suit) Reporter, numerous elves (scout uniforms under jackets)

SETTING: Elves are in background working, making toys or putting toys in sacks. Santa is directing them when reporter comes out with microphone.

REPORTER: This is Scoop Smith the roving reporter for radio station K C U B, on the scene here at Santa's workshop. Santa, may we have a word with you please?

SANTA: Oh, sure, we're real busy getting ready for our deliveries. What can I do for you?

REPORTER: All of our listeners want to know how you got into the gift giving business. Did your father give gifts or what?

SANTA: Well, it all began when I was eight years old. . . .I just started doing good deeds, you know, helping people and such. . . and it just became a habit.

REPORTER: Good deeds, huh, that sounds familiar. Say, what is that under your jacket?

SANTA: That's my best kept secret. . . .(opens jacket)

REPORTER: A CUB SCOUT UNIFORM!!!!!!You're a Cub scout?

SANTA: Yes, well, no. I WAS a Cub Scout, then a Boy Scout, and then an Explorer. I wear this uniform to remind me of where it all started. . . .way back years and years ago. I just loved helping other people and doing good things.

REPORTER: Well, that explains your involvement, but how do you get all of these elves to help you?

SANTA: Show the man. . . .(Elves open jackets to show Cub Scout uniforms.)

THE UNWANTED CHRISTMAS GIFT

CAST: 8 Cub Scouts and Santa Claus

PROPS: One Cub Scout is dressed as a Christmas Gift.

SETTING: Santa Claus comes on stage, leading a big shabby box by the hand.

SANTA: I'll leave you here on the street and maybe someone will take you this year.

BOX: I hope so. I'll get busy right away trying to make someone take me. (first Cub enters)

BOX: Please, will you take me home as a Christmas present?

CUB 1: My mother would really yell if I brought a junky thing like you home.

BOX: Please, will you take me home as a Christmas present? (to second Cub)

CUB 2: Nah, I want a new baseball bat.

BOX: Please will you take me home as a Christmas present? (to third Cub)

CUB 3: Are you trying to be funny? I wouldn't take something as dirty as you are for a present.

BOX: Please , will you take me home as a Christmas present? (to fourth Cub)

CUB 4: Of course not. I don't pick up strange things in the street.

BOX: Please, will you take me home as a Christmas present? (to fifth Cub)

CUB 5: I'd better put you in a trash can. You're littering the street.

BOX: Please , will you take me home as a Christmas present? (to sixth Cub)

CUB 6: Kids want presents that are new.

BOX: Please, will you take me home as a Christmas present? (to seventh Cub)

CUB 7: No, I don't want you and it looks like nobody else does either.

SANTA: Well, I see you didn't get anyone to take you again this year.

BOX: I haven't given up hope, someday someone will take me.

SANTA: You know, I've been hauling you back and forth so long that I've even forgotten what you are.

BOX: I'm not sure, but when God packed me up 2,000 years ago, HE called me PEACE ON EARTH.

JANUARY 1993 - PIRATE WATERS

CHARLIE TUNA TRIES AGAIN!!!

CHARACTERS: Narrator, Charlie Tuna, Angela Angel Fish, Larry Lobster, Sam the Clam, and the Voice from B.S.A.

COSTUMES: Full length paper sack masks with each character drawn on sack. This could be a great puppet skit.

NARRATOR: As our show opens, we again find Charlie in his continuing pursuit to be accepted by B.S.A.

CHARLIE: (Charlie enters) I, Charlie Tuna, promise to do my best, to do my duty to King Neptune and my ocean, to help other sea creatures, and to obey the Law of the School.

ANGELA: (Enters) Oh, Charlie! Are you still trying to join the B.S.A.! Wise up my aquatic friend. Don't you know that the B stands for Boy not Fish Scouts of America. (She exists)

CHARLIE: What does she know. She's just A GIRL. A fish scout follows Neptune. A fish scout helps the school go. The school helps the fish grow. A fish scout gives goodwill.

LARRY: (enters) Oh Charlie, that's Akela, not Neptune. Boy Charlie, you blew it with Starkist, now the B.S.A. What's next. (he exists)

CHARLIE: Do your best, do your best. Oh darn, darn.

SAM THE CLAM: What are you yelling about?

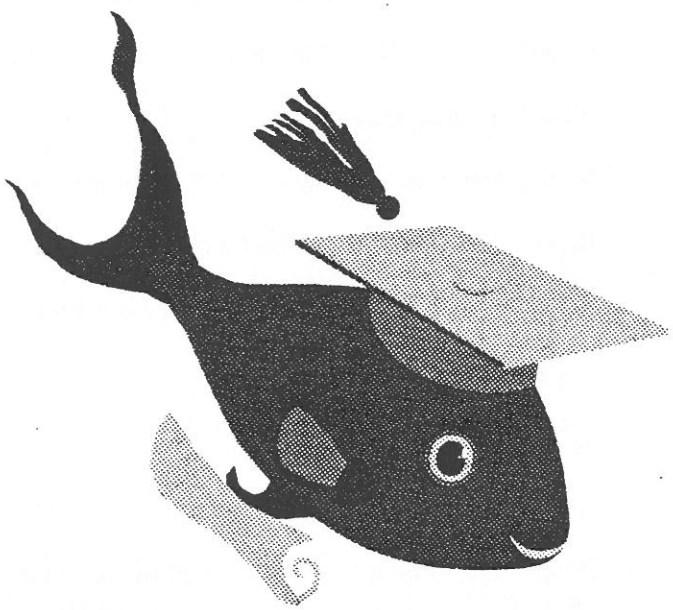
CHARLIE: Well, I've got the motto down pat, but I can't figure out the two finger salute.

SAM: Poor Charlie, here comes the B.S.A. now. (Sam exists)

(drop hook that says SORRY CHARLIE)

VOICE OF B.S.A. Sorry Charlie. B.S.A. wants boys who fish, not boyish fishes.

(Voice says this when hook is dropped from off-stage.)



BUCCANEERS IN THE DAYS OF OLD

SCENE I

NARRATOR: (With English accent) In the days of our early settlers and right down to the present,mates, many sailors have committed mutiny. This is how many of them became captains ah ah. . .the easy way. Now for instance, let's take Edward Teach, the real name of Blackbeard, the most blood thirsty pirate ever to sail the seven seas. (Blackbeard walks on stage)

BLACKBEARD: Ah, don't be frightened, my friend, it's only me. . .old Blackbeard here. You've heard of me. . . .the most beloved buccaneer. (Henry Morgan walks in)

MORGAN: Avast, you lubber!

BLACKBEARD: Who are ye to speak like that to me?

MORGAN: The name's Captain Henry Morgan. You've heard of em!

BLACKBEARD: Why you young upstart! I ought to flog you with a cat-onine-tails or make you. . . . .

(Captain Hook walks in)

HOOK: (interrupting). . .walk the plank, Blackbeard? (Glancing at Morgan) How are you , Morgan?

MORGAN: Feel like a million doubloons. How about you?

HOOK: Fine. Just robbed Peter Pan's treasure chest and made him walk a plank.

(In walks Captain Kidd, Bluebeard and Captain Blood.)

OTHERS: Hello mates!

KIDD: What a shabby lot you are! You haven't even offered me rum!

BLACKBEARD: There's none for the likes of ye!

BLOOD: None? It's mutiny! (he draws his sword)

(Fighting begins and all take part)

SCENE II

NARRATOR: Well, that's how it was in the days of the buccaneers!

(Blackbeard is lying on the floor dead and the others are standing around him with one foot on his chest. They all begin to sing. "Fifteen men on a dead man's chest. Yo, ho, ho and a bottle of rum.)

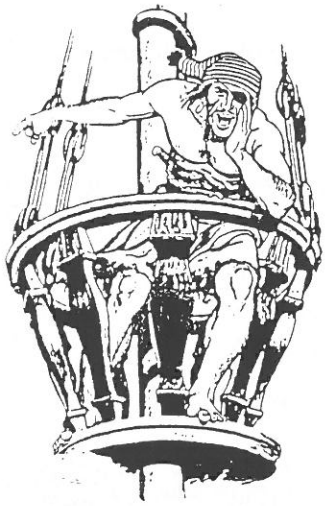
SEA ADVENTURE

SCENE: Deck of pirate ship. Cardboard ship backdrop. Pirate flag flying. Boys are in pirate costume and sailor make up. Landlubber may be dressed differently.

CHARACTERS: Pirate Captain, Landlubber, four or more pirates.

(The pirates are doing work such as coiling ropes, tying knots, etc. Each time a different one answers the landlubber's questions.)

PIRATE CAPTAIN: Avast ye mateys. We sail at the next tide.



LANDLUBBER: What did he say?

1ST PIRATE: He says we've leaving.

CAPTAIN: The swill bucket is ready. Get below in the galley.

LANDLUBBER: What did he say?

2ND PIRATE: Dinner is ready. (They all sit down and pretend to eat.)

LANDLUBBER: What did he say?

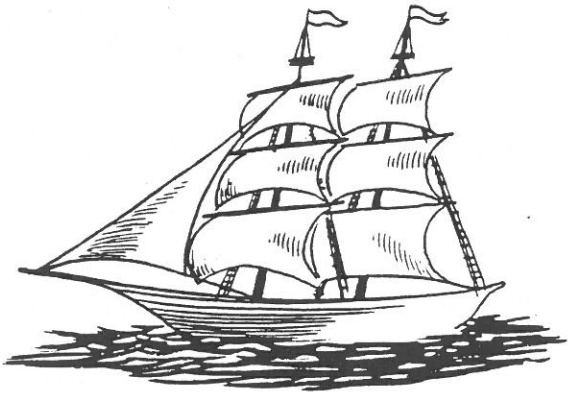
3RD PIRATE: Hurry up or he'll find work for us to do.

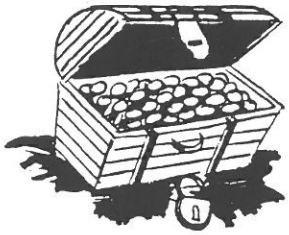
CAPTAIN: (getting up) Heave ho, my lads.

LANDLUBBER: What did he say?

4TH PIRATE: It's time to sail. Take in the bow and stern lines. Man the wheel and weigh anchor.

LANDLUBBER: Did he say that? (Pirates give him a disgusted look and continue with their work as the curtain closes.)





FEBRUARY 1993 - OLD GLORY

THE FLAG SPEAKS

STAGING: Flag in stand on table, under which "voice" is concealed. Or have flag posted near screen concealing "voice". Cub Scouts in uniform walk by flag and stop when flag starts to "speak."

FLAG: Hey Cub Scouts!

1ST CUB: Who's that?

FLAG: Me, your flag.

2ND CUB: What do you want with me?

FLAG: I want to know something. You hear of people in other lands burning me, but recently you heard of people in the United States showing disloyalty and disrespect to me. What's wrong.?

3RD CUB: That's a hard question for me to answer. I think people do this because they don't know how hard it was to get you. We even fought wars, not only to get you, but to spread your ideas to other countries. Much of today's younger generation doesn't know how hard it was to do that!

FLAG: What would you suggest?

4TH CUB: I'd say to start with, we need to increase our americanism building organizations such as the Scouts, and give them more support. Be encouraged to fly the flag on national holidays and to have inspiring flag ceremonies at meetings.

FLAG: You have some good ideas, son.

5TH CUB: The Scout program has taught me to respect the flag and to love my country.

FLAG: Scouting? Yes, there is hope after all. You've given me a real life.

CUBS: (Salutes) Any time. (Walks off-stage.)

KEEP AMERICA BEAUTIFUL

CHARACTERS: Flower, cans, bottle, trash, Litterbug, candy wrapper, trash can, Cub Scouts

SETTING: Flower and grass wave gently in breeze. Littler bug stands at left, laughing and throwing cans on the flower, bottle on flower, candy wrapper on grass. . .trash on grass.

FLOWER: Oh, what hit me? My petals are crushed. My upsweep is downswept.

GRASS: You should complain. They buried me.

CAN: You think I like being thrown around. I could be used for tin craft by some den leader.

BOTTLE: Does the pack staff realize my potentiality? I could be used as a puppet or trick.

LITTERBUG: (laughs) I dirty America everyday. . .UGLY, UGLY, UGLY.

CANDY WRAPPER: Just look at me. I was meant to be so sweet and bring such happiness.

CUB SCOUT: (sees litter. . .trash can sleeping) Wake up trash can, Litterbug was here.

TRASH CAN: HELP HELP you'd think I was on a diet, more than they are feeding me. All I ever do is wait. I've tried everything. I've even flipped my lid.

CUB SCOUT: People have got to realize this is one bug RAID won't kill. Only consideration by others will get rid of this pest. I'll start helping right now to eliminate that old Litterbug!

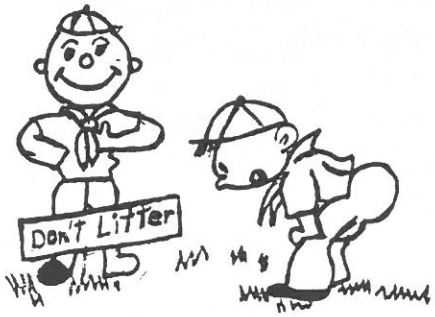
LITTERBUG: FOILED AGAIN! (cub picks up trash)

FLOWER: (sigh) What a relief! I though you'd never come.

CUB SCOUT: Every Cub is honor bound to help KEEP AMERICAN BEAUTIFUL!

GRASS: Adults help the Litterbug so much. . .are they too old to be Cubs?

CUB SCOUT: No one is either too old to too young to do their share in keeping America beautiful. This is the duty and privilege of every American.



THE FLAG OF AMERICA

The flag is assembled on a base during the program. Cut a 26" x 4' cardboard rectangle. Place it on an easel. From cardboard, cut 7 strips 2" x 24" and 6 strips 2" x 14". Color strips. Cut a square of blue and add 50 stars. Back all building pieces with plenty of 2 sided tape.

CUB 1: Our flag is sometimes called the Stars and Stripes. The stars and stripes are there for a reason.

CUB 2: In the corner of the flag is a field of blue---like the sky.

CUB 3: On this there is one star for each of the current United States.

CUB 4: Once there were 13 stars there. Now there are 50.

CUB 5: The stripes are red and white.

CUB 6: George Washington said the red was taken from the red in the flag of England.

CUB 7: And the white broke up the red to show American had separated from England.

CUB 8: There e are 13 stripes, one for each of the original colonies. CUB 1: Virginia

CUB 2: North Carolina

CUB 3: Massachusetts

CUB 4: South Carolina

CUB 5: New Hampshire

CUB 6: Pennsylvania

CUB 7: Maryland

CUB 8: Georgia

CUB 1: Connecticut

CUB 2: New York

CUB 3: Rhode Island

CUB 4: New Jersey

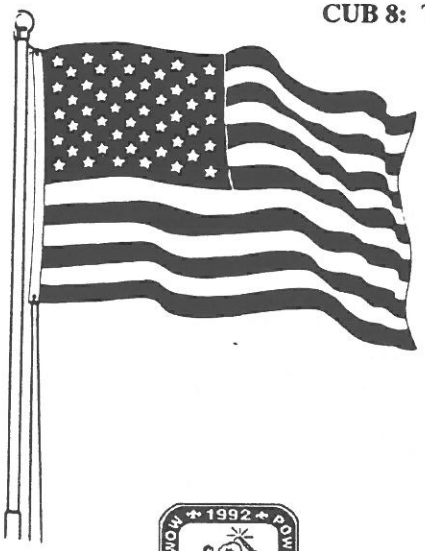
CUB 5: Delaware

(as each colony is named, a stripe is added to the base)

CUB 6: The stars and stripes is a beautiful flag.

CUB 7: Will everyone now rise and join us in singing "The Star Spangled Banner"

CUB 8: Thank You. You may be seated.



MARCH 1993 - WEATHER OBSERVATIONS

CLOUDS

SCENE: Sky Blue Background

CHARACTER: Cirrus Cloud, Stratus Cloud, Nimbostratus Cloud, Cirrocumulus Cloud, Altocumulus Cloud, Cumulus Cloud, Cumulonimbus Cloud, Wind (If fewer boys, eliminate a cloud or two)

SETTING: Clouds come out one at a time

CIRRUS CLOUD:

I'm a Cirrus Cloud you know
I can put on quite a show.
When you see me in the sky
You'll know bad weather is close by!

STRATUS CLOUD:

I'm a Stratus Cloud, and that's not bad
Just look for me, I'm very rad.
When you see me in the afternoon,
You'll know that drizzly rain is coming soon!

NIMBOSTRATUS CLOUD:

Nimbostratus, that's my name.
Bringing rain is my claim to fame.
I'm very dark up in the sky
When airplanes are near, they fly by high!

CIRROCUMULUS CLOUD:

You guys are whimpy, predictable, too
Cirrocumulus clouds are really a clue
To unsettled weather-rain or shine.
I do what like and I feel just fine!

ALTOCUMULUS CLOUD:

The rest of you are gloomy guys.
An altocumulus will brighten the skies.
When you see me slowly drifting around,
Sunny skies will always be found.

CUMULUS CLOUD:

A cumulus cloud is the best you'll see.
I'm fluffy and bright as can be.
I bring sunny weather and that's no lie.
I'm a real pleasure to see floating by.

CUMULONIMBUS CLOUD:

To hear you talk you sound real keen,
But I'm the one who is really mean!
When lightening and storms darken the sky,
A cumulonimbus cloud is thundering by!

WIND:

You guys think you are so tough,
Well, I have really had enough.
I can bring you to your knees
Any time I truly please.
You boast and storm until the end,
But I'll blow you away 'cause I'm the wind!!
(Wind whistles through and blows all off stage)

WHERE ON EARTH IS SPRING?

CHARACTERS: Oak, flower, May, Bear, any number of boys, Spring

SETTING: A woods in deep winter. In the background is a city skyline with smoke stacks belching black smoke into a grey sky. Characters can simply wear signs identifying them or other costumes. All actors are on stage except May , who enters as curtain opens.

MAY: (wears jogging suit with "May" written on back. . .comes on stage)

OAK: We're glad to see you, May. But where is Spring?

MAY: Didn't April tell you? Well.,I hate to bring bad news, but Spring refuses to come this year.

FLOWER: What have we done to insult her?

MAY: No, no it isn't your fault. It's those human beings. You know how much trouble Spring goes to each year. Why, she makes the world an artistic masterpiece. But human beings don't appreciate all that.

(Sadly recites the following poem)

They have blackened the air of the skies blue and fair,

They have muddied the pure crystal rivers,

They have littered the earth from her poles to her girth,

Now the whole world must shudder and shiver.

Oh, Spring will not come now.

Oh, no Spring will not come now.

ALL: The trees and flowers will never bloom again. There will be no more Spring now, no never.

FLOWER: Oh no! Snow in July!

OAK: And icicles in August. Can't something be done to make Spring change her mind?

MAY: Maybe Spring will change her mind if human beings change their ways. Wake up bear. He will speak to the people. (May jogs offstage)

ALL: Wake up, wake up, Bear!

BEAR: (Who had pretended to be asleep, as if in hibernation) Grrr! How dare you wake me in February!

OAK: But it's the first of May, Bear!

FLOWER: Spring is not coming at all this year.

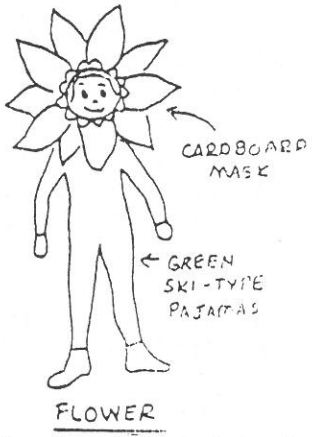
BEAR: Spring's not coming? Why?

OAK: It's those humans again. They've made such a mess of the earth that Spring won't come.

BEAR: Grrr! I don't blame her. I've visited the national parks. Spring put on a grand show last year. But humans beings threw garbage all over the grass!

OAK: But it isn't fair for Spring to punish the trees and flowers. It's not our fault that the earth is a mess.

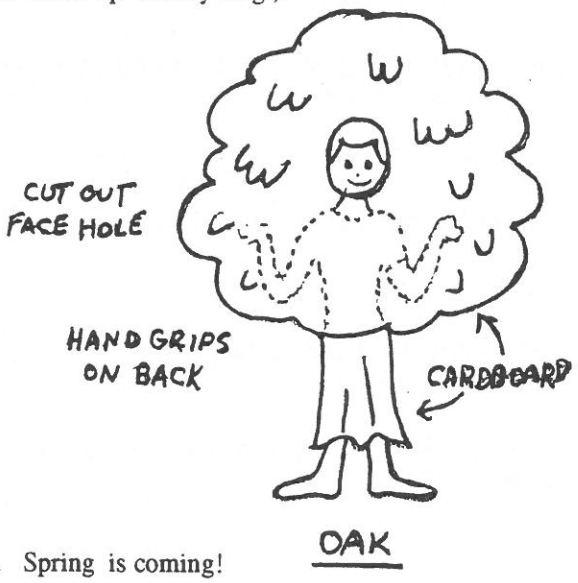
BEAR: Very well. Let's try. (Singing and dancing to tune of Camptown Races.)



If you want sunshine, birds and bees
Clean up, clean up.
If you want blossoms in the trees,
Please cleanup now.
Bring your brooms and rakes
Muscles all it takes,
I'll bet my money you can clean things up
Before Red Robin wakes. (If desired, song can be pre-recorded, and tape played while Bear dances.)

FLOWER: (To audience) If you hear Bear, clap your hands loud! Louder! Make spring hear you!

BOYS: (enter, carrying brooms and rakes. They begin to clean up as they sing:)



We do want sunshine, birds and bees,
We'll clean up, we'll clean up.
We do want blossoms on the trees,
We'll clean up now.
Here are brooms and rakes,
Muscles all it takes.
We'll bet our money we can clean things up
Before Red Robin wakes.

OAK: Spring, we're waiting!

FLOWER: Listen! Red Robin is awake!

OAK: And I do believe the sun is beginning to shine. Spring is coming!

(Enter Spring)

SPRING: Greeting, my children. You have made a good start toward keeping the earth as clean as a robin's whistle. Keep up the good work!

WHATEVER HAPPENED TO MOTHER NATURE?

CHARACTERS: Mother Nature (wearing long dress, construction helmet, goggles, earmuffs, surgical mask, carrying canteen.)and Den Chief with any number of Cub Scouts in uniform.

SETTING: Outdoor scene. See story for props. Den Chief and Cubs are walking along. Backdrop-painted factories with grey smoke.

DEN CHIEF: Well fellas, you wanted to see Mother Nature. This is where she lives. (points to sign "Mother Nature-don't disturb-I'm brooding")

1ST CUB: Mother Nature, won't you please come out and talk to us? (She comes on stage, dressed as described above)

DEN CHIEF: Why in the world are you dressed like that?

MOTHER NATURE: It's a long, sad story. I wear this terrible costume to protect me.

2ND CUB: To protect you from what?

MOTHER NATURE: From ordinary people. Just look. (She points to signs near pile of trash "Don't pick the flowers" and another sign by a fake stream "polluted-No drinking, swimming or fishing")

3RD CUB: Where is the lovely meadow?

MOTHER NATURE: This is the meadow. (points down)

4TH CUB: Where are the flowers and birds? (Sound effects-horns honking)

MOTHER NATURE: Now you see why I wear earmuffs and a mask. You'd be mad too if somebody dumped junk on your jonquils and trash on your tulips!

5TH CUB: (Points to backdrop) Look at the smoke that fouls the air. Look at the slime that spoils the water.

MOTHER NATURE: This is the world that people made. What a woeful world the people made!

4TH CUB: Look at the dump that clutters the land.

5TH CUB: Look at the slime that spoils the water.

6TH CUB: Look at the smoke that fouls the air!

MOTHER NATURE: What a woeful world the people made!

1ST CUB: I'm the Cub Scout all forlorn, who coughs and chokes on the smoke each morn. I'll write my congressman, sure as you're born! (waves letter in his hand.)

MOTHER NATURE: To clean up the world that people made.

DEN CHIEF: People can undo what people have done.

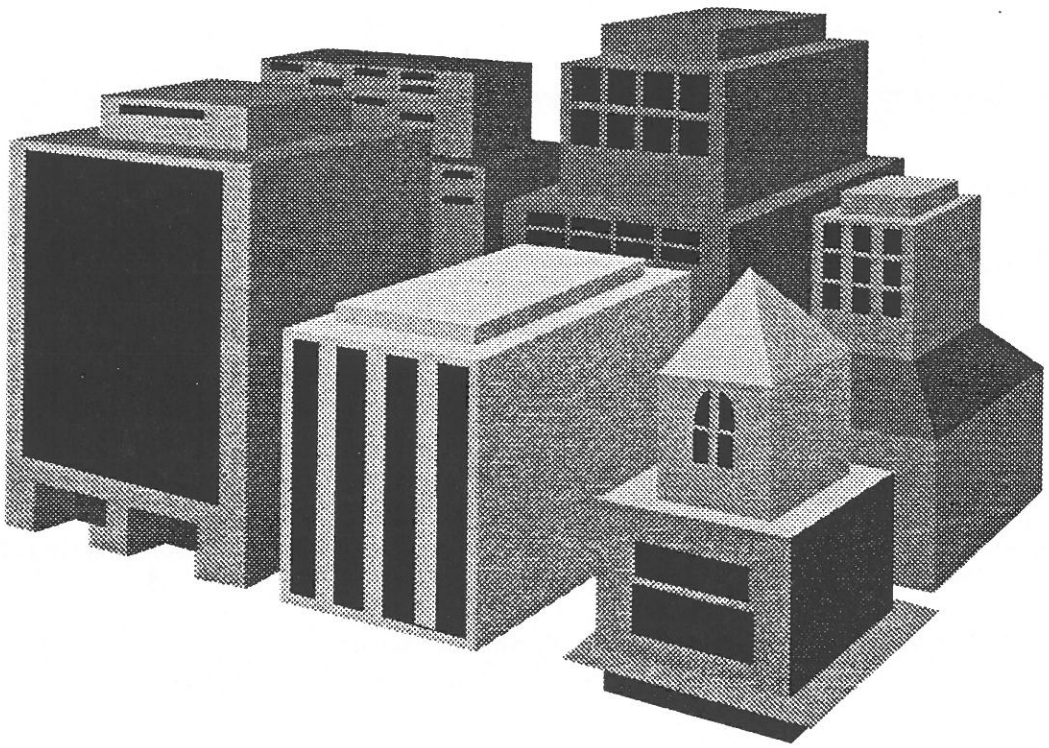
2ND CUB: Turn off the smokestack, turn on the sun.

3RD CUB: Clean up the stream, green up the grass.

4TH CUB: Hush up the noise where traffic must pass.

5TH CUB: Then we'll sing as we hike through meadow and glade.

ALL: (in unison) What a wonderful world the people have made! (Mother Nature removes her mask, earmuffs and goggles)



APRIL 1993 - LIFE ON OTHER PLANETS

VOYAGE INTO SPACE

CHARACTERS: Navigator, four space travelers, Stranger, Announcer. As props for skit, use space helmets and spaceship control panel. Set up the panel, along with other paraphernalia to represent the inside of a spaceship. The travelers wear sweat shirts and pants tucked inside boots or dark stockings. Space helmets are arranged on the floor and there are jackets or coats in readiness.

ANNOUNCER: Tonight, through the use of a special crystal ball, we bring you a report of a great future moment in history.. the first manned voyage to Mars. Inside the historic ship, departure time has come.... (Curtain opens on interior of space ship. Off stage, countdown is heard... then a mighty swoosh. Travelers fall down....gradually revive and get up.)

#1: Well, at last we're off!

#2: Think of it! The first manned voyage to Mars!

NAVIGATOR: (going to control panel) I guess it's all up to me, now.

ANNOUNCER: (after long pause) Time passes...the ship prepares to land.

#4: Millions of miles from home! (#2 looks out of window)

#1: (speaking to #2) What do you see out there?

#2: Looks like barren country, all right. Where's the map of Mars? There's something over there that looks like canals.

#3: Come on. Let's get on our helmets and spacesuits. It's day now and the temperature is probably 200 degrees. (They don space helmets and jackets and start out door. #4 calls back to others.)

#4: Look at that creature out there! It's jumping way into the air!

NAVIGATOR: That's because there is no gravity here. We've always been told that creatures like that couldn't exist on Mars.

ANNOUNCER: (after they exit and long pause) Time passes... the men return.

#1: (as they enter spaceship) Whew! It sure was hot out there!

#2: Those weighted boots worked well. It was easy to walk on the ground.

#3: If you ask me, those designers overdid it. I could hardly lift my feet.

#4: Me too. They weighed a ton. Let's rest awhile before we go out again. (There is a knock. All look puzzled.) What....was.....that?

NAVIGATOR: Well, it can't be the wind. There's no atmosphere here. (He cautiously opens the door. Stranger enters, dressed in rough clothing, cap and jacket...speaks with heavy cockney accent.)

STRANGER: I say there....you blokes in trouble?

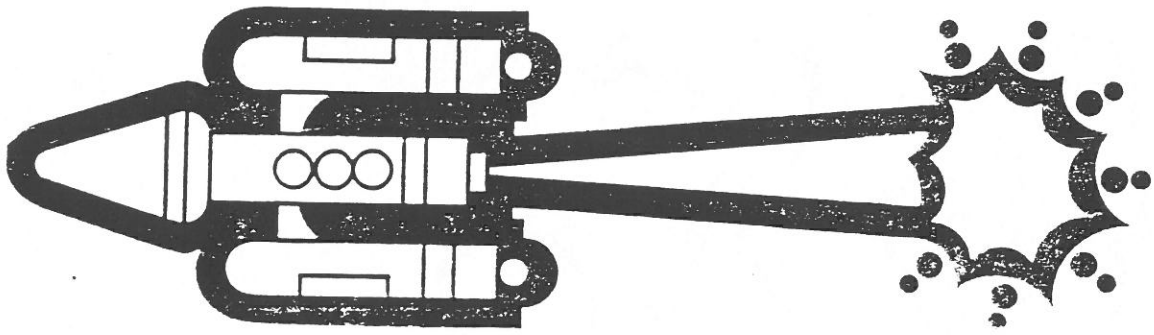
#1: How can you stand it out there without a space suit or helmet?

#2: (to #3) He must be a superior being from another planet.

#4: Heavens, man. What are you on Mars?

STRANGER: I say, the eat must uv made ye balmy, guv'nor. This 'ere ain't Mars. Hit's the central plains of Australia. Didn't ye see that bloomin kangaroo jumpin' 'round out there?

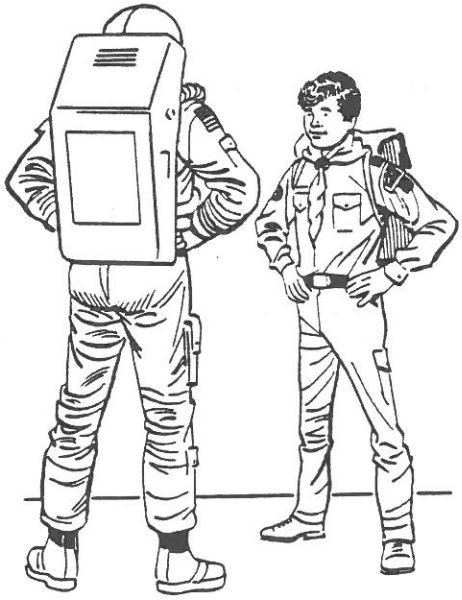
(Travelers faint from shock.)



DEN LEADER WORKSHOP OUTER SPACE SKIT

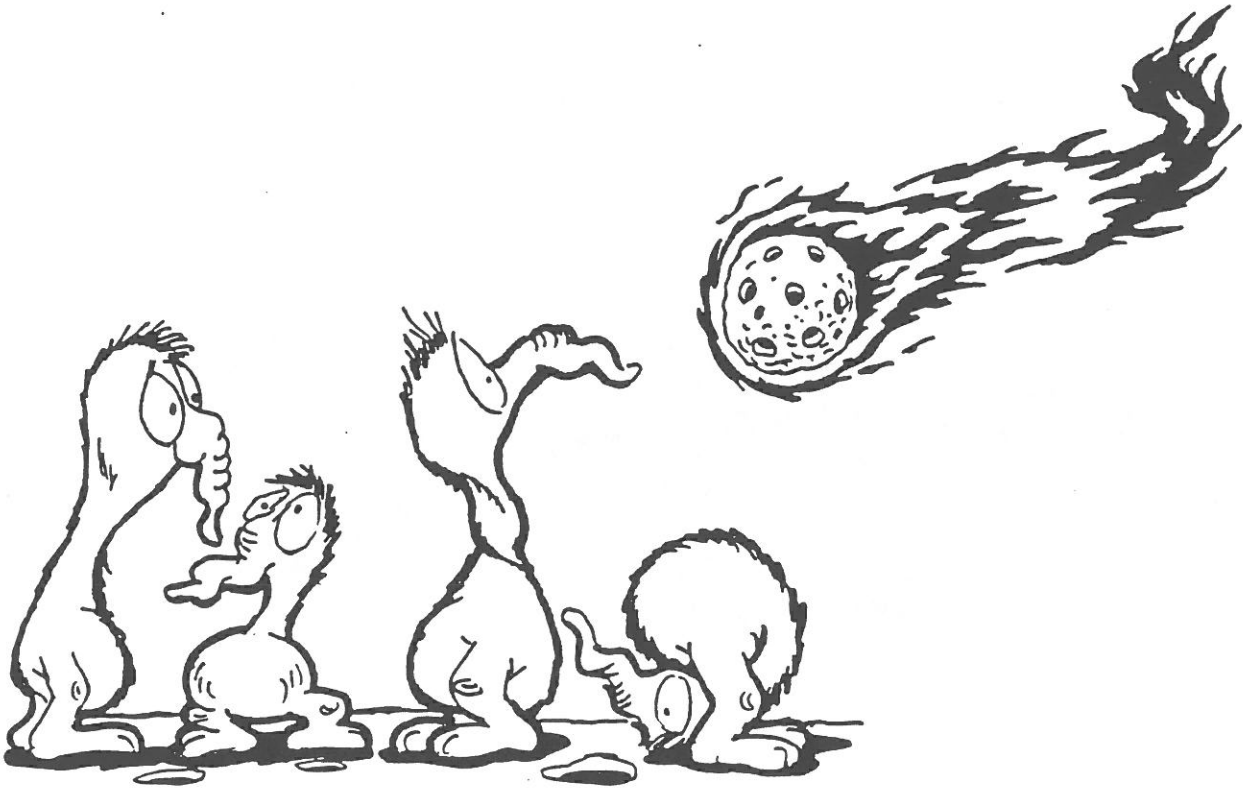
PROPS: Space helmet

NARRATOR: One afternoon in a neighborhood some boys stood "chatting." (Boys arguing---"there is too, there is not.")



They were"discussing" whether or not there was life on other planets. About this time, they had a visitor. He didn't look like them. For one thing, he had one blue eye, and one brown eye---and (as boy with helmet turns to audience one green eye. Be sure to have a third one on helmet. Boy then turns back to boys. No one noticed him for awhile.

They were still engrossed in their "conversation". (Boys are still arguing.) Suddenly, (as boys catch sight of the helmeted boy) Aagh! Eek! Let's get out of here!!!!! (all the boys run off, leaving the masked one.) He removes his mask and turns to audience and says sadly, "I only wanted to ask them if they liked the outer space mask I got for my birthday."



LIFE ON OTHER PLANETS

CHARACTERS: Head Scientist, 5 News reporters or adapt to the number of cubs you hav

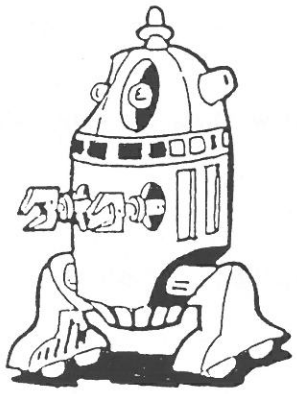
SETTING: A conference room with microphones on table and reporters and Scientist sitting with their backs to the audience.

HEAD SCIENTIST: (Rising with his back still to the audience): Ladies and gentlemen of the Press. I have asked you here to announce the results of our latest most important study. After enormous research and studies, we have concluded that there can't possibly be any intelligent life on the planet nearest us.

1ST REPORTER: What about the ditches or canals that have been seen with our high-powered telescopes?

HEAD SCIENTIST: The latest observations show these as merely natural land formations and show no proof that they were made by anything other than nature.

2ND REPORTER: We know the planet's surface has changed from white to green which indicates some kind of atmosphere. Doesn't that mean the planet has weather?



HEAD SCIENTIST: Our test shows there is some atmosphere on the planet but not enough to sustain life.

3RD REPORTER: What about all the sightings of flying saucers? Were they hoaxes?

HEAD SCIENTIST: Not necessarily. They could be explained with logical scientific reasons or just the result of hysterical observers.

4TH REPORTER: Are you saying all the strange radio sounds we have picked up are produced by atmospheric pressure or failures in our own transmitters?

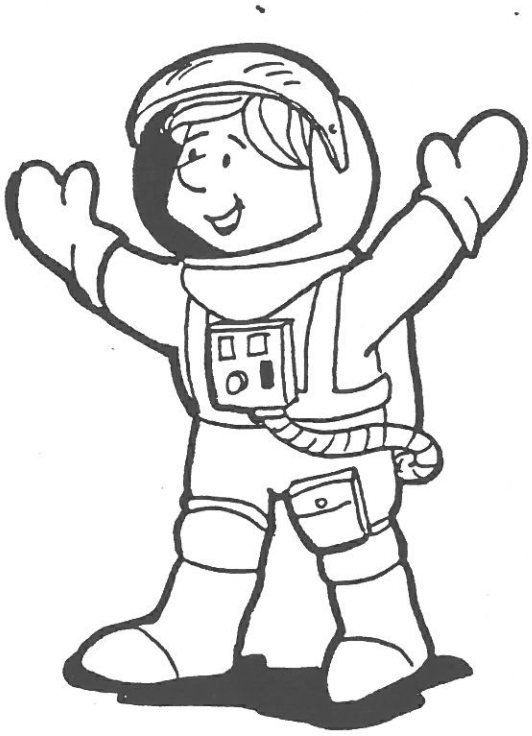
HEAD SCIENTIST: I'm, sorry, yes.

5TH REPORTER: I have been following your studies very closely and am extremely disappointed. I was just sure we had neighbors on the planet nearest us. Maybe not life as we know it but some kind of intelligent life totally unknown to us.

HEAD SCIENTIST: Members of the press, I can see no useful purpose in continuing this discussion. The tests have proved beyond doubt and any intelligent person must accept the fact that there is no life on---

All: (Turning to audience to show weird make-up or masks) EARTH!!!

THE BOY FROM NEXT TUESDAY



CHARACTERS: Mike, the boy from next Tuesday, Tommy, Smog Warden, Dave, some children from the future, Sam, and The Rememberer, an old man.

SETTING: At a den meeting. The boys are busy with an activity and the boy from next Tuesday wanders in holding a "time warp projector"(small box).

TOMMY: Look! Here comes a new kid.

MIKE: Who is he?

SAM: Do you think he's human?

DAVE: Maybe he's from outer space.

MIKE: What's the sign he's holding? (Tommy takes a piece of paper from the boy.)

TOMMY: I don't know, Mike. It's written in a strange language.

MIKE: (taking sign and turning it right-side up) It's not so strange. Try it now.

TOMMY: (spelling) H-E-L-P. Help.

SAM: What kind of help do you think he needs?

MIKE: He has another note. (Mike takes sign, holds it up.)

ALL: (reading in unison) Please remove my helmet. (Dave removes helmet, boy sighs, shakes his head and breathes deeply.)

BOY: Thank you very much. (he looks around) So this is an old-fashioned den meeting. It's everything the Rememberer said it would be. It's (pause) what was that old word again? (pause) Oh yes. It's beautiful. Sunshine! Real Sunshine! How long will the sun be out today!

SAM: All day, of course.

BOY: (amazed) All day! I can't imagine. Do you have some real water?

DAVE: Sure. Have some. (Dave pours him a glass. He drinks it down without a breath)

MAY 1993 - SHOWBIZ

CLOWN ACTS

A circus is as good as its clowns. There can be policeman clowns, tramp clowns, fat lady clowns, comic strip character clowns and many others.

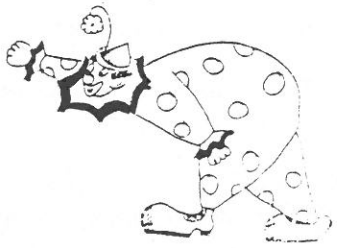
1. **Clown fights** (using stuffed stockings as weapons)

2. **The high-diving act.** (clown is going to jump from a high place into a glass or bucket of water. He stops before this actually takes place.)

3. **William Tell.** The clowns act out the famous shoot-the-apple-off-the-head trick. Victim eats apple...then gets shot with water gun.

4. **Fire Act.** One clown starts a fire. Another runs to get a bucket which has been filled with torn-up newspapers and throw it on the clown (and the audience).

5. **Clown with a Plant.** Clown walks across stage several times with a plant, each time with a different, larger plant.



6. **A singing clown,** singing funny songs.

7. **Bull Fight.** A clown bull fight.

8. **Policemen Act.** Clown arrests them all.

9. **Clown Band.** One carries and beats a big drum. Another toots a horn. Others play various instruments. All line up facing audience. The music begins to dwindle as one after the other stops playing. They look at each other, embarrassed. Then all begin a silly dance.

10. **Clown Jalopy.** Clown has auto lights fastened to his arms and blows an auto horn.. Smoke pours out from under his coat(talcum powder). He wears sign which says "Jalopy".

11. **Football Game.** A football is tied to one clown's foot with an elastic band. He kicks the ball and trips. Another clown picks up the ball and walks off, then releases ball which bounces back and knocks the first clown down.

12. **Look At It Now.** Clown carrying a small balloon makes himself comfortable in a conspicuous spot. He proceeds to inflate the balloon. From time to time he holds out the balloon and says enthusiastically "Look at it Now!" Finally the balloon is blown so tight it bursts. The clown, tearfully says "Look at it now!"

13. **Paradise Lost.** First clown circles the floor reading a huge book. (A sample wallpaper book is ideal.) The title "Paradise Lost" is printed on the cover in big letters. He may wear large glasses and a mortar-board hat. The second clown follows in a few minutes. He carries a huge pair of dice and wears a sign on his back which says "Paradise Found".

CIRCUS PANTOMIME

CHARACTERS: Any number of properly costumed circus performers such as those listed below.

SETTING: Circus ring. As curtain opens, performers are on stage doing acts as indicated below. Ringmaster can hold up signs announcing acts.

CLOWNS: Walking in baggy pants, big floppy shoes, making sad or happy faces, doing tricks such as somersaults, getting feet stuck in bucket, etc.

LION TAMER: Cracking whip, walking around holding chair, training lions to jump through hoops and to jump onto stools.

LIONS: Snarl and bat paws at lion tamer.

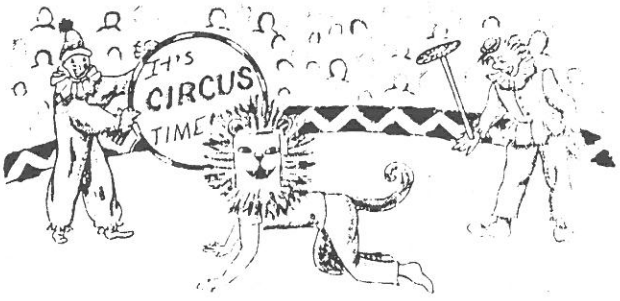
ACROBATS: Doing somersaults, head or hand stands, cartwheels and balancing acts.

TIGHT-ROPE WALKERS: Pretend walking highwire, one foot at a time, using an umbrella for balance.

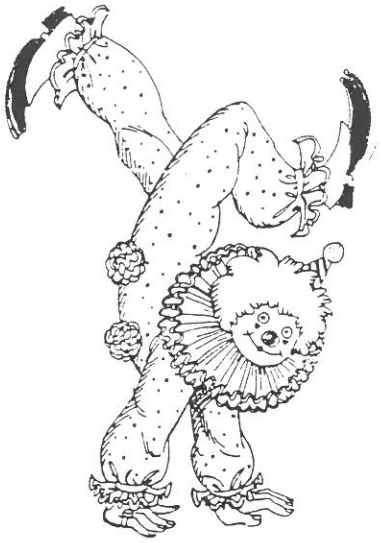
STRONG MAN: Bending iron bars (rubber hose); lifting weights labeled "500 lb." (made from balloons). Then small child removes weights with ease.

JUGGLERS: Pantomime juggling three balls, then add more balls one at a time until hands are moving very fast. Juggle back and forth with another juggler.

SNAKE CHARMER: Pantomime playing flute and making snake come out of basket. Snake Charmer leans from side to side to indicate weaving motions of snake.



THE FLEA CIRCUS



CHARACTERS: Ringmaster, Cub Scouts in uniform (any number you wish to use)

RINGMASTER: Ladies and gentlemen, we are proud to introduce Den___

FLEA CIRCUS. We now present Hugo, who will walk the tight rope. When he reaches the center, he will turn a double somersault. May we have silence, please?

(Two Cubs stretch out string. Third Cub places "flea" on string. Boys follow movement of flea walking toward center of string...they follow his movement as he turns a flip. One boy, with mouth open, gets too close to string and gulps as if he has swallowed "flea".)

1ST BOY: (puts hand over mouth) Gulp! I swallowed Hugo! (wipes tears from eyes and leaves stage)

RINGMASTER: Err..uh..well. On with the show. Our next act is about to begin. Homer will jump from this boy's hand into a dish of water. Keep in mind the size of this tiny fellow. Ready Homer?

(Boy makes motion of tossing flea into dish, then retrieves him in hand.)

RINGMASTER: Well done, Homer. Give the little guy a big hand.

(Boy quickly claps, forgetting Homer...slowly parts hands, sobs and runs off stage.)

RINGMASTER: Too bad. But we must compose ourselves. Our next fabulous act features Hector, the weigh-lifting flea. Hector is the strongest flea in the world. That rock may not seem so large to you, but think of how small Hector is...compare his size with the size of this rock.

(Boy puts Hector on table. Points proudly to him. Flexes muscles and points to Hector again.)

RINGMASTER: Hold up that rock so the audience can get a better look at it.

(Boy holds up rock in one hand for audience to see...then plops rock down on table without looking...then looks around for Hector...picks up rock and finds a smashed Hector.)

BOY: Hector! Hector! (He sobs, and with head down leaves stage)

RINGMASTER: We seem to be having a bit of hard luck, but the show must go on. I now introduce Harry, the bare-back riding flea.

(Boy pretends to place "flea" on his bare back and runs off-stage, yelling:) Hang on Harry! (looks over shoulder)

RINGMASTER: He made it! And now Hiram and Hilary will perform their world-famous trapeze act. Hilary will make a triple somersault and Hiram will catch her.

(Trapeze is make of soda straws with string through them. Two boys each hold one. Third boy places flea on trapeze.)

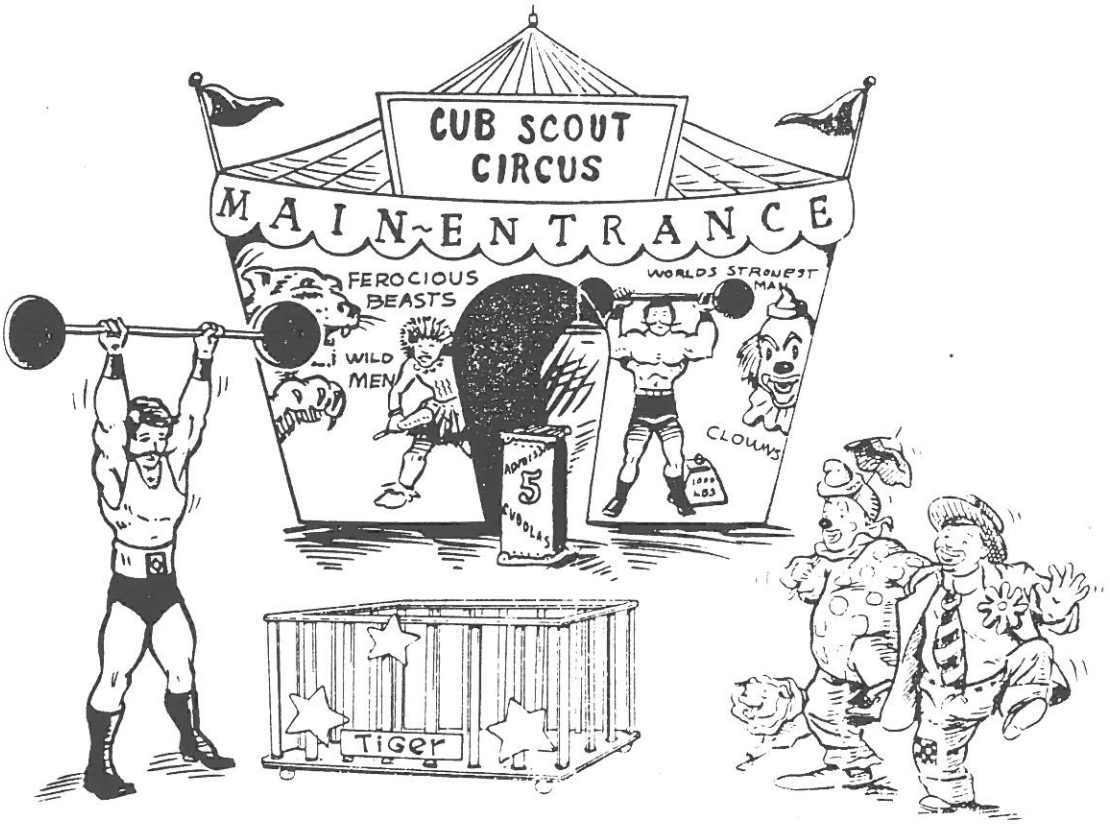
RINGMASTER: There they go! Watch them swing! Hilary lets go. She's turning a somersault. One, two, three, and Hiram catch.....er..misses her! (Boys look all over floor for Hilary)

BOY: There she is! (points in front of other boy)

BOY: Where? (He steps where other boy pointed)

BOY: You just stepped on him! Oh well, he needed more practice anyway. Say, we have another flea for you. (to Ringmaster) He's a man eating flea. (Opens box) OOOOPS, he got away.

RINGMASTER: (begins to yell and scratch) Help! Help! (runs offstage)



JUNE 1993 - CUB SCOUT BIRD WATCHERS

HONEYBEE

This skit must be prearranged and rehearsed, but the audience must think it is spontaneous. And those involved must be good sports. The leader (the Honeybee) chooses the prearranged volunteer, the Queen Bee, from the audience. The Honeybee then gives the Queen Bee instructions:

"I am the Honeybee and I am going out into the audience, which is a field of beautiful flowers, to gather honey. When I return, I will hit my hand with my fist (demonstrates) and say, "Ummmm!" You are to hit your hand with your fist and say,"Ummmm!" (Queen Bee does it)

I'll go out a second time, return, hit my hand with my fist twice (demonstrates) and say, "Ummm! Ummm!" (Queen Bee responds) I'll go out a third time, return, hit my hand with my fist three times, and say, "Ummmmm! Ummmmm! Ummmmm!" Then you are to say, "Give it all to me, Honey!" The Honeybee tucks thumbs under armpits, flaps arms up and down, and buzzes or hums like a bee in flight.

Honeybee picks out cute children, nuzzles their necks, and very loudly hums, "Ummmm!"; may go to an older man (a good sport) and leave with a sour "Ummmm!" Honeybee then returns to the Queen Bee, hits hand with fist once, and says, "Ummmm!" The Queen Bee responds with the same action. The Honeybee returns to the audience to gather more honey, returns to the Queen Bee, hits hand with fist twice, and says "Ummmm, Ummmm!" The Queen Bee responds.

The third time out, after gathering honey, Honeybee goes to a predetermined location where there is hidden a glass of water, takes a mouthful, returns to the Queen Bee, hits hand three times with fist, and says, "Ummmm, Ummmm, Ummmm!" the Queen Bee replies, "Give it all to me, honey!" and the Honeybee sprays the Queen Bee with water.

As audience laughs, the third member of the cast enters the room obviously. The wet Queen Bee dries off and asks this prearranged volunteer to come up on stage. The Queen Bee now becomes the Honeybee and explains the process to the new Queen Bee.

They rehearse, then go through the actions until the third sequence. While the new Honeybee is getting a mouthful of water, the new Queen Bee is getting a mouthful from a glass hidden on stage. The Honeybee returns to the Queen Bee, hits hand with fist three times, and says, "Ummm, Ummm, Ummm!" The Queen Bee responds by repeating the same action.

Frustrated, the Honeybee shakes head no, repeats the action with a louder, angrier "Ummm, Ummm, Ummm!" while hitting hand with fist harder. The Queen responds, also louder and angrier. After a third try, the Honeybee swallows the water and says, "You are supposed to say, "Give it all to me, honey," at which the new Queen Bee sprays the new Honeybee with water.

MAGIC MUD

CHARACTERS: Six Cub Scouts in summer uniforms or Cub Scout T-shirts

SETTING: Sign in center of stage is marked Mud Puddle. Boys are gathered around this sign as the curtain opens.

ALL: Did you ever wonder as you pass--A little stretch of mud and grass,---What Nature may be hiding there---Within this spot a few feet square---Let's gather round and take a look---And, like the pages in a book---We'll study it with open eyes---Can soil like this hold a surprise?

(All get down on hands and knees in a semi-circle around imaginary patch of ground or piece of cardboard painted black and green. Each player is assigned one or more of the two-line stanzas. Some of the items may be held up as they are found. The bee sting gets everyone on their feet, and the victim is smeared with some black substance. All line up for final stanza.)

ONE: Here's a freshly patterned animal track---Where a rabbit hopped across and back.

TWO: I can see a stream of busy ants---Carry tidbits as they dance.

THREE: Look, a feather blue and gray---Dropped off by a screaming jay.

FOUR: Sprinkled here are sprouting seeds---From lofty elms and sprawling weeds.

FIVE: A pebble smoothed by action slow---Formed a million years ago.

SIX: In a puddled spot not yet dried out---A water beetle swims about.

ONE: And here an eager plant is set---An early blooming violet.

TWO: A wiggle worm comes up to twitch ---No one knows which end is which.

THREE: The mud itself, with food stores vast---From life that grew in ages past.

FOUR: It's not all Nature mud reveals---Here's a candy wrapper and two toy wheels.

FIVE: There's something moving - what's that now?---I'll pick it up - a bee - Yow!

SIX: Quick, here's some mud upon the spot---To take away the soreness hot.

All: In mud there's stone and living things---Healing power for bitter stings. Through it flows the earth's life blood---Our soil is really Magic Mud.

NATURE SAMPLE ON DISPLAY

The following skit is strictly for laughs, but the Cub Scouts will have fun putting it on and the audience will enjoy the humor. More parts can be added if needed, or some left out without spoiling the skit. As the curtain opens, the announcer is seated on a chair beside a table which has posted on it a sign saying: NATURE DISPLAY. By Joyce Newell

ANNOUNCER: (Stands up while speaking, then sits down and remains seated through rest of skit) WE ARE CUB SCOUT NATURALISTS, AND WE'VE BEEN BUSY EVERYDAY, COLLECTING SAMPLES OF NATURE, TO PUT HERE ON DISPLAY.

(Boys can be lined up beside table and each in turn pulls out their sample from a small bag or box and after speaking places it on the table then steps back or the boys could come onto stage one at a time and then exit after their part.)

1ST BOY: Well I was going to bring termites in a log, but Mom said to bring this stupid frog.

(Pulls from bag, box or can a florist frog)

2ND BOY: I collected some sea shells from the shore, (peaks in sack) Oh No! This is mom's groceries from the store.

(Pulls out some broken egg shells from bag)

3RD BOY: A bird watcher I am you see, but the only one I could catch was this birdie.

(Pulls out a badminton birdie)

4TH BOY: Samples of soil I collect in spring, Mom said this was the best sample to bring.

(Pulls out soiled socks, shirt, jeans, etc.)

5TH BOY: I study each kind of tree, but this kind did you ever see?

(Pulls out a shoe tree)

6TH BOY: I collect samples of bark, and here's one we call spark!

(Pulls out stuffed dog while somebody backstage barks.)

7TH BOY: Flowers I study so a bud I brought with me, yes, his name is Bud and we're friends you see.

(motions off-stage to boy who comes to stand beside him)

ANNOUNCER: You can see this collection is quite unique, but so is our den of Cubs who have lots of fun each week.

OUR FEATHERED FRIENDS

CHARACTERS: Robin, Blue Jay, Mockingbird, Song Sparrow, Woodpecker, Goldfinch, Wood Thrush, Cardinal. All birds wear plastic bottle masks. Any characters can be eliminated to fit the number of boys in the den.

SETTING: Outdoor scene, with trees and bushes. Birds enter one by one, flitting around, waving arms. Each boy can speak his own lines, or a narrator can read the script. (Be sure boys can be understood behind masks, if they speak their own lines.) Audience can be asked to identify birds, or boys can hold signs with their names to be revealed at the appropriate time.

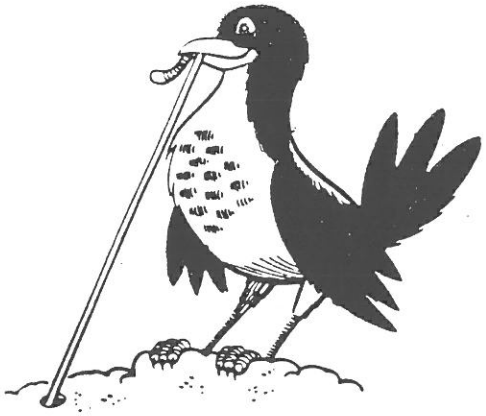
ROBIN: Before the spring has time to wake, and daffodils are yellow, My black and russet red appears, I'm quite a cheerful fellow. Who am I?

BLUE JAY: I make a sound like tinkling bells or raise my crest and scold; My blue coat's trimmed with black and white, I'm a handsome robber bold. Who am I?

MOCKING BIRD: Demurely dressed in grey and white, my nature's one of fun; I love to tease my feathered friends, and mimic them one by one. Who am I?

SPARROW: My cousins chirp in city streets, but I dislike the town; In spring you hear me sing, and see my dark breast streaked with brown. Who am I?

WOODPECKER: Rat-tat-tat. Rat-tat-tat, I beat a loud tattoo; My back is black, my front is white, my red cap's in full view. Who am I?



GOLDFINCH: For me, no cage inside the house, as I dart there and back; I wear the tint of precious ore, smartly trimmed in black. Who am I?

THRUSH: I hide among the shrubbery, with spice-brown colored coat; And poets praise my evening song, that springs from spotted throat. Who am I?

CARDINAL: My name suggests great dignity, my colors the brightest hue, In summer or in winter, I bring Christmas red to you. Who am I?

JULY 1993 - WILD & WOOLY WEST

OLD SETTLERS

CAST: 5 Cub Scouts

PROPS: Campfire, outside scenery; cowboy vests and hats

SETTING: Cowboys are sitting around campfire

CUB #1: Who's the oldest settler in the west?

CUB #2: Death Valley Scotty?

CUB #1: Nope.

CUB #2: Buffalo Bill?

CUB #1: Nope.

CUB #3: Daniel Boone?

CUB #1: Nope.

CUB #4: I give up. Who is it?

CUB #1: The sun.

All: Oooooooh!

GOLD IS WHERE YOU FIND IT

CAST: 5 Cub Scouts

PROPS: Pan, gold rocks, bucket, hat, shovel.

SETTING: Prospector is panning for gold.

SON #1: Pa, what are you doing?

PROSPECTOR: Panning for gold.

(First son walks off flipping a golden rock)

SON #2: Pa, what are you doing?

PROSPECTOR: Panning for gold.

(second son walks off carrying a hat full of golden rocks.)

SON #3: Pa, what are you doing?

PROSPECTOR: Panning for gold. (third son walks away carrying a bucket full of golden rocks)

SON #4: Pa, what are you doing?

PROSPECTOR: Panning for gold.

SON #4: What is gold?

PROSPECTOR: It's a precious ore that will make us rich.

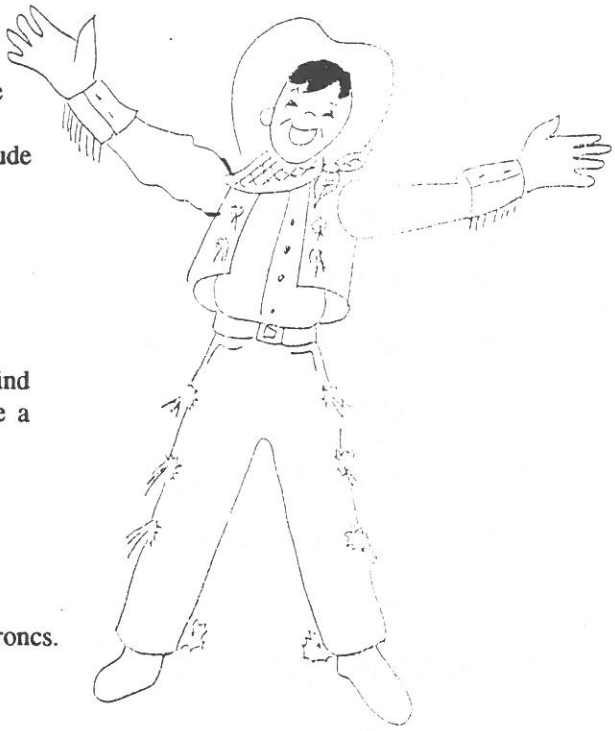
SON #4: What does it look like?

PROSPECTOR: It's a shiny yellow stone.

SON #4: Oh! like those my brothers are using to build their dam downstream.

(Prospector screams and swoons; 4th son walks off with shovel.)

SOME FISHIN'



CAST: 6-8 Cub Scouts

PROPS: Cowboy costume, rope branding iron, stools, fence

SETTING: Cowboys are leaning on fence when a city dude comes in.

CITY DUDE: Good afternoon gentlemen.

COWBOYS: Howdy.

CITY DUDE: This is my first trip to the west. I do find everything so unusual. Do you suppose you could tell me a few things?

COWBOY #1: What did you want ta know?

CITY DUDE: What do you keep inside this fence?

COWBOY #2: Sometimes we keep steers and sometimes broncs.

CITY DUDE: What do you do with this metal contraption?

COWBOY #3: That's for brandin' 'em so everybody'll know whose belong to who.

(cowboys snicker among themselves)

CITY DUDE: Why do you wear those funny pants?

COWBOY #4: Those aren't pants; they're chaps. We wear them over our pants when we're ridin' the range to keep the rough bushes and cactus from scratchin' us up.

CITY DUDE: Why do you wear your handkerchief around your necks?

COWBOY #5: That's what WE call a neckerchief. In a dust storm or when we're movin' the herds, we put it up over our nose and mouth to help keep the dust out. (demonstrates)

CITY DUDE: What do you use that coil of rope for?

COWBOY #6: That's what we use to catch steers and broncs.

CITY DUDE: That's all very interesting. I was just wondering about one more thing. What kind of bait do you use?

(cowboys begin to laugh)

THREE RIVERS (A SKIT)

SETTING: Two prospectors meet. First prospector has camp set up and food cooking. Dog is sitting beside him. (Boy on all fours is dog.) Second prospector comes in pulling mule named Sunshine. (Two boys covered with blanket are mule.)

PROPS: Pick, pans, No. 10 cans for cooking, two beat-up hats, mask for dog, and blanket for mule.

1ST PROSPECTOR: Howdy!

2ND PROSPECTOR: Howdy!

1ST PROSPECTOR: Any luck?

2ND PROSPECTOR: Nope!

1ST PROSPECTOR: Come fur?

2ND PROSPECTOR: Quite a job.

1ST PROSPECTOR: Et lately?

2ND PROSPECTOR: This mornin'.

1ST PROSPECTOR: Hungry?

2ND PROSPECTOR: Yep.

1ST PROSPECTOR: Join me?

2ND PROSPECTOR: Yep.

1ST PROSPECTOR: Have a plate.

2ND PROSPECTOR: (holds up plate and looks at it) Don't want to seem to be pickyunish, but ain't this plate a mite dirty here in the corner?

1ST PROSPECTOR: (looks scornfully at him) Well now, it all depends on how you look at it. But I'll tell you one thing for sure. It's as clean as Three Rivers can get it.

2ND PROSPECTOR: (shakes his head looking at plate) Clean as Three Rivers can get it? (Mule brays a loud hee haw)

2ND PROSPECTOR: Shut your mouth, Sunshine. You heard what the man said.

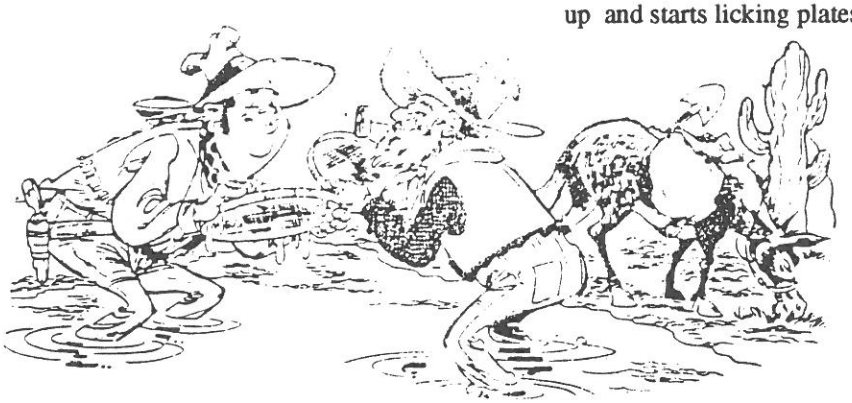
(1st prospector dishes out stew and they eat)

2ND PROSPECTOR: Mighty good vittles!

1ST PROSPECTOR: Thanks pardner. Mind handin' me the plates so we kin clean 'em up?

(2nd Prospector hands him the plates)

1ST PROSPECTOR: (puts plates on floor and calls loudly over his shoulder) Here Three Rivers. Here Three Rivers! (Dog comes up and starts licking plates)



AUGUST 1993 - CAMPFIRE YARNS

INDIAN COUNCIL FIRE

CAST: 6-8 Cub Scouts

PROPS: Blankets and Indian Headbands

SETTING: Indians are gathered around campfire; passing peace pipe

INDIAN #1: I fear big trouble in making.

INDIAN #2: Must do big magic to stop many wars.

INDIAN #3: How?

INDIAN #4: Big worry makes head ache with thinking.

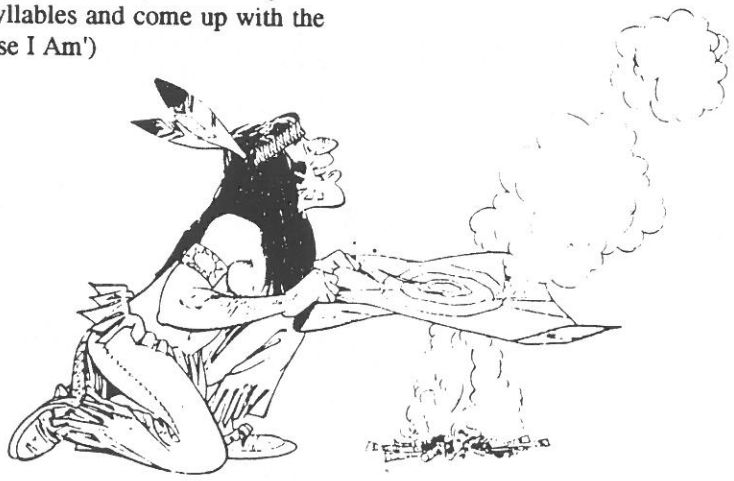
CHIEF: Big Spirit give me wisdom to treat problem. I must go to White Man.

(Chief and Indians face audience; ask them to repeat after him)

CHIEF: Oh Wa (audience repeats) Ta Goo (audience repeats) Si am (audience repeats)

CHIEF: Very good, I think we are learning. Please one more time to go faster into land of knowledge.

(repeat complete chant as before only fast enough so that they can combine syllables and come up with the meaning 'Oh What A Goose I Am')



IT'S A ------ (A SKIT)

This skit could be dramatized at a pack outdoor activity or on stage indoors. It is easy for Cubs because speaking is done inside tent, out of sight of the audience, so lines could be read instead of memorized.

SETTING: A tent is set up in the woods. It is very dark night. Boys are inside tent.

CHARACTERS: Jim, Pete, Ben, Tom (and as many others as you wish to include in the dialogue.)

PETE: Hey, Ben. You all right?

BEN: (sleepily) Yes.

JIM: Why don't you guys be quiet. I'm trying to sleep. (A short pause---silence prevails)

TOM: Hey, Pete. You all right?

PETE: Sure.

BEN: Wish I had Skippy here.

JIM: A dog in a tent? What for?

BEN: To keep me warm.

PETE: Yeah, keep you warm. You're scared.

TOM: You guys go to sleep. (a short pause-silence.)

BEN: Listen! What's that noise?

PETE: Just the wind blowing.

TOM: Might be something prowling around.

BEN: What?

TOM: Oh I don't know. A bear, maybe.

JIM: Or a panther?

BEN: A Panther?

TOM: Yeah, or it could be a coyote!

PETE: A coyote?

JIM: Maybe it's a mountain lion.

BEN: Oh, no!

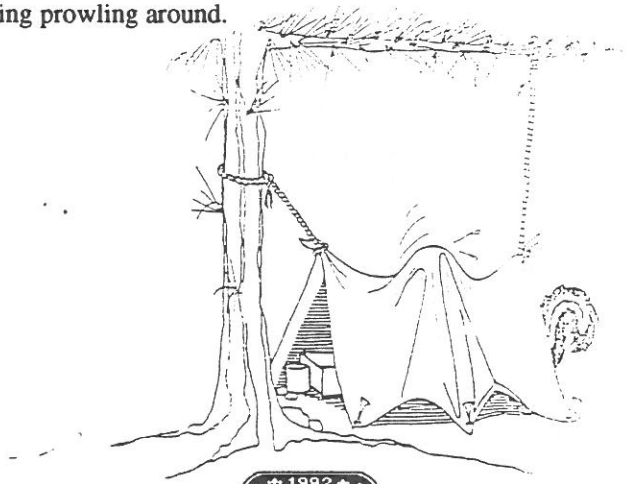
TOM: Hey, it's coming closer.

PETE: Where's my flashlight?

(All yell and run out of the tent. Flashlights on Ben, who is holding a dog- toy or real)

JIM: Look out! It's coming in the tent.

ALL: It's Skippy!



OLD INDIAN TALES

SCENE: Indian Chief and braves are sitting around a fire. Scenery as you choose to set Indian mood. (Tepee background etc.)

CHARACTERS: 1 Chief 1 Squaw Any number of braves.

NOTE: (Dialogue need not be memorized word for word as long as idea is put across.) As curtain opens Chief speaks first. Make sure boys with speaking parts do not have backs to audience. Sit in semi-circle around fire so as to face audience.

CHIEF: "I have called you, braves, around this council fire tonight to teach you some of the history of our Indian tribes and how customs and names came to be. Who wishes to speak first?"

1ST BRAVE: "Chief, I've been wondering which was more important to our ancestors, the horse or the buffalo?"

CHIEF: "They were both important . Why do you ask?"

1ST BRAVE: "Well, some people must have thought the buffalo was because they put a buffalo on the nickel with the Indian and not a horse."

CHIEF: (Laughs loudly) "Oh, they used the buffalo so we couldn't accuse them of horsing around with our history."

2ND BRAVE: "Tell me, Chief, how did the tom-a-hawk get it's name?"

CHIEF: "One day an Indian warrior and his young son named Tom took a primitive weapon made from a rock and stick and went out to hunt. They saw a hawk swoop down close to them and the warrior cried, "Tom, a hawk!", at which the boy threw his weapon and killed the bird and so the tom-a-hawk was named and became a useful weapon."

3RD BRAVE: " How did the Peace Pipe tradition get started?"

CHIEF: "Many moons ago a chief was the only member of a tribe who owned a peace pipe and as he sat around smoking it, the other men of the village envied him and would come to sit and talk around the fire with him and to be polite, he would share his pipe, but then more and more men heard of this and they swarmed upon the chief wanting to visit with him so they could smoke his pipe so in order to keep peace he had to share his pipe with the other men."

4TH BRAVE: "How did the wigwam and tepee get their names?"

CHIEF: "A young brave invented a shelter to keep his wig warm, thus the name got translated by those Massachusetts Indians as Wigwam; and then as others began building theirs some were not as good carpenters as others and some wigwams were a little bit "Tepee" in the wind as described by the Indians from south of the border with the Spanish accent. Thus the name tepee was derived."

5TH BRAVE: "Why do they call Indian women squaws?"

CHIEF: "I'll probably get into heap big trouble when I tell this tale (looks around to see if anyone is near) but young braves should know this one. You see as women are always noted for squawking at their husbands so the word squawk was shortened to squaw." All braves throw heads back and laugh as an indian squaw(boy with braided wig and blanket wrapped around him) comes running out toward Chief saying, "Squawk, Squawk, Heap big Chief better quit horsing around with these silly tales before I scalp him with a tom-a-hawk! He better make peace with squaw so he can sleep in his wigwam or squaw make tepee on his scalp!" Squaw chases chief who turns to look at braves before going off stage and says loudly: "Braves believe chief's tales now?"

All Braves: (together loudly)) "AND HOW!!"

SEPTEMBER 1993 - AMERICAN FOLKLORE

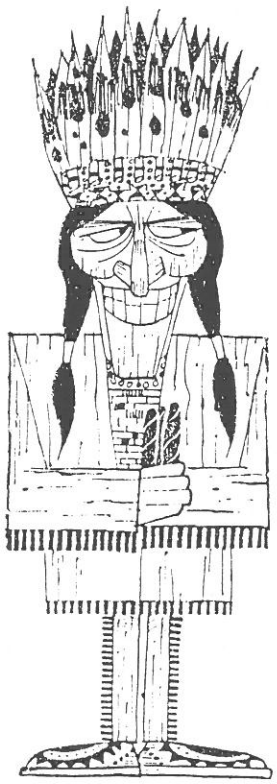
HOW THE INDIAN LIVED OFF THE LAND IN SUMMER

SCENE: Campfire with soup pot cooking.

- Enter-first Indian, carrying milkweed pods. "Milkweeds are the three in one vegetable, like asparagus, okra, and sugar. Indian children use it for gum. I will put it in our soup (Takes it over and puts it in soup pot and sits down Indian style around fire.)
- Enter second Indian, carrying Jack in Pulpit. "Jack in pulpit is an Indian turnip. Cannot be eaten raw for it will sting the tongue, but good in our soup." (Walks over and puts in soup and sits down around fire.)
- Enter third Indian carrying Shikakoak. "Shikakoak - skunk plant - takes place of onion. It grew plentiful along the banks of the Chicago River. It is possible that "Windy City" derived its name from the lowly onion. (Puts in pot and join others)
- Enter forth Indian carrying "Preacher Jack". "Preacher Jack or Indian corn, called a medicine plant that bears what resembles an ear of corn." (Puts in soup and joins others.)
- Enter fifth Indian, carrying Fiddlehead Ferns. "Fiddlehead Fern sprouts in soup stopped many Forty-niners from panning gold." (Puts in soup and joins others.)
- Enter sixth Indian carrying sassafras leaf. "Dried Sassafras leaf will put life into an uninteresting pot of soup." (Puts in pot and joins others.)
- Enter seventh Indian, smallest boy, carrying sprig of poison ivy. Hold up so boys can see, at same time opening mouth to talk. All Indians sitting by fire holler "YIPES! Poison Ivy!" and all run from stage. Boy with poison ivy left standing on stage bewildered.

Close Curtain.

TYPICAL FATHER - AS IT COULD HAVE HAPPENED



Sound effects - Tom-toms beating in distance - loud, gradually subsiding as character speaks. Enter Squantum, an Indian.

SQUANTUM: Boom, Boom, Boom. All day teenage Indians bang drums - dance around council fire. Even papoose in cradle on squaw's back beat tom-tom. Drove me crazy. (Shakes head) I dunno - younger generation not like when I was young. Life too easy - no have to work like I did. Bang drums, dance and hang around corner tepee all day. (Shouts loudly) Cut out drumming - go out, hunt - fish - read trail signs - do anything, but stop that boom- ta-ta-boom boom.

(Drum makes final loud boom-boom, then complete silence. Enter Samoset, another Indian.)

SAMOSET: How, Squantum-why you yell so loud - wake up whole tribe.

SQUANTUM: How, Samoset-you mean tribe sleeps with all that boom, boom, boom going on?

SAMOSET: Sure - good rhythm - rock to sleep.

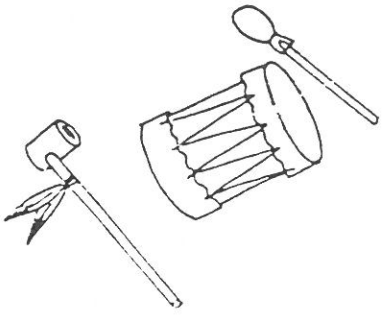
SQUANTUM: Rock to sleep. Roll in agony, I say.

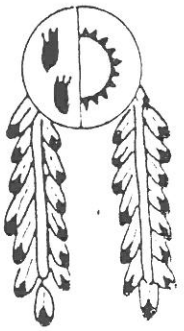
SAMOSET: That good joke - Rock 'n' Roll - You hep Indian brave. (Goes into Indian dance as he sings in rhythm.) (Sing) Rock- RockRock-Rock-Rock-Rock-Rock-Rock.....

SQUANTUM: Stop-Stop-you worse than kids - old war chant not good enough? Ayee-what world coming to!!

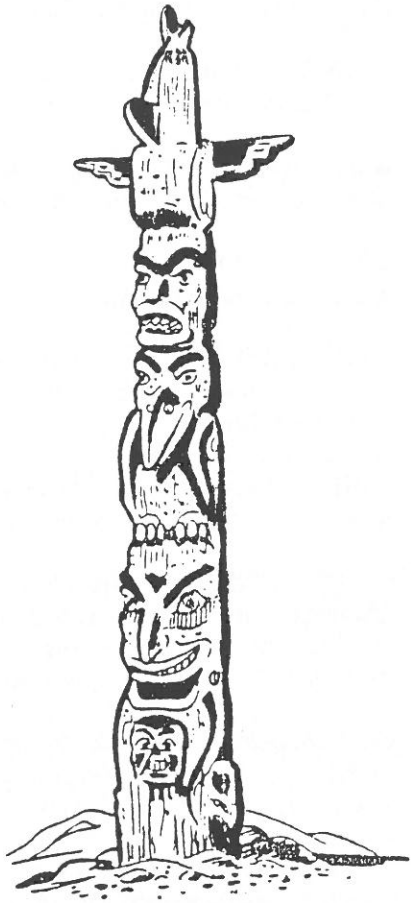
SAMOSET: Cheer up, Squantum. Things not so bad. Look at all new things. Squaw no longer pound clothes with rocks to wash 'em - use wood paddle - saves much time - clothes last longer. And now we have smoke signals - talk to friend far off with a little fire and smoke - not have to run many miles to tell message.

SQUANTUM: Sure - but what good? Just spreads gossip faster and farther - No can send important message - sky filled with yak-yak-yak. My daughter at fire all day talking to friend in next village. When daughter not talking - squaw talking. Me forced to make extension fire.





INDIAN SKIT



INTRODUCTION: (Den Leader or Den Chief) A long time ago in early American History we often times have heard about the Medicine Man. Today the Modern American Indian is bringing back the Medicine Man. He held a very special position in the tribe. He held special foreknowledge and was full of wisdom because he was very close to the Great Spirit. (The Great Spirit being God) The Medicine Man spent a great deal of time with his Great Spirit in prayer and special rituals mostly in private away from the rest of the tribe. With the aid of the Great Spirit he was able to perform many miracles. Often times he used the braves to help bring about these miracles. The Medicine Man often spent hours telling tales of great things of the past to the young braves so they would learn to be brave, humble, and thankful. Tonight our Medicine Man will tell us of one such miracle.

Medicine Man: (Best reader in Den, in costume with special headdress. Perhaps the most advanced Den member is a wise choice.) "Long ago during our fathers' time there was a great time of drought. Everything became dry and hard. Food would not grow. Rivers flowed no longer. People became thirsty and hungry. When the stores and wells were very low, I started to pray to the Great Spirit, and he told me to remind the people of how kind he had already been and to show our thankfulness in a celebration. It seemed a strange thing to do and some of my people began to think I was crazy. I reminded them of what the Great Spirit had said and the people decided to join in. (The den comes in with food and sits around a campfire all of the boys are in costume with drums, rattles, feathers, etc.) The people brought all of their food and drink to a big campfire which the young braves had built. Everyone ate. When everyone was full of good food and had drunk their share, the young braves got up and started to dance. (Den gets up and starts to do dance.) They danced slowly and full of thankfulness. Note they were bent and their heads were lowered and movements slow and reverent. Soon the tempo picks up and the drummers start. The braves then go into the traditional rain dance which lasts throughout the evening. As hunger returns and the dawn breaks, the Great Spirit brings rain. The ground became wet and ready to plant, food began to grow, and rivers began to flow and everyone was happy again."

RULER OF ALL - BUT ONE

CHARACTERS: Glooskap, god of Algonquin Indians; Chief Eagle Eye; Chief Deer Foot; Chief Bear Claw; Chief Swift Arrow; Chief Red Feather; Wasis, a baby; Other Indians; Medicine men.

SCENE: A council fire. Glooskap stands stage right. Indian Chiefs stand stage left. Between them are other Indians, Medicine Men and Wasis.

GLOOSKAP: (extending hand) I am Glooskap, god of the Algonquin Indians.

CHIEF EAGLE EYE: (advancing and raising hand) Welcome, Glooskap.

CHIEF DEER FOOT: (advancing and raising hand) Welcome, Glooskap. It was you who overcame winter.

CHIEF BEAR CLAW: Welcome, Glooskap. It was you who made the barren land fertile.

CHIEF SWIFT ARROW: Welcome, Glooskap. It was you who overcame the witches, ghosts and evil spirits which lived on the earth before the white man came.

GLOOSKAP: Yes. I, Glooskap control everything. I control the spirits of this world and the worlds to come. I control the fish and the rivers, the birds in the air, the beasts of the field and forests. I control every man, woman and child. Everyone and everything must do as I command.

CHIEF RED FEATHER: Worthy Master, May I speak?

GLOOSKAP: You may speak. Chief Red Feather.

CHIEF RED FEATHER: Worthy Master, I know one creature who will not come when you call.

GLOOSKAP: Impossible! I am Glooskap. Who can withstand my power?

CHIEF RED FEATHER: I have a papoose. Wasis is twelve moons old. He can walk, but he will not come when he is called.

GLOOSKAP: A papoose? Nothing is easier for Glooskap than to make a papoose mind.

CHIEF RED FEATHER: But, Master, you do not know my Wasis.

GLOOSKAP: Nonsense! Wasis, come to me! (Folds arms and waits) (Wasis sitting on floor, wrapped in a blanket, smiles) Wasis, I command you. Come to me!

WASIS: (frightened) Wa-a-a-a-a! (continues to cry)

GLOOSKAP: Wasis, you have an evil spirit in you. The medicine men must rid you of it. Beat the drums!

(Indians beat drums. Medicine men run around stage, dancing up and down yelling)

GLOOSKAP: Stop! (drums and Medicine men stop) Wasis, stop crying! (Wasis continues to cry) I give up. I am ruler of all - but one.

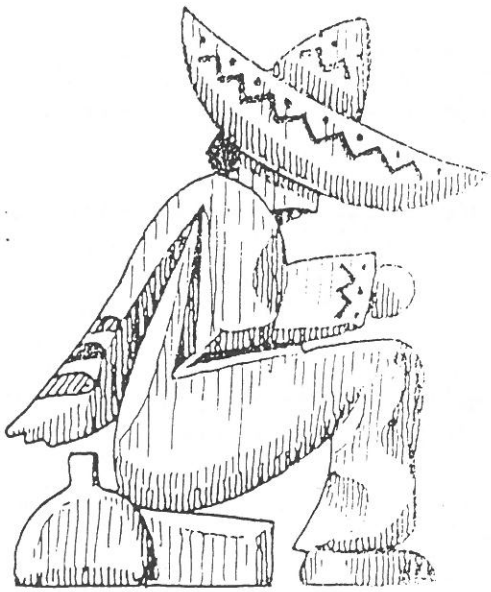
(Points to Wasis) You, Wasis. (Exits in anger)

WASIS: (watches Glooskap exit, then smiles) Goo-oo-oooo.

(Act it out)

OCTOBER 1993 - FAMILY HOBBIES

TRIP TO MEXICO



Select three or four volunteers from the group and have them come up front and stand side by side. Explain to them that you are going to tell a story to the audience. When you finish the first part of the story, the person beside you is to repeat the same story and the same motion. Then the next person does the same-repeats the story and the motion. All the motions are to be continued throughout the entire story.

Begin the story: "I had never been to Mexico, so when I was in Texas last year, I decided to drive down. As I came to the border, the guard stopped me. I said, "Sir, I would like to visit your country." He replied, "Senor, you must cut a lot of red tape in order to get into Mexico. So I reached into my pocket (put right hand in pocket), pulled out my scissors (pull hand out of pocket), and cut the red tape (with first two fingers of right hand, pretend to cut; continue cutting throughout the skit)."

Nod for the person next to you to begin. Do not prompt the volunteers unless they get too far off the track. When the last person has finished and is pretending to cut, begin the second part. "After I cut the red tape, I asked the guard if I could enter the country. He said, "Si, you may go in." (Nod your head up and down and continue throughout the skit.) The next person is to repeat the words and the motion. When the last person has finished and is nodding, begin the next part. "After he said I could go in, I waved goodbye to him." With left hand, wave goodbye. The others are to repeat the words and action. When the last person has finished and is waving, begin the next part. "I arrived at the motel and checked in. After I entered the elevator, it broke down and we kept going up and down." Do half squats by bending and straightening your knees. By now you should be cutting with your right hand, nodding your head, waving goodbye with your left hand, and doing knee bends. When the last person is doing all this, continue with the next part. "On the elevator there was a woman with a box. In the box she had a white rat. It got out and I began to stamp on it." Between knee bends, stamp the floor with your right foot. When the last person is stamping, go to the last part.

"There was another lady on the elevator. She had a cuckoo clock. It began to cuckoo and wouldn't stop. It went, 'Cuckoo! Cuckoo!'" Keep saying 'Cuckoo' over and over. Between Cuckoos, stick out your tongue as if it were the cuckoo on a clock. After the last person has finished, the group deserves a round of applause.

CUB SCOUT GARDEN

Make signs with pictures of vegetables and print each part on back of sign.

NARRATOR: Here is how to plant one of those thriving Cub Scout gardens that all parents want their sons to grow up in.

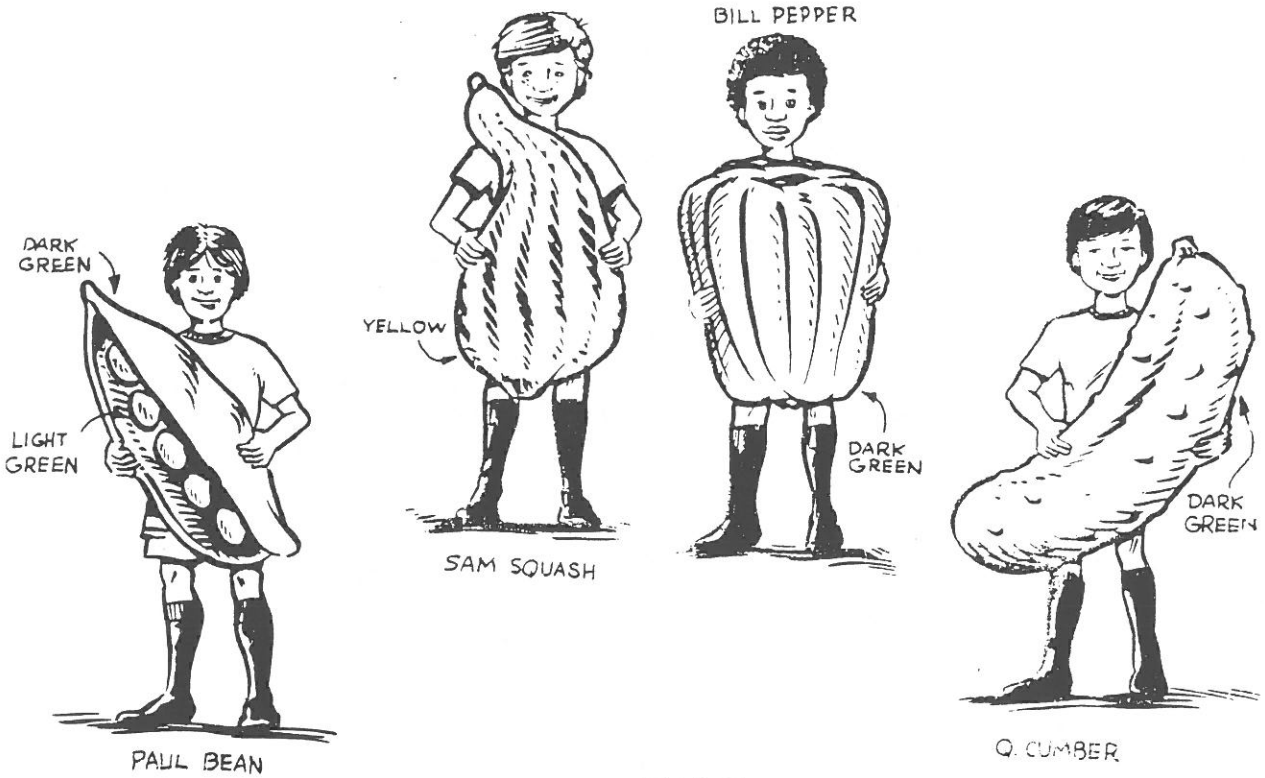
1ST BOY: First plan five rows of peas--preparedness, promptness, perserverence, politeness, praise.

2ND BOY: Then plan five rows of lettuce--let us be faithful, let us be unselfish, let us be loyal, let us be truthful, let us help one another.

3RD BOY: Next to them plan three rows of squash - squash impatience, squash criticism, squash indifference.

4TH BOY: No garden is complete without turnips - turn up for den meetings with achievements completed, turn up for pack meetings with your family.

NARRATOR: Without the help of every person in our pack our garden will turn to weeds. So help us build the background, work the soil, pull the weeds, and spread the sunshine so that in the garden of Pack _____ we can say, "We have done our best."



CITY SLICKERS

CHARACTERS: Six Cubs as follows: 2 City Slickers, Ma, Pa, Boy, Sis

PROPS: Large Cardboard car with handles on back, log cabin prop.

SETTING: Two city slickers drive up in front of cabin and honk their horn.

MA: (Hillbilly woman comes out) D"Howdy! What ya'll want?"

DRIVER: "How do we get to Chattanoogy?"

MA: "I don't rightly know, but I'll ask my son. Sonny, how do you get to Chattanoogy? (Yells into cabin.)

BOY: (Boy comes out of cabin) "Well, Ma, I don't rightly know. I'll ask Sis. Sis! How do ya'll get to Chattanoogy?"

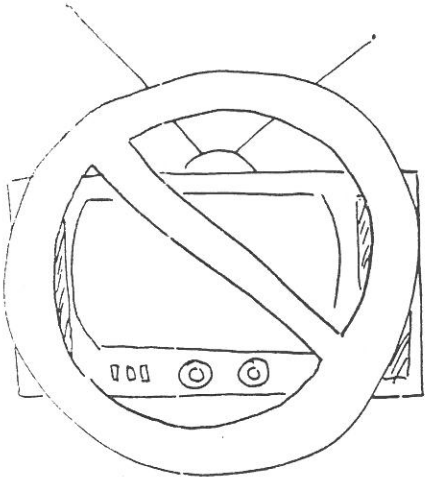
SIS: (Comes out of Cabin) "I don't rightly know. I'll ask Pa. Pa! How do ya'll get to Chattanoogy?

PA: (Comes out of cabin) "Let me see now. I don't rightly know how to get to Chattanoogy."

DRIVER: "Boy, you people are sure dumb. You don't know anything do you?"

PA: "Well, ya see, it's this-a-way. We might not be very smart, but we ain't lost."

TOO MUCH TV



SETTING: House

CHARACTERS: Dad, As many sons as you need for your Den.

DAD: Hello family!

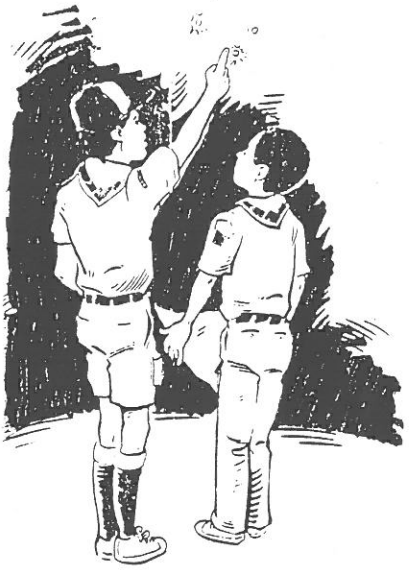
#1: Hey Daddo.

#2: Hi, Pops!

#3: Hi, Dad.

DAD: I've made a Fatherly-type decision. We've been watching entirely too much TV and our brains are starting to turn into Jello. We are going on a TV-free diet. (Groans from all) To fill our time we're going to take up a hobby.

#4: Wowsers man, that really sends me.



#1: Oh, Get real!

#2: We'll die without the tube.

#3: I'll have withdrawal and my skin will peel off and...

#4: Does this mean Nintendo, too?

Dad: All TV. The plug is pulled, the box is silent, and the decision is made, so don't even try to change my mind. What kind of hobbies would you guys like?

#1: How about yard mowing?

#2: Or acupuncture?

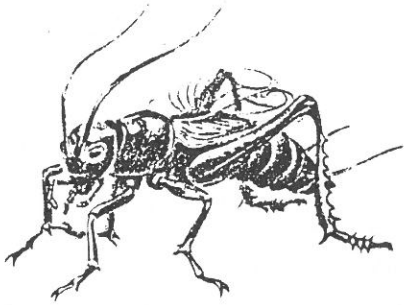
#3: Maybe walking on beds of hot coals, huh?

Dad: OK boys. I didn't expect you to like the idea right off but I do expect some cooperation. That is if you expect some allowance in the near future?

#4: we could collect stamps, or rocks or go camping!

Dad: That's the idea guys. What else?

#1: Photography!



#2: Astronomy.

#3: Entomology!

#4: Ent ta what?

#3: The study of bugs.

#4: Oh, yeah.

#1: Gardening!!!

Dad: These are all good ideas boys. Now let's narrow it down to what everyone is interested in.

#2: Do we have to do the same thing?

Dad: No, but we want to do something we can share.

#3: I'd like to collect stamps.

#4: Hey, we can visit the Post Office to get more information. I'd like to study the stars.

#3: I'll join you. Let's go talk to the astrology teacher at the high school. We can teach the rest of you to identify the sky!

#1: I think I'll take up gardening. I want to grow my own pumpkin this year and I might grow for you guys to eat, too!

#2: Dad, can we have a spot in the yard for a garden?

Dad: You bet. We'll go talk to the Master Gardener at the University and I'll even help you on this one. Billy, we've heard from everyone but you. What are you interested in?

#5: (Billy) Well.....I know I'm going to miss the old TV so..... Remember Grandpa's Video Camera? I'm going to get Grandpa to teach me how to use it and while you are all learning a new hobby, I'm going to film each of you and make DOCUMENTARIES!!!! (All Laugh)

-- by Teresa Kiss --

THE SOUND

CHARACTERS: Main Cub Scout and other Cub Scouts

PROPS: Noise-makers, such as stick, drum. ball, whistle, guitar, etc. carried by each Cub Scout.

(Main Cub Scout comes on stage)

MAIN CUB: I've just got to find THE SOUND. I've got to!

(1st Cub enters)

MAIN CUB: Have you got THE SOUND?

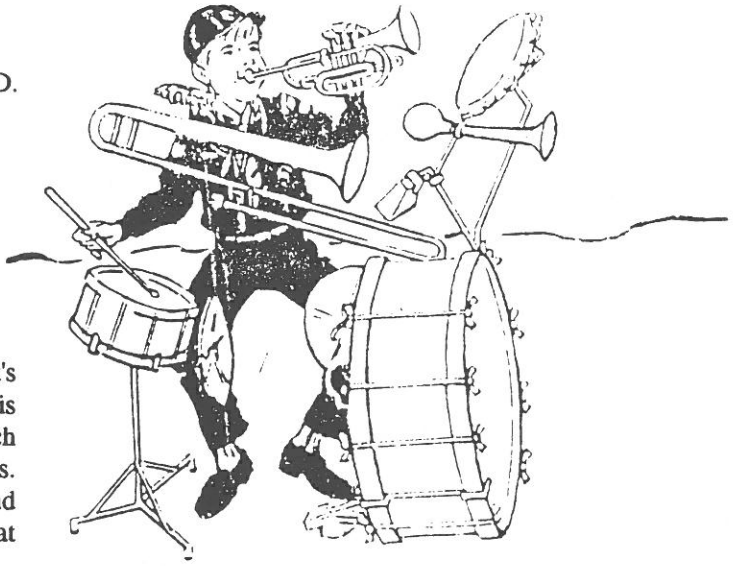
(1st cub demonstrates his sound)

MAIN CUB: No, that's not the right sound. That's not it at all! (Each Cub comes on stage and is asked by Main Cub about the sound. Each demonstrates. Main Cub rejects all sounds. Suddenly there is a chime, bell or triangle sound from off stage - or a boy wearing a cook's hat enters ringing a triangle)

MAIN CUB: That's it! That's THE SOUND!

OTHERS: What is it? What is THE SOUND?

MAIN CUB: Why it's the sound that's calling me to dinner. What better sound could there be?



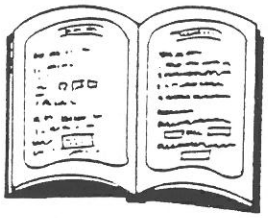
Do Your Best

CUB SCOUT CUISINE

Cub Scouts love to cook! In fact, one of the few things they like better than cooking is eating what they cook. This section will focus on cooking inside, instead of cooking outdoors.

Cooking in a den meeting can be a real treat for Cubs that you can use as an incentive for good behavior or finishing a task. As well as providing a fun change of pace, cooking can be a great avenue for teaching many important lessons that Cubs don't associate with having fun. Cleanliness, nutrition, safety, how to follow directions, planning, etc., are easily demonstrated in the kitchen; and you're likely to have their attention when food is involved. Always involve the boys in making measurements, picking optional ingredients (ie. raisins, nuts, etc.) and planning how much to cook.

It is highly recommended that you establish some rules for cooking and eating. Further, it is important to remember that your Cubs may not all have any experience in the kitchen, or even with rules, for that matter. Some suggested rules are:



1. Wash your hands.
2. Read the directions.
3. Be safe and clean up your mess.

You should, of course, elaborate on these rules to fit your situation and add any rules that you feel might add to safety. It's a good idea to assign tasks, especially those that may involve mixers, knives, hot water, or other potential accidents. The boys not involved with the specific tasks can stand back and watch for violations of safety rules or work on other tasks. One of the skills that we hope you don't have to teach with cooking is first aid. Just in case, know where your first-aid kit is and know how to use it. Additionally, if you don't have an assistant leader, try to have one of the boy's parents or an adult to help watch. For instance, if you have one boy using a knife, your full attention should be directed to that boy.

If you are going to cook in a den meeting, be sure to plan the time required for preparation, cooking, eating and clean-up. If the food item you choose takes fifteen minutes to cook, don't plan a 30 minute craft to complete while cooking (unless you forget to preheat the oven).

Besides the recipes presented here, you can find an unlimited supply of recipes on mix boxes, cans of food and labels. Just be sure to pick recipes that aren't too complicated or expensive. If you plan well, everyone will learn and have fun.

COOKING WORDS

BAKE; cook food in the oven.

FRY; cook in hot oil.

BEAT; to combine ingredients, or add air by using a brisk whipping or stirring motion.

KNEAD; Work and press dough with palms of hands. Turn a little after each push.

BLEND; stir several ingredients together until smooth.

MIX; stir ingredients together.

BOIL; cook in hot liquid that bubbles and steams.

SIMMER; cook in liquid over very low heat. Bubbles are small and slow.

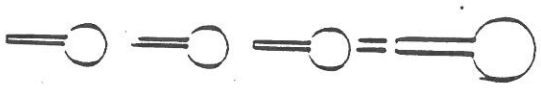
BROIL; cook in direct heat. Use the broiler or cook outside over coals.

CREAM; beat with spoon or mixer until mixture is soft and fluffy.

FOLD; a gentle way of mixing. Use a spatula or spoon. Cut down through the mixture, across the bottom, up and over the top. Do it lightly, over and over.

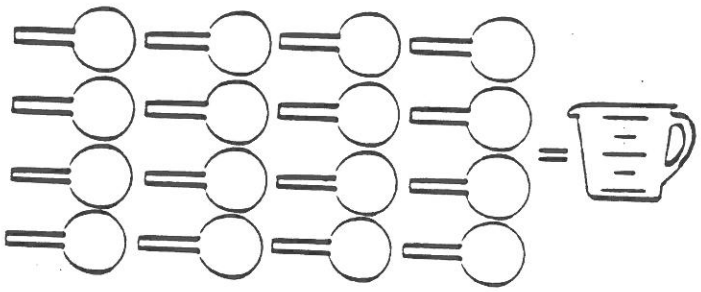
TABLE OF MEASUREMENTS:

Three teaspoons equal one tablespoon



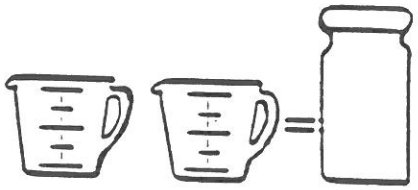
Sixteen tablespoons equal one cup

or one cup equals 237 mililiters



Two cups equal one pint

or one pint equals 473 mililiters



NUTRITION

Healthy food means healthy bodies and healthy boys. A good definition of nutrition is what you eat and how your body uses it. A well balanced meal will result in healthy boys. The U. S. Department of Agriculture has a criteria that they call the "Dietary Goals for Americans". The generally accepted criteria for good nutrition includes:

1. Eat a variety of foods.
2. Maintain an ideal weight.
3. Avoid too much fat, saturated fat and cholesterol. 4. Eat foods with adequate starch and fiber.
5. Avoid too much sugar.
6. Avoid too much sodium.

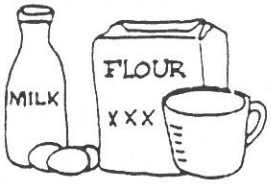
Daily servings should be from all the four food groups. The American Heart Association recommends the following:

Poultry and Lean Meat--2 to 3 ounce servings

Milk Groups--3 to 4 glasses of skim milk

Bread and Cereals--4 servings

Fruits and Vegetables--4 servings.



RECIPES

FRUIT LEATHER

These need no refrigeration and keep for months. Choose either fresh (peel and chunked) or canned (drained well) fruit. Some good choices are apple, peach or pear. Cover a cookie sheet with plastic wrap. Blend fruit until it is a fine puree. Spread puree as thinly as possible on plastic wrap, making sure there are no holes and that puree does not touch edges. Set oven at lowest possible temperature (150 degrees). Leave cookie sheet in oven overnight, or until puree is dry and leathery. Roll up leather and plastic wrap. Tear off pieces whenever kids want a snack.

MARVELOUS MACARONI SOUP

4 cups bullion

2 cups cooked elbow macaroni

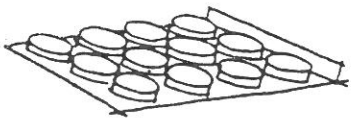
1-1/2 tablespoons butter

2 tablespoons grated Parmesan cheese

2 tablespoons minced parsley

Heat bullion to boiling. In a pan or bowl, toss macaroni with butter, cheese and parsley. Pour into the boiling bullion and stir once or twice. Serve with more Parmesan cheese sprinkled on top.

CUB SCOUT PEATZA

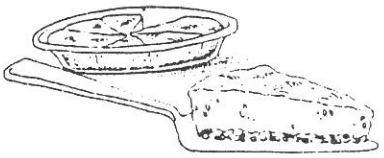


English muffins, pizza sauce (in a squeeze bottle), grated cheese (any kind), meat of your choice, pre-cooked.

Directions: Split English muffins into halves to use as the crust. Spread pizza sauce on the muffin half, add the meat of your choice, and top off with grated cheese. Bake for about 10 - 12 minutes at 300 degrees, or until cheese is melted.

The meat of your choice could include sliced pepperoni, hamburger meat, sausage, sliced wieners, crumbled bacon, chopped lunch meat; and/or sliced mushrooms, chopped onions, etc. You can use your imagination. Just about anything is good on pizza or peatza.

MICROWAVE CHERRY COBBLER



1 (21 oz.) can prepared cherry pie filling

3/4 cup flour

2 Tablespoons sugar

1 Teaspoon baking powder

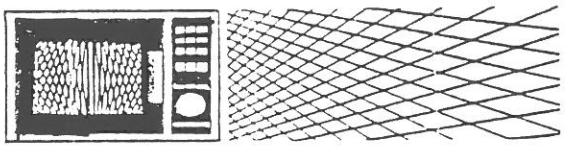
1/8 Teaspoon salt

3 Tablespoons butter, softened

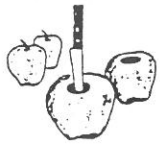
2 Tablespoons milk

1 egg, slightly beaten

Pour pie filling into 8 1/4" shallow, round baking dish. Combine flour with sugar, baking powder and salt. Cut in butter until mixture resembles coarse crumbs. Mix milk with egg and add to dry mixture, stirring just enough to moisten, and spoon mixture over fruit in 5 mounds. Cook on medium for 6 minutes, turning dish several times. Brown in oven for 4-5 minutes. Makes 5 to 6 servings.



MICROWAVE BAKED APPLES



4 medium cooking apples

4 Tablespoons brown sugar

2 Tablespoons butter

Dash of cinnamon or nutmeg

Core apples and cut a strip of peeling from the top of each. Place apples in 8" round baking dish. Press 1 Tablespoon brown sugar into into each hole in top of apple. Add 1/2 Teaspoon butter and a dash of cinnamon or nutmeg to each. Cook apples on low for 5 minutes-turn dish, and cook on medium for 5 minutes.

MICROWAVE BARBECUED FRANKFURTERS

1/2 cup ketchup

1/4 cup chili sauce

1/4 cup water

1 Tablespoon Worcestershire sauce

1 Teaspoon salad oil

1 Teaspoon sugar

Tabasco, a few drops (optional)

4 frankfurters, quartered or 16 cocktail franks

Combine all ingredients except franks in 8" round baking dish and stir to mix ingredients. Add franks to sauce. Cover with wax paper. Heat in microwave oven 4 minutes at High, stirring at 1 minute intervals.

MICROWAVE NO-BAKE COOKIES

2 cups sugar

5 Tablespoons unsweetened cocoa

1/2 cup milk

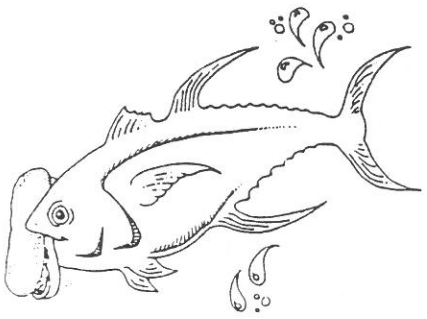
1/2 cup margarine

1/2 Teaspoon vanilla extract

3 cups quick cooking oats

1 1/2 cups shredded or flaked coconut

Combine sugar and cocoa in a 2 quart glass bowl. Stir in milk and add butter. Cook uncovered in microwave at High for 4 minutes, or until mixture comes to a rolling boil. Stir well. Continue cooking 1 minute at High. Remove mixture from oven and stir in vanilla extract. Add oats and coconut, mix thoroughly. Drop by teaspoons onto waxed paper. Refrigerate to set.



HOT CHEESE FUNNIES (PRETZELS)

1 package dry yeast

1 1/2 cups warm water (105 to 115 degrees)

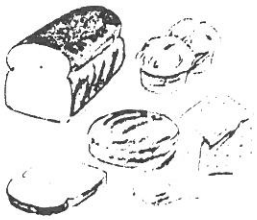
3 1/2 cups flour

1 cup grated cheddar cheese

1 egg

Dissolve yeast in water. Stir in flour and cheese. Knead dough until smooth. Add more flour 1 teaspoon at a time if dough is too sticky. Break off walnut size pieces and roll into 12" long rope. Twist into pretzel shapes or whatever shape the boys think is pretzel shape. Place on ungreased cookie sheet and brush with beaten egg. Bake at 425 for 15-20 minutes. Warm pretzels are great dipped in melted cheese or soft cheese spread.

CUB SCOUT MONKEY BREAD



2 cans biscuits

3/4 cup sugar

1/4 cup cinnamon

4-6 oz. margarine (squeeze margarine works well)

Remove biscuits from can and cut into quarters. Spread one layer of biscuit pieces in bottom of round cake pan (8-10" pan). Spread 1/4th of the margarine over the layer of biscuits and sprinkle with 1/4th of the sugar and cinnamon. Repeat layers, spreading margarine, sugar and cinnamon. Repeat layers, spreading margarine, sugar and cinnamon on each layer. Bake in oven at 350 for 12-15 minutes, or until browned.

Note: brown sugar works well; you may use as much of the sugar and cinnamon as you like.

NEW YORK "EGG CREAM"

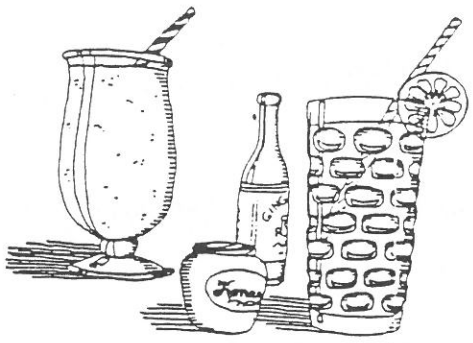
Only in New York would a drink called Egg Cream be made without eggs or cream!

1 cup club soda

1 cup milk

1 Tablespoon chocolate syrup

Combine ingredients in blender and blend on high until mixture is frothy. Makes 2 servings.



FLULLANTO

2/3 cup milk

2/3 cup fresh fruit, cut into pieces

1 Tablespoon honey

1/4 cup crushed ice

Combine ingredients in blender container. Blend on High until smooth and frothy. Makes 2 servings. You can use berries, peaches, apricots, pears or melon. Greenbeans and squash are not recommended.

MAGICAL CHUNKS

1 bag caramels

4-6 apples

Core and cut apples in chunks. Put caramels in glass bowl with lid. Melt in microwave on Medium turning and stirring often as not to burn. Stick toothpicks in apple chunks, dip in melted caramel and enjoy.

PEANUT BUTTER JELLY POPCORN

3 Tablespoons peanut butter

1 pat of margarine

1 Tablespoon of jelly, any flavor (Kim's favorite is applebutter)

6 cups popped popcorn

Combine peanut butter, margarine and jelly in small saucepan and heat on low heat, stiring until well mixed. Pour mixture on popcorn and stir well.

PARTY MIX

6 Tablespoons butter

4 Teaspoons Worcestershire sauce

1 Teaspoon seasoned salt

2 cups Corn Chex

2 cups Wheat Chex

2 cups Rice Chex

2 cups thin stick pretzels

1 1/2 cups (12 oz.) mixed nuts

In 13x9x2 in. dish place butter, Worcestershire sauce, and salt. Microwave on High 1 1/2 minutes to 2 minutes, or until butter is melted. Stir well. Add cereals, pretzels and nuts, mixing thoroughly to coat. Microwave on High 5 to 6 minutes, stirring after 3 minutes, until evenly toasted.

MARSHMALLOW-CEREAL BARS

1/4 cup (1/2 stick) butter

1 package (10 ounces) regular marshmallows or 5 cups miniature marshmallows

1 cup (6 ounces) peanut butter pieces

5 cups ready-to-eat crisp rice cereal

Put butter, marshmallows and peanut butter pieces into a 2-quart glass casserole. Cook uncovered in microwave oven 1 1/2 to 2 minutes at Bake, or until melted and smooth; stir once. Mix cereal into marshmallow mixture and press into a lightly buttered 1 1/2 quart baking dish. Cool until set. Cut into bars.

DATE-CEREAL BARS

Follow recipe for Marshmallow-Cereal Bars; omit peanut butter pieces; use only 4 cups ready-to-eat crisp rice cereal and add 1/2 cup granola and 3/4 cups chopped dates.

TORTILLA DELIGHT

flour tortillas, brown sugar, cheese whiz

Put oil in pan over medium heat. Take a flour tortilla and spread cheese whiz on it. On top of cheese whiz sprinkle brown sugar. Place tortilla in pan and twice. Serve with more Parmesan cheese sprinkled on top. Cook until tortilla is crisp, remove from skillet and fold over and eat.

CORN DOGS

4 hot dogs

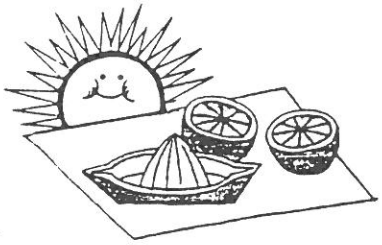
1/4 cup ketcup

1/2 cup corn flakes crumbs

1/4 cup grated cheese

Roll hot dogs in ketcup; then in corn flakes crumbs. sprinkle each dog with cheese. Bake for 15 minutes at 350 degrees.

LEMONADE



1/2 lemon

2 teaspoon sugar

1/2 cup cold water

Roll lemon to soften. Cut in half and squeeze out the juice. Add sugar and water and stir well. For pink lemonade add 2 to 3 drops of red food coloring.

ROASTED PUMPKIN SEEDS

Heat oven to 250 degrees. Combine in a shallow baking dish 2 cups pumpkin seeds, 1 teaspoon worcestershire sauce, 2 teaspoon melted butter, 1 teaspoon salt. Bake two hours, stir occasionally until seeds are cooked.

TOOSTIE ROLLS

2 tablespoon margarine (room temperature)

1/2 cup corn syrup

2 squares chocolate (melted)

1 tsp. vanilla

3 cups powdered sugar

3/4 cup dry powdered milk

Put all ingredients in double plastic bar, (or zip lock bag,) and knead until well mixed. Roll into balls or log shaped.

CREAMY AMBROSIA

1 big can fruit cocktail, drained

1 cup shredded coconut

1 cup miniature marshmallows

12 ounces of Cool Whip

1 cup pecans, chopped

Mix all ingredients together and refrigerate for several hours before serving.

THE MUSICAL ADVENTURE OF SCOUTING

Scouts throughout the world have been singing songs ever since that first campfire with Lord Baden-Powell. Their songs provide a lasting bond of friendship and a feeling of joy-even for those who can't "carry a tune in a bushel basket." Songs touch the emotions of boys and leaders and parents alike; for music, in one form or another has always been a part of man's life.

Songs add ZIP and set the tone (figuratively speaking) of the gathering. Rousing songs like "Hail, Hail the Gang's All Here" or "We're Glad to See You Here" are great openers for a pack meeting. Patriotic songs like "America " or "This Land is My Land" add a note of dignity to an opening, Action songs and rounds are show-stoppers when it comes to getting everybody involved. A closing song like "Taps" or the "Vesper Song" can leave everyone with a good thought.

Singing helps to build spirit and enthusiasm. If your den is scheduled for a song at the next pack meeting don't panic! In this section you will find songs to fit the monthly themes. If you still can't find just the right song, why not write your own? It's not that difficult, and your Cubs can have lots of fun putting their own words to a well-known tune. The song you decide upon may go over better if the words can be seen-especially if it's a new song. If the words are up front on a poster, then you already have everyone at least looking in the right direction.

If you are leading the song: expect everyone to sing!

If you are in the audience: sing with **GUSTO!**

Songs bring life to Cub Scouting through many avenues. Songs can bring a pack meeting or campfire to a frenzied pitch, and can also deeply touch the emotions of parents, leaders, and boys. They can cause laughter and they can cause learning. With Cub Scouts, leaders need to keep in mind that boys are looking for songs that are funny, tell stories, have action involved. Be sure to use tunes they like to sing. If you are going to have a songfest with Cub Scouts, start out with these types of songs. You can then work in songs that have more meaning once they have broken the ice.

Leading and teaching songs is fun. It helps if you can carry a tune, but even if you can't, if the boys know the tune, all you have to do is get it started. Don't avoid singing because you feel you don't sing well. The boys won't mind a bit.

Here are some tips you can use to help when you lead and teach songs:

- Relax. If you appear to be uptight, it will carry across to the boys. Smile! Don't worry, be happy!
- Pick the songs you want to sing in advance and make sure you can sing them and can teach them with confidence.
- Set the pitch (you won't want Frankie Valli or Wayne Newton impersonations) and if the tune is not well known, sing a few bars if necessary.
- Start the song, keep time, and control volume with hand motions. Keep your hand open--closed fists are not conducive to song leading.
- Move around to inject enthusiasm and to ensure everyone is singing. Overdo the enthusiasm--it's contagious and the boys will love it. Where appropriate, get CRAZY!
- Don't try a new song until you have the audience warmed up with a couple of songs they know. Avoid opera and medieval chants.
- Provide copies of the words to the songs. Make use of the Cub Scout Song book, or copied pages from the Pow Wow book or roundtable helps.
- Use accompaniment if possible. There may be some parent who can play guitar. This will add a lot to the singing. However, avoid taking pianos to campfires unless using for firewood!
- Make use of actions songs. It's good aerobic exercise for you and the parents, and it will wear some of the excess energy off of the boys.

Sources for songs, are numerous through the Cub Scout literature. Let yourself go and you'll come up with some wild and crazy things the Scouts will love.

ADD EXCITEMENT TO SONGS

- Add motions that fit the words.
- Divide the audience into two groups and have one group sing one line and the other sing the next line.
- Make some of your own songs up for den songs, pack songs, or any special occasion. Use well known tunes like Yankee Doodle or Home On The Range for the melody. Boys do a better job of singing if they practice songs at their Den meetings.
- Leave words out and use hand claps in the space, for example, "The More We Get Together"-clap every time the word "together" should be sung.
- Sing "contra songs". Two or more different melodies can be sung together at times with a pleasing effect.
- Add musical instruments or rhythm instruments.

MONTHLY SONGS

If you are not using songs (and lots of them) in you den and pack program, you are missing an important part of the Cub Scouting program. Putting a song into the heart of a Cub Scout will put something even more valuable into yours. Fill your heart with the music of Cub Scouting during the coming year.

NOVEMBER 1992
TURKEY DAY

TURKEY DAY

(Tune: Bring Back my Bonnie to Me)

My turkey went walking one morning
The November weather to see.
A man with a hatchet approached her.
Oh, bring back my turkey to me.

(Chorus)
Bring back, bring back
Oh, bring back my turkey to me, to me.
Bring back, bring back
Oh, bring back my turkey to me.

I went down the sidewalk a shoppin'
The sights in shop windows to see.
And everywhere hung great fat gobblers.
Oh, bring back my turkey to me.

(Chorus)
I went out to dinner and ordered
The best things they had I could see.
They brought it all roasted and sizzling;
They brought back my turkey to me.

Brought back, brought back,
They brought back my turkey to me, to me.
Brought back, brought back,
They brought back my turkey to me.

I'M A NUT

I'm a little acorn nice and round.
I live away down in the ground,
And every one walks on me,
That is why I'm cracked you see.

(Chorus)
I'm a nut (click, click), in a rut(click, click)!
I'm a nut (click, click), in a rut(click, click)!

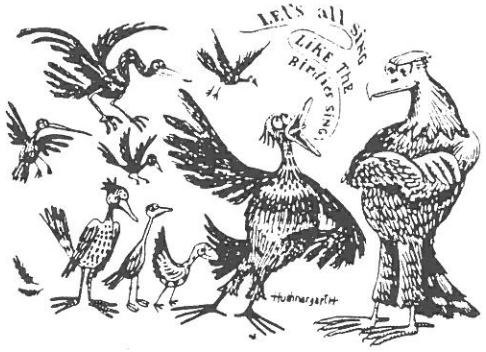
OVER THE RIVER AND THROUGH THE WOOD

Over the river and through the wood,
To grandmother's house we go:
The horse knows the way, to carry the sleigh,
Through white and drifted snow.

Over the river and through the wood,
Oh, how the wind does blow!
It stings the eyes, and bites the nose,
As over the fields we go!

Over the river and through the wood,
Trot fast, my dapple gray!
Spring over the ground like a hunting hound.
For this is Thanksgiving Day!

Over the river and through the wood,
Now grandmother's cap I spy!
Hurrah for the fun! Is the pudding done?
Hurrah for the pumpkin pie!



ON TOP OF SPAGHETTI

Actions: make appropriate finger and body actions for the words, and don't leave out a real, live sneeze.

On top of spaghetti,
All covered with cheese.
I lost my poor meatball,
When somebody sneezed.

It rolled off the table,
And onto the floor.
And then my poor meatball,
Rolled out of the door.

It rolled in the garden,
And under a bush.
And then my poor meatball,
Was nothing but mush.

The mush was as tasty
As tasty could be,
And early next summer
It grew into a tree.

The tree was all covered
With beautiful moss,
It grew lovely meatballs
And tomato sauce.

So if you eat spaghetti,
All covered with cheese,
Hold on to your meatballs
And don't ever sneeze.

SMILE

(Tune: Battle Hymn of the Republic)

It isn't any trouble just to s-m-i-l-e,
It isn't any trouble just to s-m-i-l-e,
So smile when you're in trouble
It will vanish like a bubble.
If you'll only take the trouble,
Just to s-m-i-l-e.

Second verse: G-r-i-n, grin.
Third verse: L-a-u-g-h, laugh
Fourth verse: Ha, ha, ha, ha, ha.

BILL THE TURKEY

(Tune: Turkey in the Straw)

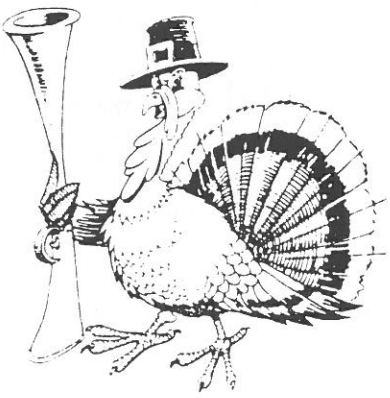
Oh we used to have a turkey and the turkey's name was Bill,
And we fed him every day until he'd had his fill.
Then we'd set him out on the kitchen window sill.
If it wasn't for Thanksgiving he'd be sitting there still.

Oh a turkey is a bird who hasn't any sense.
He don't know how to fly and his brain is very dense.
But you'll notice in November he starts getting rather tense,
And starts trying to fly up and out the barnyard fence.

Oh we cooked a little roast beef and we cooked a little ham,
And we cooked some cauliflower, and we cooked some candied yams,
And we opened up the cranberries, we even cooked some Spam,
But we couldn't cook the turkey cause he wouldn't fit the pan.

So old Bill is now a part of our barnyard family here,
And he seems to like his place there, he struts round so full of cheer.
But there's something Bill won't know and it's something he should fear;
Cause Bill's going on a diet, he'll be our main course next year.

by Jim Denny



DECEMBER 1992
HELP OTHER PEOPLE

HE'S GOT THE WHOLE WORLD IN HIS HANDS

He's got the whole world in His hands.
He's got the big round world in His hands.
He's got the wide world in His hands.
He's got the whole world in His hands.

He's got the wind and the rain in His hands.
He's got the sun and the moon in His hands.
He's got the wind and the rain in His hands.
He's got the whole world in His hands.

(More verses)
He's got the little bitty baby in His hands.

He's got you and me brother, in His hands.

He's got everybody here in His hands.

He's got the whole world in His hands.

HAPPY CUB SCOUTS

(Tune: Up on the Housetop)

We are Cub Scouts and we're happy boys
At Christmas time we share our joys.
We'll give some help to our Mom and Dad,
And try to help make everyone glad.

Ho, ho, ho, who wouldn't know
Ho, ho, ho, we know it's how
That we're Cub Scouts we will be
Happy and loyal and trustworthy.

THE MORE WE ARE TOGETHER

The more we are together, together, together,
The more we are together, the happier we'll be.
For your friends are my friends,
And my friends are your friends.
The more we get together, the happier we'll be.

The more we work together, together, together,
The more we work together, the happier we'll be.
For working together, is having fun together.
The more we work together, the happier we'll be.

The more we share together, together, together,
The more we share together, the happier we'll be.
For sharing is caring, and caring is sharing.
The more we share together, the happier we'll be.

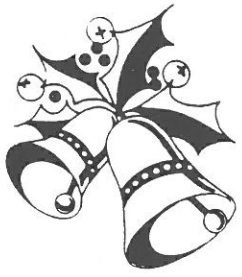
TOMMY THE CUB SCOUT

(Tune: Frosty the Snowman)

Tommy the Cub Scout
Was a very happy boy;
With a uniform of blue and gold
And a den that gave him joy.
Tommy the Cub Scout
Earned his badges one by one.
He did his best and he met the test:
A good citizen he's become.

He helps out other people when
He sees they need a lot.
He does his chores around the house
And he feeds his dog named Spot.

Tommy the Cub Scout
Does his duty willingly.
Someday he'll join a Boy Scout troop
And a fine man he will be.



I'D LIKE TO TEACH THE WORLD TO SING

I'd like to buy the world a home
And furnish it with love,
Grow apple trees and honey bees,
And snow white turtle doves.

I'd like to teach the world to sing,
In perfect harmony,
I'd like to hold it in my arms,
And keep it company.

I'd like to see the world for once
All standing hand in hand,
And hear them echo thru the hills
Of peace throughout the land.

I'd like to teach the world to sing,
In Cub Scout harmony.
The Blue and Gold would be the thing,
That everyone would see.

I'd like to give the world a gift,
That all men will be free.
And though I'm just a growing boy,
There's things that I can see.

I see that Scouting is a way
To start to understand.
That caring, helping, smiling, learning
Help me be a man.

An so at Christmas there's a gift
That you can give to me.
Please help me grow in mind and spirit
To be what I can be.

Each Wolf and Bear and Webelos
Is doing all he can,
To do his best, like all the rest,
The Cub Scouts in the land.

S-A-N-T-A

(Tune: Bingo)

There was a chubby merry man
And Santa was his name-o.
S A N T A S A N T A
And Santa was his name-o

JANUARY 1993
PIRATE WATERS

BARGES

Out of my window
Looking through the night
I can see those barges flickering light.
Slightly flows the water to the sea
And the barges too, go silently.

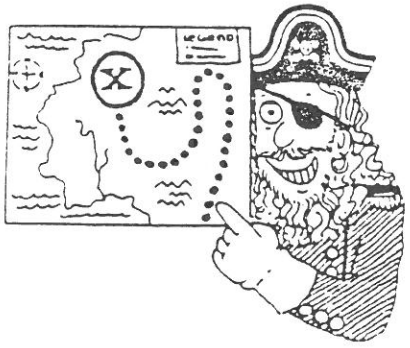
Barges, I would like to go with you
I would like to sail the ocean blue.
Barges, have you treasures in your hold?
Do you fight with pirates brave and bold?

Out of my window looking through the night
I can see the barges flickering light.
Starboard shines green and port is glowing red,
I can see the barges far ahead.

Barges, I would like to go with you
I would like to sail the ocean blue.
Barges, have you treasures in your hold?
Do you fight with pirates brave and bold?

ROW ROW ROW YOUR BOAT

Row, row, row, your boat
Gently down the stream.
Merrily, merrily, merrily, merrily,
Life is but a dream.



BLOW THE MAN DOWN

Oh, blow the man down, bullies,
Blow the man down.
To me way aye blow the man down.
Oh, blow the man down, bullies,
blow him away.
Give me some time to blow the man down.

As I was a walking down Paradise Street,
To me way aye blow the man down.
A pretty young damsel I chanced for to meet.
Give me some time to blow the man down.

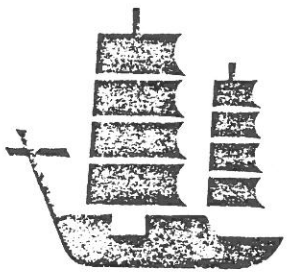
YELLOW SUBMARINE

In the town where I was born
Lived a man who sailed the sea.
And he told us of his life
In the land of submarines.
So we sailed up to the sun
Till we found the sea of green.
And we lived beneath the waves
In our yellow submarine.

(Chorus)
We all live in a yellow submarine.
Yellow submarine. Yellow submarine.
We all live in a yellow submarine.
Yellow submarine. Yellow submarine.

And our friends are all aboard;
Many more of them live next door.
And the band begins to play.

(Chorus)
As we live a life of ease,
Everyone of us has all we need.
Sky of blue and sea of green
In our yellow submarine.



POPEYE THE SAILOR MAN

I'm Popeye, the sailor man.
I live in a caravan.
I open the door and
Fall through the floor.
I'm Popeye the sailor man.

I'm Popeye, the sailor man.
I live in a garbage can.
It's cramped and it's crude,
But I get lots of food,
I'm Popeye, the sailor man.

I'm Popeye, the sailor man.
I live in a moving van.
I go where I'm sent
And I save on the rent,
I'm Popeye the sailor man.

I'm Popeye, the sailor man.
I'm doing the best I can.
I eat all my spinach,
I fight to the finish,
I'm Popeye, the sailor man.

I LEFT MY GOLD

(Tune: I Left My Heart)

I left my gold on some lost island.
Under a tall and leafy palm.
The tree shook loose two coconuts,
The first one hit my foot.
The second one, it hit my head,
Thought I was dead.

My gold waits there on that lost island.
But I can't find that darn palm tree.
When that nut him my head on that lost island,
Is when I lost my memory.

I left my brains on that lost island,
And I don't know who I might be.
My name might be Ralph, Ed, or Earl.
I just hope it isn't Pearl,
Or it might be David or Ben, or Gilligan.

If I could find that sneaky island
I might regain my memory. Then I could be the world's richest pirate
That ever sailed the seven seas.

by Jim Denny

THREE JOLLY FISHERMAN

There were three jolly fishermen.
There were three jolly fishermen.
Fisher, fisher, men, men, men.
Fisher, fisher, men, men, men.
There were three jolly fishermen.

The first one's name was Abraham.
The first one's name was Abraham,
Abra, Abra; ham, ham, ham, etc.

The second one's name was I-I-saac.
The second one's name was I-I-saac.
I-I, I-I;zik, zik, zik, etc.

The third one's name was Ja-a-cob.
The third one's name was Ja-a-cob.
Ja-a, Ja-a; cub, cub, cub. etc.

They all went up to Jericho.
They all went up to Jericho.
Jer-i, jer-i; cho, cho, cho. etc.

They should have gone to Amsterdam.
They should have gone to Amsterdam.
Amster, Amster,; sh, sh, sh. etc.

Variation: Have one group shout FISHER FISHER and the second group shout MEN MEN MEN. Repeat this for Abraham, Isaac, Jacob, Jericho, and Amsterdam.

FEBRUARY 1993
OLD GLORY

DO YOUR EARS HANG LOW?

Do your ears hang low?
Do they wobble to and fro?
Can you tie them in a knot?
Can you tie them in a bow?
Can you throw them over your shoulders?
Like a continental soldier?
Do your ears hang low?

I'VE GOT THAT SCOUTING SPIRIT

(Tune: Joy in my Heart)

I've got that Scouting Spirit
Up in my head, up in my head,
Up in my head,
I've got that Scouting Spirit,
Up in my head,
Up in my head, to stay.

I've got that Scouting spirit,
Deep in my heart, etc.
(continue as in first verse)

I've got that Scouting spirit
Down in my feet, etc.

I've got that Scouting spirit
All-over me, etc.

I've got that Scouting spirit
Up in my head,
Deep in my heart,
Down in my feet.
I've got that Scouting spirit,
All-over me,
All-over me, to stay.

PINK PAJAMAS

(Tune: Battle Hymn of the Republic)

I wear my pink pajamas in the summer when it's hot.
I wear my flannel nighties in the winter when it's not.
And sometimes in the springtime and sometimes in the fall,
I jump right in between the sheets with nothing on at all.

(Chorus)

Glory, glory, Hallelujah.
Glory, glory, what's it to you?
Balmy breezes blowing through you,
With nothing on at all.

THIS LAND IS YOUR LAND

This land is your land, this land is my land.
From California, to the New York Island,
From the redwood forest, to the gulf stream waters,
This land was made for you and me.

As I was walking that ribbon of highway
I saw above me that endless skyway,
I saw below me that golden valley,
This land was made for you and me.

I roamed and rambled, and I followed by footsteps,
To the sparkling sands of her diamond deserts
And all around me a voice was sounding,
This land was made for you and me.

When the sun came shining, then I was strolling,
And the wheat fields waving, and the dust clouds rolling,
A voice was chanting as the fog was lifting,
This land was made for you and me.

IF YOU'RE HAPPY AND YOU KNOW IT

If you're happy and you know it,
Clap your hands (clap, clap)
If you're happy and you know it,
Clap your hands (clap, clap)
If you're happy and you know it,
Then you really want to show it,
If you're happy and you know it,
Clap your hands (clap, clap).

If you're happy and you know it,
Stamp your feet (stamp, stamp)
If you're happy and you know it,
Stamp your feet (stamp, stamp)
If you're happy and you know it,
Then you really want to show it,
If you're happy and you know it,
Stamp your feet (stamp, stamp)

If you're happy and you know it,
Laugh out loud (ha, ha)!.....

If you're happy and you know it,
Sing a song (la, la)!....

If you're happy and you know it,
Shout hooray (hoo-ray!).....

YOU'RE A GRAND OLD FLAG

You're a grand old flag,
Tho you're torn to a rag,
And forever in peace may you wave.
You're the emblem of
The land I love,
The home of the free and the brave.
Every heart beats true
Under the red, white, and blue,
Where there's never a boast or brag.
But should auld acquaintances be forgot,
Keep your eye on the grand old flag.

BLUE AND GOLD TRADITIONS

(Tune: Jingle Bells)

While dashing all around
To prepare for Blue and Gold
The boys made napkin rings
And placemats to behold.

The nutcups, they were neat;
The name tags were just right.
O what fun it is to have a
Blue and Gold tonight.

(Chorus) Blue and Gold, Blue and Gold,
Banquet time again,
Families gathered all around,
Ready to pitch in.
(Repeat)

Fried chicken and baked beans;
Potato salad, too.
A piece of birthday cake;
Enough for me and you.

Some people ate too much;
But we all enjoyed the meal;
The friendship that was there
Was warm and true and real.

(Chorus)
Blue and Gold, Blue and Gold
Banquet time is here,
Time to sing and celebrate,
Cub Scoutings one more year.

FLY YOUR FLAG

(Tune: Row, Row our Boat)

Fly, fly, fly your flag
On our holidays.
Be a loyal citizen
In this and other ways.

MARCH 1993
WEATHER OBSERVATIONS

RAIN SONG

It's raining, its pouring,
The old man is snoring.
He went to bed with a hole in his head
And he couldn't get up in the morning.

BAD WEATHER VARIATION

Tune: If you're Happy

If you're wet and you know it
Clap your hands (2xs)
If you're wet and you know it
Then your drippy clothes will show it,
If your wet and you know it.
Clap your hands. (2xs)

If the mud is only knee deep,
Stomp your feet! (2xs)
If the mud is only knee deep
And you wish that if were hip deep!
If you are muddy and you know it
Stomp your feet (2xs)

If the wind is really blowing,
Shake your head!(2xs)
If the wind is really blowing
and your bald spot, it is showing!
If the wind is really blowing;
shake your head. (2xs)

If the temperature is falling,
Do all three!(2xs)
If the temperature is falling
And your spirits are a dropping
If the temperature is falling
YOU WILL FREEZE (shout this line)

THE LORD SAID TO NOAH

The Lord said to Noah, there's gonna be a floody, floody
The Lord said to Noah, there's gonna be a floody, floody
Get these children, out of the muddy, muddy
Children of the Lord.

(Chorus)

So rise and shine and give God your glory, glory
Rise and shine and give God your glory, glory
Rise and shine and (clap) give God your glory, glory
Children of the Lord.

So Noah, he went out and built him an arky, arky
Noah he went out and built him an arky, arky
Built it out of (clap) Injun barky, barky
Children of the Lord.

(Chorus)

The animals, they came on, they came on by twoseys, twoseys,
Animals they came on, they came on by twoseys, twoseys
Elephants and (clap) kangarooseys, rooseys
Children of the Lord.
(Chorus)

It rained and poured for forty dayseys, dayseys
Rained and poured for forty dayseys, dayseys
Almost drove those (clap) animals crazy, crazy
Children of the Lord.

(Chorus)

The sun came out and dried up the landy, landy
Sun, came out and dried up the landy, landy
Everything was (clap) fine and dandy, dandy
Children of the Lord.

(Chorus)

SINGING IN THE RAIN

(Chorus)

I'm singing in the rain, just singing in the rain.
What a glorious feeling, I'm happy again.....

(Audience repeats each of the following commands
after you, then you sing the A too ti ta's together,
while swinging your hips from side to side.)

"THUMBS UP"...."ELBOWS BACK"....
A too ti ta ti too ti ta ti too ti ta ta
A too ti ta ti too ti ta ti too ti ta ta

(Chorus)

"THUMBS UP", "ELBOWS BACK", "TOES OUT", "KNEES TOGETHER"...
A too ti ta ...

(Chorus)

"THUMBS UP".."ELBOWS BACK".."TOES OUT".."KNEES TOGETHER"..
"CHEST OUT".."BUNS BACK"..
A too ti ta....

(Chorus)

"THUMBS UP".."ELBOWS BACK".."TOES OUT".."KNEES TOGETHER"..
"CHEST OUT".."BUNS BACK".."CHIN DOWN".."TONGUE OUT"..
A too ti ta....

(Chorus)

(Finish) A song in my heart, a happy refrain,
I'm singing, just singing in the rain.

CRAZY WEATHER

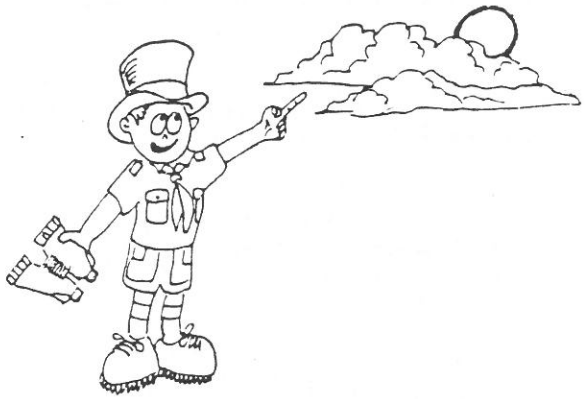
(Tune: Stormy Weather)

Don't know why there's pigs falling from the sky,
Crazy weather. I didn't know pigs had feathers,
I didn't know they could fly.

Don't know why the cyclone blew through the pig sty,
Farming weather. Since those darn pigs flew together,
They're landing left and right.

Don't know why I've got pig snot in my eye,
Slimy weather. Sure hope the forecast gets better,
Got pork up to my eyes.
Farmer Brown, heard he's headed for the town,
Well he'd better, pick up the pigs that are splattered
All over my front lawn.

by Jim Denny



APRIL 1993
LIFE ON OTHER PLANETS

NOBODY LIKES ME

Nobody likes me,
Everybody hates me!
Think I'll go eat worms.
Big fat juicy ones,
Eeny-weeny squeemy ones,
See how they wiggle and squirm.

Chop up their heads and
Squeeze out their juice,
And throw their tails away.
Nobody knows how I survive
On worms three times a day!

TWINKLE TWINKLE LITTLE STAR

Twinkle, twinkle little star
How I wonder what your are!
Up above the world so high,
Like a diamond in the sky.
Twinkle, twinkle, little star.
How I wonder what you are!

ROCKET SONG

(Tune: Turkey in the Straw)

Oh, I had a great big space ship
And it's rockets wouldn't fire.
So I tinkered and I tested,
But it only raised my ire.
I twisted every knob
And I pulled each lever twice.
But when I touched the starter,
It ignited the device.

On past the moon and Jupiter and Mars,
Flying past Venus, Pluto and stars.
When I get back I'll tell you where I've been.
But now it's bye bye till then.

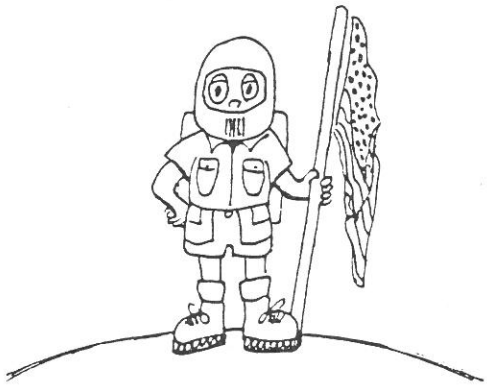
THE DARING SPACEMAN

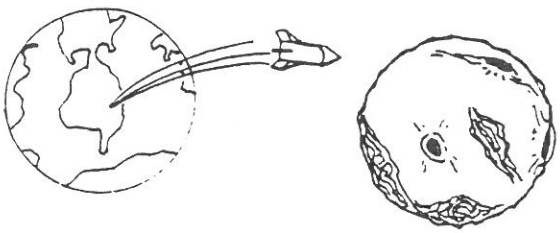
(Tune: When Johnny Come Marching Home)

I'm a daring astronaut,
Hurrah, hurrah.
I'm getting ready to blast of,
Hurrah, hurrah.
The rocket takes me high in space.
My capsule is a most comfortable place,
To a space adventure, I am on my way.

I'm orbiting now around the moon,
Hurrah, hurrah.
I think I'll land there very soon,
Hurrah, hurrah.
I pitch and yaw and roll through space.
I've not seen these sights any other place,
I'm a daring spaceman, won't you come with me?

Let's fly to other planets now,
Hurrah, hurrah.
Come fly with me, I'll show you how,
Hurrah, hurrah.
We'll stop at Mercury, Venus, Mars,
At Neptune we'll take a good look at the stars.
What a lovely sight...the wonderful world
of space.





SPACE WANDERING

(Tune: The Happy Wanderer)

I love to go a rocketing around the planets here,
And as I orbit Mars and Earth, this eerie song you'll hear.

(Chorus) Nebullee, nebulla, nebullee, nebulla-ha-ha-ha-ha-ha.
Nubullee, nebulla, my starship's warping on.

I shine my light on every star, and they shine back at me.
Oh what a strange and unknown space makes up astronomy.

(Chorus)

I orbit high above the moon, and on the moon I see,
A million moon men mining cheese, it's an astro-dairy.

(Chorus)

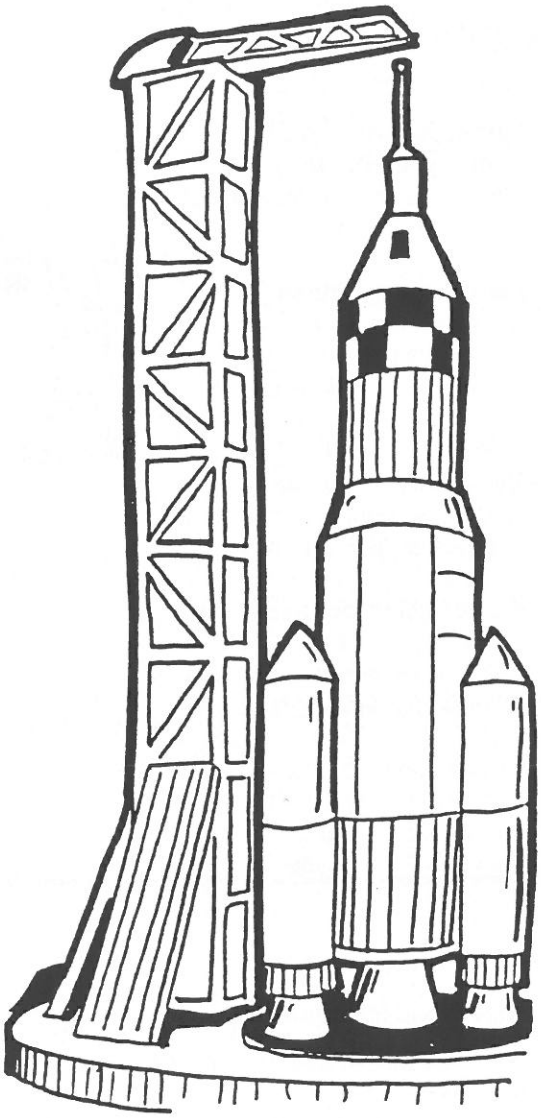
I rocket off toward Pluto's orb, the planet I will browse,
The seventh moon bears a strange resemblance to Mickey Mouse.

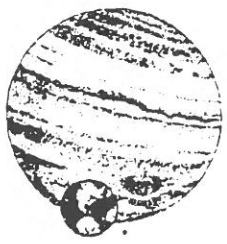
(Chorus)

So as you blast off for the stars, there's one thing you should know;
Before you leave it's best to wash the outside ship windows.

(Chorus)

by Jim Denny





MAY 1993
SHOWBIZ

COMMERCIAL MIX UP

(Tune: Farmer in the Dell)

Last night I watched TV.
I saw my favorite show
I heard this strange commercial
I can't believe it's so.

Feed your dog Chiffon,
Comet cures a cold
Use SOS pads on your face
To keep from looking old.

Mop your floor with Crest.
Use Crisco on your tile.
Clean your teeth with Borateem,
It leaves a shining smile.

For headaches take some Certs,
Use Tide to clean your face.
And do shampoo with Elmer's Glue
It holds your hair in place.

Perhaps I am confused.
I might not have it right.
But one things that I'm certain of. . .
I'll watch TV. tonight!

WE'RE HERE FOR FUN

(Tune: Auld Lang Syne)

We're her for fun right from the start
So drop your dignity. . .
Just laugh and sing with all your heart
And show your loyalty.

May all your troubles be forgot
Let this night be the best.
Join in the songs we sing tonight,
Be happy with the rest.

WE'RE ALL TOGETHER AGAIN

We're all together again,
We're here, we're here.
We're all together again.
We're here, we're here.
And who knows when we'll be all together again?
Singing "all together again, we're here."

HANG DOWN YOUR EARS BUGS BUNNY

(Tune: Tom Duly)

Hang down your ears Bugs Bunny,
Hang down your ears and die;
Hang down your ears Bugs Bunny,
You're such a clumsy guy.

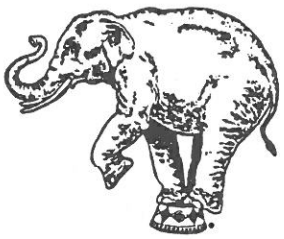
Here comes that Fudd named Elmer.
Totin' his shotgun.
Guess I don't have to say more,
You're looking for some fun.
He says, "You doggone wabbit.
You've weally hawd to find.
I bwought my wifle wabbit,
I'll shoot youw white behind."

Bugs says, "Hey, what's up Doc?
That's sure a pretty gun.
I'll tie it in a bow knot,
See ya, I've gotta run."

His ears fell over his eyes,
Here's where the story's through.
Bugs tripped and Elmer shot twice,
Fudd's eating wabbit stew.

(Repeat first verse)

by Jim Denny



THE BEAR SONG

(Tune: Sippin Cider) Repeat each line after the song leader.

The other day
I met a bear.
A great big bear
Away out there.

He looked at me
I looked at him.
He sized me up
I sized up him.

He said to me
Why don't you run?
I see you ain't
Got any gun.

I said to him
That's a good idea.
Come on now feet
Let's up and flee.

And so I ran
Away from there,
And right behind me
Was that bear.

In front of me
There was this tree
A great big tree
Oh, glory be!

The lowest branch
Was ten feet up.
I had to jump
And trust my luck.

And so I jumped
Into the air.
I missed that branch
Away up there.

Now don't you fret
Nor don't you frown.
"Cause I caught that branch
On my way down!

That's all there is
There ain't no more
Unless I meet
That bear once more!

HAIL, HAIL, THE GANG'S ALL HERE

Hail! Hail! the gang's all here,
Never mind the weather,
Here we are together.
Hail! Hail! the gang's all here,
Let the fun begin right NOW!

JUNE 1993
CUB SCOUT BIRD WATCHERS

CUB SCOUT BIRD WATCHERS

(Tune: Hey, Look'em Over)

Cub Scouts are watching,
Birds flying high,
Swooping and diving like
Arrows in the sky.

Just watch them sail now,
Soon they'll be gone,
Flying over mountains and
Lakes, and fields and ponds,
And in ever widening circles,
Games in the air,
Wishing we were with them,
Their glory that we'd share.

Then we'd be friends with the Eagles
And pals with swallows, too,
Watch me swoop along into the blue.

THE WOODPECKER

(Tune: Turkey in the Straw)

The woodpecker pecked out a little round hole,
And made a house in the telephone pole.
One day when I watched, he poked out his head.
And he had on a hood and collar of red.

When the streams of rain pour out of the sky,
And the sparklers of lightening go flashing by,
And the big, big wheels of thunder roll,
He can snuggle back in the telephone pole.

THE FLYING BIRDS

(Tune: The Flying Trapeze)

They fly through the air with the greatest of ease.
Those flocks of pigeons and gulls from the seas.
No dog on the ground or big snakes in the trees,
Can fly high like the ducks and the geese.

I once had a duck, and that duck's name was Phil.
One morning he woke with a terrible chill.
The dew was too heavy, he drowned on the hill.
Yes, he died from an over-dew bill.

Once just for a joke me and Tim, my big brother,
Caught fifteen wild geese who were drowned by the weather.
We poured on some glue and found birds of a feather,
In fact really do stick together.

Oh cows have no feathers, and zebras can't fly.
And aardvarks and beavers can't zoom through the sky.
And I can't take off although I always try,
I guess I'll be an earth-bound guy.

By Jim Denny

HERE WE SIT

(Tune: "Old Gray Mare)

Here we sit like birds in the wilderness,
Birds in the wilderness,
Birds in the wilderness,
Here we sit like birds in the wilderness,
Waiting for the rest to come in.
Waiting for the rest to come,
Here we sit like birds in the wilderness,
Waiting for the rest to come.

Frogs on a lily pad. . .
Flies on a garbage can. . .
Crumbs on the countertop. . .
Lint underneath the bed. . .
Chops in the frying pan. . .
Warts a witch's nose. . .

(make up your own verses)

HOW MANY BIRDS

(Tune: Blowin' In the Wind)

How many birds can a bird watcher see,
Before he's bombed from the air?
How many feathers can you pluck from a wren,
Before you can call him bare?
How many pigeons can fly into town,
And roost in the old town square?
The answer we'll share, is flying in the air,
The answer is flying in the air.

How many ducks can a duck hunter shoot,
Before they shoot back at the man? How many times can two birds in the bush,
Be worth one bird in the hand?
How many times can an albatross fly,
Before it learns how to land?
The answer my friend, is flying on the wind,
The answer is flying on the wind.

How many times can you go to the sea,
And be dive bombed by a gull?
How many years must a boy be a scout,
Before he becomes an Eagle?
How many miles can my puppy dog fly,
When I glue feathers on my beagle?
The answer my friend, is flying on the wind,
The answer is flying on the wind.

by Jim Denny

JULY 1993
WILD & WOOLY WEST

SWATTING SKEETERS

Tune: Blowing Bubbles

I'm forever swatting skeeters
Little beasts that buzz and bite.
They're always right
In earth and sky
And like dreams they come at night.
They are always hiding,
They are everywhere.
I'm forever swatting skeeters,
Little demons in the air.

OLE SADDLE SORES

(Tune : Auld Lang Syne)

Ole saddle sores,
Ole saddle sores,
Ole saddle sores.
Ole saddle sores,
Ole saddle sores,
Ole saddle sores.
Ole saddle sores,
Ole saddle sores,

(Repeat song several times adding feeling each time.)

COWBOYS HAVE A SMELL

(Tune: Battle Hymn of the Republic)

My eyes have felt the dust of the old cattle trail;
We have driven them down the gullies and through the rain and hail.
We are riding into town for a drink of ginger-ale
A cowboy and his horse you'll know them both by smell

(Chorus)

Cowboys smell like old leather;
Their horses don't smell much better
Don't be down wind when they both ride in
Or you won't be smelling any more.

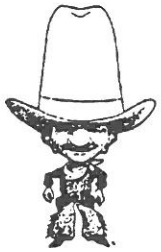
Cowboys on the trail you know they rally like to much.
They eat beans for breakfast and they eat beans for lunch.
They eat beans for dinner, yip, they eat beans a bunch.
That keeps them charged up, so they really pack a punch.

(Chorus)

The cowboys stood the test of the Wild and Wooly West
When the goin' got a little rough the cowboys sure got tough
They wore their mark upon their hip a gun that took no lip
All the cowboys were heroes of the day.

(Chorus)

By Dwight Hyams



AUGUST 1993
CAMPFIRE YARNS

CAMPFIRE

(Tune: I Was Working on the Railroad)

I was dreaming of a campfire
Burning clear and bright.
Dreaming stars were above me
Upon a winter's night.
I was dreaming that my best friends all were dreaming, too.
When I woke and looked around me I saw my dream came true.

BACKYARD CAMPOUT

(Tune: Are You Sleeping)

We are sleeping in the backyard
Jim and Mark, Spot and me.
Sure is dark outside,
Think I'd like to hide,
Come here Spot sleep with me.

Are you sleeping, are you sleeping
Jim and Mark, Jim and Mark
Thought I hears a noise
Didn't sound like boys
I am scared. I am scared.

Come back Spot, where'd you go?
Jim and Mark, wake up please,
Let's go into the house,
Did you see that mouse
Hear that sneeze, I am scared.

TWELVE DAYS OF SUMMER CAMP

(Tune: The Twelve Days of Christmas)

On the first day of summer camp
My mommie sent to me. . .
A box of oatmeal cookies

On the 2nd day of summer camp
My mommie sent to me. . .
Two T-shirts
And a box of oatmeal cookies

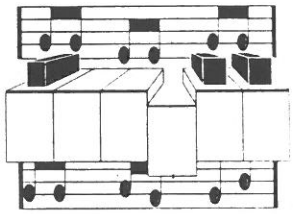
On the 3rd day of summer camp
My mommie sent to me. . .
3 pairs of socks
2 T-shirts
And a box of oatmeal cookies

4th day. . .4 woolen caps
5th day. . .5 underpants
6th day. . .6 postage stamps
7th day. . .7 nose warmers
8th day. . .8 batman comic books
9th day. . .9 bars of soap
10th day. . .10 Band-Aids
11th day. . .11 shoestrings
12th day. . .12 bottles of blood sucking helicopter repellent.

CUB SCOUT VESPERS SONG

(Tune: Maryland, My Maryland)

Softly falls the light of day
As our campfire fades away,
Silently each Cub should ask,
Have I done my daily task
For my country done my best
Prayed to God before I rest
Helped a friend along the way
have I done my best today.



ZULU WARRIOR

Ay cum a zimba. zimba zia
Ay cum a zimba, zimba zee
Ay cum a zimba, zimba zia
Ay cum a zimba, zimba zee.

See him there the Zulu warrior
See him there the Zulu Chief
Chief, Chief, Chief.

NOW THE DAY IS OVER

Now the day is over
Night is drawing nigh
Shadows of the evening
Steal across the sky.

Jesus give the weary
Calm and sweet response
With thy tenderest blessing
May our eyelids close.

When the morning wakens
Then my I arise
Pure and fresh ads sinless
In they holy eyes.

MULES

(Tune: Auld Lang Syne)

On mules we find 2 legs behind
And two we find before
We stand behind before we find
What the two behind be for.

When we're behind the two behind
We find what these be for,
So stand before the two behind
And behind the two before.

WE'RE HERE BECAUSE WE'RE HERE.

(Tune: Auld Lang Syne)

We're here because we're here
Because we're here because we're here.
We're here because we're here
Because we're here, because we're here.

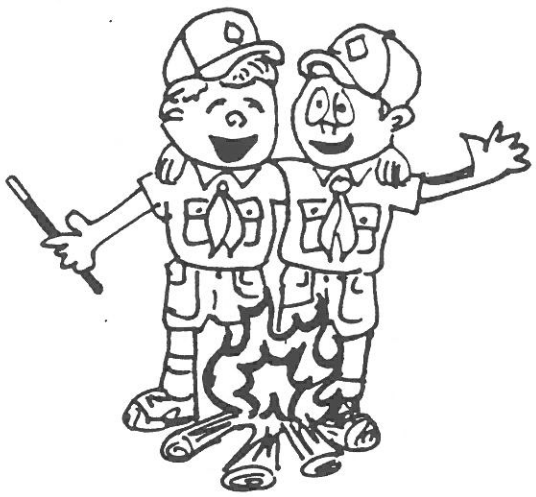
FOUND A PEANUT

(Tune: Clementine)

Found a peanut, found a peanut found a peanut just now.
Just now I found a peanut, found a peanut just now.
It was rotten, it was rotten, it was rotten just now.
Just now it was rotten, it was rotten just now.

CONTINUE IN SIMILAR MANNER WITH:

Ate it anyway
Got a stomach ache
Called the doctor
Had surgery
Died anyway
Went to heaven
Forgot my teddy bear
Went after it
Back in heaven
Kicked an angel
Went the other way
Found a peanut
It was rotten
Threw it away.



SEPTEMBER 1993
AMERICAN FOLKLORE

OH, SUSANNA

I come from Alabama
With my banjo on my knee;
I'm going to Louisiana,
My true love for to see.
It rained all day the day I left,
the weather it was dry'
The sun so hot I froze to death;
Susanna, don't you cry.

(Chorus)

Oh, Susanna, oh don't you cry for me;
I've come from Alabama,
With my banjo on my knee.

I had a dream the other night,
When everything was still,
I thought I saw Susanna
A-coming down the hill.
The buckwheat cake was in her mouth,
The tear was in her eye;
Says I, "I'm coming from the South;
Susanna, don't you cry."

HAPPY WANDERER

I love to go awandering,
Along the mountain track,
And as I go, I love to sing,
My knap-sack on my back.
Val-de ri--Val-de ra-- Val-de ri--
Val-de ra ha ha ha ha ha
Val-de ri,--Val-de ra. My knap-sack on my back.

I love to wander by the stream
That dances in the sun,
So joyously it calls to me,
"Come! Join my happy song!"

I wave my hat to all I meet,
And they wave back to me,
And blackbirds call so loud and sweet
From ev'ry green-wood tree.

High overhead, the skylarks wing,
They never rest at home.
But just like me, they love to sing,
As o`er the world we roam.

Oh, may I go a-wandering
Until the day I die!
Oh, may I always laugh and sing,
Beneath God's clear blue sky!

BRAVE PIONEERS

(Tune: Battle Hymn of the Republic)

Who were the fearless pioneers
Who helped carve out our land,
Who traveled down the rugged trails
They were a fearless band.
They braved the weather and the winds.,
Those men and women bold,
Their story should be told.

(Chorus)

Traveling to an unknown land,
A very brave and daring band,
Pioneers, we think you're grand,
For lending us a hand.

Buffalo Bill and Daniel Boone
Two of the very best;
Zebulon Pike, Kit Carson,
And Jim Bridger and the rest.
Brave pioneers who risked their lives
To make this country grand.
We thank you for our land.

(Chorus)

WABASH CANNONBALL

From the green Atlantic Ocean, to the white Pacific shore,
From the green overflowing mountains, to the southbound long the shore,
She's mighty tall and handsome, she's known quite well by all,
The regular combination on that Wabash Cannonball.

Chorus:
Listen to that jingle, the rumble and that roar,
As she glides along the woodlands, o'er hills and by the shore.
Hear the mighty rush of the engine, hear the lonesome hobo's call
As they ramble 'cross the country on that Wabash Cannonball.

Well the Eastern states are dandy, you hear most people say,
From New York to St. Louis, and ole Chicago by the way,
To the hills of Minnesota where them rippling waters fall,
No changes need to be taken on that Wabash Cannonball.

Chorus:

Well here's to Baden Powell, may his name forever stand
And here's to Oklahoma, many places through the land
The Sooner race is over, and the curtains have been drawed
Gonna tote them back to Tulsa on that Wabash Cannonball.

COLUMBUS SONG

(Tune: Yankee Doodle)

In fourteen hundred and ninety two
Columbus sailed from Spain;
With three small ships and eighty men;
Across the bounding main.

(Chorus)

Columbus was a sailor fine
He knew his navigation
And even though his men were scared,
He was their inspiration.

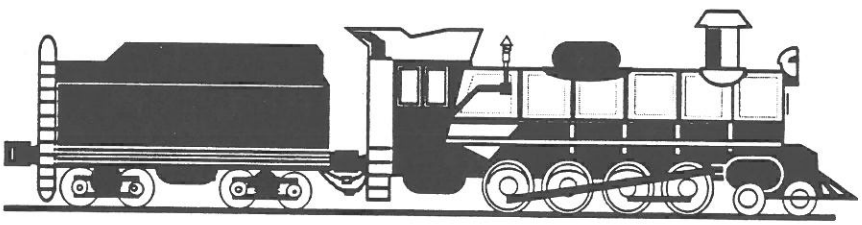
(Chorus)

"Don't be frightened men" he said,
"Just think what's on the shore,
Silks and spices, jewels and gold,
What sights there are in store."

All night long he kept his watch
The ship tossed to and fro
And when the light of dawn appeared,
The first mate yelled: "Land ho!"

(Chorus)

"Sail on," he said, "sail on and on,
There's nothing you should dread;
We'll find the New World soon I'm sure,
Just think what lies ahead."



OCTOBER 1993
FAMILY HOBBIES

TAKE ME OUT TO THE BALL GAME

Take me out to the ball game,
Take me out to the park
Buy me some peanuts and crackerjacks
I don't care if I never come back,
Let me root, root, root for the home team,
If they don't win, it's a shame.
For it's one, two, three strikes,
"You're out!"
At the old ball game.

CLOSING FAMILY VESPERS

(Tune: Oh Christmas Tree)

Quietly we join as one,
Thanking God for family fun.
May we now go on our way,
Thankful for another day.
May we always love and share,
Live in peace beyond compare.
As a family may we find
Friendships true with all mankind.

THESE TALL TALES SHOULD NEVER BE TOLD

(Tune: Battle Hymn of the Republic)

I went fishing at the lake one day
With worms and pole and pail,
To catch a fish for supper,
But instead I caught a whale.
I climbed upon his slippery back,
And took myself a ride,
But he swam fast and I slipped off,
And landed right inside.

Glory, glory hallelujah,
That's a tall tale I told ya,
Shakes and shivers running through ya,
(Spoken) Here comes another one,
worse than the other one.

An astronaut invited me
To take a ride in space.
We blasted off one morning.
For a most unusual place.
We landed on a planet,
After many weeks of flight;
We saw three-headed elephants,
A most unusual sight.

Glory, glory hallelujah,
That's a tall tale I told to ya;
Do you believe that it is true, ya?

(Spoken) Well, it's not!

I dug a hole to plant a tree
One warm and sunny day;
I dug so deep I couldn't get out
To run and jump and play.
I thought to keep on digging
Was the best thing I could do;
So I made a hole clean through the world,
And then I fell right through.

Glory, glory hallelujah,
That's the last tale I'll tell to ya,
Aren't you glad that I am through, ya?

(Spoken) Thank goodness!

EXTRA SONGS

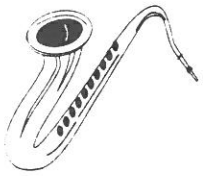
QUARTERMASTER'S STORE

There are snakes, snakes, snakes. . .
Big as garden rakes
At the store, at the store. . .
There are snakes, snakes, snakes. .
Big as garden rakes
At the quartermaster's store.

(Chorus)

My eyes are dim
I can not see
I have not got my specks with me.
I have not got my specks with me.

There are mice, mice, mice
running through the rice,
At the store, at the store.
There are mice, mice, mice
running through the rice
At the quartermaster's store.



(Chorus)

There are rats, rats, rats
Big as alley cats,
At the store, at the store.
There are rats, rats, rats
Big as alley cats
At the quartermaster's store.

(Chorus)

ENTHUSIASTIC

(Tune: When You're Happy And You Know It)

I'm alive, awake, alert, ENTHUSIASTIC!
I'm alive , awake ,alert, ENTHUSIASTIC!
I'm alive, awake, alert;
Alert, awake, alive;
I'm alive, awake, alert, ENTHUSIASTIC!

DROOL SONG

Just plant a watermelon seed upon my grave
And let the juice run through.
Just plant a watermelon seed upon my grave;
That's all I ask of you.

Chicken and possum are mighty fine,
But there ain't no taste like watermelon rind.
Just plant a watermelon seed upon my grave
And let the juice run through.

THAT'S WHY WE'RE IN CUB SCOUTING

(Tune: Deep in the Heart of Texas)

The fun things in life
Our family's delight!
(clap hands 4 times)
That's why we're in Cub Scouting!

We do our best
To pass each test.
(clap hands 4 times)
that's why we're in Cub Scouting!

Just me and my *
*boys sing "folks" parents sing"son"
Work and play and have fun.
(clap hands 4 times)
That's why we 're in Cub Scouting.

ACTION SONG

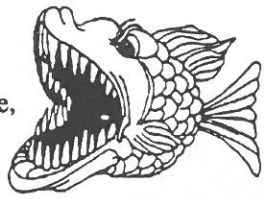
(Tune: Jingle Bells)

Clap your hands, stomp your feet, let's all stand up please.

Face to the left, face to the right, now hands on your knees.
Sit down now, stand back up, clap your hands two beats (clap-clap)
Now we all will wipe our brows, and fall down in our seats!

OLD AKELA HAD A PACK

(Tune: "Old MacDonald Had a Farm)



Old Akela has a pack, E-I-E-I-O
And in this pack he had some dens,
E-I-E-I-O
With a Den 1 here and a Den 2 there,
Here a den, there a den
Everywhere a happy den,
Old Akela had a pack E-I-E-I-O

And for these dens he had some chiefs,
E-I-E-I-O
(With a Den Chief here and a Den Chief there.)

And in these dens he had some Cubs,
E-I-E-I-O
(With a Cub Scout here. . .)
And for these dens he had some moms,
E-I-E-I-O
(with a den mom here. . .)
And for these dens he had some dads,
E-I-E-I-O
(With a den dad here. . .)

I'VE GOT THAT CUB SCOUT SPIRIT

(point to each part of body as you sign.)

I've got that Cub Scout Spirit up in my head.
Up in my head, up in my head. I've got the Cub Scout Spirit up in my head.
up in my head to stay.

2. Replace "head " with deep in my heart

3. Down in my feet
4. All over me
5. Up in my head
Deep in my heart
Down in my feet
I've got that Cub Scout Spirit all over me,
All over me to stay.

JAWS

(Tune: Do Re Mi)

JAWS	A mouth , a great big mouth
TEETH	The things that kinda crunch
BITE	The friendly sharks "hello"
US	His favorite juicy lunch
BLOOD	That turns the ocean red
CHOMP	That means the sharks been fed
GULP	That will bring us back to

JAWS! JAWS! JAWS! JAWS!

UNIFORM SONG

(Tune: Gillette "Look Sharp" March)

To look sharp (clap) wear your uniform,
To feel sharp (clap) wear your uniform,
To be sharp (clap) be a uniformed leader (or scout or scouter)
Look and be the very best you can! (clap-clap)

(can be sung as a round---everyone stands when singing last line.

BOOM CHICKA BOOM

(a chant) Leader starts; group repeeat. For first 3 verses, slap thigh, & snap fingers to keep rythym.

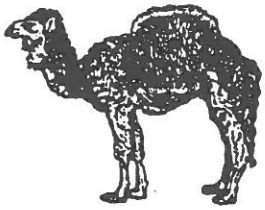
Boom chicka boom
I say a boom chicka rocka
I say a boom chicka rocka chicka rocka
chicka boom
A-huh
All right
One more time

Repeat through several versions:

This time faster (repeat faster)
This time slower (repeat slower)
This time higher (repeat higher)
This time lower (repeat lower)
This time sexy (ham it up)
This time macho (ham it up)

ALICE THE CAMEL

Alice the camel has five humps
Alice the camel has five humps
Alice the camel has five humps
So go ALICE go Boom, Boom Boom
Alice the camel has four humps
(waving motion to indicate 4 humps)



Alice the camel has three humps
(indicate 3 humps)

Alice the camel has two humps
(indicate 2 humps)

Alice the camel has one hump
(indicate one hump)

Alice the camel has no humps
(shrug shoulders)

'Cause Alice is a horse.

THE GRAND OLD DUKE OF YORK

(Tune: A Hunting We Will Go)

The grand old Duke of York,
He had ten thousand men.
He marched them up the hill (Stand)
And marched them down again (sit)
And when you're up, you're up (stand)
And when you're down, you're down (sit)
And when you only half way up (half up)
You're neither up (stand) or down (sit)

THE PROMISE AND LAW

(Tune: Auld Lang Syne)

I promise to do my best to do my duty to God
And to my country, to be kind,
And obey the Law of the Pack.
The Cub scout follows Akela.
The Cub Scout helps the pack go.
The pack helps the Cub Scout grow.
The Cub scout gives goodwill.

DO YOUR BEST

(Tune: Do Re Me)

DO-to us, means do your best.
RE-are cheers for all the fun.
ME-is what I do myself,
FA-means father mom and son.
SO-what happens to our pack.
LA with lots of this and that.
TE-together to the top (clap, clap).
Then that brings us back to DO
(repeat above)

DO..RE..ME..FA..SO..LA..TE..DO..DO
YOUR BEST!

TARZAN OF THE APES

(Tune: Battle Hymn of The Republic)

I like bananas, coconuts, and grapes!
I like bananas, coconuts, and grapes!
I like bananas, coconuts, and grapes!
That's why they call me. . . TARZAN OF THE APES!

I like spinach packed up in a can!
I like spinach packed up in a can!
I like spinach packed up in a can!
That's why they call me. . .POPEYE THE SAILOR MAN!

I like lasagna, enough to make me fat!
I like lasagna, enough to make me fat!
I like lasagna, enough to make me fat!
That's why they call me. . .GARFIELD THE CAT!

I like a honey pot of sticky goo!
I like a honey pot of sticky goo!
I like a honey pot of sticky goo!
That's why they call me. . . WINNIE THE POOH!

(Have your Cub Scouts make up more verses.)

PUPPETRY

Welcome to the magical adventure of puppetry. Puppets are dated to have existed as far back as ancient Egypt, where puppet figures have been found in tombs that are over 3000 years old. So, puppetry is a form of entertainment that has been around literally for centuries.

Cub Scouts are given the opportunity to express themselves in many different ways. They can:

- Stimulate a Cub's imagination.
- Provide a way in which a boy can express his creativity.
- Assist a boy in expressing his thoughts and feelings.
- Help a boy develop his listening, verbal and language skills.
- Give a boy the opportunity to use and develop his small muscles.
- Provide an activity in which boys are constructively planning, working and playing together.

Puppets can also help overcome stuttering, relieve tension, develop coordination, overcome inhibitions in a shy boy, teach a noisy boy patience and encourage the less imaginative boy.

Puppets are magical in their power. It's a person, animal or object that comes to "life" and forms a "personality" by the efforts and imagination of it's owner. It can do things faster, and have exaggerated action and moods.

Many Cubs have a hard time reading a line for a skit in front of an audience, but put a puppet in their hand and a screen in front of them and watch them perform! Even the shyest of the boys will become uninhibited.

Cub Scouts at the Wolf level sometimes have trouble reading a script. In this case you may want to read them a story or give them a situation, and let them develop their own skit in their own words and actions. Once they have a puppet in their hands, they want to make it move and talk.

Making puppets can be very inexpensive. Paper bags, old socks, boxes, paper plates, and left-over scrap material can be used to create great puppets.

On the following pages are some ideas for making different puppets, puppet stages, scripts, special effects, lighting, scenery and background music. Using these ideas as guidelines and letting the boys tap into their own imagination, will result in a successful puppet show. You can incorporate puppets as an art or craft project, to tell or dramatize a story, to teach a fact or concept, to sing songs, and to develop a monthly theme, or achievement, or a Webelos activity badge requirement. Puppets can make learning fun, simple, exciting, and entertaining for both you and your Cub Scouts.

Wolf - Elective #2 a, b, c, d, & e #12 d

Bear - Achievement #18 e, & g Elective #9 a

Webelos - Artist #7, Showman Puppetry

LET'S HAVE A PUPPET SHOW!!

There's a job for every Cub Scout or Webelos:

- Script
- Scenery
- Acting
- Sound effects
- Construction of puppets

- Advertising
- Programs
- Ushering
- Writing the puppet script

The first thing you need for a successful puppet show is a story or script to perform. To start out you will need a scenario, which is an outline for a play or dramatic action. For an example scenario we'll have a Cub Scout Bear den going on a field trip. Consider the following steps in writing the script:

1. Determine the intent of the story - (The Cub Scouts are going to the fire station to learn about fire safety and to earn an achievement for their bear badge.)

2. Select a situation - (As the Cub Scouts arrive at the fire station the alarm goes off.)

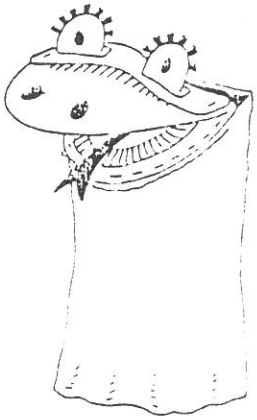
3. Select characters - (Den Leader, Assistant Den Leader, Cub Scouts, firemen, fire station dog, etc.)

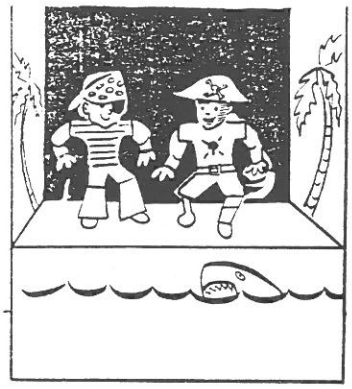
4. Determine how the characters will act - (The Cub Scouts hold their ears because the alarm is loud, or cheering for the firemen as they leave in the fire trucks.)

Give the characters specific dialogue - ("Look Billy, the dog jumped up on the fire truck; he's going too!")

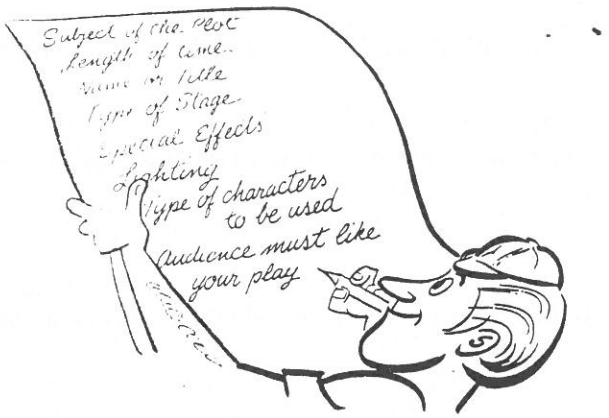
Keep in mind that puppets are quick fantastical characters. They speak in short jumpy phrases and sometimes jump to illogical conclusions as quickly as they do logical ones. They have a tendency to leap to extremes in both character and situations, and their pace is always quick, light and bouncy.

At first it might be better to let the boys get the feeling of the movement and let them come up with conversation by imagination. You may want to select a familiar story to dramatize, a song to sing, a current event, or maybe a holiday setting. Whatever you decide, let the puppet come alive and find itself, and let the boy create the action and lose himself!





IDEAS FOR SCRIPTS



- A experience in the den or on a field trip
- A camp-out calamity
- Monthly themes
- Achievements, Electives, or Activity Badges
- Community event

It is generally easy to find something in almost any situation in which you can create characters to deliver a message. Let YOUR imagination, and especially the BOYS' imagination take off!!

MUSIC

Adding music to your puppet show will enhance your production with a special atmosphere. A single tape or record can be used or, several can be edited and combined to give cues and special effects for scene changes. Music should be used as background for setting the mood and must never overpower the dialogue of the play.

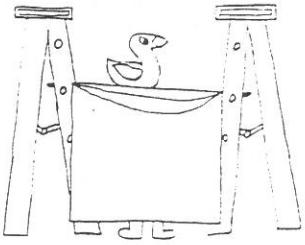
PUPPET STAGES

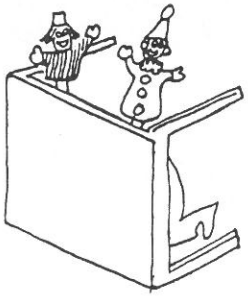
The main purpose of a puppet stage, is to mask the puppeteer. However, a stage should also enhance a production. The type of stage you want is determined by the type of production you are putting on. You may want to make your theater simple, for a one time thing, or a more elaborate structure for use in the future. The type of theater you decide on will also determine the materials you will need.

There are three types of puppet stages:

1. Makeshift - most suitable for simple productions.
2. Temporary - a little more sturdy and should be used if the puppet show is for an extended period of time.
3. Permanent - used for extended puppet productions, and are an investment in future puppeteering.

Whatever type of stage is used make sure that the curtains masking any masking materials are securely fastened. On the makeshift and temporary stages the only weight directly on the stage should be the curtain. Lights and sound equipment can only be used on the permanent type of staging. Make sure that whatever you have on the stages is appropriately attached so that once the production is under way, there won't be any disruptions do to structural collapses.





SCENERY FOR PUPPET SHOWS

A puppet production can become more believable by enhancing the situation of the script. This can be easily done by using scenery. When choosing the type of scenery you need for your production, keep in mind that you do not want to distract or interfere with the performance or the communication between the puppets and the audience. Scenery should only assist and support the production.

As a general rule, the shorter the script, the less amount of scenery is necessary. In a longer production, the scenery can help create added visual interest and maintain the attention span of the audience.

For short episodic puppet shows, cleverly drawn or painted signs work well. These can be used to convey information to the audience such as a location, time frame, direction, name, etc. to help them understand the story line.

Comic effects can be achieved by using multiple signs, signs with arrows, signs with cartoon characters or figures, and signs with sketches of places. The effect can be enhanced if a puppet actually holds the signs. Occasionally, a sign can also become a puppet and participate in the action. Backdrops of painted cloth or poster board can be hung over the back of a puppet stage. To achieve the idea of a puppet traveling, use a scenery scroll. This can be made by using a roll of butcher paper, or taping sheets of paper together and attaching it to paint rollers. The scenic elements are sketched on the paper, and then place each end of the length of paper to a paint roller spool. You then unroll from one side and roll up on the other. The paper moving behind the puppets can suggest that the puppets are moving.

SPECIAL EFFECTS

The best way to enhance a puppet production is to add a little spice called "Special Effects." Special effects are used to help put that extra pizazz into a production. Keep in mind that its more appealing if it is used in the proper perspectives and not a show that is totally dominated by sounds and actions. Musical sounds and sound effects make a puppet production more lively and vivid. Unusual and comical sounds can result from the use of bells, drums, gongs, cymbals, castanets, triangles, whistles, horns, rattles, and natural objects such as gourds or coconut shells, and even pots and pans. The following is a list of popular sound effects and how they are created.

Thunder: A piece of tin or galvanized iron 3' to 4' long and 1' wide is suspended. Shake it to produce rolling thunder. For single crashes, strike it in the middle with a rubber hammer or shoe.

Lightning: Flash white light on and off. A photo flash works best.

Breaking Glass: Use an old piece of window glass in a heavy sack, and drop it on the floor.

Crashes: Fill a wooden box with glass and a few stones, then nail the top shut. Drop or tip on end for various types of crashes.

Horse: Two half coconuts shells clapped on a wooden board gives the sound of horses walking or galloping on a hard road. For hoof beats on a soft or dirt road, use a piece of wallboard.

Running Water: A wooden box 1" x 2" x 2" is fitted with tin on the bottom and ends in a 1" diamond pattern. Place a small amount of lead in the box. Tilt the box and the sound of running water results.

Trains: Place small wire nails or shot inside a flat tabacco tin. Move it back and forth and it sounds like a train chugging along. Sandpaper or a wire brush on metal will also give this effect when done in the right rhythm.

Gong/Chimes: A Chinese gong is a 4 1/2' to 5' length of water pipe suspended by a rope. Tubes from an old brass bed or water pipe can be cut in various lengths for chimes. Cut off a 1/2 inch at a time and test for tone. Use a rubber shoe to strike.

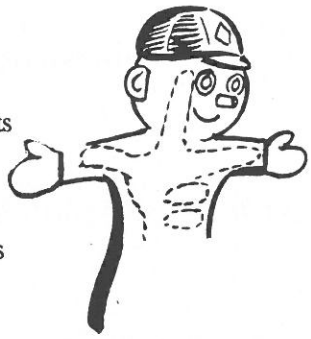
Sawing Wood: Rub a piece of sandpaper across a 6" area on a foil pie tin.

Fire: Crumple a piece of cellophane into a ball. When released in front of a microphone, it will crackle like a fire.

OTHER TYPES OF PUPPETS (EASY TO MAKE)

- Tongue Depressor Puppets
- Folded Puppets (paper)
- Trash Bag Puppets
- Paper Sack Puppets
- Paper Bag Rod Puppets

- Other Rod Puppets
- Milk Carton Puppets
- Box Puppets
- Paper Plate Puppets



These puppets can be made from paper plates and other scrap materials, your imagination is the key.

PUPPET RESOURCE BOOKS

Puppet Shows (Using Poem and Stories), by Laura Ross Lothrop, Lee and Shepard Co., N.Y., 1970. Short simple plays, pantomimes and skits on special themes.

Easy Puppets (Making and Using Hand Puppets), by Gertrude Pels, Thomas Y. Crowell Co., N.Y., 1951. Well illustrated and simple written.

Remo Bufano's Book of Puppetry, edited and compiled by Author Richmond, The MacMillan Co., N.Y., 1950

Puppets for Play Production, by Nancy Renfro, Funk and Wagnalls, N.Y., 1969. Photographs of unusual puppets actually made by children. Good section on teaching puppetry.

Penny Puppets, Penny Theatre, and Penny Plays, by Moritz Jagendorf, Plays, Inc., Boston, 1941.

Be a Puppeteer! The Lively Puppet Book, by Estelle Ansley Worrell, McGraw-Hill Book Co., N. Y., 1969.

Making Easy Puppets, by Shari Lewis, E.P. Dutton and Co., Inc., N.Y. 1958.

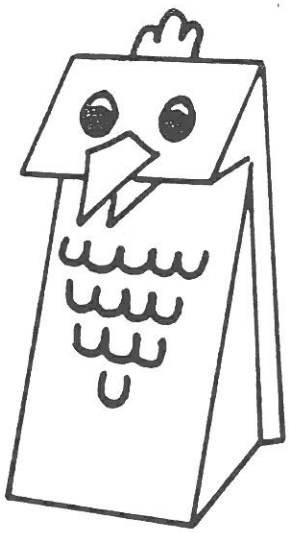
Skits and Puppets, Publication of B.S.A., No. Brunswick, N.J., 1953.

Creative Puppetry In The Classroom, by Mary Freericks with Joyce Segal, New Plays Books, Trolley Place, Rowayton, Conn. 1979. Excellent on how to teach puppetry and incorporate into any given situation.

Puppets and Costumes, by Sidney Martin and Dana MacMilla, Monday Morning Books, Inc., Palo Alto, Ca., 1986. Good section on costumes for pennies, and homemade musical instruments.

PUPPETS SKITS

TURKEY SKIT

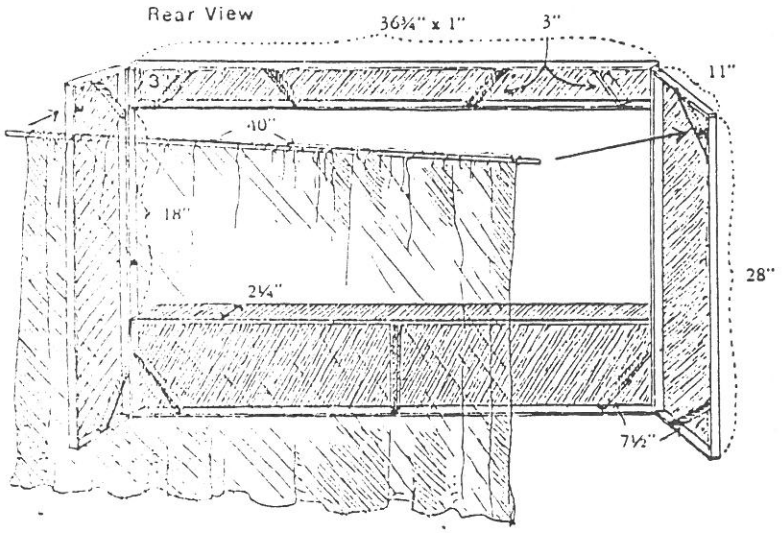


Have each boy in skit make their turkeys (instructions included). Feathers can be used for tail instead of tissue paper. Have a narrator read the script and have the boys use their turkeys to act out the story. Pick one turkey to be Tommy.

Tommy the Tall-Tailed Turkey, had an enormous tail. And when he started running, it would make a windy gale. All of the others turkeys teased poor Tommy everyday. Cause when he spread his fathers, Tommy couldn't run and play.

Then one stormy Thanksgiving, lightening hit the barn. Tommy waved his tail so hard, it stopped the fire without harm. Now all the other turkeys, end up on a great big dish, but on Thanksgiving morning, Tommy and his tail still swish.

(Lower Curtain)



SILLY TURKEY STRING PUPPET

MATERIALS:

5 inch styrofoam egg or large pine cones (body)

2 inch styrofoam egg or cone (head)

2 one inch styrofoam balls (neck)

1 two inch styrofoam egg cut in half (feet)

2 ten inch pieces of bulky craft yarn

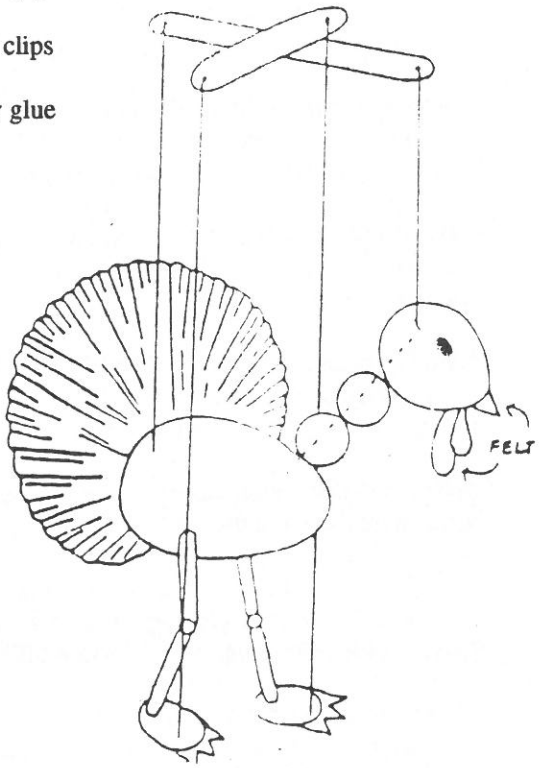
Fine string or pearl cotton

Tissue paper

Paper clips

Tacky glue

Felt



1. Using a large needle, thread pearl cotton or fine string through one end of larger egg, and then middle of the two neck balls, and through the base of the head cone. Leave 30 inch length of string to tie to T-bar.

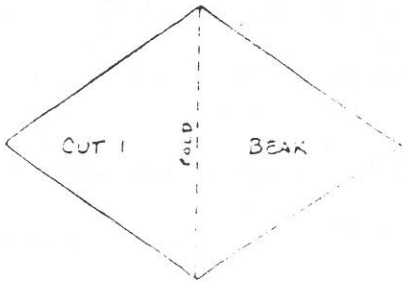
2. To make legs, tie a knot in center of two 10 inch pieces of yarn. The knots form the bird's knees. Tie a paper clip to both ends of yarn. Insert one end in body to form legs.

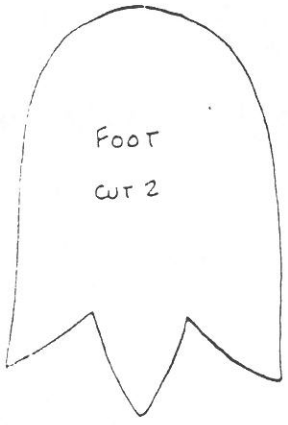
3. To make feet, cut styrofoam egg in half with serrated knife. The cut surfaces are the bottom of the feet. Glue a metal washer to bottom of each foot for weight. Insert paper clip from legs into top of each foot.

4. For tail, use 12 inches by 24 inches tissue paper, folded into 3/8 inches pleats. Fold pleated piece in half and join the adjacent pleats to make a fan shape. Make a groove lengthwise in tail end of body and insert 1/2 inch-3/4 inch of base of tail. Spread tail around body and glue.

5. To string puppet tie a 35 inch piece of string to a paper clip and insert in top of body. Tie two more pieces of thread to two paper clips and insert a clip in each foot. Tie strings from feet to each side of the T-bar control. Tie body string to back end of T- bar and head string to front end.

6. Using pattern below, cut beak from orange felt. Fold in half. Spread glue on fold and press to head. Cut eyes from felt and glue to head. Insert metal washer in bottom of head cone to give the head weight.





TO HELP OTHER PEOPLE

Woman puppet dressed in yellow and blue as leader "Mrs. Jones" and 3 Cub Scouts puppets named Thomas, Luke and John.

Scene opens with Mrs. Jones decorating a tree and singing Jingle Bells.

THOMAS: (Thomas enters carrying a present) "Merry Christmas, Mrs. Jones. I brought you a Christmas present. I hope you like it. My mom picked it out just for you. She says you'll really like it."

MRS. JONES: "Thanks Thomas, but you didn't need to buy me a present. Thomas I have to pick up some more food donations for the Christmas basket that the pack is donating to the Salvation Army. Could you help me? I know it wasn't planned but some more people called with donations."

THOMAS: "I would Mrs. Jones, but I 'm going to our church's Christmas party tonight. These people can bring food to your house or something. I don't want to miss out on the presents and food, and I heard that they have someone special coming to the party."

LUKE: (rushes in carrying a card and candy) "Hi. Mrs. Jones, I brought you some candy and a card. Hope you have a good holiday season. (Starts to leave) Well. I gotta run, see you later."

MRS. JONES: "Wait Luke. I would like to know if you could help me collect some more food tonight. . . ."

LUKE: (Cuts off Mrs. Jones in mid sentence) "Sorry gotta go. There's a great Christmas TV special coming on in few minutes and I don't want to miss it. Maybe some other time. Bye!" (rushes off.)

JOHN: (Comes in carrying a hand made ornament) "Ho, ho, ho, Merry Christmas, Mrs. Jones. I made you an ornament for your Christmas tree. What do you think, do you like it?"

MRS. JONES: "Thanks, John (looks at ornament) This is very good, I'll hang it on the tree right away. John, do you think you can help me pick up some more food donations for our Christmas basket? I know it's short notice, but. . . everyone seems to be too busy to help."

JOHN: "Sure, I'll have to call my mom and ask her." (goes off stage)

THOMAS: "Well, see you after the first of the year Mrs. Jones. Have a good holiday." (leaves stage)

JOHN: (Returns) "Mom says it's ok. I was going to go to a party, but I rather help you finish the food basket. Cause that is what Christmas is all about, right Mrs. Jones?

MRS. JONES: "It sure is John. I really appreciate your help. Your hand made ornament and you helping me, is the best gift of all."

GATHERING TIME ACTIVITIES

Getting the meeting off to a good start often depends on the little things . . . the greeting at the door (or the lack of it); the activity involving people as they arrive (or the lack of it); the opening song or ice breaker (or the lack of it). These are the little things that put sparkle and punch into pack meetings and give a touch of spice that adds to one's enjoyment.

Any gathering of your den or pack can be made or marred in the first 15 minutes while the group is gathering. If ice is permitted to form at the beginning, valuable time and effort must be spent in thawing it. Simple preliminary games and contests that almost run themselves are necessary as ice-breakers.

These activities include dramatics, tricks, ice-breakers, mock intelligence tests, and even somewhat nonsensical recreations in which everyone in the audience joins the leader. Such stunts can be used in the meeting to enliven it at moments when the interest seems to be waning or when there is a lag between the staging of stunts by dens. (See Run-ons in the Games, Songs, and Skits section of this book).

The next several pages are gathering time activities that can be used in many ways. They may be used before the den or pack meeting starts, or as a get to know each other.

1. Give each person a sheet of paper with the letters of G I V E T H A N K S, HAPPY HOLIDAYS or a similar thought and have each person list an item, beginning with each letter listed, that they are thankful for. Or see how many words they can make from each phrase.

2. Brush up on your state knowledge . (write on cards, see how many they can answer) Oklahoma means: "Home of the red people".

   Motto: Labor Omnia Vincit (Labor conquers all things)

   State Bird: Scissor-tailed fly catcher

   State Tree: Redbud

   State Flower: Mistletoe

   State Animal: Bison

   State Fish: White Bass or Sand Bass

   State Grass: Indian Grass

   State Reptile: Mountain Boomer or Collard Lizard

3. Christmas Greetings - Each Cub Scout is given a pencil and card. See how many different Christmas greetings he can write down. (max. 10 minutes)

4. Name Acrostics - Supply pencil and cards, ask each to print his full name in capitals vertically. Then just move about trying to find persons whose first or last name begins with the letters on his card.

M - att
I - ke
K - en
E - dward

C - arl
H - arold
R - andy
I - rwin
S - am

E - lvis
R - ob
I - an
C - huck

5. Scrambled Presidents - Each person is given a list of about 10 names of Presidents with letters scrambled. Allow about 10-15 minutes to unscramble.

6. A Sad State of Riddle - The answer to these riddles are found in the abbreviated names of states. How many do you know?

(1) What state is always sick? Ill. (Illinois)

(2) What state is the fathers state? Pa. (Pennsylvania)

(3) What state wears skirts? Miss. (Mississippi)

(4) What state is always surprised? O. (Ohio)

(5) What state is very religious? Mass. (Massachusetts)

(6) What state prescribes medicine? M.D. (Maryland)

(7) What state makes noise like a parrot? Ark. (Arkansas)

(8) What state can count above nine? Tenn. (Tennessee)

(9) What state cuts the grain? Mo. (Missouri)

(10) What state is in the laundry business? Wash. (Washington)

7. Riddles

   (1) Which month has twenty eight days? (all of them)

   (2) What kind of beans do not grow in a garden? (jelly beans)

   (3) What animal needs to be oiled? (mice-they squeak)

   (4) What has holes in it but can hold water? (a sponge)

   (5) What can birds do that we can't? (Take a bath in a saucer)

   (6) Why do birds fly south in the winter? (It is too far to walk)

   (7) How do you write to a fish? (Just drop him a line)

   (8) Why is grass dangerous? (It is full of blades)

8. Rhyme Time - These are pairs of rhyming definitions. Give the boys a few examples and then see if they can think of some of their own.

   (9) A skinny horse (bony pony)

   (10) A seafood platter (fish dish)

   (11) Comic little rabbit (funny bunny)

   (12) A foul in a prize fight (low blow)

   (13) A hobo in the rain (damp tramp)

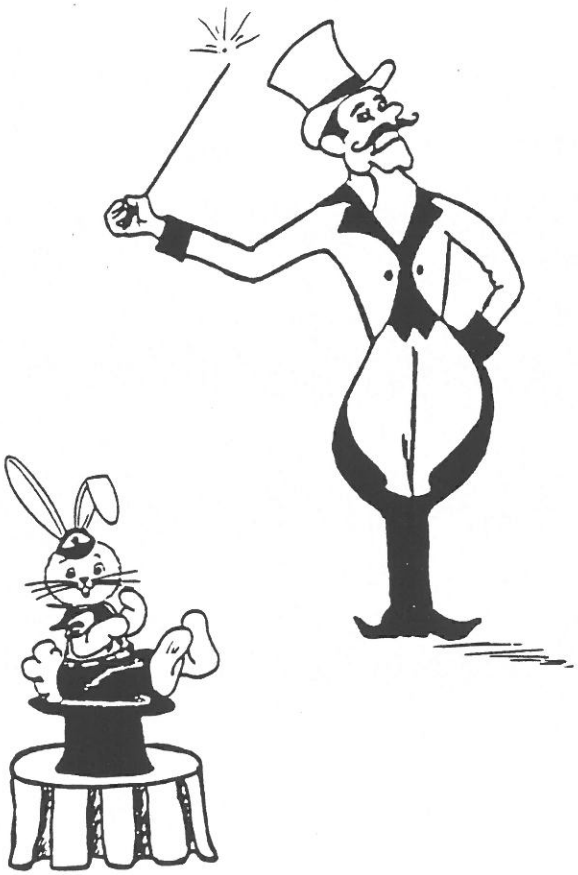
   (14) Flowers asleep in the field (lazy daisy)

   (15) Timid insect (shy fly)

   (16) A bee's home (live hive)

   (17) Ride on a three-wheeler (trike hike)

   (18) Happy father (glad dad)



FLIGHT HOME

Which air current will Mother Bald Eagle take to reach her nest of sticks?

SPACE ADVENTURERS

G	O	B	D	R	O	G	U	E	C	H	U	T	E	T	R
E	F	R	T	J	H	C	T	I	P	N	L	E	L	R	Y
Y	A	O	H	E	T	T	I	S	N	E	G	U	A	A	O
N	A	S	A	E	K	P	B	D	S	A	C	O	D	B	W
A	T	P	I	T	N	C	R	O	K	M	O	R	O	L	L
T	R	A	J	E	C	T	O	R	Y	M	M	D	M	A	H
O	A	C	S	K	T	J	D	R	S	O	E	G	D	S	R
U	J	E	T	C	U	E	E	H	R	C	D	F	N	T	E
C	A	S	R	O	A	T	L	D	O	E	U	O	A	O	E
H	N	T	A	R	N	I	U	E	U	O	T	R	M	F	N
D	R	A	C	O	O	L	S	C	M	P	I	S	M	F	T
O	R	T	K	R	R	A	P	R	T	E	T	L	O	E	R
W	N	I	I	T	T	E	A	O	J	C	T	Y	C	O	Y
N	A	O	N	E	S	E	C	F	S	D	A	R	I	B	B
P	Y	N	G	R	A	T	P	G	Y	A	L	Y	K	S	B

Can you find all of these space terms listed on the right, in the puzzle above?

ASTRONAUT
DROGUE CHUTE
ROLL
ATTITUDE
G FORCE
RE-ENTRY
BLAST OFF
JETTISON
RETRO ROCKET
BOOSTER ROCKET
NASA
TRACKING
CAPSULE
ORBIT
TELEMETRY
COMMAND MODULE
PITCH
TOUCH DOWN
TRAJECTORY
SPACE STATION
SKY LAB
YAW

CHRISTMAS

Can you find all the Christmas words in this word search puzzle. Words can be found either horizontally or vertically.

Y
L
T L S
H O E
T G N
M N O O C
I A O B A
S S D B R
W H G T W I O V P
H O N V I R L I R
S L G L I Y L E E Y E T S
C E I L K T L E R U S I H
A I E Y C I M O S L E N O
C A N D L E O V I S W E N S L E S
A C D G S V T I S I U L T E E R T
A N N D Y U M I S T L E T O E L I P A R T
B E L L G O O D W A I R Y G H T A E R W E
N G O
D H L
L A T T A
L S Y

BELL
REINDEER
CANDLE
RIBBON
CANDY
SANTA
CAROLERS
SLEIGH
GOOD WILL
STAR
HOLLY
STOCKING
LIGHTS
WREATH
MISTLETOE
TINSEL
NATIVITY
TREE
PRESENT
YULE LOG

THE TREE FARM

There's a great big tree farm where different kinds of trees grow. When you unscramble all the letters you'll see how many trees you know.

1. IRF
2. ENIP
3. PELAM
4. KAO
5. YAMSCOER
6. MEL
7. RCIBH
8. MLAP

Answers: 1. Fir 2. Pine 3. Maple 4. Oak 5. Sycamore 6. Elm 7. Birch 8. Palm

CROSS WORD PUZZLE

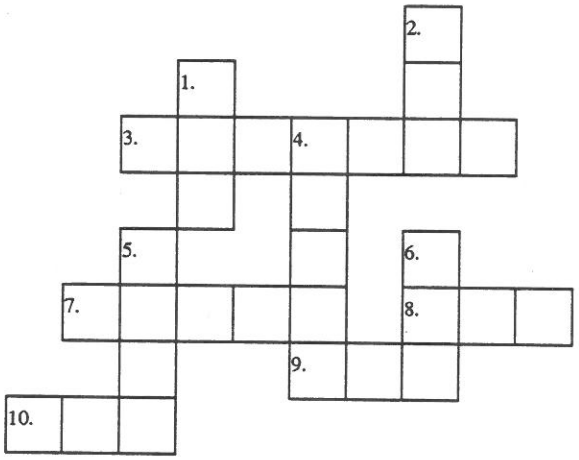
Fill in the names of the animals in the squares from the clues that tell what sound each one makes.

ACROSS

3. Cock-a-doodle-doo
7. Neigh
8. Who! Who!
9. Oink
10. Meow

DOWN

1. Moo
2. Buzz
4. Baa
5. Blaat
6. Bow-wow



Answers: Across-(3) rooster (7) horse (8) owl (9) pig (10) cat

Down-(1) cow (2) bee (4) sheep (5) goat (6) dog

SOMETHING NOT TO BE

Find the missing letters. They spell something no one wants to be. What is it?

B O T T _ E S

T_ N S

S _ R I N G

S _ I C K S

P A P _ R

T _ A S H

R U B _ I S H

J _ N K

R A _ S

Answer: Litterbug

SUBTRACTION

Subtract all the letters of the second word from the first word. Then write the remaining letter in the blank provided. When you have finished, read the leftover letters downward to find something most students look forward to. Example: Zebra - bear = z.

Stove - toes = _____

Paste - step = _____

Peach - heap = _____

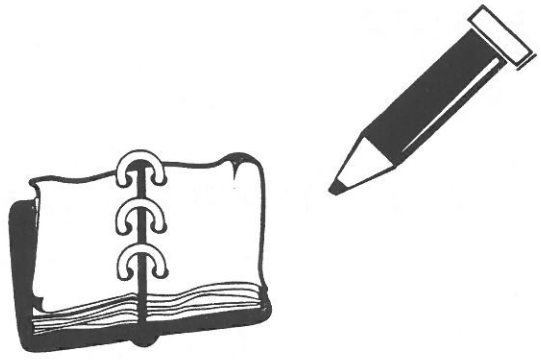
Grain - ring = _____

Store - rose = _____

Field - fled = _____

Spoil - lips = _____

Grand - drag = _____



Subtraction: vacation.

WINTER SPORTS

Match each winter sport with its appropriate definition.

1. Skiing
2. Ice fishing
3. Snow mobiling
4. Hockey
5. Sleigh riding
6. Ice-skating
7. Curling
8. Bobsledding
9. Ice boating
10. Tobogganing

a. Game played on ice by players sliding heavy stones toward target circle.

b. Coasting on snow in 6'-8' (1.8m-2.2m) sled with runners.

c. High-speed game played on ice between two teams trying to drive a puck into their opponent's goal cage.

d. Fast, dangerous sport in which two or four man teams race down banked track in streamlined sleds.

e. Individual sport in which a person glides down snowy slopes on two wooden, metal, or plastic slats.

f. Gliding on ice with special shoes that have metal runners attached to them.

g. Traveling over snow in a rubber-tracked, motorized vehicle.

h. Sailing on ice in boat like vehicle with runners.

i. Traveling on snow in vehicle with runners.

j. Fishing through hole in ice.

Winter Sports: (1) e. (2) j. (3) g. (4) c. (5) i. (6) f. (7) a. (8) d. (9) h. (10) b.

SECRET MESSAGE

Under each letter below print the letter that comes before it in the alphabet and you will have decoded the secret message.

P O I B M M P X F F O X F B S

— — — — — — — — — — — — — — —

X I J U F G P S T B G F U Z

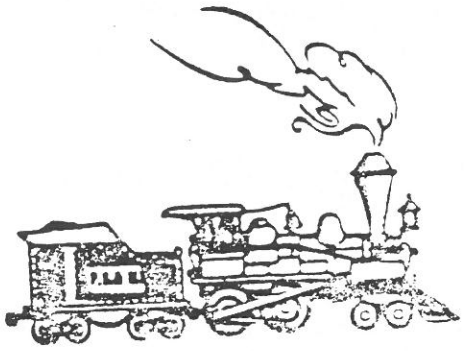
— — — — — — — — — — — — — — —

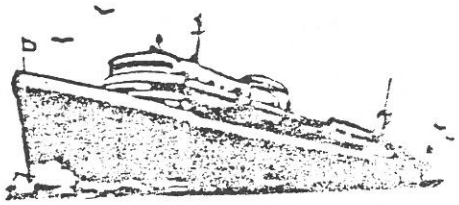
Secret Message: On Halloween wear white for safety.

THINGS THAT GO

V	F	E	R	R	I	E	L	C	Y	C	I	B	I	Y	C	T
A	E	C	I	G	M	B	U	O	T	R	U	A	F	C	I	R
T	R	A	C	T	O	R	U	T	R	O	L	L	E	Y	N	A
D	R	N	H	O	T	O	S	R	U	K	E	L	R	C	U	I
G	I	O	T	A	O	B	H	I	C	S	E	O	R	L	A	N
L	S	E	L	V	R	B	A	C	K	K	H	O	I	P	T	O
R	E	P	M	A	C	L	T	Y	E	A	W	N	S	L	E	D
I	H	T	U	H	Y	C	R	C	L	T	R	A	W	A	K	H
Y	E	U	N	I	C	Y	C	L	E	E	S	K	H	N	C	C
A	E	R	A	C	L	C	Y	E	V	S	H	I	E	E	D	A
W	L	E	K	T	E	J	C	T	A	K	I	T	E	O	R	R
B	I	S	A	T	E	L	L	T	I	E	P	A	L	V	N	A
U	N	R	E	D	I	L	G	K	O	N	N	O	G	A	W	P
S	L	E	E	T	U	H	C	A	R	A	P	L	A	N	I	S

BALLOON
GLIDER
SLED
BICYCLE
JET
SUBWAY
BOAT KITE
TRACTOR
BUS
MOTORCYCLE
TRAIN
CAB
PARACHUTE
TRICYCLE
CAMPER
PLANE
TROLLEY
CANOE
ROCKET
TRUCK
CAR
SATELLITE
UNICYCLE
ELEVATOR
SHIP
VAN
FERRIS WHEEL
SKATES
WAGON
WHEEL





PACK AND DEN TRIPS

Pack and den trips are a welcome change from the routine of pack and den meetings during the school year and are good summertime activities. Both boys and leaders should be prepared. There are certain guidelines which should be followed.

File Local Tour Permit Application with the council office two (2) weeks prior to any pack trip of less than 500 miles to provide clearance. Webelos Dens should file tour permits for Webelos Overnight campouts.

Short in-town den trips during den meeting hours do not require tour permits. However it is recommend and that permission slips be obtained (see sample). The pack committee and Cubmaster should be informed about den trips. Den families should be notified anytime the den is away from the regular meeting place. File a Tour Permit Application for longer den trips. Check with Council Service Center for policy on trips.

Secure adequate, responsible and safe transportation. More accidents occur within a few miles of home than anywhere else. Use passenger cars or vans, making certain that each boy and adult use safety belts. Boys should not ride in the back of station wagons. Transporting passengers in back of trucks is not permitted. Drivers of motor vehicles must be licensed, at least 21 years of age, and be adequately insured. Ask families to provide transportation for den and pack trips.

- Cub Scouts and leaders should be in proper uniform.
- Good behavior is important so other Scout groups will be welcome later.
- Provide plenty of adult supervision. Enlist the help of family members.
- Consider distance-how much travel time is involved?
- Make arrangements in advance with the place you plan to visit. Be on time.
- Tell the boys in advance the highlights of what they expect to see and do.
- Coach the boys so they are attentive, courteous, and observe all necessary rules.
- Establish the buddy system before starting the trip. Explain that boys remain together at all times.
- Locate restrooms immediately upon your arrival.
- Decide on rendezvous points, gathering times and plans for eating.
- Know where emergency care can be obtained.
- See that each boy has enough money for an emergency phone call.
- Know how many boys are with you, and have a list of them. Be sure each has an identification card. (You need to have their parents phone number if case of an accident.)
- Upon your return, have the boys write your hosts to thank them for a pleasant visit.

WHERE TO GO AND WHAT TO DO

A suggestion list for den and pack tours and trips.

THE WILD KINGDOM

ALLEN RANCH - 19600 South Memorial Drive, 366-3010 Trail rides, hayride are available with wiener roast. Over-night campouts with 3 hour rides with or without food are available. Campground facilities and GROUP DISCOUNTS.

KJM STABLES - 9801 South Sheridan Rd. 299-9283. Contact Kevin McCorkle or Don Starrow, about group rates or rides and lessons.

LAWRENCE FARMS - 12601 South Mingo Rd., 369-5692 or 369-2400 Open everyday 9:00 a.m. - 9:00 p.m. Trail rides; hayrides can combine with other groups). Cookout available with trail ride or hayride. Covered wagons when it rains and an inside picnic. Western and English riding lessons. Horseman merit badge offered, please call for information. Scout discounts.

AGE OF AQUARIUS - 7827 East 51st, Tulsa, 622-6450. 200 varieties of fish, 40 types of birds. Tours Monday, Tuesday and Friday after 2 p.m. Need at least 24 hours notice. Call first.

TULSA STOCKYARDS - 913 North 161st East Ave., 234-3438. Sales on Monday mornings, tours available then. Call in advance.

HOW OUR GOVERNMENT WORKS

CITY HALL - Tulsa Civic Center - Call Euna Smith at 596-7911 in advance to schedule tours. Tours given any day of the week. Best tours would be during city commission meetings on Tuesday at 2:00 p.m. or Fridays at 9:00 a.m. The commission will recognize groups attending this function.

TULSA POLICE DEPARTMENT - Crime Prevention Department - 600 Civic Center, call 596-9338 in advance to arrange tours, for daytime only.

TULSA CONVENTION CENTER - Call 596-7177, talk to any of the events coordinators to arrange tour. Tour is approximately one half hour.

TULSA COUNTY SHERIFF'S OFFICE - Call 585-1261 in advance to arrange a tour. Given between 8:00 a.m. and 5:00 p.m., Monday through Friday. Special arrangements could be made for Saturday, but preferred weekdays.

TULSA COUNTY COURT HOUSE - Call Freda Hopper, 742-6074, to arrange your tour. Tours given on Tuesday and Thursday at 10:00 a.m. and 3:00 p.m., about 2 hours long. See the jury room and court room. If a judge is available, he will explain how the court system works.

UNITED STATES POST OFFICE - 3rd and Denver, Tulsa. Call 599-6800 to see when the next tours will be given. Tours last 30-40 minutes. Ask about the Ben Franklin Stamp Club when they explain about stamp collections.

BEHIND THE SCENES TOURS

WESTIN WILLIAMS CENTER HOTEL - Call Lin Bergeron at 582-9000 ext. 2226, for arrangements to tour the hotel. Tours will depend on the occupancy of the hotel.

FRANKOMA POTTERY - Frankoma Road, Sapulpa, 224-5511. Showroom open 8:00 a.m. to 6:00 p.m., Monday through Saturday: Sunday from 12:00 p.m. to 6:00 p.m. Tours start at 8:30 a.m. until 2:45 p.m. Call in advance to schedule tour.

JUNIPER HILL FARM - 9740 East 121st South, Bixby, call 369-5256, 1-2 weeks in advance to schedule.

WATER TREATMENT PLANT - call Bill Kirk at 596-9847 or 596-9848 between 7:00 a.m. and 4:00 p.m. in advance for yours. 8 years or older, please. Visit either plant, 3600 East Mohawk or 18707 East 21st. About 1 hour.

WASTE TREATMENT PLANT - Call Kathy Smith at 586-9841 to make arrangements.

ORAL ROBERTS UNIVERSITY - 7777 South Lewis. Self-guided tour of the Prayer Tower, also a slide show. Please call 495-6807 for further information. 10:00 a.m. to 4:30 p.m.

FIRE STATIONS - Contact Captain of the station you wish to tour to make arrangements. Station #4 which is near downtown has a fire pole, a dog that does tricks and an old fire engine. Any station will be happy to give you a tour.

ARKANSAS VALLEY STATE BANK - 302 South Main, Broken Arrow, 251-9611. Please call Roy Moore for arrangements.

F& M STATE BANK AND TRUST - 1330 South Harvard, Tulsa. Call Becky Callison, 744-1330 ext. 306, to arrange tours. Please allow at least 1 or 2 weeks notice.

OKLAHOMA ARMY NATIONAL GUARD - 637 East College, Broken Arrow. Please call first, 258-8643.

OKLAHOMA AIR NATIONAL GUARD - Tulsa International Airport, call 832- 8300. Contact Captain Bruce Charler or Sgt. Dennis Blake during Spring and Summer weekdays only.

BROKEN ARROW LEDGER - 524 South Main, Broken Arrow. Call Mark Banks, 258-6688, for appointment.

TULSA TRIBUNE - 318 South Main, Tulsa. Call Teresa Young, 581- 8489, to make arrangements for a tour.

RADIO STATIONS - Contact individual stations for information.

TELEVISION STATIONS - (same as above)

SUN OIL REFINERY - Call Debbie, 586-7601, to find out when the next tours can be scheduled. Tours vary as to when they can be given.

UNITED STATES WEATHER BUREAU - Tulsa International Airport. Contact Don Devore, 838-7838, to schedule tours. Tours Monday through Friday 8 a.m. to 5 p.m.

SOUTHWESTERN BELL TELEPHONE COMPANY (downtown Tulsa) - Call 585-6140 to schedule a tour. Advance notice is required. Tours given Monday through Friday during normal working hours. Ask for Alnoma.

PEPSI BOTTLING PLANT - 510 West Skelly Drive. Please call ahead. Ask for Jeri Ridener, 446-6601 ext. 387. Prefer to give tours on Tuesday and Wednesday with last tour at 3:30 p.m. Takes about one hour. Free soft drink.

TULSA INTERNATIONAL AIRPORT - Call 838-5000 to set up a tour, shortly after the first of the month (this helps them set up their schedule). No groups larger than 25, and a minimum of two adults with each group.

P.S.O. GENERATING PLANT AT RIVERSIDE (JENKS) - Call 599-2318, Howard Ground to schedule tour.

THEATER TULSA - 1511 South Delaware, Tulsa, 747-4239. Contact Debbie Burroughs Monday through Friday, 9 a.m. - 5 p.m. Call a week in advance. The best time to visit is two weeks after the opening of a show so you can see the sets.

TULSA BALLET THEATER - 2210 South Main, Tulsa, 585-2575. Monday through Friday, 9 a.m. - 5 p.m., during school year.

AMERICAN THEATRE COMPANY - Call 747-9494 about group rates. All shows are at the John Williams Theatre of Performing Arts.

JOHNSON ATELIER - 1714 South 123 East Ave. Many different arts and crafts offered. Call for information, 438-0272.

DISCOVERY LAND THEATER - West 41st, Prattville. This is the 5th largest amphitheater in the nation. Open June to August for "Oklahoma", the musical. Call 245-0242 for information.

THE GREAT OUTDOORS

RIVER PARKS AUTHORITY - 582-0051

FITNESS PARCOUR - Trail runs along river between 11th and 18th Streets. A small nature trail is off the main trail.

FRISBEE GOLF - 41st and Riverside.

WILDFLOWER PLOTS - 46th and Riverside

AMPHITHEATER - west side of river

OLD WEST PLAYGROUND - West across 23rd Street bridge. Take road on south side of bridge, just past McMichael's. Signs to follow. Clever old west town and stagecoach.

19TH STREET OVERLOOK - restaurant, restrooms and playgrounds

PEDESTRIAN BRIDGE AND DAM - 31st Street. Trails, hiking path and flower gardens.

TURKEY MOUNTAIN - Take I-44 west to U.S. 75, south to 61st street exit, east to parking lot on Elwood Street. This River parks area is in the initial stages of development. There are no facilities at this time. It offers an excellent view of Tulsa and the Arkansas River.

TULSA ZOOLOGICAL PARK - Open 10 a.m. to dusk. Call 596-2419 to schedule docents guided tours. There is a patch you may earn.

OKLAHOMA DEPARTMENT OF WILDLIFE CONSERVATION - Fairgrounds, 744- 1039. Lots of pamphlets available for pickup and also a film library of nature films to be ordered from Oklahoma City.

OXLEY NATURE CENTER - 4700 Mohawk Blvd., 832-8112. Go in main zoo entrance and follow the road until you come to the sign and gate. Open 8 a.m. to 4:30 p.m., Monday through Saturday. Eight trails ranging from 100 yards to 1 mile in length. There is a patch you may earn and purchase there.

TULSA MUNICIPAL ROSE GARDEN AND ANN HATHAWAY HERB GARDEN (Woodward Park) - 23rd and Peoria, next to the Tulsa Garden Center. Contact them at 749-6401 for information about special shows and programs.

CARMICHAEL PRODUCE - 14800 South Memorial, 366-4728. Great place to go in October to see hundreds of pumpkins piled up, scarecrows, corn and animals. Nice jack-o-lanterns available for about $1.

WOOLAROC MUSEUM - 1-336-0307. 14 miles S.W. of Bartlesville, on Highway 123 (Frank Phillips Memorial Highway). Open 10 a.m. to 5 p.m. daily except Monday. Entry fee for adults, children under 16 free. Group tours or special lectures may be arranged in advance by writing the Museum Director, Woolaroc Museum, Bartlesville, OK 74003 or by calling. There is a Woolaroc patch you may earn from the Indian Nations Council, BSA or the "Woolaroc Pioneer Badge" (Cherokee Area, BSA) available for hiking the nature trails and completing questionnaires.

SWAN LAKE - 17th Place and Utica. Swans, turtles, ducks, fish.

REDBUD VALLEY NATURE TRAIL - East of Tulsa, west of 161 East Ave. between Hwy 266 and I-44. Approximately 1 mile long trail, circling through areas that shelter many small animals and song birds. Drinking water, restrooms, etc. not available.

OKMULGEE HISTORIC TRAIL - Hike the trail and complete other requirements and earn the "Historic Trail Patch." Contact the Okmulgee Chamber of Commerce at 756-6172.

GRAPEVINE HOLLOW NATURE TRAIL - Located in Chandler Park, West 21st Street. Trail is 1/4 mile long, winding through hickory woods and huge boulders below a cliff overlooking the Arkansas River.

OUTLAW TRAIL - Located in the hills of Arrowhead State Park on Eufaula. It has a l mile nature path and a 3 mile hike section. The nature trail look is located near the Arrowhead Lodge.

BELLE STAR TRAIL - This one mile trail begins and ends near the Belle Starr South Public Use Area on Lake Eufaula. It winds through the area once roamed by fabled outlaw Belle Starr. The trail is tree lined, mostly with dogwoods. Drinking water, restrooms and camping facilities available.

OVERLOOK NATURE TRAIL - This l/4 mile nature trail is located below the Corps of Engineers Ft. Gibson project Headquarters. It winds along a rocky bluff overlooking the reservoir. It is an easy trail, but no facilities are available.

KEYSTONE STATE PARK - Nature trail approximately l mile long. Guided tours are available in the summer. Call 1-865-4999 for more information. Hard to get a hold of, be persistent.

KEYSTONE DAM - Call 1-865-2919 for information and to schedule tours.

CANOE FLOAT TRIPS - Contact one of these operators: Sparrow Hawk 1- 456-8371; War Eagle Resort, 1-456-6272; Eagle Bluff 1-456-3031; Peyton's Place 1-456-3847; Illinois River Floats 1-456-8171. All these on the Illinois River.

SPRING RIVER - Blue Hole Canoe Floats, 1-542-6344. 3 miles east of Quapaw, OK. (Quapaw is 13 miles east of Miami).

FLINT CREEK - Spencer's Ridge Resort, 1-868-2269. 5 miles east of Kansas, OK, off OK 412 (old 33)

HISTORICAL TULSA

HARWELDON - 2210 South Main, Tulsa, 584-3333. You can just walk through or arrange for a tour. Monday - Friday, 8:30 a.m. - 4:30 p.m. Home of Arts and Humanities Council, Ballet and Philharmonic. Beautiful old mansion. Free. Ask for Tamara.

CREEK COUNCIL OAK TREE - 18th & Cheyenne. This is the site of the council fire used as a tribal meeting area by one segment of the Creek Tribe known as the Lochaplkas or the Turtle Clan.

PERRYMAN INDIAN CEMETERY - 32nd & Utica. The Perrymans were early settlers in the Tulsa area and once owned all the land in this area. This is a good cleanup project as the cemetery usually needs some work.

PERRYMAN HOME - located on the southwest corner of 31st and Utica.

FIRST POST OFFICE MARKER - 41st Street near Trenton. The first post office was opened near this site by Lewis Perryman.

WASHINGTON IRVING MONUMENT - Irving passed through in the early 1800's. Located at intersection of West Easton and North Vancouver.

TULSA COUNTY HISTORICAL SOCIETY - now located on the grounds of the Gilcrease Museum in the restored Gilcrease home. Hours are not set, call for information concerning open hours and days.

MUSEUMS OF TULSA

GILCREASE MUSEUM - 1400 Gilcrease Museum Road, 582-3122. September through March best months for tours. Tours weekdays 9 a.m. - 5 p.m., Sunday 1-5 p.m. Call for reservations for tours and information about special displays. Make reservations 2 weeks in advance.

PHILBROOK MUSEUM - 2727 South Rockford, 749-7941 ext. 309 or 310, Tuesday through Saturday, 10 a.m. - 5 p.m.; Sunday 1-5 p.m. Admission charge. Call in advance to make arrangements. Guides will go on tours with you.

FENSTER GALLERY OF JEWISH ART - 1719 South Owasso, 582-3732. Group tours by appointment. Not open on Sabbath or other Jewish holidays. Call for time available. Free admission.

ALEXANDER HOGUE GALLERY - Phillips Hall, University of Tulsa, 600 South College, 631-2202. September - May, 8:00 a.m. - 4:30 p.m., Monday - Friday.

ART AND HISTORICAL SITES

FIVE CIVILIZED TRIBES MUSEUM - Muskogee. Open Monday through Saturday, 10 a.m. - 5 p.m. 10 a.m. to 5 p.m., Sunday. Admission charge.

FT. GIBSON STOCKADE - Fort Gibson, Oklahoma. Monday - Saturday, 9 a.m. to 7 p.m. Sunday l p.m. to 7 p.m. Restored fort of the early frontier. Free. While you are in the area go to the National Cemetery near Ft. Gibson.

USS BATFISH WAR MEMORIAL PART (SUBMARINE) - Open March 15 - October 15, Monday through Saturday. 9 a.m. - 5 p.m. Four miles north on Hwy 62 on Muskogee Turnpike. Free tours.

BACONE INDIAN COLLEGE MUSEUM - Muskogee, OK. Monday through Friday, 10 a.m. - 12 noon; and 1 - 4 p.m. Indian artifacts and crafts.

HONOR HEIGHTS PARK - Muskogee, OK Contains every flower and shrub native to Oklahoma. Famous for spring showing of azaleas, but equally showy with fall flowers.

ANTIQUES INC. MOTOR MUSEUM - 2215 West Shawnee, Muskogee, OK Open 10 a.m. to 5 p.m. Admission charge. Collection of vintage autos, tractors, wagons, covered wagons and etc. Call 1-687-4447 for more information.

WILL ROGERS MEMORIAL - On the hill overlooking Claremore, OK. Open daily 8 a.m. - 5 p.m. Admission is free at this time. For more information, call 1-341-0719.

WILL ROGERS BIRTHPLACE/HOME - near Oologah, follow the signs. Inquire at the Memorial.

J. M. DAVIS GUN MUSEUM - 333 North Lynn Riggs Blvd. Claremore, OK Monday through Saturday, 8:30 a.m. to 5:00 p.m.; Sunday l-5 p.m. Free admission. More than just a gun museum. See it to believe it! For more information, call 1-341-5707.

WOOLAROC MUSEUM - Bartlesville, OK (see previous information)

FRANK PHILLIPS HOME - 1100 South Cherokee, Bartlesville, OK Tuesday- Friday, 9 a.m. to 5 p.m.; Sunday, 2-5 p.m. Free admission.

TSA-LA-GI CHEROKEE VILLAGE - Tahlequah, OK. Open May 1 - September 3. Two miles south of Tahlequah on Hwy 82. Tuesday through Sunday, 1-5 p.m., Saturday, 10 a.m. - 5 p.m. Charge for admission. Call for special group/Scout rate, 1-456-6007.

TRAIL OF TEARS PRODUCTION - Tahlequah, OK. Contact Cherokee Heritage Center, P. O. Box 515 74465 for details. Special group/Scout rate.

MURRELL HOME - Tahlequah, OK. Monday - Saturday, 9 a.m. to 7 p.m.; Sunday, 1-7 p.m. Three miles south of Tahlequah on Hwy 62, then 1 mile east (watch for sign). Restored. Site of many early day social events of the area. Free admission.

KERR MUSEUM - Poteau, OK. Monday through Friday, 10 a.m. - 5 p.m.; Saturday and Sunday, 1-5 p.m. Six miles south of Poteau on Hwy 59 and 271. Admission fee. Home of former Gov./Senator Robert S. Kerr.

SAPULPA HISTORICAL MUSEUM - Sapulpa, OK. (224-4871) Historical artifacts from the city of Sapulpa.

TRIANGLE OIL AND HISTORICAL MUSEUM - 1 mile west of Cleveland on U.S. 62 and SH 99. Open Tuesday through Friday, 9 a.m. - 5 p.m.; Saturday and Sunday, 2 p.m. - 5 p.m. Historical information.

COLLINSVILLE DEPOT MUSEUM - 115 South 10th Street, on fairgrounds. Open Sunday 1-5 p.m., other times by appointment. Call for information and appointment. Area historical information.

HAR-BER VILLAGE - Lake Road 1, 3-1/4 miles west of Grove, OK. Open 9 a.m. to 6 p.m. daily, May 1 to October 31. Historical information and collections. 82 different buildings and displays.

MAGIC FOR LEADERS

Magic tricks can really excite cub scout (and adults) during den and pack meetings. They can be used as short ice breakers during the meeting, or complete entertainment during Blue & Gold Dinners. When you get the cubs involved in the tricks keep it simple at first. The following are just a few suggestions.

YOU NEVER SAW IT BEFORE, WILL NEVER SEE IT AGAIN

I have here in my pocket something that you never saw before and will never see it again! In fact, nobody (even I) have ever seen it before, and nobody will ever see it again. (Take out a peanut in the shell, crack the shell, show it to the group, then eat it.)

YOU HAVE ELEVEN FINGERS!

This is a tricky trick! It may actually take people a little while to catch onto it. Tell them that you can prove that you have eleven fingers. "You say I have ten?" you say, "All right, we'll see". Then you start counting, beginning with the thumb. "You say ten, so I'll start there and go backwards." Then you count, "Ten, nine, eight, seven, six" which of course is the count for the fingers of one hand. Then say "All right, there was six, and I have five fingers on the other hand, so that makes a total of eleven." They may want to go through it again. Finally someone discovers that you have tricked them a little.

MONEY HAS POWER

Have someone hold a wooden pencil at both ends and parallel to the floor. After creasing a dollar bill, announce to the group that you will break the pencil in half with the dollar bill. Ask them to give you three chances to do so. Have your index finger in the fold of the bill. In the first two attempts use only the dollar bill, but on the third, allow your finger to extend and hit the pencil with the finger. The pencil will break if held firmly.

MAGIC HAT

Put three small pieces of candy on a table. Cover each with a hat. Lift the first hat, eat the candy and put the hat back where it was. Lift the second hat and the third hat, eat the candy and replace the hats. Now say: "You have seen me eat the candy under the three hats. But I can use magic so that the candy is under one of the hats. "Which hat do you choose?"

THE TRICK: have someone select a hat. Pick it up and put it on your head. Announce: "Your are right. the candy is under the hat, isn't it?"

DRINK OF WATER

Put a glass of water on a table and cover it with a napkin. Tell a friend that you can drink the water with out touching the napkin.

THE TRICK: Walk around the table saying some magic words. Ask the friend to lift the napkin to see if the water is still there. When he lifts the napkin, quickly take the glass and drink the water. You didn't touch the napkin, did you?

ONE TO FIVE

This is mind-reading magic. You leave the room while the group chooses a number between one and five. When you return, your partner sits down in a chair and you stand behind him. Place your hands on his forehead, stroke it a few times, and then rest your hands on his temples. "Concentrate!" you command. "Tell me the number they have chosen." Your partner stares straight ahead, as if in a trance. Soon you can say the number.

THE TRICK: Your partner isn't in a trance at all. When your hands are resting on his forehead, he bites without changing the expression on his face. You can feel the bite on his temples. The number of bites will be the number which the group has chosen.

BALANCING EGG

This magic egg will stand upright when you hold it on the stretched palm of your hand. It will balance in many queer ways on any flat surface.

THE TRICK: The egg is a blown egg which contains some salt. To prepare it, pierce an egg on both ends and blow the contents out into a pan. Let the inside of the shell dry. Seal one end by pasting a tiny piece of tissue paper over it. Make a small funnel and pour two teaspoon of salt into the shell. Seal the other end. At the end of your balancing act, place the egg out of sight. Then pick someone from the audience to try to balance the egg as you did. . .but give him a hard boiled egg to use. Of course, he can't do it.

PICK A PENNY

Tell the audience that you can pick a marked penny from a group of pennies in a hat without looking.

THE TRICK: Borrow a penny from someone and mark it with a pencil so everyone will recognize it. Then hand it to someone else and ask them to hold it tight in their hands to magnetize it. After they have held it for a few minutes drop it in the hat with four or five other pennies. You then reach into the hat and pull out the pennies, one at a time, without looking at them,. You can readily tell the marked penny because of the heat it will retain.

FROM 4 TO 2

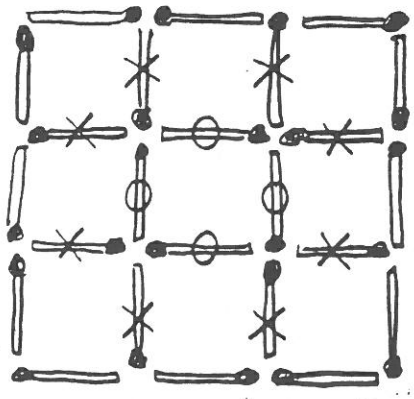
Arrange 12 matches on the table to form 4 squares, as in the drawing below. Then remove 2 matches and leave just 2 squares.

SOLUTION:

REDUCTION FROM 9 TO 5

Arrange 24 matches to form 9 squares as shown below. Then see if you can take away 4 matches and leave 5 squares.

SOLUTION:



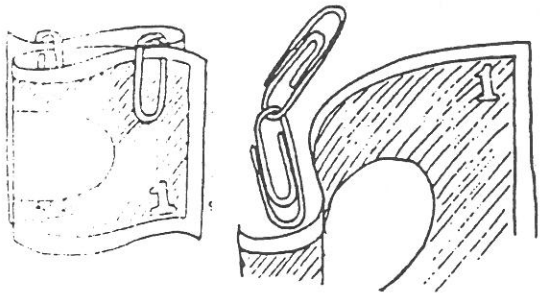
COLOR TRICKERY

On a large sheet of paper, draw a U.S. flag and crayon it heavily. Make the stripes green and black; the stars (all fifty of them) orange. Then hang it in a bright room. Stare fixedly at the flag for several minutes, then look at the bare wall. There's the flag - the way it ought to look, all red, white and blue.

LINK THE CLIPS

You will need a money note or a piece of paper and two ordinary paper clips. Ask your friends to join the two paper clips together with the note of paper. Fold the note (or paper) into three but do not crease the folds. Clip the folds with the two paper clips.

Take the two top corners between the fingers and thumbs and sharply pull the note out straight. The clips will fly off, but surprise, surprise, they will be mysteriously joined together.



THE MATCH GAME

There are many match puzzles, but this is one or the best. Empty a box of "dead" match sticks on to the table and invite everyone present to take eight only. With these eight, challenge them to produce two squares and four triangles. When they have failed to do this in a time limit, show them how easy it is . . . like this:

THE NAME GAME

INSTRUCTIONS: Make a slit on the dotted line A. Do the same on B. Cut out window box C. Cut out the pull tab strip all around on the heavy line. Insert pull tab B in slit A. Pull tab B through slit B. Slide the strip through until the first letter of your name appears in window box C. Write down the number value for each letter for your name.

FOR EXAMPLE: If your name is Christopher, the number would look like this:

CHRISTOPHER

38991267859

THEN ADD:

3+8+9+9+1+2+6+7+8+5+9=67

Now add the numbers in your answer:

6+7=13

Add the numbers in your answer again:

1+3=4

4 is the magic number for Christopher.

Find your magic number and learn your fortune.

1. You are a born leader. You have a strong determined will. You are eager to be the best. You are courageous, and will not hesitate to oppose anyone who stands in your way, no matter how powerful he is. It is a pleasure for you to lead and direct others. Be careful, as a leader not to abuse your power.

2. It is your nature to be timid. Although you try hard to be friendly with everyone. You love peace and can be counted on to be most cooperative with others. You are, however too easily persuaded to do things that your heart tells you are wrong. You are very good at being diplomatic and smoothing out the problems for others.

3. Lucky you! You are a good friend and enjoy being with people even in large crowds. You are a born speaker, and have a very creative imagination. You would be good in anything creative. You are a good companion, because you are always cheerful and happy.

4. People like you became you can be trusted. You have a good instinct for management and a place for everything--and "everything is its' place" is your motto. You have great pride about anything you do. You take pride in having every detail right and correct, to the last item. You dislike wastefulness. Be careful this does not make you miserly.

5. You have a roving nature, always looking for change, and chance to do something different. You get bored and lose your enthusiasm very easily. You love speed and crowds. You are clever, but you must learn to stick with one thing until it is a success.

6. You have romantic ideas and high ambitions. You are a good friend, and you like your friends to praise you and your work. You could be an artist or a musician, because you love beautiful things. It is your nature to be truthful and loyal to your friends. You delight in helping them in their troubles. You are very popular with all who know you.

7. You are very observant, and interested in nature. Perhaps you would be best as a naturalist or an astronomer. You are a good judge of people. You are a good student and learn easily. You are very curious about all the things in the world. But you must choose one thing and specialize in it eventually.

8. You are ambitious and want to be a big success in everything you do. You are willing to work hard and give up other pleasures to get what you want. Only the best is good enough for you. You like people and would be a good salesman, or a success in politics. Your ambition is to be powerful and important. Be careful not to hurt your friends in your desire for power.

9. You are a born artist. A great dreamer. You love all the nice things of life whether they are made by you or by others. Your standards are so high and you expect so much from others that you will often be unhappy. But you will always insist on the very best. People will love and admire you for your talents and skill.

TRICKS

The disappearing Coin

1. Fold two squares of paper
2. Paste center squares together
3. Fold one side up, hold in hand
4. Insert coin, fold, tap once or twice. . .(turn over) unfold paper coin is gone.
5. FOLD-TAP-Presto- coin reappears.

TAKE 2 COINS

Hold one is each hand-extend your hands horizontally-the problem is to get both coins into one hand without bringing your hands together, without bending your arms. . . (set one on table , turn and pick it up.). How can you get coin number 2 out of center without touching it? (move an outside one)

PACK MEETING EXCITEMENT

Run ons are similar to skits, but they are usually much shorter and require only one or two people. Run ons are good for a change of pace in pack meetings, they help make everyone laugh and relax. They come in handy between pack skits and announcements, and make good fill- ins during dead time in the program.

COURT CASE

A person enters the room with a brief case opening and shutting it very fast. The leader says, "What do you think your doing?" The person replies, "I'm going to court." The leader then says, "Ok, but what are you doing with that case?' The person replies, "It's an open and shut case!" Later on in the pack meeting the same person comes back in with the brief case and stands up on the chair. The leader says, "Now what are you doing?" The person replies, "I'm taking my case to a higher court!"

IT'S ALL AROUND ME

First person runs into the room yelling. "It's all around me! It's all around me! Someone asks, "What's all around you?" First person replies, "My belt!"

IT'S ALL OVER YOUR BACK

First person runs into the room yelling. "It's all over your back! It's all over your back!" He then points to the leader and gasps. The leader hysterically says, "What's all over my back?" First person replies, "Your shirt!"

IT'S IN THE BAG

Person comes into room carrying an inflated paper bag which he holds tightly by the top. Another person says, "What are you carrying in that bag?" "Milk", he replies. "You can't carry milk in a bag!" He says, "A cow does!"

LIGHT'S BETTER IN HERE

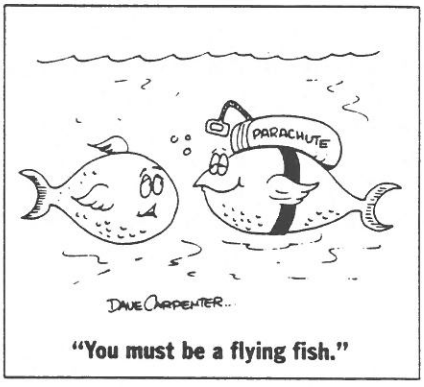
First person walks into room and gets down on his hands and knees as if looking for something. Leader asks, "Did you lose something?" First person replies "Yes, I've lost my dollar." Leader then asks, "Were did you lose it?" First person replies, "Outside." Leader again asks, "Why are you looking for it in here then?" First person, "Because the lights are better in here!"

LOOSE ROPE

A person enters room pulling a rope. The leaders says, "why are you pulling that rope?" The person replies, "Did you ever try pushing one?" The stunt can end there or later in the meeting the same person can come back pushing a rope to delight the audience. Just push wire through the rope so it will be stiff and straight and can be pushed.

YOU DON'T SAY

First person pretends to pick up a ringing telephone. He says, "You don't say. . .you don't say. . .you don't say" (with more emphasis each time.) Other person says, "Who was that?" First person replies, "I don't know. He didn't say!"



"You must be a flying fish."

WEABLES

Webelos Leader walks by Webelos (which are standing in a line) and gives him a shove, but the Cubs just rock back and forth. Webelos leader then says. "I bumped each of you hard enough to make you fall. Why are of you still standing?"

Webelos: "Webelos wobble, but they don't fall down!"

THE ECHO

(four people, pre-selected)

The principal character tells the audience that there is an echo in this room, and he will demonstrate. With three "stooges" planted in the crowd, he hollers, "Hello" and three echoes, in turns, shout back, softly, "hello". Then he calls, "How are you?" and gets three answers. Then "Baloney!" and gets three answers. On the fourth call, he says "Mister blank is a great guy," and the last answer is 3 Baloneys." (Choose your own Mister Blank)

ASTRONAUT TEST

Have everyone stand. Ask them to do the following tasks, "Close eyes, stand on one leg, extend both arms and point their first finger." Pause for a moment, and then say, "Dark in here, isn't it! "TELEPHONE TROUBLE

Two Cub Scouts stand about 20 feet apart, each holding one end of rope representing a telephone line. One makes dialing motions and the other says, "r-r-r-ring" and picks up the phone. The first boys says, "Hi, Bruce, what are you doing?" But the second boy indicates he can't hear clearly. So the first boys says, "We seem to have trouble on the line." Would a leader (pick out one) please come up and hold the line?" The boys again try to talk, but there's still trouble on the line. Continue this until there are three adults holding the lines. Finally, the trouble is cleared up and the first boy says,

First Boy: "What are you doing, Bruce?"

Bruce; " I've been fishing"

First Boy: "Catching anything?"

Bruce: "Yep, three suckers so far!"

SECOND LANGUAGE

One den member wears a sign reading, MOTHER MOUSE. Another has a sign reading, CAT. All other wear signs reading, Mouse. Mother mouse is taking her children for a walk when suddenly the big cat appears in their path.

MOTHER MOUSE: (in a loud voice) Bow wow wow! Bow wow wow!" The cat shrinks in fear and runs away

MICE: "Oh mother, we were so scared!"

MOTHER MOUSE: "Let that be a lesson to you, children. It pays to learn a second language.

VINDOW VIPER

(ONE TO SIX CUBS ARE USED IN THIS RUN ON)

First Cub runs across the stage or room yelling, "The Viper is coming." Each Cub does the same and yells the same thing. After the next to the last Cub has run across yelling, the last Cub strolls in with a rag and pail, and says, "Allo, I'm the Vindow Viper!"

STICK STUNT

BOY: (Comes on stage with stick in his hand. He puts the point of the stick down on the floor, pick it up, puts it down in another place.)

CUBMASTER: What are you doing?

BOY: Oh, I'm just sticking around.

AROUND YOU STUNT

BOY: (Runs on stage with his hands grasping his waist. He yells "HELP, It's all around me. It's all around me. HELP!"

CUBMASTER: What's all around you?

BOY: My belt!

CASE STUNT

BOY: (Comes on stage carrying a wooden case)

CUBMASTER: What are you doing now?

BOY: I'm taking my case to court.

SAME BOY: (Returns one stage later in the program. This time he's carrying the case on top of his hand.)

CUBMASTER: What are you doing now?

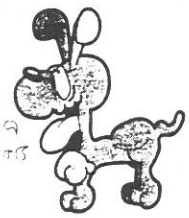
BOY: I'm taking my case to a higher court.

LOST DOG STUNT

CUB #1 (unhappy with a sad look on his face) I lost my dog.

CUB #2 That's too bad. Why don't you put an ad in the paper?

CUB #1 Dummy, my dog can't read!



FALL DOWN THE STAIRS STUNT

CUB #1 I'm sorry to hear that you fell down the stairs.

CUB #2 Oh, it's all right.

CUB #1 All right? It is?

CUB #2 Yes..I had to come down anyway.

YESTERDAY STUNT

CUB #1 What's the date?

CUB #2 I don't know.

CUB #1 Look at the newspaper

CUB #2 No good. That's yesterday's paper.

TURKEY SUSPENSE

1ST CUB: How do you keep a turkey in suspense?

2ND CUB: I don't know. How?

1ST CUB: I'll tell you tomorrow!!

APPLAUSE STUNTS

Applause stunts are a great way to recognize a person or den for some accomplishment they have performed. Be sure before you start that everyone knows and understands what the applause stunt is and how to do it. Applause stunts not only can be used as recognition, but they liven up a meeting. They give the audience a chance to move around and let off steam.

TURKEY APPLAUSE-Say, "Gobble, gobble, gobble" then rub your stomach while saying, "yum, yum".

SANTA CLAUS APPLAUSE-"Ho, ho, ho! Pull in reins and say "Whoa, Rudolph."

DAD'S GIFT APPLAUSE-Act as opening a gift, and when open say, "Oh boy, a new pair of socks!"

CHRISTMAS STOCKING APPLAUSE-Act as if emptying stocking, then put it on your right foot.

PIRATE APPLAUSE-"A vas you landblubbers walk that plank!" Then "glub, glub, glub."

SAILBOAT REGATTA APPLAUSE-Hold right hand palm up in front of face and blow across it with a series of puffs.

JAWS APPLAUSE-Make sound of Jaws theme. Put palms together and open and close like jaws as you "sing" the Jaws theme.

OVEREATER'S APPLAUSE-Looking uncomfortable, rub stomach and say slowly: "I can't believe I ate the whooooooooole thing."

FLAPJACK APPLAUSE- Pretend to pry a spatula under a pancake, then throw it up into the air, nod your head three times up and down as if watching the pancake flip, and then catch it on the spatula.

ALKA SELTZER APPLAUSE-"Plop, plop, fizz, fizz, oh what a relief it is."

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

NAIL-POUNDING-Start the nail, drive it in, and hit thumb, "OUCH!"

RACERS-Move hand like a racer and go "ZZRRrroooommmm" three times.

WOOD CHOPPER'S CHEER-"HOW HOW HOW; CHOP, CHOP, CHOP; TIMBERRRRRRRR.

POLE VAULT APPLAUSE-Stand your two fingers of one hand on your arm (like legs) Have them run down the arm to the wrist and then leap high in the air, as you bring your hand down, CLAP!

B L B CHEER

Give me a "B"..."B"
Give me a "L"..."L"
Give me a "B"..."B"
Put them all together and what do you have?
(Putting finger between lips, go 'BLB, BLB, BLB')

KNIGHT APPLAUSE-Kneel and place your right hand on your left shoulder, then your right shoulder while saying "I dub thee Sir Knight."

PAUL REVERE APPLAUSE- Pretend to be riding a horse, while moving up and down saying, "The British are coming, the British are coming, the British are coming."

BOW AND ARROW APPLAUSE-Make motion as if shooting an arrow and say "ZING. . .ZING. . .ZING." Pretend to release and arrow on each "ZING."

THE THINKER -While frowning, stroke your chin with your right hand and say, "HMMMMM MMMMMMM!

ALLIGATOR-With palms together , start opening fingers, keeping wrists together, then snap hands together very fast. Repeat 3 times

SEAL CLAP-Extend arms in front of you, cross hands at wrists, and clap several times, saying "AR, AR, AR."

TONY THE TIGER- Roar like a tiger and say, "IT'S GREAT".

TOURIST- Look around the room as if gawking in some tourist sight and say "Oooooh and Ahhhh."

POPCORN-With one hand closed cover it with the other hand. Let the closed hand "grow" from under the other hand. The spring the fingers open saying: "Pop, pop, pop."

SPIDER-Walk all four fingers of one hand up the other arm and then scream, "Eeeekkk!"

BALLOON-Put hands to mouth and blow. As you blow, expand hands and fling them out with a "Bang."

MATCH-Pretend to strike a match on seat of pants. On second try it lights. Look at it, then shake and yell "Yeow!"

ROBOT- Walk stiff legged and stiff-armed saying "Does not compute. Does not compute."

TONTO-Leader says: "Where does Tonto take his garbage?" Audience yells in reply: "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 slapping hands on thigh.

APOLLO-Count down, "10, 9, 8, 7, 6, 5, 4, 3, 2, 1, BLAST OFF!" With hand, gain orbit and say "Beep, beep, beep."

CLAM CLAP-Roll up sleeves. Double up fists and with left arm in front of your face and right arm over head, silently open and close your right fist.

A BIG HAND-Leader says: "Let's give them a big hand." Everyone holds up one hand with palm open.

ROUND OF APPLAUSE-Audience claps while moving hands in large circular motion.

INDIAN NEEDLE IN HAYSTACK- Grab back side, jump up and down and yell: "Yi. Yi. Yi!"

DESERT YELL-"Yucca, yucca yucca."

MOTORCYCLE-Raise foot and kick down 3 times. Make noises like a sputtering motor. Hold hands out like gripping handlebars. On third try, engine starts. Say: "Varr-oo-mm!"

JAPANESE- Bow head low three times and say: "Ah, so."

LOCOMOTIVE-Begin by slapping your left arm slowly with your right hand. Gradually increase speed, working down over left palm, peering into distance. Imitate train whistle: "Whoo-whoo!"

CHINESE- "Phooey. Phooey. Phooey."

FLAPJACK- Pretend to pry a spatula under a pancake. Then throw it up in the air. Three times nod head up and down as if watching flapjack flip, then catch it on spatula.

MOSQUITO- With hand, slap yourself on neck, arms, legs, while saying: "Oooh, aaah, aaah!"

BEE -Put arms straight out and pretend to fly while saying "Buzz, Buzz."

RUDOLPH-Put thumbs to head with fingers up forming antlers. Wrinkle nose and say: "Blink, blink, blink."

SATELLITE- Move right hand in a circle over head opening and closing the first while saying in a falsetto voice: "Gleep, gleep, gleep."

TYPEWRITER- Pretend to type, with fingers moving rapidly while saying: "click, click, click, ding. Click, click, click, ding."

TARZAN APPLAUSE-Beat chest and make the Tarzan call: "aheeeeeaheeeeeah."

PAUL REVERE APPLAUSE- Pretend to be riding on a horse while moving up and down and say, "The British are coming, the British are coming."

COMPETITION AMONG CUB SCOUTS

Games are the sunny side of Cub Scouting. Skills and interests developed at this age help develop self-confidence, independence and an ability to get along with others. Games are an integral part of Scouting's programs because they are important teaching methods. Games accomplish Cub Scouting's objectives of physical fitness and character development, and at the same time help to develop the total boy-one who is physically strong, mentally awake, and morally straight.

Games teach boys to follow rules, to wait their turn, to respect the right of others, to give and take, and to play fair. Games provide training in character because a boy is more receptive and teachable when he is at play and having fun.

There are all kinds of games --strenuous ones for out-of-doors or a big room, get acquainted games called ice breakers, quiet games that may be played around a campfire or in the den meeting room, and organized team games. Pick a game that a suits the occasion.

Games are. . . . .

- Lessons without teachers
- Body builders
- Mind stretchers
- Friend makers
- Building blocks
- "User friendly"
- Through games, a Cub Scout
- Learns new skills
- Develops new interests
- Learns fair play
- Is taught respect for the rights of others

Most of all games are fun

Games are usually considered the fun part of a den or pack meeting. The den or pack leader uses games for various reasons. The games are not just a fun thing to sandwich in between work periods of the meetings. It is a vital part of the Scouting program-the game of Scouting. Almost everything Cub Scouts do can be done , learned or practiced (or all three) as a game.

GAME LEADERSHIP

In order for the games in your pack or den to be a success there are a few important things that all game leaders need to know. Game leadership is a skill that can be learned, and by following these basic steps you will soon become quite adept.

1. Start with the best games, ones that can be easy to explain and enjoyable to play. Your initial success will give you confidence to tackle more complicated games and also enhance the morale of the players.

2. Know your game thoroughly . . . title, rules, boundaries of playing area, number of players, what is allowed and what isn't.

3. Have all equipment readily available . . . ball, ropes, chairs, beanbags, etc. Use games that all can play and vary them . . . change from active games to quiet games to give the players a breather.

4. Use the widest selection possible of various types of games and give all players a chance to play games they really enjoy.

5. Make sure the space available is large enough to allow everyone to play.

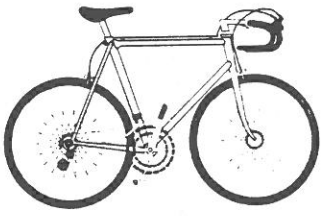
6. Check the area for potential hazards that can be moved. Those that can't be moved can be used as bases or "home".

7. Don't wear a game out . . . play, but don't overplay a game. A successful game will be more in demand if it is stopped while everyone is still having fun.

8. Never insist on a boy playing a game if he doesn't want to. He can be used as a score keeper, judge or umpire.

One thing that is often over looked by many den and pack leaders is giving the boys an opportunity to lead the games, and don't forget your Den Chief or Den Aide. They are the most likely candidates for the job.

Remember, the success of your game period depends greatly upon your leadership. When someone says: "Games? They're for the birds! Kid stuff. I don't wanna play". . . what he is really saying is: "I don't know how" or "I'm scared to try because I might not be any good." Your skill as a leader can challenge and persuade the shy Cub Scout and channel the energy of the "show-off" making den and pack games fun for all.



DEN GAMES

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits outdoor activities. Den games can be relays or can be played with each boy playing as an individual.

An active den game is a helpful start at a den meeting to "get the kinks out". Remember most of the den meetings are held immediately after school, when the boys have been cooped up for most of the day in a classroom. A den game allows the boys to let off steam and may make the group easier to handle for the quieter activities you have planned.

Choosing up sides among the boys is not always easy. Use a method of drawing straws, going in alphabetical order, or selecting two captains to select the teams by alternately choosing members of his team. Rotate your method of choosing teams.

Remember . . . games may be used to teach fair play, to promote good sportsmanship and build character in the boys, but above all . . . they should have F U N ! ! !

PACK GAMES

Pack games are played with large groups of boys and adults at the monthly pack meetings. As a general rule of thumb, relay games seem to work best for large groups of mixed ages. When planning a pack game use your imagination to the limit.

Pack games should include as many boys as possible. If all cannot participate select a den representative to take part, and he can play for the whole den. If prizes are given a simple den or group prize penny candy, bubble gum, balloons, etc.) which can be divided with the whole den is desirable.

Involve parents and leaders in pack games whenever possible. Cub Scouts love to see their parents participating in pack activities. When you are preparing your pack games be sure to have more supplies on hand than needed. It is better to have more than enough on hand.

The same rule applies to the pack games that you will use in the den meetings . . . they should be FUN !

DEN GAME CHEST

Den game chests come in various sizes, shapes and colors. A game chest may cost nothing but time and determination, or you may have several dollars invested. A game chest is sometimes called the den leader's helper.

It may be a cardboard box, an old foot locker, a cast-off toy chest or any other container which you have handy and can be spared for game or craft supplies.

Once you have selected your game chest, involve the boys in the preparation. A little paint, a few decals, lots of imagination, and perhaps even the boys' own signature will personalize its exterior. The world will know where Den 3 keeps its game supplies.

It's what's inside that counts. A leader can fill a game chest with material from around the house or the boy can be asked to bring some items from home.

SUGGESTED SUPPLIES:

1 dozen small paper sacks
2 foil pie pans
2 dozen clothespins
1 dozen feathers
6 rubber jar rings
2 dozen bottle caps
Rubber balls
Old umbrella
Toothpicks
1 pkg. playing cards

12 plastic spoons
1 ball string
Rope
2 dozen washers
Old work gloves
Assorted tin cans
6 paper cups
Wide mouth jar
Tossing boards
Marbles

Ping pong balls
1 dozen balloons
Straws
Milk bottle
6 bean bags
1 set checkers
Whistles
Curtain rod rings
Muffin tin

Your game chest will be your silent helper when planned activities are over too quickly. It can help the denner when it is his turn to help at the den meeting. It's also a good place to store den supplies, unfinished craft items and den records. If you haven't made a den game chest, try it now. You will find that it is really a treasure chest ! !

MONTHLY THEME GAMES

NOVEMBER 1992
TURKEY DAY

GRAVY BRIGADE

Materials needed for this game are two soup ladles, and four buckets, two of them partially filled with water (gravy). Divide the group into two teams and have them form parallel lines beside each other, with the boys at arms length distance from each other. Put the buckets with gravy in them in front of each group and give the lead person a soup ladle. Put the other bucket at the end of each team. On "GO:, the first boy on each team fills the ladle with water, and passes it on the second team member, who passes on down the line to the last person who pours the gravy into the bucket and passes the ladle back. The first team to fill the empty bucket to a designated line wins.

RING THE TURKEY

Cut out the shape of a turkey from cardboard or wood. Paint and decorate the cutout. Hammer nails onto the turkey at different places. This is the target. Place it 8 to 10 feet away. Have each boy throw rubber jar rings at the turkey. The winner is determined by the number of rings which catch on the target. To make the game more interesting, mark each nail to be worth a certain number of points.

TURKEY RUN

One Cub Scout is chosen to be the turkey catcher. All the others are given names of turkey parts, such as neck, wing, leg, etc. When the turkey catcher calls the name of a part, all players having that name run to the designated base or nest. All those caught before they can reach the nest are placed in the "turkey cage" and remain there until the game ends.

THANKSGIVING SPELL DOWN

Have the boys sit in a circle and pass around a paper bag containing twelve cardboard squares (with one letter from the word Thanksgiving on each card) to each boy. As each boy draws a letter from the bag, he says: "I'm thankful for something that begins with ___". The other boys get three tries to guess what the boy with the letter is thankful for. If they can't guess, the letter is returned to the bag and the bag is placed in the center of the circle. The game continues until the letters spell out the word "Thanksgiving".

INDIANS & PILGRIMS

Divide the boys into two teams, one team designated as Indians and the other Pilgrims. The pilgrims are given five "turkeys" (apples), which they must carry to their "village" (other side of the room). They hide the apples on one or more of the group. On the way to their village, they must pass through the Indian camp (middle of the room) for one minute. The Indians try to figure out where the apples are, without touching the pilgrims. At the end of one minute, the Indian leader points out pilgrims his group thinks are carrying the apples. Each wrong guess gives pilgrims a point--each right guess give the Indians a point. Have the teams trade places and try again.

TURKEY AND THE STRAW RELAY

Divide into relay teams. Each boy is given a straw. The two end players on each team are given a small turkey cut from tissue paper. They draw their breath through the straws and hold the turkey against the end of the straw. The next boy in line removes the turkey to his own straw in the same manner. He passes it on to the next boy, and so on. If the turkey falls to the floor, it must be picked up by putting the end of the straw against it and breathing in.

WISHBONE CRANBERRY ROLL

On a large piece of cardboard, draw several turkey wishbones. Number each of these 5, 10, 15, 20, 25, and 50. Each player is given twelve cranberries, or they may use the same cranberries and pass them along when each boy has finished throwing. Individuals or teams may play by rolling the cranberries onto the cardboard one at a time in an effort to make them land in one of the numbered wishbones. Each player or team keeps score and a token prize is given to the individual or team with the highest score.

TURKEY FEATHER RELAY

Divide the boys into relay teams. The first boy on each team holds a long turkey feather. At the word "go", each boy throws his feather, javelin style, toward the finish line. As soon as it touches the ground, he picks it up and throws it again. When it crosses the finish line, he picks it up and runs back to the next boy in line. The first team to complete the relay flaps their arms and gobbles like a triumphant turkey.

TAIL FEATHERS

The "tail feathers" are neckerchiefs tucked under the belt, with at least two-thirds left hanging. The ideal is to snatch the tail from the other boy's belt. Play in a large circle or area with designated boundaries. Disqualify any boy who steps out. Winners are the ones who save their tail feathers and the ones who collect the most from others.

PLATE AND FEATHER RACE

Boys line up in teams at one end of the room and each is given a feather on a paper plate. Carrying their plates, the first two on each team race to the other end of the room and back again, tagging the next player on their team. If the feather comes off his plate, the boy must stop and put it back on his plate. The first team to run through each boy wins.

DECEMBER 1992
HELP OTHER PEOPLE

TRIANGLE TAG

Divide the group into groups of four. One of the boys volunteers to be it from each group. The other three boys join hands in a triangle. One of the three in the triangle volunteers to be the target. The fourth player (it) stands outside the triangle. The object of the game is for the chaser (it) to tag the target. The three boys in the triangle all cooperate to protect the target by moving and shifting, and the target must be tagged somewhere other than the hands or arms, and cannot be tagged from across the triangle. When the target it legally tagged, he becomes the next chaser and another target (other than the boy who was just the chaser) is selected. To make this game a little easier for the chaser, you might have the boys keep their hands on each other's shoulders rather than hold hands.

PAPER PAT-A-CAKE

Divide the group into sets of two. The object of the game is to have the two boys attempt to support a sheet of paper between their two hands as they go through the clapping actions. Each pair faces each other and extends their right hand and the sheet of paper is slipped between them. They then try to separate their hands and connect them again without dropping the sheet of paper. If successful, they can switch hands.

RUMP BUMP

Partners stand back to back, bend down, and place their hands on the floor in front of them. They then place a balloon between their behinds and try to move around without dropping it. To end the game with a bang, the partners can press their behinds together until the balloon pops.

PARTNER PULL-UPS

Partners sit on the ground facing each other with knees bent and toes touching, keeping the soles of their feet plat on the ground. They reach forward, grasp hands, and pull each other up to a standing position before lowering themselves back to a sitting position. A broomstick version also works well with partners grasping a broomstick rather than their hands.

JIGGLE AND SWIGGLE

A stick or dowel rod about 2 feet long and an inch in diameter is held parallel to the ground, supported between the waists of the two partners. A string about 18 to 24 inches in length hangs down from the center of the stick, with a small rubber ball at the loose end. Adjust the length of the string as needed so that the ball hangs free a few inches above the ground. The two players work in unison to wind the string and ball around the stick and then to unwind it.

In order to keep the stick tight, use cords to tie the ends of the stick to belt buckles, or if they didn't wear a belt, tie the cord around their waist.

ROWBOAT WALK

Two partners sit facing each other with knees bent up and the bottoms of their feet on the floor. Each one slips the front of his feet under the other's thigh so that his toes are touching the cheeks of his partner's behind--not all the way under, though, or the toes will likely get squished. They join hands and move forward in unison by moving one cheek forward followed by the other. As one partner moves forward, the other moves backwards. Reverse directions.

CAR AND DRIVER

Boys form into pairs. One partner is the driver and stands directly behind the other (the car) with his hands placed on his partner's shoulders. Have them walk through a pre-set course. After trying with their eyes open, the cars close their eyes and the drivers direct stopping, turning, and starting the cars with only their hands through touch signals. Cars can begin slowly, building up to the point where they can maneuver through obstacles and crisscross one another's paths.

CO-OP GOLF

Divide group into pairs. Each set work together to draw a nine-hole golf course on a large piece of paper, indicating tees, greens and holes. Then, one partner closes his eyes and tries to draw a line from one hole to the next. The sighted partner helps by directing the route of the golfer's pencil (ball). The second partner then tries his luck using a different colored pencil to keep track of his ball. Younger Cub Scouts can open their eyes after each hole to line up for the next; older boys can try to go through the whole course.

LEANING RING

Cub Scouts stand in a circle, join hands, and count off by twos all around the circle. Keeping their bodies as straight as possible, all the ones lean forward toward the center of the circle, and all the twos lean backward away from the center. Each group is kept in balance by the counterbalancing action of the others. Once the leaning ring has been formed, the ones can alternate with the twos by slowly reversing the direction of their lean, the in-leaners becoming the out-leaners and vice versa. Normally, everyone's feet are kept stationary on the floor throughout the activity, but for added fun and challenge, the entire leaning ring can try to move in a circle.

OCTOPUS WALK

Have all the Cub Scouts get close together in a group, and tie a rope around the whole group, tight, but not so tight to constrict breathing or moving. Loop the rope around the group at least a half dozen times. Then have the group move together from point A to point B, being very careful not to fall. You should stand close to the group to help it keep from falling should they stumble. The route can be chosen to offer occasional obstacles.

JANUARY 1993
PIRATE WATERS

GUARD THE TREASURE

One boy is chosen to be Purple Beard, keeper of the pirate treasure, who stands guard over the "jewels" (beanbag or whatever). Everyone else forms a circle around Purple Beard. The group standing around Purple Beard must try to steal the treasure without being tagged. Those touched by Purple Beard are frozen in place and can no longer try for the treasure. Purple Beard must try to defend the treasure. It's always surprising how far loud yells, evil glances, and some fancy footwork will go to ward off invaders. Purple Beard, if daring, can wander away from the treasure to tag potential thieves. Usually one part of the group will try to tease Purple Beard away from the loot to help someone from another part of the circle catch the pirate off guard. The thief can try to dive from behind Purple Beard and get the jewels before being tagged. If the pirate hovers over the treasure, there may have to be a mass charge which sacrifices a few boys for the sake of the jewels.

LIFEBOATS

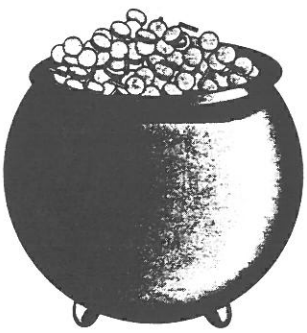
The leader plays the captain of a sinking pirate ship, with the Cubs as crew. The captain calls out an order Cubs must follow before they can climb into a lifeboat (e.g. do three somersaults) and a number telling them how many people the lifeboat holds (four). As quickly as possible, the Cubs follow the order, then race to join up in groups of four. Those who are left out of lifeboats must repeat the actions again before the captain calls out a new order (run and touch all four walls) and number (two).

SHIP WRECK

Divide the group into teams of 4 or 5. Give each team a piece of plywood 2 feet by 2 feet. This is their ship. Instruct the boys to hold onto its sides as they run the length of a playing field. The teams are to run with their "ship" until the leader yells "Shark!" Then all boys jump on board the ship. The first group with all feet off the ground, gains a point. Repeat the procedure several times. The first group to cross the finish line gains 3 points. Add up points to decide the winner.

PIECES OF EIGHT

A bucket is filled with about 8 inches of water, and a quarter is placed on the bottom of the bucket. Fifteen or twenty pennies are divided among the boys. Each boy takes a turn dropping one coin into the bucket. The object is to cover the larger coin on the bottom. The boys continue dropping and retrieving pennies until they feel like stopping. Boys who feel they are ready for more of a challenge can be informed that if they cover the quarter before they run out of pennies, they win the game. If not, the water wins, and they try again.



FLYING DUTCH MAN

All boys but two join hands in a circle. The two who have been left out are the lost ship. Holding hands, they walk around the outside of the circle, seeking a port. When they decide upon a likely spot, they break the hand hold of two boys in the circle. Now the action begins. At full tilt, the lost ship has to navigate the circle one more time. Meanwhile, the two boys whose hands were unjoined have to join hands again, start running around the outside of the circle in the opposite direction, and return to their port before the Flying Dutch man does. The first pair to make port closes the circle. The partners on the outside are left to roam in search of a new port. For variety, change the mode of navigation to hopping, jumping, or running backwards.

FISHING IN THE TROPICS

Here's a chance for your Cubs to do a little tropical fishing. Place a dishpan with many colored rubber bands in the bottom on the floor in the middle of the room. Provide a fishing pole consisting of a stick about two feet long, with a string with a hook fastened on one end. Give each Cub three minutes to snag as many "fish" as he can and award a small prize to the winner.

CROSSING THE QUICKSAND

Place small pieces of masking tape on the floor to form a twisty line of stepping stones, some close together, others far apart. Each Cub in turn tries the course, while balancing a tennis ball on a flat board.

IN THE SEA

Arrange the players in a circle around you just outside a chalk line. If you order, "in the pond", all are to jump up. When you call, "on the bank", all should jump back. If the order, "in the pond", is given when all are in, no one should move. Such orders as "on the pond" or "in the bank" should be ignored. Anyone making a mistake is out of the game. The last player left is the winner.

FEBRUARY 1993
OLD GLORY

ONE IF BY LAND

Separate the boys into two groups, one at one end and the other at the other end of the course. Give a boy on one end two candles. Light the two candles (make sure to have a wax catcher above where he holds the candle). He must go through the course (set some obstacles in the way that are challenging but not so difficult the boys cannot do it) holding both candles and keeping them lit. If one candle goes out, it must stay out until he reaches the group on the other end, at which point he relights the other candle and hands the candles to the first boy in line, who returns it to the other end. If both candles go out, the boy must return to his starting end to have both candles relit. The object is for all the boys to run the course and check their time. They might want to run it two or three times to see if they can better their record. State that their best time is a world record for the course they used.

STRINGING ALONG

Cut 75 to 100 pieces of red, white, and blue yarn of varying lengths. Hide each piece of string someplace in the room before the boys arrive. Have the boys stand in the middle of the room. Divide the group into two teams and explain that you've hidden the materials for a U.S. flag in the room. The object of the game is for each team to finds as many strings as possible and shape them into a flag that resembles a U.S. flag. A variation is to have them tie the pieces together, with the team with the longest line being the winner.

PATRIOTIC COLORS

Have the boys sit in a circle. The leader sits in the middle of a circle and points to a boy and says "red". The boy has to name an object that is red before the leader can count to 10 out loud. The same object cannot be repeated. If a boys fails to think of an object, he is out of the game. Use the patriotic colors red, white, and blue.

PLEDGE OF ALLEGIANCE RELAY

Line up in dens or other assignment of groups. Tell the groups that they will be reciting the Pledge of Allegiance forwards and backwards by word. The first person in the line will say the first word of the pledge, the second person will say the second word, and so on. When the pledge reaches the end of the line, the first person in the line picks it up. When the end of the pledge is reached, reverse the order of reciting, and begin to recite the pledge word be word in reverse. First team finished and correct wins.

SALUTE RELAY

The dens stand in file formation, with den leaders standing by the den flags, about ten paces in front of the dens. On the signal, the first boy in each line runs to the den leader, comes to attention, gives the Cub Scout salute smartly. If the salute is good, the den leader returns the salute. If the salute is done poorly, the salute is not returned and the boy must continue to salute until the salute is acceptable and returned by the den leader. The team finishing first wins.

FLAG JIGSAW

Prior to the den meeting, make a set of three historic flag jigsaw puzzles for each boy. To make each puzzle, draw the historic flag about 9"x12" on heavy paper. Glue the paper to lightweight cardboard. Then cut the flag into at least nine irregular pieces. Place the pieces for all three flags in an envelope and give the envelope to each player. The boy who assembles his three flags first is the winner.

BLUE AND GOLD MANNERS

A hat, napkin, man's tie, knife and fork are needed to play this game. Also a bar of chocolate and a pair of dice. The players take turns throwing the dice. When one gets a double, he immediately puts on the hat and tie and places the napkin in his lap. He tries to open the chocolate bar using only the knife and fork. In the meantime, the other players continue to throw the dice. If another player throws a double, then the player working on the chocolate bar removes the hat and tie and gives them to the new player, who puts them on and tries his luck with the chocolate bar. The game goes on until all of the candy is eaten with the knife and fork.

ICE CREAM RELAY

Divide boys into pairs. Give each boy a small dish of ice cream, and two spoons tied together with a six inch piece of string. The first pair to finish their ice cream wins. Note: they must eat at the same time, not individually.

FEED THE GUEST

Equipment:

Large cloth napkins (Cub Scout neckerchiefs will do), Gum, Drops, Toothpicks.

Each side of the table plays against the other side.

Place a napkin, bowl of gum drops and a package of toothpicks at the end of the table for each team. At the given signal, the first person on each side ties the napkin around the neck of the person sitting next to him, picks up a toothpick, spears a gum drop and feeds the person next to him. This person then unties the napkin from around his neck and repeats the procedure with the next person. This continues on down the table. The first side to finish wins.

THE FLAG BASEBALL QUIZ

Divide the boys into two teams. They will be playing baseball on a chalkboard and moving a base for each correct answer given.

Questions:

1. What is the official name of the flag?
2. When is Flag Day?
3. What does the color blue represent in the Flag?
4. What does the color white represent in the Flag?
5. What does the color red represent in the Flag?
6. How many white stripes in the Flag?
7. How many red stripes in the Flag?
8. What is the nickname of the Flag?
9. What is the significance of the Flag at half-staff?
10. How should you pay respect to the Flag when it is passing on parade?
11. What should be done with worn-out flags?

Answers:

1. The Flag of the United States of America.
2. Flag Day is June 14.
3. Blue is for justice.
4. Whit is for purity. 5. Red is for the life blood of those ready to die for their country.
5. Six white stripes.
6. Seven red stripes.
7. Old Glory
8. A period of mourning for the death of government official, or of military dead on Memorial Day.
9. Stand when it is passing and salute if in uniform or hand over heart if in civilian clothes.
10. Flags should be destroyed as a whole by burning.

MARCH 1993 WEATHER OBSERVATIONS

RAIN GAME

Everyone stands in a circle. The leader starts by rubbing his/her hands together. The boy to the right of the leader joins in, then the next boy to the right, then the next, until everyone it doing it. This sound is much like the sound of a soft spray of rain. The leader then starts a new sound--finger snapping. The rain is intensifying. Each boy must continue to rub hands until it is his turn to snap fingers. When the finger snapping has gone around the circle, the leader begins the next sound-- hands slapping thighs. Finally the center of the rainstorm--hands slapping thighs plus foot stomping. To end the rainstorm, completely reverse the activities. The last sound to be passed is the silence as each boy, one by ones stops rubbing hands.

CLOUDS ON THE CLOTHES LINE

Materials needed for this game are 36 clothespins, 2 baskets, 2 aprons, 2 raincoats or ponchos, and 10 diapers or pieces of cloth. Two clotheslines are strung between two posts or trees. Divide the boys into two teams or play the game as a fun event with no competition and time the event. In this relay, every other member of each team puts on the apron and hangs the clothes out on the line, while the alternate member puts on the rainwear and takes the clothes down from the line. On "GO", the first boy from each team takes the clothes basket, filled with half the diapers and half the clothespins, and runs to the clothesline to hang them up. When the job is finished, the next boy on the team puts on the rain gear and takes the clothes basket out to the line to bring in all the diapers. The relay ends when every member of the team has either hung up or taken down the diapers.

SNOWBALL SLING

Divide the boys into equal teams and have them sit in two straight lines facing each other, 8 to 10 feet apart. Give each boy three sheets of newspaper. On a signal, each boy sits on one hand and uses the other hand to crumple a sheet of paper into the smallest ball possible. These paper balls become the snowballs. At a signal from the leader, both sides start throwing snowballs at each other. Boys may not move from their sitting positions. When a signal if given to quit, each team counts the number of snowballs on its side (must be within reaching distance to count). The side with the fewest wins. Snowball Toss Each boy needs three ping pong balls. A small box is placed in the center of the room. Boys form a circle around the box. Going around the circle, each boy tosses one ball into the box as his turn comes. If the ball misses, it is returned to that boy. Tossing is continued until a boy is out of snowballs. He is the winner.

WEATHER BALLOON COMPETITION

This game may be played in teams or individual competition. To play, set a base, such as a book or rock on the ground. Each boy in turn blows up a balloon and releases it to shoot squealing into the air. The distance each balloon travels it measured to see which went the greatest distance.

WEATHER OBSERVER

Each Cub Scout will need pencil and paper. The leader gives a 3-5 minute fictitious weather report full of lots of weather activity. While telling the story he does several things such as mopping his brow, buttoning his shirt, scratching his ankle, etc. At the end of the forecast, each boy is asked to write down NOT what the forecaster said, but what he did during the report and in the order that he did them. Another variation would be for them to write all the different types of weather conditions mentioned and in order.

BALMY BREEZES

Seat the boys around a table small enough so they will be close together. Put a ping pong ball in the center of the table. On signal, boys, with their chins on the table and their hands behind them, try to blow the ball off the table between two of the other players. A boy scores a point every time he manages to blow the ball off the table. This could also be done as a team competition with one team at each end of the table.

HAIL STORM

Each boy is given, in turn, 5 ping pong balls (hail stones) to throw into a waste paper basket. Balls that bounce out of the basket do not count in that boy's score. High score wins.

APRIL 1993
LIFE ON OTHER PLANETS

ALIEN

The Cub Scouts use their imagination to turn themselves into a combined alien monster. The object is to build a human alien that has a third of the Cub Scouts' legs and a quarter of the Cub Scouts' arms touching the ground. They make up the name of the planet, name of the alien, and sound the alien makes.

CREATING CREATURES

Divide the group into teams of 3 or 4. Give each team a pair of scissors, glue, and a variety of colors of construction paper. Within a given time limit (15 minutes) each group designs and constructs a space creature from another planet. They must decide on a name for their creature, tell where it lives and what it eats. When all teams are finished, a spokesman for each team introduces their creature to everyone.

ALIEN ART

Give each boy a piece of paper and an pencil. Have each boy fold the paper into thirds. On the top third of the paper, each boy is to draw the head of an imaginary alien, continuing the lines of the neck a little bit past the fold. Then boys are to fold back the tops so that the pictures are not visible to anyone. Each boy then passes his sheet to a neighbor, who is to draw a torso and arms in the middle third without looking at the head drawn on the top third. The lines again should be extended slightly below the next fold. Once again papers are folded so that the pictures cannot be seen and then passed along.

The last player connecting the lines adds legs on the bottom third of the paper. When all players have finished drawing, the sheets are unfolded and shown to the whole group. Cub Scout Comet To make a Cub Scout Comet, take a long, cotton "tube sock" without a heel and a solid sponge rubber softball or similar substitute. Drop the ball into the toe of the sock and tie a knot just above the ball. The comet is now ready for tossing and catching by the Cub Scouts. The official comet toss is make by holding the end of the sock and twirling around the head a few times, letting go when the speed is increased. With a little practice, the boys will be throwing the comet fairly accurately. The only official way to catch a Cub Scout Comet is to grab it out of the air by the tail. This will also take some practice, but is certainly something the Cub Scouts can do and will enjoy.

ALIEN EGG

Divide the boys into pairs. Tell them that you have been given an alien egg (a ball of about volleyball size wrapped in aluminum foil). The egg cannot be moved from place to place unless it is carried between the heads of two people. The egg is unique in this way because it must be in contact with human brain waves while it is in motion or the baby alien inside might get upset, break the egg open, and eat the carpeting. The object is for each pair to crawl sideways to the end of the playing area and back. They must then exchange the egg with the next pair in line, without using their hands.

ORBIT

Two boys, designated as Earthman and Spaceman are blindfolded and led to opposite sides of a table facing each other. Neither know for sure where the other is or in which direction he will move. Earthman must try to catch Spaceman and Spaceman must elude Earthman, but each must keep one hand touching the "launching pad" or table at all times. At a signal Earthman stalks Spaceman, who in turn listens intently, and tries to keep as quiet as possible. If the Earthman doesn't touch the Spaceman within two minutes, Spaceman wins. If the Earthman catches the Spaceman, he is the winner. Two new boys take their places.

GOING TO THE MOON

The leader says "I am (name) and I am going to the moon and I will take a _____ and a _____." Everyone then repeats the phrase filling in their own names and objects. They are then told they may or may not go to the moon. The secret is the objects you choose must have the same first letters as your initials. For example, Bill Smith might take a balloon and a sack; Fred Jones might take firecrackers and jam. But if Mike Thomas took a ball and a bat, he could not go.

ASTRO MOON SAMPLE RELAY

Divide the boys into two relay teams. A pair of canvas gloves, a fruit jar with lid, and five straight pins are at a goal line for each team of astronauts. At signal, each team's first boy runs to goal, puts on the gloves, empties the jar, picks up the pins, puts them in the jar again, puts the lid on, lays the gloves aside, and runs back to his team to touch off the next player. First team finished wins.

ROUND THE MOON

All dens line up at one end of the room Each boy places his hands on the waist of the boy in front of him, so the den forms a "rocket". A chair is placed at the far end of the room, opposite each den. These are the moons. When the leader calls "Blast off", the dens run the length of the room around their moon and back into orbit. As they pass the starting line, the rockets drop a section each time, and the boys sit down there one by one, until finally the "nose cone", the first boy returns home. The first team to be seated wins.

CAPSULE RECOVERY

For each den, use four sizes of cans--a small juice can, a soup can, a No. 2 can, and a No. 2 1/2 can. Also needed is an ice cream stick with a piece of string tied to it a little off center. Set the cans in a row. The Cub Scout lowers the stick into the second largest can. He tries to wedge the stick against the can's lip and pick up the can and drop it into the largest can. He continues until all cans are nested. This is a timed event.

SPACE RACE

This is a simplified Space Derby Relay. Divide the den into teams. For each team, stretch a 15 foot length of string between chairs. Before tying to the second chair, insert a paper cone cup with the tip cut off onto the string. Each boy on a team blows the cup the length of the string and returns it. Continue in relay fashion until all have raced.

SPACE PILOTS TEST

Give a 3 or 4 foot long broomstick or dowel rod to each team. Form teams into parallel lines. At the signal the first boy in each line runs to a spot in front of his line, stands the stick on end, places his forehead on the stick and goes three complete turns, drops the stick and returns to touch off the next boy in line. When making the three turns, the boys hold their arms out straight as though they were the stabilizers of a rocket ship. The team finishing first is the winner.

EATING IN OUTER SPACE

When it's time for refreshments, let your "astronauts" (several at a time) eat in "weightlessness" as they do in outer space. With thread, suspend doughnuts from a clothesline. In addition, fill paper cups half full with water. Tie at three points and suspend one cup near each doughnut. Each astronaut will try to eat the doughnut and drink the water without touch them with their hands. there will be a lot of fun as the powdered sugar bounces against their faces and water dribbles down their chins.

MAY 1993
SHOWBIZ

MIRROR IMAGE

Divide the group into teams of two. Have each team of two face each other, almost toe-to-toe. One boy acts as the initiator and the other becomes his mirror image. The leader must remember during the presentation that this activity is not competitive and that the intention is to make movements that are both interesting and slow enough to mime by the boy attempting to mirror the facial and physical actions of the initiator. The basic rules are that partners cannot touch each other; all movements must be in slow motion; and one foot must remain on the ground at all times. Have the boys switch roles after a while.

INVISIBLE TUG OF WAR

Two boys are chosen to stand in front of the group and pretend they are tugging a rope back and forth--just like the original version. As the two tuggers pantomime pulling the rope, one will begin to lose. When a player looks as if he or she is losing, one boy from the group will hop up to help out. One by one, boys continue to add themselves to the losing team until eventually both teams are filled. Everybody wins!

LET'S FACE IT

Have the boys sit in a circle on the floor. The object of the game is to make the funniest face possible. Have boys inflate cheeks, wrinkle noses, furrow eyebrows, show teeth, etc. Tell the boys that a magic spell has been cast over the group, changing everyone's face. To save everyone from the spell, a funny face must pass around the entire group, boy to boy, until it gets back to the first boy again. The, magically, the spell will vanish. The leader begins slowly changing his/her face into a funny expression, then turns to a neighboring boy, who must mirror the face. The boy, after mirroring the leader's expression, changes his face slowly as he turns to the next boy, who must mirror and pass to the next boy, and so on around the circle.

OUT-OF-SIGHT SHAPES

Have all the boys stand in a circle. This game is a pantomime in which an invisible piece of space can be squeezed, squashed, twisted, or rolled into any imaginable object. To begin, the leader quietly pulls a chunk of invisible space out of his/her pocket and begins to shape it into a large pretend object, such as a fishing pole or baseball bat or dog, etc. The leader then passes the object to a neighboring boy, who transforms it into another form and passes it along. Each boy should take about thirty seconds to transform the shape. When the final transformed object returns to the leader, gently squeeze it back to its original shape and put back in the pocket.

LEAN AND LEAVE

Have boys choose partners. The object of the game is for players to look as if they're leaning, but actually be able to stand up without support. One boy leans on the shoulder of his partner. The leaning boy then shifts his weight slightly so that he is actually standing alone. When the leaning boys can lean unsupported, they say "OK" to their partners, who move away, leaving them looking as if they were leaning on thin air. Have the partners then reverse roles. This game would make a great Polaroid opportunity.

NOW THE NEWS

Have the boys sit in a circle. The object of this game is for each boy to add three words to a single story as it is passed around the group. The three words should help describe an incredible news story. The more absurd, the funnier. The leader should begin the story slowly by saying something like, "Late last night..."; the second player might add "...a green monster...". If someone gets stuck and can't think of something, come back later. It is important to keep the game moving along.

TRANSFORMATIONS

Divide the group into two teams. The object of the game is for boys to form as quickly as possible into human representations of whatever you describe. Call out the name of an object. Team members then must arrange themselves into that shape. For example, if you say helicopter, boys must decide how they will link together into propellers, cockpit, and landing gear. Other ideas for transformations are suspension bridge, ship, cathedral, tree, waterfall, truck, bus, scout emblem, arrow of light, hatchet, etc.

LIVING CLAY

Each boy selects a partner. One boy becomes a blob of clay, and the other becomes the sculptor. The sculptor molds and forms the human clay into any shape possible without hurting the clay. Arms can be turned, legs bent, heads tipped, and faces pushed into strange expressions. The clay may resist any unreasonable positions. When the sculptor is finished, the creation may be put on exhibit. After the exhibit, sculptor and sculpture should change places. This is a good opportunity for photographs.

SECRET ORDERS

The leader should write a number of simple orders (such as shake hands with every boy; laugh for fifteen seconds; untie your team's shoes; hop on one leg 20 times, etc.) on 3 X 5 cards and place them in two stacks on two chairs. Divide the boys into two teams. In turn, each boy runs from the starting point to a chair where he picks up a card with an order written on it and then fills the order. The second team member then runs and reads his order. The first team to fill all of its orders wins. A variation is to have just one team and play the game as a non-competitive event.

FAMOUS PAIRS

This game would work great at a pack meeting, involving parents as well as boys. You might want to have a different set for adults than for children. As each person enters the room, put a name tag on his or her back. The object of the game is to learn the identity of the name. Each player is allowed to ask one "yes" or "no" question of each other player. Once a person has leaned his or her identity, try to find the partner. For example, Romeo would look for Juliet; Simon would look for Garfunkel; Cain would look for Abel; Jack would look for Jill.

TRAGEDY AND COMEDY

Have each boy recite a nursery rhyme in a certain emotion. The first boy may say it as a happy person, the second as a sad person, the third as an angry person, the fourth as a scared person, etc. Have the boys vote for the best actor, but tell them they cannot vote for themselves.

JUNE 1993
CUB SCOUT BIRD WATCHERS

WATCH THE BIRDIE

The object of this game is to allow the boys the opportunity to pretend they are birds, trying to hide from the bird watcher. The boys walk a given distance down a trail, while the leader explains the rules. Each player is given time to hide along the trail. They may go no more than 15 feet from either side of the trail, and may use anything in the natural environment to provide camouflage. The leader waits about five minutes until all players are hidden. The leader walks the trail ONCE ONLY, and tries to find as many boys as possible. After the walk, the leader calls out and watches to see where all the successful birds hid. This game can be repeated many times, with different boys taking the role of the searcher.

FARTHER FEATHER FRENZY

Materials for this game include one paper plate, feather, and rattle for each team. Divide the group into teams (as many as you like for the size of the group). Line up the teams in parallel lines at one end of the playing area. On "GO", the first member from each team fans the feather with the paper plate, while constantly shaking the rattle with the other hand. The feather must be moved to the designated finish line and back to the next team member.

FLYING FEATHER

Divide into groups of 5 to 10 boys. The boys join hands and try to keep a downy feather up in the air by blowing. One of the group tosses the feather into the air. Boys must not break hands. See how long each group can keep the feather in the air.

TWEETIE

All eyes are closed. The leader whispers in one boy's ear, "You're the tweetie." Keeping eyes closed, each boy finds another's hand, shakes it, and asks, "Tweetie?" in a high pitched voice. If both boys ask "Tweetie?" the two drop hands and go on to someone else. The tweetie remains silent throughout the game. A boy who gets no response to the question "Tweetie?" has found the tweetie and becomes part of it by holding on to the tweetie's hand and remaining silent from then on. Anyone shaking hands with any member of the tweetie becomes a part of it, and the tweetie grows larger and larger until everyone in the room is holding hands. Once the group has become one giant tweetie, the leader asks that all eyes open. If the boys are having problems finding the tweetie, the size of the playing space can be reduced or the bird can give out an unexpected chirp now and then.

JAMACKWACK

Divide the group into two teams. One team will impersonate the famous Jamackwack birds. Since the Jamackwacks can only walk in reverse, each player must bend over, hold onto ankles, close eyes, and walk backward. The other team creates a corral by standing hand in hand in a circle around the birds so they can't escape. But there is an open gate, a place where two players do not hold hands. The Jamackwacks must try to find the opening in order to get out. When a Jamackwack discovers the opening, he starts to yell "Wack! Wack! Wack!" to the other Jamackwacks. The other Jamackwacks, hearing the calls, know where the opening is, and begin to find their way to the gate by following the yells. Meanwhile, the boys in the circle around the birds can do nothing to stop their escape except drown out the calls of the free Jamackwack by singing a song as loudly as possible. The more birds that escape, the louder everyone has to sing. When every Jamackwack has finally found the way out of the pen, the birds and the circle switch roles. There are no winners or losers in this game, but it is very amusing to observe how the rarely seen Jamackwacks behave.

ALL BIRDS FLY

One boy is chosen to be it. Standing in front of the group, he says, "All birds fly." The boy who is it then names ten things--birds, animals, or objects--and says they fly. For example, "Eagles fly. Trombones fly. Oranges fly. Pigeons fly. Bananas fly. Robins fly. Cookies fly." While reciting the list, the boy flaps his arms. Whenever the boy who is it actually names a bird, all players flap their arms. The object of the game is to catch boys flapping their arms when the one who is it names something that is not a bird. The player who is it can do this by listing things rapidly or staggering things to confuse the group members and catch them unexpectedly. If boys flap when something other than a bird is named, they are out of the game. After the boy who is it finishes listing the ten things, a new IT is chosen and the boys who are out can re-enter.

BIRDS ON A TELEPHONE LINE

Divide the group into two relay teams. String a clothesline from one side to the other at shoulder height of the average person. Clip 20 or more round topped clothespins onto the clothesline. (The pins are the birds and the clothesline is the telephone line) On signal, the first person in each team runs to the line, removes a pin with his teeth (no hands!), brings it back to his team and drops it into a sack. The first team finished wins.

OWLS AND CROWS

Divide group into two equal teams - one is the Owls and the other, the Crows. The teams line up, facing each other about two feet apart. About 15 feet behind each team is their home base line. The leader makes a statement (This could be related to the monthly theme or mature items). If the statement is true, the Owls chase the Crows toward their base line. If the statement is false, the Crows chase the Owls. Anyone caught must join the other team.

FOX AND CHICKENS

Line up the group in single file. Each Cub Scout holds the waist of the player in front of him. The boy at the head of the line is the Mother Hen and the rest are the Chicks. Another Cub Scout - the Fox - stands in front of the line. On signal, the Fox starts around the line, trying to catch the last Cub. The Mother Hen flaps her wings and follows the Fox to prevent him from catching the Chicks. The others keep in line with the leader and turn away from the Fox. If the last Chick is caught, he falls behind the Fox and the game continues until all Chicks are caught.

STEAL THE NEST

Divide the boys into groups of three. One boy is designated the "bird" and steps into the small circle made by the other two boys in his group (the "nest"). The "nests" are scattered over the given play area. Choose one group of three to act as extra birds if this is done as a pack meeting activity. On the signal, all the birds must leave the nest and "fly" to a different one. The extra birds try to find a nest, making every play a wild scramble. A bird, upon landing on a nest, taps one of the players making up the nest and takes his place. The tapped player immediately becomes a bird and steps into the center of the circle until the signal is given to change again. In this non- competitive game, every player has the chance to be active.

JULY 1993
WILD & WOOLY WEST

PONY EXPRESS RELAY

Den teams are stationed around the area where stick horses receive new riders and the pony express bag (carried over the shoulder) is transferred to the new rider.

QUICK DRAW

Have boys pair off and face each other, with hands at their sides. One boy starts the game by jerking his hands into either a finger- pointing or a hands-up position. The other boy has to respond immediately-- simultaneously really--with the countermove. If one boy points like a gun, the other boy immediately has to put his hands up; if one boy puts his hands up, the other boy has to immediately point like a gun. Whoever starts the action tries to tap his partner into making the same move he did. When that happens, they switch roles as initiator.

FAST DRAW

This game must be played outdoors in the sunlight. Give each boy a small mirror. Pair the boys off and have them stand about 10 yards apart. They hold the mirrors at their hip like a gun, and when they draw, the try to bounce the reflection of the sun off the face of their opponent. The first to do so wins. When the boys face off, the sun must be situated so that each boy has about the same light angle to lose. A variation of this game would be to have the pair face "up- sun" toward a shaded wall. Using an agreed-upon target on the wall. The first to draw and hit the target with the reflection is the winner.

RIDE 'EM COWBOY

Materials for this game include 2 cowboy hats, 2 belts, holsters, and guns, 2 chairs, and enough inflated balloons for one for each boy. Divide the boys into two teams. A chair is placed about 15-20 feet in front of each team. On "GO", the first boy on each team puts on the hat, the cowboy belt with holster and gun, and places a balloon between his knees. He proceeds in bow-legged fashion to the chair, where he places the balloon on the chair and rides the 'bronco' until it 'breaks'. He returns to his line, passing his hat and belt to the next cowboy. The game proceeds until all broncos have been broken.

RUSTLERS AND SETTLERS

Put a large numbers of objects such as shoes, hats, socks, gloves, etc. in a pile. Divide the group into two teams of equal numbers. One group is the Rustlers and the other the Settlers. A very large circle is drawn on the ground. The Settlers gather together the objects and place these in the center of the circle. The Settlers then join hands to form a tight circle around the object, while the Rustlers station themselves outside the circle. The Rustlers charge at the Settlers and try to enter the circle to take away their objects. The Rustlers may use only their heads and shoulders to enter the Settlers' circle. Once a Rustler enters the circle and gathers up as may objects as he can (maximum of five) he is allowed out of the boundary circle. But once he is out of the circle, a Settler may break away and chase the Rustler--he must tag him by touching him with the palms of both hands a the same time. All captured Rustlers are out of the game. The game ends when all Rustlers have been captured, or all objects have been taken from the circle.

SCALP THE COWBOYS

Equipment: large balloons, inflated; markers ; "Good News" razors; shaving cream. Faces are drawn on the inflated balloons. Shaving cream is put on as hair on the balloons. Two people participate - one holds the balloon while the other "scalps" the cowboy. The winner is the one that can do it without popping the balloon.

WESTERN HOSPITALITY

Every boy knows that the West is known for its hospitality. One of the boys is chosen to be the Stranger and the rest of the players form a circle. The Stranger runs around the outside of the circle, tags one of the players and continues on his way. The tagged player starts around the circle in the opposite direction. Each boy is trying to reach the vacant place in the circle. When they meet, they must stop, shake hands and say "Howdy!" before continuing on their way. The player who is the first to get back to the vacant spot remains in the circle; the one left outside becomes the Stranger.

THE HORSE SITS DOWN

This race is run by a three-man team. Two boys comprise the horse and a third is the driver. The front end of the horse has two rope reins tied to the sides of his belt; these are about six feet long, and are held by the driver. The rear end of the horse holds onto the front end by the belt and must not let go.

The race is run around a marker and return, the head of the horse being checked as he crosses the line. There is a "project" half-way through the course: the rear end of the horse must sit on a balloon and pop it without touching either the balloon or the ground with his hands. His team-mates are not allowed to assist in any way. Try this as a Cub Scout and parent event!

CHUCK WAGON CONTEST

One wagon for each den. Two Cub Scouts wearing paper-bag horse masks pull the wagon. Have an equal number of pot and pans, (or tin cans) on the ground behind each wagon. On the signal, the drivers load pans, yell "Wagons ho!" and wave arms madly as horses dash off the race twice around the track.

SHOOT OUT THE CANDLE

A lighted candle rests on a plate or tray about six or eight feet away from a line of players. Boys take turns trying to shoot out the flame with a water pistol. If a player succeeds, he gets one point and the candle is relighted for the next player. Winner is the boy with the most points at the end of a designated time.

AUGUST 1993
CAMPFIRE YARNS

BLIND ANT

Have the group sit in scatter formation in the dark. Have each person draw a picture of anything they choose. The next morning, or when you turn on the light, display the artwork for all to see. If it is not dark enough and the artists can see, have them close their eyes or blindfold them before they begin to draw.

LIGHT--NO LIGHT

Cub Scouts line up at one end of the playing area. The area should be dark. One player holds a flashlight and stands at the other end. The object of the game is to move from one end of the playing area to the other, past the person holding the flashlight. The boy with the flashlight stands with his back to the other boys. Every five seconds, he turns around, turns on the light, and scans the area for 3 seconds. If a moving boy gets caught by the flashlight beam, he has to return to the starting end. Stationary players may remain where they are.

FLASHLIGHT TAG

Boys are divided into teams of 4 to 8. The leaders (include Den Chief) are given a two-minute head start to hide themselves in a wooded area. Teams have to stay together during the entire game. Each team begins to hunt the leaders, who are required to shine a flashlight at one minute intervals. Leaders may remain mobile, or may seek a hiding place. The object of each team is to touch as many leaders as possible during the game. Captured leaders are feed immediately to run and "flash" again. The team who tags the most leaders wins.

NIGHT TREE HUNT

Set up the course in advance by tacking 10 numbered cards to 10 trees, noting the type of tree and its number. After dark, arrange the Cub Scouts in pairs and give each pair a flashlight, a piece of paper, and a pencil. Explain the boundaries of the playing area and set a reasonable time limit for the distance and terrain they must cover. Send out the pairs with directions to try to locate the numbered trees without letting the other teams see. When players spot a tree, they write down the number and the tree name. If they don't know the tree, they must bring one leaf from the tree. At the sound of a whistle, all teams return to base. Award one point for each tree found and one for each correct name.

PASSING THE BUCK

Have everyone stand in a circle around the campfire. The "buck" is any small object that can be tossed easily from boy to boy--a beanbag, rubber ball, etc. Bring a couple of extras in case an errant throw ends up in the fire.

Toss the buck to a player in the circle. The boy catching the buck must begin to tell a story--something made up on the spot. The boy holding the buck then tosses it to another boy who must catch it and continue the story. The story can take any form just as long as there is an attempt to connect it to the last boy's contribution. Boys must not break the flow of the story no matter how fast the buck is passed. Those who have the buck must speak--if only a few words-- and then they can toss it to another.

WHAT IS IT

Hold a large blanket up in front of the campfire, and place a table with sound effects instruments on it. Have a number of thins that will make noise and sound each one. The audience tries to guess what is making the noise. Examples include crumpling a newspaper, popping a balloon, rock in a tin can, pouring water, sawing a board, opening a pop can, bouncing a ping pong ball on the table, etc. Let your imagination run wild in coming up with a number of sounds for the audience to guess.

JOHNNY WENT TO SLEEP

Everyone stands in a circle around the campfire. The first boy begins by saying "Johnny went to sleep." The rest of the group answers, "How did Johnny go to sleep?" The leader then says "Johnny went to sleep like this," repeating a small gesture such as nodding the head or twisting the wrist. The rest of the group mimics the gesture and answers "Like this, like this."

The entire group continues to repeat the gesture as the next boy in line says "Johnny went to sleep," and the others respond as before. The second boy adds another gesture to the first, so that now there are two movements to keep going. The game continues around the circle, each boy adding a gesture.

By the end of the game, the entire group should be a foot-wiggling, eye- blinking, head-shaking, nose-twitching mess. Try to add as many gestures as possible before the game totally falls apart. Since it is difficult to do more than ten gestures at one, you may not get to every boy in the group, but the challenge is to see how far you get. Start off slowly with small things, such as toes and fingers, and work up to bigger things, such as arms and legs.

COMMANDANT

The object of this game is for the leader (The Commandant) to keep all the boys from making it back to home base in the dark. You ill need one powerful flashlight. Choose a field area that is free of rocks and trees or other things that might cause injury in the dark.

The Commandant stands at the designated home base and counts to 50 slowly, while the rest of the players scatter. Each player must physically touch two predetermined large objects in or on the perimeter of the field before they can try to get back to home base. These two objects must be in the Commandant's field of vision and as much at opposite ends of the field as possible. The Commandant must turn his/her light on at the end of the 50 count, which starts the game. Boys at this point cannot be closer than 10 yards to a mandatory touch object. The light can then be turned off or on as the Commandant chooses.

The Commandant may either stay near the base or roam in order to try to catch someone. A catch is made if the Commandant spots someone and can call their name. A successful boy, upon touching the home base, yells FREE. A caught boy goes to home base and remains their until the end of the game.

SEPTEMBER 1993 AMERICAN FOLKLORE

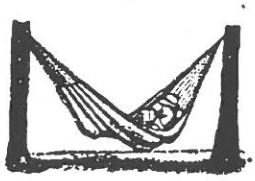
CATCH BABE'S TAIL

You'll need a good-sized area for this event. Have 8 to 10 boys line up, one behind the other. Now, each boy puts their arms around the waist of the boy in front of them. The last boy in line tucks a bandanna (Babe's tail) in the back of his belt. Babe lets out a loud "Mooooo" and begins chasing his own tail, the object being for the boy at the head of the line to grab the bandanna. However, the boys at the front and at the end are competing, but the boys in the middle aren't sure which way to go. When the head finally catches the tail, switch places and start again. A variation is to have two blue oxen try to catch each other's tails, or maybe the entire pack could be involved with several oxen on a pack outing.

PAUL BUNYAN HAMMER GAME

Equipment: one large hammer for each den, large nails, a board large enough to pound in the nails.

Object - hammer the nail into the board with the least number of hits.



BIG FOOT

Before the meeting, make two sets of "Big Feet" from cardboard, with each foot about 20 inches long and 8 inches wide, with five toes and a heel. Make two left and two right feet. Divide the group into two teams at one end of the playing area. Give each team one left foot and one right foot. On "GO" the first boy places the cardboard left foot on the ground and steps on it with is left foot. He then places the cardboard right foot down, and puts his right foot on it. The boy turns around to pick up the left foot and places it down in front of him. Boys advance the length of the playing area by stepping on the tow big feet. When players reach the far end, they pick up the two feet and run back to give them to the next boy waiting in line.

GOLD PANNING CONTEST

At the pack meeting, each den puts a team of two boys on the floor. One boy on each team has a cup of "gold ore" (sugar). The other boy has a sieve and an empty can. On signal, the boys with the sugar start feeding it into the sieve held by the other boy. The can beneath catches the sugar as it "pans" through. First team to finish wins.

PRESIDENTIAL NICKNAMES

Which President answered to the following nicknames?

1. RAIL SPLITTER OF THE WEST? (Abraham Lincoln)
2. HERO OF NEW ORLEANS? (Andrew Jackson)
3. ROUGH AND READY? (Zachary Taylor)
4. FATHER OF OUR COUNTRY? (George Washington)
5. OLD HICKORY? (Andrew Jackson)
6. ROUGH RIDER? (Teddy Roosevelt)

PAUL BUNYAN RACE

Divide the den into two teams. Have the boys stand behind a designated line. Upon the signal to go, one boy from each team will put on a man's shirt and large "boots" (can be made from boxes). Each boy then goes to the other side of the room, picks up a frying pan and flips a beanbag "pancake" into the air and catches it in the pan. If he drops the "pancake", he tries again. He then goes back to the starting line, takes off the shirt and boots and the next boy in line has a turn. The team finishing first is the winner.

RIP VAN WINKLE SNOOZE

A blindfolded player, Rip Van Winkle, sits on a chair in the middle of the room. He holds a bandanna loosely in his hands which are on his lap. The townspeople (the other boys) must try one at a time to sneak up and snatch the bandanna without being heard by Rip Van Winkle. If a boy is successful in grabbing the bandanna without being challenged, he becomes Rip Van Winkle. if Rip hears a sound, he shouts "Halt!' and points in the direction in which he thinks the boy is. If he is correct, that boy loses his turn and another boy tries.

YANKEE DOODLE HANDICAP

Divide the den into two teams. In front of each team have a leader with a supply of crackers. On signal, the first boy on each team runs to the leader and is given a cracker. He eats it and then sings the first verse of Yankee Doodle before running back to touch off the next player. Continue until all have run. If all players know how to whistle, have them do that instead of singing. Make sure all boys know the tune before starting the game.

JOHNNY APPLESEED PLANTING RELAY

Divide the den into two teams. Each person in turn follows a line drawn on the floor by placing the heel of one foot against the toe of the other. About every three feet, he must stop and place a seed in a small mouthed jar set about 18 inches on either side of the line. When he reaches the end, he runs back and touches the next person who plants his seed in the same manner. (try using plastic two-liter soda bottles with peanuts as seeds) the first team to finish is the winner.

CASEY JONES TRAIN RELAY

Divide into teams (dens, if played at a pack meeting) and line up for a relay race. Have each team member lock arms around the player ahead of him. On signal, the teams race in a joined line (or train) around a designated course. If the "train" breaks, it must reform before continuing the race. When a train gets back to its starting position, the "engine" leaves the line and goes to the rear of the line to become the "caboose". The #2 player moves up and becomes the engine and the race continues. This continues until the original engine is at the front of the line again. This first team finished is the winner.

OCTOBER 1993
FAMILY HOBBIES

FISHING CONTEST

Equipment - large pan of water, five two-prong wooden clothespins, stick with string attached and a 1/2" nut attached to the string for the "hook"

Object - Submerge the nut below the surface of the water, then try to catch the nut between the prongs and lift the "fish " out of the water.

CUB SCOUT SCRABBLE

Equipment - grocery sack, squares of heavy paper with one letter of the alphabet on each, egg timer, game board

The object of the game is to spell scouting terms (Cub Scout, Wolf, Bear, Webelos, etc.) from the letters in the bag. During a boy's turn, the timer is started and he reaches into the bag and pulls out one letter and places it on the game board. He continues until he can spell a scouting term or until the timer runs out. All letters are then returned to the bag and the next boy takes a turn.

LEAN-TOO

A good game for the pack meeting, to get the parents involved. The boys and parents stand in a circle by dens. Everyone numbers off alternately one or two. On the signal, keeping legs and backs as straight as possible, the players who are "ones" lean forward toward the center of the circle, while the "twos" lean outward. Players counterbalance each other for support. Once the group has gotten its balance, slowly reverse the leaners. Then have the players see how smoothly they can alternate.

BLIND FAMILY FEAST

Divide group into teams. Each team selects a boy and parent combination to act as their representatives in the contest. Neither the boys nor the parents should know beforehand what the contest entails. The adults are seated in a row, facing the audience. The children stand in front of their adult, facing them. Bibs are tied on parents. Each boy is given a small bag of potato chips (or a bowl of popcorn), and a small plastic spoon and is then blindfolded. At the signal, the boys try to feed their parents the chips with the spoon. Parents may not use hands to guide spoon, but may give verbal directions. First pair to finish the chips wins points for team. Continue until all have had a chance to "feast".

GOLF PUTTING

Make and incline board with holes in the board slightly larger than a golf all. Have the boys use a regular golf putter and golf balls and try to hit them in the holes of the board. The holes at the top of the board are worth more points than the ones at the bottom of the board. The boy with the most points wins.

WITCHES RACE

Divide the den into teams of even numbers of boys. each team needs one broomstick. Divide each team in half and have all boys straddle and hold the broom stick, half facing one direction, half facing opposite. Then have the boys run to a designated spot and back, without turning around. Each group gets to run both forward and backward.

DARK O' THE MOON ART CONTEST

Give each person a piece of paper and a pencil or crayon. Turn off all lights and have them draw a picture of a with on a broomstick. If meeting is during the day, blindfold each boy.

A HAUNTING WE WILL GO

Form two groups, the witches and the ghosts. Hide around the room an equal number of black and white squares of paper. The white squares represent ghosts, the black squares, witches. At the signal, the witches hunt for white ghosts and the ghosts hunt for black witches. At the end of a given time the group capturing the most squares is the winner.

WITCHES WALK

Place chairs around the room for the number of players, minus one. The den leader gives all the boys a Halloween name, such as witch, bat, ghost, spook, etc. and selects one boy to be "it". "It" moves around the room slowly several times and then calls out for the boys to move by saying, "one bat, two ghosts, go!" The boys whose names are called change seats while the boy who is it tries to grab a free chair. The one left standing becomes "it" for the next game.

GIVE UP THE GHOST

Cut out a heavy paper ghost, about 6" high. One player is chosen as "it" and the others form a circle around him. While "it" closes his eyes, the ghost is passed from one person to the other around the circle. When "it" calls out "Give up the Ghost", the player holding the ghost moans loudly. If "it" is able to guess who is the moaning ghost, the two trade places. If not, "it" must try again.

THE OLD WITCH IS DEAD

Players sit in a circle. The first player says, "The old witch is dead!" The second player asks, "How did she die?" The first player replies, Trying to fly!" He waves his left arm in a flying motion. The second player turns to the third and says, "The old witch is dead!" The third player asks the same question and gets the same answer. This continues around the circle until all are flapping their left arms. Then the first player starts over and the answer is "patting her head" (pat head with right hand while waving left arm). The next answer is ,"kicking up high". Continue until everyone is doing all motions.

BE PREPARED
The Magical Adventure!

CEREMONIES ARE IMPORTANT

Ceremonies are important for many reasons, the most important being that boys like them. The boys like to participate in them to receive recognition. Ceremonies are also important for recognition of leaders, for achievements, for special occasions and holidays. Ceremonies help to teach the ideals and goals of Scouting and citizenship. They can help to promote participation of family, which is very important as Cub Scouting is a family-oriented program. Ceremonies also help maintain order in meetings when properly used. It is important to remember to keep ceremonies simple so there won't be too much for the boys to memorize, yet use as many boys as possible.

Do you remember the best ceremony you ever saw? The worst? Was it the first or the last ceremony you remember? Were you on the receiving or giving end of the ceremony? If you could answer any of these questions you already know the importance of ceremonies. If not, then this section will be of great help when you are called upon to give a ceremony.

Most people take ceremonies in our lives for granted, especially if they are a spectator and not a participant. In Scouting we cannot take ceremonies for granted. Ceremonies take planning and effort to perform a good one. if they are done badly or not at all an important part of the program is lost.

Imagine how you would feel if you worked hard and long to earn a badge, and it was just given to you with nothing, really nothing else. Now, image if that happened to a young Cub Scout who finally after a great struggle, earned his Wolf badge, his very first earning of anything. Put your imagination to work again and think how it would look if this Cub Scout and his parents were called up in front of the entire pack and all the other parents. Imagine the Cubmaster dressed as a King knighting the boy to the Royal Order of the Wolves. The Committee Chairman reads aloud the many challenges the boy overcame and calls him "Sir Knight." His parents receive the badge on a ribbon from a satin pillow to pin on his chest. The entire audience stands and gives him a standing ovation. Can you see that smile on that boy's face, the feeling of pride in his chest? Can you now see the importance of recognizing each and every Cub Scout for his accomplishments with an appropriate ceremony?

Cub Scouts will remember their awards and how they were recognized for earning them. The presentation ceremonies are important to all, especially to the Cub Scouts. It is their time to shine in their glory. The badge is important to the Cub Scout because it is a symbol to show others what he has done. But a little creative imagination going into how he receives his badge will have long lasting benefits. Not only will that Cub Scout remember but every Cub Scout in the audience will also. There will be excitement and inspiration for all to work for their next badge because who knows what might happen then?

The most important occasion in the life of a Cub Scout is his graduation into Boy Scouts. This event, above all, should have a lasting impression on all concerned, especially the graduating Cub Scouts. This should be very special, the best you can do. Don't underestimate the importance of ceremonies, especially this one.

WHY CEREMONIES?

Some of the reasons for having ceremonies are:

- To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- To provide high points in the advancement plan.
- To focus attention on the accomplishments of Cub Scouts and Webelos Scouts by awarding badges and recognizing parents at the same time.
- To give special recognition to Cub Scouts and parents for recruiting, service projects and special activities.
- To honor pack leaders by recognizing Den Chiefs, Den Leaders, Cubmaster, Den Leader Coach, Webelos Leaders, and pack committee members.
- To make visitors and guests welcome by including them as a part of the pack program.
- To provide an opportunity to present the Purposes of Cub Scouting in a dramatic and lasting manner.
- To promote parent participation by helping explain the parents' role in Cub Scouting and creating parent interest.
- To improve the program by marking a beginning and an end place.
- To help develop the theme of the month.

TYPES OF CEREMONIES

OPENING: The opening ceremony can make or break the entire pack meeting. If it is dull and lifeless, the meeting could be in trouble. The opening ceremony definitely "sets the stage". Always include the Pledge of Allegiance or a patriotic song.

ADVANCEMENT: The main goal of Cub Scouting is growth and advancement in a positive direction. Advancement ceremonies are important in a positive direction. Advancement ceremonies are important in creating an incentive to progress. It is so simple to pull a badge out of a witch's cauldron or a pirate's chest-and it means much more to a boy than just receiving it with a handshake. The monthly themes lend themselves to some exciting opportunities for advancement ceremonies.

RECOGNITION: Installation of leaders, recognition of leaders, Den Chiefs, recognition or thank-you to boys, leaders or parents for special service or activities. Adults as well as boys appreciate recognition.

INDUCTION: Bobcat (new family) induction, Webelos den induction, leaders.

GRADUATION: Graduation to Boy Scouts is one of the most important ceremonies of the pack. Make it impressive so it will be an incentive for younger boys and a real "send-off" for the Webelos Scouts moving into a troop.

CHARTER RENEWAL: An impressive presentation ceremony strengthen relationships between the pack and the chartered organization. Ask the Unit Commissioner and District Executive to also take part.

CLOSING: Closings are sometimes overlooked, but a very impressive part of pack meeting. The last few moments are often the longest remembered. An effective way to cause boys and adults to leave with a positive attitude and motivated to do a good job is to precede the closing ceremony with an inspirational Cubmaster's minute-a few words to inspire enthusiasm and dedication.

CEREMONIES THAT FIT THE THEMES

The following ceremonies should be helpful in your den meetings as well as preparing for the pack meeting. Ceremonies can be as simple or as involved as one wishes - - - limited only by your imagination, finances, resources, talents, and time! Because of all the diversities involved, the objective is to provide you the leaders with some ideas and references.

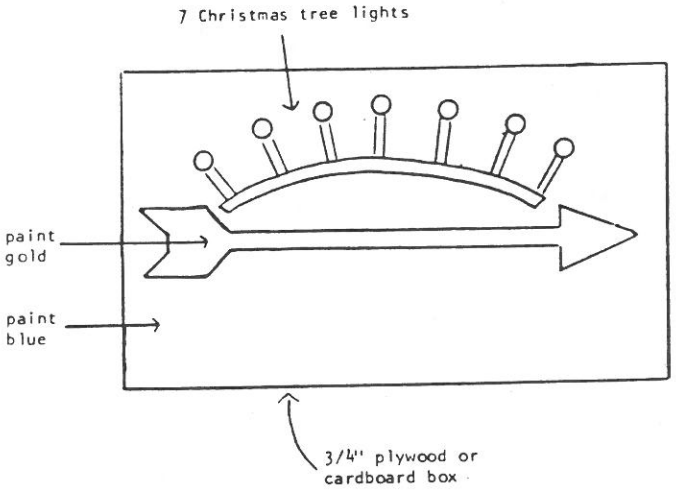
CEREMONY BOARDS & PROPS

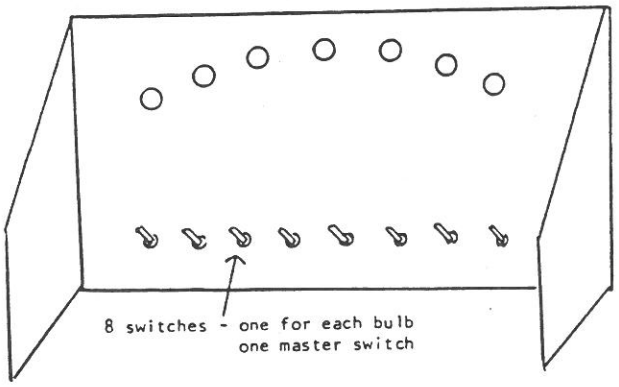
A few attractive props help set the scene for an impressive pack meeting. A little "showmanship" along this line shows th boys and their parents that your pack really cares that they came to the meeting, and that you prepared for it.

Many props can be made from scrap matereial. They need not be expensive to be impressive. The following are some basic props and ceremony boards that your pack may wish build:

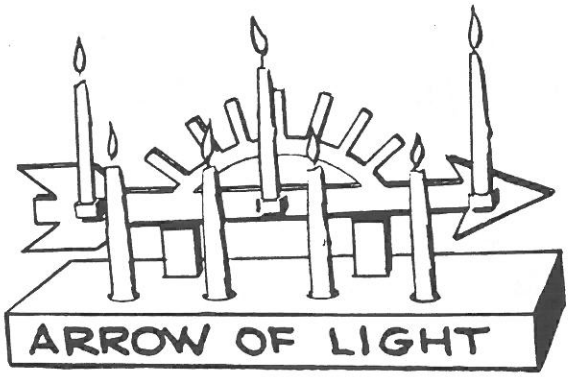
ARROW OF LIGHT CEREMONY BOARDS

ARROW OF LIGHT WITH MINIATURE LIGHTS





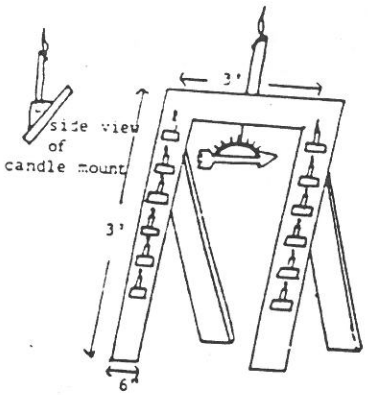
ARROW OF LIGHT WITH CANDLES



Use 1" x 6" x 18" board for base. Cut the Arrow of Light from a 1" x 6". Cut stands from 1" x 3", 3 inches long. Attach 2" squares 1 inch thick to arrow for candles. Drill holes in bottom board for candles.

EASY TO STORE

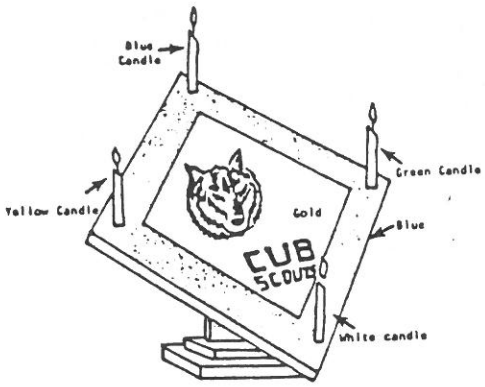
This ceremony board is made from 1 x6 inch lumber 3 foot across the top and 3 foot high. Two inch squares are mounted to hold candles. Legs are hinged for easy storage.



PACK CEREMONY BOARDS

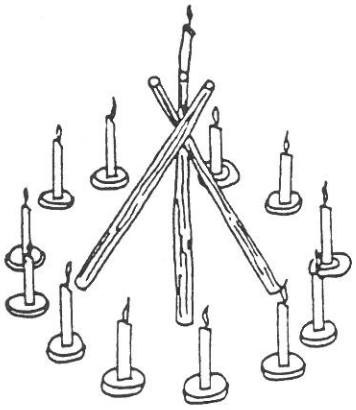
GENERAL PURPOSE

Board is about 18" square. One candle represents each of the four ranks. Base is a 1" x 4" x 6" mounted on a 1" x 6" x 10". The support is hinged to the cntre of the back.



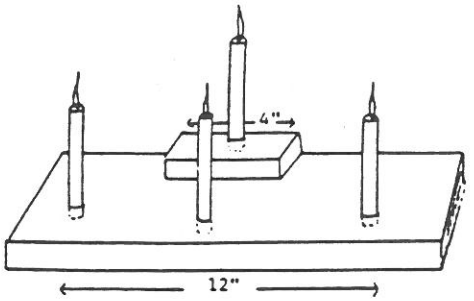
TRIPOD CEREMONY BOARD

Tripod is made from sticks lashed together with a candle mounted in the center. Small candle holders are slices cut from a log with holes drilled for candles.



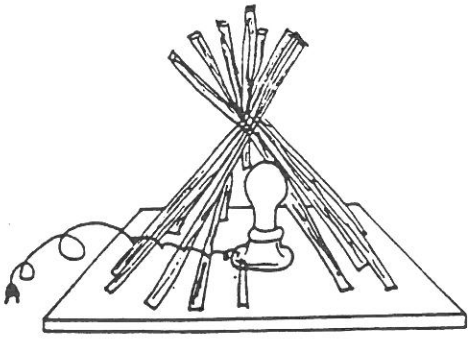
CANDLE CEREMONY BOARD

Base is 1 inch by 6 inches , 12 inches long with a 1 inch by 3 inches, 4 inches long. Holes are drilled for candles



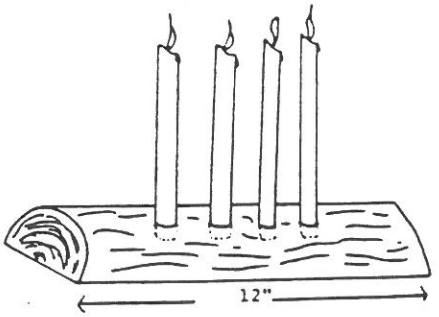
CAMPFIRE CEREMONIAL

Use a 1 foot by 16 inches square for the base. Fire layout is from small branches in teepee. Use electric light inside.



CANDLES ON A LOG

Use a log 12 inches long that has been split. Drill holes for candles on the rounded side. The size of log and the number of candles can be varied to the number needed for the ceremony.



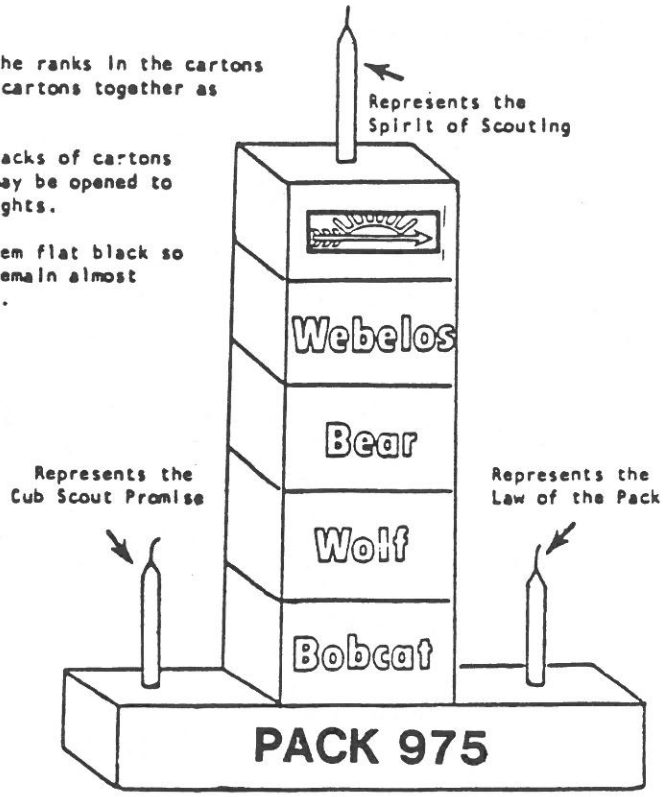
PACK CEREMONY TOTEM

Cut out the ranks in the cartons and glue cartons together as shown.

Cut out backs of cartons so they may be opened to insert lights.

Paint totem flat black so it will remain almost invisible.

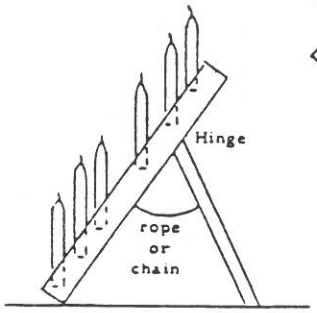
MATERIALS: 8 1/2 gal. or 1 gal. milk cartons (or cardboard boxes)
5 small flashlights
3 candles



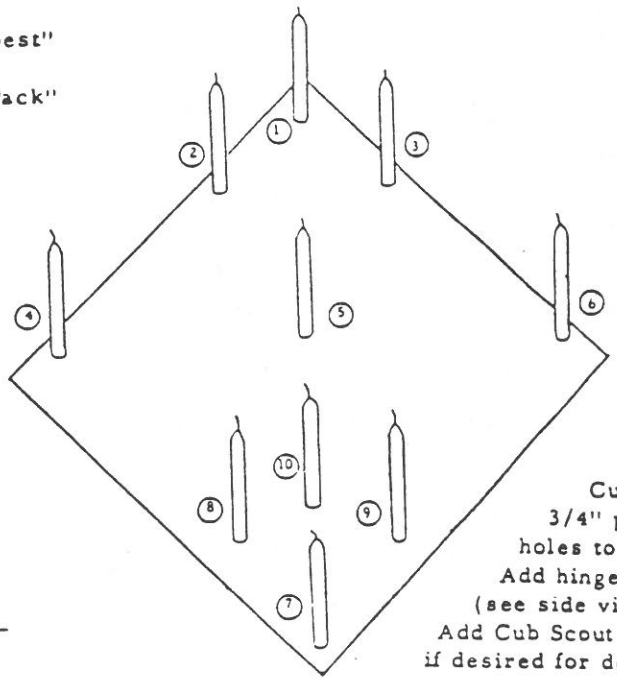
BOBCAT INVESTITURE BOARD

CANDLES

1. White - "I promise to do my best"
2. Red - "To help other people"
3. Blue - "Obey the Law of the Pack"
4. White - "Cub Scout Follows"
5. White - "Cub Scout Helps"
6. White - "Cub Scout Gives"
7. Yellow - Bobcat
8. Yellow - Wolf
9. Yellow - Bear
10. Yellow - Webelos

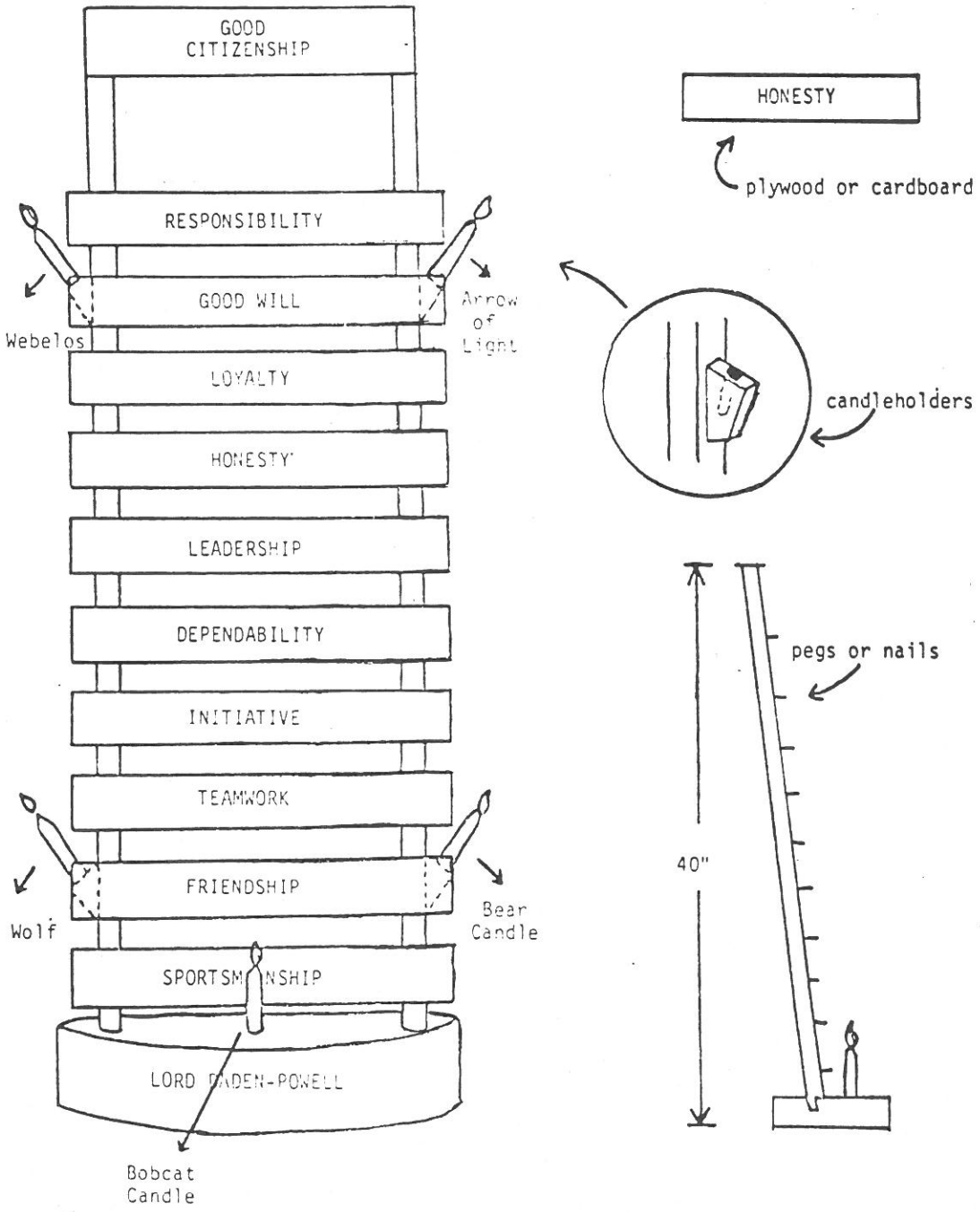


SIDE VIEW

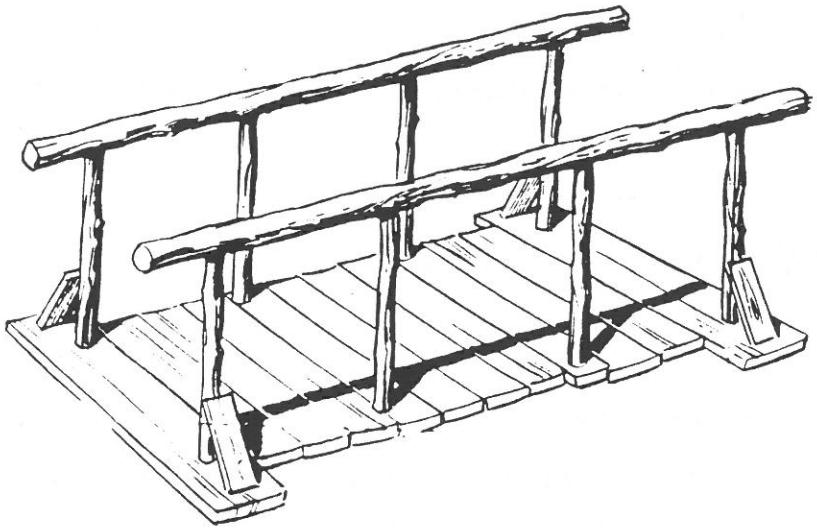


Cut board from 3/4" plywood. Drill holes to fit candles. Add hinged leg on back (see side view) Paint blue. Add Cub Scout insignia stickers if desired for decoration.

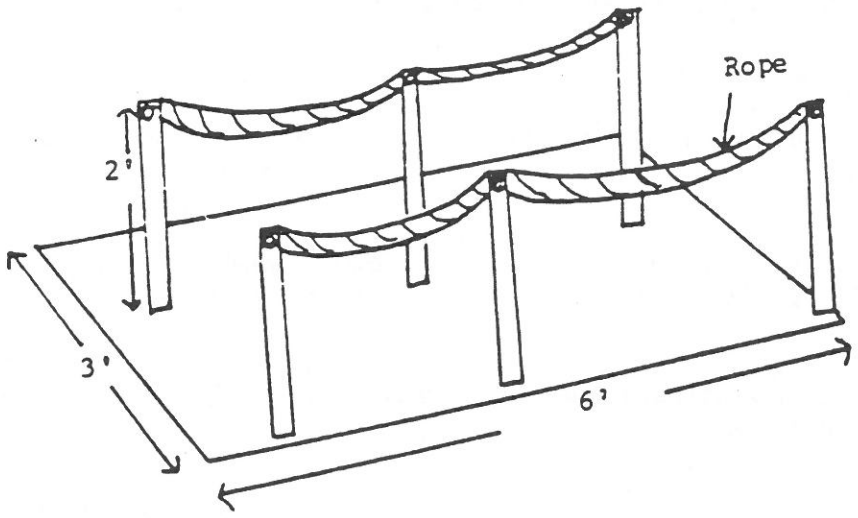
CITIZENSHIP LADDER



BRIDGES



Use either 1 foot by 6 inch boards or plywood, 3 feet by 6 feet for the bridge. Rails can either be small logs or varied by using ropes for rails.



NOVEMBER 1992 - TURKEY DAY

OPENING CEREMONY (BE THANKFUL)

PERSONNEL: Two Cub Scouts or two leaders.

CUB #1: Oh boy, Thanksgiving is coming! Turkey, stuffing and lots of pumpkin pie. Boy, am I going to pig out!

CUB #2: Is that all Thanksgiving means to you?

CUB #1: Sure, what does it mean to you?

CUB #2: Eating a big dinner is only a small part of Thanksgiving. It is a time to celebrate and to give thanks for all that we have.

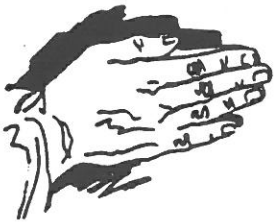
CUB #1: Oh! Yea, to give thanks for that pumpkin pie.

CUB #2: To give thanks for everything we have, not just for the food, but our homes, family and friends, and our freedoms.

CUB #1: Freedoms?

CUB #2: Yes, the Pilgrims celebrated religious freedom with a feast after a year in the new world. The other freedoms that we enjoy in America are freedom of speech, freedom to live as we choose, and the freedom to elect our leaders.

CUB #1: I never realized that I had so many things to be thankful for.



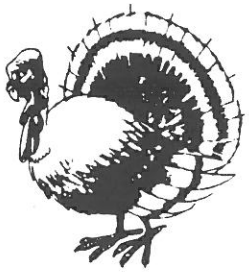
CLOSING CEREMONY (THANKSGIVING)

PERSONNEL: The Cubmaster

"Thanksgiving will be here pretty soon. It is a great time of the year. It opens the door to the holiday season. Think about that turkey dinner, the football games, visits with friends and family. Just about everybody likes Thanksgiving.

This year let's think a bit about what the holiday really means. It means giving thanks, of course, and it started out with the pilgrims thanking God for a bountiful harvest more than 300 years ago.

As we enjoy this Thanksgiving, let us give thanks to God for the bounty we enjoy. We all have something to be thankful for, even if we don't have everything we might want. Let's remember that!!!! And remember God---as we observe Thanksgiving.



ADVANCEMENT CEREMONY (CUBS ARE LIKE PILGRIMS)

STAGING: One or more pilgrims, one or more Indians, Cubmaster as Pilgrim, Asst. Cubmaster as Indian.

PILGRIM: The pilgrims came to America so they could worship as they chose. The New World was not easy. Many things had to be learned and endured so they could survive that first year.

INDIAN: Survive they did, with the help of the Indians. The Red Man showed the pilgrims how to grow corn and how to survive.

PILGRIM: After their first year in the new world, the pilgrims gave thanks and celebrated with a great feast.

INDIAN: The Indians were invited and came to help celebrate with their paleface brothers. We were different, but the same; we were brothers in this land that became known as American.

PILGRIM: Just as the Pilgrims and Indians gathered, we are here tonight for a celebration. We give thanks for what we have and celebrate the accomplishments of our Cub Scouts. The pilgrims and Cub Scouts had to work for what they got.

INDIAN: Our Cubs, like pilgrims, had to learn new skills and crafts. While the pilgrims had the friendly Indians to help them, our Cubs have their parents and leaders to help them.

PILGRIM: We have Cub Scouts that have a special reason to celebrate because they have achieved the Bobcat Rank, the first rank in Cub Scouts.

INDIAN: Will the following Cub Scouts and their parents please come forward to our celebration? (reads names)

PILGRIM: When the pilgrims first arrived in the New World, they were like our new Bobcats. They were new and did not know what to expect. They met people that were different than they were. The pilgrims and our Bobcats had faith and the ability to learn. Parents, I have the honor to give you the Bobcat rank so you may present it to your son. (Parents present badges)

INDIAN: Will the following Cub Scouts and their parents come forward to join our celebration? (reads names)

PILGRIM: These Cub Scouts are celebrating tonight because they have gone beyond the Bobcat and have earned the Wolf Rank, the second rank in Cub Scouts. These Scouts, like the pilgrims, soon got to work after they arrived and learned to do many things. Their skills were crude but their faith was strong. Their tests were harder, their accomplishments were greater and their reason for celebrating is larger than when they were Bobcats just starting to learn. Parents, I give to you the Wolf Rank badges for you to present to your sons.

(Continue in the same manner for the Bear Rank. The Webelos Advancement badges can be given to the Webelos Leader for him to present to the Webelos.)

SIMPLE THANKSGIVING CEREMONIES AND PROPS

WISHBONES --- can be made from long white pipe cleaners twisted together, into the shape of a turkey wishbone (can also be done after Turkey Day, and can use the "real thing"). Regardless, clean, dry "bones" should be dipped into craft glue, and then into colored glitter. Dry completely before handling. These can be worn on ribbons or hung on holiday trees, or bulletin boards.

PEACE PIPE (S) --- these can be made from a number of common items.

CEREMONY I--- the den could give a wishbone to any "new" den member, i.e., a transfer, to wish a successful year with the den -- as a welcome. This can be done any time of the year. The den could also "wish" for "good" report cards, a happy holiday, success in attaining whatever rank that they are pursuing. The idea is to make a play on the word Wishbone.

CEREMONY II --- the den could celebrate living in the New World, and hold a mini-Thanksgiving ritual, by having the Indians (dress as the tribe of your choice) and the settlers (Pilgrims) share a peace pipe. For sanitary reasons, the "pipe" should not be placed to the lips of the Cub Scouts -- merely passed from one to an other.

CEREMONY III--- real turkey feathers (the big ones from the tail) can be given to each Cub Scout to welcome him into the den. Individual accomplishments can be announced, or individuals extra effort can be recognized by the feather presentation. The feathers could then be used to decorate a peace pipe or be used later in a different ceremony. If turkey feathers are not available, pet stores and vets usually have a supply of pretty feathers from clipping wings of the larger domestic birds.

DECEMBER 1992 - HELP OTHER PEOPLE

The following is a list of men who have in some large or small way helped other people. They are part of the Eagle Trail of Fame.

- **ARTHUR ELDRED** -- First Eagle Scout in U.S.A.
- **NEIL ARMSTRONG** -- First man on the moon. "One small step for man; one giant step for mankind."
- **STEVEN SPIEL BERG** -- Oscar winning movie director and producer.
- **SAM WALTON** -- Medal of Freedom recipient, 1992, and founder of Wal-Mart stores and Sam's Wholesale Club; one of the richest men in the U.S.A.
- **ALEXANDER HOLSINGER** -- The 1,000,000th Eagle Scout.
- **JAMES LOVELL** -- U.S.A. astronaut
- **HARRISON SALISBURY** -- Pulitzer Prize winning author.
- **ERNIE BANKS** -- MVP in baseball.

- **DR. WILLIAM C. DeVRIES** -- Developed artificial heart transplant.
- **DR. TERRY TUBB** -- Plastic surgeon who operated on baby Jessica, after she was pulled from the abandoned well in West Texas.
- **HAROLD STUART** -- Founder of KVOO Radio, and recent recipient of Distinguished Eagle Scout Award
- **JACK GRAVES** --Indian Nations Council President
- **EMERY MOOREHEAD** -- Chicago Bears
- **EWING KAUFFMAN** -- Co-owner of Kansas City Royals
- **JAMES B. HERBERT** -- Set nine world records
- **BILL BRADLEY** -- New York Knicks and U.S. Senator

- **OZZIE NELSON** -- TV star and father of Ricky Nelson, grandfather of Ricky's twin sons -- rock stars.
- **BILL SESSIONS** -- Director of FBI
- **MICHAEL DUKAKIS** -- 1988 Presidential candidate.
- **LLOYD BENSON** -- 1988 vice-presidential candidate.

OPENING CEREMONY (TRIM A TREE)

Each boy is asked in advance to bring an ornament for the pack Christmas tree to be donated afterwards to a needy family or adopted grandparent. Ornaments are placed on the tree as the boys arrive.

Cubmaster asks everyone to be seated. Suddenly an angel appears and says "It's a beautiful tree, but something is missing. What could it be?" Someone says: "It's the star!" the angel agrees and explains that he brought a star from heaven to place on top of the tree. As he puts the star in place, he explains: "This star was a signal from the Wise Men to start on their journey many years ago, and it guided them along the way. Let this star signal the start of our pack meeting tonight, and guide us in the Spirit of Scouting." Angel disappears.

Cubmaster leads the Pledge of Allegiance.

OPENING CEREMONY (GOLDEN RULE)

PERSONNEL AND PROPS: A large Golden Rule, flashlights, and a large poster with the Cub Scout Promise on it, a long wooden dowel with a black arrow point. As an added special effect, you could tape them up at the 12" of the rule.

CM: What is the golden rule? Do unto others as you would have them do unto you! Do we always do that? I'm afraid not! Sometime we hit the other guy, or talk about him behind his back, or fail to help him when he needs our help. We're not doing to him as we would like to do to us.

Where do you stand on the "Golden Rule? Do you almost never think about other people and their feelings? Then you're here on the golden rule. (point to the 2" mark on the rule)

Most of us, I think are here, because sometimes--but not always--we remember the other guy (point to the 6" mark). As good scouts, we should always aim to go as far as we can on the golden rule. We won't make it all the way to the end, because "nobody's perfect", but if we try real hard, we can make it to here (point to the 11" mark). Let us renew our pledge to follow the golden rule by repeating the Cub Scout Promise.

Den #?: Would you please repeat after us, and please repeat the Pledge. (editors note-I am sure that there are Cubs and adults that do not know, or forgot the Pledge------That is why you want to have a copy of the Pledge up front with the Den that is doing the opening.-- You can also modify the verbage, or have each of the boys point to the parts on the ruler.)

CLOSING CEREMONY (CHRISTMAS)

ARRANGEMENT: 9 Cub scouts enter one by one, carrying large cards with a letter painted on them. Each one recites his lines and lines up to ultimately spell the word Christmas.

C is for Christ, whose birthday we observe

H is for Happiness to those who serve

R is for Reverence and a prayer from above

I is for Incense, a Wise Man gave in love

S is for Snow, a blanket so pure and white

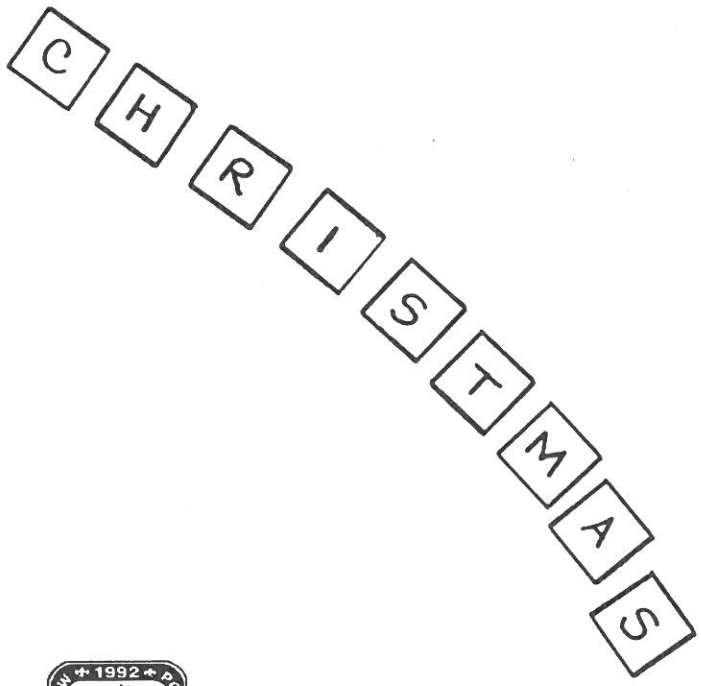
T is for Time as it stands still tonight

M is for Mary, the Mother of he babe

A is for Answers, as we search for the light

S is for a Star, shinning brightly tonight.

Please join us in singing "Silent Night."



CUBMASTER'S CLOSING

When you give the Cub Scout promise, the words "Do Your Best", are often lost among all the other very important words. Let's stop for a minute and carefully consider these words. BEST describes effort and action above our usual performance. You are the only person who can possibly know whether or not you have done your best. Every time you repeat the promise, you agree to do your best. Your best is just that --the very best you can do. Think about the meaning of the promise that you repeated at the beginning of this pack meeting. Decide that you will always do your best, no matter what the job is that is facing you.

CLOSING THOUGHT (A GOOD TURN)

A Good Turn that we do in our daily living are the things that make us useful. The Good Turn enable us to be useful in our home, school, church, community, and our country. The Good Turn raises us above the ordinary person. It makes our lives worthwhile.

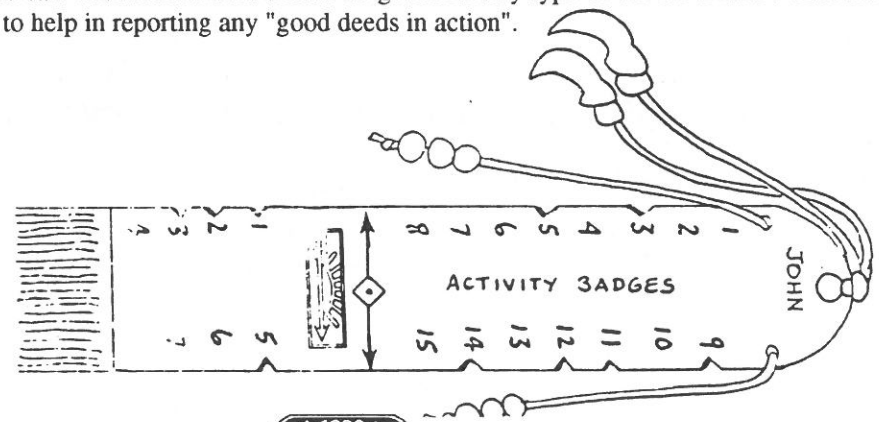
SIMPLE CEREMONY (COUPSTICK)

INDIAN COUP STICK -- Excellent sources for feathers for "Indian lore" are reputable pet stores (clean feathers only) and avian veterinarians (usually who have LOTS from wing-clipping the larger birds - - these can be some of the prettiest feathers, too!!). The COUPSTICK can be made in November, and then "decorated" during the current month.

CEREMONY -- a feather to add to the COUPSTICK can be "earned" for each GOOD DEED done during the month, and/or during the remainder of the year.

Indians of certain tribes earned the feathers for their headdresses by doing brave (good) deeds. If an Indian had accomplished so many deeds that he could not put all the feathers in his headdress, he put the extra ones on a beautifully carved or painted pole called a coupstick. For a DEN coupstick, start with a broomstick and let the boys use their imagination for decorating it. Each scout can earn "good deed" feathers for the DEN coupstick, or each boy can make his own coupstick.

Good deeds could be earned by contributing time in helping in some civic activity, or by donating cans of food in a food drive, or by donating to the Toys for Tots program, etc.. Individual efforts should be recognized too -- such as, being the "buddy" to the new kid in class, helping an elderly neighbor do something, helping a friend's mother take her groceries out of the car. Individual merit should be given for any type of GOOD DEED. Ask the scouts, their parents, and teachers to help in reporting any "good deeds in action".



ADVANCEMENT CEREMONY (WHEEL OF GOOD TURNS)

A carnival wheel of fortune with Cub Scout Ranks. . .top, bottom, left and right. (Important: All new bobcat parents should be briefed on Good Turn.)

CUBMASTER: A carnival is lot of fun. It has rides , crafts and games of skill and chance. Cub Scouting is also lots of fun. In Cub Scouting we also have games that require skill but none are by chance. We do not spin a wheel of fortune, but rather do a good turn on the wheel of Scouting.

To do a good turn is a very important part of Cub Scouting. As a matter of fact, the Scouting movement in the U.S. A. started by a good turn. A good was performed in 1909 by an unknown British Boy Scout for an American business man from Chicago, William D. Boyce, on a foggy day in London. This good turn was the one act that put the idea of Scouting in America.

The concept and action of doing a god turn, not for fame or reward, is one of the most important parts of Scouting. It is also one of four parts of the Cub Scout Promise. . to help other people.

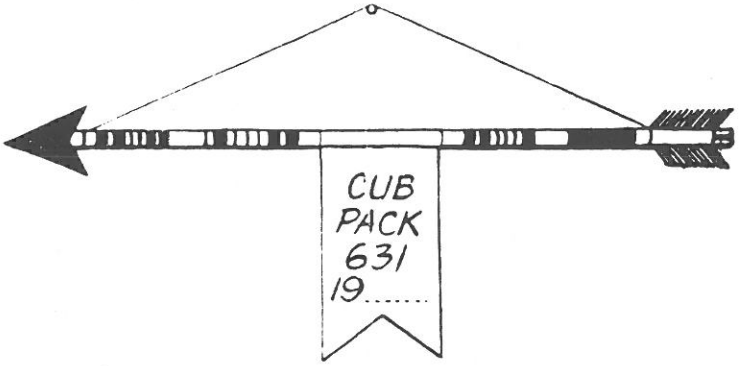
We know that our Cub Scouts do their good turns daily. We know they cannot wait to do good turns, not one, but many daily. While we cannot reward them for being good Cub Scouts we can reward them for their other accomplishments by advancing in rank.

We turn the wheel of Scouting to the first level, the rank of Bobcat. Will the following boys and their parents come forward. (Read names) Cub Scouts you are the first level of Cub Scouting. Your parents and leaders are proud of your accomplishments. We have a tradition in our pack for the good turn. Your mother will pin on the Bobcat badge upside down and when you have done a good turn, you may then turn it right side up. Congratulations to your new Bobcats. (They return to seats.)

The wheel gets another good turn and stops at the next level, the Wolf Rank. (Calls names) Parents, I give you these badges to present to your sons. Congratulations!

(follow same procedure for Bear and Webelos)

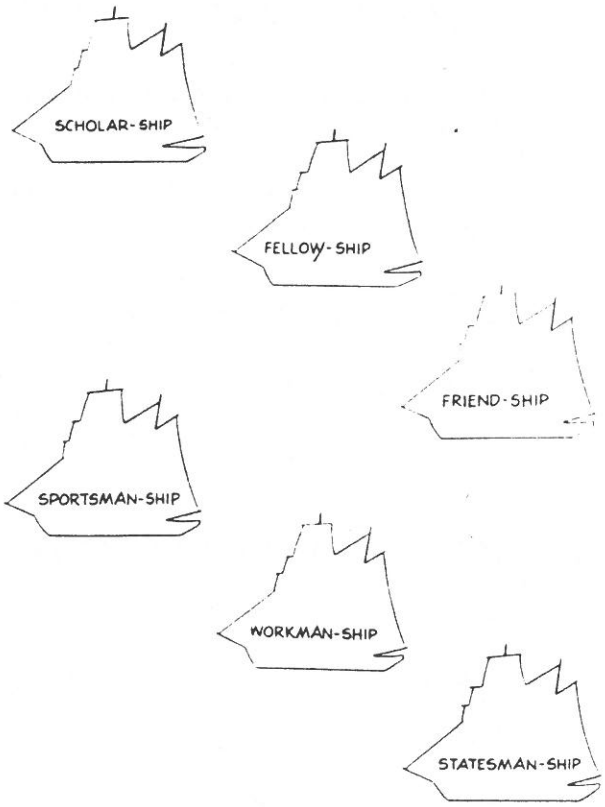
I am sure these Scouts and many more throughout the world will continue to do a good turn on the wheel of Scouting.



JANUARY 1993 - PIRATE WATERS

OPENING CEREMONY (SHIPS--PIRATE SHIPS)

Setting: There are actually six pirate ships--SCHOLARSHIP, FELLOW-SHIP, SPORTSMAN-SHIP, WORKMAN-SHIP, and STATESMAN-SHIP. (Make ships out of heavy cardboard to be held by a Cub Scout)



SCHOLAR-SHIP -- This ship is very important on the Sea of Education. On her deck stands such officers as Ambition, Determination, Intelligence, and Application. Her flag bears symbols of the letter 'A' and the Plus sign. "A+"

FELLOW-SHIP -- This ship stands for good spirit, fine cooperation, and never failing unity. Its flag floats high . . . the flag of scouting.

FRIEND-SHIP -- This is the most handsome ship of all. It is true blue and its flag is golden. Such as friendship itself is golden.

SPORTSMAN-SHIP -- This is the ship that's fair and square. It never veers from its course. Its flag is never at half mast.

WORKMAN-SHIP -- This ship's every line, every part, every mast, represents the best that a person can give. Its flag bears a laurel wreath.

STATESMAN SHIP -- This ship represents wise guidance, constant counsel, unselfish interest, and sincere endeavor. Its flag is white for purity.

And there you have six strong and sturdy ships to brave the sea. Three cheers for the **SCOUTING SHIPS!!!**

Select the scout in your den most deserving of one of these ships -- ensure that each scout receives one . . . give credit for effort and for improvement. HAPPY SAILING!

CLOSING CEREMONY (FLAGS)

The colonial Navy was born in 1632 when the English colonists of Massachusetts built the first American warship, the 30 long ton (30.5 metric ton) Blessing of the Bay. They used it to fight pirates off the Atlantic Coast. By the late 1700s, the colonists had built hundreds of ships including privateers, or privately owned war vessels. On board all these vessels, the flag of the original colonies and in recent times, the flag of the United States waves proudly in the sea breezes. Long may she wave. This evening Den ___ will retire the colors for us.

CLOSING BY THE CUBMASTER

CM: Cub Scouting helps channel a boy's imagination. He doesn't just play that he's a pirate. He is a buccaneer sailing under the Jolly Roger. He is a brave knight riding forth to slay the dragon. He is the first man on Mars. He is!! Imagination is a wonderful thing, and the Land of Make Believe is a place that everyone like to visit from time to time.....no matter how old you are. Being able to "make believe" sometimes, makes real life a little more pleasant.

ADVANCEMENT CEREMONY (WALK THE PLANK)

PERSONNEL: CM, Wolf, Bear, Webelos all dressed in pirate costumes.

PROPS: The CM has a pirate costume on, with a spyglass in his hand. A plank is on the floor (maybe a 12" X 3/4" X 6 or 8' long piece of shelving.)

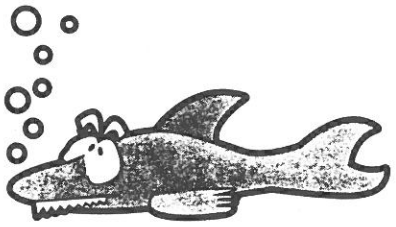
CM: Aye mateys, some of my crew have put a shore to give a little help on the sea. For us to continue on our trip on the Scouting ocean, we need some new recruits to man our ship. See if you can spot any likely candidates to join our crew. (Hand the spyglass to the Bobcat or Asst. Cubmaster)

ACM: Aye captain, I see some fine lads who would be a good addition to our crew.

CM: Go then, and bring him (them) and his parents with him.

ACM (crosses the plank, and gets the boys and parents, and bring them back. Have them cross the plank to get back on the ship.)

(editors note--This would be a good time to get the Assistant Cubmaster into the act.....If you aren't already doing this).



FEBRUARY 1993 - OLD GLORY

OPENING CEREMONY (I AM AN AMERICAN)

ARRANGEMENT: Flags are advanced in regular manner. After pledge of allegiance and posting of flags, this ceremony is given. Twelve uniformed Cub Scouts have speaking parts. (Or use 6 Cubs, each giving two parts.)

1ST CUB: My country gives each of us the opportunity to advance according to his ambition. Education is for all. I am an American.

2ND CUB: My county means love of freedom, faith in democracy, justice and equality. I am an American.

3RD CUB: My country believes in the moral worth of the common man. I am an American.

4TH CUB: My country gives us the privilege of expressing beliefs or opinions without fear of persecution. I am an American.

5TH CUB: My country has the best form of government. It is our duty to keep it that way. I am an American.

6TH CUB: My country promises life, liberty and the pursuit of happens. I am an American.

7TH CUB: My country gives us a privilege that we shall protect and defend even with our lives. I am an American.

8TH CUB: My country is and always shall remain the land of the free and the home of the brave. I am an American.

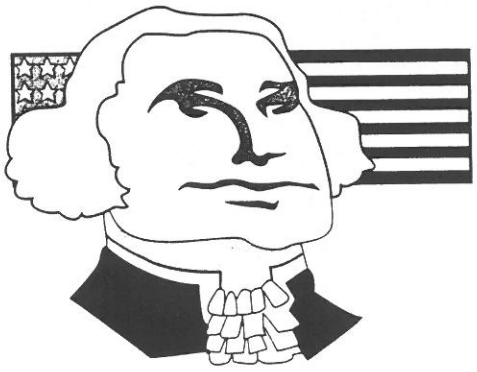
9TH CUB: My country offers a living Americanism which defends an informed, intelligent, and active citizenship. I am an American.

10TH CUB: My country meets any needs or suffering with its abiding love and loyalty. I am an American.

11TH CUB: My country is the servant. . . not the master. I am an American.

12TH CUB: My country possesses a Statue of Liberty whose torch shall burn as long as we keep it alight with out devotion to the freedom of the individual. I am an American.

Men and times change , but the Principles , never.



OPENING CEREMONY (OUR FLAG)

PERSONNEL: 1 Cubmaster and 10 Cubs or modify to suit your den.

CM: I am the voice of the Presidents of the United States, from the past to the present, and I speak for America.

CUB #1: When I was at Valley Forge in the cold of winter, I saw perseverance and loyalty for the cause of freedom.

CUB #2: When war again threatened the country, I wrote of the right of the people not to be threaten by foreign powers and that freedom still stands today.

CUB #3: I was president as the Louisiana Territory opened up and pioneers settled and stretched west past the Mississippi.

CUB #4: I was president as fighting took place in Texas and even as gold was discovered in California.

CUB #5: I was president as our country was torn by Civil War, and a proclamation of freedom began a new life for people who had lived in slavery.

CUB #6: The gold spike was driven into the rail at Promontory Point, Utah and the opening of the west by railroad. I watched on.

CUB #7: I took over the presidency in the year of prosperity, yet filled with sorrow as one of the finest ships ever built s unk in the waters of the North Atlantic.

CUB #8: I fought at least two wars during my presidency. One was the war on poverty, and the other was against foreign invasion.

CUB #9: I was president of the new frontier that began the preparation for the space program. The space center in Florida in named after me, and now you see space shuttles making new discoveries with each new voyage.

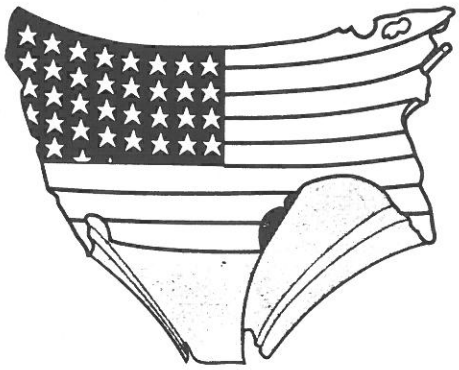
CUB #10: And I am the voice of your president today who asks all to unite in supporting the ideals of the country that all presidents have served.

CM: Please stand and honor the flag of freedom, the flag of free men, the flag of each president-------**Our Flag.**

HAND SALUTE

PLEDGE OF ALLEGIANCE, REPEAT.....

TO!!!!!!



PATRIOTIC CEREMONY (THE COLORS OF THE FLAG)

Personnel: 4 Scouts, speaking parts, color guard for flag.
Equipment :United States flag, 3 candles (1 red, 1 white and 1 blue), spotlight
Set-Up: Room in complete darkness except for spotlight on flag which is on one side of room. Table center stage with candles on it.

SCOUT #1: (lighting red candle) "The red of may flag is the lifeblood of brave men ready to die, or worthy live, for this our country."

SCOUT #2: (lighting white candle) "The white of my flag is for purity, cleaness of thought, purpose, word, and deed."

SCOUT #3: (lighting blue candle) "The blue of my flag is for truth and justice, like the eternal blue of the star-filled heavens."

(Enter Scout #4 and all Scouts salute the flag.)

SCOUT #4: "My flag, the flag of America, home of liberty, land of opportunity, where men of all races and creeds live in peace and friendship together."

(As #4 says the last word "together", all 4 Scouts will count to 3, and then drop salute together.) Turn on lights.

PATRIOTIC CEREMONY (I AM YOUR FLAG)

ARRANGEMENT: 8 Cub Scouts in uniform, stand in a straight line. Each holds a small American flag.

1ST CUB: I am the symbol of the living American, the badge of its greatness, the emblem of its destiny.

2ND CUB: I am faith. It is I who keep men mindful of their priceless heritage, life, liberty and the right to pursue happiness.

3RD CUB: I am hope. I represent the land of promise wherein, already man's loftiest dreams have approached closer to realization than ever before elsewhere on this earth.

4TH CUB: I am love. Each strand and fiber of my being is a memorial, dedicated to the sacrifices of all those strong men and steadfast women who lived and died in the nation's service, that it might live forever.

5TH CUB: I am tolerance. So long as I shall wave, all people under my protection may freely worship, think, write and speak, undaunted by the shadow of fear.

6TH CUB: I am justice, tempered with mercy. For I am friend to the oppressed and downtrodden of every land.

7TH CUB: I am a sign of the future. I wave over schools throughout the nation, and in them the nation's future is molded.

8TH CUB: I am the flag of the United States of America. . . the last. . .the best hope for peace on earth.

CLOSING CEREMONY (FLAG DAY ADDRESS)

From the 1914 Flag Day Address, "Makers of the Flag" by Franklin Knight Lane, Secretary of the Interior, in which he imagined that the flag was speaking.

NARRATOR: I am not the flag; not at all, I am but its shadow. I am whatever you make me, nothing more. I am your belief in yourself, your dream of what people may become. I live a changing life, a life of moods and passions, of heartbreaks and tired muscles.

Sometimes I am strong with pride, when men do an honest work. Sometimes I droop, for then purpose has gone from me. Sometimes I am loud, garish and full of that ego that blasts judgment. But always, I am all that you believe I can be. I am what you make me, nothing more.

I swing before your eyes as a bright gleam of color, a symbol of yourself. My stars and my stripes are your dreams and your labors. They are bright with cheer, brilliant with courage, firm with faith, because you have made them so out of your hearts. For you are the makers of the flag and it is well that you glory in the making.

(Flag can be spotlighted in a darkened room. Narrator should be off- stage.)

AN AWARD CEREMONY OR A CLOSING

PERSONNEL: 7 Cubs, a large kettle and a campfire.

CUB #1: Tonight we are going to fix for you a treat that is really grand. And make for you a recipe.....The greatest in the land.

CUB #2: In first we'll put a heaping cup of red for courage true. (Cub pours some red confetti into the kettle!!)

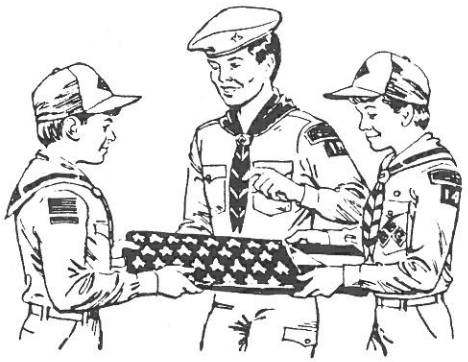
CUB #3: And then we'll add for loyalty-----a dash of blue (Cub pours in some blue confetti!!)

CUB #4: For purity, we'll now sift in a layer of snowy white (Cub pours in some white confetti!!!!)

CUB #5: We'll sprinkle in a pinch of stars to make it come out right. (Cub pours in some more white confetti!!)

CUB #6: We'll stir and stir and then you'll see. That what we made was "Old Glory" (Cub reaches into the kettle and quickly pulls out a flag!!!!)

CUB #7: Our flag is the most beautiful flag in the world. Let's always be loyal to it. Will everybody please stand up and sing "God Bless America".



CLOSING THOUGHT (SCOUTINGS BIRTHDAY)

Tonight we celebrate the Birthday of Scouting

We were here to celebrate

This great movement's been going

More than eighty years to date.

So let us all now join together

And pledge ourselves anew,

To always strive for the things

Signified by the gold and blue.

May you strive for truth and spirituality

In the warm sunlight under the sky above,

As you bring good cheer and happiness

With steadfast loyalty brought through love.

(If the room in which you have your banquet is large enough, you could have everyone stand in a circle before you begin reading and then join hands at this point.)

ADVANCEMENT CEREMONY (STARS ON THE FLAG)

This ceremony board is very easy to make and after the meeting it can be stored to used again.

To make the board, take a large rectangle piece of masonite or plywood and paint like the American Flag. DO NOT paint the white stars on the flag. The white stars can be cut out of heavy cardboard. Punch a small hole in the top of the star so it will slip on a nail that is placed on the blue area of the flag. Plan to make the flag large enough so that 50 stars will fit in the blue area. Remember to hang all 50 stars for the ceremony even if only a few awards are to be given out.

Write each Cub's name on a piece of paper and temporarily place on the front of the star. The leader handing the out the awards could say that each boy has earned the award and they are a star of the Pack, like the stars represent one of the states of the United States of America.

The stars are then removed as the boys are called forward and awarded to him.

(This ceremony board could also be made to look like the pack flag or a den flag.)

OPENING CEREMONY (OUR FLAG)

I am **Old Glory.** For more than 9 score years I have been the banner for hope and freedom, for generation after generation of Americans. Born amid the first flames of American's fight for freedom, I am the symbol of a country that has grown from a little group of thirteen colonies to a united nation of 50 sovereign states. Planted firmly on the high pinnacle of American faith, my gently fluttering folds have proved an inspiration to untold millions. Men have followed me into battle with unwavering courage. They have looked upon me as a symbol of national unity. They have prayed that they and their fellow citizens might continue to enjoy the life , liberty and the pursuit of happiness, which have been granted to every American as the heritage for free men. So long as men love liberty more that life itself; so long as they treasure the priceless privileges bought with the blood of our forefathers; so long as the principles of truth, justice and charity for all remain deeply rooted in human hearts; I shall continue to be the enduring banner of the United States of America. **(I AM OLD GLORY.)**

MARCH 1993 - WEATHER OBSERVATIONS

OPENING CEREMONY (THE WIND)

I can get through a doorway without any key,
And strip the leaves from the great oak tree.

I can drive storm-clouds and shake tall towers,
Or steal through a garden and not wake the flowers.

Seas I can move and ships I can sink;
I can carry a house-top or the scent of a pink.

When I am angry I can rave and riot;
And when I am spent, I lie quiet as quiet.

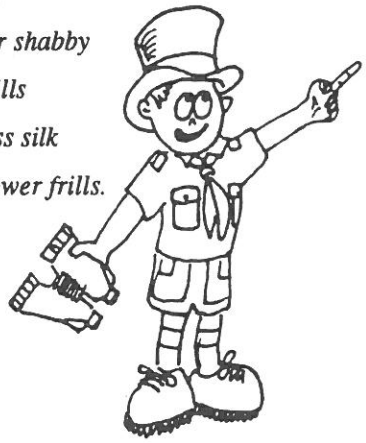
A Poem by James Reeves

OPENING CEREMONY (RAIN CLOUDS)

Along a road
Not built by man
There winds a silent
Caravan
Of camel-clouds
Whose humped gray backs
Are weighted down
With heavy packs

Of long-awaited,
Precious rain
To make the old earth
Young again,
And dress her shabby
Fields and hills
In green grass silk
With wild-flower frills.

A poem by Elizabeth-Ellen Long



OPENING CEREMONY (WEATHER SYMBOLS)

Setting: Have 4 Cubs carry signs with four weather symbols. RAIN, SUNNY, SNOW and CLOUDY.

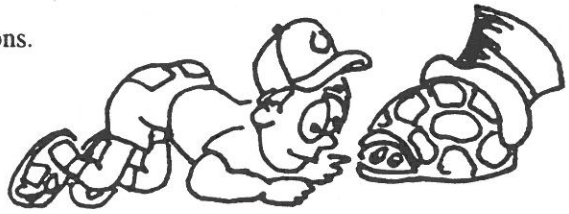
CUB #1: (RAIN) The rain keeps us indoors, most of the time, but the rain makes the crops grow, and the flowers to bloom. Rain is good for the earth.

CUB #2: (SNOW) The snow and cold causes trees to go into a winter sleep. This makes the tree rest, so that when the sun comes out and the seasons change again, the tree grows again, refreshed.

CUB #3: (SUNNY) The sun brings us warmth, the sun along with the rain make the grass and flowers grow. With the proper rain and sun, the fields are green with fruits and vegetables and grain. Oklahoma farmers depend on these crops for their livelihood.

CUB #4: (CLOUDY) Clouds, when the conditions are rights, will turn into rain. Clouds will block the rays of the hot sun during the summer heat to cool things off a little.

CM: Cub Scouting is a program for all seasons and weather conditions.



OPENING CEREMONY (N A T U R E)

PERSONNEL: Six posters with the letters N A T U R E on them.

N - Stands for your NAME- Be proud of it. As you advance from Bobcat to Webelos, you will add new laurels to your name. Everything you do affects your good name.

A - Stands for ATTITUDE- As sunlight is essential for growth, so attitude affects your spirit. Cub Scouts with the right attitude are happy, game and fair.

T - Stands for TASK- As the beaver works hard at his task, so does each Cub Scout.

U - Stands for USEFULNESS. Just as animals and birds are judged by their usefulness, so your place in life depends upon your usefulness.

R - Stands for READY. As the squirrel gathers food for future use during the winter when there is no food available, so you have worked hard on your achievements getting ready for the day when you will have become a Boy Scout.

E - Stands for ENERGY- As the bee is never idle, so you keep busy giving Good Will.

CM: The letters spell NATURE-God's way of telling us, He cares-Let us always be grateful for His guidance.

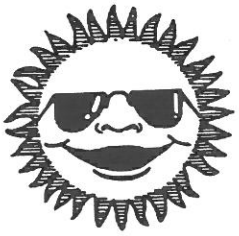
CLOSING (RETIRE THE COLORS)

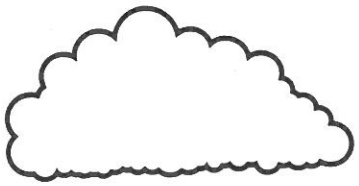
Have the Webelos honor guard retire the colors, while the pack, sings "America, the Beautiful".

ADVANCEMENT CEREMONY ("WEATHER OR NOT")

CM: Cub Scouts, we have a song called "Cub Scouting We Will Go"-which is sung to the tune of "Jingle Bells"- We could sing it now, but I didn't bring my pitch pipe, so I will read it to you (You could sing it if you wish!!)

Cub Scouting we will go
To a den where we can play
Sunshine, rain or snow
Happy on our way
As buddies we will greet
Faces gleaming bright.
What fun it is when we can meet
And do the things we like.



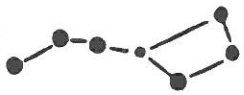


This little song tells us that Cub Scouting is for all seasons and all weather conditions.-----Sunshine, Rain, Snow----It should be fun anytime.

But to enjoy Cub Scouting to the fullest, you have to advance by learning new things, and doing various projects. Tonight we have some Cub Scouts who have done that, and we will recognize their work by presenting them with their badges.

APRIL 1993 - LIFE ON OTHER PLANETS

OPENING CEREMONY (CONSTELLATIONS)



Thoughts to be read by one of the leaders:

For thousands of years, people have gazed at the night sky with wonder and awe. As they studied the patterns of the stars, the early sky watchers drew imaginary lines from star to star, outlining the shapes of objects, animals, and gods. Some of their names for these constellations are familiar to us today.

Stonehenge, a ring of mammoth boulders built several thousand years ago on the plains of Southern England, may well have functioned partly as a prehistoric observatory used to record important positions of the sun and moon, and perhaps even to predict eclipses. Some Egyptian pyramids were erected with features in line with certain stars, as were some of Central America's Mayan Temples.

Even though most celestial features are far more permanent than terrestrial ones, our point of view is constantly moving, and thus different star charts are necessary to reflect the appearance of the sky overhead at different hours of the night and during different seasons of the year. The center of each chart usually corresponds with the zenith of the sky (the point directly overhead), and is marked with a small cross. The horizon, that line where the sky appears to touch the ground, is the circle bordering each chart.

FACTS TO KNOW ABOUT THE PLANETS:

MERCURY -- closest to the sun

VENUS -- has storms wilder than hurricanes

EARTH -- home to all of us

MARS -- the red planet

JUPITER -- the biggest SATURN -- not the only planet with rings

URANUS -- discovered 200 years ago

NEPTUNE -- takes 165 years to go around the sun

PLUTO -- a mystery to scientists

(Pluto is a puzzle. It is farthest away from the sun, but it is not a giant planet. Some scientists think that it may not be a planet at all, but a satellite of Neptune that was pulled away by the gravity of still another planet -- a planet that has not even been discovered yet.)

OPENING CEREMONY (UFO'S)

The present-day UFO excitement started in 1947, when a pilot named Kenneth Arnold saw a formation of bright circular objects skimming the mountain tops. He later described them as looking like saucers skipping across water. The name "flying saucers" caught on; there are, however, other UFO'S.

According to the Bible, Elijah was carried up to heaven in a fiery chariot, and Ezekiel reported seeing such a chariot. In the 1500's, people reported seeing spheres and disks in the sky over Germany and Switzerland.

There is no doubt that people sometimes see things in the sky that they don't understand. Many things -- meteor trails, or the planet Venus, or comets, or odd-shaped clouds, or ball lightning, or the burning of marsh gases (known as "will o'the wisp"), even moving airplanes or the lights of distant cards -- can seem mysterious. Because scientists don't understand everything, there may be lights in the sky for reasons as yet unknown.

There is enough understood about our Solar system today, to know that if there are aliens in outer space, they must live on worlds many light-years away. The trip from their world to our world would have to be difficult and would take incredible amounts of energy, dedication, and sacrifices.

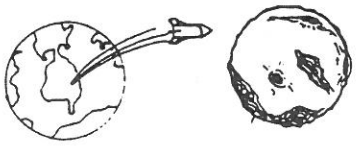
It is unlikely that our advanced instruments would not detect a major expedition traveling great distances from another star. It is even more unlikely that a fleet of so many different shapes and sizes would be able to buzz our planet for 40 years or more without being identified.

One astronomer, J. Allen Hynek, thought there might be something to UFO sightings. He investigated 10,000 sightings and felt that about 500 could not be explained by known causes. By the time he died in 1986, he still had not been able to find any scientific facts that would have made him believe in alien vehicles.

OPENING (COLOR GUARD)

Color guard presents the colors and the pack is led in the Pledge of Allegiance.

CM or Den Leader: This month we've been talking a lot about what the future will be like. We can't really be sure that we are right, but it's fun to think about it, isn't it! One thing we can be sure about, the world is going to need good people in the future. . We can be sure that we will be good men if we follow the Cub Scout Promise. Let's repeat the Cub Scout Promise.



CLOSING (PRAYER FROM APOLLO)

Have the pack form a large brotherhood circle (arms over each other's shoulders) and then read the prayer that was broadcast from outer space by Frank Borman from the Apollo in March of 1968.

"Give us, O God, the vision which can see Thy love in the world in spite of human failure. Give us the faith to trust Thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each of us can do to set forward the coming of universal peace..." At this time, ask for a moment of reverence, then dismiss the pack until next month.

ADVANCEMENTS AS PRESENTED BY DR. WHAT!

Characters : Advancement Chairperson and Dr. What (Man or Woman dressed in an overcoat and long muffler)

ADVANCEMENT CHAIRMAN; Tonight we have a guest who is an interstellar traveler. Please allow me to introduce to you Dr. What, who travels the stars in a phone booth. (Dr. What enters walking backwards) Dr. What, why are you walking backwards?

DR. WHAT: I was told on Pluto that this was a backward planet, so I was trying to behave normally...guess that wasn't so..

ADVANCEMENT CHAIRMAN; I see you brought your equipment.

DR. WHAT; Yes, I'm never far from a phone when I travel.

ADVANCEMENT CHAIRMAN; We appreciate your taking time out from your adventures to help us with our Advancement Ceremony.

DR. WHAT; You're most welcome. Now allow me to call information and we'll begin.

(calls information)

Mr. Advancement Chairman, I have here most important facts to share with your pack. (Boy's name)_____ has completed his work toward his Bobcat Rank. Will he please bring forward his parents.

(awards presented)

Also, I have learned that (Name)_____ has completed the necessary tasks for advancement of the Wolf (Bear) Rank. Come forward now with your parents. In recognition of diligent effort, pack number_____ presents the Wolf (Bear) Rank to this Cub Scout.

The facts in this case are that (Name)_____ has progressed in the Webelos Activities to the completion of work on activity badges. Please come forward with your parents to receive your activity pins.

(name of boy and type of pin listed as presented)

Now we have (number)_____ of Webelos Scouts who have earned the Webelos Rank. Please come forward for presentation.

ADVANCEMENT CHAIRMAN; Thank you Dr. What for your assistance.

DR. WHAT; You're quite welcome, I am pleased to have been asked. Each of you pick up a phone receiver and dial 282-72688 to find out what these boys have been. There you have my final bit of information. BUSY...BUSY...BUSY...

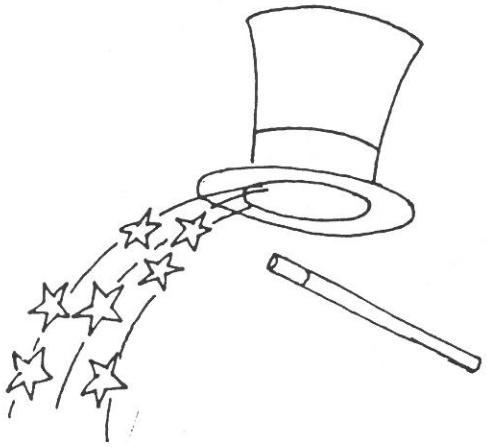
MAY 1993 - SHOWBIZ

OPENING CEREMONY (PARADE)

Arrangement: Boys in costume form parade outside room. Den Chief is at head of parade, carrying pack flag. On signal they enter room, and parade around audience. After going around room once, they take their seats, as pack flag is posted. American flag is already posted on stage.

CUBMASTER: Ladies and gentlemen and children of all ages. Tonight you will see stars in performance of unparalleled magnificence. The most startling and unusual features are assembled from the far corners of the civilized globe, in a super-spectacle with all the color of Hindustan and the majesty of the Grand Canyon. A gigantic presentation will be unrivaled before your very eyes. Welcome to Pack _____ Show Biz.

(Parade enters, marches around room with calliope music in background. After they are seated, the music is switched to the Star Spangled Banner and audience stands. After national anthem , a Cub Scout leads audience in Pledge of Allegiance.)



Clown

OPENING (MIDWAY SHOW)

PERSONNEL: 1 blindfolded, gagged and tied up Cub Scout, that is standing in front of the pack.

CM: This is an American boy. The American Revolution won him freedom. (Cubmaster unties him)

The Constitution guarantees him freedom of speech. (Remove the gag!) A free education gives him the ability to see and to understand. (Remove the blindfold!) Let us help Cub Scouting teach him to preserve and enjoy his glorious heritage and become a good citizen.

Would everybody, please stand and recite the pledge of allegiance.

NOTE: Since the theme for the month is Show Biz, you might want to see if you can get some background calliope music.

OPENING (CUB SCOUTS MARCH)

Have the boys meet outside, or have them get up just before the pack meeting starts, and have them line up in the hall. The pack flag will lead the boys into the meeting room. They will march around the room, and then they will take their seats. After the boys are at their seats, you could now recite the Pledge.

CM: Ladies and Gentleman and children of all ages. Tonight you will see entertainment that has only been reserved for kings and queens of far distant lands. You will see the Pack ____ Troubadours, in their finest hour. You will see unusual acts here tonight. We have searched the far corners of the globe to bring you this entertainment (?)

After this has been said, the boys can sit down, or march around the room again. After all, they are the stars of the show.

CLOSING (CIRCUS)

Ladies and gentlemen, you have witnessed the greatest of all shows in the world tonight. The circus is for children of all ages, from 8 to 80. For your pleasure we have presented the most wonderful and remarkable living animals, daring skits for your entertainment pleasure.. In short, this has been a show that will not be duplicated, and it could never be the same. These boys are super troopers.. That is our show for the evening. Good night, everybody. Remember, we will be back with a new show next month, on this very stage, and this very room.

CLOSING THOUGHT ABOUT LORD BADEN-POWELL

Lord Baden-Powell, the founder of Scouting, said this to Scouts everywhere: "I often find when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, and some men have done small deeds, but they have made their hole in the blanket by doing good before they go into heaven. Try to make your hole in the blanket by doing good while you are on earth. It is something to be good, but it is far better to do good."

Think of Baden-Powell's words when you promise "to help other people".

ADVANCEMENT CEREMONY FOR SHOW BIZ

CUBMASTER: (dress as a ringmaster)

Ladies and gentlemen, you are about to see a Parade Of Achievement like you have never seen before!!

For your first act tonight we have trained Bobcats and their trainers (parents). They will be in the center ring and will perform for us showing what feats they have mastered. (Bobcats and parents come forward and go through Bobcat requirements with Cubmaster. (Badges are presented) Notice how these Bobcats have been trained well by their trainers. Let's have a round of applause for this fine act we have just seen performed before our very eyes!

And now we have for our second colossal act of achievement this evening, a fine trained Wolf Act. The wolves in this act are (read boys' names receiving Wolf badge or arrow points under Wolf badge) Here comes those Wolf Cubs and their trainers into our center ring! (boys and parents come forward) (Go through similar type of show biz talk to cover some of the wolf requirements, repeat in the same manner for Bear and arrow points.)

And now ladies and gentlemen we have a stupendous act which takes much skill and requires work and patience as these young men climb to great heights. . .in fact, to the very top in the Cub Scout Parade of Achievements. Let's all watch breathlessly as we give special honors in a ceremony which will demonstrate to you what heights these boys have climbed with the help of their trainers along the way. It is a privilege to introduce you to the participants in this outstanding feat. (call boys , Webelos leaders and parents forward) (Present activity badges with appropriate flowery language pertaining to badge such as: These are our skilled athletes. . .who have shown their dexterity in physical fitness feats or these are the aquanauts whose remarkable agility in the water is unequaled. . .etc.)

And now for the stars of our show. . .the young men who have completed the requirements of the Arrow Of Light. . .

We have presented for you one of the most exciting, most stupendous shows in the history of Cub Scouting. The young men you have seen before you have attained the heights of achievement. . .an amazing array of ability and stupendous skill. . .an extravaganza extraordinary!

JUNE 1993 - CUB SCOUT BIRD WATCHERS

OPENING CEREMONY (THE OUTDOOR CODE)

PERSONNEL: Poster with the Outdoor Code on it. Have parents repeat the outdoor code. Explain it's meaning.

PACK: As an American, I will do my best to be clean in my outdoor manners

CM: I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waterways, fields and roadways.

PACK: Be careful with fire

CM: I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

PACK: Be considerate of the outdoors-

CM: I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

PACK: And be conservation minded-

CM: I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife; I will urge others to do the same. I will use sportsman like methods in all my outdoor activities.

---You could sing "God Bless America" or "America, the Beautiful"

NORTH STAR ADVANCEMENT CEREMONY

Equipment: Pinhole planetarium punched for the Big Dipper and North Star and a flashlight. (see Bear Book)
Personnel: Cubmaster, advancing Cub Scouts and their parents.
Dim lights. Cubmaster beams the flashlight through the pinhole planetarium to show Big Dipper on the ceiling.

CUBMASTER: "For thousands of years man has known that the North Star is fixed in the sky. Shepherds knew it before the time of Christ, and seaman have used the North Star and other heavenly bodies to guide their ships ever since they first dared to leave the sight of land. Even today the stars are important in navigation for ships, planes, and spacecraft.

Cub Scouts don't need the stars to find their way, but we do have some guiding stars to help us through life. There is the church, for example, and school, and Cub Scouting. In Cub Scouting, our navigational aids are the Promise and Law of the Pack. They tell us how we should act and what we should do for others and for ourselves. The Promise and Law are just like the stars by which the captain steers his ship.

Tonight we honor some Cub Scouts who are navigating straight and true on the Cub Scout trail. They have earned these honors by passing the requirements for the next rank, with help of their parents. Will (names of boys) come forward with their parents?" (Give the badges to parents to pin on son's shirts.)

LEADER APPRECIATION CEREMONY

(This could be used as a closing ceremony)

PERSONNEL: Four large candles, adults should bring flashlights.

SETTING: All the lights are out. Four leaders stand behind the CM.

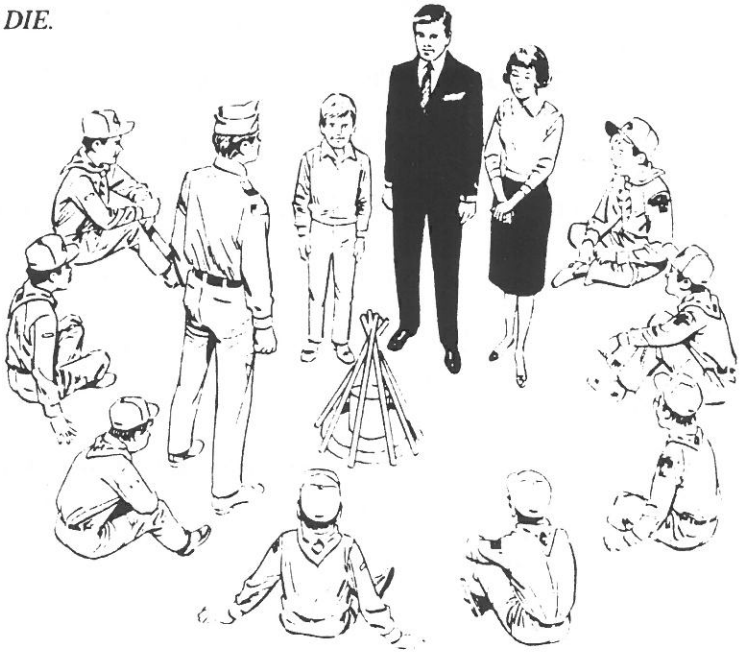
CM: To a Cub Scout it looks so very grim, when there is no leader, no pack or den. But Wait.....here is a leader (first leader lights his candle) with a candle. But the job is more than one person can handle. He needs Den Leaders and committee members, too. Because there is so much to do.

Now, he found a second leader (lights his candle) with a candle. Here a committee member (light his candle----3 total so far...) and here is a Webelos leader.....(light his candle.....4) Here's a mom, and there is a dad, and aunt or uncle. (each adult lights his or her flashlight).....For our Cub Scouts it is getting a little brighter.

(All adults should read the following poem written on index cards)

OUT OF THE DARKNESS WE NOW HAVE HOPE
OUR CUB SCOUTS NO MORE WILL HAVE TO GROPE
TO FIND THEIR WAY ALONG THE ROAD THAT MILLIONS LIKE THEM OFTEN STRODE-----
TO WEAR THE UNIFORM OF THE BLUE AND GOLD
THE LAWS OF THE LAND, AND GOD TO UPHOLD
ALL OF YOU CAN NOW SEE YOUR WAY, TOO!
SO IF ALL TOGETHER WE HOLD OUR LIGHTS HIGH,
CUB SCOUTING WILL SHINE AND NEVER DIE.

Thank You



JULY 1993 - WILD & WOOLY WEST

Incorporate the theme into whatever award you are celebrating within your den. Because this month is the "middle of summer", it might be fun to recognize all the scouting effort your boys have made during the school year and summer activities, summer camp, extra arrow points, etc..

OPENING CEREMONY (WILD WEST RODEO)

CUBMASTER: Good evening rodeo fans. Welcome to the Cub Scout Wild West Rodeo. Like any rodeo, we have thrills and chills, feats of daring and best of all, we have a grand entrance. (Dens of Cub Scouts dressed in western costume have been waiting outside the room. They now enter and parade around the arena while recorded western music is played.) That's one of the best parts of the rodeo, with all riders carrying their own flags. But the greatest flag of all is our own Old Glory. Let's show our respect now by rising to salute the flag of our country. (Boys in uniform advance colors and lead Pledge of Allegiance.)

CLOSING CEREMONY (RODEO CLOSING)

CUBMASTER: Rodeos started with cowboys competing in their every day work to see who was the best at a particular job. Later, purses were gathered to make it more interesting. It has grown into a huge national sport, and some of the contestants are still working as cowboys. They work together and help one another to grow. It is the same with Cub Scouting. We must help each other cheerfully, if we expect our pack to grow. Will you all please stand and repeat with me the Cub Scout Promise?

PERSONNEL: Eight Cubs with poster paper with the letters- CUB SCOUT

"C" - Is for comradeship, we learn to get along each other.

"U" - Is for unity - Together we are strong.

"B" - Is for boys - Wild and Wooly, but really nice!

"S" - Is for social - You don't have to ask us twice, most of the time.

"C" - Is for courtesy - Which all of us should know.

"O" - Is for outings - Which we love to go on.

"U" - Is for universal- Scouts are known in just about every country in the world.

"T" - Is for teamwork - We'll always lend you a helping hand.

CLOSING CEREMONY (CAMPFIRE)

(Have the pack form a Friendship Circle) Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun, and protection from the rain. It discards it's dead branches, providing wood for fires and for cooking foods. It adds beauty to the countryside. We must admit that a tree gives a lot more than it receives. We can learn a lesson from the tree. By doing our best to be helpful to others by putting others first and ourselves second. Remember the lesson we learned from the tree----*TO GIVE MORE TO OTHERS THAN WHAT WE RECEIVE.*

WILD WEST ADVANCEMENT CEREMONY

ARRANGEMENT: Boys who are to receive awards are held in cardboard corral or chutes until time to receive their awards. At that time, a pack committee member escorts the boy and his parents to the front.

CUBMASTER: Cowboys must practice and work to become the best in the rodeo world. Cub Scouts must work and learn to advance up the Scouting trail. Tonight we will honor some boys who have worked hard to reach a higher level on that trail.

We have some new Cowboy Cub Scouts here tonight who have never ridden in the Cub Scouting arena before. They are brave and ready to try. They will prove themselves now. (Call names of Bobcat candidates and ask that they come forward with their parents). Please repeat the Cub Scout Promise with me. (Present Bobcat badges and cards to parents who present them to their sons.) Congratulations! You may now ride with our pack and earn your spurs by climbing the Cub Scouting ladder.

The following boys have worked hard lassoed the 12 achievement required to become Wolf Cubs (read names). We congratulate you cub cowboys for your fine work. (Present badges and cards to parents who present them to their sons.)

These boys rode her and rounded 12 more achievements and corralled the Bear rank. (read names) I congratulate you Cub cowboys and your parents. (Present badges and cards to parents who present them to their sons.) I challenge you to ride even harder and earn arrow points as you prepare to become Webelos Scouts.

The Webelos Scouts who have bulldogged the requirements for activities badges are (read names). You have bulldogged, roped and tied your way through the Cub scouting ranks. Now may you have easy riding towards the Arrow of Light and scouting beyond. (Present activity badges and cards to parents who present them to their sons.)

Congratulations to all our Cub Scouts and Webelos Scout cowboys!!

AUGUST 1993 - CAMPFIRE YARNS

OPENING CEREMONY (CAMPFIRE)

1ST BOY: (as fire is lighted) The early cavemen used the fire to protect themselves from wild beasts and to warm their bodies.

2ND BOY: In ancient times the Phoenicians used fires on mountain tops of high pillars as beacons for their ships.

3RD BOY: The American Indian used fire to hollow logs for his canoes, to fire pottery, and for ceremonial purposes.

4TH BOY: The pioneer used fire to forge rims for his wagon wheels. The silhouette of the village smithy against his fire was a common sight in early America.

5TH BOY: The cowboys of the old west sat around the campfire with a pot of coffee and beans. Their entertainment was the singing of ballads of the trail, accompanied by guitar or harmonica.

6TH BOY: Fire today makes the wheels of commerce and industry turn. In essence, fire has put men on the moon.

7TH BOY: Fire is the universal symbol of Scout camping. The fellowship around the campfire is one of the most lasting memories in the life of a Scout. In just a few months, our Webelos Scouts will have an opportunity to participate in a Scout campfire. All Cub Scouts have this to look forward to. If every Scout Troop in the world had a campfire such as this one tonight, the glow would light the world with a new hope of mankind.

OPENING CEREMONY (CUB SCOUTING)

PERSONNEL: Three Cub Scouts, one dressed neatly and the other two dressed sloppily and looking tired and bored.

CUB #1: (Drags himself on stage, looking tired, bored and meets the sharply dressed Cub. #2) Say, am I ever tired. I wish I could be in shape. I'm so weak I don't know what to do.

CUB #2: I have something that will get you into shape physically and mentally. Take the first step into my program and into shape by stepping over the line.

CUB #1: (Steps over the line, and becomes alert, bright and athletic)

CUB #3: (Walks in dragging, tired and meets #1 and #2.) I'm so bored. I have done everything there is and nothing is left. I miss the challenges.

CUB #2: I have something that will challenge you, train you, coach you and develop you both physically and mentally. Just step over the line.

CUB #3: (Steps over the line and becomes bright, alert and athletic)

CUB #1 and #3 (TOGETHER) What is this program we stepped into that gives us this energy, strength and really challenges us?

CUB #2: It's....It's.....It's.....(hold up a sign that reads "Cub Scouting") Cub Scouting!!!

CLOSING CEREMONY (CAMPFIRE CLOSING)

Let's assume that the August pack meeting will be held outdoors. It is August, it's probably warm, so, you may have your pack meeting on a Saturday, maybe in conjunction with a fishing derby or raingutter regatta. You will want to also have a campfire. Campfires are fun, and everyone enjoys them. The only draw back is finding someplace to have it. You might try to find some cement blocks, and a large flat sheet of metal or 55 gal drum cut in half. All these are perfect.

Since it's now dark, you might want to try a flag ceremony for a closing. Have the boys hold their flashlights in the left hand, and give the Cub Scout sign with the right. Shine the light from the flashlight on the flag and repeat the pledge.

Yes, you can do the pledge at the end!!!!

CLOSING CEREMONY (IN-DOOR CAMPFIRE)

Give each person a sprig of dried cedar, pine, juniper, etc. If using an artificial campfire indoors, use toothpicks.

The light from hundred of campfires around the world have brightened the Cub Scout Spirit for many years. Tonight, we have enjoyed the warmth and cheerfulness of our campfire as one Cub Scout pack family. As the campfire dims, its glowing embers are reminders of the fun and fellowship we have shared. I ask that you now slowly walk past our campfire in silence. . .throw your twig upon the embers. . .and think of what Cub Scouting means to you. Then please leave the council ring, remaining silent. Goodnight.

ADVANCEMENT (AROUND A CAMPFIRE)

SETTING: All Cub Scouts and parents sit in a large circle around the campfire.

PERSONNEL: Cubmaster is dressed as an Indian chief; an adult is dressed as a medicine man, and another adult is dressed as an old fur trader with saddle bags. Medicine man and Indian Chief sit by the campfire.

MEDICINE MAN: There are several braves tonight who have worked hard since we last met, and have earned awards for their efforts. I sent an order to the trading post last week and it should be here by now. I don't know what happened, but they have not arrived. I fear we will have to wait until next month. Heap big sorry!

FUR TRADER: (looking wild, wooly, and hurried, approaches campfire carrying saddle bags) Is this the Cub Scout pack _____campfire?

CUBMASTER: Yes, it is. Who are you?

FUR TRADER: I'm the rider from the trading post.

MEDICINE MAN: I'm heap glad to see you.

FUR TRADER: Well, I hope you're ready to trade.

MEDICINE MAN: Hmmm. I have 3 blue beads for (name) who has earned the Bobcat rank.

FUR TRADER: Good enough. Where it the varmint?

CUBMASTER: Will (name) and his parents please step forward? Congratulations on your hard work!

MEDICINE MAN: I have 3 red feathers for (name) who has earned the Wolf rank!

FUR TRADER: Good deal!

CUBMASTER: Will (name) and his parents please step forward?

(continue presenting awards in similar manner)

CUBMASTER: (to fur trader) Thanks for getting here on time with all our awards. The boys really appreciate it.

MEDICINE MAN: Ugh!

FUR TRADER: My pleasure son. Now I gotta be gettin' along. So long! (he exists)

SEPTEMBER 1993 - AMERICAN FOLKLORE

A TALL TALES FOR SMALL MALES

CHARACTERS: Mrs. Smith, Den Leader from Den 1, Cub Scout Johnny, David, Casey, Paul, and Sleepy.
SETTING: A den meeting at Mrs. Smith home. All are seated.

MRS. SMITH:
Today, Cub Scouts of Den One.

We're going to have ourselves some fun;

This month American Folklore is the chosen theme.

So answer roll call with a far-fetched dream.

Johnny. . . .

JOHNNY:
My name is Johnny, and long ago

My great Grandpa planted many a row,

And if he hadn't you'd surely cry,

Cause you wouldn't have any apple pie.

He was Johnny Appleseed.

MRS. SMITH:
Very good, Johnny. Now David. . .

DAVID:
My name is David, and back many a year

The forest bears would shake with fear

If by chance they saw a coonskin hat-

Cause that was my uncle-

Davy Crock-at!

MRS. SMITH:
That's pretty tall, David! Now let's hear from Casey.

CASEY:
When I was little, and Christmas came,

My folks gave me a set of trains.

I guess folks thought I was kind of racy,

So now they call me "little Casey."

MRS. SMITH:
Oh Casey, what a story! All right Paul, it's your turn. . .

PAUL:
Just call me Paul-that's my uncle's name;

A big blue ox was part of his fame;

When Babe got thirsty from the heat;

Uncle Paul dug the Great Lakes-wasn't that neat?

He was Paul Bunyan!

MRS. SMITH:
That's really a tall tale. Paul! Now last, let's hear from Sleepy. . .

SLEEPY:
My last name's Winkle,

And it may not be right;

But I'm always sleepy (yarns)

Gooo-ood night!

(drops head, pretends to sleep)

MRS. SMITH:
Well boys, I'd no idea that Den One has such famous uncles and granddads.

And I've never heard such Tall, Tall Tales

From so many different small, small males. (smiles)

OPENING CEREMONY (COMPASS)

PERSONNEL: Akela (adult), spotlight or a powerful, wide beam flashlight, a drum with a drum beater, a Cub Scout, a Scout, and Explorer (check with a Scoutmaster of the troop that your pack feeds into. He has contacts!) Cub Scout or leader dressed as an Indian.

PROPS: Cardboard compass board, painted blue in EAST, painted silver in the WEST direction, gold in the SOUTH direction, and a large scout emblem in the NORTH direction. One each of a large, long candle with a strip from a safety match box taped to the base of the candle. A wooden arrow with a wooden safety match taped to the tip, or use those long matches used to light fireplaces.

ARRANGEMENTS: Compass board is supported by an easel, and a candle is inserted in the center. The drum beats a steady rhythm. Darken the room, and have a spot light search the room, settling on the compass.

AKELA: We look to the compass for our guide. We find at the north an Indian with his spirit of adventure. (Indian enter, carrying the arrow, and stands behind the compass) We find at the east a Cub Scout bringing his eagerness like the dawn of a new day. (Cub enters and stands to the right of the compass) We find at the west an explorer, only a step from manhood. (Explorer enters and stands to the left of the compass) We read the compass, we set the course....trained leadership will not lose the trail. Look again, the light of Scouting burns (the Indian strikes the arrow at the base of the candle, and lights the candle.) Now will everyone join me in the Pledge of Allegiance to the flag.

CLOSING CEREMONY (STAR GAZING)

PERSONNEL: CM and 7 Cub Scouts

PROPS: Artificial campfire, large blue poster board, with cut out for the big dipper, North Star, seven small flash lights (those small krypton bulb flashlights are great)

ARRANGEMENTS: CM, 7 Cub Scouts stand near the campfire with the figure of the Big Dipper and the North Star at one side of the fire. Cub Scouts stand behind the figure of stars with lights they flash behind their star in the Big Dipper as they speak.

CM: For thousands of years people have grouped the stars together as figures in the constellations. This was probably done by the early shepherds as they lay on the grass looking at the sky while tending their sheep. There they could see pictures of heroes, kings, queens, men, maidens, and monsters in the stars. The constellation we know best is the Big Dipper. Taking the stars that form the outer edge of the dipper, sight upward and to the right, the star you see is the North Star, which for centuries has been the guiding star for travelers. (Cub lights look for the North Star) It remains in the same place all the time. Let the North Star be our guiding star representing our God. Keep your eyes on the North Star. Each star in the Big Dipper can help you keep your eyes on the North Star--to become your guide for living. Then let your light so shine that you can help others find the way. Now each of the Cub Scouts will tell you what each star in the Big Dipper represents to him in his quest to find the guiding star. (As they speak, they light their light behind the star)

CUB #1: THE HOLY BIBLE

CUB #2: MY MINISTER, OR PASTOR, OR RABBI, OR PRIEST

CUB #3: MY MOM AND DAD

CUB #4: THE CUB SCOUT PROMISE

CUB #5: MY DEN LEADER

CUB #6: MY CUBMASTER

CUB #7: MY DEN CHIEF

DANIEL BOONE ADVANCEMENT

Arrangement: Assistant Cubmaster is dressed in Daniel Boone costume, complete with wooden rubber hand gun. Cubmaster is in uniform.

DANIEL: Howdy, folks! My name is Dan'l Boone. I understand this is a good place to get me a mess of Bobcats.

CUBMASTER; You must be a stranger around here. This is a Cub Scout meeting and the only Bobcats around here are the Cubs who have earned the Bobcat badge. Would the following Cub Scouts and their parents please come forward.

(Cubmaster relates story of Bobcat badge, how Bobcats are so fierce and mean that the badge can't be turned upside down, so the boy must be turned upside down. Dan`l could comment about that sounding like a tall tale to him! Cubmaster presents badges and pins to families and they return to their seats.)

DANIEL; Well, that was very interesting, but you must have that pack of Wolves I was told about.

CUBMASTER: No, Mr. Boone, our Wolves are the Cub Scouts who have climbed the trail of Scouting to the next advancement rank.

(Cubmaster calls forward boys and parents to receive wolf rank and presents badges.)

DANIEL; Very impressive! But I don't see nary a single bear our there. (Shades eyes and looks into audience.)

CUBMASTER; Our Bears are a year older and wiser than our Wolves. They have learned to take care of knives and tools, learned how to tie knots, and even learned about you, Mr. Boone.

(Cubmaster calls forward Bear recipients and their parents and presents badges.)

CUBMASTER; Would you like to see our Webelos get their awards?

DANIEL: What in tarnation is a Webelos?

(Prompt boys in advance to yell "We'll be loyal Scouts!")

DANIEL; Now, that I understand. I'm a loyal "Trail" Scout, too.

CUBMASTER: Webelos Scouts have learned about our government, know the rules of outdoor fire safety and have slept under the stars.

(Cubmaster presents activity pins and Webelos badges.)

DANIEL; Well now, Cub Scouting sounds like a mighty fine way to raise up a young'un. Wish we had Cub Scouts when I was a lad. So long, now.

OCTOBER 1993 - FAMILY HOBBIES

Hobbies can be anything that a person/family finds enjoyable and relaxing--camping, hiking, playing games, reading collecting stamps, or other items, swimming, Cub Scouts and Boy Scouts. Find out what each of your boys' interests are and what their respective families' interests are---and plan a den celebration around all these "hobbies". Let each boy talk about his family's hobby (ies) and why he/they enjoy the hobby.

If awards are to be incorporated into this celebration painted washers can be used for almost anything-most unusual hobby, largest family hobby, smallest family hobby, newest family hobby, oldest family hobby, quietest family hobby, most active family hobby, etc. The washer can be painted any color (s) and hung around each boy's neck at the time of presentation (as in the Olympics) using blue and gold ribbon on each one. Each boy and his family should feel that they were rewarded equally with the others.

OPENING CEREMONY (#1)

PERSONNEL: Narrator, 8 Cubs holding props. Cubs pantomime as their portion of the script is read.

PROPS: light bulb, a pattern, a tool, a pocket knife, a piece of wood, a clock, a person flexing a muscle, and p person pointing to the rest of the group.

CUB #1: (enters with a light bulb over his head) Any kind of project begins with an idea. It can come from a book, a magazine, a store or a friend. And sometimes the best ideas come from ourselves.

CUB #2: (enters with a pattern) An idea needs a pattern or a plan to make it a reality. Prior planning and following instructions reduces time and confusion.

CUB #3: (enters with tools) Using the proper tools is essential to make the job easier. Misuse of tools make the job impossible. Use the tools as they were designed to be used

CUB #4: (enters with a pocket knife and a sharpening stone) Take proper care of your tools----keep them repaired and sharp. Dull or broken tools are dangerous!

CUB #5: (enters with a piece of wood) Proper materials are as essential as proper tools. Sometimes substituting the wrong material could ruin a project.

CUB #6: (enters with clock) Don't hurry. Take your time and do the job correctly. Anything worth doing takes time and patience.

CUB #7: (enters flexing his muscles) Labor and efforts are necessary, too!

CUB #8: (enters pointing to the other Cubs) All of these things are important. They determine if all of these things are important. They determine if the resulting project is good or bad. The success of the project depends on the ideas, tools, material and time and effort. The results should be enjoyable.

CLOSING CEREMONY (POCKET KNIFE)

PERSONNEL: Cubmaster

CUBMASTER: Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool in the right hands, because it can be used for many worthwhile things. It is a dependable tool as long as the blade is kept sharp and free from rust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principles apply to us.

We have bodies, which when kept in good condition, will serve us well. But if we fail to take care of ourselves, we can become rusty and dull like that neglected pocket knife. Do your best to keep yourself personally fit.

NON-THEME RELATED CEREMONIES

The following ceremonies can be conducted at any den meeting:

- Welcome new den members to the den
- Birthdays
- Patriotic theme
- School spirit
- You're a winner
- Turtle reminder
- TGWS Thank Goodness We're Scouts
- Pinewood derby awards from the den
- It's spring
- Good friend
- Good scout
- You're special
- Holiday
- Thank You
- Good sportsmanship

And the list could go on and on. Let your imagination be your guide.

CLOSING CEREMONY (WHAT CUBS ARE MADE OF)

Cub Scouts are made of all the these,
Scarves of gold, patches on sleeves,
Trousers of blue with well-worm knees.
That what Cub Scouts are made of.

They're partly Indians, of fringe and feather,
And beads and buttons and bits of leather.
With war-paint and freckles mixed together,
That's what Cub Scouts are made of.

They're made of a promise, a pledge and a prayer
Of hands that are willing, of hearts that play fair,
With something inside them that God put there,
And that's what Cub Scouts are made of.

CLOSING CEREMONY FOR THE DEN MEETING

Cub Scouts form a circle and give the Cub Scout handclasp, completely around ending when it has reached the boy who started it. As each boy receives the handclasp he makes a wish, silently and pledges to do his best.

ADVANCEMENT CEREMONY (CHALLENGES)

CUBMASTER: Just as all sports played in the great outdoors are a challenge to each individual competitor, so the Cub Scout trail is a challenge to each individual Scout. Professional athletes and Olympic competitors don't just become great overnight. It takes years of practice and dedication to achieve success.

This is also true in Cub Scouting. A boy does not join a pack and then immediately receive the Arrow of Light. A boy joins a pack and begins to grow. First he must learn the Cub Scout Promise, the Law of the Pack, the Motto, the meaning of Webelos, the salute, the sign and the handshake....and so earn the rank of Bobcat.

As he continues his growth, the challenges become more difficult but he overcomes the difficulties and reaches toward the Wolf, Bear and Webelos ranks. If he is able to maintain his dedication and hard work, he will reach the top just like the Olympic champion.

Today, our pack has several boys who are maintaining that dedication and Cub Scout spirit and are ready for their next rank advancement. Will (name) and their parents please come forward.

WEBELOS CEREMONIES

Ceremonies for the Webelos can be the most impressive type of ceremony in the Cub Scout program. The Cub Scouts are at an impressionable age and these experiences will be a part of them for the rest of their lives. Be sure to use the ceremony boards and props described earlier in the ceremony section of this pow wow book.

WEBELOS DEN INDUCTION

Equipment: Webelos neckerchief and/or handbook

CUBMASTER: (Boy's name) of Den _____, a Bear Cub Scout, is now ready and eligible to advance into the Webelos Den. (Boy's name)_____,do you know the secret meaning of the word Webelos?

CUB: It means "We'll be Loyal Scouts"

CUBMASTER: Webelos is a very exciting part of Scouting. It is a chance for a boy to have an adventure in the outdoors. It is his chance to go on overnight campouts with a parent and other Webelos Scouts. . . .to prepare for over night campouts with his parent. It is a chance for adventure in developing his skills by working on 20 different activity badges such as Geologist, Scientist, Engineer, Athlete, Citizen and others.

This is a big step towards Boy Scouts. Congratulations!

(Places Webelos neckerchief on Cub.)

WEBELOS INDUCTION CEREMONY

PERSONNEL: Ceremonial induction log. See picture..... 3 candles in the log and a Webelos symbol on a stick, above the 3 candles. Webelos colors, neckerchief, and a cap.

CM: We have several Bear Cub Scouts who are eligible to join our Webelos den. Will they please come forward with their parents and stand to my right. To welcome them, I ask the Webelos Den Leader to come forward and his Den Chief and stand to my left. We will light the first candle in honor of the following boys who have worked hard as Bears, and are now eligible to join our Webelos den. (light candle)

We light the second candle in honor of your parents who have helped you this far along he Cub Scout trail. At this time, will the parents please remove your son's cap and neckerchief and replace them with the Webelos neckerchief and cap. (parents do this)

We light the third candle in honor of the Webelos den. It's members welcome you and want to help you still further along the Scouting trail so that you earn your Webelos Badge and the highest honor in Cub Scout-the Arrow of Light. At this time I will ask Mr. _____, our Webelos leader, to pin the colors on to your shirt.

(After this is done, the Webelos Leader shakes hands with the new Webelos, and then leads them back to his Webelos den, where the new Webelos shake hands with the older members of the Webelos den.

WEBELOS INDUCTION

CUBMASTER: It is my pleasure to announce that (names of Scouts) have completed their work in Den_____. They are now eligible to join the Webelos Den. Webelos Scouts wear a special neckerchief, so at this time will Den Leaders remove the Cub Scout neckerchief.

1ST WEBELOS: the Scout Law is a lengthy one, sometimes it's hard to keep; but if you take it step by step, the climb won't seem so steep.

2ND WEBELOS: Trustworthiness comes first of all; that's always good to know; and loyalty comes next in line. Be proud and let it show.

3RD WEBELOS: A helpful, friendly Scout is one who's courteous and kind; and then of course, obedience is always on your mind.

4TH WEBELOS: A good Scout is cheerful and one you're glad to meet; you must be thrifty and be brave and always clean and reverent.

5TH WEBELOS: A Webelos is a boy like me and you; who learns to be a Boy Scout does to be a better man.

WEBELOS LEADER: While we are learning about Boy Scouts, our Webelos Den has lots of fun working on activity badges, going on hikes and camping, We would like to welcome you into our den. We know you will have fun and learn many things.

(Boys to be inducted move to take their places beside Webelos Scouts. Webelos leader(s) place the Webelos neckerchief around their necks and present them with Webelos Book. The Webelos colors could also be given.)

THE MEANING OF THE ARROW OF LIGHT

The arch is the sun rising at daybreak, starting another week in scouting.

THE FIRST DAY - Is Sunday, a day of worship and development of the boys spiritual life.

THE SECOND DAY - is Monday, a day for improving understanding within the family.

THE THIRD DAY - is Tuesday a day of developing habits and attitudes of good citizenship.

THE FOURTH DAY -is Wednesday, a day of strengthening the ability to get along with other boys and respect other people.

THE FIFTH DAY - is Thursday, the day for personal achievements by developing new interests and skills.

THE SIXTH DAY - is Friday, the day to work on good sportsmanship and pride in growing strong in mind and body.

THE SEVENTH DAY - is Saturday-the day for fun and finding new things to do.

This gives us the seven rays of the sun to brighten our week. The arrow is to remind us to continue to go straight up the pathway in Scouting and in life. Putting all these together we have the Arrow of Light, the highest award in Cub Scouting.

WEBELOS ADVANCEMENT (AKELA'S COMPASS)

PROPS: Compass made from pizza board.

PERSONNEL: Cubmaster, new Webelos Scout, parents, Webelos Den member, Webelos Den Chief, Webelos Den Leader.

ARRANGEMENT: Have the participants stand in line facing the pack. As Cubmaster reads, the participants step forward as they are mentioned.

CUBMASTER:

I'm Akela, the leader of the pack.

Akela leads the Cubs and guides them down the track.

Since the Cub Scout trail goes far and wide,

Akela's Compass is your guide.

The compass needle points to North.

His Den Leader stands here, of course.

Who'll walk with him along the way,

Like a Compass needle, he'll never stray.

To the East in full array.

His Webelos den, like break of day.

The radiance of eagerness fills the skies.

The spirit of adventure in their eyes.

To the Scout his Den Chief beams.

A Boy Scout filled with boyhood dreams.

He takes the Webelos by hand.

Alive with action-they rule the land.

His Webelos Leader is to the West.

A symbol of manhood at its best.

Follow him closely if you can.

For the ideals of Scouting are in this man.

There is one more thing we're going to need,

To complete my compass for me to read.

It's the center point where the needle lies.

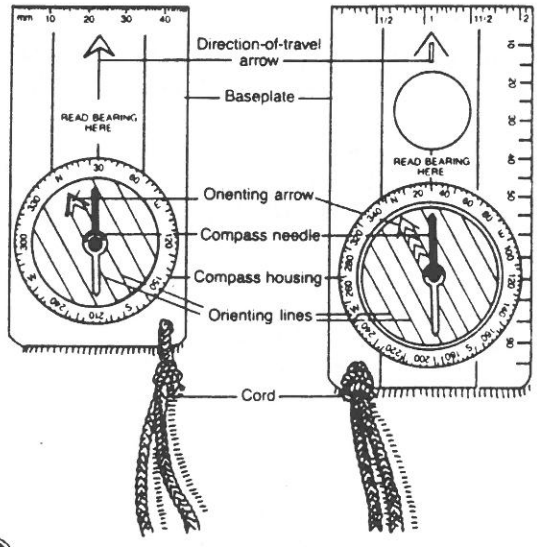
It's Mom and Dad in whom he relies.

No, I read my compass and set the course.

The rest is up to him, of course.

If you'll follow me along the trail.

With may compass in hand, how can we fail?



ARROW OF LIGHT

Tonight we are recognizing _____Webelos Scouts from our pack who have earned the Arrow of Light Award- - the highest honor in Cub Scouts.

We all know that the Cub Scout advancement plan follows the life story of Akela, an Indian brave of the mythical Webelos tribe. As we follow the Cub Scout trail, we follow in the footsteps of Akela and, like Akela, learn many things, so that someday we, too, may become brave Scouts. The first thing that Akela had to learn was the law of his tribe. It is the same in Cub Scouts. In order to become a Bobcat, our boys must earn the law of the pack.

Bobcat_____, will you light the candle representing the rank of Bobcat. (he does so.)

When Akela was of Bobcat age, he was taken on short trips into the forest by his father. Here, among the great trees and streams, he became acquainted with the ways of food. Much the same as Akela, our Cub Scouts worked and learned and received.

Wolf Cub Scout,_____, will you light the candle representing the rank of Wolf. (He does so)

Later Akela learned from the big, kindly bear the secret names of trees and from other friends the calls of birds and the language of the ear. Just as Akela learned new things that required a little more skill, so, too, do our Cub Scouts earn the Bear badge.

Bear Cub Scout_____, will you light the candle representing the rank of Bear. (He does so.)

From his father, Arrow of Light, Akela learned the speech and calls of the tests of the tribe. He was admitted into the lower ranks of the young braves. Thus, he became a Webelos Scout.

Webelos Scout_____,will you light the candle representing the rank of Webelos. (He does so.)

Here we should stop and think of the inner meaning of the word Webelos. It means "We'll Be Loyal Scouts"--to our country, our home and God. Now, as we look back down our Cub Scout trail, we see how bright the pathway is--bright because you Cub Scouts have helped make it so. You light the pathway through Cub Scouting by doing your best, helping others and giving goodwill.

Will our assistant Cubmaster please select those boys worthy of receiving the Arrow of Light, and bring them and their parents forward. (He brings them forward.)

Webelos Scouts, the emblem you see before you represents the Arrow of Light Award. You have completed the four ranks of Cub Scouting- - - Bobcat, Wolf, Bear, and Webelos. There are seven rays in the Arrow of Light. As they are lighted, you will hear how they stand for the seven great virtues of life.

1. **WISDOM** - Wisdom does not necessarily mean superior knowledge. It means putting to the right use of knowledge that one possess.

2. **COURAGE** - Courage is not the equality that enables men to meet danger without fear; it is being able to meet danger in spite of one' fear.

3. **SELF-CONTROL** - Self control isn't limited to the control of one's temper but control of one's self in all things.

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.

6. **HOPE** - Hope means to expect with confidence. Always hope for better things to come.

7. **LOVE** - There are many kinds of love: love for the family, love of home, love of fellow man, love of God and love of country. All of these loves are necessary for a full live.

You Webelos Scouts have fulfilled all requirements for the Arrow of Light Award. Placed before you are the burning candles which represent the ranks of Cub Scouting. May if always be said of you, as a brave of the Webelos Tribe, that you have reached the top of any ladder of achievement set before you. You will soon be going into Boy Scouts- - -there you will be tested again. May you ever be successful.

It is an honor for me to recognize you Webelos Scouts and to present you with these arrows. May this arrow remind you of the good times we have had together in Pack _____. (Present arrows.)

THE "ARROW OF LIGHT" ARROW

The following instructions are for the preparation and painting of the "Arrow" for the arrow of Light ceremony.

PREPARATION: Several parents working together to decorate the arrow which is emblematic of each boy's achievement in Cub Scouts.

INSTRUCTIONS: Select a wooden arrow with a length of approximately 23 inches. Remove the finish and any other materials with the use of a pain and varnish remover. Be sure to keep the stripper away from the feathers because it may eat away at the glue that is holding them in place. Allow the arrow to dry before continuing.

Do not layout first as some adjustments will probably be necessary. Start from the feathered end. Measuring in one inch from the position of the feathers, paint a one inch light blue band around the arrow shaft. This is the symbol for the Bobcat rank.

NOTE: It is suggested that you use masking tape when laying out the area to be painted since this will give you a neat looking project.

1. Skip one-half inch and paint a one inch red band around the shaft. This is the symbol of the Wolf rank.

2. Skip one half inch and paint one half inch bands around the shaft in gold for gold arrows and silver for the silver arrows earned under the Wolf badge.

3. Skip one half inch and paint a one inch band of aqua around the shaft. This is the symbol for the Bear rank.

4. Skip one half inch and paint one half inch bands gold for gold arrows and silver for silver arrows earned under the Bear badge.

5. Now skip one anyone half inch and paint a one and one-half inch of dark blue around the shaft. This symbolizes the Webelos badge.

6. Skip one-half inch and paint one half inch bands in a gray color for every activity badge earned on the Webelos program.

7. After the last activity badge skip one and one half inch and paint a three inch yellow band around the shaft. This strip shall symbolize the **"Arrow of Light"** badge. Cover the bare wood areas of the shaft with a thin coat of varnish. Let dry.

WEBELOS COUPSTICK

The coupstick is nothing more that a wooden "Score Card" used by each Webelos den member to visually record each requirement he completes.

As he proves his ability to meet the requirements, his Webelos Den Leader cuts a notch in the edge of his coupstick at the number of the appropriate requirements.

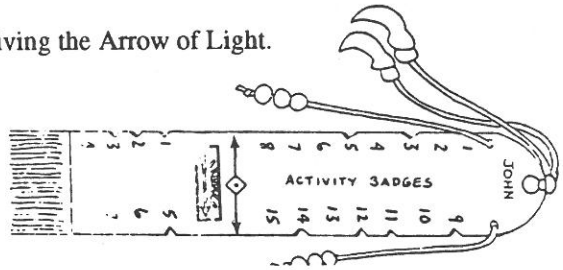
When a boy becomes eligible for the Webelos den and attends his first meeting, the Webelos den leader gives him a thin wooden lath of board of soft pine, approximately 15" x1/2" x 11/2". Along with this he receives a sheet of paper with directions and sketches for making a coupstick. One side is for a numerical list of Webelos rank requirements. The other side is for his name and pack number.

The lettering and numbers are put on with an electric burning pen, or similar tool. This project should be completed with no help from the parents. The coupstick award can be worn with the uniform, except on pack meeting night when it is either carried or displayed. He may improve its decoration later by adding leather fringe at the bottom and periodically adding feathers and fluff; thongs, bear claws, or colored beads to indicate progress, seniority or tenure, den offices held or duties performed. This adds incentive and makes a nice looking coupstick. However, watch the added things to avoid over decorating.

When the Scout has completed all of his requirements for Webelos, including his age, and his coupstick is all notched, the Webelos leader takes the coupstick to the Cubmaster and makes arrangements for a proper Webelos presentation at the next pack meeting. There his coupstick will be returned to him in an impressive recognition ceremony. Later, when he graduates into a troop, the Scoutmaster is notified of the occasion and should be present to welcome him and his parents.

Webelos is a continuous program, as is the coupstick idea. There is neither a beginning or ending. It is not necessary for a boy to start with number one or do any of the requirements on order.

The requirements for the coupstick should lead up to receiving the Arrow of Light.



ARROW OF LIGHT CEREMONY

PERSONNEL: Cubmaster, Scoutmaster, Webelos Award candidate(s) and parents.

EQUIPMENT: Graduation Ceremonial Board (see next page)

CUBMASTER: Tonight we have a special recognition. We have a Webelos Cub Scout who is receiving his Arrow of Light. Would (boy's name) and his parents come forward. (They stand on the right side of Cubmaster)

(Cubmaster hands square to Webelos Scout and he puts it in place on ceremonial board.)

As Akela grew in his tribe, he learned the responsibilities he had in the tribe. He learned to be honest in his dealing with the tribe. Like Akela, you learned as Bobcat and Wolf the responsibilities you must have to be in this pack. You learned to be honest with your fellow Cub Scouts, leaders, and parents.

Akela learned to skillfully hunt squirrel, deer, and bear. He learned to find water and food where there seemed to be none. He grew to be tall and strong so that he could walk proud among his people.

(Cubmaster gives light to Webelos scout and he put it in place)

Like Akela, you were given light, or knowledge, from your leaders. Akela learned many things from his Mother. You have learned many things from your Den Leaders (give den leader's name.)

As Akela grew in age and stature, he was turned over to warrior scouts to be trained and disciplined to become one of them, a warrior scout. So too, you were presented to the Webelos leaders and became a Webelos Scout. In Webelos, you learned more about Scouting skills and how to control, your emotions. You learned the true meaning of the word "Webelos-We'll Be Loyal Scouts".

(Give "W" to Webelos Scout and have him put it in place.)

Akela was sent out in the wild country to prove to the tribe that he was worthy to be a warrior scout. He was sent out for three moons by himself with nothing but clothes, knife, bow and arrows. He was able to conquer the hardships he faced in the wilds. When he came back, he was made a warrior, standing next to his father, "Arrow of Light."

You are now receiving your Arrow of Light Award, and your testing just begins. For now you are leaving Cub Scouting and are going into Boy Scouting. You'll find it fun and exciting, but you'll also find it rough and tough. Good luck from us in the pack and may you become a successful Eagle Scout.

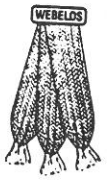
(Cub Scouts form circle around graduate and give him the grand howl.)

(Cubmaster presents gift to Scout and the award to parents. He then takes the scout to the bridge and presents him to the Scoutmaster.)

Include the Scoutmaster and Senior Patrol Leader from the troop the Webelos will be going into to accept him as he "walks across the bridge of accomplishment and graduation!!

ELEMENTS FOR AN ARROW OF LIGHT CEREMONY

What does the word **WEBELOS** mean?



What shall we be loyal to?

Our country, Our leaders. And to God our father

Our flag. Our families.

Our pack. Our parents.

Will those **WEBELOS** who have earned the **ARROW OF LIGHT** please come forward.

What are the rays that lights this patch for these Scouts?

RAYS:

1. Bobcat Badge
2. Wolf Badge and Arrows
3. Bear Badge and Arrows
4. Webelos Badge and Scout Laws

5. Citizen Activity Pin
6. Minimum of 7 Activity Pins
7. Arrow of Light Pin

What do the seven rays of the **ARROW OF LIGHT** represent?

1. **WISDOM** -Not necessarily superior knowledge but putting to the right use the knowledge that one possesses.
2. **COURAGE** - Is not the quality of meeting danger without fear, but being able to meet danger in spite of one's fear.
3. **SELF-CONTROL** - Isn't limited to the control of one's temper, but of having control over yourself in all things, eating, playing, working, talking etc.
4. **JUSTICE** - Is the practice of dealing fairly with others without prejudices.
5. **FAITH** - Is the conviction that something unproved with physical evidence is true.
6. **HOPE** - Means to expect with confidence, always hoping for better things to come.
7. **LOVE**- There are many kinds of love-family, home, fellow man, country, God, all of which are necessary for a full life.

IF YOU LIVE BY THE SEVEN GREAT VIRTUES - YOU WILL BECOME A HAPPY AND SUCCESSFUL MAN.

ARROW OF LIGHT

This Arrow of Light ceremony has a more up to date flare to it. It would be more effective if it were used in an outdoor (summer) pack meting. Try to find a neighbor or an Order of the Arrow team who is fairly proficient in archery, to assist you. Have a target set up a short distance away. The archer has special awards arrow in his quiver.

Ladies and gentlemen, tonight we present before you Cub Scout (S)_____. He has reached a milestone in his Cub Scout journey. He has been working for several years in the pack to earn his award tonight. The Arrow of Light is the highest award in Scouting, and it is very symbolic. The Arrow of Light is the only Cub Scout award that can be carried over and worn on the Boy Scout uniform. It is the beginning of _____'s journey through Boy Scouting. He has set a goal in Scouting just as a target and shoots for the bulls eye. The arrow in this archer's quiver is just like this boy. In order for it to reach it's goal it must be pointed in the right direction.

Through Scouting, _____will be pointed in the right direction. Like the arrow shaft, this boy must be straight and true to succeed in his journey to the target. (Archer takes out the arrow and sets it in the bow.) Scouting teaches a boy these traits. A boy's family provides the support to propels the boy to reach his goal. (Archer shoots arrow at target.) With the force of his family and Scouting, a boy can reach his goal. His goal of course is, honorable manhood. (Walk over and remove arrow from target). We present you with this arrow to remind you about tonight, and how your journey to manhood through Scouting begins. Also your Arrow of Light Badge that represents the Seven virtues of Life. By applying these seven virtues in your life, your journey will be successful. We congratulate you in this special achievement. Thank you for your membership in our pack. (Applause.)

WEBELOS GRADUATION (THE SASSAFRAS TREE)

THE CUBMASTER SPEAKS: _____names of boy (s), you are now taking the big step from Cub Scouting to Boy Scouting. There is a saying among Boy Scouts that SCOUTING IS OUTING. You will have many opportunities to get out into the woods and observe nature. I hope you will start with the common sassafras plant. Look at these drawings. They were made by tracing around an actual leaf. All three leaves came from one tiny sassafras tree. The first leaf looks like any ordinary tree leaf doesn't it? The second looks like a hand reaching out to welcome you into the woods. And the third looks like the universal Scout emblem, the Tenderfoot badge, which says to you that SCOUTING IS OUTING.

When you go on your first camping trip, I hope you will look for a sassafras tree and check this out for yourself. Now will you give me the Boy Scout Sign and the Boy Scout Handshake. Good luck to you _____(name of boy (s), and good Scouting.

ARROW OF LIGHT CEREMONY

CUBMASTER: Tonight our pack recognizes _____who not only brings honor to himself (themselves) but to our pack as he (they) have worked hard to earn the highest rank in Cub Scouting- -the Arrow of Light. The Arrow of Light is the only badge that a boy can wear from Cub Scouting to scouts and can be worn proudly with the Eagle. The Arrow of Light in Cub Scouting is comparable to the Eagle in Boy Scouts. Will Webelos Leader _____please come forward and join me in conducting the ceremony for this boy (these boys)? Will the parents of Webelos Scouts (s) please come forward and join their sons (s).

CEREMONY: Light candle after each statement. Webelos Leader lights candles.

1. (Boys name(s) The spirit of Scouting candle is lit with pride tonight, because you have earned the Arrow of Light.

2. The second candle is light from Indian Nations Council rights. They sanction your award with such delight.

3. The third we light represents the pack. To congratulate you for staying on the straight and narrow track.

4. The forth we light for your Scouting skills as you accept the challenge and conquer the hill.

5. The fifth we light for your Webelos den. They are proud to call you brother and friend.

6. The sixth we light for your parents tonight, to show their heart filled pride that burns so bright.

7. The seventh we light just for you, to say congratulations Scout brother true. We're so very, very proud of you.

ADVANCEMENT CEREMONY (CHANGE OF NECKERCHIEF)

ARRANGEMENT: Using the above ceremony, boys are called forward with their parents. Cubmaster stands with them. Webelos Leader and boys in Webelos den stand to one side. Six Webelos have speaking parts.

The
Magical
Adventure!

CREATIVE EXPRESSIONS

Boys like to make things, even those molded plastic toys or models put together with glue. These, along with paint by number kits create more than artistry, but they are certainly popular with some boys. The challenge for Cub Scout leaders is to find a craft suited to the monthly theme, holiday, or a special activity, which is within the abilities and interests of a Cub Scout age boy, and is fun for them to make. Finding crafts is not a problem. Cub Scouting literature is full of them, roundtable provides them, and various magazines and books also include suitable ideas. The task is finding the right one.

CRAFT GUIDLINES

These guidelines should be followed in working with Cub Scouts on crafts:

1. Keep crafts simple and inexpensive. Costly kits of materials are rarely appreciated by the boys any more than simple projects made from scrap material. Since Den Leaders work with a limited budget, cost is a big consideration.

2. Crafts should be practical. Learning to braid is fun. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function, and if possible fit the monthly theme.

3. Crafts should teach some skill such as carving, modeling, painting, weaving, measuring, etc. Merely gluing pieces together is not enough. Cub Scout like boy-type crafts. They like to hammer, saw, lace leather and paint. And they like to learn how to do new things.

4. Crafts should be progressively more challenging. Try to avoid repeating craft projects which the boys made the previous year, unless it is something they really want to do. Avoid kindergarten cut-and-paste type crafts.

5. A variety of materials and methods should be introduced through craft projects. Pouring plaster is fun, but not every week. Try out techniques which are new and different to the boys. Let them enjoy making something useful from scraps or from items picked up on a nature hike.

6. Crafts should seldom require more than two weeks to complete. A craft project that drags out for a whole month is too difficult and time-consuming. It may become boring for the boys. Start a craft in a den meeting and let the boys take it home to finish with their family's help.

7. Be sure the craft project is compatible with the work area. Avoid using pungent lacquers or spray paints in the house. Take the boys to the basement, garage, or outdoors for the messier crafts.

8. The craft must be boy's work, not the leader's. In some cases, leaders will be wise to pre-cut or pre-assemble certain parts of a craft which may be too difficult or too time consuming for the boys. But boys need to be able to say: "I made it!"

CRAFTS FOR ACHIEVEMENTS AND ELECTIVES

Check the Cub Scout handbooks and you will found they are filled with an unlimited number of achievement and elective ideas involving crafts. Help your den members pick out the elective or achievement they need or are interested in and get them started on a handicraft project that will help them meet their requirement.

CRAFTS TIPS

GLUE: To save money, buy glue in a large container and pour it into smaller containers so each boy will have his own to work with. The best glue for plastic milk cartons is clear silicone. Scotch contact cement is good for wood and paper. Tacky glue is best for styrofoam of polyfoam. Egg whites make a good adhesive for bonding paper kits. To make a heavy-duty glue, mix cornstarch with regular glue until mixture is as thick as desired.

INEXPENSIVE ANTIQUATING: Use black or brown liquid shoe polish and wipe off excess before it dries. This is especially good on aluminum foil projects, but also works on sealed plaster projects. It is also possible to use a dark brown scratch cover polish for antiquating.

WORKING WITH PLASTIC: To cut plastic milk cartons, coping saws or jig saws will cut the thick portion easier that scissors or knives which can be used to cut thinner parts. Use a hot ice pick or nail, holding it with pliers, to punch holes in plastic. Adults should do this, not the boys. To decorate plastic bottle crafts, first sand the bottle lightly. Then use the felt marking pens. Give it a light coat of hair spray to seal.

WORKING WITH TIN: Rub the edges of the tin with steel wool after cutting, and you will be less likely to cut fingers on the sharp edges. Leaders should supervise any tin work carefully.

SCRAP MATERIALS NEEDED: Many scrap materials can be obtained at little or no cost. Lumber companies will often provide scrap lumber and wood pieces for Cub Scout projects. They are also a resource for sawdust. Telephone companies have empty cable spools and colorful scrap wire. Ice cream stores have 3 gallon cardboard containers for making helmets. Carpet shops have discontinued rug and tile samples. Appliances stores and moving companies have large cardboard boxes.

SCRAP RESOURCE LIST

Sometimes it takes a little ingenuity to find low cost or free craft supplies. Here are a few tips and ideas:

- When hunting for supplies, wear you uniform, or identify your group.
- Don't forget to say "thank you" and have boys write a note.
- Don't overuse one source just because they are generous.
- Try to think up new resources by the telephone book and a little imagination.
- If you have more than you can use, share with other leaders.
- Don't expect everything to be free.
- ASK PARENTS TO HELP YOU. Use a wish or need list.

PAINTING TIPS

TEMPERA: Tempera is a water base paint and is best for use with Cub Scouts. This paint goes a long way and is easy to clean up. Powdered tempera is the least expensive. Add 1 teaspoon of liquid detergent to cut down on staining.

POSTER PAINT: Combine 1/2 cup cornstarch with 3/4 cups cold water. Soak 1 envelope un-flavored gelatin in 1/4 cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatin mixture and 1/2 cup powdered detergent. Cool. Put in jars for different colors. Add color by using either food coloring, all purpose dye or tempera.

ACRYLICS: Acrylic paint is available in both tubes and jars. The jar paints are usually best for Cub Scouts. Paint can be thinned with water. Brushes can be cleaned with water. Paint is non-toxic and good for painting almost anything.

SPRAY PAINT: A plastic spray bottle is a good container for doing mass painting with diluted tempera or poster paint. Spray objects inside a cardboard carton with newspapers spread underneath so paint dust will be confined to interior of box.

PAINTING PLASTIC: Mix powdered with liquid detergent instead of water or starch. The paint will adhere to the plastic better.

PAINTING STYROFOAM: Be sure to use the type paint which will not dissolve styrofoam. See instructions on container.

PAINTING WOOD: Never paint or varnish raw wood. Give it one to two coats of thin shellac or wood sealer first.

FINISHING COATS: Objects painted with tempera or poster paint will have a dull finish and will not resist moisture. For a shiny finish and for protection, spray with clear plastic, clear varnish or give it a coat of white glue diluted in water. This will make it waterproof. Acrylic paint does not need a finishing coat.

CLEANING BRUSHES: Teach Cub Scouts how to clean their paint brush properly. Varnish, oil or enamel should be cleaned with turpentine. Shellac is cleaned with shellac thinner or denatured alcohol. Tempera, poster paint, or acrylic should be cleaned with water.

In our Cub Scouts lies the greatest potential the world can know. They are naturally curious. They learn best by experience (don't we all?) Handicrafts helps improve a boy's alertness and mental skills through designing, planning, making decisions and selections; choosing materials, colors, tools, sizes, shapes, and weights and figuring out ways to hold work steady while sawing, drilling or nailing.

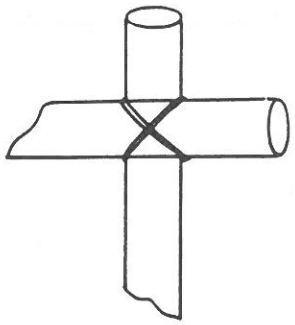
PLASTIC, LEATHER & VINYL CRAFTS

Using the following patterns, cut from the material you have selected. You can begin by asking your parents to save bottles for you. Plastic lacing used on these articles are three times the length of the distance to be laced, and can be purchased at a hobby or craft store. Punch holes as indicated. Gripper snaps are attached with the appropriate tool.

TROPHY SKIN

Here is an easy to make authentic looking trophy skin which any Cub Scout will be proud to have hanging in his room. During his Cub Scout experiences, duplicates of his badges and pins can be hung on the skin and when he joins Boy Scouting he can continue to display duplicates of his honors.

Materials needed:



13" x 16" piece of leatherette, suede or other similar material.

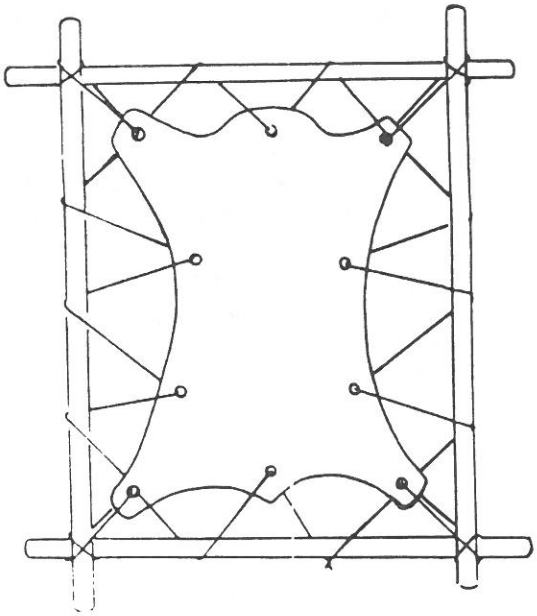
Two 18" dowels or sticks

Two 15" dowels or sticks

12" piece of hemp twine of rawhide lacing

90" piece hemp twine or rawhide lacing

Four 12" pieces bell wire

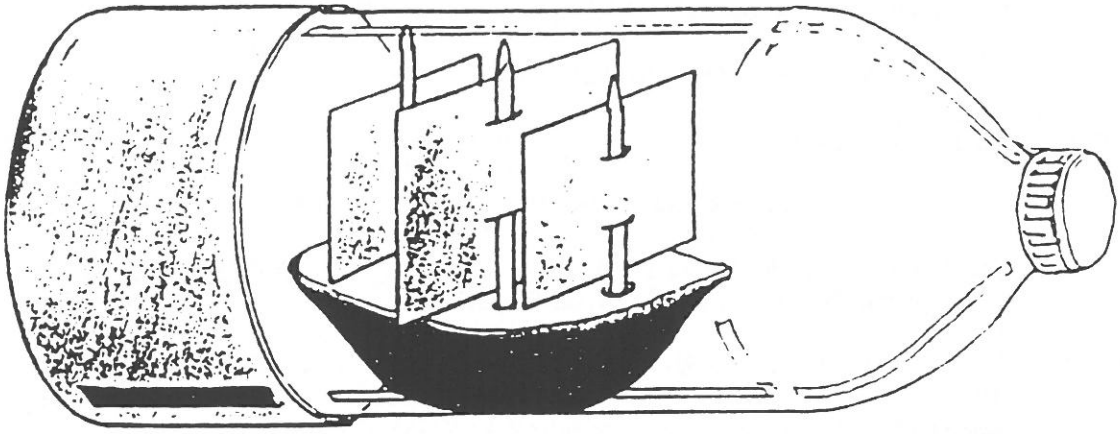


Instructions: Notch the four pieces of wood 1" from both ends. Be sure the notches are on the same side of each piece of wood. Bind the four pieces of wood together with the wire (as shown in illustrations) making the joints as tight as possible. Cover with twine or lacing. Cut leatherette in shape of skin. Punch holes around edges. Tie it onto sticks temporarily with cord to hold it in place while you lace through the holes with lacing. When it is laced securely cut holding cords.

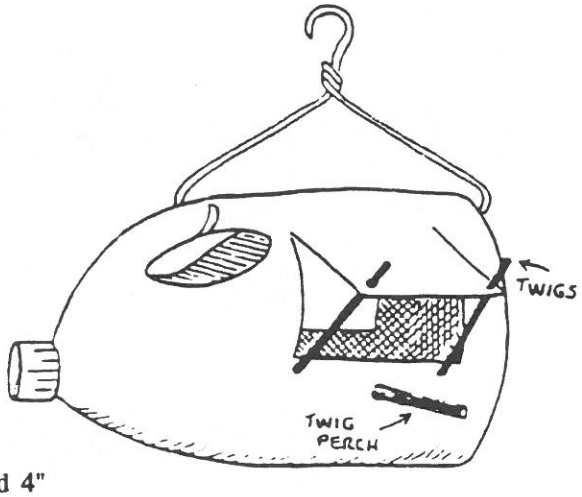
Boy's name can be painted at the top or letters can be cut from felt and glued on. He might like to put his pack and den numbers on the skin as well as his badges and pins.

BOAT IN A BOTTLE

You need one 2 liter plastic soda bottle, white paper , toothpick, brown clay, scissors and glue. Soak the bottle in hot soapy water to remove the bottom cover. Dry bottle, replace cap and set bottom aside. Cut off clear bottom at a point lower than where the bottom cover will hit. Shape the boat from clay. Cut paper sails and stick toothpicks through the sails. Place the boat inside the bottle. Glue the bottom and bottom cover back on bottle. Place a few bits of clay under the bottle so it will stand on its side.



BLEACH BOTTLE FEEDER



Materials needed:

1 or 1 1/2 gallon bleach bottle

Knife and scissors

Twigs about 5" long

1 coat hanger

Nail or paper punch

Directions: With knife or scissors, cut flaps 6" long and 4" high. Punch holes with nail or paper punch and prop flaps open with small twigs. Make perch of twigs on either side of bottle. Hang feeder, using hanger with bottom cut out and ends inserted in handle and bottom of bottle.

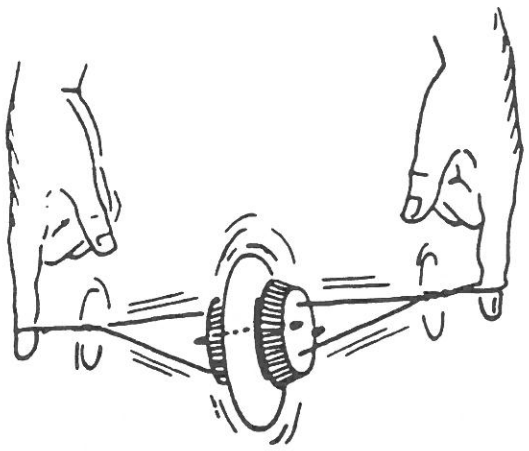
STRING SPINNER

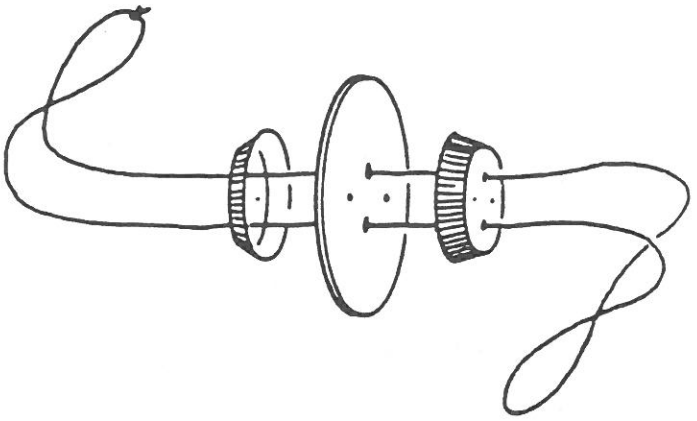
Material needed:

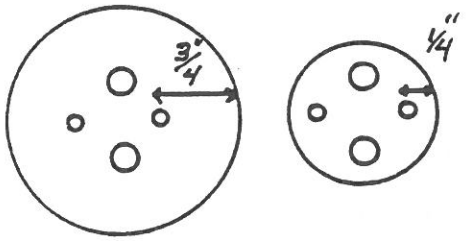
Plastic bottle (any size), two metal bottle caps, string (approximately 4 feet-shorter for smaller children), 5 inch chenille wire, paint (optional).

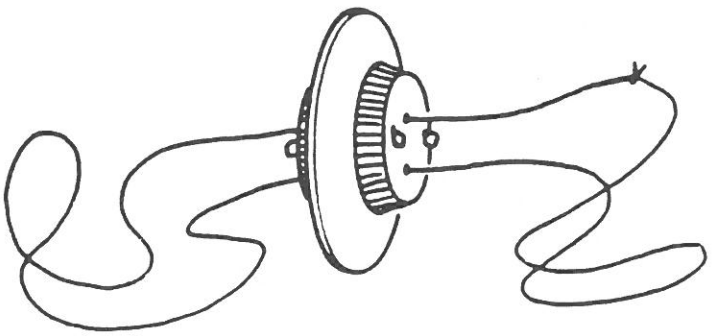
Directions:

1. Cut a 2 1/2 inch circle from plastic bottle or leather or vinyl.
2. Punch two large holes and two small holes in bottle caps and circle (b).
3. Paint caps if desired.
4. Thread string through large holes of caps and circle (c). Tie string.
5. Cut 5 inch chenille wire in half and use to fasten caps and circle together by pushing through small holes and knotting on outside (d). Repeat for other side.
6. Spinner works by looping ends of string over finger and swinging in a circle to twist cord. As you pull string with finger it will unwind, causing center to spin. It will wind and unwind as you stretch and release string.









SAND PAINTING

You don't need a brush or a canvas to create a beautiful painting. In fact, you don't even need paint! Here's how to "paint" in a jar with colored sand. Your finished design may range from simple shapes to eye-catching outdoor scenes.

SAND PAINTING IN A JAR

Material:

Any type of clear glass container with a wide opening, such as a round jar, a fish bowl or baby food jar; colored sand which is available at hobby and craft stores; a long-handled spoon.

Directions:

1. Spoon the sand along the outer rim of the jar's inside, forming a series of peaks and valleys.
2. Pour in a different color sand above this. Repeat until entire design is constructed.
3. As the sand begins to climb upward, fill the hollow in the center with spare sand. Any color will do as this part will not show. It will hold the outer sand firmly against the edge of the jar.
4. To correct a mistake, sweep unwanted sand into the center where is will not be seen.
5. Try these special effects.

Spoon sand along inner surface of jar.

Grain by grain your painting tumbles into place.

Different colors are layered to form an abstract design.

It's easy to make a 'bird'.

Shells or rocks add a finishing touch on top.

BIRDS: Form a single, flat bottomed mound. Press a pointed object into the center; forming a "V". Then fill in around the bird with the same color sand as your background.

WAVES: Using green or blue sand, a thin even layer of white sand on a thin, even layer of white sand on top. Quickly jab the lumps several times with a pointed tool to create rolling ocean waves.

MOUNTAINS: Form several large lumps about 1" high. Then with a different color, make smaller bumps between the big peaks.

As the sand reaches the top, make sure the surface is level. Add a final layer, then top with seashells, rocks or even tiny cactus plants. To permanently seal jar, make a mixture of 1/2 white glue and 1/2 water and pour on top of sand. Let set until dry.

STAINED GLASS

Stained glass windows are found in many churches and are made from lead-encased glass. Cub Scouts can make their own stained glass that is beautiful and inexpensive. Glue and food coloring mixed together and applied to glass will give the appearance of expensive stained glass.

HELPFUL HINTS

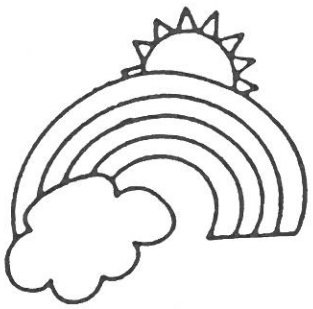
Glue mixture is made from Elmer's white glue with food coloring added to achieve the desired color. Baby food jars are excellent for storing mixed glue. If stored glue mixture becomes too thick, add a few drops of water until the desired consistency is reached. Glue mixture colors will dry darker than they appear when wet.

When applying glue mixture, brush as smoothly as possible. Two light, thin coats are better than a heavy coat. If two colors touch, allow the first color to dry before applying the second. To brighten or darken a color, add additional coats of the mixture.

When applying the glue mixture to plastic, metal tabs, mirror, foil pans or tinfoil, a plain coat of Elmer's glue must be applied over the design and allowed to dry before brushing the colored glue mixture.

To transfer patterns to mirror, cover the back of the pattern with white crayon. Place the pattern on top of the mirror and trace around the pattern with a ball-point pen. When pattern is removed, a wax tracing will remain.

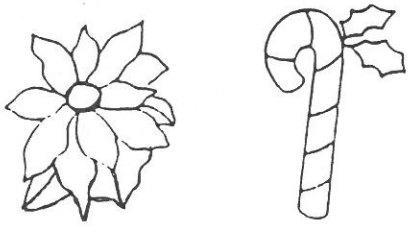
Metal tabs must be flattened before applying any glue. The glue tends to puddle in the middle if the tab is still curved. The colored glue mixture may be used as paint on styrofoam.



PATTERNS: Coloring books are good resources, or be creative - free hand them. Pattern sizes may be enlarged or reduced by most copy machines at local printing shops. Patterns need to be kept simple, without much detail.

OTHER MATERIAL: Pipe cleaners, pins, glue, or hot glue guns for tie slides and pins. Tape and small wire of fishing line for sun catchers and Christmas ornaments.

PROJECT IDEAS: Ideas are unlimited when one uses one's imagination. Here's a few..

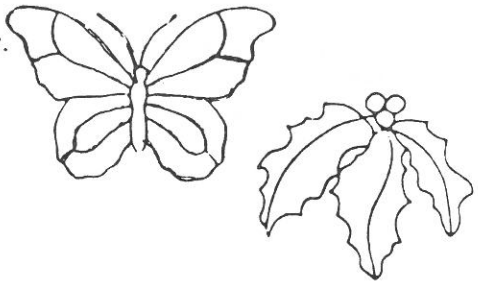


SMALL BOTTLES - toothpick holders or vases

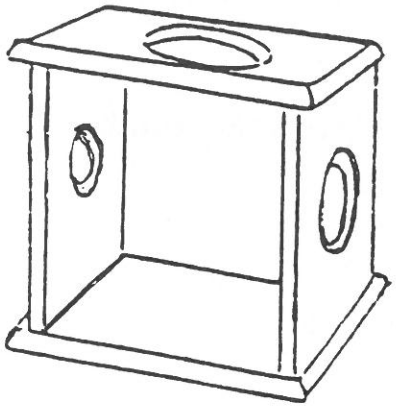
PLASTIC BOXES - jewelry boxes, sewing kits or picture frames

PLASTIC/GLASS - tie slides, signs, rings, sun catchers, candle holders, key chains

OLD GLASS CHRISTMAS ORNAMENTS - enamel comes off easily. Pour chlorine bleach inside ball and swish. Wear rubber gloves.



CANDLE BOX



Materials needed:

1/2" board

Candle

Small hinges

Flat glass or plastic

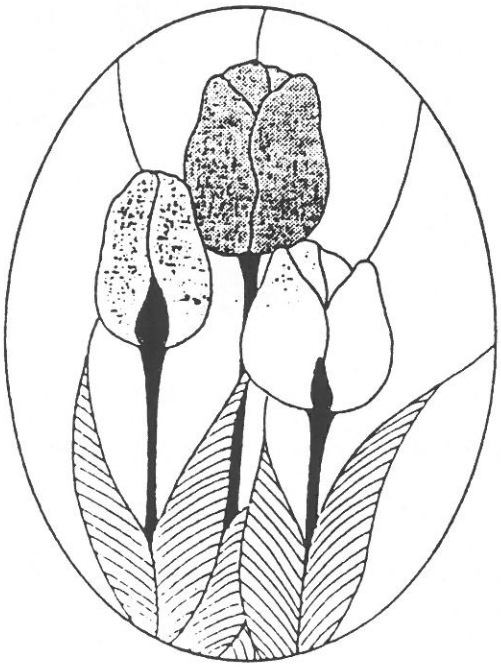
Glue mixture or permanent markers

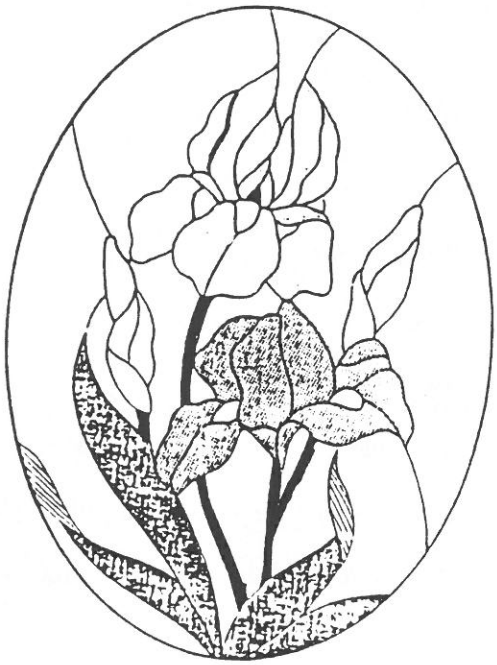
Mirror

Directions: This project will take more than one meeting, but its worth it. Its a good project for older boys so you may want to cut the wood for the younger boys. Once you have the boys' parts cut out, stain or paint, then glue sides to back, slide glass panel in place to hold the shape. Let dry about 30 minutes.

Then stand upright and glue to bottom piece leaving glass in place. Be careful not to get glue under glass. Let them dry then remove glass and outline in black and color. When glue is completely dry, place top on with small hinges. Glue mirror to back. Place tea light candle in box and slide glass in place.

New glass panels can be made for another project. Bottom 4" x 6" - - Top 4" x 6" with a 2" hole in the middle 3 1/2" x 5" sides 3 1/2" x 5" with 1 1/4" hole in the center. Rout the groove for the glass 1/8" deep - 1/4" back.





STAINED GLASS CANDLE

Materials needed:

Permanent black marker baby food jar

colored glue mixture

pattern

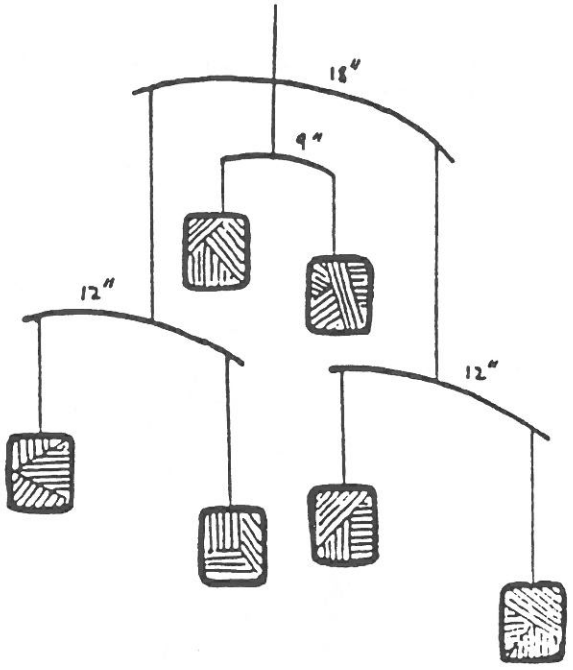
food warmer candle

tape

brush

Directions: Tape pattern to inside of jar. Trace pattern with black marker paint over pattern on outside of jar with desired glue mixture. Brush on as evenly as possible. If two colors in pattern touch, let the first dry before applying the second color. After glue mixture has dried, place a food warmer candle in the jar and light.

STAINED GLASS MOBILE



Materials needed:

Glass blanks (1" x 2" or 2" x 4")

Colored glue mixture

Elmer's glue

Wire

Cord

Braid or colored tape

Gold or silver spray paint

Pattern

1. Place glass over the design and paint with colored glue mixture. Paint mixture in even coats.
2. Glue loop of cord to the top of the glass and tape the edges of the glass with colored tape.
3. Cut four pieces of wire in the following lengths 1-18", 1-9", 2- 12". Bend each length of wire in a curve and spray paint. Use cord to attach glass pieces to mobile.

FOOD COLORING MIX CHART

COLOR CHART FOR BLENDING COLORS

Desired Color	Drops of Food Coloring			
	Red	Yellow	Green	Blue
Orange	1	3		
Coral	3	1		
Lime Green		3	1	
Chartreuse		12	1	
Aqua			2	4
Turquoise			1	3
Orchid	5			1
Purple	3			1
Violet	1			2
Toast	3	4	1	

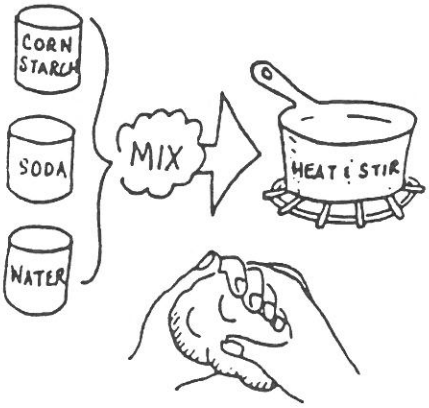
MODELING DOUGH

All of the following recipes mentioned can be used for modeling objects just like clay. To keep your clay creations, just let them dry in the air for a day or so. Paint with tempera or acrylic paints and cover with shellac. Unused clay can be kept soft in a tightly closed plastic bag in the refrigerator. Add a few drops of water to the bag to keep the clay from getting hard.

To make a printing stamp, roll a piece of clay into a cylinder. Bang one end down to flatten and use a stick or pencil to "etch" a design, a letter, or your initials, (backward so they'll come out right.) You could also make a raised design on your stamp by pulling out parts of the clay or adding on small pieces. After the stamp is dry, brush on some shellac or nail polish, then it will be ready to be dipped into paint, or used with an ink pad for printing.

Use tempera paint powder instead of food coloring for brighter colors when coloring homemade modeling dough.

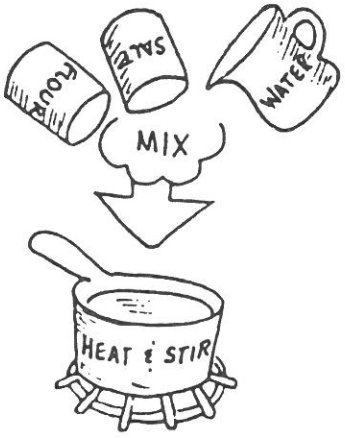
HOMEMADE MODELING CLAY



Mix 2 cups table salt and 2/3 cup water in saucepan. Simmer over medium heat, stirring constantly until mixture is well heated (approx. 3-4 minutes). Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water.

Mix hard. This will make a thick, stiff dough. Add food coloring if desired. Store in plastic bag in refrigerator.

SALT-FLOUR MODELING DOUGH



Combine 1/2 cup salt and 1 cup flour. With your hands, mix and knead enough water to make a stiff dough. Tint with food coloring or tempera paint. Store in plastic bag in refrigerator.

CORNSTARCH-BAKING SODA DOUGH

Mix 1 cup cornstarch, 2 cups baking soda. Add 1 1/4 cups water and mix. Bring to a boil over medium heat, stirring constantly. This will thicken to the consistency of slightly dry mashed potatoes. Store in refrigerator up to two weeks. Recipes may be cut in half.

BREAD MODELING DOUGH

Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until it is the consistency of clay. Color with tempera paint. Store in plastic bag in refrigerator.

SAWDUST MODELING DOUGH

Mix 4 cups sifted sawdust, 1/4 cup plaster and 1 1/2 cups wheat paste (wallpaper paste) together. Add water until it is the consistency of clay, moist enough to mold and stick together. Store in refrigerator.

FLOWER POT WIND CHIMES

By following these basic directions and using the same type materials, you can make any number of different chimes.

Materials needed:

3 1/2 inch clay flowerpot for body

3 inch styrofoam ball for head

1 leather shoelace to hang spool for clapper

Construction paper or felt for features and decorations on cardboard backing

Directions: Each wind chime must have a wind catcher, such as the Cub Scout's feet. The wind catcher hangs 1 inch below the rim of the inverted flowerpot. Tie end of leather shoelace to wind catcher, tie on the small spool clapper.

Run lace up through hole in flowerpot bottom. Knot lace where it goes through hole and add a bead to keep it from slipping through holes.

Make a hole through styrofoam ball with an ice pick and thread lace through this hole, and use remaining part of lace as hanger.

Features are made from construction paper. Wind catchers, hats, etc. need lightweight cardboard backing to prevent tearing.

If wind chimes are hung outdoors, use permanent marking pens for features and decorations and cut wind catchers from plastic bottle pieces.

TIN & METAL

Cub Scout metal projects can be divided into three categories: those with cans and aluminum plates, those with lids and sheet metal, and those with wire.

Projects with cans generally require such tools as can openers, "church keys", pliers, punch and maybe a hammer. These projects include bird feeders, planters and hobo stoves. Advanced projects would include cutting the can with snips to make candle holders, drinking cups and biscuit or donut cutters.

Projects with frozen orange juice lids or "Kerr" lids usually require only a hammer and punch or nail. Here a design is made by denting the metal. These projects include Christmas tree ornaments, tie slides, necklace or mobile pendants.

Projects with wire or coat hangers usually require pliers, a bending board and a pair of hands. These projects include wiener forks, hanging planters, mobiles and sculpture.

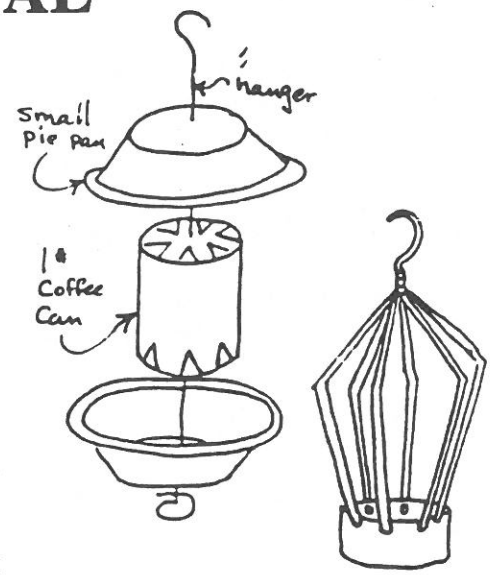
It would be a good idea to have any cutting with snips done and any sharp places removed with a file before the boys arrive. Most boys are not strong enough to cut metals thicker than a postcard. They will probably cut themselves on the sharp edges while they struggle. Even metal from TV dinner plates and pop cans is very sharp and would be better cut by an adult.

You need to plan and prepare for a good project. Your objective is for each boy to be successful, that is, to have all the projects look alike. Otherwise you are sure to have one tugging at your shirt crying, "mine isn't any good. It doesn't look like Bobby's!"

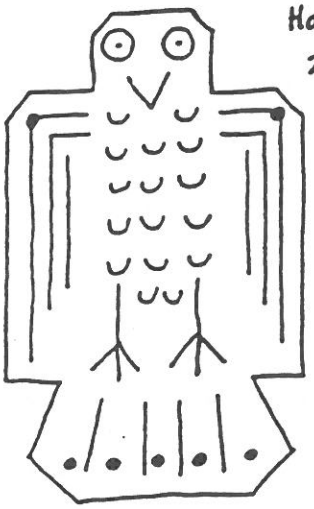
You will probably have to do part of the work before the meetings. This is done to insure the boys can finish during the meeting and to avoid tasks too difficult for the boys.

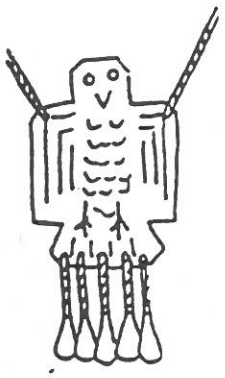
You will need enough tools for each boy or risk one becoming a trouble maker. If you are short on the number of tools, have something else for the others to do, or have some use the pliers while others use the hammers. They may still fuss over who does what first, but you tried. It is best to have one tool for each boy, just alike.

No matter what craft you are doing, always have an example of the finished project. Most of the boys you will work with are not able to visualize what you want without holding one in their hands.

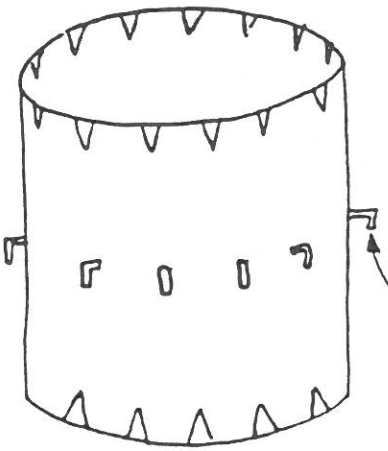


Hanging planter
2 or 3 hangers and tuna can





Indian necklace

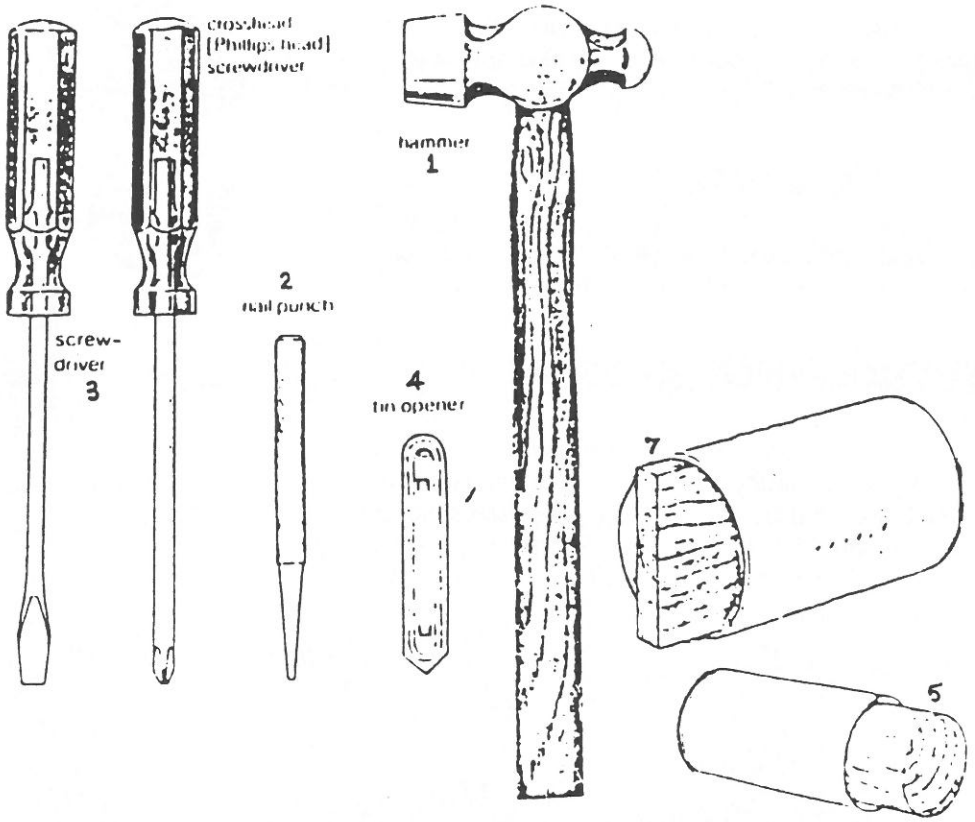


Hobo stove

TOOLS YOU WILL NEED

The following tools will come in handy as you work with your Cubs.

1. Hammer.
2. Nail punch or large nail for round holes.
3. And old screwdriver will make elongated holes-the larger the screwdriver the closer to a straight line the hole will be. You will damage a good screwdriver is you use if for punching tines, so us old one.
4. Tin opener will make tri-angular shaped holes.
5. A piece of wood or dowel large enough to fir neatly inside the cans,
6. Tools required for punching indicating the various shapes.
7. To prevent can from buckling while being punched a piece of wood to support the can.



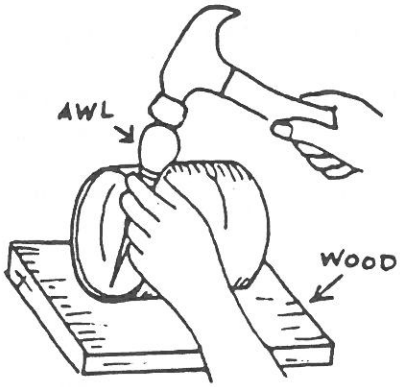
PAINTING

Sand surface of the tin can lightly with wet sandpaper to remove shine and make surface ready to paint. Wipe off with wet sponge.

When spray painting , insert brown paper bag in opening to protect inside of can from paint. Spray three light coats of paint to cover. Let dry between coats. (see figure 2)

PUNCHING HOLES

To make holes in cans for hanging, put can on top of scrap of wood. Hold awl to inside of can and punch hole with hammer. (see Figure 3)

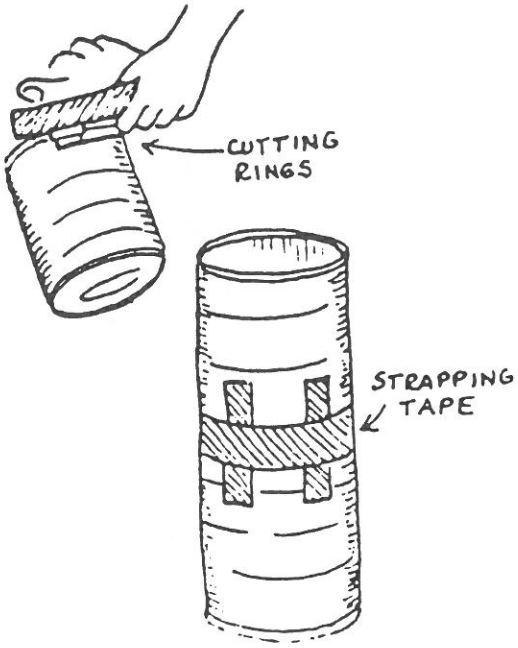


STACKING CANS

To stack cans, cut bottom out of one can and place on top of other can. secure together with strong glue or strapping tape. (see figure 4)

CUTTING RINGS

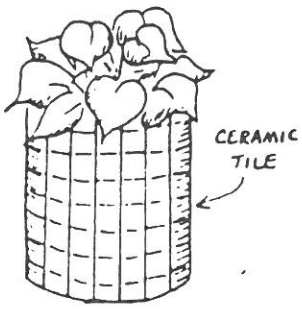
To cut metal rings from cans, use a hand -operated can opener. Lids can be saved for flowers and ornaments.

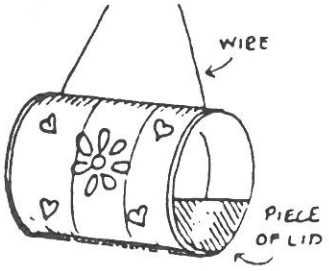


DECORATING TIN CANS

Cans can be painted with enamel spray paint and decorated with a variety of things. Stick on pressure-sensitive letters or dots; glue on macaroni or seeds; cover with tiny mosaic tiles, or with scrap wallpaper or fabric. Cans can also be covered with colored jute twine or yarn. Just use your imagination.

PLANTER





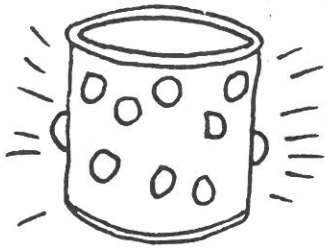
BIRD FEEDER

PENCIL CAN

TIKI LAMPS

(1983 POW WOW FEBRUARY)

Materials needed:



Tin can

Black paint

Punch

Glue

Marbles

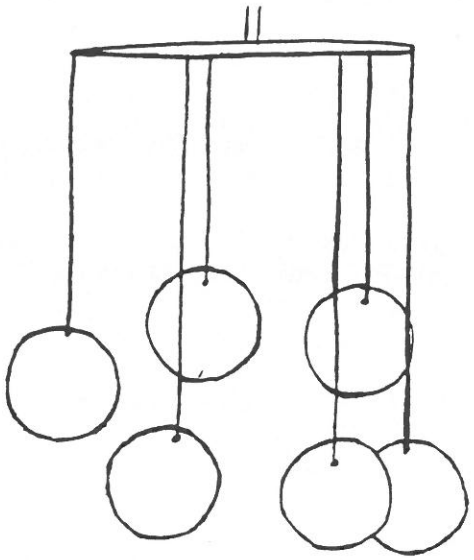
Votive candles

Directions:

Take top off tin can. Paint can black and punch small holes in it. Insert marbles in holes and glue in. Use candles for illuminations. For a garden light, secure to a broomstick and stick into the ground.

TIN CAN WIND CHIMES

(Cindy page 29 1990 POW WOW Creative Expressions)



Materials needed:

Lids from various sizes of cans

Spray paint

Fishing cord

Hammer

Sand paper (very fine)

A pair of gardening gloves might be advisable

Directions: With a hammer pound the edges of the lids flat. Lightly sand them with a fine sand paper to remove sharp edges. Drill small holes into each lid, spray paint the lids. Using the largest lid as the base, drill holes around the edges to accommodate hanging the other lids from this and hanging the wind chimes itself. Using the fishing line attach the lids to the wind chime. The lines should not be the same length or the chimes will not work.

BUG HOUSE

Materials needed:

2 tuna cans or cat food cans

Screen wire 10 inches by 12 inches

3 metal paper fasteners

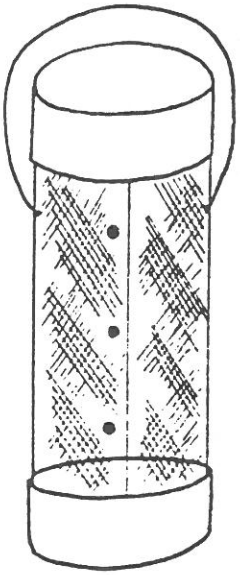
Plaster or caulking

Bottle cap

Wire for handle

Twig (if desired)

Enamel paint



Instructions:

1. Form screen into 12 inches long cylinder, overlapping sides. Fasten with paper fasteners. (see below)
2. Paint cans with enamel paint. If you wish, paint a design on lid (such as the one shown) or use decal. Let paint dry.
3. Fill bottom can half way full of plaster or caulking. Before it hardens , stick in twig (for bugs to crawl on) and bottle caps (to hold water). Also insert screen cylinder into plaster. Let it harden.
4. Attach wire handle to sides of screen (see illustration). Lid sets on top of wire cylinder and is not attached, so that it can be removed.

Now go on a bug hunt and find a bug for this nice house.

NOTE: Be sure to keep your bugs fed and watered if you wish to keep them.

STENCILING AND PRINTING

These simple printed designs can be used in many ways to decorate party invitations, greeting cards, stationary, napkins, and gift wrapping paper. These methods are useful too, in preparing decorative menus, programs, and tickets for various banquets and entertainment's. Some of the designs and shapes can be compiled to form pictures, also.

REMEMBER: Design will print the reverse of what is seen on the block so if there is lettering or a design that has a right or left, it should be glued to the block backwards.

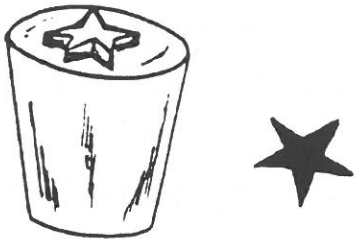
A sponge or piece of felt cut to fit the bottom of a small aluminum foil pan can be saturated with tempera and used like an ink stamp pad. Line details can be added by hand, if desired.

BLOCK PRINTING

Materials needed:

Piece of inner tube, felt, or Dr. Scholl's Adhesive Foam (available in most drug stores). Patterns, newspapers blocks of wood, glue (non- water soluble), thick tempera paint, brayer (commercial type of small paint roller), rags or paper towels, paper to print on.

1. Draw design on paper and trace it on inner tube, felt or adhesive foam. Cut it out.
2. Glue design to the top of the wood block. Let dry.
3. Mix tempera ink in shallow container such as a pie or cake pan or paint roller tray. Lightly coat brayer or paint roller with "ink."
4. Roll the brayer over the design on the block.
5. Press block down firmly on paper to be printed that has been laid on pad of newspaper.

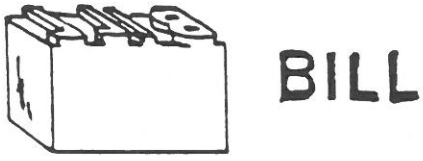


CORK PRINTING

To make a stamp, carve out a design on one end of a cork, first drawing the design, then cutting around it, leaving the design raised. This stamp, dipped into ink or vegetable dyes, will imprint very well on paper or fabric.

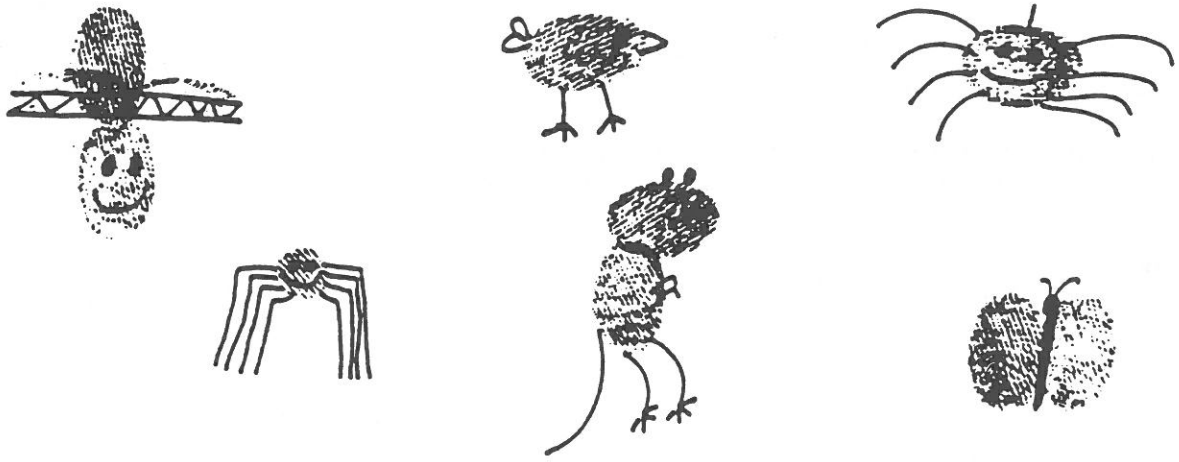
ART GUM ERASERS

Follow the same method as in cork printing except use art gum erasers.



THUMBPRINTS

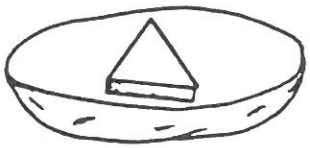
Use a stamp pad. Press your thumb on the pad and then on the paper. Let the print dry. Draw on it. You can paint your thumb with water color or poster paint and stamp it. You can make your own pad from a sponge or a folded cloth soaked with frosting color.



POTATO PRINTING

Potatoes make good block prints, if used right away. They are easily carved, but last only a day or two. One potato makes at least two designs.

1. Select a good bold design, free of small design.
2. Cut potato in half with one straight cut and blot the surface to remove as much moisture as possible.
3. With an orange stick or pencil, trace design on potato.
4. Cut away all parts without any design on them. Cut outline at least 1/4" deep to provide a good printing surface. Again remove additional moisture.
5. Place paper to be printed on a pad of newspaper or a water-soluble printer's ink on design.
6. Transfer potato design onto paper. Press hard but do not move the potato or the design will smudge. If ragged edges appear on first imprint, cut away the uneven parts of the potato that causes this. Fuzzy edges will disappear after a few imprints.

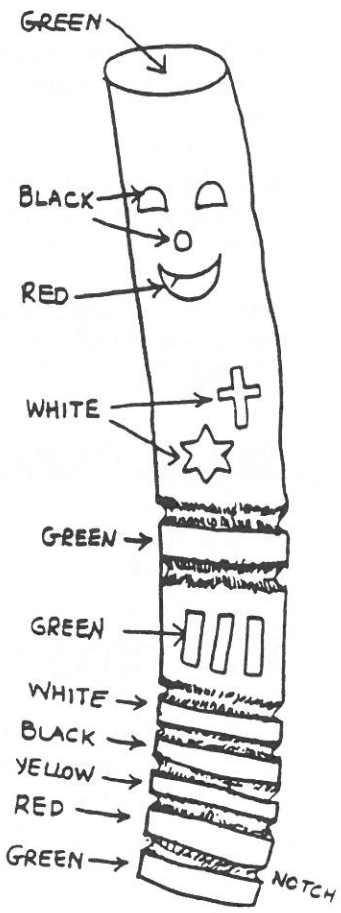


NATURE IS AROUND US

It is exciting to learn about animals, birds, insects, flowers, trees, soil, weather, water, and stars. Nature is everywhere all the time. summer and fall! Nature is not confined by time and place---it is everywhere. The following craft ideas will help you, the Cub Scout Leader, explore nature with your den.

FRIENDSHIP STICK

The friendship stick is made of green wood and is a symbol of friendship. It is curved to fit the curve of the earth, symbolizing that friendship can grow just as the trees in the forest grow. The green circle at the bottom is for Faith in God and in one another. It is the first ring on the stick because it is the basis of a happy, meaningful life.



The next four circles represent the races of the world-red, yellow white and black. They stand close together indicating that all people are equal. Every person is capable of being a loyal friend.

The green of Hope is above the races. This is the hope of the future- that everywhere people will try to overcome any difference of opinion and human failing.

Thus the four races are bound by Faith and Hope, the path leading toward a central goal signifying the attachment of this unity.

The Cross and Star of David are symbols of the way for all races to come together and work for world peace.

The smiling face is the result of Friendship based on Faith, Hope and Unity. To be greeted by the smiling face of a friend is one of the greatest joys which can be experienced.

The face is crowned with green of the forest, symbolizing the wonderful outdoors, and the friendships developed therein.

A friendship stick must be carved by the giver. It shows time, thought and effort.

Prepare a friendship stick for each boy in the den. When you present the sticks, read the symbolism to them.

Then furnish each boy with a green stick, un-carved, and ask him to carve his own story in the stick. He can paint the symbols which he feel are appropriate to the story. When he is finished, he can show his stick to the den and tell what the symbols represent.

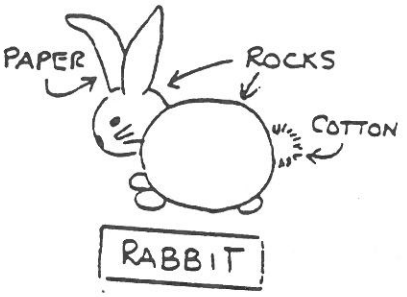
ROCK CREATURES

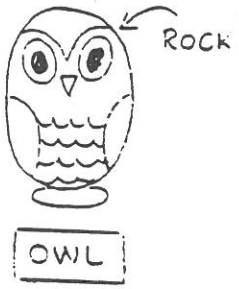
Smooth, flat stones can be obtained at beaches or at the river. Dirt and foreign matter should be removed by washing rocks in detergent. Be sure they are completely dry before you begin to decorate them.

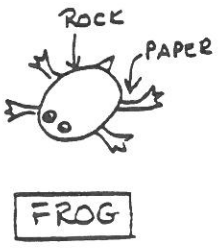
Use acrylic paints. It is best to paint rocks before assembly, if the rocks are to be different colors. If the entire figure is one color, the rocks may be glued together first, then painted.

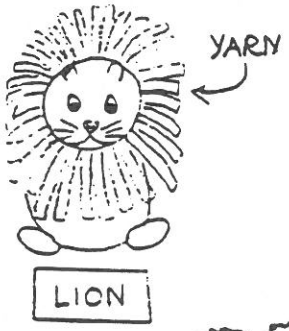
Use contact cement to glue together. It helps to saturate a small piece of cotton with glue and place between rough edged rocks. They will adhere better if you do this. After pieces are glued together it's a good idea to run a "collar" of white glue or household cement around all joints to make a firm, lasting bond.

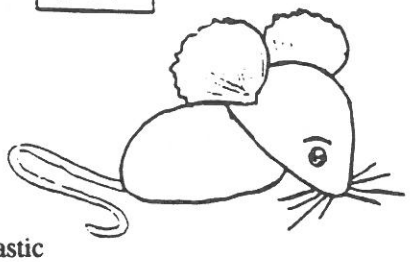
Use your imagination in adding features, such as yarn for lion's mane, broom straws for whiskers, chenille stems for tails, etc.









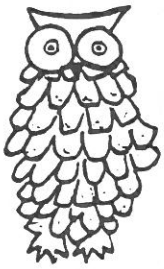


SHELL CREATURES

Various sizes and shapes of shells can be made into delightful creatures with plastic movable eyes.

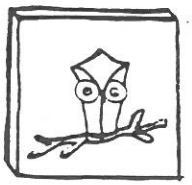
PINE CONE OWL

Use a large pine cone for the owl's body. Use pieces of orange and black felt or construction paper to make eyes, beak and 4 toes feet.



TINY OWL

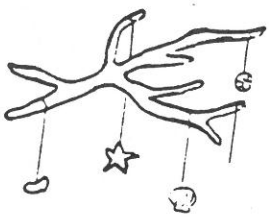
Use one large petal from a pine cone. The wide portion of the petal is the top of the owl's head. Use a piece of wood for background. Glue on a tiny branch. Set the owl on it, adding tiny plastic movable eyes.



WALNUT MOUSE

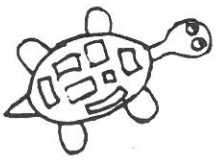
Use half a walnut shell for mouse body. Add tiny movable eyes, a red felt nose, black thread whiskers and a piece of rubber band for the tail.

NATURE MOBILE



An attractive mobile can be made by using driftwood, starfish, or tree branch for the crossbars. Use nuts, seed pods, berries, and shells on each string. This is a good way to save and display items collected on vacation or on nature hikes.

NATURE SCENE PAPERWEIGHT



Materials needed:

- Plaster of Paris
- Quart-size plastic containers (cottage cheese)
- Vegetable oil
- Branch
- Tree bark
- Easter grass (painted shredded newspaper)
- Dried flowers
- Glue
- Small pine cone
- Construction paper

Directions: Make the base by using a quart-size plastic container. Coat the container with vegetable oil for easy removal of the plaster after it has hardened. Pour about 1" of the plaster into the container.

Insert a small branch shaped like a tree into the plaster. Let the plaster set. Then remove from the tree bark on the surface of the plaster base. Glue Easter grass on the base and on the tree branch for foliage. Also glue on dried flowers. (Optional-make a small pine cone into an owl. Cut out eyes and beak from construction paper and glue them into place. Glue the owl on the paperweight.)

RULES FOR FEEDING BIRDS

1. Once you start, continue. Birds will get used to coming and finding food in your feeders. Don't disappoint them.

2. Birds need moisture too. If you don't have regular birdbath for water, use an old hub cap or shallow pan on top of an overturned garbage can. If temperature is freezing, boil water every morning and pour over pan, taking out ice. Remaining water will cool quickly for birds to use.

3. Feed everyday and early 5:30 or 6:00 a.m., is not too early to get out and check feeders. This is when the birds eat.

FOOD FOR BIRDS:

Sunflower seeds

Corn

Small seed mixtures

Peanut

Bread crumbs (but no mold)

Popcorn

Rolled oats

Suet in mesh bag

Combination suet and seed

Corn meal

Buckwheat

Thistles

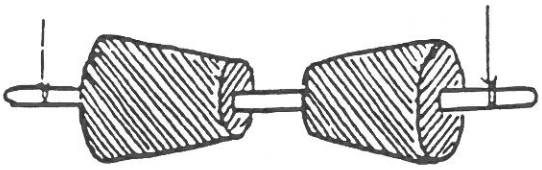
Wheat

OCCASIONAL SPECIAL TREATS

Peanut butter

Bits of apple

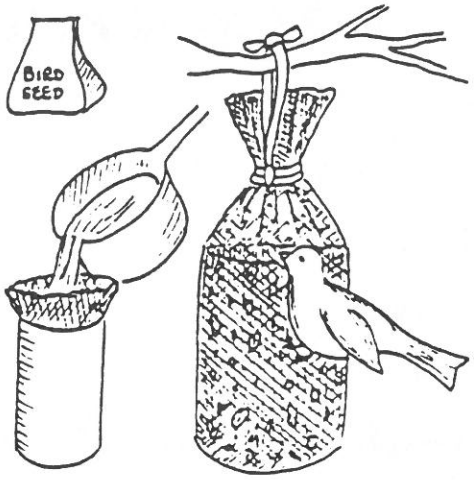
Other fresh and dried fruits



BIRD TREAT

Save all crumbs, cookies, bread, cake, cereal, potato chips. Add to pan of melted suet or bacon grease. Stir in some peanut butter. Pour mixture into 2 paper cups. Insert stick into each one. Refrigerate 24 hours. Peel paper cups away and insert a third stick between ends of two treats to join them together. Tie length of twine to end of sticks and hang.

BIRD CAKE



Materials needed:

Wild bird seed

1/2 pound suet

12 ounce juice can

Long piece of wire (such as telephone)

Piece of vegetable sack (onion or potato)

Directions:

1. Cut vegetable sack to fit inside can top with extra sticking up above can top.
2. Cut suet into small pieces and heat in double boiler so it won't burn. Let cool and harden. If any pieces of meat are seen, remove them.
3. Re-heat suet. After it has melted again, mix in one cup bird seed. Pour this mixture into can. Cool until it hardens.
4. To remove bird cake from can, set can in warm water. Carefully run a knife around inside to loosen sack. Pull top of sack to get cake out.
5. Tie ends of sack with wire, leaving enough wire to tie to tree limb. Hang as far out from trunk as possible to keep if from squirrels.

PINE CONE OWLS

Materials needed:

BODY: Pine cone of medium size.

HEAD: 2 sweet gum balls or 2 sycamore balls or 2 teasels.

EARS: Pits of prunes or plums.

NOSE: Pits of prunes or plums.

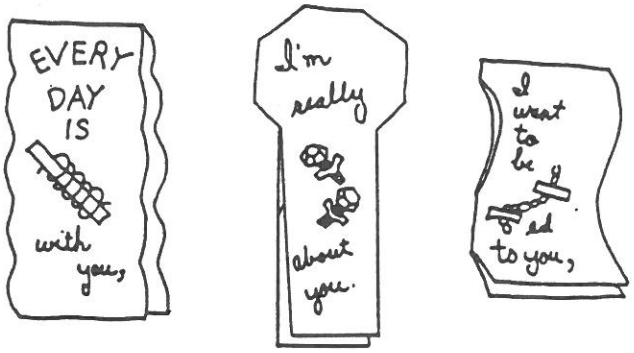
EYES: Use movable 1/2" size. Small slice of wood, wedge of a tree limb or another proper base. Tacky glue or hot glue. For baby owls use smaller pine cones.

Glue owl head to the body. Attach the ears and nose. Glue eyes into place and glue to base.

CRAFTS FOR THE HOLIDAYS

Every Cub Scout loves the holiday. From Valentine's Day to Christmas the following crafts are suggestions to help you.

ZANY VALENTINES



Materials needed:

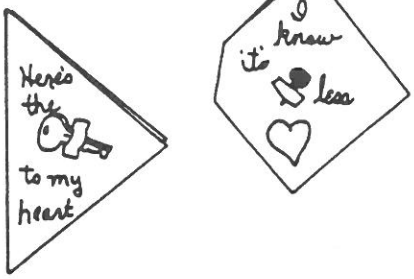
Red construction paper

Assorted pieces of small hardware

Glue or tape

Directions: Fold the paper and cut to the size and shape desired. Tape or glue small hardware pieces to the front of the card and write in the message. Complete the message on the inside:

1. "I'm really NUTS about you---won't you be mine?"
2. "I know it's TACK-less---But I have to say I LOVE YOU!"
3. "Every day is "SPRING" with you!---You make my days sunny all year around? Be my valentine!"
4. "I want to be CHAIN-ed to you,---Please be my valentine!"
5. "My happiness HINGE-s on you---Please say you'll be mine!"
6. "Here's the KEY to my heart---Won't you try it?"



SWEET VALENTINES

Materials needed:

Red poster board

Assorted candies and favors

Saran Wrap

Glue

Scissors

Cut out heart shapes from the red poster board. Use black felt tip pen to write message. Glue assorted candies to heart to correspond to the message. Wrap candy in Saran wrap before gluing and candy can be eaten.

BUNNY VISOR (EASTER)

Materials needed:

White visor

Fun-foam 2 sheets of white, 1 sheet each of pink and black

42mm oval animal eyes

2 - 2 inch white pom poms

1 - 1 inch pink pom poms

Pretty pink paint

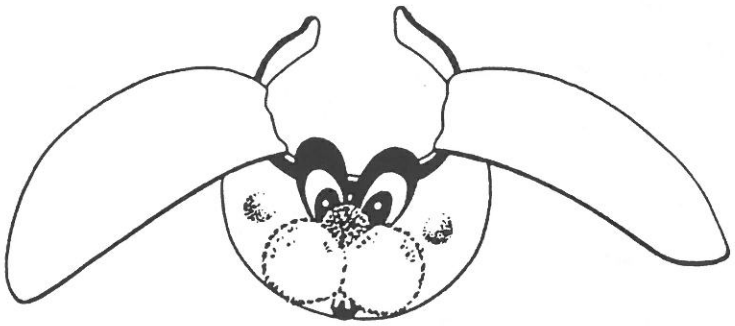
Scissors

Pencil

Ruler

Wire cutter

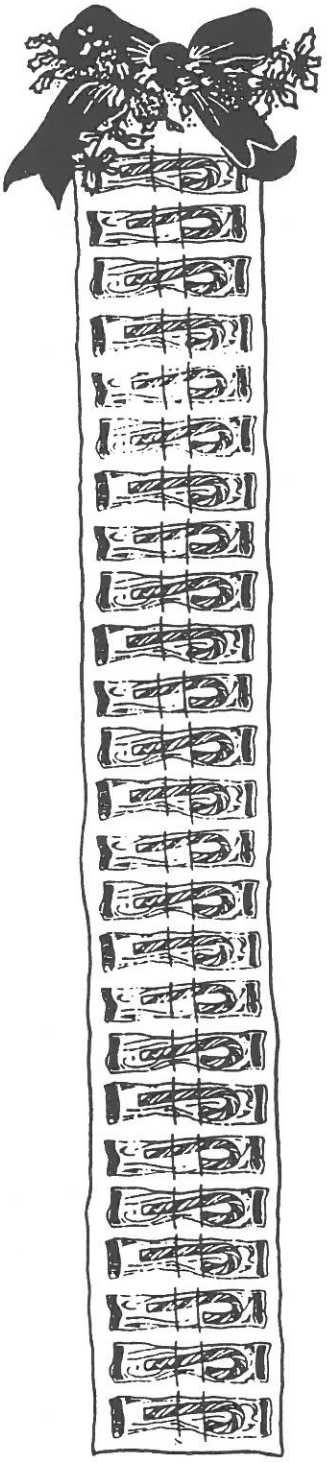
Hot glue gun and glue sticks



INSTRUCTIONS:

1. Trace around visor and cut pattern from fun foam. Cut rim for visor from pink fun foam, 1/2 inch by length of visor. Cut remaining fun foam pieces out using pattern provided.
2. Attach foam pieces with hot glue. Ears are glued to inner rim of visor.
3. Glue pom poms to visor to form face. (see illustrations)
4. Cut shank from plastic eyes. Glue to black fun foam outer eye. Glue eyes to visor, resting on rim of visor.
5. Glue tongue and teeth in place.
6. Rub a small amount of pink paint onto cheek area with your finger.

CANDY CANE COUNTDOWN (CHRISTMAS)



Materials needed:

Clear vinyl 6 inches by 48 inches

Candy canes 25

Ribbon #9 by 1 yard wire edges red velvet

Holy pick

Chenille stem -green

Scissors ruler

Pencil

X-acto knife

Hot glue gun and glue sticks

Hole punch- 1/4 inch

Directions:

1. Fold top of vinyl over 1 1/4 inches and secure with hot glue. Punch a hole in the center approximately 3/8 inches down from top.

2. Starting approximately 2 1/2 inches down from top, cut slits into vinyl using x-acto knife, following pattern on the back of this sheet. (Slits are 3/4 inches long, 1/2 inches apart in width and 1 inch apart in depth.)

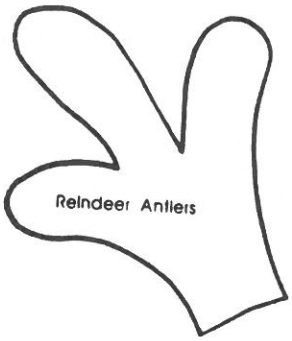
3. Form a floral bow from ribbon, securing center with chenille stem. Loop chenille stem through hole in top of vinyl to form hanger. Secure with glue if necessary.

4. Trim holly pick and glue to bow.

5. Insert candy canes through slits in vinyl. Remove one each day in December to count down until Christmas!

REINDEER PARTY FAVOR (CHRISTMAS)

Materials needed:



Clear plastic cups, approximately 3 1/2 ounces

Fun foam brown

Moving eyes 15 mm oval

Ribbon 1/8 inches by 18 inches red

Pom pom 3/4 inch red

Jingle bell 15mm gold

Chenille stem green

Candy approximately 3 ounces of peppermints (or fill with other candy, Potpourri, etc.)

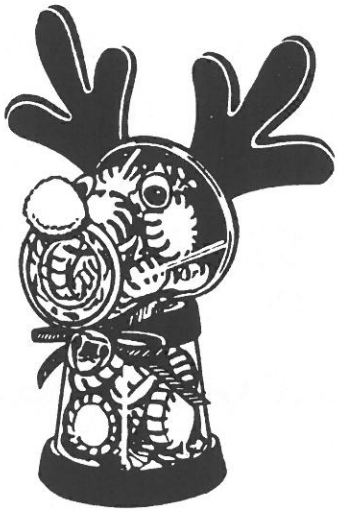
Scissors

Ruler

Pencil

Hot glue and glue sticks

Tacky glue



Directions:

1. Fill two clear plastic cups with candy and lay a line of tacky glue around the rims of the cups. Cut off apiece of brown crafting foam and place over each cup. Turn the cups upside down and press cup firmly onto foam. When dry , trim around the outside of the cups.

2. Cut two 3/8 inch wide strips of brown foam. Trim length to match circumference of cup and glue strips around the top and bottom of one of the cups. Glue the other cup across the small end of this cup to form reindeer's head and body.

3. Cut two antlers from brown foam using pattern. Glue antlers to back of reindeer's head.

4. Glue moving eyes and pom pom nose in place.

5. Form a double bow from the ribbon, trimming ends if necessary. Loop a small piece of chenille stem through jingle bell and tie around center of bow, Glue bow to front of reindeer's neck.

SANTA PACKAGE DECORATION (CHRISTMAS)

Materials needed:

Clip-type clothespin

Paint

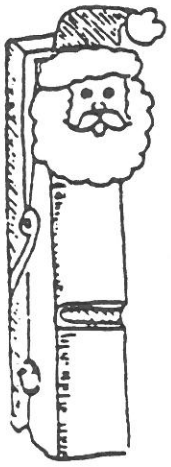
Heavy paper

Glue

Construction paper

Marker

Cotton



Directions:

1. Paint a clip type clothespin.
2. Use one of the patterns shown below.
3. Cut from heavy paper and decorate.
4. Glue head to clothespin.
5. Clip on packages for decoration.

JINGLE GHOST (HALLOWEEN)

Materials needed:

White plastic bottle

Paper punch

Needle and thread

Jingle bell

Cut a ghost shape from the side of a plastic bottle. Punch eyes in the ghost with a paper punch. With a needle and thread, poke a hole in the bottom of the ghost, string a small bell on the thread, and tie the ends of the thread together. Hang several ghosts on strings where people walk during the Halloween season. The wind will flutter the ghosts and the bells will jingle.

CANDY CORN FAVORS (HOLLOWEEN)

Materials needed:

Clear vinyl 6 inches by 12 inches for each favor

Candy corn

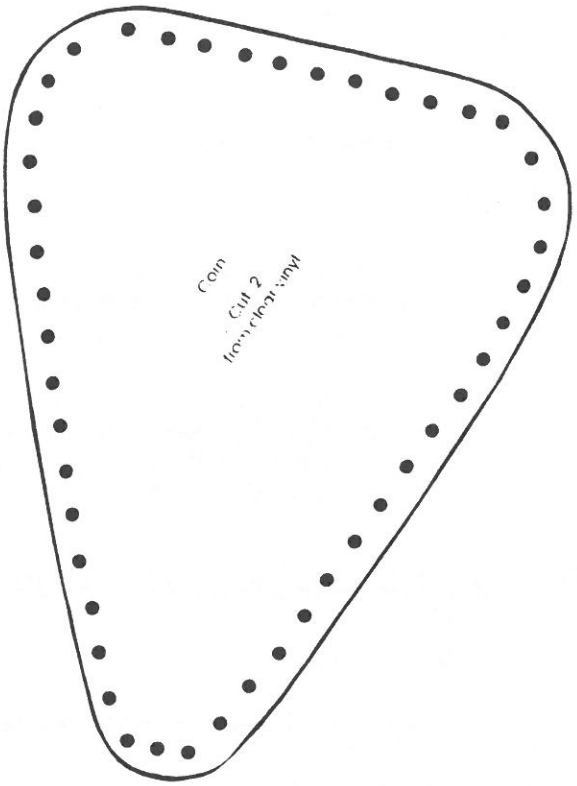
Paint pen-black plastic lacing- 1 yard black for each

Scissors

Ruler

Hole punch -1/8 inches

Hot glue gun and glue sticks



Directions:

1. Using pattern, cut two corn shaped pieces from clear vinyl.
2. Personalize one side of vinyl with a paint pen.
3. Place the two vinyl pieces together and punch holes where indicated.
4. Starting at the top center, lace vinyl pieces together by weaving plastic lacing through the holes.
5. Leave an opening at the top to fill the favor with candy, then finish lacing and tie with bow at he top. Secure bow with a dot of hot glue.

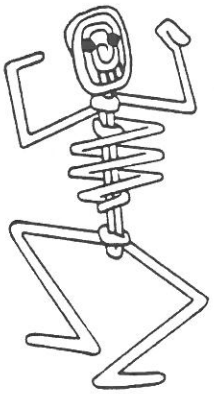
LIVING SKELETON (HALLOWEEN)

Materials needed:

6 pipe cleaners

Rubber band

Black felt tip marker



Directions:

1. Bend a pipe cleaner in half to make a backbone. Twist another one round the bottom of the backbone to make the legs and one round the top to make the arms and hands.

2. Twist two pipe cleaners together and wind them round and round the backbone to make the rib cage. Bend the last pipe cleaner into a flat head and draw a face on it. Hang the skeleton from a rubber band.

SHAMROCK PIN (ST. PATRICKS DAY)

Materials needed:

Aluminum foil pan (kind frozen food comes in)

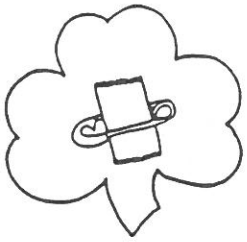
Bright green paper

Scissors

Glue

Adhesive tape

Small safety pin



1. Trace patterns for shamrock. Transfer small pattern to green paper and large pattern to bottom of aluminum foil pan. Cut out both shamrocks.

2. Glue green shamrocks on top of silver one. Let glue dry.

3. Attach safety pin to back of silver shamrock with adhesive tape. (fig. 1)

SCRAP CRAFTS

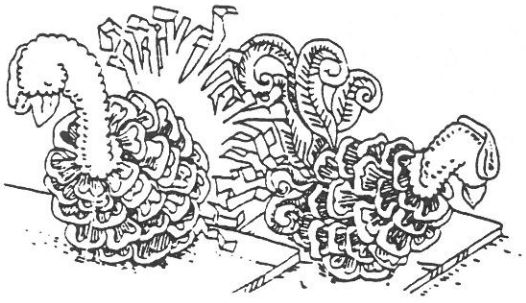
It's not necessary to expend a large amount of the pack or den funds for craft supplies. Many materials can be found around the house or can be located as surplus materials from local businesses. Use your imagination and keep is simple.

PINE CONE TURKEY

Materials needed:

- Small pine cone
- Red crepe paper or feather fluffs
- Pipe cleaner
- Cardboard or construction paper
- Glue

Directions: Cut a 1" strip of crepe paper long enough to fit around the pine cone. Cut fringe, leaving 1/4" at the top edge. Dot glue on the 1/4" edge and paste around the back of the cone for feather effect. Feather fluffs may be glued around the pine cone on place of the crepe paper. Wrap pipe cleaner around front of cone leaving enough excess to form turkey's head. Glue small piece of crepe paper near the head for a wattle. Now glue assembled turkey to a piece of cardboard or construction paper. Pine cone turkeys can be used for table place markers or just for decorating around the house.

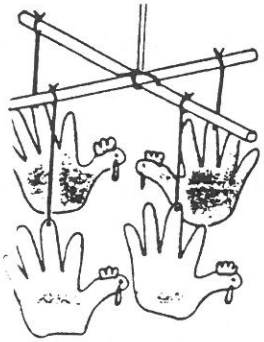


HAND-MADE MOBILE

Materials:

- Construction paper
- Pencil
- Scissors
- Crayons or markers
- 2 drinking straws
- Wire bread ties or pipe cleaner
- 5 pieces of thread or thin yarn
- Glue or tape

Directions: Trace around hand on a piece of colored construction paper. Draw a line across the bottom of the hand (where the wrist would be). This will be the bottom of the turkey. With a dark marker or crayon, draw the wing, eye, comb, beak, and waddle. Cut out the turkey. (You will need 4 turkeys.) Color the feathers with markers or crayons. Crisscross two drinking straws at the center. To tie the straws together, use two wire bread ties or a pipe cleaner cut in half. Cross-tie the straws firmly at the center. For the hangers, cut four pieces of thread in unequal lengths (8" to 16"). Tape or glue the thread to the back of each turkey. Tie a turkey to each of the straws. Tie a longer thread to the center of the mobile and hang.



LAYERED FELT TURKEY

Materials:

Several pieces of felt in the following colors

Olive green

Brown

Orange

Gold

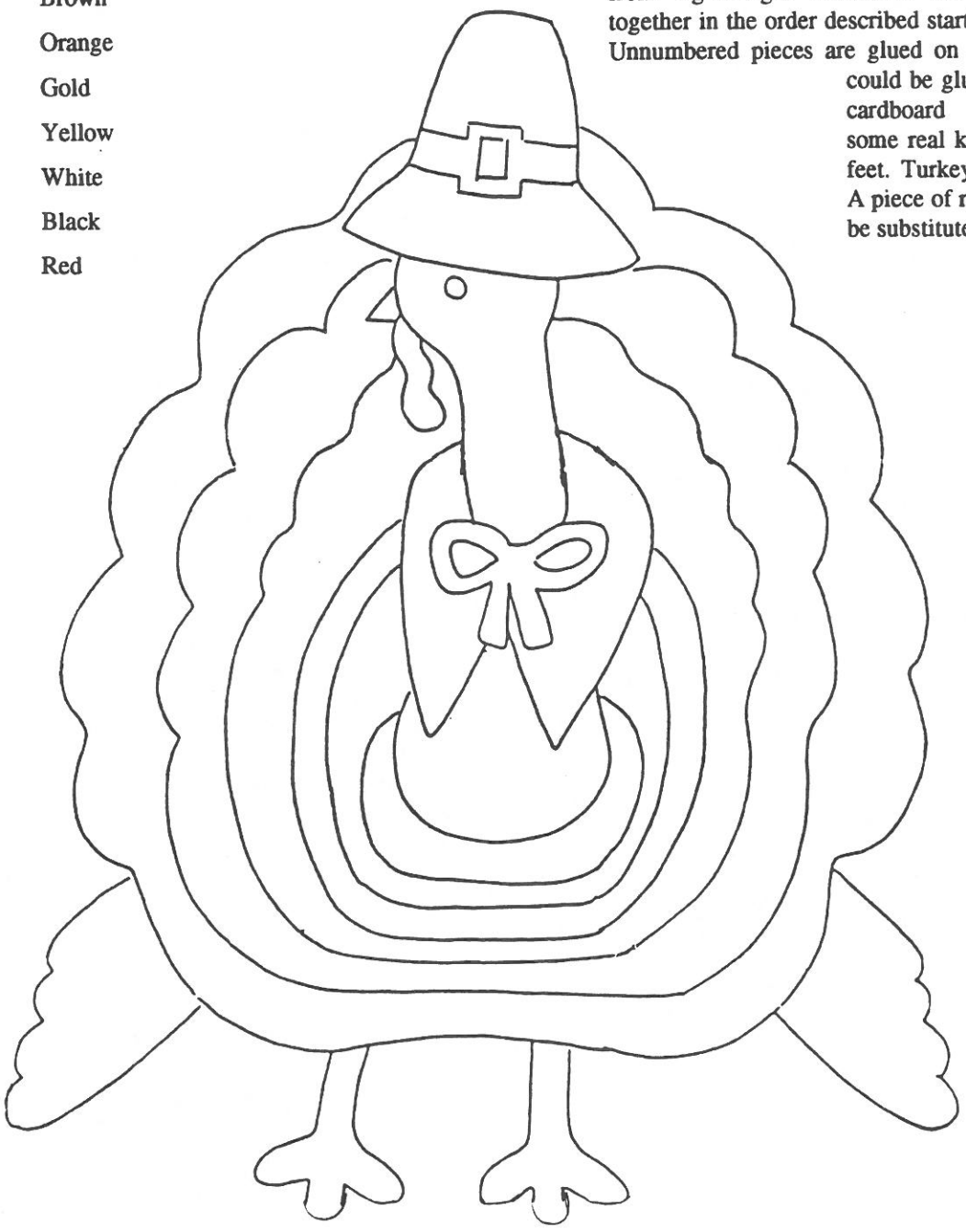
Yellow

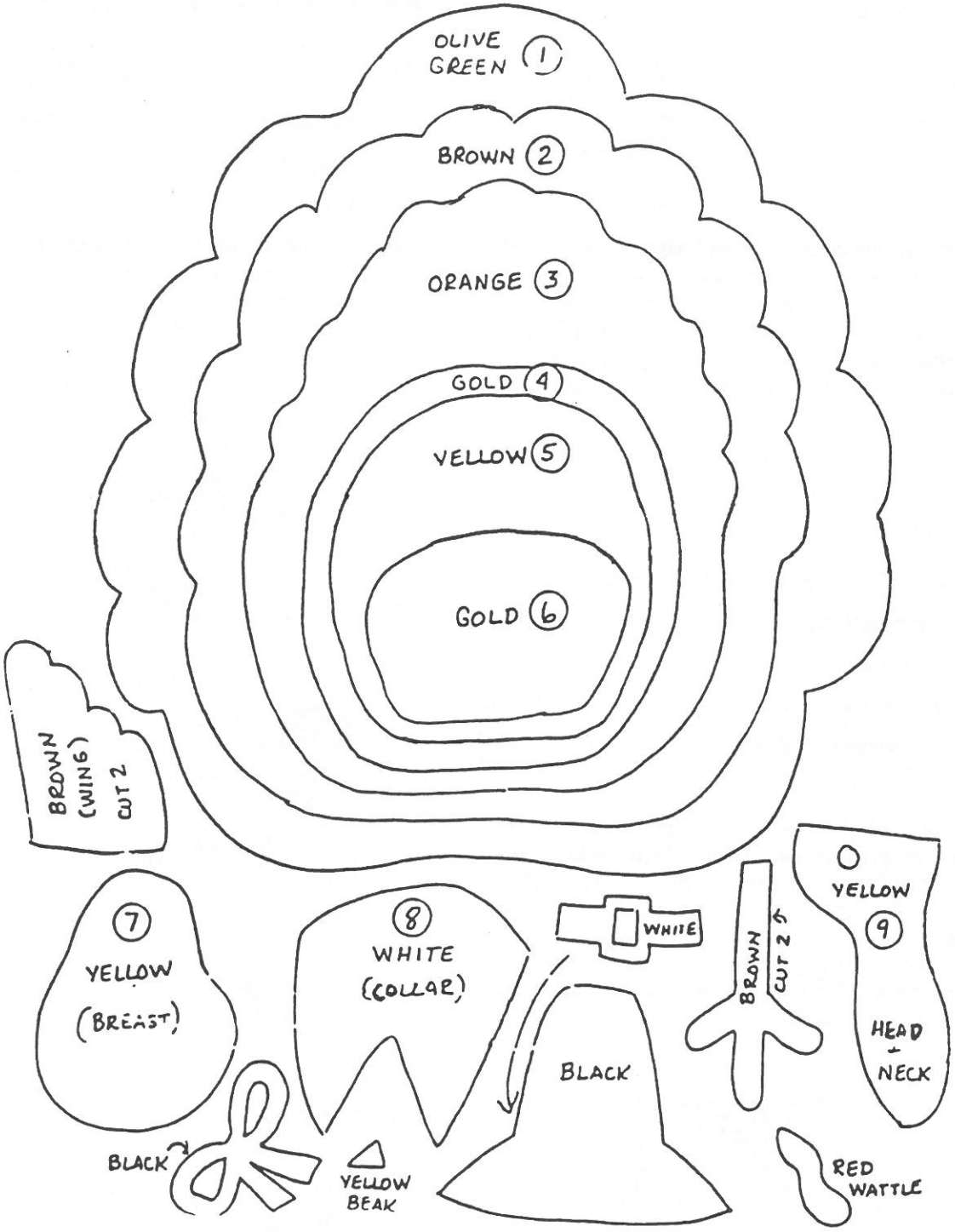
White

Black

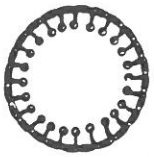
Red

Directions: Cut felt pieces as described in diagram. (If making several turkeys, cut patterns for pieces from lightweight cardboard first.) Glue pieces together in the order described starting at number 1. Unnumbered pieces are glued on last. The turkey could be glued to a board or cardboard square. Place some real kernels of corn at feet. Turkey has 3-D effect. A piece of red chenille could be substituted for the felt.




OLIVE GREEN 1
BROWN 2
ORANGE 3
GOLD 4
YELLOW 5
GOLD 6
BROWN (WING) CUT 2
7
YELLOW (BREAST)
8
WHITE (COLLAR)
WHITE
BROWN CUT 2
YELLOW
9
HEAD + NECK
BLACK
BLACK
YELLOW BEAK
RED WATTLE

COASTERS



Materials:

- 1 lb. coffee can lids
- Hole punch
- Scraps of yarn

Directions: Punch holes around edge of lid. Thread yarn through hole several times making sure the yarn is lying flat (not on top other yarn wraps). Continue around lid. Fasten off end. Glue may help to secure the ends or leave a long piece at the beginning and end to make an attractive scout knot.

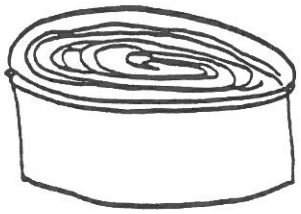
FIRST AID KIT

Materials:

- Large plastic milk jug or bleach bottle
- Strong scissors
- Paper fasteners
- Rubber band or string
- Permanent felt markers
- First aid supplies

Directions: Cut a door in the side of the plastic bottle underneath the handle. Insert one paper fastener in the edge of the door and one in the bottle next to the door. Wrap a rubber band or string around one of the fasteners. Place first aid supplies inside bottle. Close the wrapping rubber band or string around the other fastener. Use markers to label bottle as First Aid Kit.

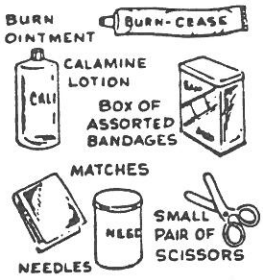
EMERGENCY FLARES

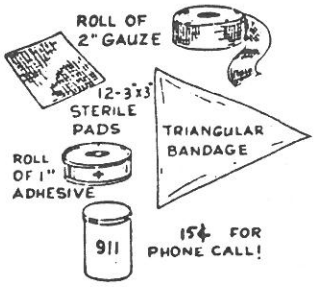


Materials:

- Tuna can
- Corrugated cardboard
- Candles or paraffin

Directions: Fill a tuna can with rings of corrugated cardboard and pour melted candles over it leaving some of the cardboard exposed. Allow to cool. Keep in car for flares or use to light a camp fire.





SAILBOAT

Materials:

Detergent bottle (flat sided preferred)

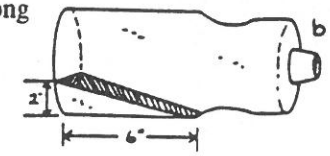
Plaster of paris

1/2" dowel - 12" long

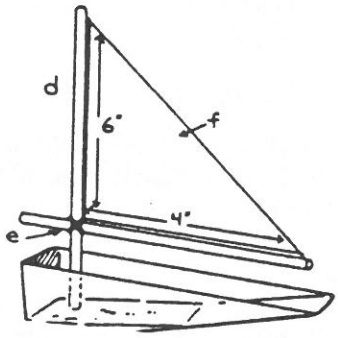
Twist bread tie

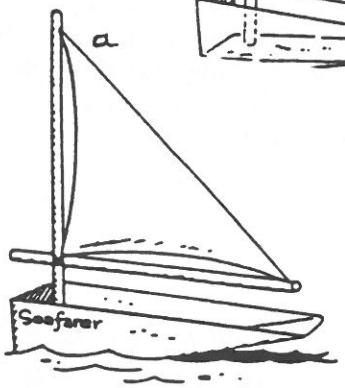
Fabric

Decorations

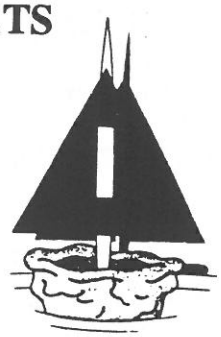


Directions: Cut bottle as shown. Cut dowel in 2 pieces (5", 7"). Mix plaster of paris and pour into boat making sure the open edge is level. Place 7" dowel in wet plaster for mast. Prop mast straight until dry. Use bread tie to secure 5" dowel to mast just above boat to form boom. Attach sail cut in triangle from material. Decorate as desired. Straws and thread may be substituted for dowel and twist tie.





LITTLE SAILBOATS



Materials:

Walnut shells or acorn caps

Clay

Toothpicks

Scissors

Colored paper

Directions: Cut small triangles out of colored paper. Thread toothpick through paper for sail. Press some clay in nut shell. Push toothpick sail in clay.

HUCK FINN'S LOG RAFT

Materials:

1 twigs of equal thickness

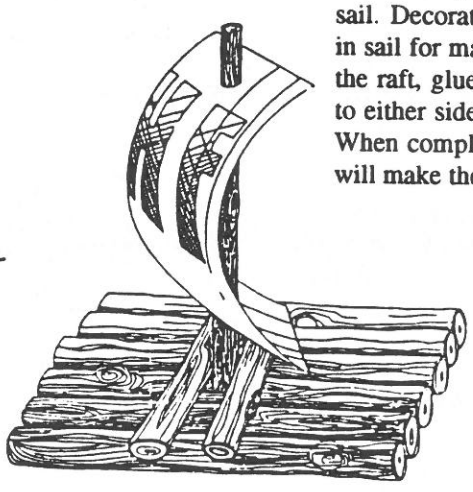
White glue

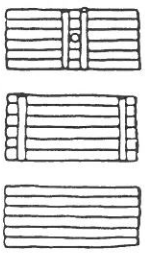
Construction paper

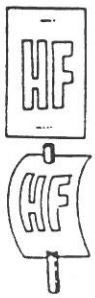
Crayons or markers

Wax paper

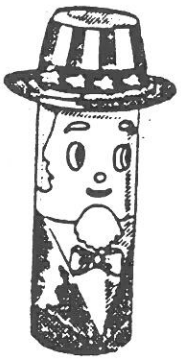
Directions: Cut 6 twigs 2"-3" long. Place twigs on wax paper and glue together to form raft. Cut two twigs to fit the width of the six glued twigs. Glue each near the ends of the raft. Let dry overnight. When completely dry, turn raft over. Cut paper for sail. Decorate with crayons or markers. Poke holes in sail for mast to go through. Near the center top of the raft, glue the twig with the sail on. Glue a twig to either side of the mast across the raft for support. When completely dry, raft is ready to sail. Hot glue will make the drying process go much faster.







UNCLE SAM NUT CUP



Materials:

- 2 nut cups
- Cardboard roll
- Paint or markers
- Construction paper
- Scissors
- Glue

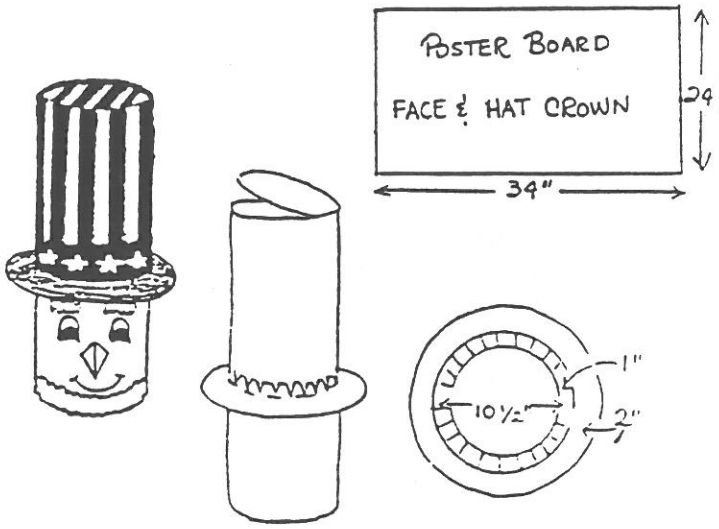
Directions: Cut cardboard roll to 3-1/2" high. Using paint or markers, color features (face, hair, bow tie, suit). Invert white nut cup for crown of hat. Paint stripes on hat using fold of nut cup as guide. Cut a paper circle for the brim and glue it on top the rolled edge of the nut cup. Cut a strip of paper for the hat band. Decorate with stars and glue to hat directly above brim. Remove the rim from the second nut cup. Push it to the bottom of the cardboard tube. Fill with nuts or treats. Place hat on top.

UNCLE SAM CENTERPIECE

Materials:

- Poster board
- Tape
- Flesh colored crepe paper
- Gold or silver stars
- Cotton balls (for beard)
- Paint or markers

Directions: Cut a piece of poster board 24" X 34". Shape into a tube and tape. Cut hat brim in circle 2" wider than tube. Make several 1" slits in the inside of the brim. Bend slits up. Slip over the tube approximately two thirds down tube and tape. Hat is red and white striped with red brim and blue band with gold or silver stars. Cover lower portion of tube with flesh colored crepe paper for face. Add construction paper features.

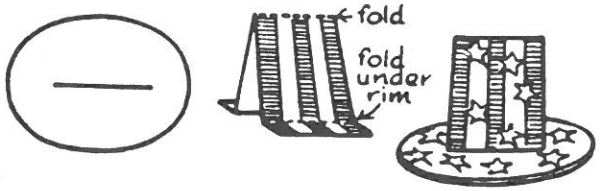


UNCLE SAM HAT FAVORS

Materials:

- Red, white, and blue construction paper
- Scissors
- Glue
- Gummed stars

Directions: Cut 1-1/2" circle from blue paper. Cut 1" X 2-1/2" rectangle from white paper. Cut three red strips same length as white. Glue red strips evenly spaced on white piece. Fold white piece in half along long side. Make 1/4" folds on each end of white paper. Cut slit in center of blue piece. Insert white piece through slit leaving only the small folds below the blue piece. Glue small fold to bottom of blue piece. Apply gummed stars.



MINIATURE WIND SOCKS

Materials:

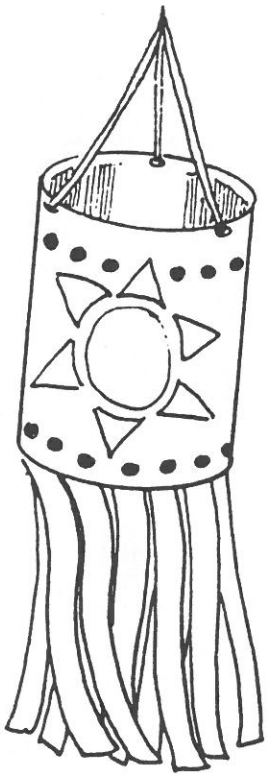
Toilet tissue roll

Crepe paper

Yarn

Construction paper, stickers, or paint

Directions: Decorate toilet tissue roll with construction paper, paint, or stickers. Cut crepe paper strips 1-1/2" X 6" and glue to inside edge of tube. Punch three evenly spaced holes in top of tube. Tie 7" piece of yarn to each hole. Tie all three ends and hang.



SPIRAL SPINNER

Materials:

60 popsicle sticks

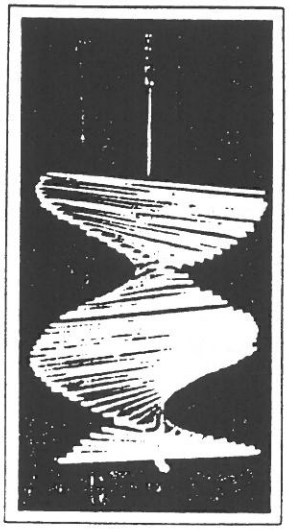
White glue

Hammer and thin nail

Fine wire

Bubble or bead chain from bath plug or light switch

Directions: Carefully hammer hole in center of each popsicle stick. Slide popsicle stick on nail thinner than hole. Spread glue on top surface of stick. Be sure not to glue to nail. Slide another stick on nail sticking to first on spreading them slightly to begin building staircase (no more than 1/4" separation). Continue adding sticks in the staircase manner until nail is full. Remove glued sticks and repeat process until all sticks have been glued in this fashion. Cut 12" piece of wire. Wrap end around two nails to create "knot" on end. Begin sliding first set of sticks on wire. Spread glue on top stick. Place second stack on wire following the staircase as previously done. Continue until all sections have been glued together. Wrap end of wire around chain and hang where spiral can spin freely.



SPACE ROCKET BANK

Materials:

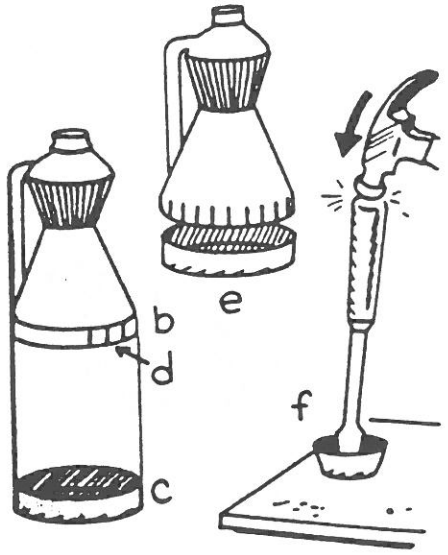
Half-gallon fabric softener jug with cap

Plaster of paris

Silver paint

Decal Felt-tip markers

Directions: Cut jug 1/2" below bulge under handle. Cut jug 1-1/4" from bottom. Make 1/2" cuts in bottom of top half. Bend these tabs to inside of jug. Set tabs down into bottom section. Mix plaster of paris. Fill bottom deep enough to catch tabs. Allow to dry. Paint bottle and cap silver. Add decal and ship's name. Cut slot in cap by hammering a small screwdriver into cap. Screw cap on bank.



CREATURE'S FROM SPACE

Materials:

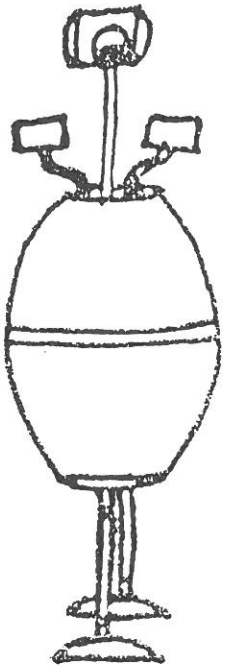
Egg carton

Pipe cleaners

Wiggles eyes

Construction paper, yarn, scraps of material

Directions: Cut 2 cups from egg carton and glue halves together to make body. Then let boys be creative.



SPOON FAMILY

Materials:

Plastic fork, spoon, and knife

Yarn

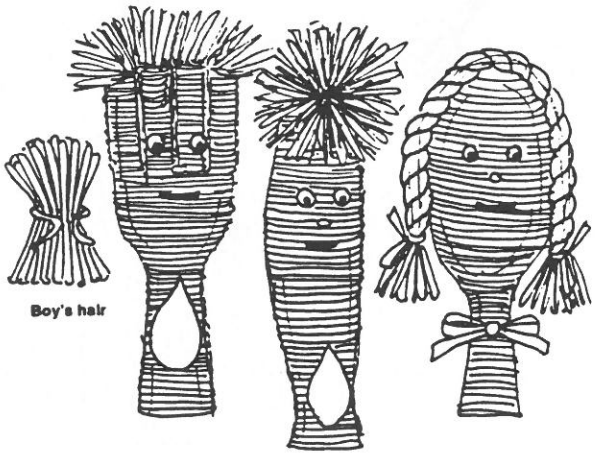
Felt

Wiggle eyes

Glue

Scissors

Directions: Begin by applying some glue on the handle of the fork. Wrap yarn around handle applying glue as you go up. Be sure the yarn completely covers the fork but does not overlap. Wrap each tine separately. Wrap spoon and knife in same manner. Use yarn to make hair. Decorate faces with scraps of felt and wiggle eyes.



BIRD FEEDING STATION

Materials:

2 liter bottle

Dowel rod

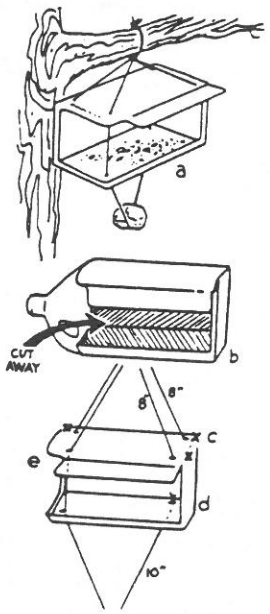
Punch

Knife

Twine or yarn

Birdseed

Directions: In plastic 2 liter soft drink bottle, punch a small hole on opposite sides larger enough for the dowel to tightly fit through. Insert dowel for perch. Above each perch, cut an arched hole for feeding. Tie twine or yarn around top and make loop for hanging. Fill with birdseed. Birds do the rest. Sticks may be used instead of dowel for a more natural look.



WREN'S SUMMER HOME

Materials:

Plastic jug (half-gallon size)

Exterior-grade plywood or tempered Masonite

(approximately 8 by 7 by 1/4 inch)

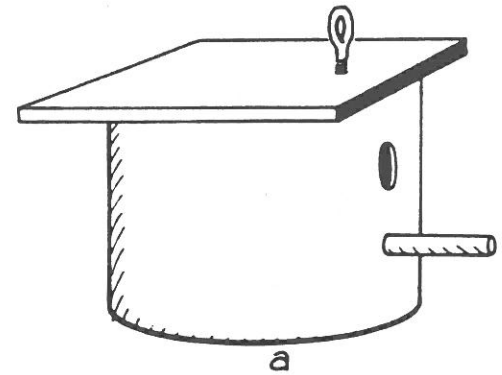
Dowel (approximately 7 inches long)

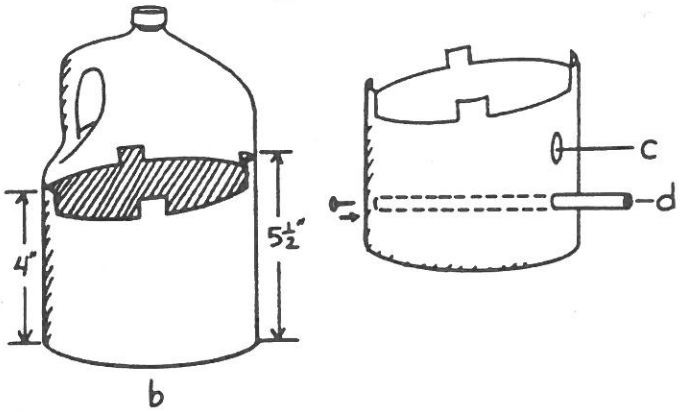
5 tacks

1 screw eye

Exterior paint

Directions: Cut jug making certain to cut a tab on each side. Cut 1-inch round hole on high side. Cut small hole 1 inch below first hole. Insert dowel for roost. Hammer one tack through back of house and into end of dowel. Bend tabs outward at top of house. Give plywood or masonite roof two coats of paint. Nail each tab to underside of roof. Insert screw eye in roof to hang in tree. Colored plastic jugs make attractive wren homes.





INDIAN BELT

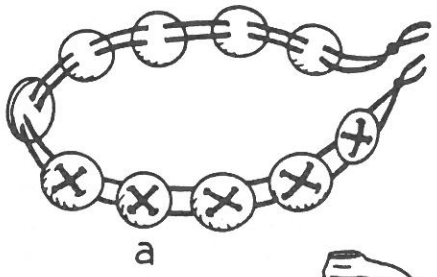
Materials:

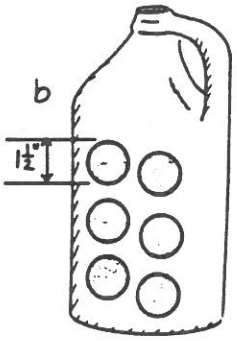
Plastic container

Plastic cord

Decorating material

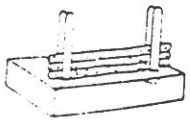
Directions: Cut circles of desired size from container. Number of circles needed will vary with size of child's waist. Punch four holes in each circle. Paint or decorate as desired. Thread plastic cord through circular discs. Knot cord at each end to complete belt. If colored container is used, along with plastic cord of a contrasting color, no decorating is necessary.

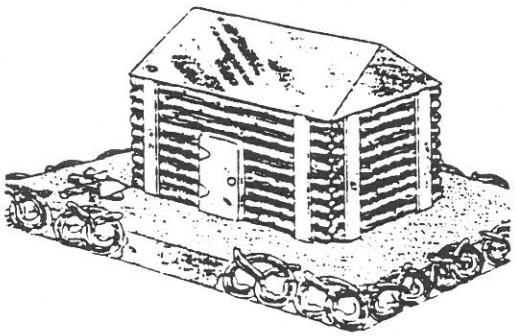




PRETZEL LOG CABIN

Symbolic of Lincoln's homestead, this log cabin is also a pretzel server. Simply lift the roof to take a pretzel log from the holders. For the base, use a box lid about 8" X 11" covered with green paper. With a sharp knife, cut 1/2" slits in the top of the base to hold the big, fat pretzel stick logs. If smaller pretzels are used, adjust the measurements. For the pretzel log holders, insert a tongue depressor in each slit, fitting them snugly. Glue holders in place. Stack big, fat pretzel sticks between the holders for logs. Use long ones on the front and back of the cabin. Cut off pretzels for short logs on ends. The roof is made from cardboard. Cut a piece to cover the, top of the cabin, two more pieces for the slanted sides and finally, two triangles for the gabled ends. Cover all pieces with colored paper and glue together. Set the roof on top of the cabin. For a door on the cabin, rest a rectangular cookie against logs. Add a frosting doorknob and hinges. For a fence, use twisted pretzels. With frosting for "glue," attach the pretzels around the edge of the base. Pile some pretzel logs next to the cabin and make a little hatchet.





PLASTIC COOKIE TRAY GREENHOUSES

Materials:

Plastic cookie tray (that commercial-type cookies come in)

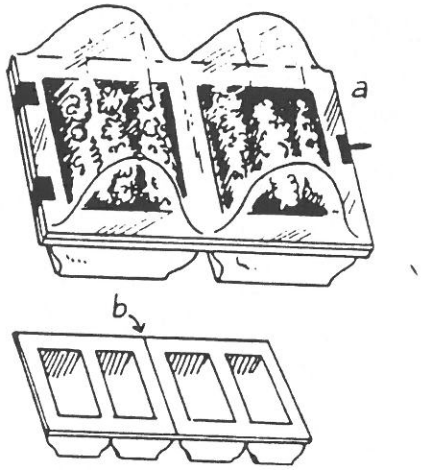
Plastic bottle

Masking tape

Seeds for planting

Soil and fine gravel

Directions: Divide tray in half, one side for top and other side for base of greenhouse. Put thin layer of fine gravel in base side. Work soil with fingers until it is very fine. Place on top of gravel. Plant seeds. Moisten soil. Add top half of tray to greenhouse. Fasten two pieces of masking tape at one side of greenhouse to act as a hinge for the lid. Fasten one piece of masking tape to other side with small piece of plastic (cut from plastic bottle) at end of tape to act as a latch. When watering seeds, pull plastic tab and loosen tape. When finished, reseal. Keep soil moist. Place greenhouse where it will receive sufficient sunshine.



TIE SLIDES

The best recommendation for neckerchief slides that they are FUN and INEXPENSIVE. They encourage a boy's creativity and give him a feeling of success. They encourage him to wear a full uniform. A boy with only his official slide (which has been misplaced) is apt to simply leave off his neckerchief. Almost all monthly themes lend themselves to neckerchief slides. Slides can fill advancement requirements: tools, collections, making models, carving, knots, masks, nature craft and even ecology (those pull-rings we pick up and use). Webelos can use slides to work on Artist, Craftsman, Forester and Geologist badges. A leader can give slides as recognition of advancement or participation in den, pack or council activities.

One den or pack activity could be a neckerchief slide contest. It could have 3 categories:

1. **CARVED** - from any material; wood, bone, plastic, etc.
2. **ASSEMBLED** - from any material; rubber, wire, plastic, wood, beads, bone, cork, etc.
3. **PLASTER** - molded plaster painted.

Limit one entry per person. Large packs could also have rank entry categories - Wolf, Bear, and Webelos. Judge for originality, craftsmanship, practicality and durability. Have participation certificates for all who enter. You could even have an adult category as some packs do for Pinewood Derby.

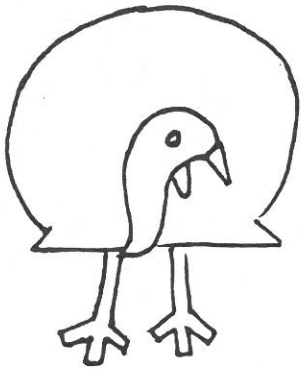
Most first neckerchief slides are the molded plaster variety. Candy molds and novelty ice-cube trays are a good source of molds. The ring is inserted in the wet plaster. Sometimes this weakens the plaster causing the slide to break. Use hot glue guns to attach the ring to solve this problem. After the paint has dried, apply a coat or two of clear acrylic spray this gives a nice finish and helps prevent chipping. Have the boys write their name on the back of the slide to help identify lost slides.

Other materials for slides are limitless: clothespins, pom-poms, wood, yarn, cookies and dog biscuits, vinyl, leather, nuts and seeds, lacing, needlepoint canvas, soft sculpture, beads, dough-art, plastic toys, metal, bone and rocks.

Besides metal pull rings, neckerchief rings can be made from PVC pipe, pipe cleaners, wire ties, paper clips, needlepoint canvas, elastic and plastic rings from soda bottles.

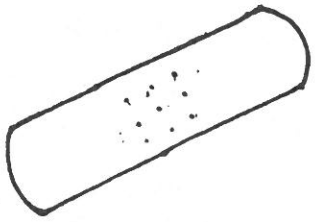
SHELL TURKEY

Use a medium shell for the body. With markers or acrylic paint, color the shell in brown and orange. Make a leg from yellow chenille stems, and head and neck from one bump of rust bump chenille. Attach neck end, legs and ring to the back of the shell with hot glue. Glue on wiggle eyes, yellow felt beak and red felt wattle.



BAND AID SLIDE

Cut a thin piece of wood or a tongue depressor the shape of a band - aid. Make 2 holes in the middle and make a pipe cleaner ring. Then stick on a real Band-Aid.

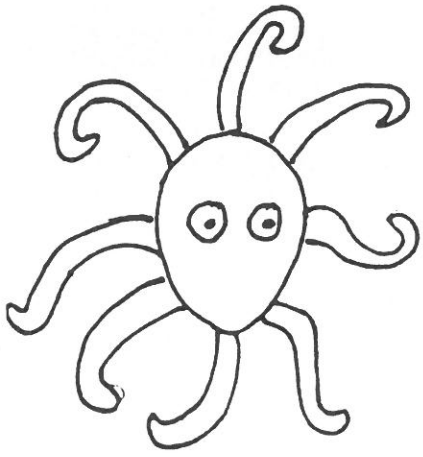


FIRST AID KIT

Cover a film canister with white tape or paper. With narrow tape or marker make a red cross on the front. Attach a pull ring or pipe cleaner to the back. Fill with band-aids, safety pins, foil wrapped alcohol swab, etc.

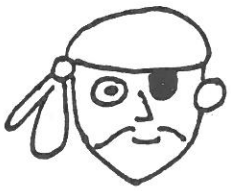
OCTOPUS

Take half of an English walnut shell. Boil the walnuts to get them apart easily. Paint the shell black. Cut black or gray chenille stems into 2 to 3 inch lengths for the eight legs. Bend one end of each leg back about 1/2" . Fill the shell with plaster or use hot glue to attach legs and pull ring. Glue 2 wiggle eyes on the face.



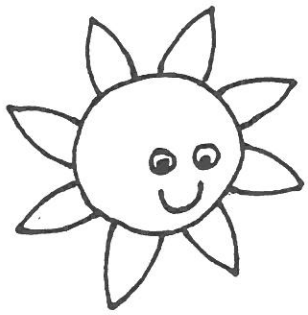
PIRATE HEAD SLIDE

Fill half an English walnut shell with plaster or hot glue. Insert pull ring. From bright colored fabric about 2 1/2" x 5 1/4" tie a bandanna on top of head. Secure with glue. From a small piece of wire or a jewelry ring, glue on one ear-ring. Make an eye patch from black vinyl, felt, etc., and glue in place over right eye. For left eye, glue on a wiggle eye. Make nose and mouth with felt tip markers. Mustache can also be drawn or can be black macramé cord or yarn glued in place.



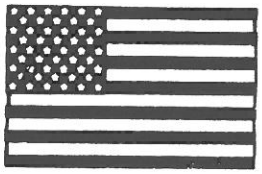
SUNSHINE

From a package of pre-cut wood shapes, available at all hobby stores, use 1 large circle and 8 small teardrop shapes. Glue teardrops to the back of circle with points out. Glue a ring on the back of circle. Paint wood yellow. Glue on wiggle eyes, and draw a smile with a red fine point felt tip. Make a face to one side so it doesn't look like a happy face.



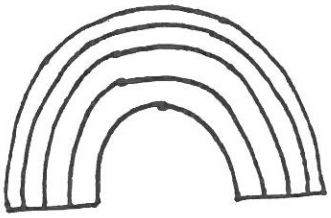
OLD GLORY

Use either flag postage stamps (used) or any of a variety of flag stickers. Attach to a smaller piece of wood. Glue a ring on the back.



RAINBOW

Use a piece of round needlepoint canvas. Cut it in half along center line. Cut away all but outer 6 rings of canvas. Curved manicure scissors work well. You need scrap yarn in red, orange, yellow, green, blue and purple; and several tapestry needles. Teach the boys a simple overcast stitch to cover each row of canvas with a different color. Sew a ring to the back. This is a slide for which you may need to call in extra adult help, or attach rings for the boys.

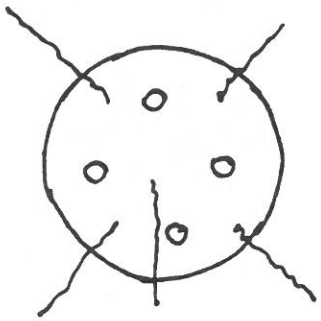


ALIEN

This slide is made from 2 small plastic cylinders, covered with any color construction paper. Antenna are pipe-cleaner pieces or artificial flower stamen. Draw the mouth and eye, or glue on a wiggle eye. Each cylinder holds opposite ends of the neckerchief.

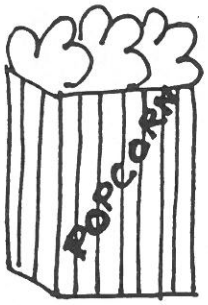
SATELLITE

Cut a 2 inch styrofoam ball in half. Cover with aluminum foil, being sure to allow enough to almost cover back. Smooth foil well. Cut 5 2 inch silver tinsel stems. Stick into ball for antenna. Attach clear red beads with straight pins for lights. Stick pull ring into back of styrofoam ball.



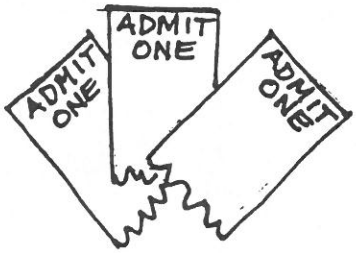
POPCORN

First, have individual boxes of raisins for den refreshments - either 1/2 oz. or 1 1/2 oz. size. Save the boxes. Cover them with white tape or heavy white paper. Draw red vertical stripes with markers. Print POPCORN across front of the box. Fill the box with styrofoam or other stuffing, almost to the top. Glue popped corn on the top and a ring on the back.



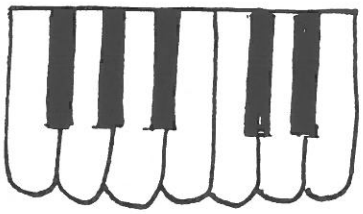
TICKETS

Go to a theater and ask for some old ticket stubs. Glue about 3 stubs together fan fashion. Glue a ring on the back.



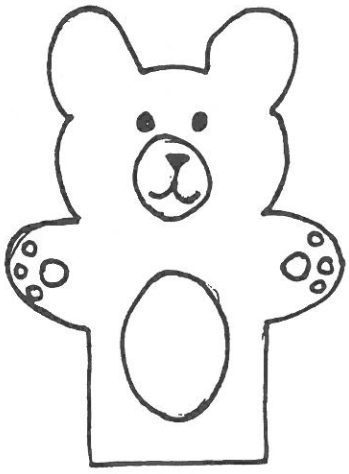
PIANO KEYS

Cut 7 popsicle or craft sticks to 1 1/2 inch lengths. Paint one side white. Glue to 2 crosspieces on the back. Cut 5 pieces 1 inch x 1/4 inch and paint them black. Glue to the white keys as shown. Glue a ring to the back.



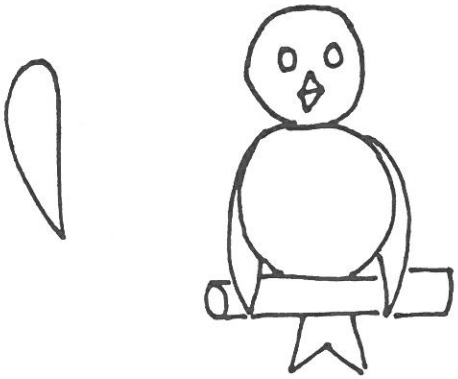
FINGER PUPPET

Cut 2 of the basic patterns from felt. Cut a 1 inch slit across the back head. Glue front and back around outside edge, leaving bottom edge open. Decorate front into whatever animal you want. Can be used as a finger puppet or worn as a slide by putting neckerchief into slit at back of head and out bottom of puppet.



BIRD ON A BRANCH

Colors are determined by the kind of bird to be made. Use a one inch pom pom for the head and a 1 1/2 inch pom pom for the body. Glue on either side of a metal pull ring. Cut tail and 2 wings from felt and glue to body. Glue a small branch below bird. Glue felt or wiggle eyes and felt beak to head.

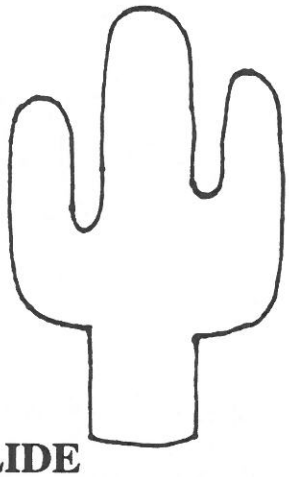


OWL

Use a 'tree cookie' - about 1/4 - 1/2 inch thick slice of about 2 inch diameter branch. Glue on 2 acorn caps facing outward for eyes. Use marker for center of eyes. Glue on one bump or orange bump chenille folded in half for beak. Glue a ring on the back.

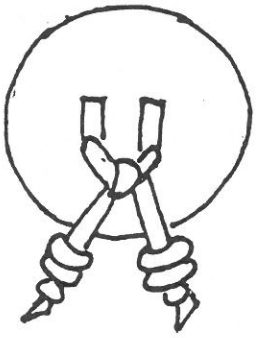
CACTUS

Cut a cactus shape from thin wood or buy a pre-cut cactus at a hobby store. Cut a piece of green to match the shape. For needles, stick short sequin pins through felt. Glue felt to the wood with pins pointing out. Glue a ring to the back. Emphasize that the boys must be careful with these slides.



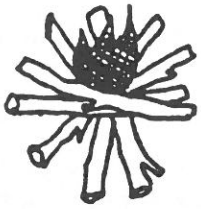
CONCHO SLIDE

Use a metal concho. Put a leather strip through, leaving a loop at the back. Tie a knot in the front. Thread 2 or 3 crow beads on each end of leather strip and tie a knot in each end.



CAMPFIRE

Materials needed:



Coffee can lids

twist ties

red or orange felt

Small twigs

glue.

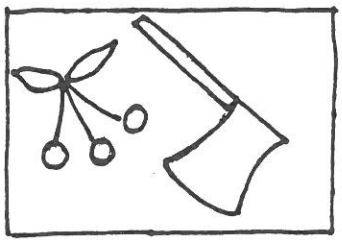
Directions: Cut out campfire shape from lid, cut flame from felt. Cut Slits for tie to slip through. Glue on felt and twigs to make campfire.

JOHNNY APPLESEED SLIDE

Have apples for den snacks, and save seeds. Cut an apple from thin wood or use a pre-cut apple from hobby store. Paint like a cut apple. Glue seeds in center of apple and a ring on the back.

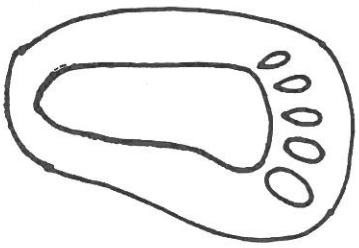
GEORGE WASHINGTON SLIDE

Use a small rectangle of wood for base. Make and glue on cherries - felt for leaves, yarn or green pipe cleaners for stems and small red pom poms for cherries. Make ax handle from a piece of toothpick. Cut ax blade from aluminum printers plate or foil baking pan. Glue ring on back of slide.



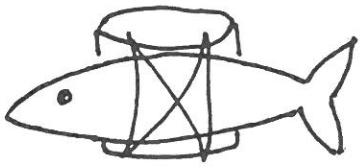
"BIG-FOOT" SLIDE

Work on a piece of foil. Inside a ring of foil or flexible cardboard, pour thin plaster. Boys can make footprint with their fingers. Allow to dry completely. Glue a ring on the back. Spray slide with clear acrylic spray and allow to dry.



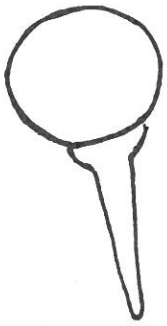
FISHING LURE

Buy a package of fish shaped small rubber lures, without hooks. Make a 1/2 inch wide ring of plastic needlepoint canvas. Tie the lure to the ring with thin white string or crochet thread as if the fish is tangled in it. The boys love this one because the rubber fish wiggles.



"PAR FOR THE COURSE"

On top of a wooden golf tee, glue a metal pull ring. On top of the ring, glue a 1 1/2 inch styrofoam ball. You are ready for a game of golf.



DESIGNS THAT FLY

Boys love to fly, so this section should be popular one with them. You will need to follow directions very carefully. Prepare by having some of the pieces pre-cut and ready for the Cub Scouts to assemble at one meeting.

THE AEROBAT

This is one of the best paper airplane designs. It takes a little practice to fold correctly, but take the time as the airplane is an excellent flyer.

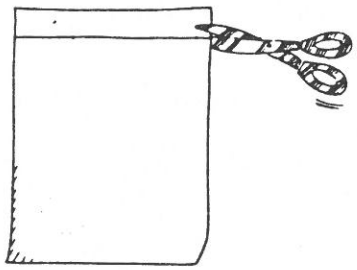
Materials needed:

A sheet of typing or writing paper 7 1/2 by 11 inches

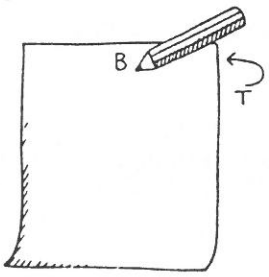
Scissors, pencil and ruler

Making the Aerobat:

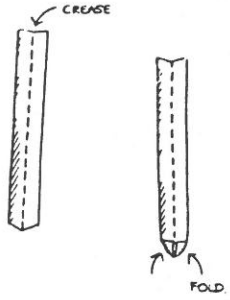
Cut a strip of paper 5 cm (2 inches) wide from the top of the paper. This will be your Aerobat's tail.



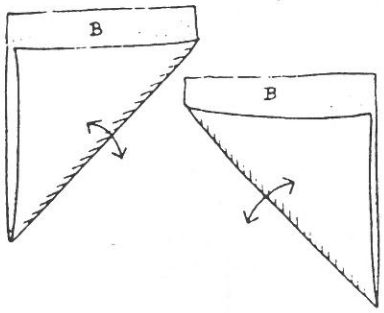
Mark B for bottom and T for top on either side of your piece of paper.



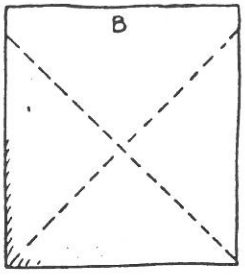
Make a crease down the center of the tail and fold the ends up as shown. Set the tail aside.



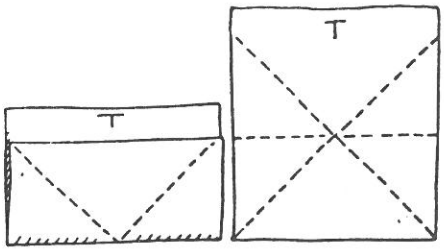
With B up, fold one edge over to meet the other side, then open so that you can see a crease. Do the same with the other edge.



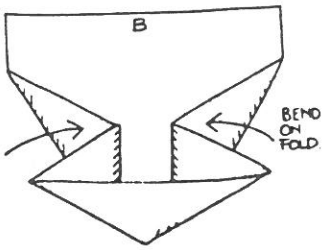
When you open the paper, it should have creases that look like this:



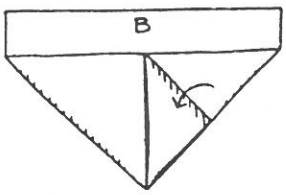
Turn the paper over so that T is up and fold as shown. Unfold to leave a crease.



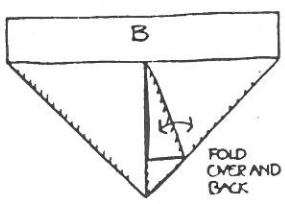
Turn the paper over again so that B is up. Bend in the two sides as shown and press flat.

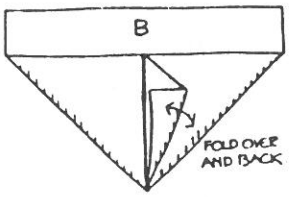


Fold as shown.

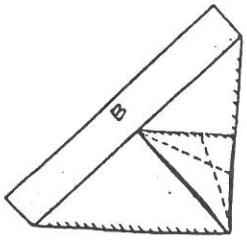


Fold and open up to leave a crease. Fold again, and open up to leave the second crease.

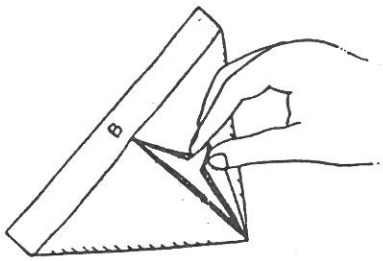




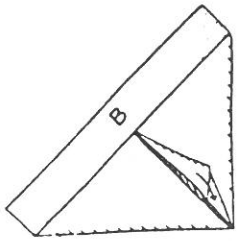
You should now have creases that cross like this:



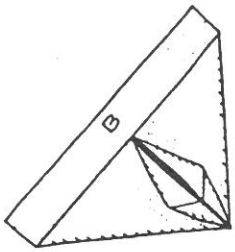
Fold in the crease lines and pinch up the center as shown.



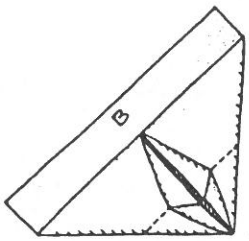
Fold the pinched-up portion towards the nose.



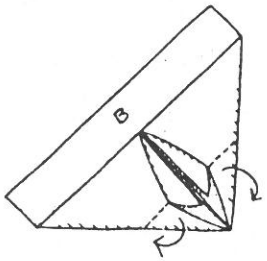
Repeat steps 8 to 13 on the other side. Your Aerobat should look like this when you're done:



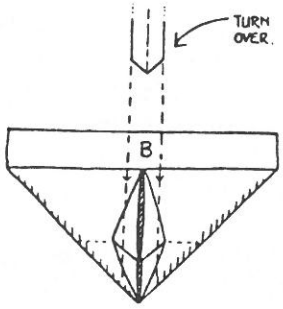
Unfold the plane and pull the rest of the nose up again.



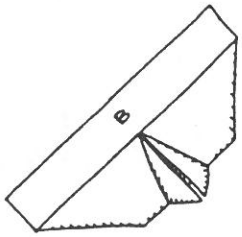
Fold the nose point under along the line indicated by the dots.



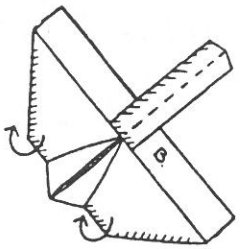
Insert the tail as shown.



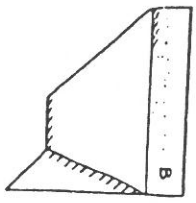
Pull the split nose up. Your Aerobat should look like this:

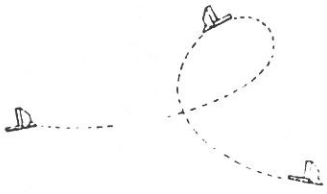


Re-fold the nose down, leaving the split nose up.



Fold the plane in half to make a crease.





That's all it takes. You have just finished your first Aerobat. Try using fluorescent copy paper to make your airplane. Use a different color paper for the tail. Have fun flying.

Trimming the Aerobat:

Your Origami Aerobat will probably need a few adjustments before it will fly properly. Here's how to trim your Aerobat.

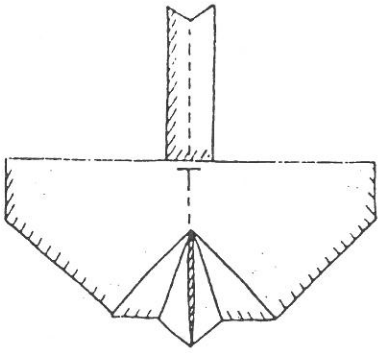
1. Turn the Aerobat over so that T is up.

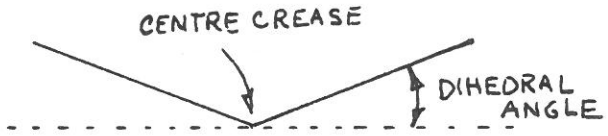
2. Fold the Aerobat along the center crease so that the wings are bent up slightly.

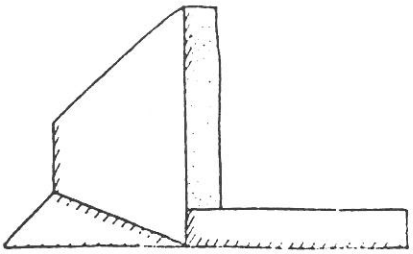
3. Throw the Aerobat gently. It should glide almost straight ahead or turn gently to one side. If it does, you're in luck; you don't need to make any further adjustments.

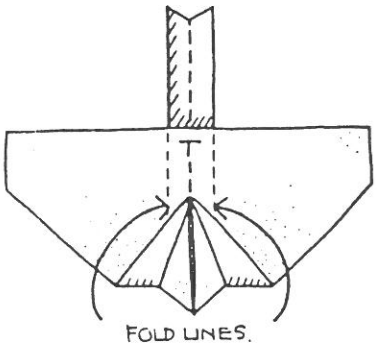
4. If the Aerobat does tight turns or spins down, make sure it isn't wrinkled or bent out of shape, then increase the dihedral angle (bend the wings up more).

5. If adjusting the dihedral angle doesn't work, make a gull wing fold. To do this, fold up on the center crease and out on the outer fold lines.





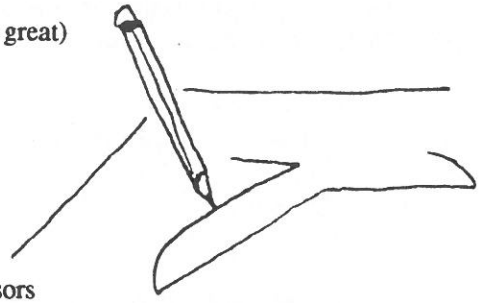




THE BOOMERANG

Materials needed:

TRACE BOOMERANG SHAPE ONTO
POSTER BOARD AND CUT OUT WITH SCISSORS



A piece of cardboard at least 7 inch square (poster board works great)

A pencil

Scissors

Making the Boomerang:

Trace boomerang shape onto poster board and cut out with scissors

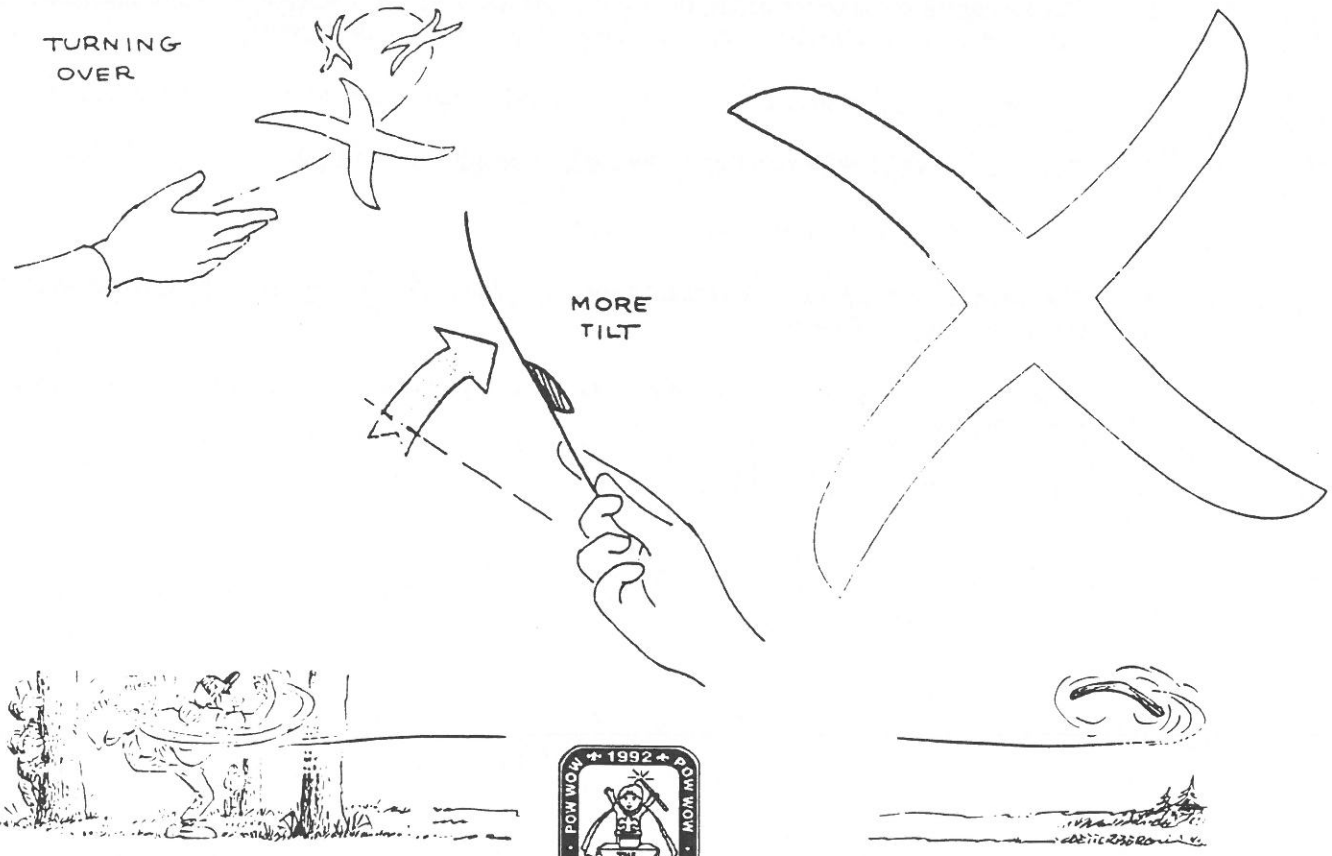
Bend a smooth upward curve in the tip of each arm

Throwing the boomerang:

Hold one tip between your thumb and index finder, then position the boomerang straight up and down and throw it level straight ahead. The throw is like a Frisbee throw. To throw move your arm away from your body, flick your wrist and let it go . . . . . .

Try throwing your boomerang at different angles with practice it should make a large circle and return.

If the boomerang turns up side down then tilt it more towards your throwing arm. Keep changing the angle of tilt until it flies the way you want . . . . . Have fun !!!!!!



WOOD WORKING FOR CUBS

It is important to make rules and enforce them when working with wood. The wood craft projects included on the following pages are suitable for boys and leaders who have had little experience with wood. They require few tools. Scrap lumber can be obtained from some lumber yards.

1. No one opens paint or stain until he can name the solvent in which the brush can be cleaned and has a supply of the solvent on hand.
2. All solvents are poured outdoors under the leader's supervision. Never use flammable solvents in the house or garage.
3. All sawdust and sand dust are to be swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided. Some tools are off limits for boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

SAFETY RULES FOR TOOLS

1. Use each tool for the job it was intended and the way it was intended to be used.
2. Most accidents occur to the hands, face or feet. Protect your eyes. Keep fingers and hands away from cutting edges of tools. Secure or clamp down wood or which you are working.
3. Be patient and never use force. Don't work with tools when you are tired. You need to be alert.
4. Don't wear loose clothing or jewelry which can be caught in moving parts.
5. Never use electrical tools in damp or wet locations.
6. If extension cords are used , be sure they are heavy duty. Don't use the type of extension cords which are intended for small objects.
7. Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.
8. Keep tools sharp, clean, and oiled.

CHIP-OFF-THE-OLD-BLOCK

Materials needed:

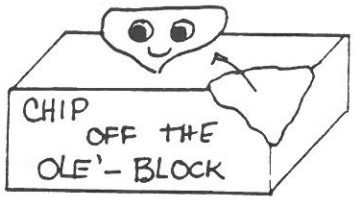
Scrap lumber

Glue

Felt tip markers

Varnish-paint brush

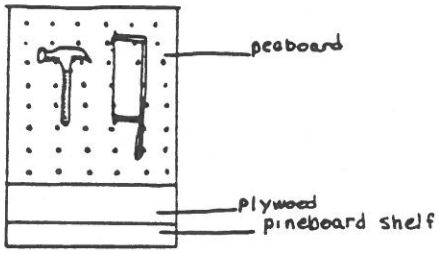
Saw or sharp knife



Directions: Any size piece of wood can be used. Stain wood desired color. Then cut a rather large chip off of the corner. Glue this chip to the center of block of wood. Draw a face on chip of wood and write on block of wood. Good idea for Father's Day gift.

TOOL BOARD

Screw a 15" x 16" pegboard to a 16" x 19" piece of 1/2" plywood using 3/8" spacers between to allow space for the hooks. Glue a pine board 1/2" x 16" to base plywood and nail through the back.



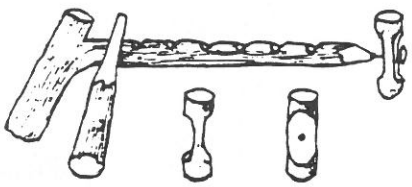
WHIMMY DIDDLE

You've probably heard how two sticks rubbed together can start a fire. They can also set a propeller in motion. This is what happens when you operate a whimmy diddle.

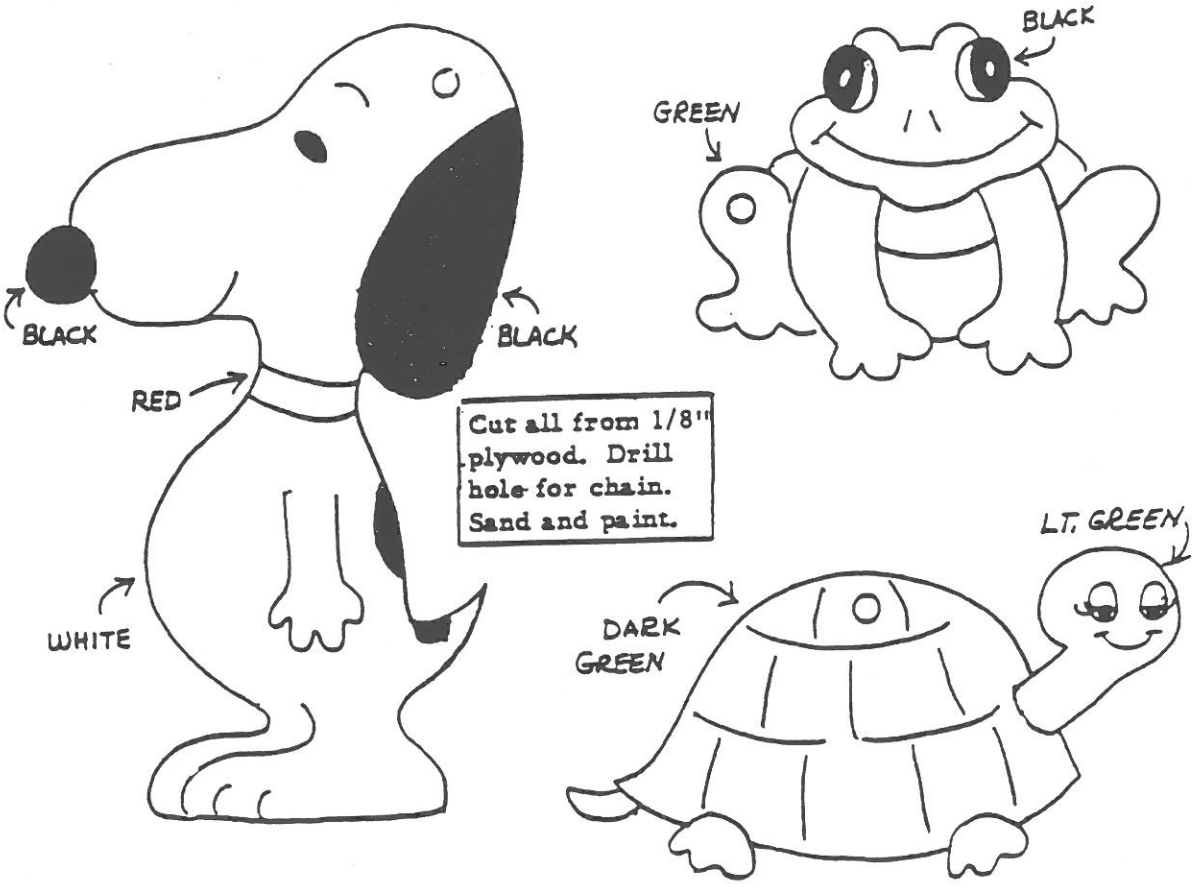
Cut a 7 to 9 inch section of green hardwood branch for the body. Cut another 4 inches for the rubbing stick and 11/2 inches for the propeller blade.

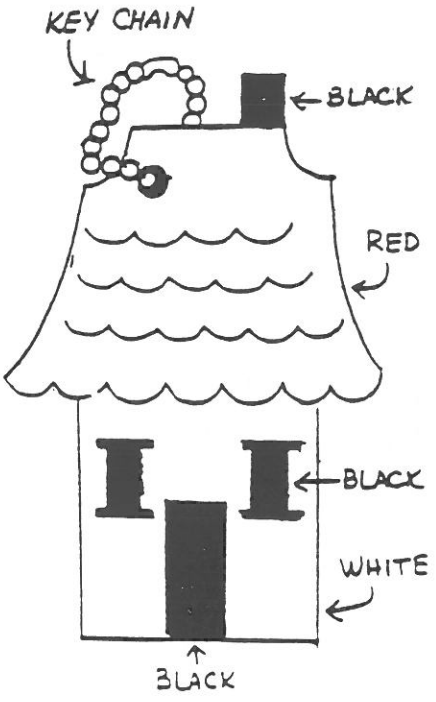
The sketches will show you how to shape the three pieces. Whittle one end of the body and rubbing stick to taper them slightly. Carve six evenly spaced V-shaped notches along the length of the body about 1/8 inch deep. Carve the propeller blade so that its weight is concentrated equally at both ends.

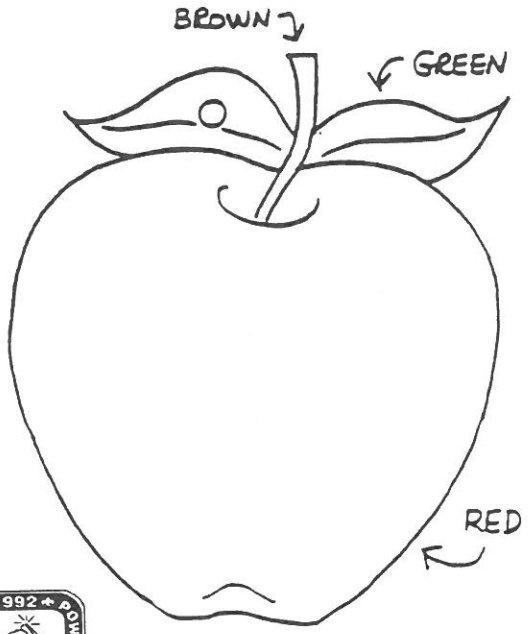
Drill a hole through the center of the blade. Drive a 1-inch box nail through the center of this hole and into the tip of the body. The blade should spin freely on this nail. Try out the whimmy diddle. If the blade doesn't spin when you rub briskly, carve the body a little narrower and the notches a little deeper. Keep testing it. Stop carving as soon as the propeller spins.



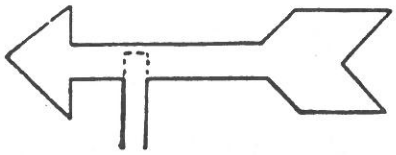
WOODEN CUT OUT KEY CHAINS



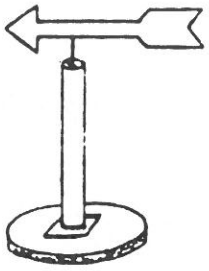




WIND VANE



(PICTURE DECEMBER 24)



To make a wind vane, take a piece thin plywood and cut an arrow with the feather part longer and lighter than the arrowhead part. (Clay or washer may be used as counter weights at the tip of the arrow.)

Remove and discard the spent cartridge of a ball point pen. Insert the remaining shell of the pen into the balance point of the arrow. Remove shell, fill vacant hole with glue and re-insert pen.

Then cut a desired length of 1.9 cm doweling and drive a finishing nail into one end. Slip a washer over the nail.

Insert the nail into ball point shell so wind vane can turn easily. Cut a base of triple-wall to support the vane. Make a square hole the size of a wooden nut in the base, glue a wooden nut in place, and screw doweling into the nut. Test the effectiveness of wind vane by using an electric fan.

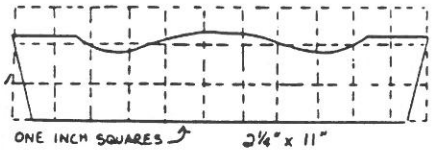
For outdoor use, the edges if the wind vane should be taped with cloth duct tape to prevent from entering the flutes of the wood. The wind vane should also be painted with latex enamel paint or sprayed with adhesive to protect it from natural elements.

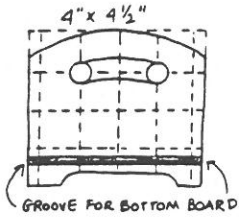
BREAD TRAY

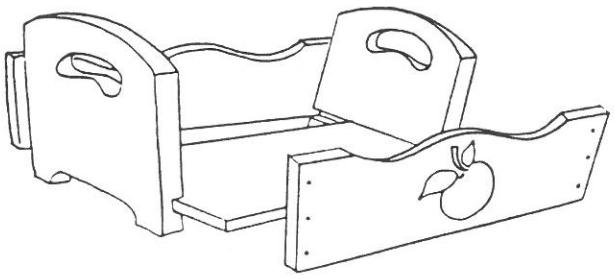
Use heavy paper to make pattern from drawing below, then mark out sides and ends on pieces of wood. The ends of tray should be about 1/2 inch thick and the sides and bottom should be about 3/16 inches thick.

The handles in the end pieces are made by boring two 1/2 inches holes (as shown) and sawing across the dotted lines. The bottom board which measures 4 1/2 inches by 9 inches slips into the end piece grooves and the sides are nailed on with cooper or brass plated nails. Apply some glue to the sides before they're nailed to strengthen the tray.

Sandpaper all edges and corners with finishing sandpaper. Then apply clear lacquer in its natural or stained color before applying the lacquer. Add a decal to the side if you wish.







EXTRA CRAFTS

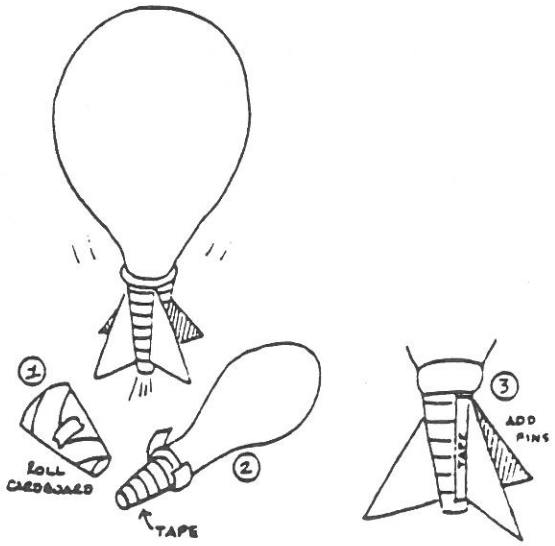
BALLOON ROCKET

1. Roll a 4" x 5" piece of stiff paper into a shape like an ice cream cone. Use tape to hold in place. This is the rocket engine. Cut largest end to fit tightly inside balloon neck.

2. Tape balloon and engine together. Wrap tape around engine to close up air leaks.

3. Blow up balloon. Let it go straight up. Trim off the top of the engine a little at a time until the balloon rises straight and steady.

4. Tape paper fins in place to help the balloon fly steady.



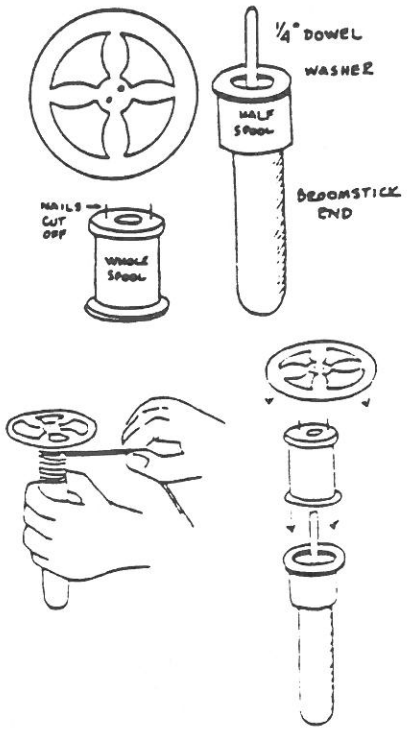
FLYING SAUCER

1. Cut off bottom of bleach bottle or use heavy lid for saucer. It should be approximately 6" diameter, with outside rim 3/8" wide. Blades are 11/2" at wide point, 1/2" where they join center. Center is 1" diameter. Drill center holes for nails.

2. Drive 2 nails in whole spool. Clip off nail ends.

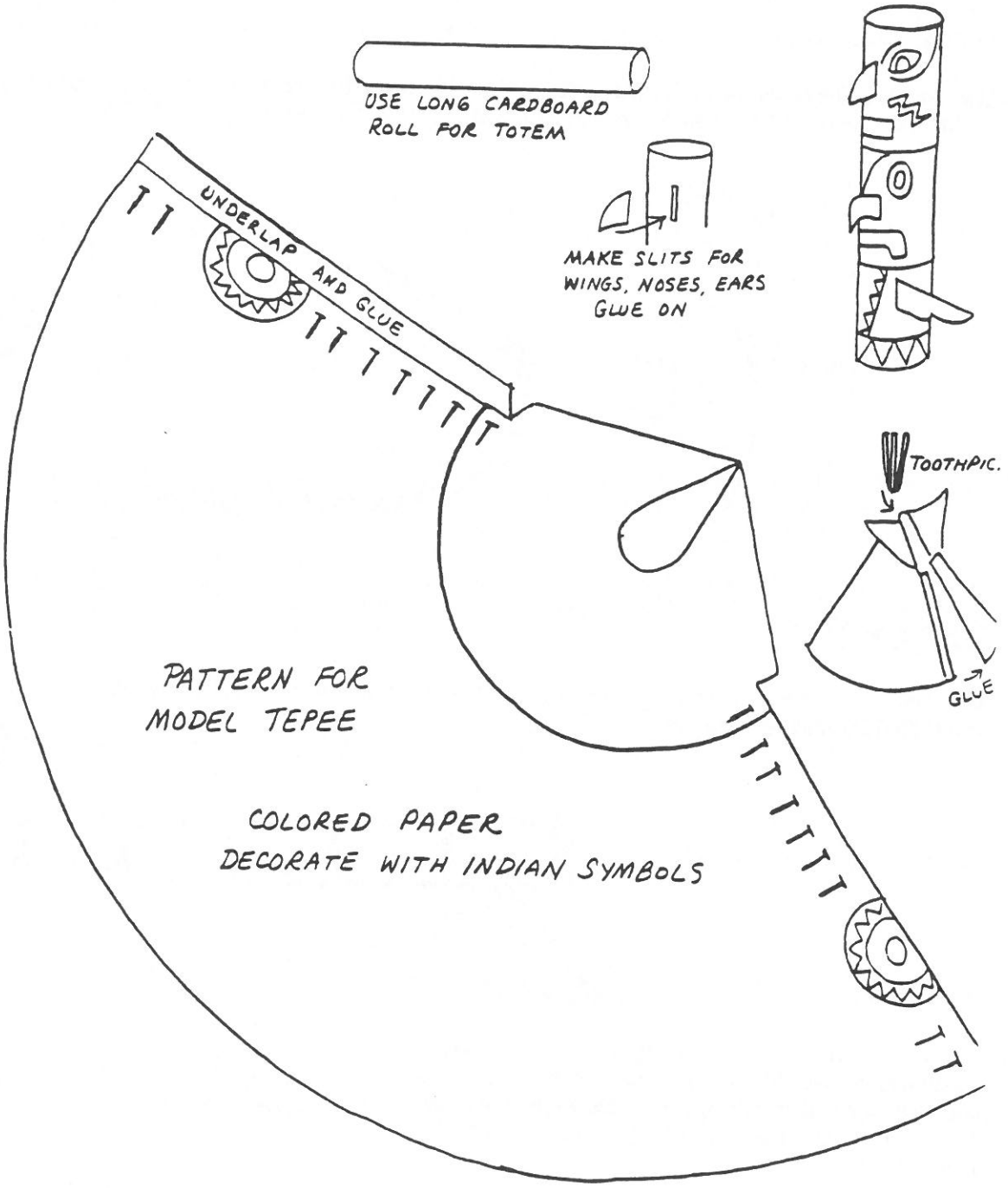
3. Saw other spool in half. Insert dowel. Glue dowel in half spool and half spool to cut-off broom handle. Slip washer over dowel.

4. Wrap about 1 foot of cord around spool as shown, and tug cord toward you. The flying saucer will take off in a whirl.



MODEL INDIAN CAMP

The boys in your den will love making a model Indian camp. There are suggestions below, but the boys will have some good ideas of their own. Some of the materials which you might have handy are toothpicks, pipe cleaners, construction paper, clay, scissors, glue, bottle caps, clothespins, yarn and small sticks.

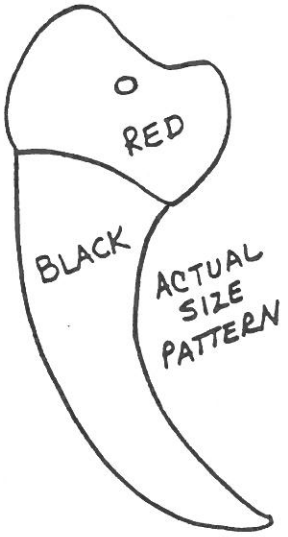


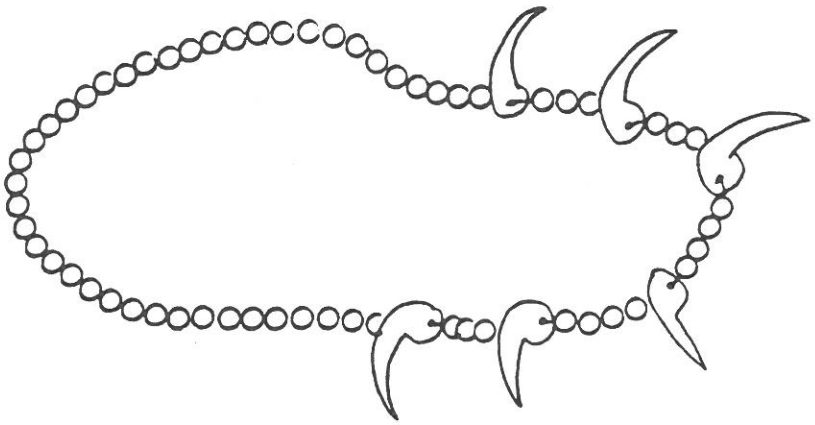
BEAR CLAW NECKLACE

To make your own clay beads, follow one of the homemade modeling dough recipes listed in this section. Roll dough into balls and make hole through bead with toothpick. Let dry thoroughly, painting with tempera or acrylic paint. Paint bright colors.

Cut bear claw out of 1/4" wood, using actual size pattern below. Paint red and black. Drill holes as shown.

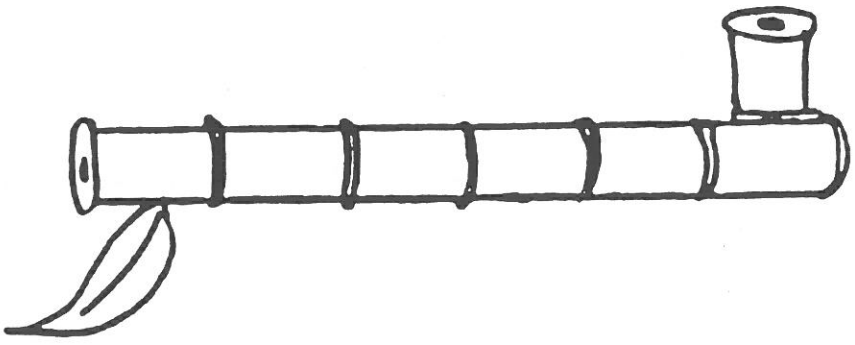
Use a sturdy string or waxed thread. String bear claws with two or three beads in between as shown in illustration. Be sure to make string long enough to go over the bead. Tie string securely.





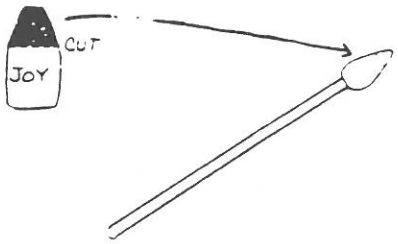
PEACE PIPE

Glue empty sewing thread spools together, end to end. Glue one spool on top of bowl of pipe. Paint with tempera paint. Add a feather for decoration.



SPEAR

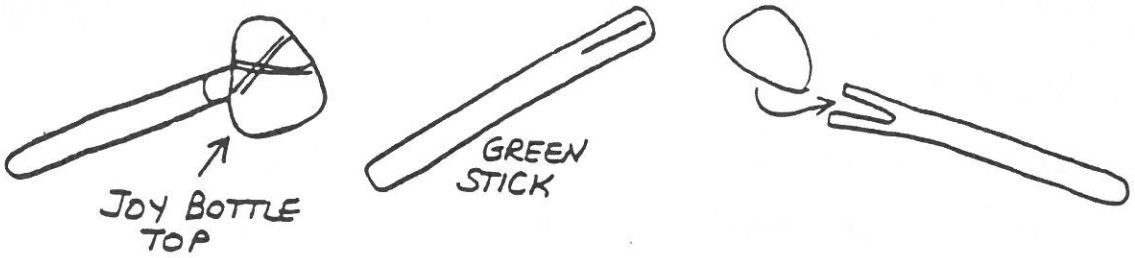
Cut the top from a liquid detergent bottle. Insert a broomstick handle. Make homemade modeling dough and fill bottle top. This will help hold the handle in place. Shape dough with hands to make spear point. Let dry until hard. Paint .



TOMAHAWK OF INDIAN CLUB

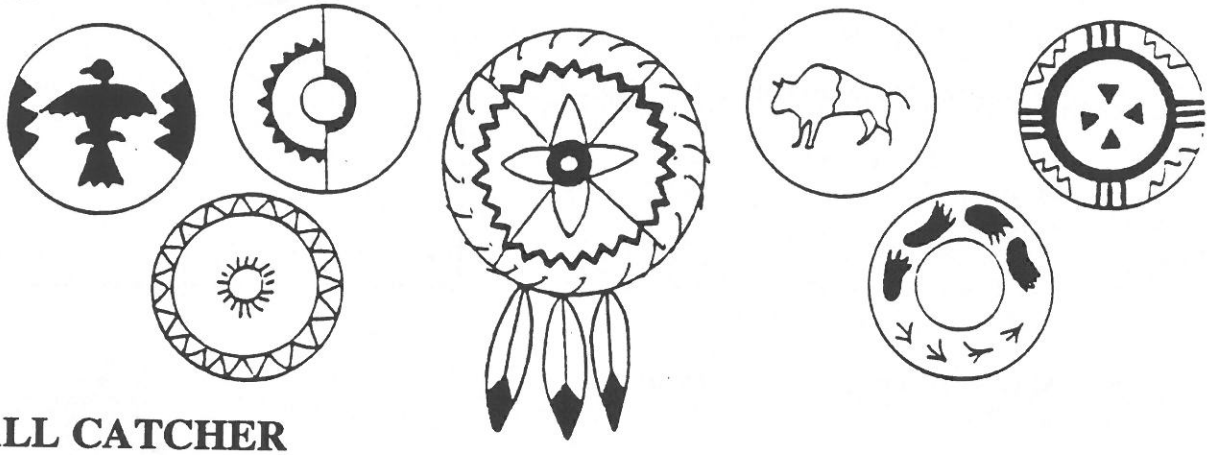
Follow instructions for making spear, except fill the bottle top full without inserting handle. When dry, lash handle on with twine. Be sure to lash it on tightly so it won't come off.

Another method of making a tomahawk is to split a green stick far enough to hold a rock. Slip a flat, long rock into the slit and lash with heavy cord or binder twine.



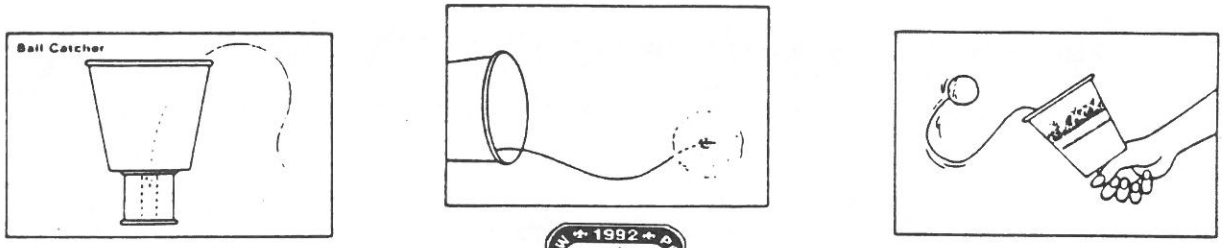
INDIAN SHIELDS

Cut circle from heavy cardboard, wood, or use the lid from a 5 gallon metal container. For wood or metal shields, nail a wood handle on the back. For cardboard shields, tape a cardboard handle on back. Paint the front and decorate with Indian designs, such as the ones below. Lace around edge with colored yarn and add feathers as desired.



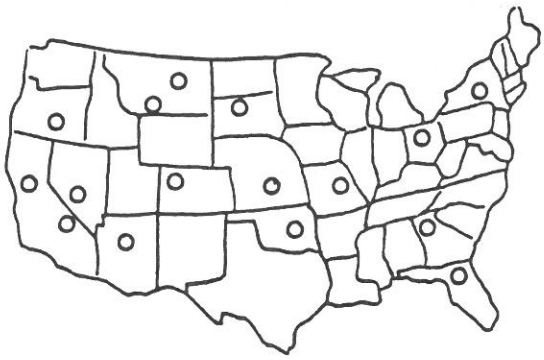
BALL CATCHER

Glue an empty spool to the base of cup and make hole in the center of the cup base with a knitting needle. Knot one end of string and thread through spool and cup. Tie a large knot on the end of the string and crush foil tightly around it to make a ball. Decorate the cup. Hold catcher by spool and try to flip the ball into the cup without using your other



POSTMARK DISPLAY

Have the boys bring from home as many envelopes with postmarks showing cities and states as they can find. (Check with business). Put a large U.S. map on the wall, and let them cut out and stick on the postmark in the proper place. Use rubber cement. This will make a nice display for the Blue and Gold Banquet since the theme is Old Glory.



PINWHEELS

Materials needed:

Heavy construction paper or lightweight tag board

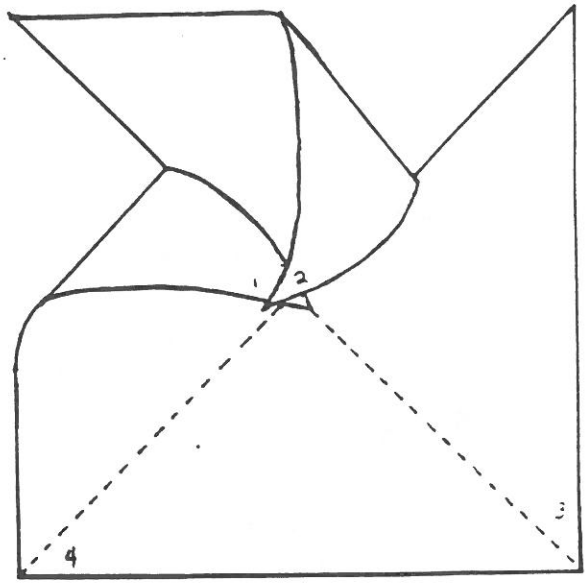
Scissors

A penny

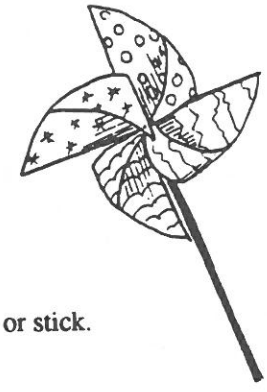
A straight pin

Crayons, markers or paint for decorating

A pencil with an eraser or stick or a straw

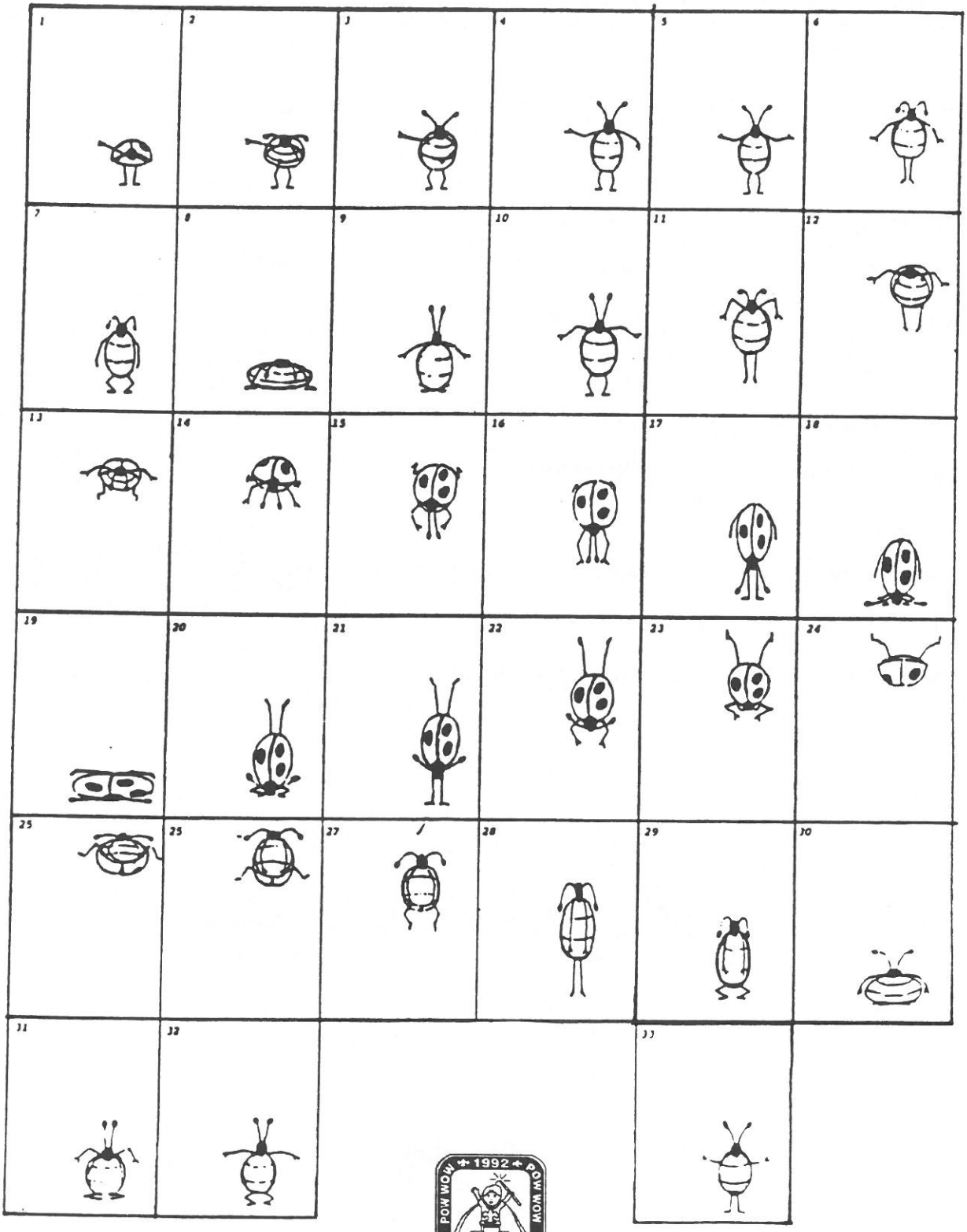


1. Cut a piece of paper into a square.
2. Trace around the penny right in the center.
3. Decorate both the front and back of the pinwheel. Try some strip designs or crazy pictures!
4. Cut from each corner to the edge of the circle. Cut on the dotted lines.
5. Mark the corners 1, 2, 3, 4 as you see in this picture.
6. Bend each numbered corner into the center. (Don't fold them)
7. Stick the pin through all four corners into the center.
8. Then put the pin into the eraser of the pencil or into the end of your straw or stick.
9. Now . . . blow on it or run in the wind and watch the pinwheel spin.



THE TRAINED LADYBUG

Make copies of this page, have the boys cut the squares and staple together in order. Flip the pages and catch the Ladybug do her trick!!!

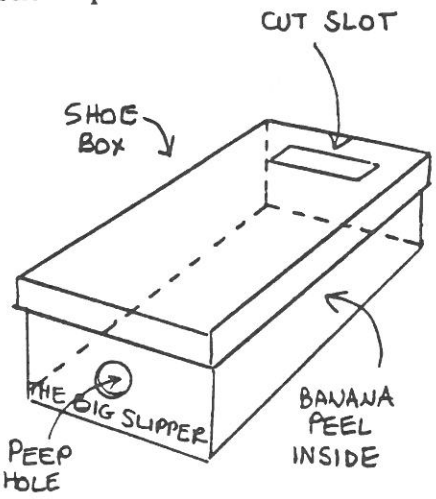


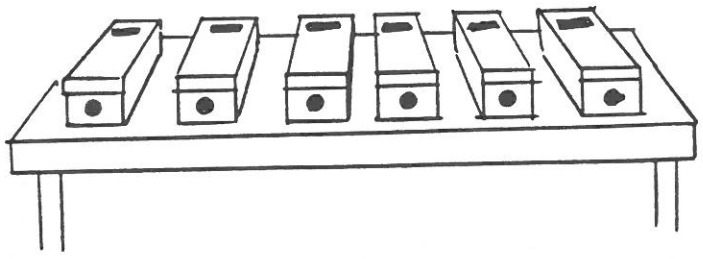
PEEK SHOW WONDERS

Peep shows are lots of fun and full of surprises. Obtain as many shoes boxes as you want to use. Cut a peep hole in the front of each box. Across the top at the other end, cut a slot 1/2 inches wide so light can come through. Depending on the amount of lightning available, you may want to string a row of small Christmas tree lights above these slots. Decorate each box as desired and label the front to identify what is inside. Arrange the boxes on a table or shelf, with peep holes at convenient eye level.

Listed below is some suggestions for your peep show.

Hairless dog	----	A hot dog
The big slipper	----	Bannana peel
Heart transplant	----	Paper hearts hung from a branch in a flower pot.
Famous hole in one	----	A doughnut
Five senses	----	5 pennies
World's biggest foot	----	A ruler
One eyed monster	----	A large needle
World hardest head	----	A hammer head
Swimming match	----	Match floating in bowl of water
Tear jerker	----	Onion
The milky way	----	A milky way candy bar





The
Magical
Adventure!

THE WEBELOS CHALLENGE

The Webelos Scouting program is a very important part of Cub Scouting. It comes at an age when the boys seek higher adventure, want to test themselves, and prove themselves. They are not old enough or strong enough to be Boy Scouts, but the will is there. As a Webelos leader you should be ready for the adventure both you and the boys will share.

The first year that a boy enters Webelos he is usually nine. Boys this age are very inquisitive. They like a variety of challenges that are new to them, but which are not too far beyond their reach. The challenges that you and the program has designed for them should excite their natural curiosity and expose and involve them without them necessarily mastering the skills or concepts that you are introducing.

Boys this age like physical contact. They enjoy the challenge of games and sports. But as with the more intellectual parts of the program, care must be taken not to push them beyond what they can stretchingly do.

The term "Webelos" pronounced Wee-buh-lohs, is made up from the phrase "**We'll Be Loyal Scouts**".

UNDERSTANDING WEBELOS SCOUTS

As a Webelos leader this may be your first exposure to dealing with several boys in this age group. You may feel intimidated or even frightened. If you are in either of theses groups you are not alone. Many new leaders feel the same way. As nine-and ten-year olds, a group of boys can be a challenge, but they are also a lot of fun. The Webelos program, as designed, allows the boys of this age group to stretch themselves, be challenged and have fun.

The program you provide should fill their needs, yet not be so difficult as to discourage them. Exposure to skills does not mean mastery of skills, just a challenge, a learning experience and fun. Some boys will have a terrible time with skills, desire but no ability. Remember the real reward and challenge is the attempt. Never compare one boy's accomplishment to another.

At nine a boy can be unpredictable. One week he loves the activity, the next week it may bore him. Keep him busy, and keep all the boys involved. Have the bored boy show the others or you how he is doing with his projects or skills. Two deep leadership is an important factor here. Two leaders helping and guiding works well.

They will tease, poke, or antagonize other boys, but hate when the same is done to them. Two will gang up on one, then just as fast one of the pair will be best friends with the boy being teased. As the group gets older they will begin to look out for one another.

You will begin to see a change in the boy's overall maturity level. At ten he is generally more mature than he was the first year in your den. He has better self control. His willingness and ability to lead is better. His strength and self confidence are higher. He seems to understand the need to be quiet at pack meetings and often begins to attempt to keep the younger boys in the pack quiet at the appropriate times. However, remember these boys are still boys, so don't expect too much from them.

THE WEBELOS LEGEND

Hear now the Webelos legend; the tale of the Webelos tribe and Akela, the chieftain.

"Whoooo" called the owl in the darkness. The small Indian boy lay in his tepee and listened to the rustle of the trees in the night. "Boom!" went the deep, muffled beat of the great ceremonial drum. The braves of the tribe were convening. The boy wished that he, too, could answer that call.

Quick like the flight of an arrow; quiet in the hush of the night, before a great fire they gathered, awaiting Akela, their chief. Here in the great council fire ring, on top of the cliff, they met. Here they often came to make decisions. Here too, they sought the Great Spirit and asked His help on hunts and war and peace. Here they met Chief Akela, and awaited his final decree.

Now with the 'boom' of the great drum, all was quiet. The night was still. The great ceremonial fire, when it was lit, illuminated the hillside. The tom-toms began slowly and set the rhythm. Akela danced near the fire. He danced with grace and his gestures told of his life. He told of the strength of this father, the powerful Arrow of Light. He told how this mother, Kind Eyes, taught him those things that only a mother can know. He told how his father helped him make his bow and how he once saved his mother's life with his arrow.

The tom-toms beat on while Akela's dance told of trips to the forest, where Wolf taught him the ways of the wild life of the ground, of the tracks , and ways to find food. Through dance and gesture, he told how he next faced Bear and learned the meaning of courage. And then be became a young scout of the trail.

Akela, the wise, closed his dance. By sign and gesture, he told how the tribe can be strong only when the boys of the tribe are strong. He said this: "the future is hid, but if we are strong and brave; if we teach our boys to be fair, our great tribe will continue to be strong."

And so Akela ended his dance. The beat of the tom-tom was stilled. In silence the warriors stood, and then gave a loud guttural "How". The fire burned low. All was still. No sound broke the hush on the hill, save the crackle of the dying embers and all the mysterious half-noises of the night. The braves raised their right hands toward heaven. Living Circle was formed with their left. The Webelos tribe pledge was given..."To live and help live"....was their pledge.

This, then, is the Webelos legend. This, then, is the reason they are strong. They honor the pledge which they make. "To live and help live" is their goal.

CHALLENGES TO A WEBELOS LEADER

Leading the Webelos Den is not 'just another job', it is a challenge and an opportunity to make a positive contribution to a boy's total scouting experience. You can't dilly dally ; his Den leader probably kept him very busy, so you will have to make your projects and games fun as you teach him the scout skills that will help him pass his Webelos requirements. Make the projects challenging; let him know when these are special things the Cubmaster and leaders wouldn't ask the younger boys to handle. Go places and do things so you build a reputation for being a 'live wire' den the younger boys will look forward to joining. Once a month plan some activity or trip requiring participation of a parent. Can you pass the following test? Are the boys having fun; are you enjoying being with them; can you see that they are learning and changing; do most of the boys attend on a regular basis; are the parents positive? If you can answer most of the above questions with yes, then your program is a success. You are doing a good job!

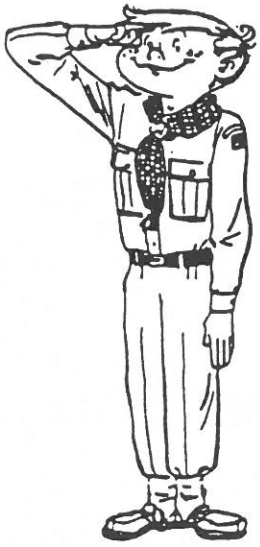
THE WEBELOS LEADERS CHECKLIST

"YES" I want to be a Webelos Den Leader! What do I do?

- Register as a Webelos Den Leader
- Learn what a Webelos scout is.
- Learn what the Webelos program is and what it requires
- Learn the differences between the Cub Scout program and the Webelos program.

Become trained as a Webelos Leader by completing:

- Fast Start Training
- Basic Training
- Overnight Webelos Leader (OWL) Training
- POW WOW
- District Cub Roundtables



Other considerations:

- Utilize former Webelos and Cub Scout Den Leaders
- Recruit assistant Webelos Den Leaders
- Promote uniforming
- Be enthusiastic
- Make having FUN a part of your meetings

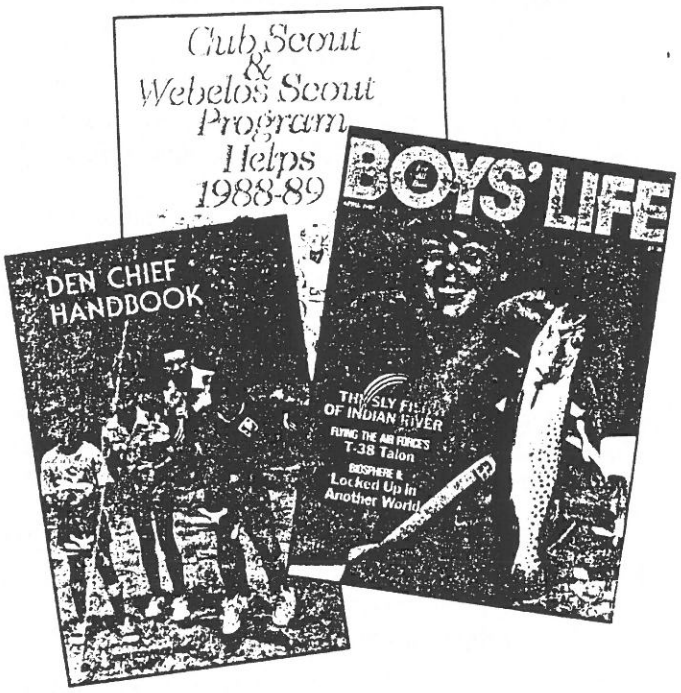
PLANNING IS ESSENTIAL

Schedule a Webelos Den organizational meeting for parents to cover the following topics:

- Explanation of the program
- Parent participation
- Webelos to Scout transition
- Meeting
- Time
- Location
- Dues structure
- Uniforming
- Parent talent survey
- Parent participation in activity badges
- Pack meeting participation
- Campouts
- Field trips

RESOURCES FOR A WEBELOS LEADER

- Other leaders
- Webelos Program Helps available at the scout office. The program helps set out an entire year of meetings.
- Parent Involvement - some parents like to camp, some like woodworking, some are familiar with nature or engineering. Ask a parent for some help other than transportation or snacks. Communicate with your parents.
- Webelos Den Leader's Handbook
- Webelos Book
- Cub Scout Program Helps
- Boy Scout Handbook
- Boy Scout Fieldbook
- Boy Scout merit badge books
- Boys' Life Magazine
- Scouting Magazine
- Scouting newspapers
- Roundtable handouts
- Pow Wow books - old and new



- Boy Soout troops can provide valuable assistance and resources for your overnight campouts. The troop Webelos resource person can make arrangements for the loan of troop camping equipment and can help recruit any additional personnel needed for the campout.

COMPASS POINTS

After the Webelos Scout has earned the Webelos badge, he can earn the compass points emblem. It is awarded after earning four more activity badges in addition to the three earned for the Webelos badge. This is a total of seven activity badges. The compass points emblem are attached to the button on the right pocket of the Webelos uniform shirt.

After earning the compass points emblem, he will receive a metal compass point for each four additional activity badges he earns. Pin these compass points in the emblem in "E", "W" or "S" positions in any order.

He can earn the emblem and 3 compass points by completing 16 activity badges beyond the 3 required for the Webelos badge.

ARROW OF LIGHT AWARD REQUIREMENTS

1. Be active in your Webelos den for at least 6 months since completing the fourth grade (or becoming 10 years old), and earn the Webelos badge.

2. Show your knowledge of the requirements to become a Boy Scout by doing all of the following:

    - Repeat from memory the Scout Oath or Promise and 12 points of the Scout Law.Tell how you have practiced them in your everyday life.
    - Give and explain the Scout motto, slogan, sign, salute, and handclasp.
    - Understand th significanc of the Scout badge. Know its parts and tell what eeach stands for.
    - Tell how a Boy Scout uniform is different from a Webelos Scout uniform.

3. Earn five more activity badges for a total of eight. (You already earned three for the Webelos badge. The total of eight must include Citizen, Fitness, Readyman, and at least one from the outdoor group, one from the mental skills group, and one from the technology group.

4. With your Webelos den, visit at least one Boy Scout troop meeting, and one Boy Scout-oriented outdoor activity.

5. Participate in a Webelos overnight campout or day hike.

6. After you have completed all five of the above requirements and after a talk with your Webelos leader, arrange to visit with your parents or guardian, a meeting of a Boy Scout troop you think you might like to join. Talk to the Scoutmaster. Then get an "Application to Become a Boy Scout," fill it out, and have your parents or guardian sign it. Show it to you Webelos leader and talk about your interest in becoming a Boy Scout.

WEBELOS SCOUT ADVANCEMENT

The Webelos Scout advancement plan is the basis for the program. Den meetings and Webelos Scout participation in pack meetings as well as other activities are usually built on one of the 20 activity badges plus the Webelos badge and Arrow of Light. One of your main goals as a Webelos leader is to graduate your scouts into a Boy Scout troop. The Webelos program is a transitional period from home-centered Cub Scouting into the wider world of Boy Scouting. A strong program will assure this transition.

WEBELOS PROGRESS CHECKLIST

WEBELOS REQUIREMENTS:	DATE	INITIALS
1. Have adult member of family read and sign parent guide.	_____	_____
2. Be active member of den for 3 months.	_____	_____
3. Know and explain meaning of Webelos badge.	_____	_____
4. Show and explain parts of Webelos uniform.	_____	_____
5. Earn 3 Activity Badges (Badge) _____	_____	_____
_____	_____	_____
_____	_____	_____
6. Plan and lead flag ceremony in Den.	_____	_____
7. Know and understand:		
Scout Oath or Promise	_____	_____
Scout Law	_____	_____
Scout Motto	_____	_____
Scout Slogan	_____	_____
Scout Salute/sign/handclasp	_____	_____
8. Earn the religious emblem for your faith OR do 2 of the following:	_____	_____
* Attend the church or synagogue, of your choice; talk with a religious leader about your beliefs. Tell your Webelos Leader and your family what you learned.	_____	_____
* Tell how your religious beliefs fit in with the Scout Oath and Law. Discuss with your leader.	_____	_____
With your religious leader list and do 2 things you think will help you draw nearer to God.	_____	_____
* Pray to God daily for one month. Note from parents.	_____	_____
* Do an act of service under direction of religious leader. Write about it. Show your leader.	_____	_____

THANKS TO A WEBELOS LEADER

To my Webelos Leader:

Before you start on your year as Webelos Leader, there are a few things you may want to know about us Webelos Scouts. The two years I spend in your Webelos den will do much to determine my future in the Scouting program. This is a period of changes...change from working on a short-range project to a longer range one; change from a home-oriented craft program to one which points me towards the outdoors. The Webelos program is not just more Cub Scouting. It is a bridge to the Scouting program, and you are the bridge builder.

We Webelos Scouts are older, bigger in stature, and more advanced in knowledge and experience than the other boys in the pack. I don't want to do things which the 7 or 8 year old boys are doing.

Some people say we are real testers. We size up our leaders, our teachers, and even our parents to see what we can get away with. We want a line drawn telling us how far we can go; but we may try hard to bend or move that line once it is set. You will have to stand firm once the line is drawn. Your discipline will have to be consistent, impartial, and fair. We may never need reminders on responsibility for personal property.

We Webelos Scouts thrive on praise and sulk at criticism. We are eager to please those we like. One problem is our attention span...it is rather short, so don't stick to any one thing too long in den meetings. An ideal program is quite flexible, with short periods of seriousness, games, instruction, and contests. If any part of our meeting lasts over 10 minutes, we might start a little horseplay.

Remember, FUN is the most important part of any meeting.

And by the way, ...thank you.

THE OUTDOOR CHALLENGE

When we begin talking about an outdoor program and its part in the Webelos program we should consider other activities beside a camping trip. If the total Webelos program is to be successful then the incorporation of an outdoor theme should not be so limited. As a matter of fact this may be the first time a boy will have been on an overnight camping trip so an outdoor program that progresses in steps may be the best approach. Backyard activities may be in order first as part of your meetings, then maybe some weekend day hikes. Some other outdoor activities are:

- field trips
- outdoor games
- outdoor meetings
- neighborhood hikes
- day hikes
- cookouts

CAMPOUT PREPARATION GUIDE

PREPARE YOURSELF

Select the date and camping facility. This should be done well in advance so that the necessary permits and reservations can be made. Enlist the assistance of others - Assistant Den Leader, dads, Den Chief, troop resource person, etc., in planning the details of the campout. Remember, a Webelos campout involves a boy and one of his parents. The Webelos Den Leader's book is an excellent place for resource material. At least a week before the campout, send home with each Webelos an individual checklist, along with a letter giving final details about the campout.

PREPARE THE BOYS

Preparing the boys goes beyond just informing them that a campout has been planned. The period of preparation for the campout offers many opportunities to introduce materials and develop skills that will be helpful in their Webelos training. Some examples are:

- Discuss the campout with the den to satisfy one of the requirements for the Outdoorsman Activity Badge: "With your family or den, plan and participate in an evening outdoor activity which includes a campfire."

- Teach the boys the rules of fire safety. This will help satisfy another Outdoorsman Badge requirement: "Know and practice the rules of fire safety." An excellent set of fire safety rules is found in the Outdoor Code. A review of the Outdoor Code will not only help prepare the Webelos to be good campers, but will introduce them to Boy Scout requirements as well.

- Teach the boys the taut-line hitch. They will need to know this knot in setting up their tents and it will help them in learning one more of their Scout knots. Enlist the help of the Den Chief.

- Plan ahead for campfire program activities (songs, skits, stunts). If your den is taking part in an overnight where other dens or troops will be there, you will probably be asked to participate in the campfire program. If you are camping alone, you will still need a planned campfire program. Ask your Den Chief for ideas.

PREPARE THE PARENTS

Preparing the parents is just as important as preparing the boys. The end result will be a smoothly run campout with everyone knowing what is expected. Informed parents reduce the load of responsibility on the leader. Information is best given at an informal meeting. This meeting should be held at least two weeks before the campout. If someone cannot attend, be sure they receive the necessary information. Before your leave on the campout, insure that there is at least one adult for every two boys, and that the boys whose parent can't go, all have a signed permission slip. Remember, an adult cannot stay in the same tent with another boy who is not a son.

A typical meeting agenda:

- Date of campout
- Location - pass out map if necessary
- Transportation - car pool, individual basis
- Time and place to meet
- Estimated time of departure and return
- Schedule of events - involve the parents in deciding what type of activities will be included in the campout, such as nature hikes, fishing, swimming, activity badge work, conservation or service projects, games, campfire.
- Menus - keep menus simple, remembering that everyone will cook, eat and clean up together. This satisfies the Outdoorsman Badge requirement "with an adult or your parents, help cook your own lunch or supper outdoors and clean up afterwards." Anticipate at least two meals, Saturday evening and Sunday morning. A sack lunch can be used for Saturday noon, and a snack before returning home on Sunday.
- Equipment - personal checklist, cooking gear, first aid kit
- Firewood - if firewood is in short supply at the camping location, make sure everyone brings their own.
- The parents' meeting can also be an excellent time to get better acquainted. Give the parents a chance to take the leadership in activities.
- Note - this is a planning meeting! To accomplish the most in the least amount of time, make it for parents only.

SUMMARY

Aside from the fun the boys will experience on the overnight, they should complete enough requirements to earn the Outdoorsman Activity Badge by the time they go home. In addition, certain requirements for other badges can be completed while on the campout. For example:

- **Geologist** - Collect 5 geological specimens that have important uses to man
- **Naturalist**- Be able to identify the poisonous plants and reptiles in your area.
- **Forester** - Identify 6 forest trees and tell what useful wood products come from them.
- **Traveler** - Make a list of 4 nearby trips. Act as navigator on one of them at least 25 miles long. Pack a suitcase for the trip.

THE WEBELOS CAMPOUT

To get the maximum worth from your Webelos parent and son campouts, try introducing the boys to the scouting program which stresses the patrol method. It is suggested that the boys and their parents be formed into patrols while on the campout. Campouts should be designed to develop the boys' camping abilities in areas such as:

1. Packing for the campout.
2. Setting up and taking down camp.
3. Introduction to cooking and hiking skills.
4. Introduction to nature study using the Outdoor Code.
5. and an understanding of ecology .

After the planning meeting share the plans with your Webelos scouts. Use your den meeting to get the boys ready for the campout. Some ideas for these "getting ready" meetings are:

- Show how to pitch a tent and take it down
- Show what to take and how to pack it
- Review the Outdoor Code
- Show how to make a hobo stove and have the boys make them
- Make plans for a campfire program
- Discuss ideas for a camp schedule

SUGGESTED SCHEDULE FOR YOUR CAMPOUT!

Saturday

7:00 AM	Meet at Den Leaders house and depart for camp
9:00	Arrive at Camp Garland and set up camp
11:00-12:00	Free Time
12:00- 1:00	Lunch (sack lunch)
1:00- 5:00	Nature trail, swimming, scout craft instruction, hike
5:00- 6:00	Boys cook supper using hobo stoves they made in meeting
6:00- 8:00	Clean up, free time, nature watch
8:00- 9:30	Campfire program
10:00	Taps

Sunday

6:00 AM	Reveille
6:30- 7:30	Breakfast
7:30- 8:00	Clean-up
8:00	Morning colors
8:00-10:00	Make plaster casts of animal tracks found at the creek
10:00- 11:00	Free time (may have layman-type church service)
11:00- 11:30	Camp clean up
11:30- 12:00	Lunch
12:30	Head for home

CAMPSITE PREPARATIONS

It is suggested that the Webelos parent/son campout be planned in conjunction with a Scout troop campout. The Webelos Leader should make arrangements with the Scoutmaster. The Webelos den can operate like a patrol, and work with the Scout troop. The troop can be a great resource for the Webelos Leader. The troop will probably be able to provide any necessary equipment. Food can be brought by parent and son or as a whole den, with coolers, cooking equipment, charcoal, etc., as necessary.

Make reservations. If you decide to use a privately owned campsite, arrangements should be made with the owner. If you plan to use Scouting facilities, make reservations through the Scout Service Center (743-6125)

Don't forget to turn in a local camping permit to the Scout Office at least **two weeks** prior to campout.

The main points to remember about a campout are:

- MAKE IT FUN
- KEEP IT ORGANIZED AND SIMPLE
- DO IT TOGETHER

The campouts should be remembered as the highlights of the Webelos year.

OTHER OUTDOOR PROJECTS

- Conduct a conservation project.
- Go on a hike.
- Sing outdoor or hiking songs while walking.
- Play outdoor games.
- Collect leaves and make leaf blueprints.
- Demonstrate basic first aid.
- Make a first aid kit.
- Build a campfire and discuss fire safety rules.
- Demonstrate outdoor cooking.
- Identify trees, birds, animals.
- Conduct an outdoor ceremony.

PLAN DIFFERENT TYPES OF HIKES

PENNY HIKE - at the junction of each trail, road, street, etc., the Denner or Den Chief flips a coin to determine the direction of travel. Heads - go right; tails - go left.

HOLD THE FRONT - The leader is followed in single file. The leader asks questions about things observed, such as "what is the name of that bird?" If the first boy in line cannot answer correctly, he moves to the end of the line and the next boy tries to answer. Each player who fails to give the correct answer goes to the end. The object is to stay in the number 1 position as long as possible.

I SPY - Leader says, "I spy a robin." All who see the robin may squat, and the rest remain standing. The leader then points out the robin. The group then continues hiking until another object of interest is seen.

SLICKER HIKE - go on a rain hike. Notice how things change when it rains.

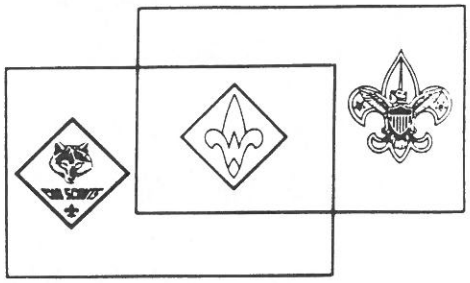
BEELINE HIKE - follow a single compass bearing as closely as possible to see where it leads. It is advisable to know the area well.

BREAKFAST HIKE - go to a good vantage point and watch the sun rise.

WEBELOS TO SCOUT TRANSITION

The Webelos to Scout transition plan is a cooperative effort between the Cub Scout pack and the Boy Scout troop which results in increased transition of Webelos Scouts to the Boy Scout program. It gives Webelos and their families a sampling of the troop program, leadership, advancement and relationships. Some Webelos will go into Scouting with no help at all, but just as many need to know more about the fun and adventure in the Scout troop before they make the decision to join.

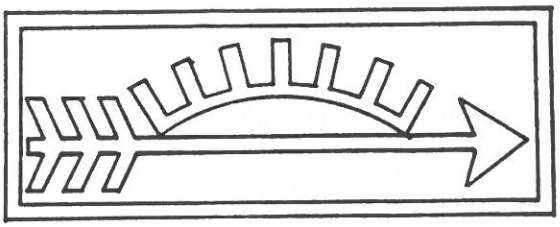
WHY:



- To continue the growth of the boy through the Scout program.
- To ensure the boys graduate into Boy Scouting.

THE PLAYERS:

- **Webelos Den Leader:** Adult who leads the den in the program.
- **Webelos Den Chief :** Boy Scout selected by Scoutmaster who assists the Den Leader
- **Webelos Resource Person:** Adult on troop committee who is liaison between troop and Webelos den.
- **Scoutmaster:** Adult troop leader - communicator - by advertising program.
- **Cubmaster :** Adult cub leader
- **Parents:** The final word.
- **Activity Badge Counselor :** Adult den helper to assist Webelos in activities and growth.
- **Webelos Den Leader Coach :** Adult coordinator between Webelos dens and Cubmaster.
- **Unit Commissioner :** Adult district staff member - the "matchmaker".



RESULTS:

- Stable Webelos meeting
- Stable Webelos activities
- Better ceremonies
- Access to Den Chief
- Fulfillment
- Adult introduction to troop
- Provides life blood of troop - BOYS!

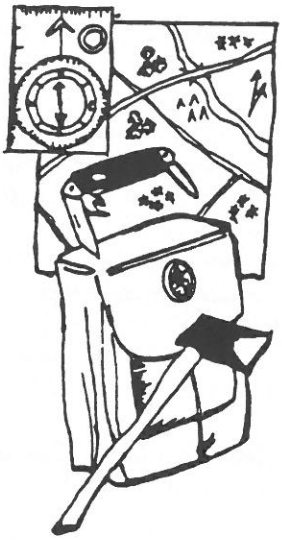
CHAIN OF EVENTS:

The Unit Commissioner sets up meetings with Webelos Den Leader, Scoutmaster and Cubmaster. Communication between these leaders develop pack/troop relationship.

SCOUTMASTER HELPS WITH:

- Transportation
- Equipment
- Overnighter
- Activity badge Counselors (if needed)
- Scout & Tenderfoot badge requirements
- Pack meeting (guest speaker or Eagle Scout speaker).
- Scoutmaster or troop resource person attends pack meeting, meets parents.
- Scoutmaster assists in acquiring Den Chief.
- Scoutmaster talks with Boy Scouts about relationships with Webelos.
- Scoutmaster recognizes Den Chief in troop meetings.
- Scoutmaster always attends Webelos graduation ceremonies; accepts Webelos scout into troop.

PLAYERS SET UP JOINT PACK/TROOP ACTIVITIES:



- Webelos den visits court of honor.
- Scoutmaster and junior leaders join in a Webelos den activity.
- Webelos den and scout troop evening campfire.
- Joint attendance at Scout Sunday or Sabbath services.
- Pack/troop community good turn.
- Pack/troop money-raising project.
- Pack/troop good turn to the chartered organization.
- Webelos den on day hike with scout troop.
- Webelos den and scout troop on a field day.
- Holiday party for Webelos den and troop.
- Troop leaders assist on Webelos parent -son overnighter.
- Roller skating, bowling, swim party, as a Webelos/troop activity.
- Webelos den visits a district camporee with troop as host.
- Order of the Arrow dance team performs at troop event with Webelos invited.

TRAINING FOR WEBELOS LEADERS

- Basic training dates
- Encourage earning of training awards
- Roundtables
- Train Den Chiefs
- Attend joint roundtables twice a year.

If you are a new Den Leader, you may be worried about the job ahead. Don't be. Help is available. You can learn by reading but nothing beats training. As soon as you become a Webelos Leader, you should have the opportunity to view the Fast Start video which will show you how to run a den meeting. The next step is basic training for Webelos Leaders, followed by the Outdoor Leaders Training (OWL), Boy Scout Fundamentals and Wood Badge.

Webelos program helps can be purchased at the Scout Service Center. They are also included each month in the Scouting Magazine. The program helps include den meeting outlines for the 20 activity badges that may be used during the year. For each month, four den meetings or other den events are sketched out in some detail. Each monthly program is centered around one of the 20 activity badges that Webelos may earn. There are ideas for games, ceremonies, gathering time activities and preparations for the pack meetings. Another reason to follow the recommended monthly programs is to be sure that all of the required activity badges and activity badge groups for the Webelos Badge and Arrow of Light Award are covered in Webelos den meetings. So remember, if you decide to switch activity badges around, be sure that you are not eliminating a badge that your Webelos Scouts will need for rank advancement.

Throughout many of the resource materials, you will see references to various Cub Scouting books, such as the Cub Scout Leader Book, Cub Scout Leader How-to Book or Webelos Den Activities.

Cub Scout Leader Roundtable - program ideas will be shared for the following month's recommended badge. If you are following the suggested order for the activity badges, you will get specific badge help at the roundtable.

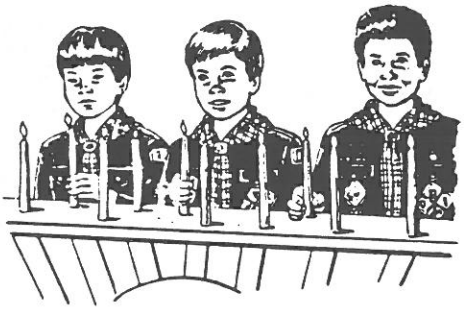
In planning your Webelos den year, be sure to include in your monthly program, activities that will be part of the monthly pack activities such as pinewood derby or space derby.

As a new leader, begin your planning by reading the Cub Scout Leader Book and attending training. Next, look through the monthly program helps to see how a typical den meeting goes and the kinds of skills that will be useful. Don't be scared off by the names of the activity badges. When you see badges like Engineer and Scientist, you might think it will be hard. Relax, there are lots of materials to help you through.

The activity badges are very basic. Don't forget your outside resources such as the library and parents!!

Look through recent issues of Boys' Life magazine. In every issue there are program ideas for the following month's recommended activity badge.

After you have done this preliminary reading, schedule a meeting of the boys, parents, your assistant leaders and Den Chief. The purpose of this meeting is to make some long-range plans. Make a rough draft of an overall plan for the year, but not for each den meeting. A Webelos Scout Advancement Chart is helpful in motivating boys to advance.



GEOLOGIST

Almost every boy, at one time or another, has a rock collection of some sort. This interest in rocks and the earth from which they come makes the Geologist Activity Badge a 'natural' for most boys. You'll find that the Webelos Scout book contains enough information on volcanos, geysers and the formation of mountains that the boys will acquire a fairly good understanding of them with only a little assistance.

If you can locate a 'rockhound' in your pack or community, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals. He'll probably know a few special spots to take the boys rock hunting.

IMPORTANCE OF ROCKS

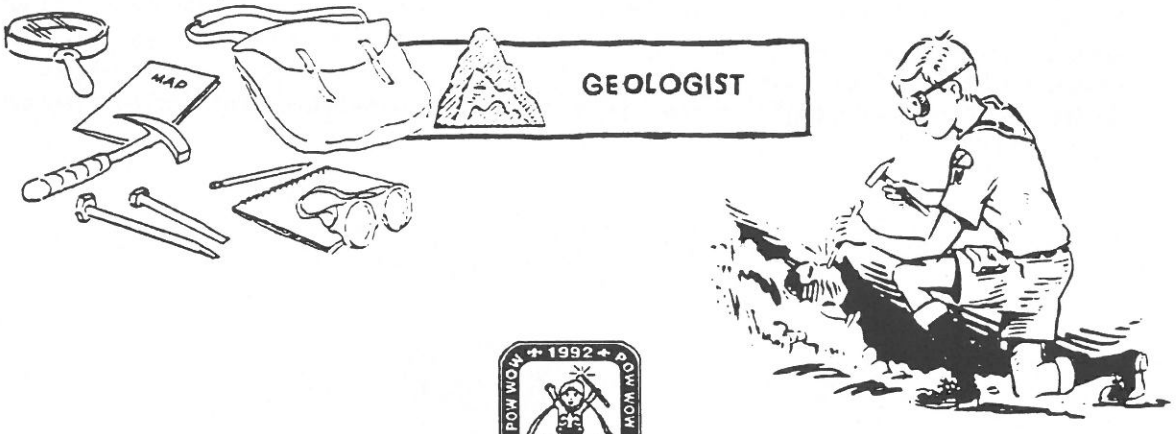
Some of your boys may not think the study of rocks is either interesting or important. To introduce them to the subject, you can tell them of the importance of rocks and how they can determine the wealth of a nation. Their kinds and quantities can determine whether the people of a nation are poor or wealthy. The importance of rocks can easily be pointed out in four different ways:

Food -- Soil is made up of the fragments of rocks with their minerals and many other substances. Soil is a direct result of the weathering of rock of which it is composed. Except for the products of the sea, all animals and people are directly dependent upon food grown in the soil. We, therefore, see that rocks are important for life itself.

Fuel -- Fuel comes from rocks. Coal is a rock composed of organic material. Hard coal is called anthracite; soft coal is called bituminous. Oil is found in rocks such as sandstone and shale. Our economy couldn't exist as it presently does without a good supply of fuel.

Mining -- Many metallic and non-metallic ores such as iron, copper, zinc, aluminum, lead, sulfur, borax and others really are rocklike. Without these ores, manufacturing as we know it, would be impossible. We all know the importance of uranium for making electricity and creating other kinds of power that will eventually propel vehicles on land and in space.

Construction -- Think of the tons and tons of crushed rock, gravel and sand that are used in making roads and buildings. There are the various kinds of cut stone used for building blocks and monuments, and the materials used in the building of your home and the many things that are in it.



HOW TO IDENTIFY ROCKS AND CHECK FOR HARDNESS!

Can you identify rocks? Did you know that the 'scratchability' of a rock is a way to test its hardness, and hardness is a way to identify a rock. The mineral hardness scale was developed more than 100 years ago by Frederick Mohs, a German mineralogist. He arranged 10 minerals in a hardness scale with talc the softest as number one and diamond, the hardest as number 10. The complete hardness scale can be found in the Webelos Scout handbook. .

THE SCRATCH TEST.....

Talc Easily with fingernail. The softest of minerals has a slippery, soapy feel. Used in powdered form for manufacture of paint, paper, roofing material, rubber, face powder and talcum powder. Small parts fired in furnace used in electrical appliances. Occurs most abundantly in metamorphic rocks.

Gypsum Barely with fingernail. Of considerable commercial importance because of its use in production of plaster of Paris. Used for gypsum lath, wallboard and interior plaster. "Alabaster" is fine-grained, massive variety of gypsum that is cut and polished for ornamental purposes. Most commonly found as a sedimentary rock.

Calcite Barely with copper penny. Calcite has more varieties than any other mineral except quartz. One type of clear, colorless calcite is used for optical prisms because of its power of dividing a ray of light passing through it into two separate rays. Limestone and marble are varieties of calcite. Limestone is used in manufacture of cement and mortar; also used as a building stone.

Fluorite Easily with knife blade. Fluorite is one of the most beautiful minerals occurring in many different colors. The chief use is in making steel. It also is used in making opalescent glass, in enameling cooking utensils, and in making hydrofluoric acid. Small amounts are used in making prisms and lenses. The phenomenon of florescence was first observed in fluorite and takes its name from this mineral. Commonly found with metallic ore minerals.

Apatite Barely with knife blade. Among the large group of phosphates, Apatite is the only one considered a common mineral. Commercially, its greatest use is the source of phosphorus for most commercial fertilizers. After being mined, both Apatite and rock phosphate are treated with sulfuric acid to make super phosphate, for in this form they are much more soluble in the diluted acid of the soil.

Feldspar Not by blade. Easily with window glass. The feldspars, all of them silicates of aluminum with potassium, sodium, and calcium, and rarely barium, form one of the most important groups of all minerals. Found in most igneous rocks, as essential constituents of most crystalline rocks, such as granite syenite, gabbro, basalt, gneiss and thus make up a large percentage of the earth's crust. Used in manufacture of porcelain and as source of aluminum in glass.

Quartz Easily marks steel and hard glass. Quartz is the most common mineral, and in some of its varieties, one of the most beautiful. Makes up most of the sand on the seashore; occurs as a rock in the form of sandstone and quartzite and is an important constituent of other rocks such as granite and gneiss. Some varieties used as gemstones, as prisms, and cut into plates for control of radio frequency. Varieties: crystal, amethyst, agate, onyx, bloodstone, jasper, flint.

Topaz Harder than other common minerals. Topaz is highly prized as a gem. Those from Brazil are the most valuable. The pink color of some gem Topaz is obtained by gently heating the dark yellow stones. It has a mineral hardness greater than any other common mineral except corundum.

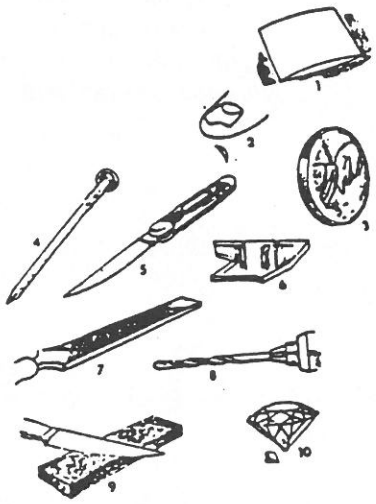
Corundum Scratches Topaz. Clear blue varieties make "sapphire" and clear red the "ruby." Hardest mineral next to diamond. Long been used as an abrasive. "Emery" was the first type used in this manner. The ruby is used in the laser beam.

Diamond Scratches Corundum; hardest mineral. Hardness of diamond is greater than any other known substance, natural or artificial. Many times harder than corundum. Diamond is pure carbon and has same composition as charcoal, but does not burn readily. Highly prized as gemstone. Only 20% of diamonds are gemstones..the other flawed stones have industrial uses, drills, saws, cutting glass, etc.

You can make your own kit from materials you already have around the house or that you can buy at low cost. You will need:

1. **Talc.** You can purchase this in the form of tailor's chalk.
2. **Your fingernail.** It has a hardness of 2 to 2 1/2.
3. **A new cooper coin.** The edge has a hardness similar to calcite.
4. **A 12-penny nail.** To test materials with hardness of 4 to 4 1/2.
5. **A knife.** The steel of a good knife blade is rated at about 5 1/2.
6. **Piece of window glass.** It has a hardness of about 6. Don't cut yourself.

   A high-speed drill bit. The tip has a hardness of about 6 1/2. (Woodworking drill).
7. **Metal file.** Good-quality capable of fine smoothing or cutting - 7 1/2.
8. **High-speed masonry drill point.** Hardness of about 8 1/2.
9. **Carborubum.** This sharpening stone will scratch minerals of hardness about 9.



You will find it best to test the mineral specimen on a flat surface. After you have made a test scratch, try to rub the mark away with your fingers. A true scratch will remain. It's best to use a magnifying glass to examine any doubtful marks. Sometimes the testing tool will leave scrapping or powder on the surface of the mineral. Hard rubbing can remove such marks.

MAKE YOUR OWN FOSSILS

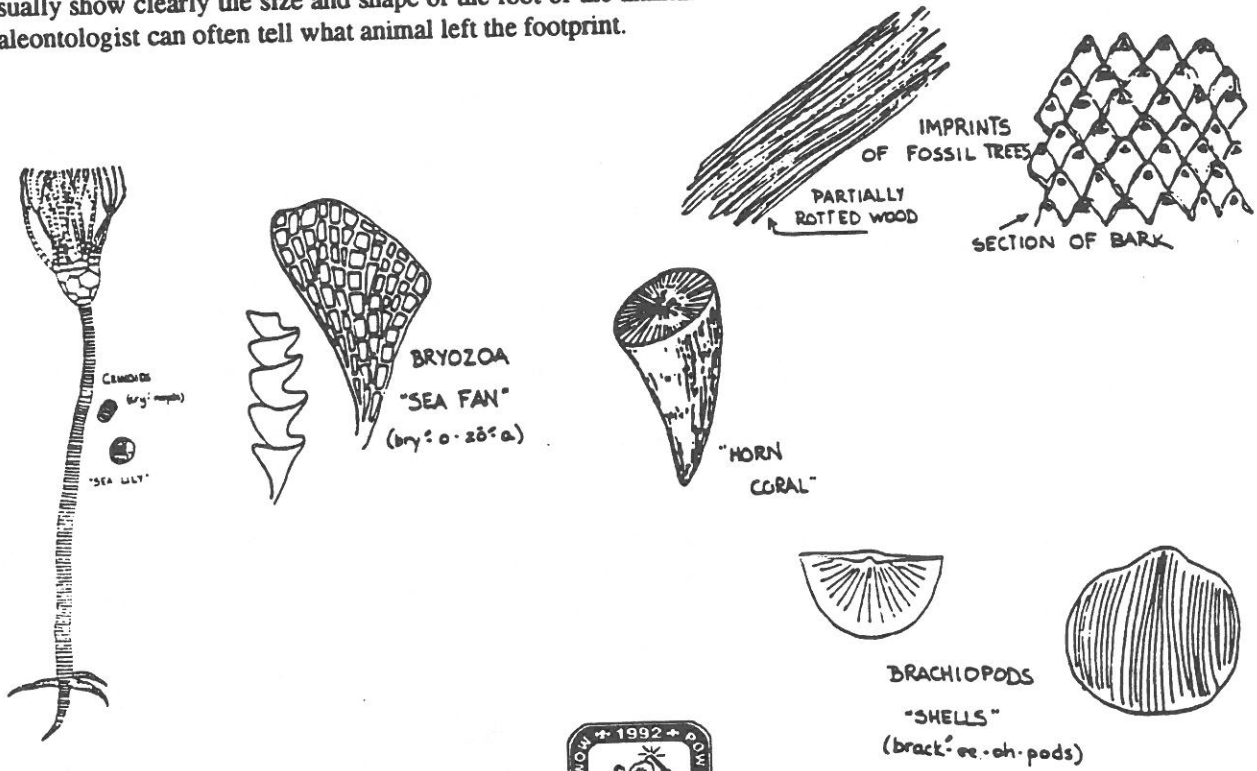
The shells and bones of many prehistoric animals have been preserved as casts and molds. In this type of preservation, the original shell or bone had been destroyed, but it had left behind a trace of its presence. Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock, and the shell became completely encased in stone. Then, at some later time in earth history, the shell decayed or was dissolved by water. This left behind a cavity called a mold.

A mold formed in this way will show the nature of the exterior of the shell and is called an external mold. If at some later time this mold became filled with minerals or other sediment, a cast was produced in the mold. The cast would be a reproduction of the original shell from which the mold was formed. Because the original fossil is gone, some paleontologists call casts and molds 'circumstantial evidence' of prehistoric events.

To make your own fossil, you will need a small cardboard box, some clay, plaster, and a small clam or snail shell. First cover the bottom of the cardboard box with the modeling clay to a depth of several inches. The clay represents the soft mud found on the ancient sea floor. Now press the shell firmly into the clay. Lift out the shell carefully so a clear imprint remains. You have now produced a mold.

Next mix a small amount of plaster with water in a paper cup. Stir it with a wood stick or spoon. When plaster is the consistency of thick cream, fill the mold. After the plaster is thoroughly hardened, carefully remove it from the mold. You now have a cast of the original shell. Now compare the original shell with the plaster cast. Notice that even some of the more delicate markings on the shell have been preserved in plaster.

The paleontologist uses this same technique in reconstructing the shells of long-dead animals. In addition, casts are especially useful in working with fossil footprints. When a track is filled with plaster, the resulting cast will usually show clearly the size and shape of the foot of the animal which made the track. From this inhumation the paleontologist can often tell what animal left the footprint.



HOW ARE CRYSTALS FORMED?

Materials:

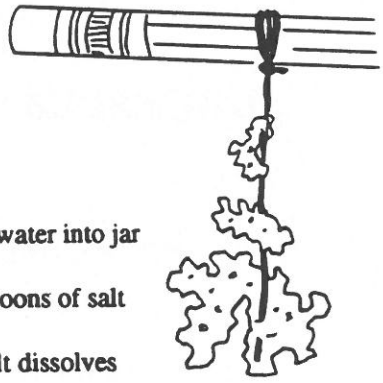
- Stove or hot plate
- Quart jar; 1 quart water
- 3 oz. powdered alum (at any drugstore)
- Pinch of Tintex or vegetable dye
- Circle of blotting paper, filter paper, or cheesecloth

Procedure:

1. Fill jar with water, pour into pot, heat to rolling boil. Add 3 oz. powdered alum to boiling water.
2. Boil for few minutes, turn off heat.
3. Stir, add pinch of color.
4. Remove from stove, pour into jar through filter.
5. Allow to stand twenty-four hours. Tap jar occasionally while mixture is cooling to help formation of crystals.

Results: Crystals form in the bottom of the jar. If you suspend a small basket made of pipe cleaners or a ball of cotton in the solution, the crystals will adhere to it and make a decorative object.

Supplemental Information: Crystals have different shapes and are formed in many different materials. To study different formations of crystals, put both alum and sugar crystals on side under microscope (low magnification). The alum crystals are diamond-shaped, the sugar, is cube-shaped.



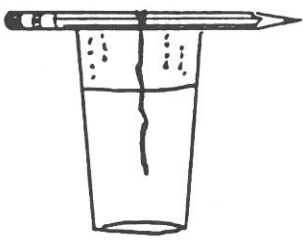
HOME MADE SALT CRYSTALS

To make your own salt crystals you will need:

- Glass jar
- Piece of thread or thin string
- Enough warm water to fill jar half full
- Approximately 3 tablespoons of table salt
- 1" piece of cardboard long enough to rest across mouth of jar

Procedure:

1. Pour warm water into jar
2. Add tablespoons of salt
3. Stir until salt dissolves
4. Tie string or thread on cardboard and let string hang into water
5. Leave jar in warm place
6. Wait approximately one week
7. Salt crystals with begin to form within three days



GROWING CRYSTALS

You will need:

- Brick or charcoal briquettes
- Table salt
- Ammonia
- Bluing
- Hammer
- Cereal bowl
- Medicine dropper
- Water
- Food coloring

Procedure: Break brick or charcoal into small pieces. Place several pieces in the center of a bowl. Mix 1/4 cup salt, 1/4 cup liquid bluing, 1/4 cup water and one tablespoon ammonia together.

Pour the solution over the pieces of coal or brick. Fill the medicine dropper with food coloring and drop small amounts over the brick pile. Leave the dish alone now and let the crystals grow. The crystals will crumble easily, so don't move the dish around much.

Results: Watch and note when the first crystals appeared and how fast they developed. Crystals are formed because water is drawn into the brick, leaving the solids behind. The ammonia, bluing and salt form a complex crystal. Use a hand lens to observe the shape.

SUGGESTED DEN ACTIVITIES

Plan a geological field trip.

- Zink Park - sandstone
- Chandler Park - sandstone, limestone, fossils
- Visit an industry that uses geological materials.
- Visit a rock collector's club meeting.
- Visit a jeweler's shop.
- Visit a museum of natural history.
- Invite a geologist to come to a den meeting to demonstrate the use of geologist's tools.

CRAFTSMAN

Webelos Scouts who have spent a year or two in a Cub Scout den before coming into the Webelos den will already have had some craft experience. They may have already worked with simple woodworking tools, but chances are, they will not have had much experience with leather craft or tin craft. This is a good opportunity for a boy to gain some knowledge in these skills.

To earn the badge, the boy must complete ten craft projects. There is no way these can all be completed at den meetings, so this is a chance to involve parents, both in work at home with their boys and in furnishing tools to be used at den meetings.

While working with boys on this activity badge, keep these things in mind:

- **Patience** - Some boys require a high degree of patience. Stick with it; you'll be glad you did. Enlist the help of the Assistant Den Leader, Den Chief, and fathers, so you won't need to do it all alone.

- **Preparation** - Have all tools laid out at separate work stations before the den meeting starts. Build a sample of the item yourself before the meeting and make note of the steps that require the most coordination. Be prepared to help boys individually in these areas. Show them your sample so they can get an idea of what the finished product will be like.

- **Perseverance** - Insist that the boys finish the items which they begin. This is very important. If necessary, work individually with them outside den meeting or enlist the help of others. Don't even consider using a project which the boys can't complete within a reasonable length of time. Watch for signs of discouragement, and help the boys who seem to be having trouble.

Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments. Help the boys understand safety practices and take safety precautions where needed. They should realize that sharp tools are a necessity and use them with care and safety.

Learning how to care for and sharpen tools is an important asset in doing any kind of handicraft, but boys want to make things. The Craftsman Activity Badge requires that a Webelos Scout make at least eight different wood, leather, or tin articles. These involve designing, cutting, lacing leather, using a jigsaw or coping saw with wood, or cutting and joining metal.

To supplement the information in the Webelos Scout book you will probably find "Crafts for Cub Scouts" the most helpful for ideas, techniques and designs. There are many resource books at the library or hobby store which would also be helpful. Helping boys make and do things that are consistent with their abilities and intelligence is a satisfaction in itself. You also have the opportunity to help boys develop confidence in their abilities by encouraging them to use their talents and skills for many advanced handicraft projects and perhaps develop a hobby in one of these fields.

If you do not feel expert enough to lead them in a craft or skill, call on someone who can help. You aren't expected to be skilled in everything. . . and this is an opportunity to bring in fathers to help.

SOME WORDS OF WISDOM

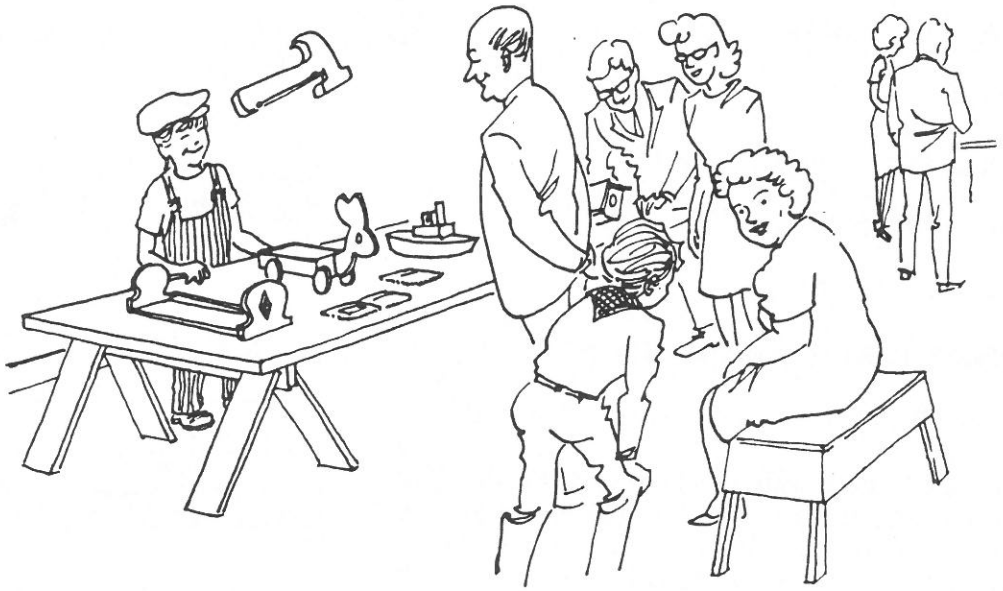
- Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boys.
- Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.
- Watch for signs of discouragement. Help boys when they seem to be having trouble.
- Make sure that all projects are carefully planned before they begin, so the boys know what they're making.
- Help each boy to understand safety practices and take safety precautions where needed, and know sharp tools are a necessity and should be used with care & safety.
- Be extra cautious in metal work projects.
- Clean up working areas when finished - this leads to good relationships.

DEMONSTRATIONS FOR PACK MEETING

- How to use the coping saw, bench fork or V-board and C-clamp.
- How to nail, toenail, clinch a nail, and use a block to pull a nail.
- How to drill a hole for inside cutting with coping saw.
- How to use a pocketknife - care, safety measures, sharpening, whittling.
- How to nail a butt joint.
- How to apply finish - crayons, tempera, wax paint, enamel shellac.
- How to make bench hook and how it is used.
- Difference between a crosscut saw and a ripsaw, the proper way to saw, and the use of the T-square.

SUGGESTIONS FOR DEN ACTIVITIES

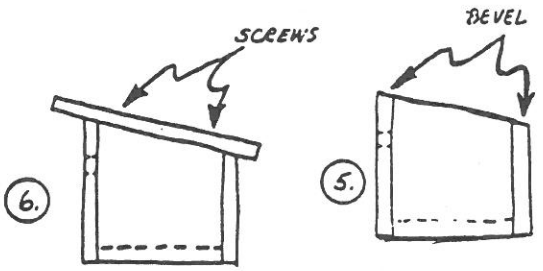
1. Visit a furniture factory, lumber yard, saw mill or cabinetmaker.
2. Visit a tannery or leather good manufacturer.
3. Invite an expert to give a demonstration on the proper care and use of tools.
4. Have someone give a demonstration of leather craft and explain how to use leather tools.
5. Have someone give a demonstration of metalwork, using tin snips and vise.
6. Discuss finishing methods for wood projects, such as the importance of sanding, filling holes and scratches, and discuss the various types of finishes, such as shellac, stain, lacquer, varnish, and enamel.
7. Have a nail-driving contest. Give each boy a scrap of wood, nails, and a hammer. Let them practice driving nails straight.
8. Make a tool chest or a bench hook for sawing.
9. Have a birdhouse building contest.
10. Make a Den Knot board (*See Webelos Den Activities*)

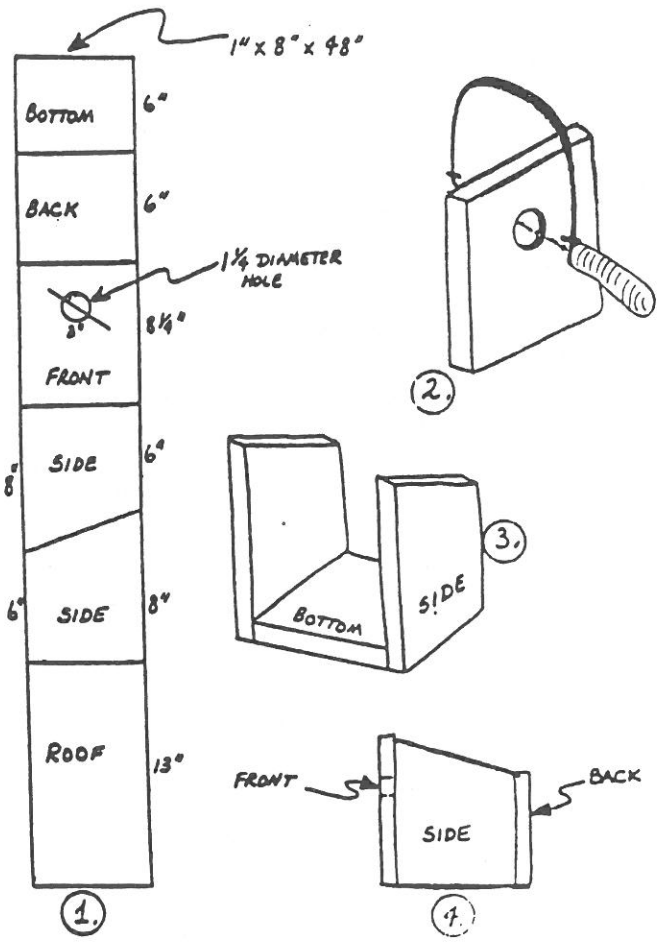


WOOD PROJECTS

ONE-BOARD BIRDHOUSE

1. Cut all pieces as shown in illustration (bottom first, roof last)
2. Cut entrance hole in front.
3. Nail front and back to sides and bottom.
4. Bevel front and back to match slope of sides.
5. Fasten roof on with screws or hinge.



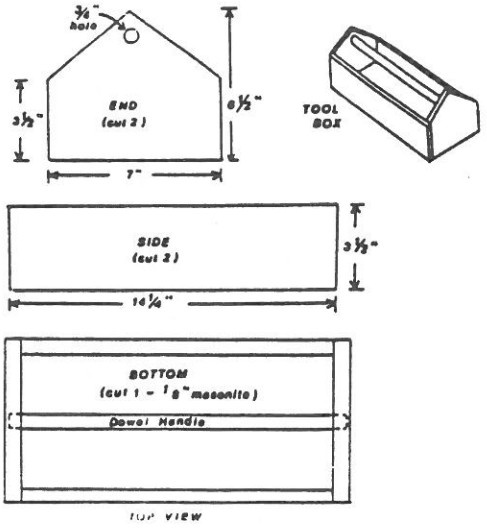


TOTE OR TOOL BOX

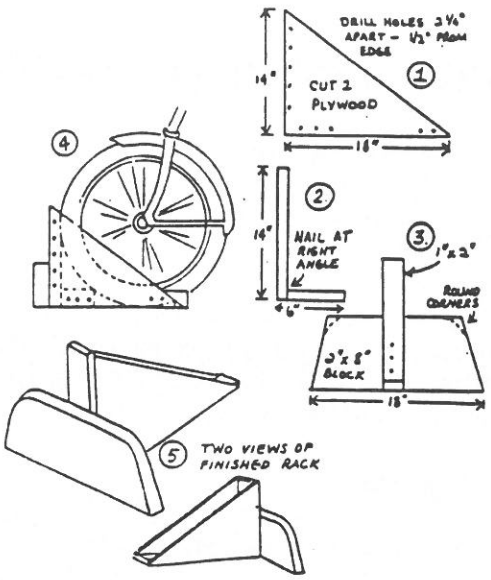
Materials -

1. Ends: Two 3/4" pine, 6 1/2" x 7"
2. Sides: Two 3/4" pine, 3 1/2" x 14 1/4"
3. Bottom: One 1/8" masonite, 7" x 15 3/4"
4. Handle: One 3/4" dowel, 14 7/8" long
5. Nails: Eight 1 1/2" for sides, fourteen 1" for bottom

Cut two ends, two sides, bottom and handle as shown. Drill 3/4" holes, 1/2" deep in each end piece. Nail one end piece to sides, with side pieces on inside. Insert handle in holes before nailing on second end. Nail on bottom. Sand smooth and shellac.



PERSONAL BIKE RACK



Materials:

- One 14" x 18" 1/2" plywood
- One 1" x 2" x 2' pine
- One 2" x 8" x 18" pine
- No. 6 flathead screws (1 1/4" long)
- Six-penny nails
- Varnish or paint
- White glue or powdered resin glue

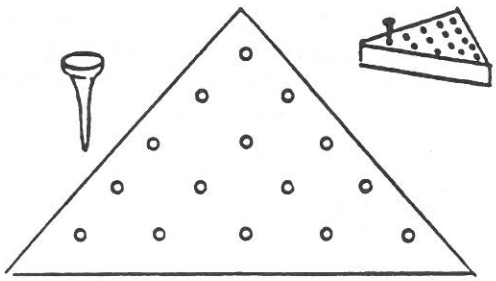
Instructions:

1. Cut plywood triangles. Drill holes as shown with a 5/32" drill. Paint or varnish the inside of plywood at this time. It will be difficult to do after rack is assembled.
2. Cut the 1" x 2" pieces. Nail the two longest pieces at right angles.
3. Cut the 2" x 8" piece. Attach the nailed 1" x 2" with screws. Paint or varnish the 1" x 2" now. (Note the right angle is fastened to 2" x 8" with screws from inside)
4. Fasten the plywood triangles in place with screws through pre-drilled holes. Don't forget the small piece of 1" x 2" that joins the tips of the triangle.
5. Sand and complete paint or varnish job.

ONE-MAN CHINESE CHECKERS

Cut board from 1" x 4" or 1" x 6" lumber. Mark off 15 equally spaced holes as shown. Drill holes with 1/8" drill. Use 14 golf tees, placing them in the holes, with one hole left vacant.

The object of the game is to jump the tees and remove them from the board. Only one tee can be jumped at a time. The winner is the one who leaves the least number of tees on the board.

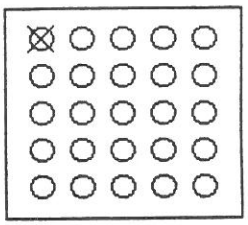


GAME BOARDS TO MAKE EASILY

All the following game utilize a single game board with 25 holes drilled into a piece of lumber in a 5 x 5 matrix. Pegs can simply be golf tees.

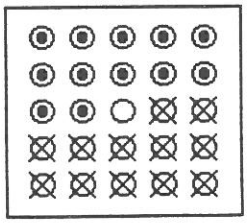
TAKE ONE

Place a peg in every hole except one with star. At each turn player moves one peg by jumping over another peg into empty hole. Move may be up, down or across but NOT diagonally. Peg that was jumped over is removed. Last player able to make a jump wins.



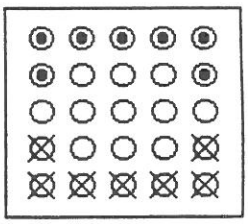
TAKE TWO

Place pegs in all 25 holes. Players take turns removing one pair of pegs at each turn. Pair removed must be adjoining up, down, or across but not diagonally. Player who removes last pair wins.



ALQUERQUE

10th Century Spanish-Moorish game, also known as EL-Quirket in Arabic. Each player has 12 pegs. One starts in dot holes, the other in cross holes. Each player moves one peg (his own color) at each turn. A peg can be moved to the next empty hole to which it is connected by a line. (note not all diagonals are permitted.) Or one peg can jump over opponent's peg, going in a straight line, 2nd landing in the next empty hole. The peg jumped is removed. One peg is allowed to make a chain of captures - a series of connected jumps, in any direction along a line. Captures MUST be made when possible. Player wins by capturing all the other player's pegs.



KONO

Korean Game also know as O-Pat-KoNo. Each player has 7 pegs. Holes with dots and crosses are the starting position. Players take turns moving one peg to any adjoining hole (diagonals are permitted). Or one man can jump over another man (of either player) into the next empty hole. Only single jumps are allowed. A player must jump an opposing man if it is in a position to be jumped. The first player to get all of his men across the board into the other set of holes is the winner.

FOURS

Players take turns placing his pegs in holes. Winner is first to make a line of 4 pegs. Line may be in any direction, up, down, across or diagonally.

DARA

African Game from Nigeria - Each player take turns placing 12 pegs on board, one at a time. Once all pegs have been placed, the players continue to take turns by moving their pegs from one hole to the next empty one. (Diagonals are NOT allowed). When a player gets 3 pegs in a row, he can remove any one opponent peg. (Must be 3 pegs in a line not 4 or more, and 3's made during initial placement do not count.) If a player cannot play, he loses a turn. A player wins by capturing all the pegs of the other player.

SQUARE IT

Players takes turns placing their pegs, one at a time, in any empty hole. Each player tries to get 4 pegs on the corner of a square. The square may be any size, straight or on the diagonal. The player who first makes a square, wins.

BLOCK

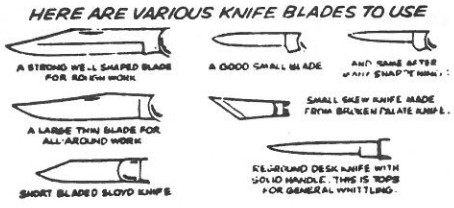
Each player has 12 men, and players take turns placing their men in holes. When all men have been placed, players continue by moving one of their own men into empty hole. Pegs can be moved up and down or across, but not diagonally. When a player is blocked so he cannot move a man, he loses the game.

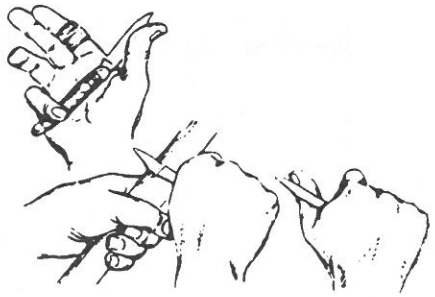
WHITTLING FOR CUB SCOUTS

The American frontiersman was the father of whittling. He had to travel light, and his basic equipment included little beyond the essentials for survival. But there were times on the trail when life was quiet and, particularly at night around the campfire, when the frontiersman desired relaxation and enjoyment, he would pick up a piece of wood, draw his knife, and start to whittle.

Tools - Almost any good sharp knife will serve as a starter, but if you are going to buy a knife make sure it is a good quality knife. Your knife must be sharp. A dull knife will skid on a tough piece of wood but won't hesitate to slice into you. A sharpening stone is necessary to keep your knife in its best condition for safe and enjoyable use. Another tool that is very useful, but not essential, is a coping saw for roughing out your project.

Sharpening your knife - A knife should be sharpened on a dry sharpening stone. Lay the blade of the knife flat on the stone, raise the back of the blade slightly and stroke the full length of the edge across the stone toward you in a slicing motion - as if you were cutting into the stone. Turn the blade over and stroke it away from you. Bare down on the cutting edge as you run the blade over the stone. Continue working the blade back and forth until the edge is sharp. Always keep your knife blade clean and dry and never stick it in the dirt or in a flame.

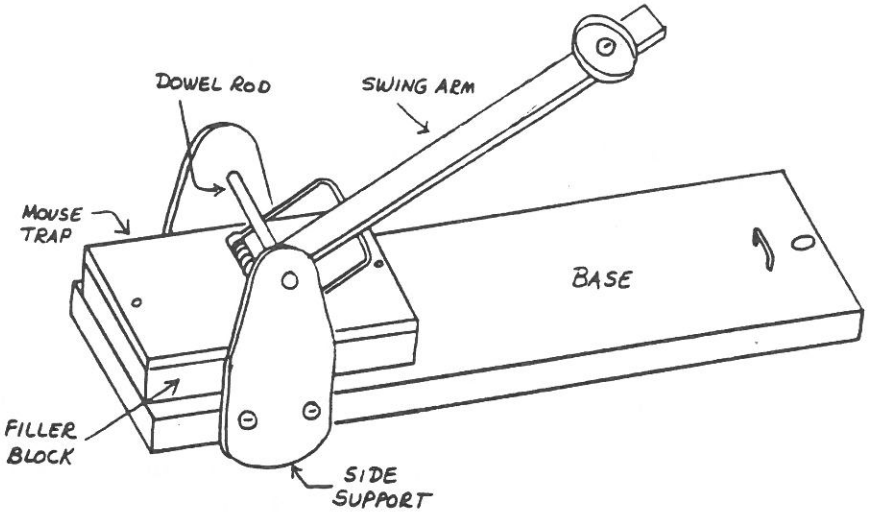




LET'S BUILD A CALAPULT!

Catapult Parts List:

• Base	3/4" x 2 1/2" x 15"	Wood
• Side Support	1/4" x 2 3/8" x 5 3/4"	Plywood
• Mouse Trap		
• Dowel Rod	1/4" x 1/4" x 10 1/4"	Wood
• Swing Arm	1/4" x 1/4" x 10 1/4"	Wood
• Nut & Bolt	(Use with tin strip for swing arm)	
• String		
• Nut Cup		
• Screws		



Sometimes there are projects that you can make that combine two or more of the Webelos activities into one lesson. Shown is the diagram and instructions to build a catapult that combines the craftsman and the engineer activity badges.

THINGS MADE FROM LEATHER

MYSTERY BRAID

1. Cut leather band 1/3 longer than you want finished band to be.

2. Cut band into 3 equal strips (lengthwise), starting in 1" from ends.

3. Braiding: Starting at either end, place strip C OVER strip B and UNDER strip A.(fig 1) Then pull the end of the band between strips A and B (fig 2). This creates a tangle at the bottom end that is removed by the following steps. Place strip B over strip A and strip C over strip B (fig 3). Pull tangled end of band between strips B and A (fig 4). These steps complete one series of braiding. To finish band, repeat steps (Fig 1 through Fig 4) until band is entirely braided. When there is no more room at the bottom for another complete series, loosen the braiding and space it out over the unbraided section.

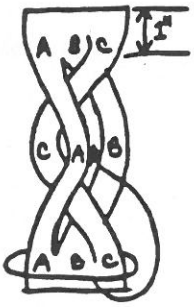


Fig 1

Fig 2

Place strip C over B and under A. Pull the end between strips B and A.

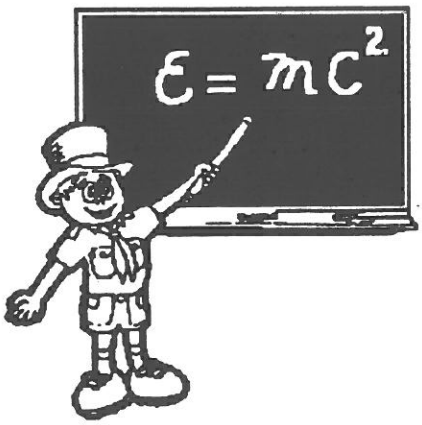
Fig 3

Fig 4

Disregarding tangle at bottom of band, place strip B over A and under C, then pull the end between strips B and A.

SCIENTIST

Ask any boy what a scientist is and he can tell you. A scientist is the guy who sends men to the moon, and who builds space ships that travel to distant planets to send back pictures for them to study. A scientist is a person who builds lasers and atom smashers, and computers. A scientist makes and designs and builds all kinds of neat inventions.



Ask the same boy what makes the scientist any different from anyone else and he may not be able to answer. Perhaps most people wouldn't be able to answer. The answer is that, as a person, the scientist is no different from anyone else, but when he is working he questions everything and makes tests and experiments to be sure things are true. If he can't explain something he makes up a hypothesis and then designs experiments to either prove or disprove his hypothesis. If one hypothesis doesn't work he looks for another, until he finds one that can prove over and over again by experiments.

A scientist uses a procedure often called the scientific method. This consists of five steps:

1. State a problem about some observed phenomenon.
2. Formulate a hypothesis to explain observations.
3. Use hypothesis to experiment and observe phenomenon.
4. Interpret the data observed.
5. Draw conclusions from experiments and observations.

Before a scientist can do all this hypothesizing he must be familiar with some of the basic laws of physics. The Scientist Activity Badge introduces the Webelos scout to some of these basic principles.

If the local school has a science fair or other project oriented science programs it is suggested that this badge is introduced about 2 months before projects are due. This will give the boys some time to think about what they learned and perhaps use the information for a project. Most school principals and science teachers know even before school starts in the fall if and when a science fair is going to be held.

BERNOULLI'S PRINCIPLE

The following experiments are listed in the order that requirements appear in the Webelos Scout book.

Experiment 1:

Materials: A ping-pong ball, some adhesive tape, 1 ft. thread or string and a faucet.

What to Do: Fix the string to the Ping-Pong ball with tape. Turn on the water to form a steady stream. While holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

What happens: The water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger, as the experiment proves.

Experiment 2:

Materials: Two ping-pong balls, two feet of thread, some mending tape and a drinking straw.

What to Do: Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about 1 ft. below your fingers and about one or two inches apart. Have the boys blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.

What happens: The air current directed between the ping-pong balls reduces the intervening air pressure. Stronger pressure from the far sides pushes the balls together. The strength of the air from the straw will determine how close the balls will come.

Experiment 3:

Materials: A candle and candlestick; two bottles - one with rounded corners, one with square corners; (metal or cardboard containers can be used instead of bottles).

What to Do: Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Place the other bottle (square) in front of the relit candle and blow hard. The candle will remain lighted.

What happens: With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle, the air currents are dispersed.

Next Step: Using different shaped bottles, and two ping-pong balls on strings place a ball on opposite sides of the bottle so that they are close, but not touching. Blowing against the bottle at right angles to the balls, one ball will come closer to the bottle and the other will move away. The shape of the bottle will determine the way the balls move due to the ease with which the air currents move around the bottle. This is the principle that supports airplanes.

PASCAL'S LAW

Experiment 1:

Materials: Coke bottle, balloon, vinegar, baking soda.

What to do: Place about 1/4 cup baking soda in the coke bottle. Pour about 1/4 cup vinegar into the balloon. Fit the top of the balloon over the top of the bottle, and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

Experiment 2:

Materials: A medicine dropper; a tall jar, well filled with water; a sheet of rubber which can be cut from a balloon; a rubber band.

What to do: Dip the medicine dropper on the water and press the rubber bulb so the dropper is partly filled. Test the dropper in a jar; if it starts to sink, eject a few drops from it until finally it floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

What happens: You have prepared a scientific device known as a "Cartesian Diver". The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it, producing the effects of sinking, suspension and floating, according to the degree of the pressure.

Experiment 3:

Materials: Large tin can, tape, water.

What to do: Punch three holes in the can, one near the top, one in the middle and one near the bottom. Tape the holes closed. Fill the can with water to the top. Pull the strips of tape off and measure the length of the streams. The bottom stream will go the farthest due to the added pressure of the air and the water in the can.

What happens: The total pressure in a container of water is the sum of the air pressure and the water pressure at that point.

Experiment 4:

Materials: A rubber balloon, several pins with large heads, a roll of plastic tape.

What to do: Inflate the balloon and affix little squares of plastic tape to it. Stick each pin through the center of the tape and to your amazement, the balloon will not burst.

What happens: The adhesive substance on the tape acts like a self-sealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.

BALANCE

Experiment 1:

Materials: Three baseball bats of similar size.

What to do: Point the handles of the bats together so they form a "Y". Slide the handle of the lower bat over the handle of the bat to the left. Slide the handle of the bat to the right under the handle of the bat on the left and over the handle of the lower bat. The bat should form a low solid stool.

What happens: Due to the interlocking arrangement, each bat supports another, making a simple experiment not only in balance, but also in structural engineering.

(This experiment can also be done with three knives with the blades being the handles; or three pieces of wood of the same general shape.)

Experiment 2:

Materials: Two table forks, a drinking glass, a coin chosen for its size.

What to do: Point the prongs of the forks in an inward direction and thrust them together so that the forks are interlocked. Press a coin between the upper prongs from the inner side. Rest the coin on the far side of the glass rim so the handles of the forks extend in your direction. By properly adjusting the forks, you can make the coin balance on its side, keeping the forks balanced with it.

What happens: The handles of the forks serve as a counter balance for the coin and prongs. Precarious though it looks, it is like adjusting weights on ordinary scales - the only difference being the weight of materials used.

SCIENCE TRICKS FOR FUN

SUBMARINES

Demonstrate the basic principle of the submarine as follows:

1. Put a two-hole rubber stopper in the mouth of a small, wide-mouthed bottle. In the first hole, insert one end of a piece of glass tubing bent to serve as a siphon. In the other hole, place a piece of straight glass tubing with a rubber tube attached to the free end.

2. Place the bottle in a large jar or basin filled with water with the free end of the bent tubing in a second jar of water at a higher level. By sucking on the rubber tubing and siphoning water into the bottle, you can make it sink. By blowing water out, you can make it float again.

3. Explain that the submarine submerges by filling its water tanks and rises by blowing them out with compressed air.

EGG IN A MILK BOTTLE

Putting an egg inside a milk bottle with an opening smaller than the size of the egg is not impossible. To accomplish this trick, place a hard-boiled egg in a jar containing some strong vinegar and allow it to stand for twenty-four hours. If the shell is still hard, place it back in the vinegar for another twenty-four hours. The acetic acid in the vinegar will dissolve the hard portion of the shell so you can force the egg into the milk bottle.

The trick is to get it in and out without touching it. Drop a burning straw or match into the bottle and quickly place egg in bottle opening. The egg should drop into bottle as soon as flame uses up oxygen and air pressure outside pushes it in. To get egg out, blow hard into the bottle, then tip it up so egg will drop into neck. If you blow hard enough, the pressure inside should pop egg out.

MAKING ROCK CANDY

Fill a glass half full of very hot water. Add sugar, stirring until no more will dissolve. Pour the clear syrup into a clean glass. Hang a string down from the middle of a pencil crossbar. Tie a nail to one end of the string, so it sinks to the bottom of the glass. Let the other end hang free inside the glass. After a few days you will notice large sugar crystals forming on the string. These crystals are called rock candy.

FROSTED GLASS

Add epsom salts to a saucepan half full of boiling water until no more will dissolve. Pour in a few drops of liquid glue. Next, apply the hot liquid to the glass you wish to frost, using a small brush. The liquid will begin to evaporate almost immediately and form crystals which give the glass a frosted appearance.

THE OBEDIENT EGG

Use two quart-size fruit jars for this trick. Fill one three-fourths full of water. Fill the other jar with a strong salt solution made by dissolving as much salt as possible in 1 1/2 pints of water.

Place an egg in the plain water and you will see it sink. Put it in the salt solution and it will float. By placing the egg in the correct solution you can make it obey your commands of "float" or "sink".

A FOAMING FOUNTAIN

Place two teaspoonfuls of baking soda in the bottom of a quart milk bottle. Drop a burning match into the bottle. It will continue to burn. Next, pour four teaspoonfuls of vinegar on top of the baking soda and watch what happens. The seething, foaming mass is carbon dioxide, released from the soda by the vinegar.

What happens now to a lighted match? Why? Is carbon dioxide gas heavier than air? Than oxygen? Tip bottle slowly over a lighted candle. What happens? The heavy gas can even be poured so flame flutters and may go out. What common objects in most schools use this scientific principle? Fire extinguishers are a good example.

MAKING SECRET INKS

The juice from an onion or lemon makes good invisible ink. Using a clean pen and the ink, write on a piece of blank paper. Make sure your lines are clear and heavy. When the paper drys, it will be blank. However, if you heat the paper carefully over a light bulb, the writing will appear in distinct brown lines which will not fade.

CENTRIFUGAL FORCE

There is only one solution to solve this puzzle. It's so simple that your friends might bite their nails in trying to solve it. Use a large metal screw-top cover, 4 marbles, and four triangular pieces of wood or stacked cardboard, and cork. Make sure the runway edges are smooth or the marbles will halt. Follow the drawings. For the marble to stay in the corners, make a dent on the metal or the paper and metal which is underneath. The solution is at the end.

Question: Can you get all four marbles to stay at the rim at the same time?

AIR CURRENTS

1. Hang two apples about 1 1/2" apart. Blow between them - as hard as possible - you will discover that the force of breath alone won't blow them apart. Instead, it will cause the apples to bump together.

2. Take a small wad of paper (should be a little over 1# square) and put it about 1" inside the neck of an empty soda bottle. Now lay the soda bottle on its side and blow into the bottle. You would think that the paper would be blown into the bottle, but it will come flying out.

3. Get an ordinary kitchen funnel and blow into it while holding a lighted match opposite the corner of the funnel. Your breath will blow the flame toward the funnel instead of blowing it out or away from you.

4. Line up three glasses. Hold your mouth about 2" in front of the first glass and a lighted match behind the last glass (about 2" from it). When you blow you will be able to blow the match out.

5. How does an airplane lift? Take strip of paper 2" wide and about 5" long. Fold it an inch from one end. Hold the paper with your forefinger and thumb so that the fold is about an inch or two from your mouth. Blow as hard as you can over top of the paper. You reduce the pressure on the paper, allowing it to rise.

6. Sink a ship below the water line without getting it wet.... make a ship by putting a sail on a cork. Float the cork in deep pan of water. Turn a glass upside down and push it down. The ship will go to the bottom of the glass but the sail will be dry.

7. Fill a glass with water and place a coin behind it. Now try to look at the coin through the top of the glass so that you can see the coin through the water and the other side of the glass. You won't be able to see it.

8. Blow up a balloon and tie it tightly. Hang it in a window. When the air gets cooler the balloon will shrink; when the air gets warmer the balloon will get larger. Warm air takes up more space that cold.

9. Put a deflated balloon over the neck of a soda bottle. Set the bottle in a pan of very hot water. The balloon will inflate and stand straight up.

10. Stuff a dry handkerchief in the bottom of a glass (snugly). Fill a large bowl with water. Plunge the glass straight down (open end down), below the surface of the water. The handkerchief will remain dry.

11. If you have a can with a screw on top you can do an exciting experiment. You will need a clean salad oil can of the rectangular type. Remove the cap and pour in a glass of water. Heat the can until steam pours from the opening. Using pot holders quickly place the can in the sink and quickly screw on the top tightly. Run cold water over the can. The can will buckle and collapse.

MORE FUN WITH SCIENCE

CRYSTALS -

Bring 1 cup water to a boil and turn off heat. Add 2 cups sugar and stir until dissolved. Keep adding sugar until no more will dissolve. (It may be more or less than the two cups.) Let cool. Tie a string to a pencil and lay the pencil across the glass so that the string hangs down in the glass. Pour the cooled mixture in the glass and let it set somewhere undisturbed for several days. The longer you do not disturb them, the longer they will grow.

FLOAT A NEEDLE -

Water has a skin. Put a needle across the tines of dry fork and lower it slowly to the surface but not touching. Gently let the needle roll off the fork onto the skin of the water. A drop of soapy water on the surface will break the skin of the water and the needle will sink.

TOUCH -

Blind fold a friend and have him cross the tips of his fingers. Touch a pencil to the tips of the crossed fingers. He thinks there are two pencils.

TENSIONS -

Fill a glass to the very brim with water. Start dropping in a variety of small metal objects. The water will not overflow but will raise above the glass. You will be amazed at the number of objects you can put in the water.

MAGNETS -

Make a magnet by rubbing a large needle or small nail along the pole of a magnet, being sure to go in one direction only. The needle is now a magnet. If you strike the needle sharply or heat it you then distribute the molecules in a different pattern and it will no longer be magnetized.

LIGHT -

Hang a nail suspended on black thread inside a bottle. With a magnifying glass focus rays of sunshine onto the black thread holding the nail. The thread will burn and the nail will drop. Now try it with white thread - it won't work.

HEAT -

Place a rubber band against your lips. Then hooking index fingers through both ends of the rubber band, pull ends apart quickly. It feels warm but when you relax the rubber band again, it feels noticeably cooler to your lips.

STATIC ELECTRICITY -

Charge a plastic comb by rubbing it with wool, nylon or fur. Dip it into some Rice Krispies. They will be attracted to the comb. But watch closely - one by one the bits will shoot off. They will start to fly off as though shot from a gun.

WHY THE BALL DOESN'T FALL

Birds and planes fly. Baseball pitchers throw curve balls. Sailboats sail into the wind. And you can make a ping -pong ball stay in the air without touching it.

All these things share an important fact of science: when water or air moves, it has less pressure than the air or water around it. The faster it moves, the lower the pressure.

A Swiss doctor named Daniel Bernoulli (say Ber-noo-YEE) discovered this fact more than 200 years ago. It is called Bernoulli's Principle.

Other easy experiments that show Bernoulli's Principle are in your Webelos Scout Book.

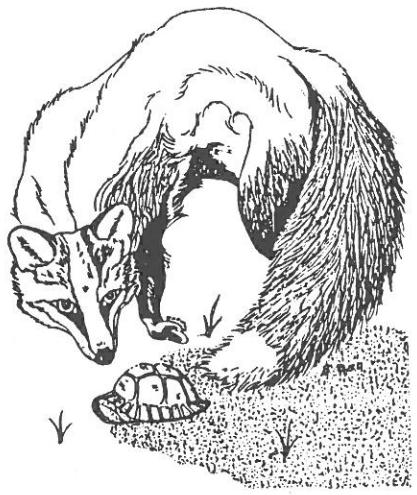
To float a ping-pong ball, remove the cleaning tool from the end of the vacuum cleaner hose. Unplug the hose from the intake hole. Plug it into the outlet hole near the bottom of the vacuum cleaner. (Ask Mom or Dad to help.) Plug the cord into an electric outlet. Turn the vacuum cleaner on. (This will not work on an upright vacuum cleaner.)

Point the hose straight up. Hold it steady. Gently release the ball into the air stream about 10 to 12 inches above the nozzle.

Try balls of different sizes and weights. Can you "float" more than one at a time? Experiment!

NATURALIST

All too often this activity pin is not taught because leaders don't feel qualified and don't know anyone who is. Some adult leaders feel they must be able to tell a pignut from a butternut hickory before they can begin to teach boys anything about nature. This is unfortunate because the whole intent of Naturalist is more one of observation than it is of identification. Not once does the word "identify" even come up in the requirements. The objective of this activity pin is to bring to the boy a new awareness of his natural environment. To help the boy achieve this, you get him involved in various activities and games suggested by the requirements.



People, especially adults, seem to have a strong need to name things. Name it and you no longer fear it. But naming is a way of knowing something without really knowing it. To get to know something or someone, you must spend time watching and interacting with it. Far more important than identifying the thing they find is to allow the boys to experience nature with as many of their senses as they can. Focus their attention on colors, shapes, sounds, smells, and touch. For example, a boy may bring you a brilliant red flower growing near a rocky outcropping outside of camp. The boy asks you what it is, but you do not know. Get excited about what he has found. Call the other boys over and let them look at it too. Ask them if anyone knows what it is. They probably won't. Then draw their attention to its shape. Five brilliant red petals, each notched on the end; a single flower on a stem. What shape are the leaves? What do they remind you of? They look like thick grass, don't they? How are they arranged on the stem? Are they all up and down the stem or are they only at the base? Have the boys feel the leaves. Are they rough, or woolly, smooth or waxy? Does the flower have any smell? Not much? If you were to call this flower something, what would you call it? Ask the boy who found it to name it. He may name it the fire flower for its red color. If you stop here, you have accomplished your purpose. You have drawn the boys' attention to a new flower and they have had a tactile, living experience with it. The only time naming came up was when the boy who found it was allowed to give it a name. Note that its name came after they had experienced the flower. Ask the boys if they have seen any other flowers with different colors this weekend. Tell them to be on the lookout for them.

If you want to pursue identification further, you can find more by going to the excellent Golden Field Guide series published by Golden Press. This series of brief, colorfully illustrated, inexpensive books on various natural topics are ideal introductions to the study of the natural world. Do not feel the need to prepare yourself before you find something. If you have a boy who seems particularly interested in, say, flowers, let him look through the book and ask him if he can find anything in there that looks like what he found and named. If he does, ask him to tell the rest of the group about it. Indirectly, you are introducing him to the art of research and may in a different way be turning him on to the world of books. It is best to learn about nature together by tuning in the boys' awareness to the wonders and beauties of the natural world around them.

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of natural history that includes many things found in nature. This is an interesting activity to help your boys learn more about the world of nature and to develop an appreciation for it.

A naturalist stands like Columbus on the bow of his ship with a vast continent before him; except that the naturalist's world can be at this feet...a world to be investigated and discovered. It is as near as a boy's backyard, a nearby park, the woods and fields or even a country road. It is inhabited with many kinds of insects, birds, plants, animals, trees and other forms of life.

A boy's interest in the Naturalist Activity Badge may lead him into a hobby or a vocation. It will also help prepare him for new adventures in the world of nature when he goes into a Scout troop.

Suggested Den Activities:

- Make bug zoos.
- Invite a conservationist to visit den meetings and talk about some phase of nature.
- Make aquariums or terrariums.
- Take a bird watchers hike. Identify birds. Make notes about the location, species, etc.
- Take a nature hike and make plaster prints of animal tracks.
- Make a leaf collection...and leaf prints.
- Make bird feeders.
- Learn to identify poisonous plants and reptiles.
- Take a trip to the zoo. Have boys keep logbooks and write down things they see which they haven't noticed before...comparisons between various kinds of animals, similarities, etc.
- Collect tadpoles to keep in aquarium and watch them grow.

Swat that fly! Slap that mosquito! Put up screens to keep out their pesky relatives. Most of us seem only to remember the trouble insects can cause. But Webelos Scouts can forget about bugs being pests for a while, and venture into a new world; a world of hunters and fishermen, spinners of silk, weavers of cotton, builders of clay, leaf cutters, carpenters boring into wood and more. He can become an explorer just as surely as if he said farewell to his family and joined an expedition to the rain forests of the Amazon. There's much to be learned in the Naturalist Activity Badge.

CREEPY-CRAWLY MINI-HUNT

You may not have to travel beyond your own backyard to find the key to one of Nature's most important secrets. Or perhaps your hunt will be a den expedition that takes you a bit farther afield--to a neighbor's yard, a vacant lot, a woodsy park. Most of the equipment you'll need for this search can be made from a few household items. And once you're at your hunting ground, there'll be only one direction in which to look: DOWN!

Seems like just plain old dirt underfoot, doesn't it? Actually, the Earth's topsoil is very much alive. Here billions of tiny creatures make their home. Their presence is one of Nature's life-giving secrets. These residents of the underground help to convert undecayed matter to food for plant life. The tunnels they make as they go burrowing about help to mix and aerate the soil for better drainage. Without them, nothing could grow in the ground.

Yet most of the organisms underfoot are so small that they can be seen only with a high-powered microscope. Others are bigger, and while they may spend all of their lives in hiding, some topsoil creepy-crawlies can be captured easily - especially in spring, earthworms, for example. You will probably find a few just by folding through a handful or two of fertile soil.

With a magnifying glass and a homemade adaptation of the laboratory apparatus known as a "Berlese separator", your catch should prove a lot more rewarding--and the hunt itself a lot more fun.

To make your own "Berlese separator", you'll need an empty one-pound coffee can 5 1/2" tall, a 12-ounce glass jar with screw-on top, a 12" x 12" piece of lightweight cardboard, staples and stapler or paper clips, a 12" x 12" piece of 1/8" wire screening, a half-cup of rubbing alcohol and a 100-watt bulb.

Use the cardboard to make a funnel six inches across the top. Cut out a circle 12 inches in diameter, slit to center; cut from the center a circle 1 1/2" in diameter. Overlap the edges of the slit and fasten with staples or paper clips.

Now you're ready to start your search. Head to an area that's well covered with fallen leaves or other plant materials--the better the litter cover, the greater the mini-population underneath. Take along an empty soup can and a plastic bag with fastener. The bag should be big enough to enclose the soup can.

Carefully remove the litter cover from the area you wish to search. Force the soup can deep into the ground, then remove the soil filled can from the ground and put the can--dirt and all--into the plastic bag. Fasten the bag so moisture will be retained.

As soon as you get home from the hunt, fill your glass jar with a half-cup of rubbing alcohol. Now empty your soil sample onto a piece of paper-white is best-and see if you can find any small insects or animals. Put whatever you capture into the alcohol, for preservation, and screw the top onto the jar.

Don't be discouraged if so far you've failed to uncover a single creepy-crawly! Now's the time for homework with your "Berlese separator". (If you can't get to it right away, be sure to return your soil sample to the plastic bag. And keep it closed tight, to retain the moisture in the soil.) Before you begin, check to make sure you have assembled everything you'll be needing.

Remove the top from the alcohol-filled jar and gently lower the jar into the coffee can. Position the funnel so that it rests on the rim of the can. Line the inside of the funnel top with the wire screening. Now--carefully--fill the screen-lined funnel with your soil sample. Turn on the 100-watt bulb about two inches above the soil. And wait.

The light and heat will cause the moisture in the soil sample to evaporate. Seeking moisture, the animals and insects will head downward, toward the preservative. After a couple of days, most of your catch will have fallen into the alcohol, which you can pour into a saucer for close examination with your magnifying glass.

Look for mites, spring tails, millipedes, sow bugs. Perhaps you've caught rove beetles, mole crickets, spiders, carpenter ants, earthworms and a daddy longlegs or two. Make a list of the creatures you can identify, and record the date of your hunt.

In a month or two, why not take another look at your hunting ground? You may be surprised at the difference in what you find. Or perhaps you won't be. For you have proven that soil is alive--and all living things are constantly changing.

HOW TO CAST ANIMAL TRACKS:

Materials: Plaster of Paris

- A measuring cup
- A tin can (2 lb. coffee can)
- Paper cups
- Strips of light cardboard (2" wide, 12-24" long)
- An old toothbrush
- Water.
- Paper clips

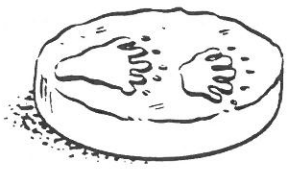
A mud bank near a stream is a good place to look for tracks. After a rain, look around sandbars, ditches and gullies. When you find a good, sharp imprint, clear the ground around it. Be careful not to disturb the print.

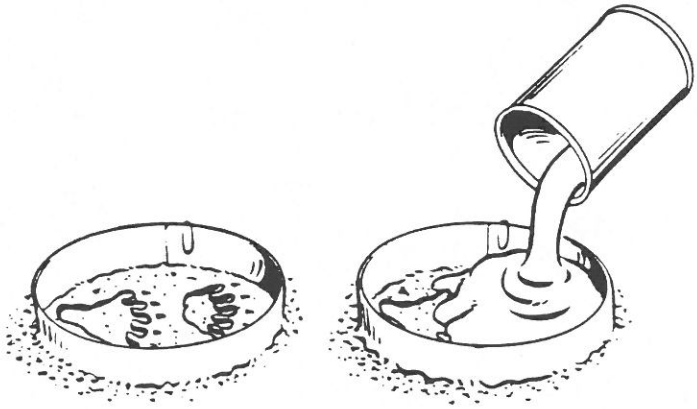
Encircle the print with light cardboard strip. Secure with paper clips. Press the paper collar into the ground, so the poured plaster doesn't seep out. If the ground is too hard, build up dirt around the outside of the collar. If the print is in loose sand, spray it with a cheap hair spray to prevent its crumbling. If ground is very muddy, sprinkle some dry plaster on the print and the area around it to soak up excess moisture before preceding. If print is in snow and temperature is below freezing, spray the area with water.

Mix plaster of Paris in the tin can. Use about 1 2/3 cups plaster to one cup water. You need a consistency like pancake batter - neither too thick or too thin. Stir until it's smooth and creamy. Let stand in can two or three minutes, then pour slowly and gently into track. Let set about 30 minutes, then pick up cast gently, brushing off dirt.

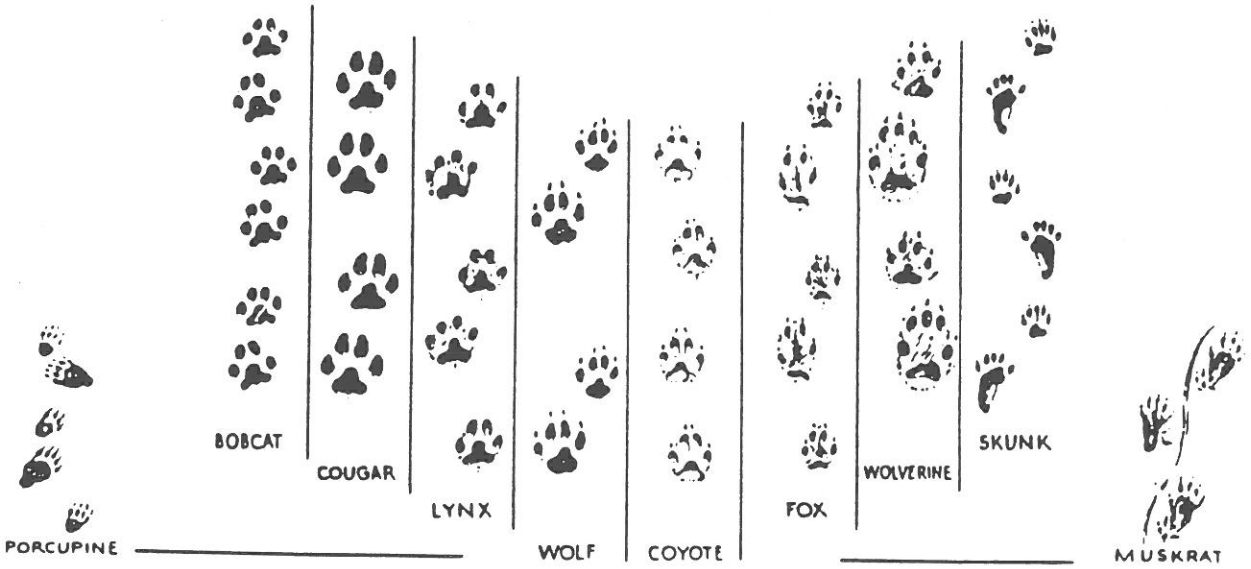
NOTE: The first cast of the animal track is the 'negative'. The second cast or 'positive' shows the track as it actually looked on the ground. This can be painted to emphasize the track.

To make the positive cast, smear the 'negative' with a coat of Vaseline. Mix plaster as before. Set collar around negative. Pour in plaster. When nearly dry, scrape date, location, animal's name, etc. on the back of the cast for a record. When hard, remove the 'positive'.





COMPARING TRACKS



LEADING A NATURE HIKE

Don't be afraid to say "I don't know" to the boys. After all, none of us has all the answers. You will command more respect in the eyes of the boys if you admit it.

As you start the hike have one of the boys pick up two small sticks, each about 1 foot in length. Push the first stick in the ground. Locate the end of the shadow cast by that stick and place the other stick in the ground at the end of the shadow. Ask the boys if they think the shadow will be in a different position at the end of your hike. If they think the shadow will move, ask them which way. At the end of the hike stop back and check the sticks.

Remind boys to be as quite as possible since animals are easily frightened and can hear sounds from long distances. During the hike if you wish to take a rest break, have the boys sit in an open area and ask them to be quiet for about 15 minutes. At the end of the time, ask them what sounds they heard.

The use of all five senses should be emphasized. It is not enough to merely look and listen...but they should taste, feel and smell, too. A frog and a toad look pretty much alike, but how do they feel? The frog has a smooth skin and the toad has a rough skin. Crumble a handful of dry sycamore leaves and you'll find they smell like cinnamon. Let them feel the velvet softness of the fuzzy branches of the stag horn sumac. Even if the boys don't remember the name of this shrub the next time they see it, chances are they'll remember how it feels. That is more important. Take care in what the boys taste. Some berries are poisonous - others are edible.

In the winter, look for animal tracks in the snow. These always tell a story. Perhaps a fox was chasing a rabbit, or maybe a deer ran along the edge of a stream looking for a place to drink. Winter is a good time to look for birds and other animals in the trees, because the foliage is gone. They can be seen more easily.

After a cool night, look for spiders in the warming sun rays. Often they are found on goldenrod's at the edge of the woods or in the field. Take a strand of web between your fingers and show how the spider will go up and down the web strand like a yo-yo. If a breeze comes along, the spider might 'fly'. Actually, this is known as ballooning. Often the wind will carry a spider and his web strand several hundred feet into the atmosphere.

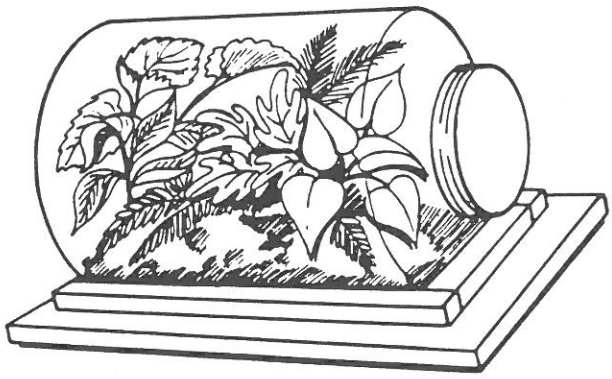
Try a night hike in the woods. Have the boys identify objects in the dark. What can they tell you about it? Is the tree's bark smooth or rough? If there are particular odor connected with it? Get to know plants and trees without the use of your eyes.

Nature offers much for the observer. A Webelos Leader can show his den the beauty of a sunset and the silent wonder of falling snow. He can teach them to listen to the musical notes of the bluebirds in the spring and the rhythmical tap of the woodpecker, as he searches beneath the bark for insects. Instill in your boys the sense of wonder first. The names of plants and animals can come later.

At the end of the hike, get each boy to describe what he liked the most. You'll find they usually remember the simple things. Don't worry about your knowledge. Get into the fascinating world of nature and enjoy it with your boys.

BUILD A TERRARIUM:

Materials:



- An old fish bowl or a large glass jar
- Bird gravel
- Leaf mold
- Peat moss
- Charcoal
- Stones
- Plants (ferns, matted mosses, rattlesnake plantain, evergreen seedlings or other similar plants)

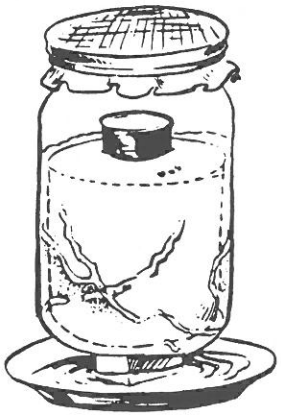
Instructions: Place a layer of matted moss on the bottom of the jar with the soil side up. Then add gravel, charcoal and layers of leaf mold. Insert plants so that the roots are well covered by the gravel, charcoal and mold. Add stones or driftwood for an artistic effect.

After arranging the garden, pour in about a pint of water - being careful not to drown the roots of the plants. Air and ventilation are not necessary, so seal the top with plastic film and tape or simply cover it with a clear glass saucer. The water will condense if the jar is sealed and you will have rain.

The charcoal is necessary to keep the soil sweet. Set you terrarium in a cool, north window and watch it grow.

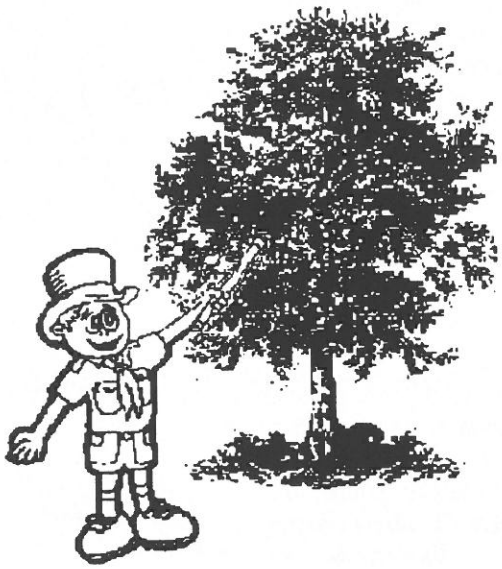
ANT JAR

There is much you can learn by observing the working of ants in an ant jar. Need: 2 clear glass jars, one slightly smaller than the other. The outside one with a lid. Loose or sandy soil, sugar and water. To see what the ants are doing under ground, make the living area a very narrow place which you can see into from the side. Put smaller jar upside down into the center of the larger jar. Fill the space between the two with the light sandy soil. To find the ants--take a jar and put some sugar in it. Place it on its side where there are some ants. When you have about 20, close the lid. Make sure all ants are of the same colony. If not they will fight. The ants will begin to build tunnels and rooms. Keep at room temperature, away from air conditioners, radiators, or direct sunlight. ONLY once a week feed them a little sugar water or maybe a few grains of bird seed.



FORESTER

A Forester deals with the care and growing of trees, and a Webelos scout, working on his Forester Activity Badge will learn how to recognized different species of trees by their shape, foliage, bark, and types of wood as well as how they live and grow.



America is a land of trees... they grow almost everywhere in our country. We sometimes forget, though, just how important trees are in our lives. Thousands of products come from trees... our wooden houses and the furniture in them, the rayon clothing we wear, the film in our cameras, and many of the fruits we eat. Ash and hickory are used in the manufacture of baseball bats and other sporting equipment. Lumbering is a major industry in many of the countries of the world. The one very important value is the aesthetic. Think what beauty we would be missing if there were not trees. Our world wouldn't be nearly so interesting.

A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, recreational planning, and the mapping and marking of trees for harvesting. He is interested in woodlands conservation and learns how to preserve and protect them from fire and disease. A forester must have excellent health and a love of the outdoors.

Although the Naturalist pin does not call for identification, the Forester pin does. The requirements call for the identification of six forest trees or six plants useful to animals. This requirement may intimidate the new leader who is not familiar with trees. However, a rudimentary knowledge will suffice in introducing this subject to kids. If you can distinguish a pine from an oak from a hickory, you know enough to lead them through identification. Learn and teach them the most conspicuous trees in your area.

TREES OF TULSA AREA

PIN OAK

This tree commonly attains heights of 50 to 70 feet, with diameters up to 2 feet. The tree commonly has a single upright stem with numerous long, tough branches, the lower ones drooping, the middle horizontal and the upper ascending. The bark is smooth, shining and light brown on young stems and gray brown on old trunks with small close scales.

The fruit is a nearly hemispheric acorn which takes two years to mature. The wood is heavy, hard, strong and usually knotty. It is light brown, with thin, darker-colored sapwood. The wood is used for rough lumber and for furniture, chairs, tables, etc.

SILVER MAPLE

This tree attains heights of 100 feet or more and diameters of 3 feet or over. It usually has a short trunk which divides into a number of large ascending limbs. The bark on the old stems is dark gray and broken into long flakes or scales; on the younger shoots, it is smooth and varies in color from reddish to a yellowish gray.

The fruit ripens in late spring. It consists of a pair of winged seeds or keys with wings 1 and 2 inches long on slender, flexible, thread like stems about an inch long. The wood is soft, weak, even-textured, rather brittle, easily worked and decays readily when exposed. It is used occasionally for flooring, furniture and fuel.

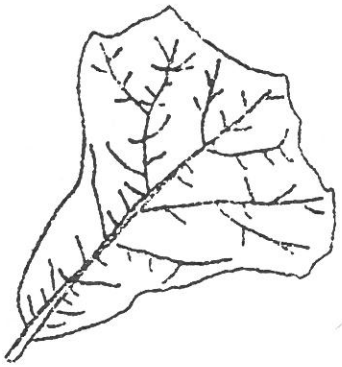
SOUTHERN HACKBERRY (SUGARBERRY)

This tree is usually from 20 to 50 feet high and 10 to 20 inches in diameter. It is a small to medium sized tree. The bark is pale gray and covered with prominent excrescences. The fruit is short-oblong to pear shaped, orange-red or yellow, 1/4 inch in diameter and ripens in September. The sweet character of the fruit has given rise to the name Sugarberry. The wood is soft, weak, close-grained and light yellow and is used chiefly as fuel.

BLACK JACK OAK

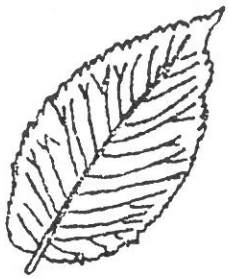
This tree sometimes reaches a height of 50 to 60 feet and a diameter of 16 inches, but is usually much smaller. Its hard, stiff drooping branches form a dense crown which usually contains many dead twigs - known to Boy Scouts as Squaw Wood. These twigs are considered prime campfire wood. The bark is rough, very dark, often nearly black and broken into small, hard scales or flakes. The fruit is an acorn about three-quarters of an inch long, yellow-brown and often striped, enclosed for half its length or more in a thick light-brown cup. The wood is heavy, hard, strong and not durable in contact with the soil. It is used mostly for firewood and charcoal.

SYCAMORE (PLANE TREE)



This is the largest hardwood in North America. The bark of the trunk and large limbs is very smooth and greenish-gray in color. The outer bark yearly flakes off in large patches and exposes the nearly white younger bark. Near the base of old trees the bark is thick, dark brown and divided by furrows. The fruit is a ball about 1 inch in diameter which hangs on a flexible stem. The wood is hard and moderately strong, but decays rapidly in the ground. It is used for butcher's blocks, tobacco boxes, furniture and interior finish.

SLIPPERY ELM (RED ELM)



This tree is usually less than 40 feet in height and 6 inches in diameter. It is small to moderate in size, but noticeably wide spreading. The bark on the trunk is frequently 1 inch think, dark grayish-brown, and broken by shallow fissures into flat ridges. The inner bark is used to some extent for medicinal purposes, as it is fragrant and when chewed, affords a slippery mucilaginous substance, whence the tree gets its name.

The fruit consists of a seed surrounded by a thin, broad, greenish wing, about one-half an inch in diameter. The wood is close-grained, tough, strong, heavy, hard, moderately durable in contact with the soil. It is used for fence posts, cross ties, agricultural implements, ribs for small boats, etc.

THE LIFE HISTORY OF A TREE

In addition to what is published in the Webelos Scout Book, the Boy Scout Handbook has a nicely illustrated diagram on tree parts and the process of photosynthesis. Use these diagrams in camp to explain how a tree is a life form that may live for several hundred years. Tell the boys that some trees that are alive today sprouted several thousand years ago. But a tree is venerable too. Pounding nails in trees and hacking at them hurts them as it would a rabbit or a dog. Fungi and bacteria set in. A tree will try to protect itself by growing a new protective coat of bark, but some damage can not be repaired quickly enough before there is irreparable damage. Hanging a white gas lantern too close to a tree can also cause damage, as building a campfire directly its branches. Use this opportunity to remind the boys of the outdoor code. It is in this way and over time that you will build their consciousness and awareness to the point that your boys will become stewards of the environment.

A TREE QUIZ

1. Which tree has the softest wood?
2. Which tree is shaped like a vase?
3. Which trees are the tallest?
4. Which trees are the oldest?
5. Which tree has a leaf shaped like a mitten?
6. Which tree gives maple syrup?
7. Which tree has paper-thin bark?
8. Which tree is used for baseball bats?
9. Which tree is used to make your pencils?
10. Which conifers lose all their needles in the fall?
11. Which evergreens bear berries instead of cones?
12. Which broad-leaf keeps its leaves all year?
13. Which part of the tree is used for making paper?
14. Which tree gives us turpentine?
15. Which is our most important lumber tree?
16. Which trees are the soft woods?
17. Which trees are the hardwoods?
18. Which trees are often called "Stinkweed"?
19. What tree is used for making matches?
20. What tree is used to make spools?

There are 1,182 different kinds of trees growing in the United States. Let's go out and get acquainted with some of them.

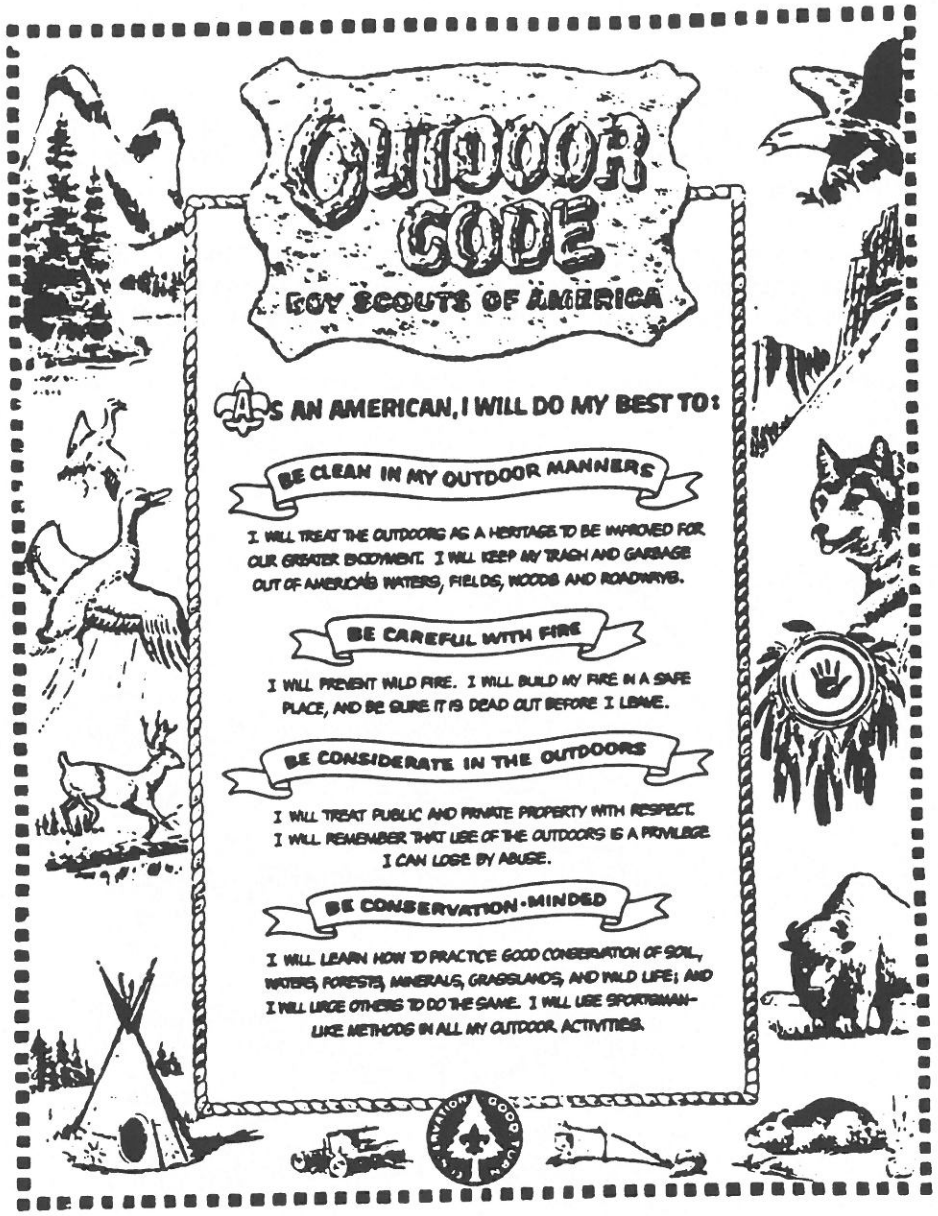
ANSWERS:

1. Balsa
2. Elm
3. Redwoods
4. Sequoia
5. Sassafras
6. Sugar and Black Maple
7. White Birch
8. White Ash
9. Red Cedar
10. Larch and Bald Cypress
11. Yew Cedar Juniper
12. Cellulose
13. Long Leaf and Bobolly Pines
14. Live Oak
15. Douglas Fir
16. Evergreen
17. Deciduous
18. Ailanthus
19. Aspens
20. White Birch

Suggested Den Projects

- Find a tree stump or log section and count the annular rings. As you study them, can you tell what years were poor ones for growth, perhaps because of drought?
- Make a collection of leaf prints.
- Visit a lumber yard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
- Check with a local conservationist for advice on planting projects and seedlings, then plant a tree.
- For a long-term project, adopt a tree and keep a diary on it. Measure its girth, estimate it's height, record when it buds, when it loses its leaves, and other interesting things.
- Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.
- Teach boys how to measure tree diameter and height.
- Make a 'window on the insect world' display for pack meetings.
- Make a tree exhibit 'from roots to fruit' for pack meeting.

OUTDOOR CODE



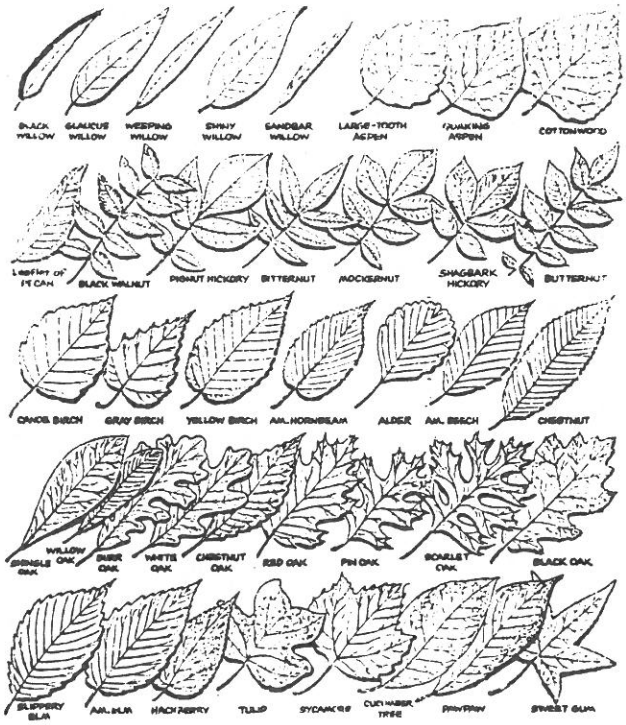
LEAF COLLECTIONS

Below is a chart of the leaves of common trees in North America. Having a leaf collection can be fun and exciting. If you want to know all the trees that grow in your section of the country, it's best to study and memorize their leaf shapes.

Trees are more than just trees. Each specie has a character all its own. For a more in-depth study of trees, it is a good idea to do leaf printing. This will allow you to study them carefully and at your leisure. You will be surprised how quickly you will get to know them. After all, there will probably be only a couple of dozen different species of trees that you'll come across in your locality even though there are over five hundred trees native to the United States.

When you are out on hikes and collecting leaves, remember there are certain kinds of leaves you must stay away from or take extra precautions when collecting them. They are poison ivy, poison sumac, and poison oak. It would be better to take pictures of them. They can cause itchy, festering sores all over your body.

There are a couple of sayings: Leaflets Three-Let it Be! and Berries White-Poisonous Sight!



ENGINEER

The Engineer Activity Badge will introduce the Webelos to a few fundamental principles of Engineering. In completing this badge the boy will gain a sense of personal achievement by developing new interest and skills. This just happens to be one of the Purposes of Cub Scouting.

The Engineer Activity Badge is a good indoor type of activity which can be fun for both the Den Leader and the boys. This badge lends itself to active demonstrations.

Recruit the help of a father who is an engineer to come the den meetings. Let your Webelos Scouts build examples of bridges, a block and tackle, or a replica of a catapult.

FIELDS OF ENGINEERING

Aeronautical Engineering: Deals with the whole field of design, manufacture, maintenance, testing, and the use of aircraft both for civilian and military purposes.

Astronautical Engineering: Closely related to aeronautics, but is concerned with the flight of vehicles in space, beyond the earth's atmosphere, and includes the study and development of rocket engines, artificial satellites, and spacecraft for the exploration of outer space.

Chemical Engineering: Concerned with the design, construction, and management of factories in which the essential processes consist of chemical reactions.

Civil Engineering: Perhaps the broadest of the engineering fields; deals with the creation, improvement, and protection of the communal environment; providing facilities for living, industry, and transportation, including large buildings, roads, bridges, canals, railroad lines, airports, harbors, and other constructions.

Electrical Engineering/Computer Science: Divided broadly into the engineering of electrical power distribution systems, electrical machinery, and communication, information, and control systems.

Geological & Mining Engineering: Includes activities related to the discovery and exploration of mineral deposits and the financing, construction, development, operation, recovery, processing, purification, and marketing of crude minerals and mineral products.

Industrial or Management Engineering: Pertains to the efficient use of machinery, labor, and raw materials in industrial production.

Mechanical Engineering: Broadly speaking, covers the design and operation of all types of machinery and small structures.

Safety Engineering: Concerned with the prevention of accidents.

Sanitary Engineering: A branch of civil engineering that has acquired the importance of a specialized field due to its great importance for a healthy environment, especially in dense urban population areas.

SOME ENGINEERING FUNCTIONS

Research: A search for new scientific knowledge, with the objective of applying it to solving problems.

Development: Applied research which results in working model.

Design: Conversion of developed ideas into economical, reliable, and produceable plans of manufacture, use or construction.

Maintenance: Plan and direct the methods of making the design and transforming it into a useful product.

Sales: Define and explain the application of the product and the sale of it.

Management: Administrate any or all of the engineers which perform the functions listed above and any other personnel required to perform the assigned task.

HOW ELECTRICITY IS CARRIED

Electricity from the power stations is carried through wires to homes, factories, stores, farms and schools. Transformers help in the transportation of electricity from the power station to all these places. A transformer transforms or changes an electric current from a high to a low voltage. It can also change current from a low to a high voltage.

The wires or cables are made of material that must be a good conductor or carrier. It's like having a good clear road without bumps or rocks for cars to travel over. Good conductors are usually made of copper, although there are other types. Silver is the best, but it's too expensive to use. Aluminum is good also and is gaining wider use because of its light weight. We use millions of tons of copper to make electrical wire for all purposes.

Our homes are often supplied with 110 volts of electricity, but toy electric trains, for example, need fewer volts to operate. Step-down transformers decrease the voltage on an alternating current, enabling a toy train to run. It takes only 11 volts AC. to run a toy train.

When big generators make electricity, it is usually at about 2,200 volts pressure. Step-up transformers raise the pressure about 100 times, to around 220,000 volts. This helps it travel along the wires better. When it gets near the place where it is to be used, step-down transformers lower it back to 2,200 volts. Before it reaches our homes, another step-down transformer lowers it to 100 volts or 220 volts. So, transformers operate as pumps to increase pressure or voltage. They also act as shrinkers of voltage.

TERMS TO REMEMBER

Alternating Current (AC.) - An electric current that changes its direction very rapidly.

Direct Current (DC.) - An electric current that flows in only one direction through a circuit.

Circuit - Path along which electricity can flow from the source through wires and appliances back to the source.

Fuse - A device which acts as a policeman to warn us of danger. The fuse melts when too many electrons are flowing. This breaks the circuit.

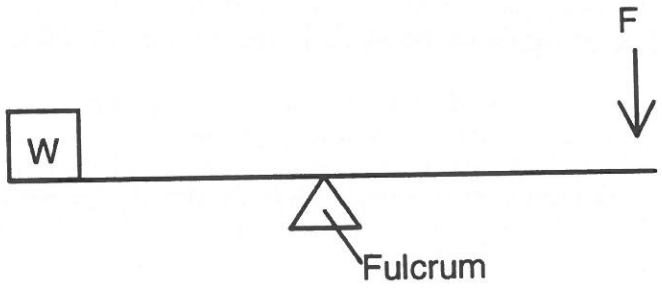
SIMPLE MACHINES

Today is the electronic age. Today is the atomic age. Today is also the machine age. But it has been the machine longer than the other two combined, much longer.

Machines make our life simpler and more enjoyable. Engineers design machines. To understand this part of engineering, let's look at some simple machines.

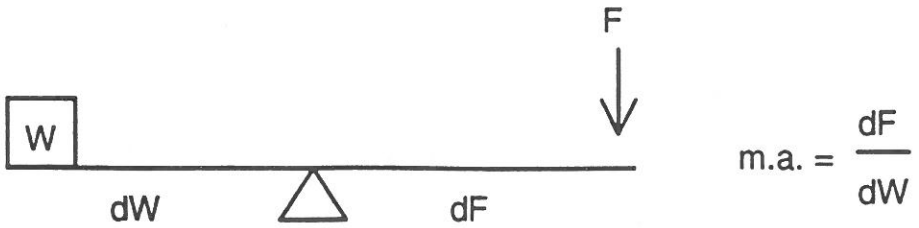
It has been said that all machines can be resolved into combinations of six basic machines. These are the lever, the wheel and axle, the pulley, the inclined planes, the wedge, and the saws. These fundamental machines all have one very important feature: that is, when applied, they convert a little effort into completing a greater task. The ability to convert this lesser effort into a greater one is called the mechanical advantage of the machine. We will look at a couple of these simple machines in some detail in this activity badge. But for now let's quickly review all six of them.

THE LEVER

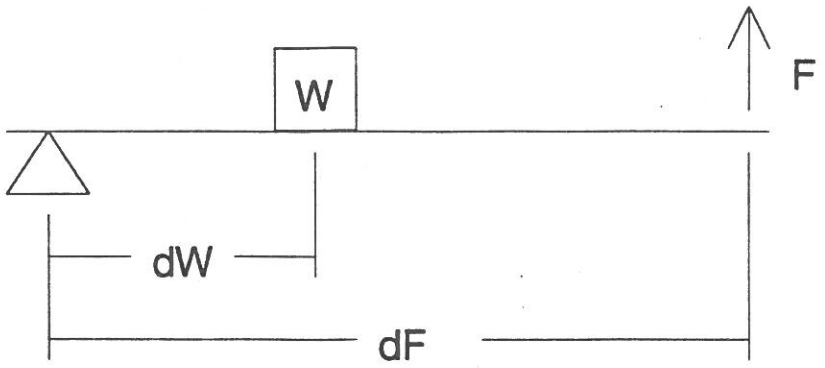


Shown is a first-class lever, so named because the fulcrum is between the load W and the force F.

The m.a. (mechanical advantage) depends on the ratio of the distance between the load and the fulcrum to the distance between the force and the fulcrum. Thus:



A simple teeter-totter is an example of a first-class lever. We all recall moving a heavier child closer to the pivot(fulcrum) to help balance a lighter child. A second-class lever has the fulcrum beyond the load. Thus:



Notice that the direction of the balancing force has changed here.

As you might expect, since there are three components to a lever. (load, fulcrum and force), there are three ways of arranging them. Can you figure out the third-class lever on your own? Can your boys?

Levers are everywhere. It is a worthwhile exercise of the boys to spend some time identifying levers in their normal environment. It will be easy for them to spot the teeter-totter, the wheel-barrow and even the arm elbow after it is pointed out to them. They may also pick up the nail puller, crow bar, claw hammer and pry bar. It may take a little more inventiveness on their part to see it in a door hinge, a reclining chair back, or toggle light switch; but how many of them will recognize that a ball and socket joint (such as the air diverted on many cars and planes) is also a lever?

Why not have the boys make a list of all the different levers they were able to identify in a week? You might want to compare lists and see who identified the most.

Don't forget that levers can exist in a double form. Can you think of one? What about a pair of scissors (first-class lever), or maybe a nut cracker (second-class lever), or maybe even salad tongs (third-class lever)? Simple, right?

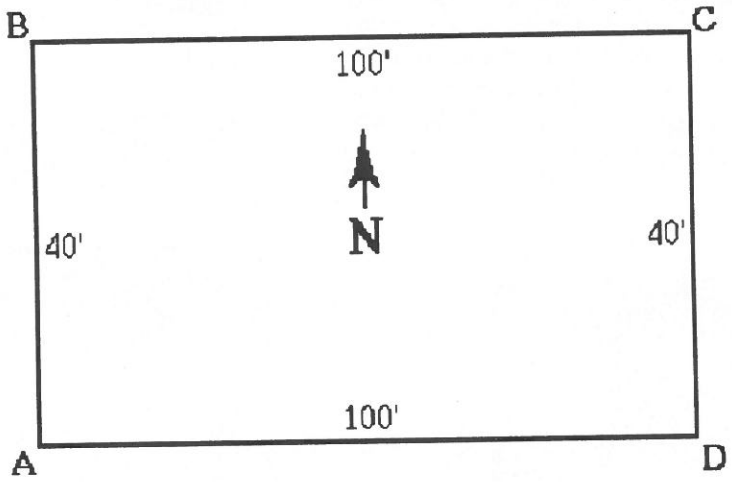
Besides the identification of levers in disguise, make it a detective game to identify them. The boys are the detectives and the levers are hiding out in all their different disguises! Levers offer an easy tool for the boys to experiment with. The idea of m.a. can easily be understood in the case of a lever. It is also fairly easy for the boys to establish a lever basic operating equation through simple experimentations.

The boys should be able to identify these around the house. We have already seen that a teeter-totter is a first-class lever; hardly a machine, but how about a pry bar or a pair of scissors? Second-class is easily seen in a wheel-barrow. A third-class example is used every day by all of us. It is our forearm. Can you see it? Your elbow is!

SURVEYING LAND

Survey land, maybe yours, or just stake out a section in the school yard or park, using fixed points, such as a nail pushed through a rag.

To do this you will need a compass and a 100-foot tape. Put the compass on top of a 2 x 4 approximately 3-foot long. Start at one corner of your area to be surveyed. Take a reading of your compass and measure the distance to the next point. Do this all around the area that you have chosen to survey, marking down your distance and degree.



360 North 40'	Points A to B
90 East 100"	Points B to C
180 South 40'	Points C to D
270 West 100"	Points D to E

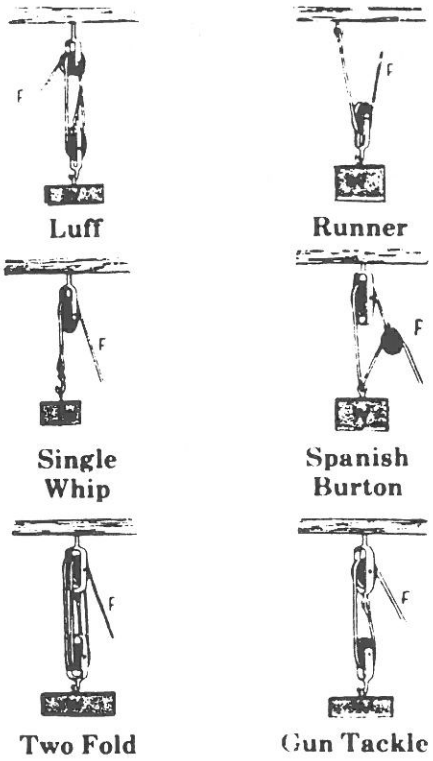
A surveyor's transit works much the same way. It gives him degrees in elevation as well as the degrees horizontally.

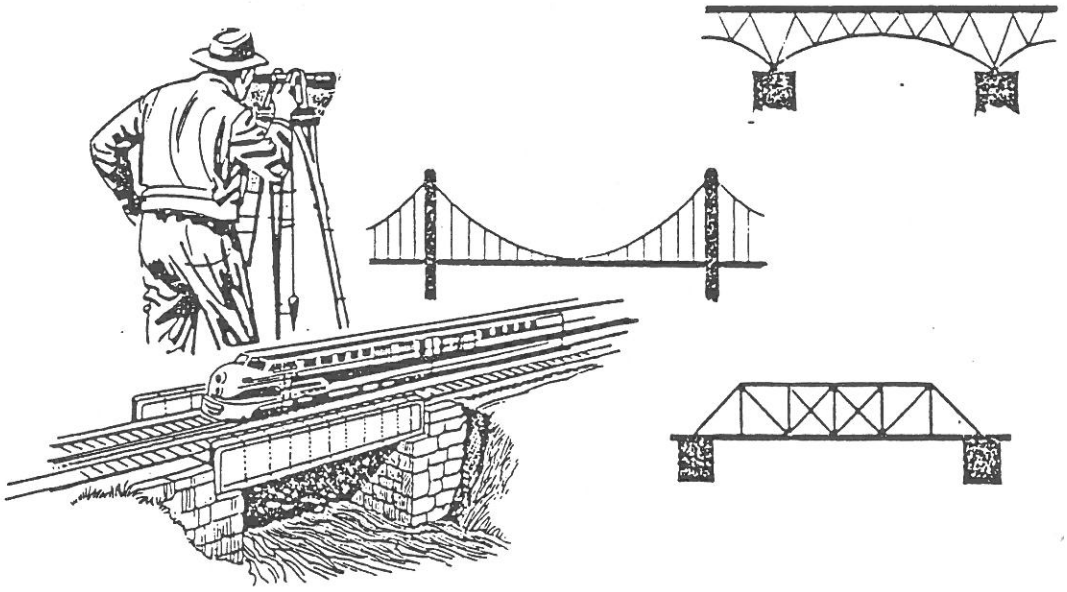
OTHER ACTIVITIES

Here are some suggested activities for your Webelos that are working on their engineering activity badge. You might want to visit a place where blueprints are drawn or used. Remember that computers are a big part of engineering, and that most blueprints have been replaced by Computer Aided Drawing. So you might find a company that will let you tour there computer department.

You might want to try your hand at building the different types of bridges there are out of toothpicks. These can be displayed at your monthly pack meeting. You might also write a brief description of these bridges so you can explain what your bridges are to your parents and visitors.

Make up working models of block and tackles. You can use brick or rocks for the weights. Most of the block and tackle pulleys can be purchased at a local hardware store. If your still having trouble locating tackle, a local sailboat dealer will have many different types of block and tackle(but it will be very expensive).





WEBELOS OUTDOOR COOKING

Cooking and eating are an adventure. Eating is fun and so is fixing food to eat! There are so many activities that offer an opportunity to cook and eat. There is just something about **CAMP COOKING** that is special! Cooking outdoors requires a different set of rules and equipment. Take time to plan some activities that will include food preparation, whether it is brought in a paper sack or food that will be prepared by the boys. Even cooking a marshmallow or hot dog can be a real challenge - having it cook just right and not burnt. Cooking is a skill and cooking outdoors with charcoal, wood or a buddy burner will take some skill. Take time to talk about what you plan to cook, discuss safety and practice fire building.

It is fun to beat eggs, mix pancakes, make a milkshake or cherry cobbler. It can be lots of fun as long as you know what you are doing. Don't be too ambitious to start with, remember you are working with 10 year old boys. Do simple recipes and progress as their skills develop. Outdoor food does not have to be cooked. A good lunch can be part of the day without having to take time out to cook. Maybe the first venture could be an after-school snack (apple with peanut butter and rice krispies sprinkled on top).

SAFETY AND GOOD COOKING HABITS

Start out by getting yourself ready to cook.

- Protect your clothes from spills by putting on an apron; then wash your hands.
- Read the entire recipe carefully.
- Organize the bowls, spoons, pans and other equipment that you will need.
- Read and know about making fires and fire safety.
- Have all the ingredients for the recipe. Measure ingredients accurately. Follow the recipe in mixing the ingredients.
- While the product is cooking, put things away and clean up your work area.
- Stay near your food, if you forget them, they will cook too long and burn.
- Turn pot handles away from the edge so no one will bump the hand and cause the pot to spill.
- Always use potholders when handling hot pans. Keep all towels, pot holders, clothes and hair away from the flames.
- Learn how to use a knife.

BUILDING A FIRE

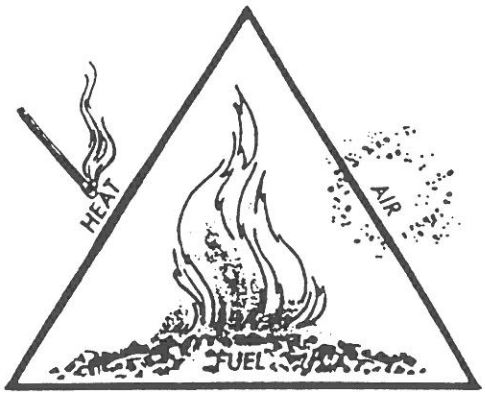
Before you cook outdoors you must have a fire. Remember that the fire makes the success of the cooking. Learn when to have a quick hot fire, when to have good coals, when to plan for a fire that burns for a long while. Firebuilding and cooking go hand in hand.

Building a fire is a big responsibility. Build a fire only where and if you have permission. You need a grownup around when building a fire. Care of the fire and fire prevention becomes the responsibilities of the person who lights the match. A good camper knows not only how to light a fire, but also how to put it out. When he is finished, he makes sure every ember is out and cleans up the fire site.

WOOD FIRES

Have a safe and suitable place for your fire. It could be built in a park, a campsite or a driveway. Clear away anything that can burn - leaves, grass, paper, etc.

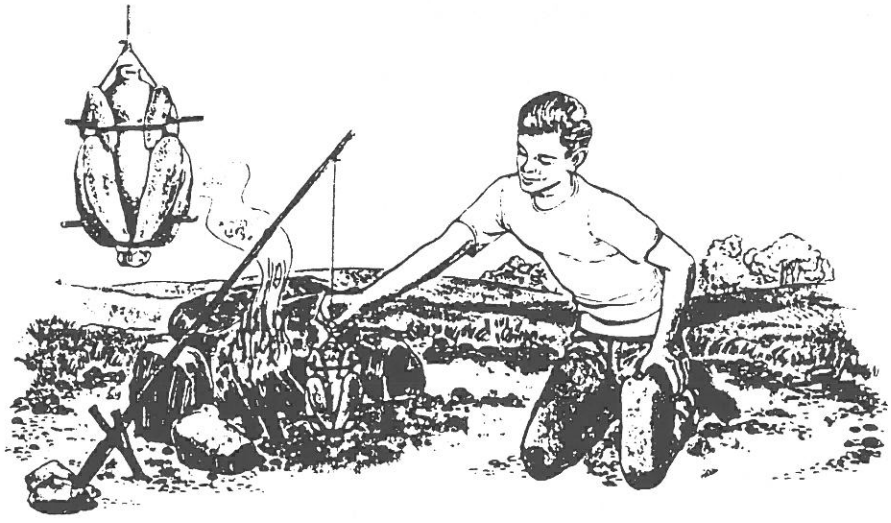
- Have a bucket of water ready to put out the fire.
- Collect your equipment before you start.



For a fire to burn three things are required:

- **FUEL** - material that will burn.
- **HEAT** - enough heat to bring fuel to ignition.
- **AIR** - to provide oxygen for burning process.

When one of the three things is removed, the fire stops burning. Water cools fuel below ignition point, dirt cuts off the oxygen supply. A fire needs three different kinds of fire material - tinder, kindling and fuel. The match lights the tender, the tender lights the kindling, and the kindling starts the fuel burning.



TINDER - should start to burn as soon as it is touched with a lighted match. Use thin twigs, tops of dried weeds, wood shaving, dryer lint, etc.

KINDLING - is little sticks and can be as small as a pencil or as thick as your thumb.

FUEL - is the larger wood that keeps your fire going. Do not use green or freshly cut wood, it does not burn well.

Stack the wood in three separate piles far enough away from the fire, so that not sparks can fly into stacks.

BUILDING YOUR FIRE

Using larger pieces of wood, form an 'A' on the ground. Get your tinder and kindling. You will need two handfuls of kindling. Put the tinder on the 'A' instead of the ground. This way the tinder has air underneath it and there is space for your match.

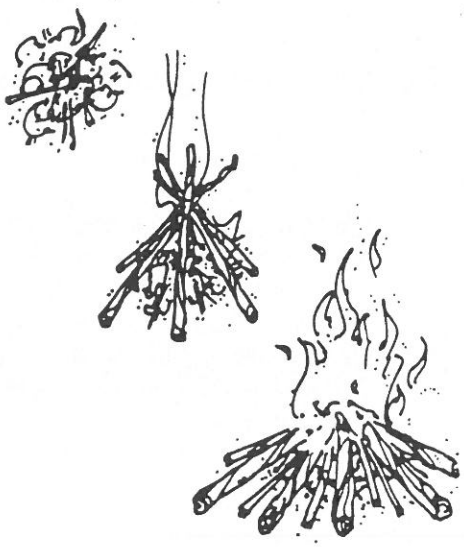
Light the match. Kneel near the fire and strike the match away from you. Tip the match down so that the flame catches on the match stick. On a windy day, kneel with your back to the wind and cup your hands around the match.

Now light the tinder. Carefully add more tinder. You may need to blow at the base of the fire.

Add kindling. When the tinder has started to burn, add kindling. Start with small pieces. Remember to keep close together but allow space for air.

TYPES OF FIRES

TEEPEE FIRE: This is a good fire for quick cooking since the heat is concentrated on one spot. It looks like a teepee. Stack the fuel over the foundation fire. The foundation fire will start the fuel burning. Add fuel as you need it.



REFLECTOR BAKING: This type of fire is built against a high back of rocks or logs; a wire screening over coals is good for roasting corn.

CLEAN UP

- Making sure your fire is out by:
- Scattering ashes or embers
- Sprinkling with water
- Drenching charred logs.
- Covering with dirt or sand .

When you can hold your hand on the spot where the fire was and not feel any warmth, your fire is out.

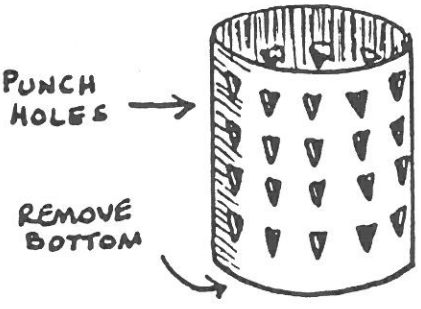
COOKING WITH CHARCOAL

To start charcoal fires make and use fire starters or a starter can. Charcoal starts slowly. Allow at least 30 minutes before fire is ready to use. To start charcoal use one of the following methods:

1. Place small twigs or fire starters close together as a base.
2. Leave an air space beneath starters.
3. Place charcoal on top of this.
4. Light the fire starters, and gradually add a few more briquets, one at a time.
5. Charcoal will be grey-white in the daylight and red at night when ready.
6. Use a starter can.

STARTER CAN

Cut both ends from a one gallon can, or large juice can. Make vent holes with a pop can opener around on end of the large can. To use, place can inside grill or on a pan or tray, crumple three full size sheets of newspaper into balls. Place newspaper in bottom of starter can or fill it half way with twigs. Cover with charcoal. Light the newspaper through the vent holes. When charcoal is glowing, remove can with a pair of pliers. One charcoal briquette equals 40 degrees of temperature.



FIRE STARTERS

Fire starters may be used for both wood fires and charcoal fires. If wood is damp, it is good to have some starters, often called emergency fuel.

Roll a short candle up in waxed paper and twist ends of paper. To use, place fire stick on ground and cover with charcoal keeping the twisted ends of the waxed paper exposed. Light the waxed paper at both ends of the fire stick.

Place one charcoal briquette in each section of an egg carton (paper kind). Cover with melted wax. Tear apart and use.

TIN CAN (HOBO) STOVE

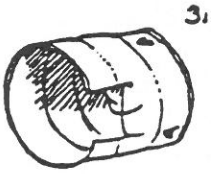
To make a tin can stove, use a #10 (or one gallon) can.

Invert can; and with triangular type can opener(church key), make 4 holes in sides near rim, spaced evenly around can.

With a pair of tinsnips, cut a door three inches wide and four inches high at the bottom (open end) of the can. Wrap each cut edge with electrical tape immediately.

To make the buddy-burner cooking element, use an empty tuna-fish can or something similar, strips of cardboard and melted paraffin.

Coil strip of corrugated cardboard the same height as the can, and insert in can. Fill the can with melted paraffin. To light your burner, turn it on its side, and hold a match near the bottom of the cardboard. To smother the burner, cover the can with something not flammable. Burner will burn 1-2 hours. Burner will be placed under tin can stove.



Be sure and use buddy burners outside. Burning paraffin makes poisonous fumes. Tin can stoves are hot on top and sides. Things to cook on tin can stove or frying pan:

- Anything that can be fried
- Eggs, fried or scrambled
- Hamburgers
- Hot dogs
- Ham slices
- Bacon
- Potatoes

FOIL COOKERY

PLACE FOOD IN CENTER OF FOIL.

BRING SIDES UP LOOSELY.

FOLD TOP 1/2" DOWN. CREASE.

FOLD TOP DOWN AGAIN. DON'T CREASE.

FOLD TOP DOWN FLAT. PRESS ENDS TOGETHER.

FOLD CORNERS OVER ALONG DOTTED LINES.

FOLD POINTED ENDS OVER 1/2".

FOLD ENDS OVER AGAIN.

PLACE ON COALS

FOIL COOKING HINTS

Use two layers of light-weight, or one layer of heavy duty aluminum foil. Foil should be large enough to go around food and allow for crimping the edges in a tight seal. This will keep the juices and steam in. This wrap is know as the "drugstore" wrap.

DRUGSTORE WRAP

Use heavy foil three times the width of the food. Fold over and roll up the leading edges. Then roll sides for a steamproof seal.

A shallow bed of glowing coals that will last the length of cooking time is necessary.

COOKING TIMES:

Hamburger.....8-12 min

Chicken pieces....20-30 min

Hotdogs.....5-10 min

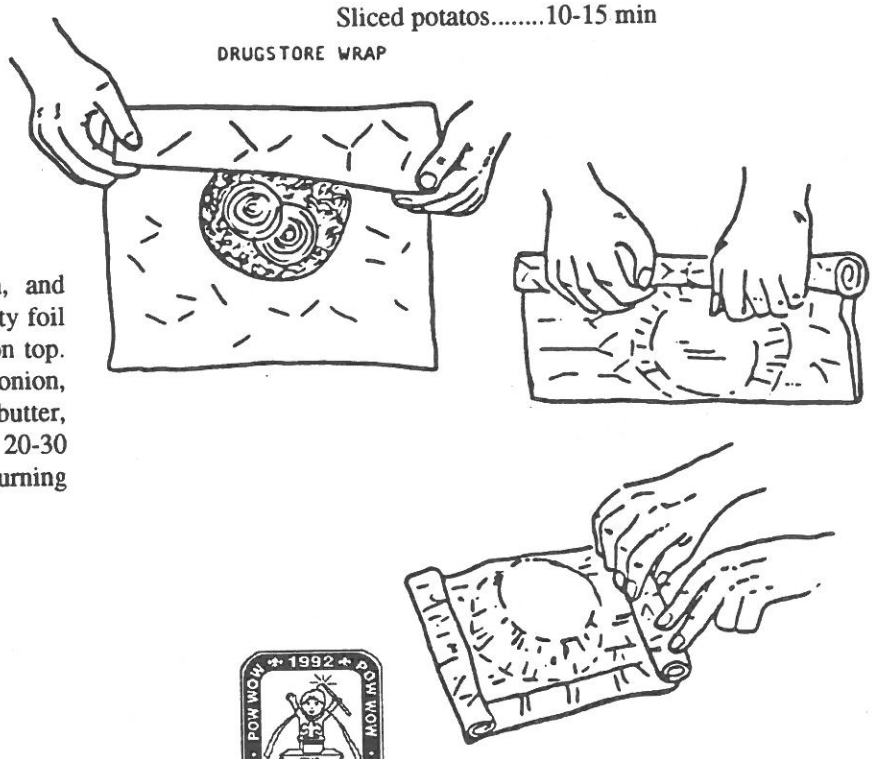
Carrots.....15-20 min

Whole apples.....20-30 min

Sliced potatos.....10-15 min

FOIL DINNER

Lay slices of potato, onion, and carrots on sheet of heavy- duty foil then place hamburger patty on top. Cover with slices of potato, onion, and carrots. Season with butter, salt and pepper. Cook 20-30 minutes over hot coals, turning twice during cooking.



CHARCOAL STOVE

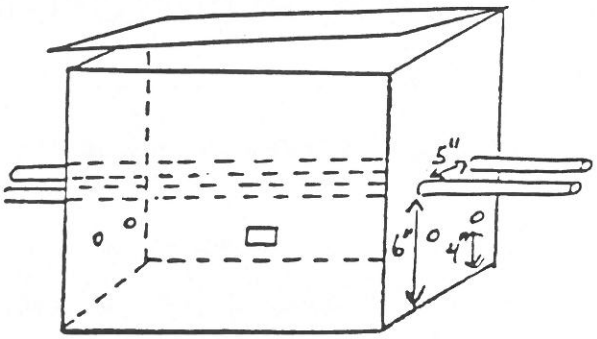
Punchout holes around top of tin can. Punch holes in side and insert coat hanger ire to make grill. Pots or plans can be set on this grill. Set stove over pile of charcoal.

CARDBOARD BOX OVEN

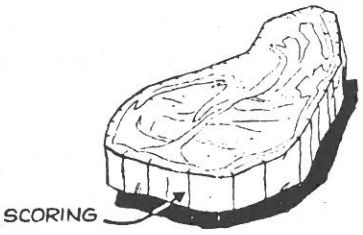
A cardboard box will make an oven. Cut off the flaps, so that the box has four straight sides and bottom. The bottom of the box will be the top of the oven.

Cover the box inside and out **COMPLETELY** with foil, placing shiny side out.

To use the oven, place the pan with food to be baked on a footed grill over the lit charcoal briquets. The grill should be raised about ten inches above the charcoal. Set the cardboard oven over the food and charcoal. Prop up one end of the oven with a pebble to provide the air charcoal needs to burn - or cut air vents along the lower edge of the oven. Control the baking temperature of the oven by the number of charcoal briquets used. Each briquet supplies 40 degrees of heat (a 360 degree temp. will take 9 briquets).

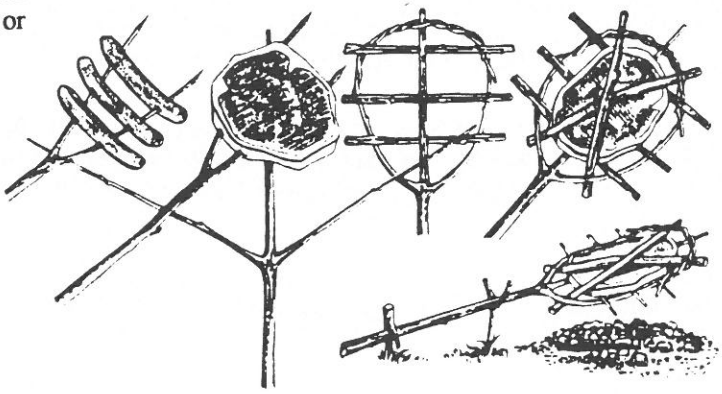


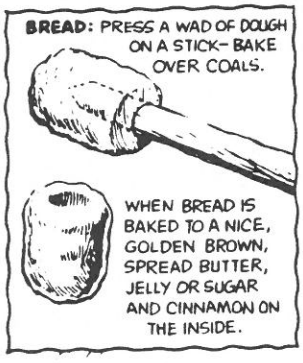
Experiment! Build an oven to fit your pans - or your menu: Bake bread, brownies, roast chicken, pizza, or a coffee cake. Construct a removable oven top or oven door. Punch holes on opposite sides of the oven and run coat hanger wire through to make a grill to hold baking pans. Try the oven over the coals of a campfire.



STICK COOKING

For stick cooking, peel and sharpen a green stick about two feet long. Cook over coals, not flames. You can support stick above the fire by laying it across a rock or forked stick and weighting the handle end down.





CAMPERS MEASUREMENTS WITHOUT UTENSILS

1 Open Fistful.....1/2 cup

Five finger pinch.....1 tablespoon

Four finger pinch.....1 teaspoon

One finger pinch(with thumb).....1/8 teaspoon

One finger gob of shortening.....1 tablespoon

Palm of hand (center).....1 tablespoon

3-FINGER PINCH = ½ TEASPOON

2 FINGER PINCH ¼ TEASPOON

1 FISTFUL = ½ CUP

4-FINGER PINCH = 1 TEASPOON

OUTDOOR COOKING HINTS

1. Pack charcoal in a paper egg carton and tie shut. When ready to use, just light the carton.
2. To light a wood fire, use a fire starter. Put a burger fresh from the grill into the bun and place in a plastic bag for about a minute. The bun will be steamed warm!
3. A pan of water, heat on the fire while you're eating and your dish water will ready when you are.
4. Melted wax, applied inside and outside a cooler leak will seal it.
5. A bar of soap will stay clean if kept in the end of an old stocking and hung in a tree.
6. For safety, always keep a bucket of water nearby.
7. Freeze meat before putting it in cooler. It will last longer and also help keep other foods cold. Even make hamburger patties and freeze with double paper between each.
8. Rub the outside of metal pans with liquid soap. It helps when it comes time to clean up.

WEBELOS OUTDOOR RECIPES

BREAKFAST

Breakfast is the most important meal of the day. If you are creative, your Cub Scouts will become creative. Don't leave your scouts totally on their own when planning menu and fixing the meal. Cooks are not found wandering loose in the woods, they are developed.

ALUMINUM EGGS (FOIL BREAKFAST)

Sausage patty

Egg

Hash brown potatoes

Salt, pepper and spices

Place potatoes, scrambled egg(doesn't need to be cooked, sausage patty and spices in foil. Wrap securely. Place on coals for 15 minutes.

EGG ON A RAFT (TIN CAN STOVE)

Bread

Salt and pepper

Egg

Grease the cooking surface of the stove. Cut two inch hole in a slice of bread. Place bread on burner and break egg into the hole. Season and turn over once while cooking.

AZTEC TOOTHPICKS

Heat a white flour tortilla in skillet or top of tin can stove. Spread cream cheese on tortilla; sprinkle on brown sugar and cinnamon. Roll up tortilla and pig out. Great breakfast, sweet roll or night time snack.

FRENCH TOAST (TIN CAN STOVE)

3 eggs

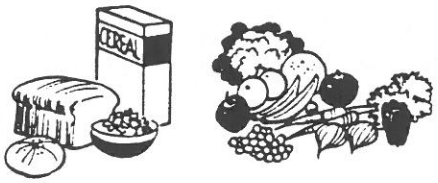
1/2 cup milk

1 tablespoon sugar

4 slices bread

butter, syrup, jam or powdered sugar

Beat eggs, milk, & sugar together with a fork. Grease the top of a hot tin can stove with margarine. Dip both sides of a piece of bread in egg mixture, and lay it on the stove. Be careful that the fire is not too hot. When the bottom browns, turn the toast over with a fork or turner. You may need more margarine. When the second side is brown, remove the toast to a plate.



VIENNA TOAST

Make a jelly sandwich. Beat two eggs per person (4 pieces of toast). Add a little sugar, cinnamon and milk or water. Dip sandwich in egg mixture, fry the sandwich like french toast. Dip fried sandwich in (or sprinkle on) powdered sugar instead of syrup. Tastes like a giant jelly donut.

PUNCH DONUTS

canned biscuits (8-10 per can)

cooking oil

sugar(white, brown, with cinnamon or powdered)

cocoa

jello

Take a biscuit, punch hole through it with finger. Shape into donut shape. Drop into hot oil. Flip over when brown. Remove from oil, dip into sugar, cocoa or jello. Eat slowly, they are really hot.

SAUSAGE BALLS

1 lb sausage

3 cups bisquick

1 -8 oz. jar Cheese Whiz or shredded cheese

Combine sausage (cooked), bisquick and cheese; shape into balls. Bake in preheated 300 degree oven for 25 minutes or lightly brown.

LUNCH

The hardest meal to develop a menu for. But you can do it. Don't let the scouts get into the old rut of sandwiches and koolaid. Be creative.

BREAD TWISTER (STICK COOKING)

Mix regular biscuit dough (bisquick) using just enough water to make it sticky. Roll it out flat and cut into long strips about 2 inches wide. Flour stick and wind a strip of dough spiraling around the stick leaving a slight gap between the spirals. Bake for 10 to 15 minutes over coals, turning it so that all sides bake evenly. It will come off the stick in the form of a cylinder closed at one end. When filled with jelly it is known as a cave man cream puff.

ANGEL ON HORSEBACK (STICK COOKING)

Thread one slice of bacon on the sharpened end of a stick and partially cook. Then wrap the bacon tightly around a one inch square of cheese and hold over the fire until the bacon is done and the cheese melted.

NELSON'S STEW

box of macaroni and cheese

1 can of chunky ham

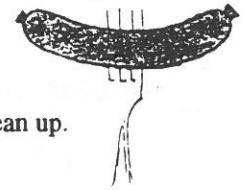
Heat water to boiling. Add macaroni and cook until soft. Follow directions on box. Crumble can of chunky ham into mixture, mix thoroughly. This is very easy. Feeds 2 scouts per box of macaroni and cheese, 1 can of ham can be mixed with each 2 boxes of macaroni.

PIGS IN A BLANKET

Put a hot dog or sausage on a green stick. After the hot dog has been cooked, remove from flame and then wrap it with a bread twist which is 3/4 cup of biscuit mix added to 1/4 cup of water. Mix dough with your hands, until it sticky and clings to your fingers. If it is too sticky add more flour. If too dry, add more water. Return to flame and toast until done. Two twists per recipe.

HOT DOG DELIGHT

Wrap a slice of bacon around hot dog, pinning with toothpicks. Fry on hobo stove or broil on a stick over hot coals.



DINNER

Dinner is the easiest to plan because you have much more time to prepare, cook, serve and clean up.

CAMPFIRE FOIL DINNER

In a square piece of heavy duty aluminum foil place enough of each of the following to make one serving:

sliced potatoes

sliced carrots

thin ground beef patty

sliced onions

salt and pepper

Surround the ground beef patty with the other ingredients on the foil then fold using "drugstore" wrap to hold in the juice. Cook package on hot coals for approximately 15 minutes on each side.

HOLE IN ONE CHEESEBURGERS

Make hamburger patty. Cut out centers with small cookie cutter. Grill until done. Spear each center on a toothpick and eat while other patty cooks. When done, fill center with cheese and serve on toasted bun.

MINESHAFT PIG

potato

sausage link

Core a tunnel in the potato with an apple corer, then stuff the tunnel with a sausage link. Wrap with foil and bake in coals until soft, 40-45 minutes.

CAMP STROGANOFF

1-1/2 to 2 pounds ground beef

onion soup mix

2-3 tablespoons of ketchup

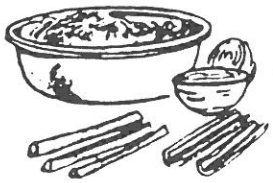
1 cup sour cream

1 can cream of mushroom soup

noodles

Bring pot of water to a rolling boil and cook noodles until done. Brown meat and drain off grease. Add remaining ingredients and simmer until meat is tender. If necessary, thin sauce with a little milk. Serve over cooked noodles.

TACO CASSEROLE



2 lb hamburger

6 tortillas

cheese grated

2 cloves garlic, minced

2 cans enchilada sauce

1 small can tomato sauce

Brown meat and garlic. Add enchilada sauce and tomato sauce. Simmer for 30 minutes. Tear tortillas and layer pan with tortillas, meat, cheese. Repeat with cheese on top. Bake at 350 degrees for 45 minutes.

DON'S HAWAIIAN DELIGHT

In a square piece of heavy duty aluminum foil place enough of each of the following to make one serving:

sliced ham

sweet potatoes

carrots

pineapple

Surround the ham slices with the other ingredients on the foil then add 1 tablespoon of syrup or honey. Fold using "drugstore" wrap to hold in the juice. Cook package on hot coals for approximately 15 minutes on each side.

BISCUITS

4 cups flour

2 tablespoons baking powder

1 teaspoon salt

1/2 cup shortening

1 1/2 cups milk or water

Combine dry ingredients. Work in shortening with a knife or fingers until evenly distributed. Add milk gradually, mixing lightly and quickly until there is no dry flour in the dish. Pinch off desired amount for each biscuit.

QUICK PIZZAS

Use halves of English muffins. Butter. Spread with canned pizza sauce, cover with slices of salami, bologna, mozzarella cheese. Heat in oven or place in covered skillet in glowing coals. Cook until cheese melts.

KABOBS

Take bite-sized chunks of meat and vegetables, alternately on a stick and broil over hot coals. Try cubed luncheon meat, hotdogs, potato chunks, sliced onions, pineapple, green pepper.

FOIL BAKED FISH

3 lb. fish or fillets

5 slices bacon, cut into small pieces

1 large green pepper, minced

1 large red pepper, minced

1 large onion minced

1 cup sour cream

1 teaspoon salt

1/4 teaspoon pepper

1/4 teaspoon paprika

1/4 cup margarine, melted

Cut fish into 4 servings. Fry bacon; saute peppers and onion in the bacon fat until soft but not brown. Stir in sour cream and spoon over fish that has been sprinkled with salt, pepper, and paprika. Tear off 4 sheets of 18 inch heavy duty foil, each about 24 inches long. Fold each in half crosswise. Brush one side with melted margarine. Place portion of fish on the buttered side of each piece of foil. Top with a quarter of the sour cream mixture. Fold foil closed, fastening tightly. Place on grill or on coals of campfire. Cook 20 minutes. Open one packet to see if fish flakes when tested with a fork. Fillets will take less time than fish steaks.

DESSERTS

Desserts are lots of fun. It is not necessary to serve them with dinner. A better time is later in the evening as a snack before bedtime. Just remember to take advantage of our cooking fires (hot coals) to make them right after the evening meal.

S'MORES

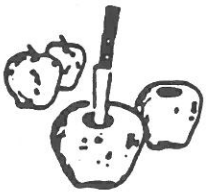
2 graham crackers

1 square hershey chocolate bar

marshmallow

Roast marshmallow. Put on graham cracker. Put chocolate on top of hot marshmallow. Top with the other graham cracker. One won't be enough - - you'll want s'more!

FOIL BAKED APPLES

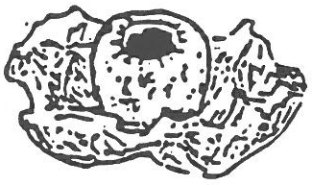


1 apple

1 tablespoon raisins

1 tablespoon brown sugar

cinnamon



Core the apple and place it on a square of foil. Fill hole with raisins, sugar and a dash of cinnamon. Wrap foil around apple and bake in coals for 10-15 min.

BANANA BOATS

banana

marshmallow

chocolate chips

Peel one strip down on the inside curve of the banana. Scoop some of the banana out and replace with marshmallows and chocolate chips. Replace the peel and wrap banana in foil. Sit the banana in the coals for 15 minutes.

DUTCH OVEN CAKES

Line dutch oven with foil, oil lightly. Put 2 cake mixes into a one gallon size zip-lock bag, add 4 eggs and water per directions on box. Seal bag, massage bag gently until thoroughly mixed. Pour into dutch oven. Seal oven, and cook for 35-40 minutes, until center of cake springs back when pressed. Cook at 350 (12-14 charcoals under oven and 10-12 spread around the outside of the top of the oven). Try adding a can of pie filling or fruit into the cake mix. Eliminate an equal amount of water.

QUICK REFERENCE TO ACTIVITY BADGE REQUIREMNTS:

AQUANAUT

Swim 100 feet
Float 1 minute
Do 3
Surface dive
Mask, fins, snorkel
Water rescue
Small boat safety

ARTIST

Do 5
Draw/frame picture
Primary colors
Make 6 designs
Family member profile
Sculpt
Mobile construction

ATHLETE

Explain physical health
Physical fitness pin
Do 5
30 sit-ups
2 pull ups
8 push ups
5 ft stand long jump
9 in jump
8.2 sec 50-yd dash
600 yd. run/walk

ENGINEER

Do 5
List 10 engineering jobs
Visit construction
Property line
Electric to house
Draw 3 bridges
Block & tackle
Catapult
Floor plan house

CITIZEN

Know Pres, VP, Governor
Flag history
Flag respect
Pledge/allegiance
National Anthem
Citizen rights
2 law enforcement helps
Visit community leader
President essay
Tell good citizens
List 5 citizens
Why have laws
Why have government
6 ways country helps/works with other nations
2 organizations help people

COMMUNICATOR

Do 4
Play body language
Tell den experience
Invent sign language
Word signal code
Telephone use
Invent secret code
Tell story 2 ways
DO 2
Visit library
Visit news person
Handicap communication
PC database communication

CRAFTSMAN

Make 2 home items
Cut 4 wood items
Tool safety
DO 1
4 leather items
4 plastic items
Frame/display
4 clay projects
4 misc projects

FITNESS

Tobacco evils
Drugs effects
Diet
Alcohol
6 exercises 30 days

HANDYMAN

Do 6
Wash a car
Change a tire
Change a auto bulb
Oil/tires
Fix bicycle
Lube bike chain
Bike tires
Change light bulb
Chemical safety
Sawhorse/stool
Mow lawn
Tool storage
Clean/store tools
Mark ID on tools

SCIENTIST

Bernoulli Principle
Pascal's law
Inertia
Do 6
Atmosphere pressure
Air pressure effect
Air/water pressure
Fog
Crystals
Balance
Eyes
Optical illusion
Eye care

FORESTER

Do 5
Identify 6 trees
Identify 6 plants
Tree poster
Tree growth
3 kinds of wood
Plant 20 seedlings
Wildfire
Forest map of US

OUTDOORSMAN

Do 5
Knots
Pitch/sleep tent
Webelos overnight
2 nights camping
Campfire
Cook/cleanup
Fire safety
Visit scout camp

TRAVELER

Do 5
Map/timetable
Plan a trip
Cost per mile
Take a trip
List 4 trips
Pack a suitcase
First aid kit

FAMILY MEMBER

What is family
Family jobs
Home hazards
Money
Trash disposal
DO 2
Energy saving
Family fun
Clean home
Clothes care
Meal planning
Family meetings

READYMAN

First aid
Get help
Hurry cases
Shock
First aid
Swimming safety
DO 2
Bike safety
Home fire escape
First aid kit
Home accident areas
6 car safety rules
First aid demo

SCHOLAR

Good school rec.
School activity
Education value
School teaching
Do 3
School history
School system
Grownup questions
Education jobs
Help student

GEOLOGIST

Do 5
Rock mineral use
5 geologic specimens
Hardness scale
Geologic home materials
Geyser, volcano, quake
Mountains formed

NATURALIST

Do 4
Insect zoo
Aquarium/terrarium
Museum
Identify birds
Bird flyways
Poison plants/reptiles
6 wild animals

SHOWMAN

Puppetry
Music
Drama

SPORTSMAN

Official signal
Good sportsman
2 indiv. awards
2 group awards