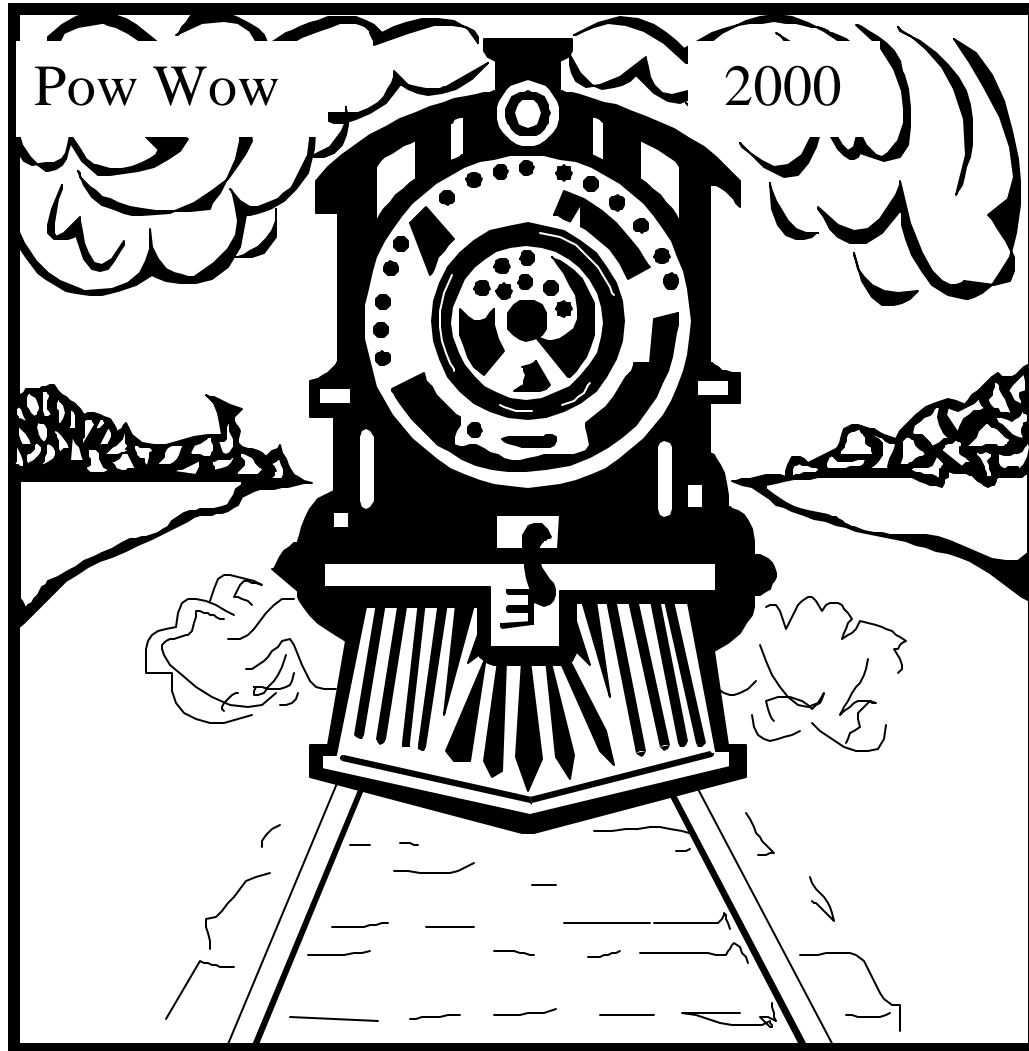


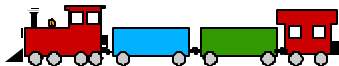


All Aboard! Pow Wow Express 2000



Northwest Suburban Council

November 4, 2000



BOY SCOUTS OF AMERICA

600 N. Wheeling Road • Mt. Prospect, Illinois 60056-2165
847/824-6880 • FAX/824-6925

November 4, 2000

Dear Cub Scout Leader:

Welcome to the 2000 Northwest Suburban Council Cub Scout Leader Pow Wow event. Today is a special day for you and hundreds of other leaders who have made the commitment to attend the Pow Wow. This training experience will prove to be exciting and fun! It will also provide you with numerous ideas and skills to enable you to offer the best program possible to the Cub Scouts of whom you have made a commitment to serve.

Your willingness to share your time, talents, resources, and energy to a program designed to reach out families and boys in the areas of character development, citizenship, and personal fitness is most commendable. You've joined a great movement.

Many exciting improvements are planned for Scouting as we look to the future. The Council is just completing a Long Range Plan and is embarking upon a Major Gift Initiative that will improve our facilities and develop our programs to serve "At Risk" youth.

Thank you for your leadership and for your participation in this Pow Wow. Our Council stands ready to support you in all of your Scouting needs. We are family!

Sincerely,

William F. Fisher
Scout Executive



Northwest Suburban Council



Pow Wow – Kingswood Methodist Church, Buffalo Grove, IL November 4th, 2000

Our year 2000 Cub Scout Leader Pow Wow has arrived! On behalf of all our planning and instructor staff, I'd like to take this opportunity to thank you, the Cub Scout leader for attending and making this Pow Wow a success! Some of us are here to learn new things and share our experiences, some of us want to relax and recharge, and some just want to be part of the Cub Scout Pow Wow Spirit. Whatever the reason why we are here, one thing is for sure—all of us want to make Cub Scouting in Northwest Suburban Council the best it can be! We share a similar vision—to build our youth's character and to have fun with a purpose.

We can promise you that you too will have fun with a purpose by attending the sessions today and we know that you will bring back whatever you gain today to your Dens and Packs and the boys in your charge. This book is another resource for you and we hope you refer to it often in the weeks and months to come. The Book staff has worked long and hard to not only bring you the most up-to-date information but to also make this reference an idea sourcebook. Games, crafts, group control issues, service projects, it's all here to help you run your meetings and plan exciting outings for your Cubs. Some of the best Pow Wow books are worn, dog-eared, and copied showing that it has been a friend to many a leader. I hope you take this challenge and use the book to its fullest potential. Pass it around, or better yet, have the other leaders get their own copy! This year we have introduced a new version of the book in CD-ROM format. Let us know what you think of this format by sending in the evaluation sheet included in the book to the Pow Wow Chairman addressed to the Council Offices.

How can you tell a train has gone?... It left its tracks behind!!! Hopefully all we'll leave behind this day is a carload of fond memories for the first Pow Wow in the new millennium! All Aboard! Pow Wow Express 2000—get ready for your departure and really enjoy your ride! See you at the Station!

In the Pow Wow Spirit,

Christopher M. Geraghty
Pow Wow Chairman 2000



November 4, 2000



Dear Cub Scout Leader:

The Northwest Suburban Council is proud to present to you the 2000 All Aboard the Pow Wow Express Book. As you review this book, you will appreciate the numerous hours our volunteers have spent assembling and editing this publication. We are very proud of these efforts. Kudos to Dave Deutsch and Dianne DeCamp and Jacque Anderson for their outstanding contributions. Like Dave Deutsch said, "A Scout is always Prepared". My hope is that this book will help you to "Be Prepared".

There are thousands of Tiger Cubs, Wolves, Bears, and Webelos who are counting on you, their leaders, to be prepared for their next Den Meeting or outdoor activity. Let this book be a resource for you. Without your dedication to the Scouting program there would not be a Northwest Suburban Council. I encourage you to use this resource as you lead your Cub Scouts down the trail of fun and adventure into the new millennium. Thanks for all the time you give and "stay on track". Alllllll aboard!

Yours in the Scouting Spirit,

Carole Tsukuno

Carole Tsukuno
Pow Wow Book Chairman

THE EDITOR & HER STAFF



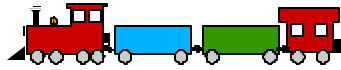


Northwest Suburban Council
2000 Pow Wow Staff Roster
Thanks to the Staff

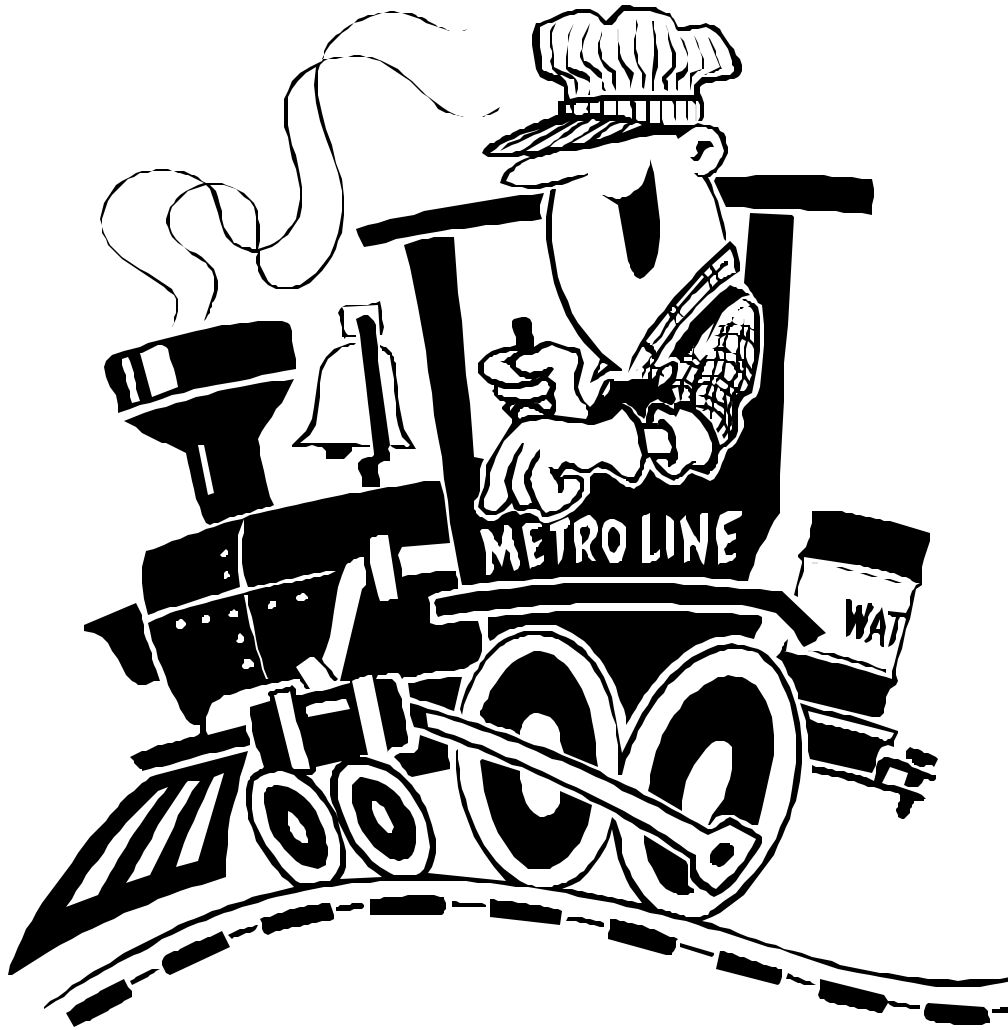


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Vice Chairman Program: Marie Diffley	Julia Bart	Chris Kite	
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STAFF AS OF 10-26-00



BLUE & GOLD





THE BLUE AND GOLD COMMITTEE

The key to a successful celebration

For the banquet to be successful, planning must begin early - at least two or three months in advance. Most packs must find a different meeting place because of the size of the crowd. The banquet committee reserves the location, arranges for the meal, sends out invitations, develops the program, and takes care of other responsibilities. Follow the guidelines for planning special pack activities and study the tips included in this section. They should make planning easier.

Involve as many people as possible on the various committees. Take care not to overload the den leaders, who will be busy working with their dens.

BANQUET COMMITTEE ROLES

The banquet committee makes the following important decisions, then works in teams on individual responsibilities.

Set Date and Time

Select the date and time of the banquet if this has not been decided. In most packs, the banquet takes the place of the February pack meeting, although it is not necessarily held on the regular pack meeting night.

1. Ask about rental fee. This might determine which facility you use.
2. Check seating capacity and number of tables available.
3. Be sure there is adequate parking space, a coatroom, and rest room facilities.
4. Inquire about kitchen availability, if needed for preparation of the meal.
5. Secure permission to use special items-public address system, speaker's stand, etc.
6. Confirm reservations at least a month in advance.

Develop A Meal Serving Plan

Decide how dinner will be served. Possibilities are:

Potluck: Each family brings a dish to share either with the whole pack or with the den group. Families furnish their own plates, utensils, serving dishes. Food is pooled and served buffet style. The pack might furnish the drinks.

Food Committee: The pack can buy the meat, bread, beverages, plates, utensils, cups, and napkins, and ask pack families to bring salads, side dishes, and desserts. The cost can be prorated among those attending. Some packs purchase all the food and have a parents' food committee prepare the entire dinner.



Catered: A caterer can bring the food in already prepared, or the pack can go to a restaurant or cafeteria for the banquet, In these cases, the food is already prepared so there is nothing for the pack to do but decorate the room and tables. Each family pays for the cost of their own meal.

Arrange The Facility

Secure a suitable facility at least eight weeks in advance. The space needed will be determined by the type of serving arrangement used and the number of people attending. It could be the regular pack meeting place, a school cafeteria, church meeting room, civic center, town hall, restaurant, etc. Consider these things:

- Rental fee, if any.
- Seating capacity and number of tables available.
- Kitchen availability, if needed.
- Adequate parking space.
- Convenient rest rooms.
- Special Equipment. Secure any special equipment required such as - public address system and/or other required audio/visual equipment, speaker's stand, etc.
- Confirm reservations. Do this at least a month in advance.

THE PROGRAM TEAM

Akela, Baloo, and Parents too!

Develop a banquet program that includes all of the regular pack meeting activities, such as songs, skits, stunts, awards, and ceremonies. Something different and special can be added. Most packs prefer to use entertainment from within their own group. The entertainment may include den skits and stunts, a short slide presentation of pack activities during the past year, or den chiefs and leaders performing songs, skits or stunts, as a change from the usual. Avoid long speeches.

THE BANQUET PROGRAM

The Cubmaster should be involved in planning the banquet program. It is the Cubmaster's responsibility to lead it, unless the pack decides to use a master of ceremonies.

Select a theme for the banquet. This can be the regular monthly theme or another. The theme is important, since the decorations and program will be planned around it.

Some Packs have visiting entertainers - magicians, clowns, puppet shows, or



singing groups are frequently used.

Working with the Cubmaster, plan a program and recruit a person to handle each item on the agenda.

The following is a suggested agenda for the banquet program. It can be adjusted to fit your Pack's needs. Try to limit the total program time to a maximum of 1-1/2 hours (not including meal). Keep the program moving and interesting.

- **Gathering Period**
Have a welcoming committee to greet people as they arrive, give them nametags, and direct them to their tables. Have displays and exhibits. Also have games or some activity to keep the younger children occupied until the meal is served.
- **Opening Ceremony**
This should be short and simple. A flag ceremony is always good. If the flags are not brought in during an opening ceremony, be sure they are posted in the room.
- **Invocation**
This may be given by a pack leader or clergyman and should be non-sectarian.
- **Dinner**
- **Welcome and Introductions**
Recognize pack leaders and special guests. Be sure to recognize the Tiger Cub group if they are in attendance. Keep the comments short, with plenty of applause.
- **Greeting from Head of Chartered Organization**
- **Songs**
Use song sheets or have songs printed in souvenir program so everyone will join in. Include "Happy Birthday to Cub Scouting."
- **Skits, Stunts, Entertainment**
- **Webelos Demonstration**
- **Advancement Awards Ceremony**
- **Recognition of Leaders**
Present certificates of appreciation to leaders, den chiefs, and parents who have helped during the past year.
- **Webelos Graduation Ceremony**
Involve the Scoutmaster and boy leaders of the troop or troops into which the Webelos Scouts are graduating.



- **Announcements and Thanks**

- **Closing Ceremony**

At this point in the program, the "tone" should be more serious. Close with something inspirational or patriotic.

RESOURCES FOR BANQUET PROGRAM IDEAS

Program ideas suitable for the Blue and Gold Banquet can be found in Cub Scout Program Helps, Group Meeting Sparklers, Cub Scout Songbook, The Cub Scout Leader's HOW-TO Book, and Staging Den and Pack Ceremonies, as well as at Cub Scout leaders' roundtable and the Pow Wow.

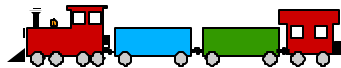
OTHER PROGRAM PLANNING CONSIDERATIONS

Besides developing the actual 'agenda' for the evening, (as described above) the following important items should also be considered by the "Program Team:"

- Work with the "Physical Arrangements Team" to plan general room decoration and head table decoration.
- Consider having a souvenir program printed.
- Send written invitations to special guests. Ask for RSVP. These guests could include
 - a. Head of chartered organization
 - b. Chartered organization representative
 - c. Minister, rabbi, or other religious leader
 - d. Scoutmaster(s)
 - e. Pack alumni
 - f. School principal
 - g. Council or District Scouters
 - h. The Unit Commissioner

Note: Some of the special guests might have a part on the program.

- Be sure each den has a part in the program. This works much better than outside entertainment.
- The total program time, not including dinner, should be no longer than an hour and a half.
- Be sure that Tiger Cubs and their families are invited, either in writing by phone.
- Appoint a welcoming committee to greet people as they arrive and help them find their seats. This could be a group of uniformed Cub Scouts.
- Plan to arrive early to help decorate.
- Send thank-you notes afterward to all who helped.



PREPARING & SENDING INVITATIONS

Ideas for getting the word out

Invitations are usually sent to every Pack family and to special guests. Boys can make invitations in den meetings for their own families. The "Program Team" can mail invitations to special guests and their spouses.

Répondez S'il Vous Plait !

When preparing your 'invitation list' don't forget special guests like:

- The head of your Pack's chartered organization
- Scouting Coordinator
- Unit Commissioner
- District Scout Executive
- Church Minister or Rabbi
- Scoutmasters of nearby troops
- Former Cubmaster and spouse
- Pack alumni
- School Principal
- Roundtable Commissioner
- Other District personnel who have been helpful to the Pack.
- ...and, of course, this is the perfect opportunity to invite your Tiger Cubs and their partners.

If there is no head table, or if there are too many special guests to be seated at a head table, seat them with various dens. Let the den leaders know in advance how many guests to expect.

GAMES FOR THE BLUE AND GOLD

FUN - FUN - FUN !!

The best way to build up a Cub (or parent's!) appetite is with a little action. Right? Well, here are some ideas for some fun games that will challenge your boys in both body and mind.

BANQUET GAMES

Banquet Quiz.



(Make copies for each boy and adult to complete during banquet.)

How much do you know about Cub Scouting? Can you answer the following questions?

How old is Cub Scouting this year?

How old is the Boy Scouts of America this year?

Who was the founder of Scouting?

Who started the Boy Scouts of America?

What is the first rank in Cub Scouting?

How many achievements are required to earn the Wolf badge?

How many electives are required to earn an arrow point?

How many Webelos activity badges may be earned?

What is your den number?

What is our pack number?

What chartered organization sponsors our pack?

What district are we a part of?

What council are we a part of?

What is the Cub Scout motto?

Over and Under Relay.

Each team is given a Cub Scout hat. The teams form rows with players one behind the other. The team leaders stand at the front of the line and hold the hats above their heads with both hands. On signal, each leader passes the hat between his or her legs. The second player passes it over his head. The third, between the legs again, and so on, over and under. The last player in line runs to the front and starts again. The first side to have the original leader run to the front wins.

Clip It.

Each table has a small dish filled with paper clips. On signal, the first person joins two paper clips together and passes the bowl and beginning of the chain to the next person. That player adds another clip to the chain and passes it on. After a set time (5-8 minutes), the paper clip chains are held high in the air to see which group has the longest.

Match Box Relay.

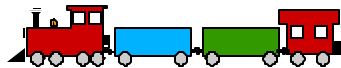
Form relay lines. First person in each line sticks an empty match box cover over his nose. He transfers it to the nose of the next player without using his hands, and so on down the line. First team to finish is the winner.

Orange Passing Relay.

Divide into relay teams. On signal, first player in each team puts an orange beneath his chin. Without using his hands, the player next to him must get the orange from him between his own chin and neck, and so on down the line. If the orange drops to the floor, the player must pick it up and replace it under his chin before resuming play.

Stringer.

People at each table form a team. Give each team a chenille stem and several buttons or wooden beads. On signal, the first person strings a button on the stem and passes it to the next player, who does the same. Continue until all buttons are on the



stem. First team to finish holds its stem in the air and yells, "We did our best!"

DECORATION IDEAS - BLUE AND GOLD

Some GREAT crafts ideas

Dens usually provide their own table decorations. They might include a centerpiece, place mats, napkins, place cards, napkin rings, nut cups. Your local Scouting distributor has many of these items, or they can be made in den meetings from scrap materials. Although den table decorations will vary, it is usually best if each den makes essentially the same number, so there are no hard feelings.

BANQUET DECORATIONS

The program team can add a festive note by decorating the room with balloons, streamers, pennants, and a photo display of pack activities. Lively recorded music will add to the gala atmosphere.

See some great decorations and crafts ideas that you can make yourselves at the end of this chapter.

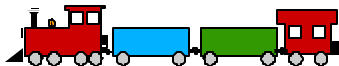
SOUVENIR PROGRAM

A souvenir program is a token of remembrance of this pleasant evening. The cover can be a simple decoration related to the banquet theme. Inside, list the program, menu, and names of pack leaders and special guests. A few facts about pack accomplishments or activities during the past year can be included.

THE PHYSICAL ARRANGEMENTS TEAM

Provides and prepares the facility

This very important team from the Blue and Gold Committee is responsible for all aspects of seating, decorations, and clean-up of the facility where the banquet will be held.



Physical Arrangements

Develop a Seating Plan

Den families should sit together. The arrangement will be determined by the size and shape of room. Where will head table be located? Will tables be arranged in U-shape, square, parallel, fan-shape? Will everyone be able to see and hear?

- Plan for exhibit space.
- Coordinate with Dinner Committee. Work with dinner committee on serving plan and allow plenty of room for serving lines.
- Facility Availability and Access. Make arrangements to get into the building early on the day of the banquet to set up. Check restroom and coatroom facilities.
- Set-up Planning. Plan to arrive early to set up tables, chairs, and exhibit areas. Have signs showing location of restrooms and coatroom.

Decorate the Facility

At the Blue and Gold Committee level, a decision should be made as to the extent and theme of decorations for the banquet. Some of the things that should be considered are:

- General Decorations: Purchase and install streamers, banners, and signs.
- Coordinate with Den Leaders: Inform dens what time they may arrive to decorate their tables. Allow time for people to go home to dress for banquet.

Facility Clean-Up

Recruit an adult cleanup committee. It is very important to have these individuals identified before the event. With an adequate number of helpers, clean-up can be a simple and quick task. Make sure to have trash bags available, and identify where bagged refuse should be deposited. Leave your facility cleaner than you found it. Remember, the people that use the facility after you will know that the Cub Scouts were here last!

THE DINNER TEAM

Architects of your repast

The menu selected will be determined by current food prices. However, a well-balanced meal should include meat, vegetables, salads, bread, dessert, and beverages.

Keep the meal cost within your Pack's budget plan. If the dinner is catered or in a



restaurant, select a menu that is acceptable to all pack families. Make sure the food is served hot.

MEAL PLANNING

The following four meal plans are examples of differing ways that a great meal can be served for your guests. The Pack Committee should work closely with the Blue and Gold Committee to decide which plan works best for your Pack.

Potluck Plan

1. Decide if dens will plan their own menu or if each family will bring food for an overall pack menu.
2. Let each family know how much and what type of food to bring.
3. Ask each family to bring their own plates and utensils.
4. Decide if pack will furnish salt, pepper, sugar, napkins, etc. If so, make arrangements to buy them or have them donated.
5. Determine serving arrangement.

Food Committee Plan

1. Decide what the pack will furnish (all or part of the food, paper products, etc.)
2. Purchase food and other dinner items.
3. See that each den receives its share of leftover purchased goods.
4. Recruit enough helpers to prepare meal. Follow health rules.
5. Accept reservations and estimate attendance. Be sure there is enough food.
6. Prorate cost of meal among families attending.
7. Determine serving arrangement. Plan for two serving lines if more than 100 people will attend.
8. Arrange for kitchen utensils, serving dishes, large containers for hot and cold drinks, if needed.

Catered Plan

1. Get estimates and decide on caterer.
2. Agree on menu and cost in writing.
3. Find out if caterer provides plates, utensils, drinks, dessert.
4. Check time of delivery. Be sure someone is there.
5. Accept reservations and estimate attendance. The caterer will need to know



how many to expect.

6. Collect money from families in advance.

Restaurant Plan

1. Decide on restaurant or cafeteria. Agree on menu and cost in writing.
2. Reserve a private meeting room where program can be conducted.
3. Accept reservations and estimate attendance. Let restaurant know how many to prepare for.
4. Collect money prior to banquet. (If meal is to be at a cafeteria, you may wish to have pack families go through line and pay for their own meals then.)
5. Plan to have birthday cakes or cupcakes. This is a birthday party. Consider having a "fellers" cake bake.
6. Work with program team in adhering to time schedule for serving, eating, etc.

FEEDING A CROWD

If you've decided on a potluck or food committee meal plan, the following information will help the dinner team in planning.

Potluck Meal. For a den of eight families, two families bring meat dishes, two bring vegetables, two bring salads, one brings dessert, one brings bread and beverages.

Food Committee. The quantity buying table shown below will serve as a guide for the committee in buying food for the banquet.

Quantity Buying Table (Amounts to serve 25 people)

Baked beans
4 quart bowl

String beans
3 No. 2 cans

Peas
5 No. 2 cans

Mashed potatoes
4 - quart bowl

Potato salad
1 - quart bowl

Gelatin salad
9 - by - 13-inch dish

Lettuce
3 heads



Salad dressing
1 pint or 1/2 -pound

Baked Ham (boneless)
8 pounds

Swiss steak
10 pounds

Meat loaf
1-1/2-pounds

Pork
3-1/2-pounds

Beef Frankfurters
7 pounds (2 each)

Frying chicken
40 pieces

Turkey
18 to 20 pounds

Stuffing for poultry
5 quarts

Rolls
3 to 4 dozen

Jelly
1-1/2 pints

Butter
1/2 pound (32 servings)

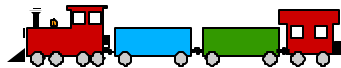
Potato chips
2 pounds

Coffee (regular)
1 pound (40-50 cups)

Coffee (instant)
24 oz. jar (40 cups)

Sugar (tea or coffee)
1/4 pound

Punch or Iced Tea



2 gallons
(50 - 5-ounce servings)

Ice Cream
1 gallon

Note

If the banquet is potluck or prepared by a food committee, it is usually best to use paper plates and cups and plastic utensils to avoid dishwashing.

BLUE AND GOLD MINTS

For those of you that have read this far down the page, we have a special reward! Make Blue and Gold mints for your banquet! To make them, you need:

6 tablespoons margarine or butter
2 teaspoons peppermint
3 pounds powdered sugar
7 tablespoons water (color half with blue and the other half with yellow food coloring)
Dash of salt

1. Cream margarine or butter. Add flavoring and salt.
2. Divide into two batches. Add colored water to each batch.
3. Add 1 pound powdered sugar to each batch. Blend with mixer, then knead in another 1/2-pound of sugar.
4. Press into molds or roll out to desired thickness and cut or shape mints. Let dry on cookie sheet in refrigerator.
5. When mints are dry, store in covered tin or air tight box to prevent hardening.

THE BLUE AND GOLD CEREMONIES

A special time to reflect

The Blue and Gold Banquet is a special time for special ceremonies. Collected here are seven ceremonies that can be used to open and close your event. They all share a common spirit of Scouting, friendship, family, and spirituality.



FOR GOD AND COUNTRY (Opening Ceremony)

Arrangement. Den chief and Cub Scouts, in uniform, carry small U.S. flags and line up on stage. Each speaks his part.

DEN CHIEF. Two hundred years ago, God gave us a nation; a land of wealth and bounty, choice among His creations. We must protect its freedom and defend its worthy cause, and support our Constitution, which is based upon God's laws. We must pledge to be loyal throughout each coming year, and with God's help, we will know no doubt nor fear. When we keep our promise to do our best each day, God will bless our country and us in every way. Please stand and join us in singing, "God Bless America." (After audience is seated, Cub Scouts continue.)

FIRST CUB SCOUT. We're glad you came to our banquet! We have many things to say about our love for America as we celebrate today.

SECOND CUB SCOUT. Independence is a big word, and hard for me to say. But I know it means a lot to all Americans today.

THIRD CUB SCOUT. Our national bird is the eagle. Have you ever wondered why? It may be because it soars above all birds to reach the sky.

FOURTH CUB SCOUT. The Liberty Bell is ringing, though its sound we do not hear. Freedom of speech and worship, freedom from want and fear.

FIFTH CUB SCOUT. Without our flag of red, white and blue, things would be different for me and you. It's a symbol of pride in the American way, so we should be loyal and true each day.

SIXTH CUB SCOUT. Please stand and join us in the Pledge of Allegiance to our flag.

STORY OF CUB SCOUT COLORS (Opening Ceremony)

Arrangement. As curtain opens, three boys dressed in Indian costume are seated around artificial campfire. One wears a chief's headdress; the other two are braves. Hanging on a tripod over the fire is a kettle which has a small can of dry ice and a blue and gold Cub Scout neckerchief concealed in it.

NARRATOR (Cub Scout or den chief): Many, many moons ago, the great chief Akela called a council to see what could be done to make his tribe the best of all tribes.

He told the first Indian brave to climb the mountain and tell the eagle to fly high into the sky and bring back part of the beauty of the sun. (One brave exits.)

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky. (Second brave exits.)

After a while, both braves returned. (Both braves enter One carries a bottle of blue water,- the other a bottle of gold water. They hold up bottles to show everyone.)



NARRATOR: Akela told one brave to pour some of the beauty of the sun into the council mixing pot. (The brave pours some of the gold water into the can in the pot, causing smoke.)

NARRATOR: Then he told the other brave to pour some of the beauty of the sky into the council mixing pot. (The brave pours blue water into the can, causing smoke. Akela, the chief raises hands toward the sky.)

NARRATOR: Akela says that from this day forward, blue will stand for truth and loyalty and the sky above. Gold will stand for warm sunlight, happiness, and good cheer. (Akela reaches into pot and pulls out Cub Scout neckerchief)

NARRATOR: And that's why the Cub Scouts colors are blue and gold.

SCOUTING AROUND THE WORLD (Opening Ceremony)

Arrangement. A world globe sets on the head table.

NARRATOR: (Pointing to United States on globe): This evening we are holding our blue and gold banquet here. But did you know that all over this world (spins globe) Cub Scouts just like us are taking part in Scouting activities too? Well, it's true. The Scouting movement exists in 115 countries - almost every nation of the free world. Those Cub Scouts are much like us. They have similar ideals, a similar promise, and the same brotherhood of service. So let's think of our brother Cub Scouts around the world as we join in the Cub Scout Promise. (Leads Promise with everyone standing.)

CUB SCOUT SPIRIT (Closing Ceremony)

Arrangement. Head table holds candelabra with three candles and one larger candle in separate holder.

NARRATOR: Tonight we have had a lot of fun at the (number) birthday party of Cub Scouting and the (number) birthday of our own pack. As Cub Scouts and leaders, we are following the trail left by millions of other boys and leaders who have been involved in Cub Scouting since it began in 1930.

All of those boys and leaders have had the Cub Scout spirit, which we symbolize with the flame of this one candle. (Light large candle. Dim room lights.) What is Cub Scout spirit? That's easy. It's the three things we promise to do in the Cub Scout Promise. In the Promise, we say, "I promise to do my best to do my duty to God and my country." That's the first part. (Light first candle on candelabra.)

The second part is: "To help other people." (Light second candle). And the third part is "to obey the Law of the Pack." (Light third candle.)

Now while these three candles burn as a reminder to us, I will ask all Cub Scouts and all former Cub Scouts to stand, make the Cub Scout sign, and repeat the Promise with me. (Lead Promise.)

THE BLUE AND GOLD (Closing Ceremony)



Arrangement. Eight, Cub Scouts speak their lines and place the following cards on a large blue flannel board: "Truth, Faith, Loyalty, Sunlight, Good Cheer, Happiness, and a cutout golden sun"

FIRST CUB SCOUT. Back in the good old days, school colors gave people a feeling of school pride and loyalty. Today, the blue and gold of Cub Scouting helps to build this spirit among Cub Scouts.

SECOND CUB SCOUT. (points to blue flannel board): The blue reminds us of the sky above. It stands for truth, spirituality, and steadfast loyalty.

THIRD CUB SCOUT. (places "truth" card in upper left corner of board): Truth means we must always be honest.

FOURTH CUB SCOUT. (places "Faith" card in upper right corner): Faith means a belief in God.

FIFTH CUB SCOUT. (places "Loyalty" card across bottom): Loyalty means being faithful and loyal to God, country, and our fellow man.

SIXTH CUB SCOUT. The gold stands for the warm sunlight (He places the sun in center of board and the "sunlight" card across top of the sun).

SEVENTH CUB SCOUT. Gold also stands for good cheer and happiness. We always feel better when the sun is shining and so will those to whom we give good will. (He places "good cheer" and "happiness" cards on each side of sun cutout.)

EIGHTH CUB SCOUT. As we wear our Cub Scout uniforms, may the meaning of the blue and gold colors make us remember our Cub Scout ideals, the Cub Scout Promise, and the Law of the Pack.

CLOSING THOUGHT

NARRATOR: Lord Baden-Powell, the founder of Scouting, said: "I often think that 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 went to heaven. Try and make your hole in the blanket by good work 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.

A CUB SCOUT PARENT'S PRAYER

Look down upon my son, Dear Lord,

This smiling Cub of mine.

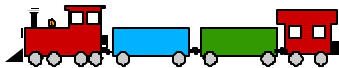
Please take his hand along the way,

So he may never stray.

Bless my son tonight, Dear Lord,

And help him walk with Thee.

Give him comfort, warmth, and love;



He's all the world to me.
 Bless his daily efforts,
 And make him strong and true;
 For life's a heavy burden,
 And we're all in need of YOU.

IDEAS FOR BANQUET ADVANCEMENT CEREMONIES

- Make a large "birthday book," using an old wallpaper sample book. Cover the book with blue and gold paper. Fasten awards on the left-hand pages, and opposite each award, write the statement to be read as award is presented.
- Have a den chief, dressed as a delivery boy, deliver to the Cubmaster or awards chairman a package wrapped in blue and gold wrapping paper, containing all awards. After awards are presented, have the same type of package delivered to the Scouting coordinator, containing certificates of appreciation for leaders and den chiefs.
- Make a large paper mâché birthday cake. Use whipped soapsuds to ice the cake. Before soapsuds harden, insert candles (one for each year). Candles can be lighted before awards presentation and blown out after ceremony.
- Individual awards can be packaged in small boxes, wrapped in blue paper and tied with gold ribbons. Ask boys to wait until all awards are presented before opening packages. Then, while everyone opens their package, the rest of the pack could sing "Happy Birthday". (For more ceremony ideas, see Staging Den and Pack Ceremonies.)

SKITS FOR THE BLUE AND GOLD

Wouldn't be a B & G without 'em.

This page contains the three all-time favorite Blue and Gold skits. First, seven Cubs and a narrator tell us what Scouting is all about in "The Spirit of Baden-Powell." Next, "The History of Scouting" tells the story of how a Scout's "good turn" brought Scouting to America. And finally, the perennial question: "What's for dinner?" is answered in "Cub Scout Stew!"



SPIRIT OF BADEN-POWELL (A Skit)

Characters: Seven uniformed Cub Scouts, carrying props described below. The narrator is in Scout uniform and wears a campaign hat.

Setting: Narrator stands in front of stage. Cub Scouts enter one at a time and speak their lines.

NARRATOR: I represent the spirit of Lord Baden-Powell, the founder of Scouting. I am also the spirit of Scouting past and present. Here is our future ... the Cub Scouts of today who will be the men of tomorrow.

FIRST CUB SCOUT: (Enters carrying a replica of a church or carrying a Bible): I like to wear my uniform to church on Scout Sunday or Sabbath in February. Many Cub Scout packs in the United States are chartered to religious organizations.

SECOND CUB SCOUT: (Enters): The two colors of the Cub Scout uniform have special meaning. The blue stands for truth and loyalty; the gold represents good cheer and happiness.

THIRD CUB SCOUT: (Enters carrying the wolf Cub Scout Book and Kipling's Jungle Book): When Cub Scouting began in England, it was based on Kipling's jungle tales. When Cub Scouting began in the United States in 1930, Indian themes were used.

FOURTH CUB SCOUT: (Enters carrying woodcraft project): Cub Scouting means fun, and we have lots of fun. I like making things that are useful, or that match our monthly theme.

FIFTH CUB SCOUT: (Enters carrying nature collection): I like to go on hikes and collect things for my nature collection. Cub Scout outdoor activities are fun! We learn about the things that live and grow in our area.

SIXTH CUB SCOUT: (Enters carrying tin-can stove): I like to cook outdoors. ALL Cub Scouts like to eat! This is a cook stove we made as a Den project.

SEVENTH CUB SCOUT: (Enters carrying U.S. flag): I am proud to be an American, and I am proud of our flag. I also like our Pack flag because it reminds me that I am part of 69 years of Cub Scouting.

NARRATOR: Yes, I represent the past and the present, but these boys - the future of our country - prove that things will be in good hands.

CUB SCOUT STEW (A Skit)

Characters: Boy in chefs hat, any number of uniformed Cub Scouts, Den Leader.

Setting: On stage is a large kettle made from a cardboard carton. There is a short stepladder at each side for the boys to climb up to get into the kettle. Put an air mattress or other pad in the bottom of the kettle for boys to land on. As curtain opens, a boy wearing a chefs hat is standing on one of the stepladders stirring the pot with a broomstick. He holds



a large piece of paper on which the word "Recipe" is written in large letters.

DEN LEADER: (entering) What are you making?

CHEF: This is a Cub Scout stew. Would you like to watch?

DEN LEADER: Yes, I would. What goes in it?

CHEF (pretends to read recipe): First, add any number of Cub Scouts who do their best. (Uniformed Cub Scouts come on stage and climb into kettle.) Then add a sense of humor. (Grinning Cub Scout wearing sign, "Humor," climbs into kettle.) Next, add a pinch of service to others. (Cub Scout wearing "Service" sign climbs into kettle.) Then add a dash of mischief. (Cub Scout wearing "Mischief" sign climbs into kettle.) And a big helping of sunshine. (Cub Scout wearing "Sunshine" sign climbs into kettle.) And last, add a ton of energy! (Cub Scout wearing "Energy" sign climbs into kettle.)

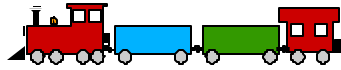
CHEF (pretends to stir): Stir well, and you have a Cub Scout stew. (Pretends to take a taste and offers a taste to den leader)

DEN LEADER: That's delicious! I'd like your recipe.

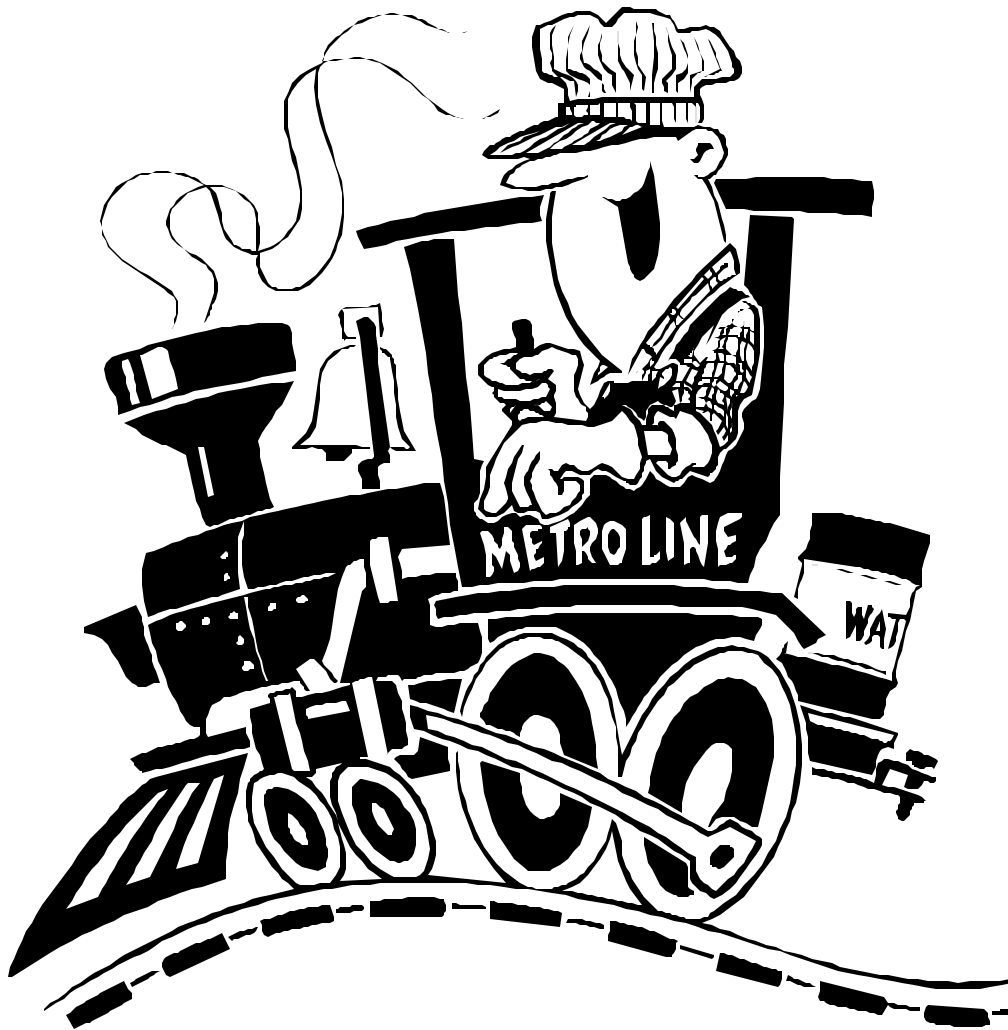
See the "Skits and Costumes" and the "Songs, Stunts, and Stories" sections of the Cub Scout Leader How-To book for more ideas.

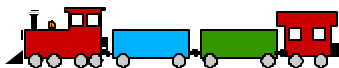
Important Note:

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CEREMONIES





CEREMONIES



Cub Scouting is learning to give and take. The interests of childhood and youth are the interests of mankind Life itself can't give me joy; it's how I live it that does Life just gives me time and space, It's up to me to fill it.

CEREMONIES WHY CEREMONIES ?

- 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 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 the Den Chiefs, Den Leaders, Cubmaster, assistants, Den Leader Coaches, Webelos Den Leaders, and Pack Committee.
- To make visitors and guests welcome by making them a part of the pack program.
- To provide the opportunity to present the ideals of Cub Scouting in the dramatic and lasting manner, not only to those being recognized, but also to those watching.
- To promote parent participation by helping explain the parents' role in Cub Scouting and creating parent interest and desire to help in the planning and staging of ceremonies.
- To improve the meeting program by marking a beginning and end to both den and pack, helping provide a change Of pace, indicating when something important is coming up, and getting and maintaining control in meetings.
- To help develop the theme of the month.

WHEN TO USE CEREMONIES?

- In inducting the Cub Scout into the Boy Scout program.
- In advancing the Cub Scout from Bobcat, to Wolf, to Bear and on into Webelos.
- In graduation from Cub Scouts into Boy Scouts.
- In opening the Pack meetings with the theme of the month.
- In honoring the flag.
- In special programs such as Thanksgiving and Christmas.
- In encouraging achievements.
- In closing the program or meeting. This can be thoughts for a Den Leader to tell her Cub Scouts.
- In honoring the leaders, the Scouting Coordinator, and others.

HOW TO USE CEREMONIES?

- With costumes.
- With flashlights and spot lights.
- With fans, to make the flag ripple, with music.
- With false campfire.
- With painted backdrops.
- With puppets.
- With logs, balance scales, ladders, signs.
- With candles.
- And above all, with your imagination.

SPECIAL RECOGNITION'S

There are times when a boy does something outside of Cub Scouting for which he may deserve recognition from his den or pack. Perhaps a boy will win a prize at the school science fair or in a community event. Perhaps he is a member of a champion baseball team or wins a prize at the state fair.

A ceremony isn't necessary, but call the boy forward and tell the den or pack what he has done.



CEREMONIES CREATOR

(All purpose, all occasion, do anything, generic)

Directions for use:

Choose one or more phrases from each list. Assemble the necessary props Add your own personal words for each occasion. Conduct the successful ceremony.

"Would the following please come forward: "

Cub Scout(s) (name)

Dens)

Webelos Scout(s) (name)

Special

Leaders(s)

Parent(s)

"Before you is:"

A candle

A Drum

A bucket

A branch

A torch A cross

A tripod

A flashlight

A Scout book

A Neckerchief

A bridge

A picture

Akela

A trail

A box

Your Parents

A ladder

Your leader

The Pack

Other

"This represents:"

The spirit of scouting

The family

The Church

Your future

Your den

Our dedication

The world

Fitness

The Pack

Good deeds

Your accomplishment

Your advancement

Character

Our community

Other

"You have earned this Award by:"

Helping others

Completing Achievements

Doing your best

Helping boys grow

Joining our pack

Being the Best

Being a denner



Helping with
Selling the Most
Serving for years
Collecting
Serving as

"Please accept this award and continue to:"

Do Your Best
Work Hard '
Give Goodwill
Help the Pack Go
Grow strong
Come to meetings
Follow the Trail
Follow Akela

ADVANCEMENT CEREMONIES

America the Beautiful Award Ceremony.

Put the rank awards for the Cub Scouts on the back of cut out stars on a blue board. May want to use a flannel board, card board with pins, or even a blue blanket. CUBMASTER: To many of America's citizens, the flag is very symbolic of "America the Beautiful". For in it's Red, White, and Blue, we see America working as a team, a nation under God. In the birth of our flag, the stars in a field of blue were meant to represent a new constellation in the heavens. Tonight we add some new stars to our own constellation. As we add more and more stars, the heavens become brighter as the rays light up the path to truth and knowledge through Scouting. Will Our new "Stars" please come forward with their parents as their names are called.

Law of the Pack

Equipment: One each yellow, blue, red and white candles; Smaller white candles, Log holder for 3 candles; Log holder for 1 candle. Personnel: 1 each Wolf, Bear and Webelos Scout; Cubmaster.

(Cubmaster lights white candle in holder.)

CUBMASTER: We will now advance Pack members who have achieved & met the requirements of their rank.

(A wolf Scout comes forward, lights yellow candle, turns and holds candle facing the Pack.)

WOLF SCOUT: "the Cub Scout follow Akela".

CUBMASTER: Will the following Wolf Scouts come forward and receive their honor?

(Cubmaster calls each Scout by name and achievement earned. He gives each one his badge and a small white candle. Scout lights it from the Wolf Scout's yellow candle and stands behind the Wolf Scout.)

(A Bear Scout comes forward, lights the blue candle, turns and holds candle facing pack.)

BEAR SCOUT: "The Cub Scout helps the pack go. The pack helps the Cub Scout grow.

CUBMASTER: Will the following Bear Scouts come forward and receive their honor?

(Cubmaster calls each Scout by name and achievement earned. He gives each one his badge and a small white candle. Scout lights it from the Bear Scout's blue candle and stands behind the Bear Scout.)

(A Webelos Scout comes forward, lights the red candle, turns and holds candle facing pack.)

WEBELOS SCOUT: The Cub Scout gives good will.

CUBMASTER: Will the following Webelos Scouts come forward and receive their honor?

(Cubmaster calls each Scout by name and achievement earned. He gives each one his activity badge and a small white candle. Scout lights it from the Webelos Scout's red candle and stands behind Webelos Scout.)

CUBMASTER: Let us all restate the Law of the Pack, and live by it in the following weeks. "The Cub Scout follows Akela. The Cub Scout helps the pack go. The Pack helps the Cub Scout grow. The Cub Scout gives good will.

(All small white candles are extinguished. The large white and the yellow, blue and red candles remain lit in candle holder logs. Scouts either return to seats or stand behind candles if the "Law of the Pack" closing is to follow.)

Arrow of Light Ceremony

Tonight, after many months of waiting, is a very important and exciting time in the life of Pack , as tonight we honor Webelos Scouts who have completed the requirement for Cub Scouting's highest goal - the Arrow of Light Award.

Will Webelos Scouts (names) please come forward? Webelos Scouts, you have been faithful members of the



Webelos den. You have learned the Scout requirements, visited the Scout troop of your choice, secured a Scout application, and returned it to your den leader. Tonight you earn the Arrow of Light and soon you will be eligible to enter Boy Scouts.

you were guided in your progress through Cub Scouting's ranks by the Arrow of Light, beginning when you first joined Cub Scouts and became Bobcats. As Bobcats, you learned the "cub Scout Promise" and the "Law of the Pack".

You have completed the ranks of Cub Scouting: Bobcat, Wolf, Bear, Webelos, and now the Arrow of Light. The seven rays in the Arrow of Light represent the seven days of the week and that a Scout will do a good turn each and every day. They also stand for the seven great virtues of life.

Opening & Closing Ceremonies

Magic Candle

Opening Arrangement: On head table are arranged magic candles (see instructions) which should be lighted as ceremony begins.

Narrator: Our candle stands tall, straight and white.

It burns and gives forth inspiring light.

As its light shines forth, you will see our colors blue and gold are regal as can be.

As the blue appears, think of truth and loyalty, the sky so blue, steadfastness and spirituality.

When the gold shines forth, be of good cheer and think of happiness and sunlight so clear.

As our candle's name reaches toward the sky so blue, let us ask the Lord to give us wisdom to lead each boy straight and true.

Mold each of us to be like our candles, straight and tall, and be inspired to give to God and our country our all.

How to make magic candles: Use a tall white candle. Drill 1/4" diameter holes every two inches down opposite sides of the candle. Place scrapings of blue and gold crayons in the holes. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin using a fork to give the candle a rough decoration. As the white candle burns it will drip blue and gold wax decoratively down the side of the candle.

The Six Ships of Scouting Opening

Arrangement: 6 Cub Scouts hold large cardboard cutouts of ships, on which have been printed the following words:

SCHOLARSHIP

FELLOW-SHIP

SPORTSMAN SHIP

WORKMAN-SHIP;

STATESMAN-SHIP;

CUBMASTER: Tonight, Den -- would like to tell you about the Six Ships of Scouting. These are ships which were launched in America strong and mighty...ships that will last forever.

1ST 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.

2ND CUB SCOUT: FELLOW-SHIP

This ship stands for good spirit, fine cooperation and never failing unity. Its flag floats high - the flag of scouting.

3RD CUB SCOUT: FRIEND-SHIP

This ship is the most handsome of all. It is true blue and its flag is golden- since friendship, itself...is golden.

4TH CUB SCOUT: SPORTSMAN-SHIP

- This is the ship that's fair and square. it never veers from its course. Its flag is never at half mast.

5TH CUB SCOUT: 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.

6TH CUB SCOUT: STATESMAN-SHIP

- This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. Its nag is white for purity.

CUBMASTER: And there you have six strong and sturdy ships to brave the sea. Three cheers for the Scouting ships!

Law of the Pack Closing (to be done after the "Law of the Pack" advancement ceremony.)



Equipment: White, red, blue and yellow candles have remained lit.
 CUBMASTER: Let us all remember, as Scouts, to do our best to:
 Follow (Wolf blows out yellow candle)
 Help (Bear blows out blue candle)
 Give (Webelos blows out red candle)
 on our trails with AKELA. (Cubmaster blows out white candle).

Flag Closing CUBMASTER: We watch the flag as it passes by
 A flash of color against the sky;
 Its fifty stars are as dazzling white
 As those few that shone by the dawn's first light
 The brave, bright red that will never fade
 By the blood of men's sacrifice was made.
 The white, for our nation's purity
 Can be kept from stain by you and me.
 The blue; the vastness of God's own sky,
 his promise that freedom shall never die.
 The mighty cities; the farmlands fair;
 The many churches for praise and prayer;
 The chance to do, and the chance to be
 In a land our forefathers fought to free.
 The hope that the world is looking for,
 In our will for peace but our strength for war
 All these are the flag of our dear land,
 A symbol we cherish and understand.
 And we bare our heads and our hearts beat high
 As our flag, "Old Glory" is passing by.

Closing Thoughts for Pack Meeting

1. When you give the Cub Scout Promise, the words "do my best: are often lost among 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 to do certain things. your best is just that - the very best you can do. Think about the meaning of the promise and decide that you will always do your very best, no matter what the job facing you might be.
2. Most of us are happiest when we are doing something for others. Think for a moment of a time when you were helpful to someone. Chances are it made you feel pretty good. Of course, we feel best when we do something for others without being found out. When we help others regularly, it soon becomes a habit and gets to be a natural part of our lives. Once a Cub Scout develops this habit, he learns the real meaning of the good turn.
3. The good turns we do in our daily living are the things which make us useful. The good turn enables us to be useful in our home, school, church, community, and country. The good turn raises us above the ordinary person. It makes our lives worth while.
4. Lord Baden-Powell, the founder of Scouting, said this to Scouts everywhere: "I often think 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 went to heaven.

Season's Greetings Opening

Arrangement: 8 Cub Scouts come on stage, one by one, carrying appropriate props and line up facing the audience. Narrator reads the following poem:

(First boy comes on carrying a wreath with a sign across it saying - :Season's Greetings:)

Season's Greetings to everyone. We're glad you joined us for the fun. It's certainly a happy time of year, With everyone bursting with holiday cheer.

(Second boy comes on carrying a globe with some Christmas tinsel wrapped around the base.)

We're here to find out about Christmas across the seas. For each country has its own way of celebrating Christmas Day.

(Third boy comes on carrying a candle.)

Christmas Eve in Ireland, candles shine so bright, as children place them in windows to shine out into the night.

(4th boy comes on carrying a pinata)

In Mexico the children gather goodies from the floor, After they break the pinata Filled with good things galore.

(5th boy carries board on which there is a plate with straw under it.)

In Poland under the table dishes, everybody puts some straw, & leave a vacant chair For the Holiest Child of all.

(6th boy carries a wooden shoe filled with candy & gifts)

In Holland the children put wooden shoes Upon the window sill, They get up on Christmas morning To see the shoes all filled.



(7th boy carries Christmas stocking filled with goodies)

Right here in America, Children hang their stockings at night, Knowing that Santa will certainly come And fill them with presents bright.

(8th boy carries small manger scene)

No matter what land you live in, Be the climate cold or mild, We are all celebrating the birthday Of the Christ Child. Let's open our pack meeting tonight by singing a Christmas carol, which is one of the customs of our country. Let's all sing ----.

Gives Closing

Equipment: 5 Cub Scouts with 5 large cards each with a letter forming the word GIVES with sayings written on the back. Arrangement: Each Cub holds his card and says the following:

G Stands for Giving. It's always good to give.

I Stands for Intentions. May mine always be right.

V Stands for Valiant. A trait of great might.

E Stands for Earnest. From beginning to end.

S Stands for Sharing. This makes me a friend.

Special Closing (*Closing a special event such as a B & G banquet can be done with an inspirational reading.*)

"A Boys Eyes"

I'd like to be a Cub Scout (His eyes were deepest blue I'd like to learn, and play, and build, Like Jim and Freddy do. I know how to use a hammer; I can drive a nail if I try. I'm seven years old, I'm big and strong And hardly ever cry. I gave him the application And parent-participation sheet. (His eyes were filled with sunshine As he left on dancing feet.) Next day, my friend was back again, A dejected little lad. "I guess I'll skip the Cub Scouts. (His eyes were dark and sad.) My Mom is awful busy, She has a lot of friends, you see. She'd never have time for a den; She hardly has for me. And Dad is always working- He's hardly ever there. To give them anymore to do Just wouldn't be quite fair. He handed back the papers With the dignity of seven years, And smiling bravely, left me (His eyes were filled with tears.) Do you see your own boy's eyes As other people may? How he looks when you're "too busy" Or "just haven't time today. A boy is such a special gift Why won't you realize, It only takes a little time To put sunshine in his eyes.

CUB SCOUT INDUCTION CEREMONY

STAGING: Rubber stamp with a Cub Scout brand on it. Table with a balance scale and two candles. This can be made with a piece of wood cut into a triangle wide enough to hold a board across the top. It will look like a teeter-totter. Place at stage right. Bobcat badge and membership card. False campfire. Make this of logs, with a covered fireproof red paper over the light. Place at stage left.

CUBMASTER: Will the entire Pack stand by Dens facing the campfire?

ASSISTANT CUBMASTER: Will all the parents of these Cub Scouts please come forward in a single file with your left hand extended, palm down, and stand behind your son?

CUBMASTER: (Stamps brand on each parent as he tells them of their duties as a Scout parent.) As Cub Scout parents you will have certain responsibilities to meet, and it is only right that you be reminded again of them. You will be expected to attend the monthly pack meetings. To work with your son on his achievements, allowing him to pass his achievements to you in order that he may achieve the goals and the fun that can be his in Cub Scouting. Every parent will be expected to assist in every possible way as all of us as one help our sons to do their best. As you can see on the table beside me is a unique candle stand - a scale. Will the Pack now face the scale? There are but two candles. One candle stands for us, the parents; the other candle stands for our sons, the Cub Scouts. With both candles in place, the candles are balanced. If we remove the parent candle (demonstrate) the Cub Scout candle goes down. This is what will happen if we, the parents, do nothing with our Cub Scout sons.

ASSISTANT CUBMASTER: Do you accept these responsibilities, and will you do your best to carry them out?

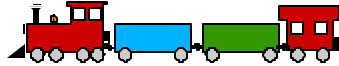
PARENTS: We do.

CUBMASTER: Now, because you parents helped your son earn his Bobcat badge, we ask you to pin this badge on him and give him his membership card. (Assistant Cubmaster helps.)

ASSISTANT CUBMASTER: Will all Cub Scouts please make the Cub Scout sign and repeat together the Cub Scout Promise.

BOBCAT INDUCTION CEREMONY:

Tonight you are starting on the scouting trail. As in all things a first step must be taken. Come with me along part of that trail, the Cub Promise:



I, _____ promise (turn on Promise light) (in saying this you make a pledge) to do my best (turn on light) now and always to try hard. to do my duty to God (turn on Bear light) and my Country. At all times mindful of God and Country... to follow Akela (turn on Webelos light) and all who leadmy den leader, cubmaster, and teachers. If I have done all these things then the eternal light of scouting will burn. (Turn on Scouting light). Should you fail your duty to Good (turn off), then certainly the eternal light of scouting will not burn (turn off). But if you do keep your promise (turn on light) you do your best (turn on light) and do your duty to God and Country (turn on light), and follow Akela (turn light), certainly the eternal light of scouting will continue to burn. (Turn on light). To your father I present your Bobcat pin (give pin to father). To you, Dad, I delegate the job of helping your son along his cubing trail. Will you pin your sons Bobcat pin on him upside down? This pin will remain so until he has done a good deed. (Address Cub) To you, I give this American Beauty rose (hand rose to cub). Now present the rose to your mother, please. (Address mother). This rose is symbolic of strength, beauty and endurance. The strength is the father, the beauty is the mother, and the endurance is the home. I ask you, Mother and Dad, to now pledge your help to your son as he travels the cubing trail. To all of you, welcome to the brotherhood of scouting. (Use your own type of pack welcome such as a grand howl, etc.).

WOLF ADVANCEMENT CEREMONY

ARRANGEMENT: Tom-tom, artificial campfire; Cubmaster dressed as Akela.

ASSISTANT CUBMASTER: The Cub Scout plan of advancement follows Akela's life story. Some of our Cub Scouts are following in Akela's footsteps tonight.

CUBMASTER: When Akela was little, he was taken on short trips into the forest among the great trees and the streams. Here from the wolf he learned the language of the ground, the tracks, the ways to food. Much the same as Akela, the following Cub Scouts have earned their Wolf advancement with Gold and Silver arrow points. (Cubmaster calls name as Assistant Cubmaster hands out awards and gives each boy the Cub Scout handshake.)

BEAR ADVANCEMENT CEREMONY:

ARRANGEMENT: Same as above

ASSISTANT CUBMASTER: As a Cub Scout grows he continues to follow Akela's life story. Some of our Cubs are following in Akela's footsteps tonight.

CUBMASTER: A little later, from the big kindly bear, Akela learned the secret names of trees, the call of birds and the language of the air. Just as Akela learned things that required a little more skill, so have the following Cub Scouts achieved the rank of Bear and some have also earned Gold and Silver arrow points. (Cubmaster calls the names as Assistant Cubmaster hands out the awards and gives each boy the Cub Scout handshake.)

WEBELOS ADVANCEMENT CEREMONY: ARRANGEMENT: Same as above

CUBMASTER: Tonight we have some Bears who have reached the age of 10 and are transferring into a Webelos den.

ASSISTANT CUBMASTER: The purposes of the Webelos den are to help the boys earn Cub Scouting's highest award - The Arrow of Light - and to make them ready to become Boy Scouts. This den will be known as Webelos Den and the Den Leader will be . This den will take part in all regular pack activities. You will work on 20 activity badge areas in fields all the way from swimming to science and earn activity badges for those. You will also visit Boy Scout troops and decide which troop you want to join. I am sure you will have a lot of fun outdoors, too.

CUBMASTER: Boys, as a Wolf and Bear Cub Scout, you went to your parents to pass achievements and electives. As a Webelos Scout, you will go to your Webelos leader to pass an activity badge. Congratulations to all you boys and parents. You are now Webelos Scouts.

PATRIOTIC CEREMONY

Personnel: Cubmaster and six boys

Cubmaster: I asked myself a question today: "What does it mean to be an American?"

There were several answers, and they were all good.

Being an American means I have a multitude of freedoms.

Cub #1: Freedom to think and to say what I think

Cub #2: Freedom to worship as I please

Cub #3: Freedom to move about

Cub #4: Freedom to try, and freedom to fail

Cub #5: Freedom to stand up straight and look the world in the eye

Cub #6: Freedom from want, and freedom from fear.

Cubmaster: These freedoms were not of my doing. They were here long before I was born. My forefathers and yours fought to win them. I have four guarantees they will remain. The Declaration of Independence, the



Constitution, my fellow Americans, and myself. No man could ask for more.

IDEALS - Closing Ceremony

Arrangement: Cub Scouts hold up cards with slogans as they read their lines.

Cub #1: DO YOUR BEST in everything you do on life's way.

Cub #2: ALWAYS BE FRIENDLY to brighten other's day

Cub #3: GIVE AWAY YOUR SMILES for 'its rewarding indeed,

Cub #4: BE PREPARED to help others in their daily need.

Cub #5: BE HONEST AND SINCERE towards others you meet.

Cub #6: BE LOYAL AND TRUE a most commendable feat

Cub #7: COUNT YOUR BLESSINGS, being thankful each day, for life's wonderful opportunities that come your way.

Cub #8: Good night to each and every one of you. May these thoughts stay with you your whole life through.

AN AMERICAN TRIBUTE

- an opening or closing

Den Leader: America is my country. How glad I am that this is my land. Prairie and forest, Snow-capped peaks and mighty canyons. Cities of steel and farms with red barns. How glad I am that this is my land. My country is young, but it has a wonderful history.

Cub #1: It is Columbus, Plymouth Rock and Davy Crockett.

Cub #2: It is the Boston Tea Party and "Give me Liberty or Give me death"

Cub #3: And General MacArthur returning to the Philippines.

Cub #4: It is Washington and Lincoln and all the Presidents who carried the burden of leadership.

Cub #5: It is all the men and women who have died, so we may be free.

Cub #6: And all the men, women, and children who are working today to keep it free.

Cub #7: It is you and I and all its people who love America's goodness and work each day to make it better.

den Leader: In all the world are many lands. But in my land is more hope and promise and strength and joy than anywhere else on earth. America is my country. How thankful I am that this is my land!

CLOSING THOUGHT

A smile costs nothing but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, begged or borrowed, or stolen, but it is something that is of no earthly good to anyone unless it is given away. So, if in your hurry and rush you meet someone who is too weary to give you a smile - leave one of yours!

No one needs a smile quite as much as he who has none left to give.

--Pack 275, Flint Michigan

Tips For Impressive Ceremonies

Present them in a dignified atmosphere

Make sure they are well rehearsed.

Do the ceremony like you mean it. Don't just read it.

Use props and costumes when necessary and keep them simple.

Make people to be recognized the center of attention. Have them face the audience.

Make sure everyone can see and hear, since the ceremony has a message for them.



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Use symbolism, it appeals to the imagination.

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Include plenty of action.

10 Commandments of Ceremonies

- Thou shalt have one every month
- Thou shalt keep it simple, make it fun (kis-mif)
- Thou shalt not repeat a ceremony, no matter how many adults want to (or how good you look in an Indian headdress)
- Thou shalt not ask Cub Scouts (or adults) to memorize or read a lot of big words
- Thou shalt be heard and seen by all
- Thou shalt include both Cub and his parent
- Thou shalt not forget Webelos activity pins, to make them important also
- Thou shalt follow the monthly theme
- Thou shalt understand Cub Scout advancement and how important it is to the Cubs
- Thou shalt use thy brain to come up with new ideas

Den Ceremonies

Keep them simple. A ceremony can be something as simple as having a boy stand on a chair while you praise him and present an award.

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Keep them short

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Fit them to everyday experience

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Don't get into a rut and repeat the same thing

Trail To Arrow of Light

- Personnel required: Akela (Cubmaster)
- Baloo (Assistant Cubmaster)
- One Webelos Scout
- One Bear Scout
- One Wolf Scout

Props: Oregon Trail scenery

Badges (with tape affixed to the card the badge is on)

(Before the ceremony, Baloo explains to the Bobcats that when indicated, each will walk to the line of Scouts and Cubmaster and shake each person's hand. Akela is standing in front. Next to him are the Webelos Scout, the Bear Scout, and lastly the Wolf Scout.)

Baloo: Will the following boys please join me in front?

(Baloo lists the names of the boys who are to receive their Bobcat badge.)

Akela: As settlers moved west along the Oregon Trail, they followed a train blazed by others who came before them. Just as those settlers followed others on the Oregon Trail, our Cub Scouts too follow others on the Cub Scout Trail.

(Baloo starts first Bobcat along the trail of Cubs)

Wolf Cub: I have earned my Wolf Badge. Now I'm working toward earning my Bear badge.

(Wolf Cub shakes Bobcat's hand using the Cub Scout handshake)

Bear Cub: I have earned my Bear Badge. Now I'm working toward earning my Webelos Badge.

(Bear Cub shakes Bobcat's hand using the Cub Scout handshake)

Webelos Scout: I have earned my Webelos Badge. Now I'm working on earning my Arrow of Light.



(Webelos Cub shakes Bobcat's hand using the Cub Scout handshake)

Akela: Welcome to the Scouting campfire.

(Akela shakes Bobcat's hand using the Cub Scout handshake)

Akela: These Cub Scouts represent the trail toward the Arrow of Light, the highest rank in Cub Scouts. No matter where they started their journey, they all started with the Bobcat. You may be called on to travel a trail that other Cubs in our pack haven't yet traveled. When the settlers traveled such a trail, they looked for help from the Indians. When you travel such a trail, your parents and leaders will be there to help you.

Baloo: Will the parents of these new Bobcats please join us at the fire now. I would like to thank the Cub Scouts who have welcomed these Bobcats. They may return to their dens now.

(Hand a Bobcat Badge to each set of parents)

Akela: Please attach the Bobcat badge, upside down, to the left pocket of your son's uniform. Once he performs a good deed, the badge may be attached to his uniform right side up. Pack (number), let's congratulate these Bobcats with a hearty cheer!

Bobcat Induction

Drummer calls the tribe to council.

Tribe (all dens) form a circle on the floor. The Den Chiefs (or den leaders if necessary) take the new Bobcats outside.

Den Chief then gives two double knocks, followed by three slower dignified knocks.

Cubmaster: "Who knocks?"

"Candidates who seek admission to our tribe".

Cubmaster: "Shall we open the door?"

Pack: "Yes"

(Door opens - group enters - stands at attention - door is closed)

Pack stands.

Cubmaster: "What is it you desire?"

Den Chief: "We have here some candidates who desire membership in our Pack."

Cubmaster: "Who sponsor them?"

Den Chiefs: "We do"

Cubmaster: "Do they know the Law of the Pack? Are they prepared to try to follow the Cub Scout Ideals and obey the Law?"

Den Chiefs: "They are so prepared"

Cubmaster: "Let the candidates give the Law of the Pack." (Bobcats recite) "Will the parents of these new candidates come forward and stand beside them?" (They come forward) "We are happy that you are here with us tonight, because your boy is taking an important step toward good citizenship and wholesome living. You, as parents, have a real responsibility to carry out as your boy enters our pack. Will you cooperate, by studying with your boy, so that he will be able to achieve the great goals and the fun that are his in Cub Scouting?"

"You are now starting the Cub Scout trail, which leads through the great game of Scouting. May you and your boy be happy in this Pack, and may we together become honorable members of the great Cub Scout family."

(give badge to parents to be pinned on their son)

New Family Induction

Materials: Wolf, Bear, Webelos, and Boy Scout handbooks; two blue and two yellow candles; 4 Sign cards, spelling out the word CUBS, Bobcat badges; Membership certificates.

Participants: Cubmaster, Committee Chairman, 4 Cubs, new Bobcats with their parents

Cubmaster invites the new Cub Scouts and their parents to come forward.

Cubmaster: Friends, we welcome you to our ceremony for new Cub Scout families. Before you burn four candles - two blue and two gold - I will explain their significance. The four letters you see spell CUBS, but each letter by itself stands for something special.

1st Voice: (C) - The C stands for Courtesy. A Cub Scout is courteous to others, his friends, his teachers, and his family. He is courteous in all that he does.

2nd Voice: (U) - The U stands Unity. When a boy joins the Pack, his parents join too. He does not work alone, but with other boys. He learns to get along with others.

3rd Voice: (B) - The B stands for Bravery. The Cub Scout is courageous enough to stand up for the things he thinks are right - honesty, equality, fair play - thereby making this world a better place in which to live.



4th Voice: (S) - The S stands for Service. A boy not only does service to himself while he is a Cub Scout, but he also serves others. He strives to help spread goodwill in every way he can.

Cubmaster: Cub Scout(s), you see before you four books - the Wolf Book, the Bear Book, the Webelos Book and the Boy Scout handbook. They stand for the steps that a boy climbs as he goes higher and higher in Cub Scouting and finally reaches the very top as a Scout. You have learned, along with your parents, those things necessary to take the first step in Cub Scouts - earning the Bobcat patch. Will you raise your hand in the Cub Scout sign and repeat the Cub Scout Promise. (Cubmaster and boys give sign and repeat the Promise).

Chairman: Parents, we welcome you into our Pack because Cub Scouting is for the entire family. As parents you have certain responsibilities in the Cub Scout program. We expect that you will attend the monthly Pack meeting and work with your son on his achievements. When called upon we will expect you to assist - along with the rest of the parents - in various leadership capacities.

Will you accept this responsibility?

Cubmaster: Will you pin this Bobcat badge on your son, making him an official Cub Scout. This privilege will be yours for every badge he earns. We expect that you will work with him on some of the projects he earns. We expect that you will work with him on some of the projects as you start together up the Cub Scout trail. May you be happy as a part of our Pack. May we, as a Pack working together, give our sons the traits of a good Scout. Cub Scouts, what is your motto?

All Cubs: Do your best!

(Cubmaster gives each new Cub Scout a handshake using the Cub handclasp, and offers his congratulations. Shakes hands with parents.)

Bobcat Induction

Personnel: Cubmaster, Den Leader, new Bobcat and parents.

Cubmaster: Do we have any boys who desire to join our pack?

Den Leader: *(Comes forward)* Akela, I have a boy who has shown his desire to join our pack.

Cubmaster: How has he shown his desire?

Den Leader: He has studied the Bobcat requirements and understands the purposes of Cub Scouting.

Cubmaster: Does he come alone?

Den Leader: No, his parents wish to join the pack also.

Cubmaster: Fine, bring him up.

(Den Chief escorts new Bobcat and his parents to front)

What is your name? I understand you wish to become a member of our pack. Do you know the Law of the Pack? Are you prepared to try to follow the Cub Scout ideals and obey the law? Are you prepared to work hard and to advance in rank? Are you willing to do your best? Good. You are about to start on the Cub Scout trail. Please repeat with me the Law of the Pack.

(addressing parents) Cub Scouting is a family program. Parents have certain responsibilities too. They are expected to help their son advance in rank. They are expected to attend pack meetings with their son, and help at other times when called upon. Are you willing to do these things to help your son achieve the goals and fun that will be his in Cub Scouting?

(to boy and parents) You are all starting the Cub Scouting trail which leads to the great game of Scouting. May each of you be happy in our pack.

(pinning on Bobcat pin) I am pinning on this Bobcat pin upside down. After you have done your first good turn which is approved by your parents, you may turn it right. Welcome to our pack.

-Indian Nations Council, Pow Wow, 1994

Bobcat Induction

Personnel : Bobcat candidate, parents, Cubmaster

Equipment: 1x6 board, 2 nails, 2 strings 18" long, 2 metal washers

1. Drive a nail into each end of the board, slightly off center. With 1/4" left protruding. Print ACHIEVEMENT on one side of board and PARENT COOPERATION on the other. Tie a washer to one end of each of the strings.

2. Ask the Bobcat candidate to take the string and washer and lift the board from the floor by hooking the washer over the nail. It will slip off.

3. Ask the Bobcat's parents to try the same thing with the same string.

4. When they have tried and failed, pull the second string from your pocket and give it to the boy. Tell him and his parents to put a washer on each nail and together pull the board up. Together, they should succeed. The board should slip so the words can be seen.



5. Explain that achievements in Cub Scouting will always depend on the Cub Scout and his parents working together, just as they have done tonight.

-Indian Nations Council, Pow Wow, 1994

Advancement Ceremony

The Bobcat is a small wildcat, about 3 feet long or shorter. The Bobcat is hard to find, especially during the hours of 3 to 5 pm when it is time to take out the trash, cut the grass, or take a bath. It hides behind trees, under beds, or behind an imaginary tank or truck waiting for the enemy to pass. It feeds on hamburgers, hot-dogs, tacos, cakes, candy and hunts for food wherever he can find it. Bobcats can be found in trees, mud puddles, under leaves, in an old rain barrel, on the roof, or anywhere girls aren't. They can be found as far as the school playground or as close as the neighbors yard, pulling on the cat's tail. The Bobcat's ability to run, jump, and hide is a legend. TV movies, Walt Disney, or Power Rangers have been known to be able to lure this wild creature in close for the catch. Many a mighty and crafty hunter has been foiled in their efforts to take this strange creature.

But here, now, if you are ready, but stand back, because he is unpredictable, I present to you a Bobcat(s), tamed, washed, hair combed, and about as lovable as he can be, probably with a frog in his pocket.

Boys and their parents are called forward and presented their awards.

-South Eastern Massachusetts Cluster Council Pow Wow 1997

Bobcat Investiture

Equipment: Bobcat investiture board with candles.

Personnel: Cubmaster, Bobcat candidate, Parents.

Cubmaster: The top three candles on our ceremony board represent the Cub Scout Promise. This is a promise which binds all Cub Scouts together in a common goal. It is through this promise that we are guided and directed.

I light the white candle which stands for "I promise to do my best". This is not always easy to do. Cub Scouts should do the best they possibly can. They do their duty to God, which means they accept their religious responsibilities, and they do their duty to their country, which means they are good citizens.

I light the red candle which stands for the second part of the promise "To help other people". Helping others not only makes them happy, but it makes the Cub Scout happy too. You help other people by doing a good turn each day.

I light the blue candle which stands for loyalty and obedience. The third part of the promise "Obey the Law of the Pack" means that you will follow Akela, who is any respected leader such as your Cub Scout leaders, your parents, your teachers, your minister. You will be loyal to our pack and help make it the best pack in the country. You give good will, which means that your attitude of helpfulness and friendship can benefit other people as well as yourself.

Together these three candles represent the Cub Scout Promise. (*point to white candle*) I promise to do my best to do my duty to God and my country, (*point to red candle*) to help other people, (*point to blue candle*) and to obey the Law of the Pack.

In the center of the board are three white candles representing the Law of the Pack. (*light the first candle*) The Cub Scout follows Akela. (*light the second candle*) The Cub Scout helps the Pack go; the Pack helps the Cub Scout grow. (*light the third candle*) The Cub Scout gives good will.

So, briefly, the Law of the Pack means that a Cub Scout follows, helps and gives.

These same three white candles represent the Cub Scout's loyalty to God, Home and Country....when you give the Cub Scout salute, three of your fingers are hidden (*show salute*) and those three fingers stand for God, Home and Country. Please give the Cub Scout salute (*they do*) and remember the hidden meaning. (*Presents Bobcat pins to parents, who pin them on their sons. Handshakes and congratulations all around. Bobcats and parents return to seats. Cubmaster continues with other awards.*)

-Indian Nations Council, Pow Wow, 1994

Thanksgiving Opening

Cast; 8 Cub Scouts (with signs), Den Chief

DC: As thanksgiving comes around, we'll tell all of you here things that Cub Scouts are thankful for all through the year.

Cub#1: T - We're thankful for the TEAMWORK, for TRAILS, and TRIPS, and TERRIFIC Den Leaders.

Cub#2: H - We're thankful for good HEALTH, and HAPPY HOMES, for HIKING, and HANDICRAFTS that we all do.



Cub#3: A - We're glad for AKELA, who helps us to do our Cub Scout ACHIEVEMENTS and ARROW points too!

Cub#4: N - We're thankful for NATURE-CRAFTS, and our great NATION which joined in Cub Scouting's _____ year celebration.

Cub#5: K - We learn KINDNESS to others and gain KNOWLEDGE too, on KNOTS, KNIVES, and KNAPSACKS as all good scouts do.

Cub#6: F - We're thankful for FELLOWSHIP and FAMILY FUN. We make lots of new FRIENDS before we are done.

Cub#7 U - We're glad for UNIFORMS that we all wear. As we work our way UPWARD through Wolf and Bear.

Cub#8 L - We're thankful for LEARNING to help one another, for LOVE and for LOYALTY to the pack and each other.

DC: These are some of the things we are thankful for. We're sure if you try, you can think of lots more.

- Crossroads of America Council, Pow Wow 1995

Christmas Opening Ceremony

Nine people hold large cards spelling out "C-H-R-I-S-T-M-A-S" with the script on the back.

C is for Caring - the Caring for others during the Holidays and all year 'round.

H is for Helping - helping others is part of the Cub Scout Promise.

R is for Remember - Remembering people who have helped us in the past.

I is for Imagine - Imagine a world of people helping other people.

S is for Sharing - the sharing of yourself.

T is for Time - Taking the time to care.

M is for Many - The Many opportunities we have to show our Scouting spirit.

A is for Always - We always do our best.

S is for Spirit - The spirit of giving - the giving of ourselves to others.

(All say together) "MERRY CHRISTMAS!"

SPORTSMANSHIP

Cubmaster:

At the beginning of the Indianapolis 500 -- or any car race -- the announcer says, "Gentlemen, start your engines". Tonight we will have our Pinewood Derby. I will ask 13 boys to come forward to help me give you a reminder.

S Smile, even if you hurt inside.

P Pardon those parents who may show poor manners.

O Ooze with enthusiasm for your car and fellow Den members.

R Respect the feelings of other Cub Scouts.

T Try your best andbe

S Satisfied with yourself.

M Master the art of self-control.

A Anger has no place in our meeting.

N Notice that only one can win.

S Success is "doing your best" will be present for every Cub Scout.

H Hush those words of bragging.

I Insert your congratulations to the winner.

P Play the derby game for fun.

- Crossroads of America Council Pow Wow, 1999

THE LAW OF THE PACK

THE CUB SCOUT FOLLOWS AKELA

Who is Akela? In Cub Scouting Akela means "good leader". My mother, father, teacher, Den Leader, Cubmaster, and other people who have shown that they are the kind of people who are able and willing to help, are Akela. I follow Akela.

THE CUB SCOUT HELPS THE PACK GO

When I became a Cub Scout, I was no longer just a boy. Now I am a member of a den and a pack. I can't think only of myself, but I must think of my fellow Cub Scouts. I help the Pack go by attending all of the meetings, following what the leaders say, and by being a part of it.



THE PACK HELPS THE CUB SCOUT GROW

I have more fun, now that I have joined the pack. I have learned things from people and I enjoy doing things with them. That's the real fun of Cub Scouting. I help the pack go and the pack helps me grow.

THE CUB SCOUT GIVES GOOD WILL

I find that if I smile at my friends, they smile back at me. I look for the things to do for others. Smile and help - those are two fine Cub Scout words.

-- Crossroads of America Council Pow Wow 1995

BASIC OPENING CEREMONY

PERSONNEL: Cub Scout Den

EQUIPMENT: US Flag, Pack Flag

US Flag and Pack flag on opposite ends of the stage with Cub Scouts lined up, between them, facing audience.

NARRATOR: (all boys turn slightly to face the Pack flag) "Here stands the flag which represents our Pack with pride. A group of growing Cub Scouts, with parents at their side." (all boys turn slightly to face the US flag) "And here stands the Flag we call Old Glory, standing for all we hold dear, it tells our country's story. Let us all now stand and join in the Pledge of Allegiance".

CLOSING CEREMONIES

I PROMISE

(One boy steps forward and recites each line of the Cub Scout Promise. Another boy recites the accompanying verse)

I promise:

An assurance I make, a pledge to do right. I keep it before me, a bright shining light.

To do my best:

I promise to try, then folks will believe in me.

To do my duty to God:

To God, the creator, I'm sure you will agree. So let's keep it always, the Land of the Free.

To help other people:

If I am helpful, faithful, and just; then I'm deserving of everyone's trust.

And to obey the Law of the Pack:

A guide for each day, as we go on our way. And a good one to know, as we follow and grow.

SPIRIT OF SCOUTING

Cubmaster:

(Light a candle or use one if it is already lit.) Throughout this meeting this evening this candle, which represents the Spirit of Scouting has burned (if lit) OR I light this candle to represent the Spirit of Scouting. Look steadily at the flame for a moment. (Pause) Now close your eyes. The image remains with you. Open your eyes. Now we blow out the light. As the image of the light remained in our ceremony, so will the Spirit of Cub Scouting stay with us. This evening of fun and good Cub Scout fellowship will not soon be forgotten.

--Crossroads of America Council Pow Wow 1995

ONE HUNDRED LIGHTS

(Give each person a sprig of dried cedar, pine, juniper, etc. If using an artificial campfire indoors, use



toothpicks.

Cubmaster: The light from hundreds of campfires around the world have brightened the Cub Scout Spirit for many years. Tonight, we have enjoyed the warmth and cheerfulness of our campfires 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 our council ring, remaining silent. Good night!
-Bay Area Council Pow Wow, 1994

TIGER CUB GRADUATION CEREMONY

Tigers are lined up at the back of the room with Tiger Cub Coach.

COACH: "Mr. Cubmaster, I have (#) Tiger Cubs who have completed the Search, Discover, and Share program and are now ready to be inducted into the pack.

CUBMASTER: "We are now ready to receive them."

The Coach calls each boy by name and he enters with his family. Tigers stand with their partners behind them.

COACH: "These Tigers have shared friendship and adventure." Turning to the Cubmaster - "They are now ready to move ahead."

CUBMASTER: "Tiger Cubs, please step forward. Do you promise to do your best, to do your duty to God and your country, to help other people, and to obey the Law of the Pack? If so, say 'I do'." Turning to the parents, "do you promise to assist your son throughout the Scouting Trail? If so say, 'I do'."

The Cubmaster then calls each boy forward and presents him with his certificate and Wolf Book.

CUBMASTER: "You are now official Cub Scouts in Pack _____. Will the audience please stand and welcome them with a round of applause?"

WEBELOS CROSSOVER CEREMONY

Setting: A bridge is in the center stage. One side of the bridge is represented as the Cub Scout side and the other side as the Boy Scout side. Use of Boy Scouts with candles lighting the path is very impressive. Cubmaster and Scoutmaster standing appropriate sides.

Cubmaster: Tonight we mark a great occasion...the graduation of ____ Webelos Scouts into a Boy Scout troop. We are sad to see them leave because they have been a great help to our pack...but we are happy for them because they are going on to the great adventure of Boy Scouting. These Webelos have worked hard for this night and have advanced well. As a symbol of their hard work, each Webelos Scout will be given an arrow. As I call your name, will each Scout come forward with your parents.

(Call each boy's name)

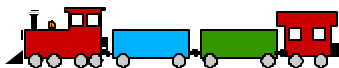
Reader: The arrow alone gives meaning to each of these Scouts. The wooden shaft gives the strength like the strength the Scout Promise gives each boy. The fletching helps guide the arrow on a straight and true path like the Scout Law guides the Scout on a straight and true path. The arrowhead points the way to the target like Webelos badge and Arrow of Light requirements have pointed the Scout to the ways of Boy Scouting.

Each arrow has these parts...but each arrow is different...it is individual. Each arrow represents their own trail through Cub Scouting. (Give each boy his arrow)

It has been a long trail...As you look at the arrow you can look back and see how far you have traveled. Your first trail led you across the Bobcat Ridge, where Akela took you into the Pack as a Bobcat. The yellow mark tells that this boy completed his Bobcat requirements. You may have then climbed the steep Wolf Mountain. The red mark means he has completed the Wolf badge. After that there may be a gold and silver marks for the arrow points that you may have earned. After finding your way through Bear Forest, you may have earned you Bear rank. The green mark shows you have gained your Bear achievements, and again you may have earned a gold and silver arrow points. Your trail next may have led you to Webelos rank...first earning three Webelos pins shown by three black marks, then your Webelos badge which is marked in blue. The Arrow of Light trail may have been hard and rugged. You first earned another four Webelos pins. Then came the highest Cub Scout achievement, the Arrow of Light which is signified by the white marking on the arrow. The twelve beads will remind you of the twelve points of the Scout Law. The red and white feathers not only stand for the troop's colors, but also for devotion and honor.

Your trail in Scouting does not end in Cub Scouting...it is only the beginning...for all of you have prepared yourself for the crossing over to Boy Scouts.

The bridge before you is a symbol of your crossing from Cub Scouting to Boy Scouting. The bridge is a structure carrying a pathway or roadway over a depression. it is a means of connection or transition from



one side to another...as this bridge represents how our Pack --- is connected to our Troop _____. As I call each boy's name, please come stand before your Cubmaster where he will remove your Webelos neckerchief.

(Cubmaster is calling over to the Scoutmaster)

Cubmaster: Hello, Boys Scouts of Troop _____.

Scoutmaster: Hello, Cub Scouts of Akela. What do you desire?

Cubmaster: We have several Webelos who have prepared themselves for entrance into your troop.

Scoutmaster: Bring them and their parents forward to the bridge that joins our Pack and Troop. I will send two of my Scouts over to escort the boys and their parents over the bridge.

(Boy Scouts cross over to Pack's side and then escort the new Scouts and their parents to the other side)

Webelos leader speaking to the Scoutmaster: These are your new Scouts, ready for the adventures ahead of them. They are going to call themselves the _____ patrol.

Webelos leader speaking to the boys: As I call each of your names, please come forward to your

Scoutmaster, _____, where he will place on you the neckerchief of Troop _____.

Scoutmaster: I welcome the new _____ patrol and their families to our Troop _____. (Lights on)

Scoutmaster: Will Troop _____ please form your patrols.

(Have SPL lead all Scouts in the Scout Promise)

-Bay Area Council Pow Wow, 1994

DEN CEREMONIES

THE LIVING CIRCLE

Based on an Indian custom, the living circle may be used alone or as a part of another ceremony. It reminds a Cub Scout of the friendships he is making in Cub Scouting.

Form the Living Circle by standing with your Den Leader and den in a close circle, facing inward. Ask everyone to turn slightly to the right in the circle and extend his left hand into the center, palm downward and left thumb pointing to the right.

Have each boy grasp the extended thumb of the person on this left, thus making a living circle. Each person should hold his right hand high above his head in the Cub Scout sign.

FLASHLIGHT CEREMONY

One of the boys shines a flashlight on the flag, while the others stand in formation, salute, and repeat the pledge.

LAW OF THE PACK

Form the boys in the Brotherhood circle. (The boys circle with arms around each other's shoulders.) The denner leads the den in the Law of the Pack.

Den Chief: What is the Cub Scout Motto?

Boys respond: Do Your Best!

Den Chief: Will you do your best?

Boys shout: We'll do our best!

WELCOMING NEW CUB SCOUT

The boys form a circle around the new boy, sing a welcome song, then each boy gives the new Cub Scout a Cub Scout handshake and welcomes him into the den.

or

The boys may form the Living Circle, break it to let the new boy in. Encourage the mother to attend this meeting. Be sure to give her some form of welcome too.

or

Have the Cubs form a circle with the new boy standing on the Den Leader's right. The Den Leader lights a candle and gives it to the new Cub Scout after saying: _____, this candle represents the Spirit of Cub Scouting and is a symbol of the friendship and fellowship of our Den. We want to share it with you and welcome you to Den _____. (New Cub Scout takes candle and says: "I'll do my best". (Passes candle on to Cub Scout on right) Each Cub says: "I'll do my best" before passing candle on. When it gets back to the Den Leader the candle is put out.



LEADER CEREMONIES

DEN LEADER INSTALLATION

PERSONNEL: Cubmaster, Committee Chairman, new Den Leader

EQUIPMENT: Candle or penlight, ceremonial board with four candles, Den Leader badge, den flag

COMMITTEE CHAIRMAN: Will (name), out new den leader, please come forward. Tonight we have the honor of inducting into our pack (name), who will be leading den (#). Beside you is the Cubmaster. He holds in his hands the light of Scouting. Take it and light the first candle. This light represents the first step in a boy's Cub Scout life, the Bobcat rank. For you, it is the symbol of your acceptance of this position and your promise to do your best to help these boys' learn and grow, in mind and body. If you accept this position as den leader of Den (#), give the Cub Scout sign and say "I DO".

Now light the second candle, the symbol of the Wolf rank, the second step in the boy's progress. For you, it is the symbol of your promise to attend the monthly Roundtable where you will find help for projects, fun, and games for your boys. If you new promise to go to the Roundtable each month, give the Cub Scout sign and say "I DO".

Next light the third candle, the symbol of the Bear and the symbol of your promise to seek training when it is offered by the Council Training Staff. If you now promise to seek training, give the Cub Scout sign and say "I DO".

As you light the fourth candle, the symbol of the Webelos Scout and your symbol of enthusiasm, do you now promise to display enthusiasm to your boys, in everything they do, and for the Scouting program itself? If you do, give the Cub Scout sign and say "I DO PROMISE".

Will the Cubmaster give to (name) the den flag of den (#), the Cub Scout Leader book, and the den leader badge?

By the authority vested in us, we officially declare you to be our new den leader. May you serve well the Cub Scouts in your charge.

-Pioneer Valley, Pow Wow 1996

DEN LEADER INDUCTION

Personnel: Cubmaster, Committee Chairman, Den Leader

Equipment: Candles, Cub Scout Leader Book

Arrangement: Committee Chairman and Cubmaster stand behind table in front of room. One the table is a candle and a copy of the Cub Scout Leader Book for each new Den Leader.

Committee Chairman: The Den Leader occupies a unique and essential place in Cub Scouting. Den Leaders fill a particular need for boys and perform a fundamental service that no one else can give. They therefore, become indispensable leaders in the operation of our pack. The following have agreed to become Den Leaders (read names) for the coming year? Will you please come forward? Will you promise to:

Show interest and concern for all boys in your den?

Take advantage of all training opportunities?

Be responsible for the organization and operation of your den?

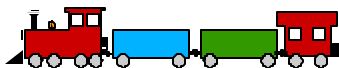
Attend Pack Leader Meetings, Pack Meetings and Roundtables when possible?

Work with the parents of your Cub Scouts and Webelos Scouts so that they will have an opportunity to share in the fun of Cub Scouting.

Observe the policies of our chartered organization and of the Boy Scouts of America?

New Den Leaders: "I WILL"

Cubmaster: Wearing the Den Leader's uniform not only identifies you as a very important member of the Boy Scouts of America, the largest boys' organization of it kind in the world, but it also sets a good example for the boys in your den. We welcome you as new leaders in our Pack and present you with copies of the Cub Scout



Leader Book. CONGRATULATIONS! and GOOD SCOUTING!

CUBMASTER INDUCTION

Equipment: Indian headdress for Old Chief Akela, artificial campfire, Indian blankets

Arrangements: Committee Chairman and the new Cubmaster stand beside the fire. Former Cubmaster as Old Chief Akela is out of sight.

Chairman: We are expecting a visit from the Old Chief Akela of the tribe of the Webelos. (A knock is heard and the Old Chief Akela enters)

Old Chief Akela: I am here to help you install a new Chief. Are the elders of the tribe assembled?

Chairman: They are here, Akela.

Old Chief Akela: You have been chosen to be the new Chief of the tribe of Webelos. Will you be loyal to the trust that has been placed in you by our Committee, Cub Scouts and parents?

New Cubmaster: I will be loyal.

Old Chief Akela puts his blanket on the shoulders of the new Cubmaster and a war bonnet on his head.

Old Chief Akela: I declare you to be Chief Akela, of the Webelos tribe of Pack ____ in the _____ Council of the Boy Scouts of America. Do the young braves know the Law of the Pack?

New Cubmaster: They do.

Old Chief Akela: Let them give the law.

All:

The Cub Scout follows Akela.

The Cub Scout helps the pack go.

The pack helps the Cub Scout grow.

The Cub Scout gives goodwill.

DEN CHIEF CORDS

Personnel: Akela (Cubmaster), a Cub Scout, the new Den Chief, an older Den Chief or Den Leader, and the new Den Chief's Den Leader

Equipment: Two 4-foot lengths of rope made of yarn, one blue, one yellow, a table, a Den Chief's handbook, and a scroll.

Arrangement: On Akela's right stands a Cub Scout holding the rope of blue yarn; on his left, an older Den Chief (or Den Leader) holds the rope of yellow yarn. On the table is the Den Chief's Handbook.

Akela: Cub Scouts and friends of Pack ____, we wish to recognize a new leader who will serve as Den Chief of Den _____. (Read from scroll if necessary) I, Akela, chief of the Webelos, pondered long into the night who should lead the young Cub Scouts of our Pack. An important council was held with the Scoutmaster, chief of our older brothers, to choose this important leader. Now, we call to the council the chosen one, Scout _____ of Troop _____. (pointing to blue rope) This blue totem represents the Cub Scout Pack with all its Cub Scouts, leaders, and parents - also the Cub Scout Promise and Law of the Pack.

This gold totem (points to the yellow rope) represents the Scout troop, its leaders, the Scout Oath and Law.

You will notice that the ropes are made up of many strands, representing all the boys in the troop and pack.

Let us bind together these ropes into a bond of friendship. (The Cub Scout and the Den Chief/Leader each grasp an end of the two ropes and twist in opposite directions) You now see these symbols become the totem of the den chief's office. This is known as the Den Chief's cord. You will notice that our new Den Chief is wearing this shoulder cord encircling his right sleeve. This badge of office was presented to him in his troop in recognition of his new position as an officer in his troop. (To the new Den Chief) And now we of Pack ____, in recognition of your high office and the important service you will be rendering your troop and your pack, want to present to you this Den Chief's handbook is the presence of your new friends. (Hands book to him and gives him the Cub Scout handshake)

When Akela was a boy, he was taken on trips by his chief to learn the ways of the braves to prepare him for the day when he would become chief. You have now become a chief in Akela's pack to lead the younger ones that they shall become mighty hunters and honorable Webelos. You Den Leader will be with you to lead the Cub Scouts of your den along the Cub Scout trail. Den Leader ____, will you stand by your new Den Chief as we give him the grand howl of welcome. (Den gives Grand Howl as Den Chief sits with the den)

-Bay Area Council Pow Wow, 1994

TRAINING RECOGNITION

Personnel: Cubmaster, den leader being honored

Equipment: Pack position emblem for den leader

Arrangement: In front of a pack meeting



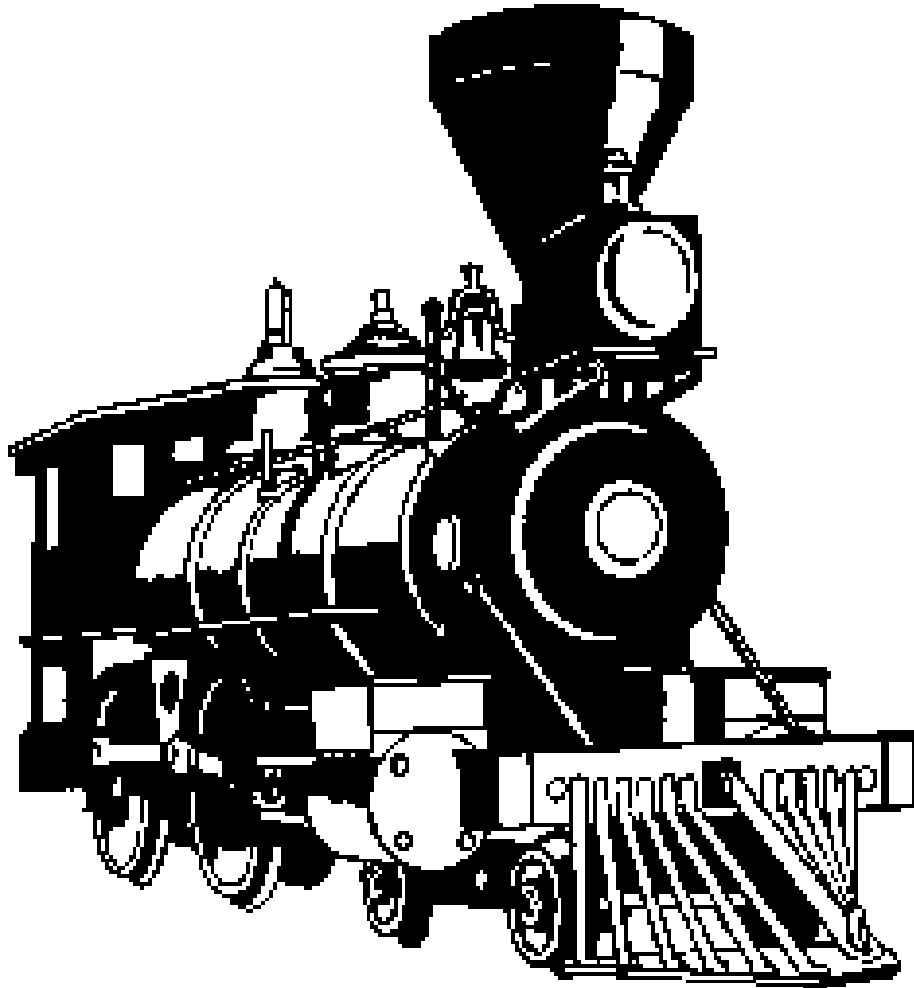
Cubmaster: Tonight, we want to recognize (name) (calls forward the den leader). (Name) has just completed training as a den leader. Den leaders are an indispensable part of our pack. It is one thing for a person to take on the responsibility of becoming a den leader of a den. But it is an even greater commitment when a person takes of their own time to attend Cub Scout training to provide our boys with a quality den program. As you wear your den leader's uniform, it not only identifies you as a very important member of the Boy Scouts of America, but it also sets a good example for the boys in your den. It is a privilege to present the den leaders emblem for your uniform and to congratulate the newest trained leader in our pack. Thank you for giving of your time for our boys.

-Bay Area Council Pow Wow, 1994



COOKING





FOOD SUBSTITUTES



1 tbsp. cornstarch = 2 tbsp. flour

1 cup sugar = 3/4 cup honey

(might want to reduce any other liquids in your recipe to compensate for this honey liquid volume)

1 - 1 oz. square of unsweetened chocolate = 1 tsp margarine + 3 tbsp cocoa

1 cup milk = 1/2 cup evaporated milk + 1/2 cup water

1 cup milk = 1/3 cup dry milk + 7/8 cup water

1 cup margarine = 1 cup butter = 7/8 cup cooking oil

METRIC CONVERSION

1 tsp = 5 ml

1 tbsp = 15 ml

1 cup = 237 ml

1 pint = 471 ml

1 quart = 942 ml

1 oz. = 28 GM

1 lb = 454 GM

MEASUREMENTS

3 tsp = 1 tbsp

5 tbsp = 1/4 cup = 2 oz.

5 1/3 tbsp = 1/3 cup

1 cup = 8 oz. = 1/2 pint

2 cups = 16 oz. = 1 pint

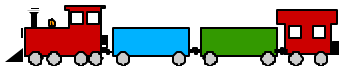
4 cups = 1 quart

1 1/3 cups dry milk + 3 3/4 cups water = 4 cups milk = 1 quart

1 stick butter = 1/4 pound = 1/2 cup = 8 tbsp

TIN FOIL COOKING

FOIL COOKERY TIPS



Use two layers of lightweight or one layer of heavy-duty aluminum foil. Foil should be large enough to go around food and allow for crimping of edges in a tight seal. This will help keep the steam and juices in.

You will need a shallow bed of glowing coals that will last the length of time necessary for cooking.

Drugstore wrap:

Fold the foil in half so the food is in the center. Roll long seam (this is the opposite end from the fold) 3 to 4 times towards the food and crimp to create a tight seal. Do the same to each open end of the foil package. Ensure that all 3 seams are pinched tight so juices and steam do not escape. Use a felt tip marker write the appropriate name on each foil meal.

Basic Foil Meal:

Lay a hamburger patty or pork chop on a sheet of heavy-duty foil. Cover with slices of potato, onion and carrots. Season with butter, salt and pepper.

Wrap with "drugstore fold". Cook 20 to 30 minutes over hot coals, turning twice during cooking.

FOIL COOKING TIMES:

- Hamburger..... 8 to 12 minutes
- Chicken pieces..... 20 to 30 minutes
- Hot Dogs..... 5 to 10 minutes
- Pork Chops..... 30 to 40 minutes
- Carrots..... 15 to 20 minutes
- Ears of Corn..... 6 to 10 minutes
- Whole Potatoes 45 to 60 minutes
- Potato slices..... 10 to 15 minutes
- Whole Apples..... 20 to 30 minutes

Listed below are different cooking options to consider when planning that foil meal

- * Crushed garlic
- * Wrap everything in cabbage leaves before wrapping in foil
- * Add a little catsup
- * Add a couple tablespoons of Cream of Mushroom soup
- * Small dough balls of biscuit mix for dumplings
(May also use plain biscuits that are cut into quarters)



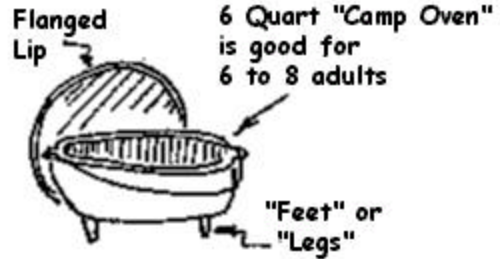
- * **Pseudo stir-fry (use stir-fry oil instead of butter and spices)**
- * **If you use chicken, try pineapple slices with a mild BBQ sauce**
- * **Sauces:**
 - Heinz 57
 - Worcestershire
 - Soy
 - Teriyaki
 - Plain Steak
 - BBQ
 - Tabasco
- * **Spices / Seasonings:**
 - Garlic salt
 - Garlic pepper
 - Montreal seasoning
 - Seasoned salt or pepper
 - Italian seasoning
 - Curry powder
 - Chili powder
 - Wylers' bouillon granules
 - Mrs. Dash
 - (Might be able to combine BBQ and chili powder or Italian dressing and Italian seasoning but not Worcestershire sauce and curry powder)
- * **Instead of Hamburger:**
 - Stew Meat
 - Cubed Steak
 - Pork Loin
 - Ground Turkey
 - Boneless Chicken Breast
- * **Vary the vegetables:**
 - (Smaller the slices the easier the vegetables will cook)
 - Slices of Tomato and/or Bell Peppers
 - Celery, Green Beans
 - Sweet potatoes
 - Scallions or Green onions



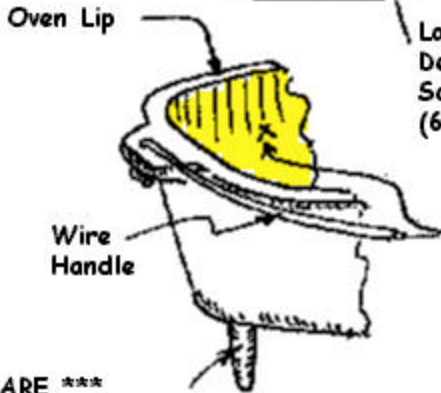
DUTCH OVEN COOKING

The Manufacturer actually calls them "Camp Ovens"

Buying:
Expect to pay
\$30 to \$60



Lodge Manufacturing Company
Dept. C, Box 380
South Pittsburg, Tenn. 37380
(615)-837-7181



Inside of oven **MUST** be "seasoned" before using. Season as follows:
1.) Coat inside of oven and inside of cover with vegetable oil.
2.) Heat in oven at 400 Degrees F or with hot coals (15 top & 15 bottom).
3.) Heat for 1 hour.
4.) Drain hot, store covered

*** BEWARE ***

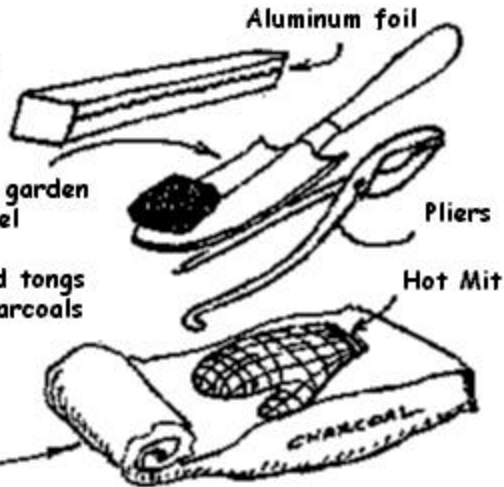
Cast iron ovens are brittle and will break if dropped! Especially the legs!!!

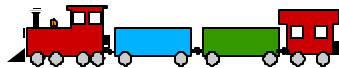
Additional Equipment



Use a simple garden or hand shovel <or> Spring loaded tongs to handle charcoals

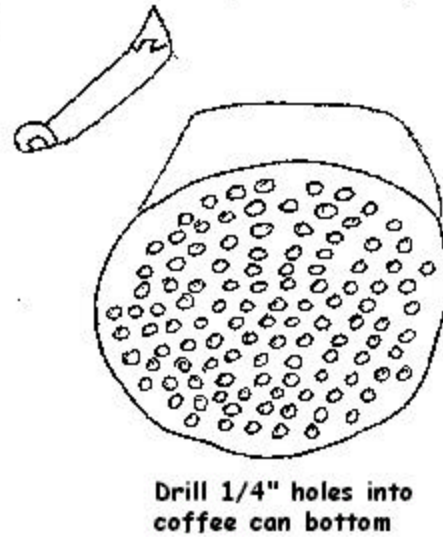
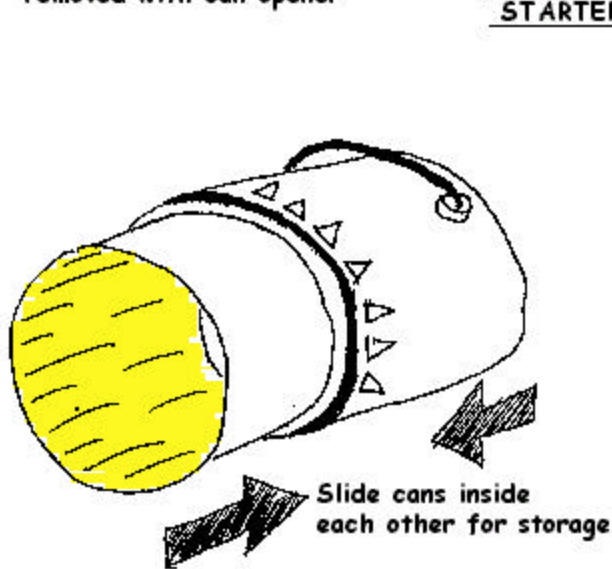
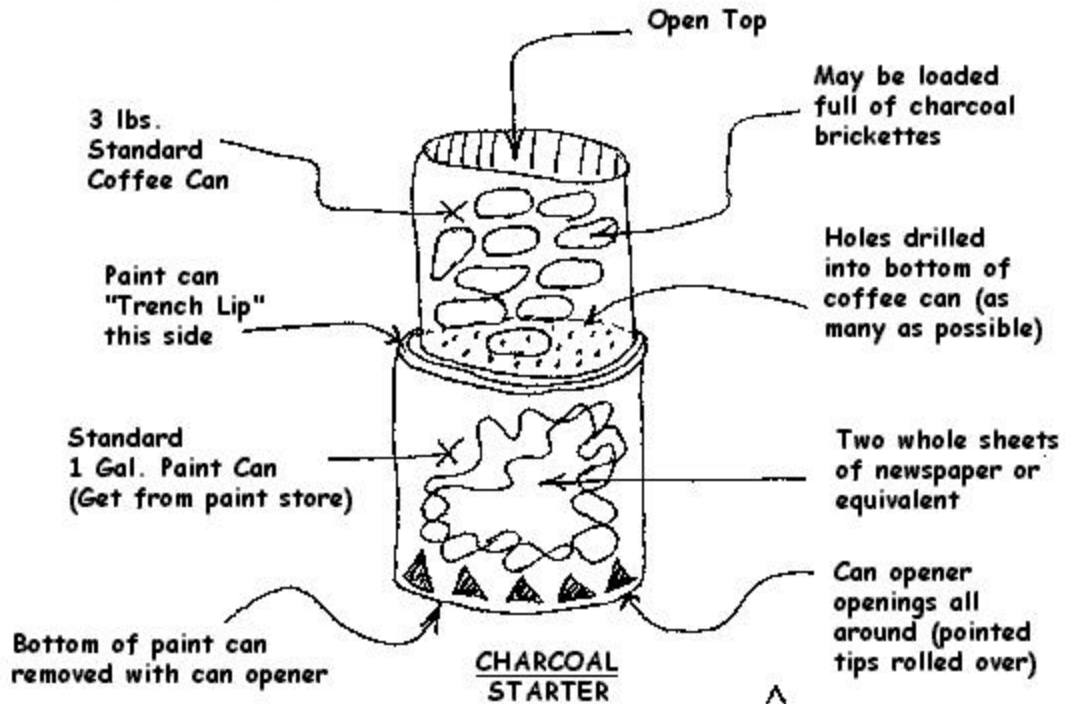
Keep your charcoal bag closed and rolled between uses to minimize moisture. You can also store your charcoal in a bucket with a lid. This makes the charcoal easier to carry, stack and "waterproof".





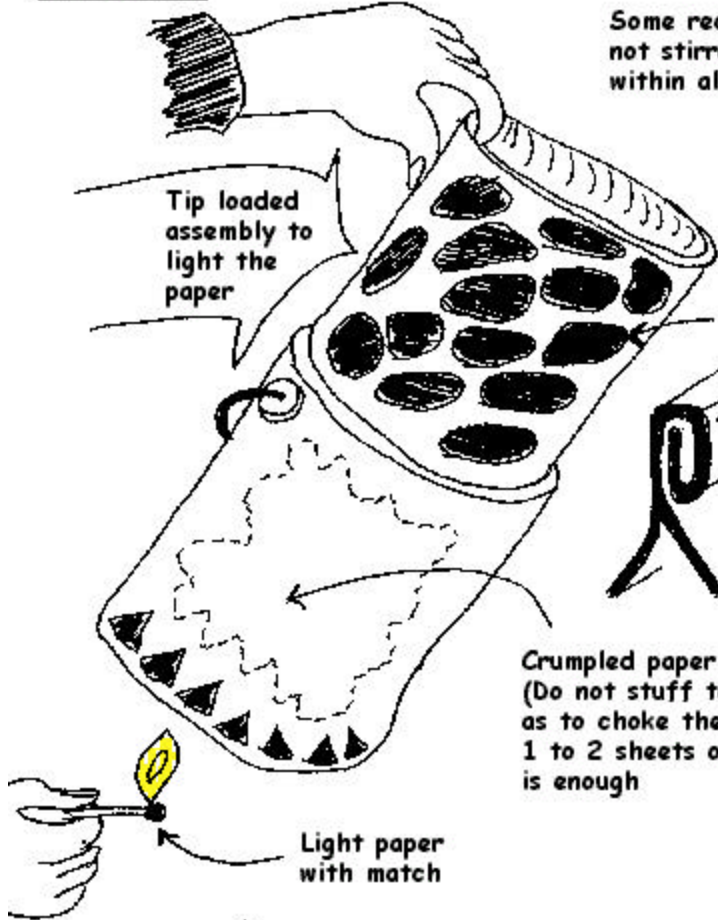
LIGHTING YOUR CHARCOAL

Please avoid liquid charcoal starting. Liquids are totally unnecessary and unsafe.





LIGHTING



LINING

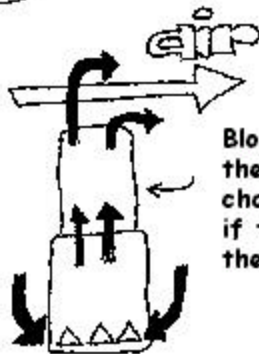
Some recipes that bake and are not stirred can be baked within aluminum foil

Folded under so cover closes tight

Lined with Aluminum

Double fold Aluminum edges when locking sheets together

Use oven pliers to dump coals



Blow across the top to "stoke" the fire hotter and start the charcoal faster, especially if there is not wind to aid the chimney draft

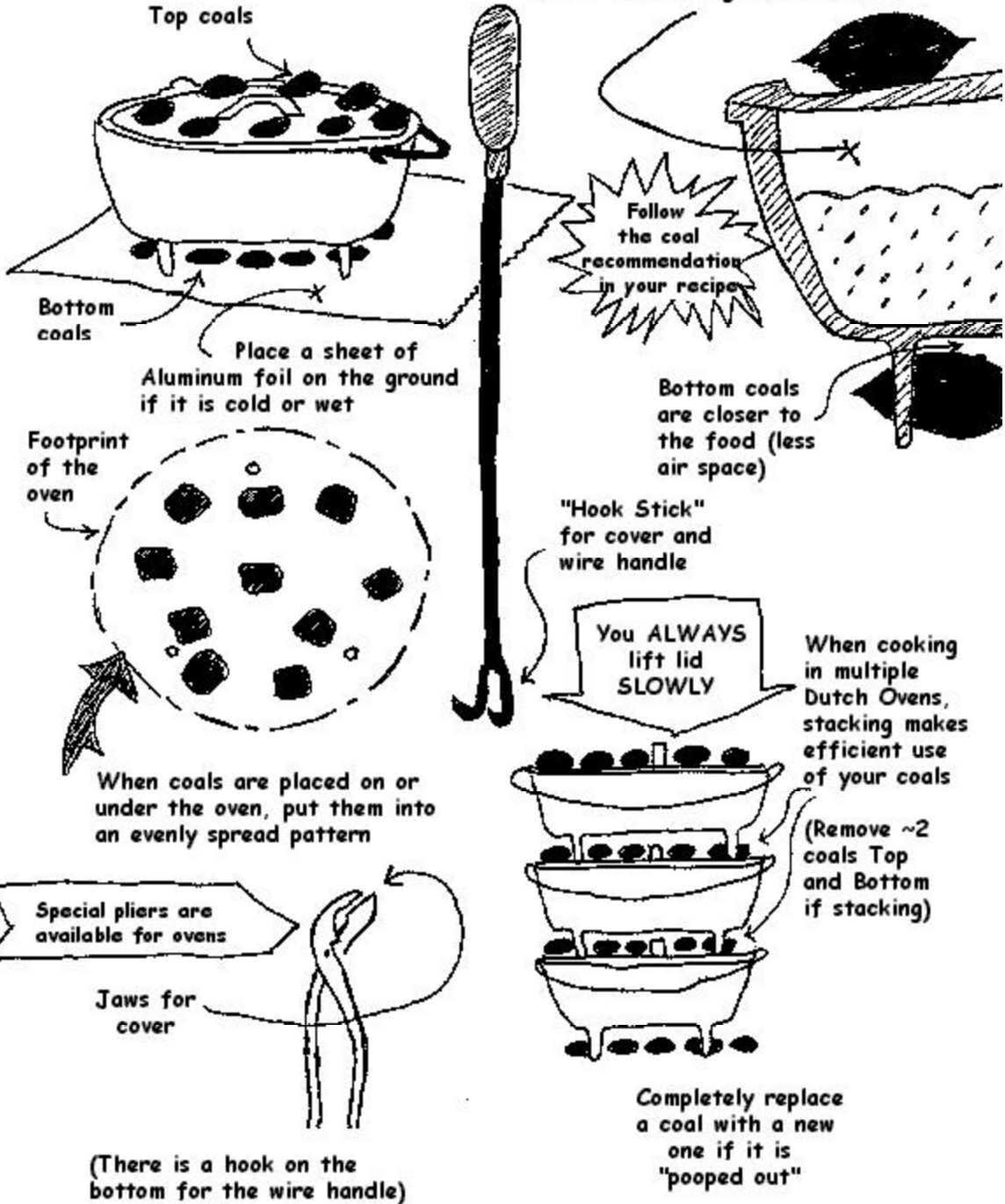


Charcoals are all lit when the top coals have white tips



TECHNIQUE

Most recipes use more top coals than bottom coals - Inside air space makes the heating less effective





CLEAN-UP



3/4" of Hot water

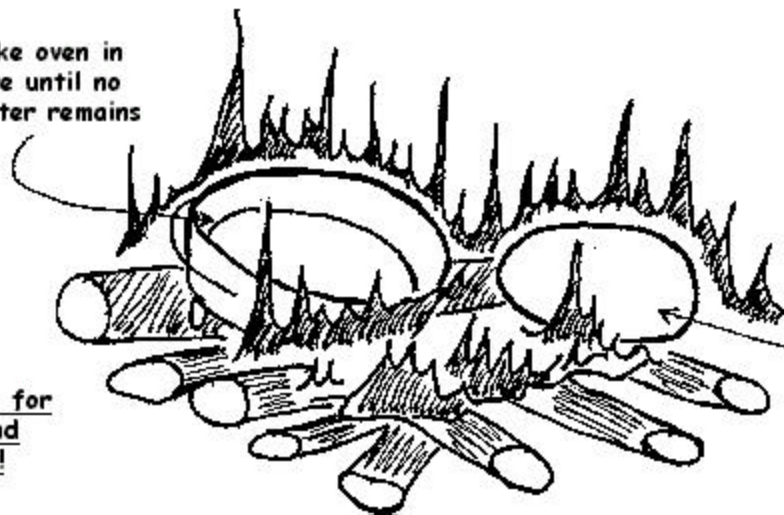


****WARNING****
Use plastic Scrubbie
NOT metal !!!

DO NOT use metal scrub, soap or detergent unless you are prepared to completely reseason your oven !!!

- 1.) Pour Hot water into oven and scrub THOROUGHLY.
- 2.) Dump out and scrub with clean Hot water again.
- 3.) Repeat for cover.
- 4.) Place cover and oven into campfire. Make sure cover is ajar so that all water evaporates (or separate oven and cover).
- 5.) When dry - Remove hot oven and allow to cool.
- 6.) When cool - Apply light coat of vegetable oil - Spread with paper towel (can also spray with "Pam").
- 7.) Oven is ready for cooking or storage.

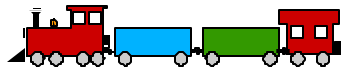
Bake oven in fire until no water remains



Place cover in fire with "Inside" up

Watch for Ash and Soot !!!

NEVER EVER place cover onto the ground with the inside surface down !!! Unless you like natural seasonings compliments of Mother Nature.



HELPFUL DUTCH OVEN COOKING TIPS

FOOD ITEM	COOKING TIME	12" - # COALS	14" - # COALS
MEATS AND FOWLS	1 1/4 Hr. to 1 3/4 Hr. (350 Degrees)	2 - 15 top 8 - 10 bottom	15 - 20 top 10 - 15 bottom
VEGETABLES	45 min. to 1 Hr.	same as above	same as above
BREAD	30 to 45 min. (400 Degrees)	15 - 20 top 8 - 10 bottom	18 - 25 top 8 - 10 bottom
CAKE	30 to 45 min. (350 Degrees)	15 - 17 top 6 - 8 bottom	16 - 20 top 10 - 12 bottom
PIES (canned filling)	30 to 45 min.	15 - 17 top 6 - 8 bottom	16 - 20 top 10 - 12 bottom
(fresh fruit)	45 min. to 1 Hr.	same as above	same as above
COBBLERS	45 min. to 1 Hr.	15 - 17 top 6 - 8 bottom	16 - 20 top 10 - 12 bottom

PLANNING THE COST OF YOUR MEALS

Should figure, as an average, \$3.50 / person for each meal

If having a Cracker Barrel, figure \$1.25 / person

Cost should include meals/plates/silverware/charcoal/etc.

Ways to lower cost:

Do you really need to buy brand names

Aldi's / Sam's vs. Jewel

What can your Den bring from home

As a rule, Breakfast should not cost \$3.50 / person

(Means that you could spend a little extra for other meals)



Friendly Reminders

* Do not set pots or pans directly on charcoal briquets for they will break down.
(amount of heat will be greatly reduced)

* Concentrate your coals.
Two layers will produce far more heat than one layer.

* Do not let ashes from charcoal accumulate for they will smother the coals.

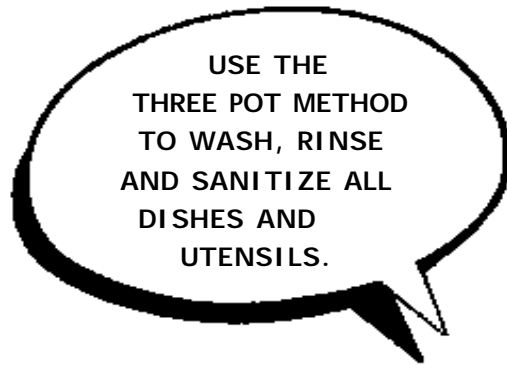
* If ground is too wet and/or cold (even frozen), place the coals on a piece of aluminum foil to reduce heat loss.
(more heat will be directed upwards)

* If need to pre-heat the Dutch oven:
27 to 30 charcoal briquets underneath and on the lid will produce a temperature, in a #12 oven, of 450 degrees or higher within 12 to 15 minutes. This temperature can be maintained for 30 minutes or more with the number of briquets under the oven reduced to 12 and the number on the lid reduced to 9.
(based on an air temperature of at least 70 degrees)

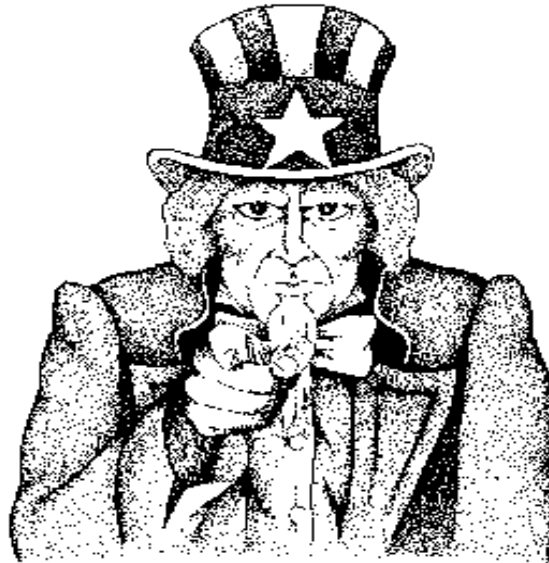
WASHING AND SANITIZING



COOKWARE



USE THE
THREE POT METHOD
TO WASH, RINSE
AND SANITIZE ALL
DISHES AND
UTENSILS.



The three pot method is set-up as follows:

POT #1: Hot soapy dish water (followed by)

POT #2: Trepid, clear rinse water (followed by)

POT #3: Hot, clear bleach water
(2 Tbs. bleach per gallon of water)

Can use a "Dunk Bag" for cooking utensils and silverware

NOTE: A coffee can can be converted into a Dunk Can by
punching holes in the bottom and sides which allows
the water to drain.

Use Tongs to handle plates and pots.

**BOIL ALL WATER FIRST,
THEN LET IT COOL ENOUGH TO USE !!**



CRAFTS





Boy Scout Wooden Plaque with Photo

A special project your scouts will keep for years!

You need:

Fleur-de-Lis Wood Cut Out

Photo

Decoupage Solution

Foam Brush

Hardware for Hanging

Scissors

Wood Stain

Gold Paint Marker

Instructions:

Stain wood cut out. Let dry. Cut out photo. Use foam brush to coat wood with decoupage solution. Place photo. Apply a layer of decoupage solution over the wood and photo. Let dry. Repeat. Draw a gold line with paint marker all around wood cut out, near edge.

Attach hardware to back.

FILM CANISTER SEWING KITS

Save those little sewing kits you get in hotels and they can be made to fit into a film canister.

You can attach a pipe cleaner through two small holes punched in side of film canister to make a tie slide, hang from belt, or just keep in backback for emergency repairs and sewing on patches.

TIE RACK or THREAD HOLDER

Cut a board 1x4x6 (or longer if desired). "Ruffle" (wave) all edges with a rasp or a router. Pound in 10d finishing nails in a row, 1-2" apart, 1" from the edge. Either woodburn a "title" or add another row of nails offset from the first row.

--Pack 114

KITCHEN SINK POT

Decorate a 4-6" diameter clay pot using magic markers, or cut out fabric (pinking sheared) pieces attached using a watery (Elmer's) glue mix. Be sure the bottom has a hole for draining. Keep kitchen scrubbers in it.

--Pack 114

Beady Scouts

Materials:

20mm wooden bead

Two black pony beads

Twenty Two blue pony beads

2 inch yellow chenille stem



3-1/2 inch tan chenille stem
8 inch black chenille stem
8 inch tan or brown chenille stem
Craft glue

Directions:

Make head and arms -- Fold black stem in half. Dip the folded end into the glue and push on the wooden bead (head). For arms, wrap center of 3-1/2 inch tan stem around doubled black stem, about 1/4 inch under head bead. Push four blue beads onto each arm. To make hands (and to hold beads on arm) bend the ends up and over the last bead.

Make the body and legs -- For body, hold together both black stem ends that extend from bottom of head. Push 4 pony beads over both stems. For legs, pull ends of black stems into an upside down V shape. Push 5 pony beads onto each black stem. For shoes, push 1 black pony bead on to end of each leg. Bend ends back and over black shoes.

Make hair -- curl 8 inch tan/brown (or other hair color) chenille stem like a cinnamon roll. Glue onto head.

Use fine liner to draw eyes, nose, and mouth.

Variation -- use orange beads for Tiger body and arms; tan beads for Webelos. Add a short chenille stem around neck for neckerchief.
-- Contributed by SCTF Balou

MOTHER'S DAY FAN

Cut 18" strips of wallpaper border (7" wide suggested; adjust lengths for different widths). Fold the border accordion style to form fan and glue or staple at the bottom. Wrap and glue a small strip of wallpaper around this. Glue small flowers tied in ribbon to the bottom. You can add lace or ribbon to the outer edges of the fan too. Glue a loop of ribbon near the top of the back upper edge to hang it with (off-center is good).

--Pack 114

Blue and Gold Place Marker

Materials:

Blue fun foam
Gold fun foam
Wooden dowel (about 1/4 inch diameter)
3 inch square scrap plywood
Glue
Nails

Directions:

Attach dowel to plywood by nailing up from the bottom.

Trace the cub's open right hand on both the blue and gold fun foam together (so trace is identical) and cut out.

Glue fun foam scraps to the bottom of the plywood to protect the table.



Keeping the 2 hand cut-outs together, glue the fingers into the Cub Scout Sign.
Attach Cub Scout Sign to the dowel -- either glue or punch holes and slide it on.

With family name written on back of hand, can be used to identify tables for Blue and Gold Dinner or group together as a centerpiece type arrangement.

WARNING: Some scouts have been known to experiment with other finger configurations -- you may need to set some ground rules here.
-- Contributed by SCTF Balou

BOWLING GAME

Decorate with stickers or "fill" 2 liter or 20 oz plastic bottles using: tissue paper (bunched or shredded), shiny cloth, and Easter grass). Include an appropriate sized ball (nerf/light wt rubber).
--Pack 114

BOTTLE CAP FLOWERS

Carefully wash and dry the plastic bottle caps of various laundry cleaners. Cut a stem off an artificial flower and bend it into a "U" shape. Pour some plaster of paris into the bottle cap, add water and stir with a coffee stirrer. As the plaster of paris begins to harden, place the "U" end of the stem into the bottle cap. Let dry. The bottle caps can be adorned with lace, ribbons, buttons, etc. Combine a few into an appropriate sized vase. Excellent gift for elderly, shut-ins, and relatives.
--Pack 114

DRYER VENT PUMPKIN

You will need:

White dryer vent

Orange spray pain

Brown lunch bag

Stapler

Raffia, silk leaves

Glue

Wire cutters

You'll need to count 17 rings on the dryer vent and cut.

Bring the ends together and making sure that the ends of the wire are tucked in staple the two end rings together just behind the wire a few times.

Paint, making sure to cover the top and bottom.

Cut the top half of the lunch bag off and twist to form the pumpkin stem and glue down into the center of the dryer vent.

Decorate with leaves and raffia.



FIRE SAFETY PAPER QUILT

You will need:

Construction paper

Markers

1 large piece of paper

Give each Cub a piece of white construction paper. Each Scout needs to plan fire safety design and color their paper with markers, fabric, stickers, etc.

Color the large piece of paper to use as a background or make it out of colored paper or fabric.

When the designs are complete, glue them together on one large piece of paper. Show off at pack meeting.

--Crossroads of America Council Pow Wow 1995

GOLD NUGGET TIE SLIDE

Materials:

2 inch square of heavy duty aluminum foil

1/2 inch (or 5/8 inch) plastic ring

Plaster

Grey Paint

Gold Glitter

Directions:

Crumple foil into a tight packet

Carefully un-crumple and shape into a globe-shaped mold

Fill the mold with plaster (you may need to use a toothpick to make sure you fill all the nooks and crannies)

Put the plastic ring in the top

Let the plaster harden

Carefully peel away the foil

Paint the plaster with grey paint, will dry quickly

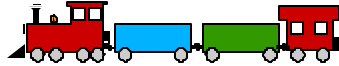
Put on a second coat of paint

Immediately sprinkle nugget with gold glitter

-- Contributed by SCTF Balou

LOG CENTERPIECE

Cover punched hole(s) of Hi-C size can with masking tape. Use tin snips of all-purpose scissors to cut out a 4-5" circle on the side (not end) of the can. "Seal" the sharp edges with a layer or two of masking tape. Working on a wax paper surface, paint a thin layer of plaster-of-paris on all sides, the top and bottom. Let the can rest on the side opposite the hole; it will dry quickly. Then apply a thicker coat of plaster-of-paris to all sides again. Use a fork to scratch the log texture into the plaster-of-paris. When it is completely dry, paint the sides (log portion) brown, and the ends ("log ends") a light tan. Crumple up newspaper and stuff in the can. Insert greenery and/or flowers and/or small flags and/or pictures/symbols on a stick, appropriate to the occasion. (Cub Scouts can use cutouts of a Tiger, Wolf, Bear, Webelos symbol, etc. on a stick or straw.)



MAGNET HOLDER

To a "finished" (stained, painted) board 1x4x12, glue a piece of flat metal (so the metal is "framed" by the board). Add a picture hanger to the back of the board. Give as gift (include a homemade magnet as a starter).

--Pack 114

TIN CAN LUMINARIA

In preparation, fill each clean can with water and place in freezer. Have each boy draw a simple decoration on paper the size of the can (i.e. star, snowflake, bell, Christmas tree). Tape the design to the frozen can. Then using a hammer, punch holes along the lines of the design. This work must be done quickly as the ice will quickly melt. When the design is complete, remove the pattern and melt the rest of the ice. Dry the cans. They may be painted. Place a votive candle in the can, turn off the lights and be surprised!

EDIBLE FIRE

You will need:

paper plate - fire site

coconut - tinder

Chinese noodle - kindling

fat pretzel sticks - fuel

red hots - coals

drinks - water bucket

To build:

Clear site - (paper plate) down to bare soil. Clear all burnables (branches, grass etc.) to 10 feet away from fire site.

Place tinder on fire site - (tiny bits that burn with a flare) Small twigs, dry wee tops, shavings, etc.

Add kindling - catches flame from tinder (small sticks) Dry wood about the diameter of a finger.

Add fuel - dead branches about 12 inches long, or cut wood from ax or saw.

Practice "lays" - ways to build a fire (teepee, lean-to, fire stick, crisscross).

When the boys have a "good" fire laid, give them a few red hots as coals to "light it". Have a contest, see who can build the best one.

Enjoy! Remember to have a fire bucket (juice glass) near by to put out the fire!

--Crossroads of America Pow Wow 1995

SNOWMAN POOP

Materials:

A few mini marshmallows,

cellophane wrap (or baggie),

curling ribbon

Directions:

Place a few Mini marshmallows in baggie, tie up with ribbon and attach the following poem:



I heard that you've been naughty,
So listen, here's the scoop
I'm running out of coal this year.
So here's some Snowman Poop
Love Santa

You can do this with chocolate chips and have Reindeer Poop!
-- Contributed by: SCTF Lady

GOOD DEED TREE

You will need:
Construction paper
Cookie cutters
Scissors
Glue
Pen, markers

Cut out a Christmas tree of the desired size out of decorative wrapping paper.
Cut the caption "Trim The Tree With Good Deeds!" out of construction paper.
Using cookie cutters cut out ornaments (circles, diamonds, Santa, etc.)
Discuss the kinds of things Cubs can do for others during the holidays. Each Cub should write his name and a "good deed" he plans to do on an ornament.
Color the ornaments with crayons or markers.
Tape the ornaments on the tree as the boys do their deeds. Display at pack meeting. (Variation - make smaller trees for each boy to take home.)

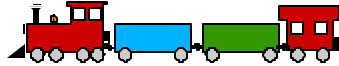
--Crossroads of America Pow Wow 1995

HAM CAN LANTERN

Materials:
Canned Ham Can (with both sides removed)
Hammer and Nail
String
Old Candle
Tea Candle

Directions:
Use Nail to punch a hole in the top (narrow end)
Thread string through and knot on the inside
Light old candle -- drip wax on inside of bottom (wide end) of can
Stick tea candle in the wax
Hang from string

Variation:



Hammer a nail from the outside through the bottom of the can
Spear half an orange or apple on the nail (freezing the fruit helps)
Use as a bird feeder
--Contributed by SCTF Baloo

TIN CAN LUMINARIA

Materials:

Coffee Can
Construction Paper
Hammer and Nail
Wire Clothes Hanger
Wire Cutter
Tea Candle

Directions:

Fill Coffee Can with water and freeze. You should do this step ahead of time.
Draw a simple line design on the paper. For Halloween, you might want to draw a pumpkin.
Take the can out of freezer. Now work quickly, to finish before the ice melts.
Tape the paper to the can.
Use the hammer and nail to punch holes along the lines you drew.
Punch two holes opposite each other near top of can.
Cut a length of the wire hanger to use as a handle.
Dump out the ice -- it should have melted enough to come out easily.
Insert the wire into the two holes near the top. Bend the ends around to hold.
Add tea candle and enjoy.
-- Contributed by SCTF Baloo

ICE CANDLES

Materials:

Small milk carton (school ones work well)
Crushed ice
Block of wax, cut into chunks
Wicks
Color and scent, if desired

Directions:

Adults should melt wax in double boiler -- BE CAREFUL, hot wax can burst into flame.
Have the scout put the crushed ice in the milk carton
Put wick in
Have an adult help pour the wax into the container
Let it setup about 15 min
The scouts can peel the carton off and they have a candle with cool designs
-- Contributed by Rdviolin

SAND CANDLES



You will need:

- Paraffin wax
- Styrofoam bowls
- Damp sand
- Wick or heavy string
- Thin dowel or skewer

While the wax is melting fill bowl about 2/3 with sand. It is very important that the sand is damp not real wet. Press sand to the bottom and sides of the bowl, making sure to go all the way to the top of the bowl. The sand needs to be packed down with no holes. With an empty soup can, carefully scoop up the melted wax and pour into the bowl of sand and let it set a minute. Anything can be put into the wax for decoration like beads, marbles, shells, leaves, flowers, small pine cones. Put in the wick before it gets too hard. Use a wood skewer or thin dowel, being careful not to break through the bottom of the bowl.

INDIAN CORN

You will need:

- Tri-beads (gold, orange, burgundy, brown, yellow)
- Tan or brown chenille stems
- Round beads
- Ribbon
- Raffia

Cut the chenille stem into three equal parts. Start with a round bead on a stem and hook the end to keep the beads on. Put on 13 tri-beads to look like Indian corn. Repeat for remaining two. Twist the tops together with a few strands of raffia and tie a piece of ribbon around to hide the twist. A magnet or pin back can be glued to the back.

LEAF PRINTS

You will need:

- Leaves
- Acrylic paint (fall colors)
- Men's white hanky
- Paper towels

Gather up fresh fallen leaves. With a sponge apply a thin coat of paint to the leaves. Put the leaf paint side down on the hanky and place a paper towel over it and rub over the leaf, making sure to get the ends. Repeat until you have finished your design. Leaves can be used over again and you can put more than one color on a leaf.

LITTER BAGS

You will need:

- Paper bags



Markers

Invite each boy to write and illustrate an anti-litter slogan or message on a bag. Go on a hike and pick up litter. Or put the bag in the car to help keep the car picked up.

--Crossroads of America Council Pow Wow 1995

PAINTED CLAY POTS

Miracle sponges

Acrylic paints

Clay pots

Miracle sponges are compressed and cut real well with scissors. Cut out sponges in a variety of shapes.

Wetting the sponges will make them expand. have fun decorating your pot.

-- Contributed by: Cub Bobwhite

PICTURE FRAMES

You will need:

Craft sticks

Glue

Paint

You can make these to fit any occasion or theme. You can make single stick frames or double stick frames.

Old greeting cards or pictures can be glued on the back. Anything can be used to decorate them, beads, flowers, sequins, shells, buttons, and stickers. Magnets or yarn can be glue to the back to hang them.

Contributed by: Cub Bobwhite

Pack 114's Craft Tips

Tacky Glue is better for crafts than hot glue, which boys can easily get hurt using. Tacky Glue is thicker and tackier than Elmer's Glue and dries quickly.

SIMPLE PINS

Loop some Christmas tinsel into a small 1 - 1 1/2" circle. Place an appropriate sticker over the tinsel, i.e. flag for Flag Day, bunny for Easter, Santa for Christmas, witch for Halloween, etc. Add a looped piece of masking tape (sticky side out) to the back for a quick pin.

TURKEY GRAHAM CRACKERS

Ingredients:

1/4 cup unsweetened frozen apple juice concentrate



1/4 cup vegetable oil
1 sliced banana
1 tsp. Vanilla
1 tsp. Cinnamon
1 cup graham flour*
1 cup whole-wheat flour
1 tsp. Baking soda
1/2 tsp. Salt
Turkey shaped cookie cutter

* Graham Flour is a kind of flour, just like the more common wheat flour. If you can't find it in your supermarket, try calling health food stores.

Directions:

Combine apple juice, oil, banana, vanilla, and cinnamon in a blender.
In a large bowl, mix together graham flour, whole-wheat flour, baking soda, and salt.
Add apple juice mixture to flour mixture and stir thoroughly.
Roll out the dough on a floured surface and cut out with turkey shaped cookie cutter.
Use a fork to poke holes for eyes and feathers.

Bake at 350 degrees Fahrenheit for 8 minutes.

Yield: Makes 2 to 3 dozen cookies
--Contributed by: Cindy Caldwell

POSTAGE STAMP HOLIDAY CARDS

You will need:
Used postage stamps
Construction paper



Scissors

Glue

Markers and pencils

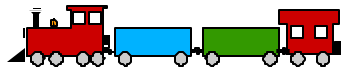
1. Cut around used postage stamps and place them in a pan of water until the stamp separates from the paper. Lay the stamps down on newspaper to dry.
2. Draw and cut out paper tree for Christmas or a Star of David for Hanukkah.
3. Cut the stamps in half diagonally. Glue them inside the lines of the tree or star.
4. Glue the tree or star to a folded piece of paper to make a card. Add any decorations you'd like with ribbon, markers, or paper.
5. Glue a piece of white paper inside the card and write a holiday greeting.

--Crossroads of America Pow Wow 1995

MOTHER'S DAY FLOWER JAR

Remove the label, then clean and dry any sized baby-food jar. Cut a small square of styrofoam to fit inside the jar lid and glue it in place. Cut small silk flowers to fit inside the jar. Push flowers into foam. You may want to put a bit of white glue on the bottoms of each stem to better secure them. Cover the foam with some colored Easter grass. Put on the jar and twist it securely onto the lid. Glue eyelet lace around the jar lid to form a "collar." Tie a 9" piece of ribbon into a bow and glue this to the front of the jar.

--Pack 114



Papier-Mâché Mask

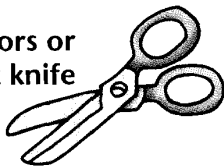
Build an original mask out of newspaper strips, and then display your artwork on the wall.

What You'll Need:



newspaper cut into
1×4-inch strips

scissors or
craft knife



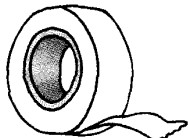
stapler
and
staples



masking
tape



flour and
water
(for paste)



paintbrush

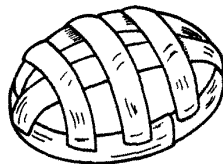


acrylic or
poster
paints

acrylic
sealer
(optional)

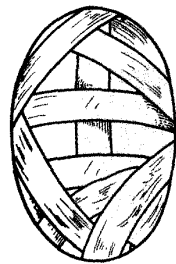


Cover your work surface with newspaper. Fold several sheets of newspaper into long bands. Using the illustration as a guide, make a mask frame (an oval half) with bands of newspaper stapled together.



Mask frame

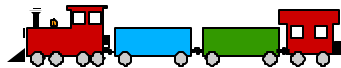
Mix flour and water together to make a paste. (Use 1 cup of flour for each cup of water.) Blend until the paste is smooth. Dip a strip of newspaper in the paste. Rub the strip between your fingers to remove any extra paste. Put the strip over the mask frame and smooth it in place.



Repeat until the mask is covered with 4 or 5 layers of strips. To add more dimension to your mask, tape on projections before you add the last layer of

newspaper strips. Use paper rolls or cones for horns, ears, and a nose. Let the mask dry overnight.

With an adult's help, cut out the eyes and mouth. Paint the mask and let it dry completely. To make your mask shiny, apply a coat of acrylic sealer.



Clay Pencil Holder

This unique holder keeps all your pens and pencils close at hand and neatly organized.

What You'll Need:

assorted colors of polymer clay



rolling pin

waxed paper

butter knife

pen or marker

baking sheet

aluminum foil

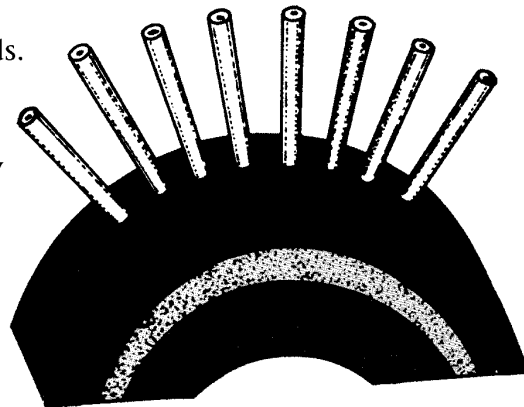


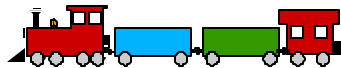
Roll pancakes of red, orange, yellow, green, blue, and purple clay on waxed paper. Stack them on top of each other in order of the colors of the rainbow (red, orange, yellow, green, blue, purple), then cut them into a 1½×7-inch rectangle. (This size will hold about 8 pencils. If you want it to hold more pencils, make the rectangle longer.) Bend the rainbow clay into a big arch with your hands.

Using a pen cap, poke a hole in the clay near one end. Make sure the hole is deep enough to hold a pen or pencil. Make 7

more holes, spaced about ¾ inch apart from each other. (If you want more pencils in the holder, make the rectangle longer and poke more holes in it.)

With an adult's help, bake the clay arch according to package directions. Place the rainbow on a baking sheet, then wad up some foil and place it under the arch for support. Once the clay has baked, let it cool and then put your pencils in the holder.

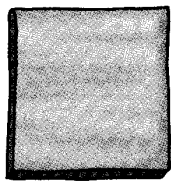




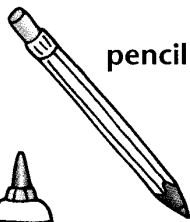
Art the Navajo Way

The Navajo people have made sand paintings for centuries.

What You'll Need:



cardboard or posterboard



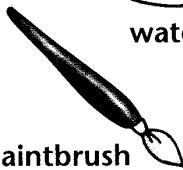
pencil



glue



water



paintbrush



colored sand



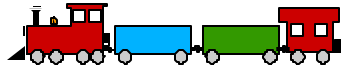
Navajo sand paintings almost always show nature: trees, plants, animals, lightning, and other wonders. To make your own nature sand painting, you'll need several colors of sand. You can collect sand from nature, or buy it at a crafts store.

Start with a piece of cardboard or posterboard. Set your posterboard on plenty of old newspapers. Use a pencil to draw a nature picture.

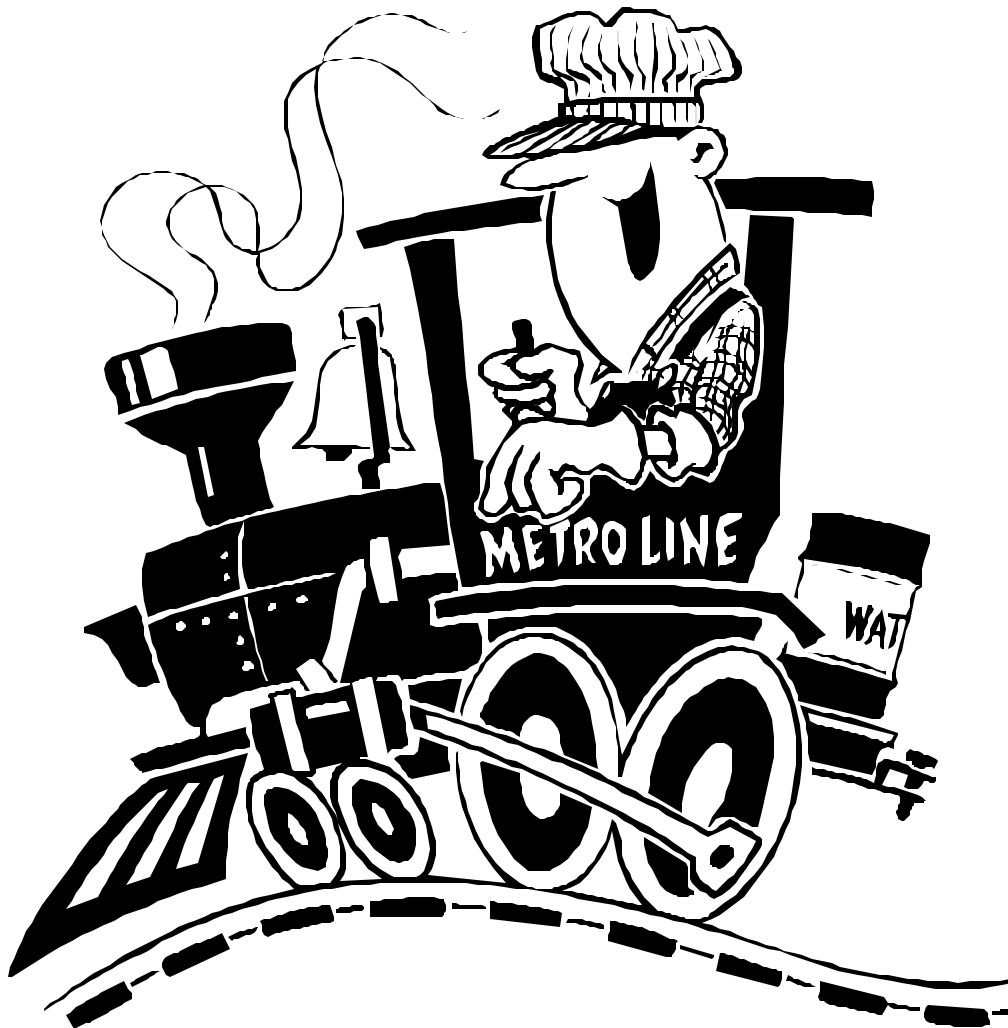
Next, make a mixture of half white glue and half water. Use a paintbrush to paint a thin, even layer of the glue-and-water mixture every place where you want one color of sand. Sprinkle sand over the painted areas. Let dry for a few minutes, then turn your picture over and tap off the extra sand. (Do this over a trash can!)

Repeat the process with the next color sand: Paint glue on all the areas that will be the same color. Sprinkle on the sand, let dry, and tap off. Repeat this process until you've finished your sand painting.





DUTY TO GOD





DUTY TO GOD

ALTHOUGH CUB SCOUT LEADERS ARE NOT RESPONSIBLE FOR GIVING RELIGIOUS INSTRUCTION, WE HAVE AN IMPORTANT RESPONSIBILITY IN THIS AREA. WE MUST IMPRESS, THROUGH EXAMPLE AND DEMONSTRATION, THAT LIVING THE CUB SCOUT PROMISE IS AS MUCH A REQUIREMENT AS EARNING BADGES, IN BEING A GOOD CUB SCOUT. WE ARE AN ORGANIZATION OF ACTION, NOT ONLY MUST A BOY RECOGNIZE HIS DUTY TO GOD; HE MUST ALSO DO SOMETHING ABOUT IT.

SCOUTING IS NOT RELIGION BUT IT IS RELIGIOUS. IF WE CAN HELP THE BOYS TO UNDERSTAND THAT THERE IS A SUPREME BEING WHO GUIDES US DAILY AND CARES FOR US, WE HAVE IMPLANTED A SEED OF RIGHTEOUSNESS THAT WILL GROW AND MATURE ALL THEIR LIVES. WE SINCERELY HOPE THAT THE PARENTS ARE GIVING THEIR SONS A RELIGIOUS EXPERIENCE THROUGH HOME LIFE. WE CAN ADD TO THAT EXPERIENCE THROUGH FAMILY PARTICIPATION IN CUB SCOUTING. A BOY LEARNS THROUGH FAMILY, CHURCH, SCHOOL, AND EXPERIENCES. WE CAN EFFECT A PORTION OF WHAT HE LEARNS BY HAVING MEANINGFUL ACTIVITIES THAT ALLOW THE BOYS TO GROW IN THE AIMS OF SCOUTING.

THE CUB SCOUTING PROGRAM OFFERS SOME SUBTLE AND DIRECT OPPORTUNITIES FOR LEADERS TO IMPACT THE RELATIONSHIP OF GOD TO YOUTH AND SCOUTING. THESE INCLUDE: SCOUTING AND RELIGIOUS ORGANIZATIONS, ACKNOWLEDGING GOD IN THE SCOUT PROGRAM, SERVICE PROJECTS, THE WORLD FRIENDSHIP FUND, THE RELIGIOUS EMBLEMS OF FAITH PROGRAM, AND OPPORTUNITIES FOR WORSHIP.

SCOUTING AND RELIGIOUS ORGANIZATIONS

THE CHARTER ORGANIZATIONS, FAMILIES, HOUSES OF WORSHIP, AND THE SCOUT PROGRAMS WORK TOGETHER TO BUILD:

1. YOUTHS WITH DESIRABLE QUALITIES OF CHARACTER.
2. YOUTHS WITH RELIGIOUS CONCEPT BASED VALUES.
3. YOUTHS INTO MATURE ADULTS.
4. ADULTS INTO SENSITIVE LEADERS.
5. FAMILY MEMBERS INTO LOVING CIRCLES.
6. CONGREGATIONS INTO CARING COMMUNITIES.
7. CONTACTS WITH CHURCH, SYNAGOGUE, MOSQUE, OR TEMPLE INTO LASTING RELIGIOUS COMMITMENTS.

AKNOWLEDGING GOD IN CUB SCOUT OUTINGS

TAKE A HIKE, HAVE A NATURE SCAVENGER HUNT, VISIT THE ZOO, PLANETARIUM, AQUARIUM, MUSEUM, ETC.

1. TALK ABOUT THE PLANTS GROWING FROM SEEDS.
2. OBSERVE AND ENJOY THE CLOUDS, STARS, ETC.
3. CALL ATTENTION TO THE BIRDS, INSECTS, FISH AND ANIMALS.
4. RELATE GOD'S ROLE AND PLAN IN NATURE
5. SHARE GOD'S CARE FOR US AND FOR EVERY LIVING THING.

SERVICE PROJECTS

1. CLEAN UP A PARK, SCHOOL GROUND OR CHURCHYARD.
2. HELP OTHER PEOPLE AROUND YOUR COMMUNITY.
3. VISIT A NURSING HOME.



4. PARTICIPATE IN SCOUTING FOR FOOD.
5. HELP IN CHURCH OR FELLOWSHIP PROJECTS.
6. PARTICIPATE IN CLOTHING, BOOK OR OTHER SUPPLIES DRIVE
7. HELP A NEEDY FAMILY

WORLD FRIENDSHIP FUND

THIS IS AN OPPORTUNITY FOR THE SCOUTS TO CONTRIBUTE TO SCOUTING IN OTHER COUNTRIES AND REALIZE THEY ARE MEMBERS OF THE WORLD BROTHERHOOD OF SCOUTING.

RELIGIOUS EMBLEMS OF FAITH

ALL OF THE MAJOR RELIGIOUS ORGANIZATIONS IN THE UNITED STATES HAVE PROGRAMS TO RECOGNIZE THE CUB SCOUTS, WEBELOS SCOUTS, BOY SCOUTS, VENTURER AND VARSITY SCOUTS 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 WHO WORK WITH THEIR RELIGIOUS LEADER OR A COUNSELOR ON A FAIRLY DAMANDING PROGRAM OF REQUIREMENTS.

A CUB SCOUT EARNING THE AWARD CAN WEAR A RELIGIOUS EMBLEM KNOT ON THE CUB SCOUT UNIFORM, WHICH CAN LATER BE TRANSFERRED TO THE BOY SCOUT UNIFORM. SPECIAL PACK RECOGNITION SHOULD BE GIVEN TO THE SCOUT FOR EARNING THE RELIGIOUS EMBLEM OF THEIR FAITH.

IT IS SUGGESTED THAT THIS LIST OR PRINTED MATERIALS AVAILABLE BE GIVEN TO THE PARENTS AND SCOUTS AT EVERY LEVEL. PARTICIPATION SHOULD BE APPLAUDED AND ENCOURAGED.

FOLLOWING IS A LIST OF THE RELIGIOUS EMBLEMS AVAILABLE AND WHERE ADDITIONAL INFORMATION MAY BE OBTAINED.

OPPORTUNITIES FOR WORSHIP

1. CLOSING PRAYER AFTER DEN OR PACK MEETINGS.
2. GRACE BEFORE REFRESHMENTS, MEALS AND BLUE AND GOLD BANQUET.
3. SATURDAY NIGHT CAMPFIRE OR SUNDAY MORNING WORSHIP SERVICE AT WEBELOS, FAMILY AND SCOUT CAMPOUTS.
4. SCOUTS ATTEND WORSHIP TOGETHER ON SCOUT SUNDAY/ SABBATH-FIRST SUNDAY IN FEBRUARY/ FIRST SATURDAY FOLLOWING FIRST SUNDAY.
5. SONGS WITH RELIGIOUS CONTENT USED IN CEREMONIES, ON OUTINGS OR AT MEETINGS.

I COMPILED THE FOLLOWING GRACES, PRAYERS AND SONGS. THERE ARE MANY RESOURCES AVAILABLE FOR USE TO ADD TO OR PERSONALIZE YOUR SELECTIONS. CHOICES CAN BE INTERFAITH, NON-DENOMINATIONAL OR OF ONE FAITH DEPENDING ON THE GROUP.



AN INTERFAITH HANDBOOK

A SCOUT IS REVERENT TOWARD GOD.
HE IS FAITHFUL IN HIS RELIGIOUS DUTIES.
HE RESPECTS THE BELIEFS OF OTHERS.

COMPILED BY CAROLE TSUKUNO
CAROLE1505@.AOL.COM
N.W.S.C. PATHFINDER DISTRICT
FOR WOOD BADGE C - 5 - 97
POW WOW 2000

PHILMONT GRACE

FOR FOOD, FOR RAIMENT,
FOR LIFE, FOR OPPORTUNITY,
FOR FRIENDSHIP, FOR FELLOWSHIP,
WE THANK THEE, O LORD.
AMEN

WAYFARER'S GRACE

FOR ALL THE GLORY OF THE WAY,
FOR THY PROTECTION NIGHT AND DAY,
FOR ROOF, TREE, FIRE, AND BED AND BOARD,
FOR FRIENDS AND HOMES WE THANK THE LORD.
AMEN

HEBREW BLESSING

BLESSED ARE THOU, O LORD, OUR GOD,
KING OF THE UNIVERSE, WHO BRINGETH
FORTH BREAD FROM THE EARTH.

GRACE

OUR LOVING FATHER, YOU HAVE GIVEN SO MUCH TO US,
WE ASK FOR BUT ONE THING MORE; A THANKFUL HEART.
THROUGH CHRIST OUR LORD. AMEN

GRACE

ACCEPT OUR THANKS,
WE PRAY TO YOU O LORD.
FOR THESE AND FOR ALL YOUR GIFTS,
THROUGH JESUS CHRIST OUR LORD.
AMEN



WOOD BADGE (OR OTHER SPECIAL OCCASION) GRACE

WE THANK YOU, O LORD FOR THE OPPORTUNITY AT THIS WOOD BADGE (OR INSERT OTHER) EXPERIENCE TO SHARE AND TO CELEBRATE WITH OUR FELLOW SCOUTERS (OR SCOUTS). HELP US TO LEARN FROM ONE ANOTHER AND STRENGTHEN THE BONDS OF FELLOWSHIP AMONG US. MAKE US A BLESSING TO OTHERS AND LET OTHERS BE A BLESSING TO US. AMEN

CATHOLIC GRACE

BLESS US, O LORD, AND THESE THY GIFTS,
THAT WE ARE ABOUT TO RECEIVE,
FROM THY BOUNTY,
THROUGH CHRIST, OUR LORD.
AMEN

WILDERNESS GRACE

FOR FOOD, FOR RAIMENT,
FOR LIFE AND OPPORTUNITY,
FOR SUN AND RAIN,
FOR WATER AND PORTAGE TRAILS,
FOR FRIENDSHIP AND FELLOWSHIP,
WE THANK THEE O LORD.
AMEN

SEA BASE GRACE

BLESS THE CREATURES OF THE SEA.
BLESS THIS PERSON I CALL ME.
BLESS THE KEYS YOU MADE SO GRAND.
BLESS THE SUN THAT WARMS THE LAND.
BLESS THE FELLOWSHIP WE FEEL,
AS WE GATHER FOR THIS MEAL.
AMEN

GRACE

OUR FATHER, MAY THE STRENGTH THAT COMES
THROUGH THE FOOD YOU GIVE US ENABLE US
TO DO YOUR WILL.
AMEN

MORNING GRACE

THIS IS THE DAY THE LORD HAS MADE, .
LET US REJOICE AND BE GLAD IN IT.
AMEN



GRACE

FOR FOOD AND HEALTH AND FRIENDSHIP
AND FAMILY WE GIVE YOU THANKS, O LORD.
AMEN

GRACE

GREAT GOD, THOU, GIVER OF ALL GOOD,
ACCEPT OUR PRAISE AND BLESS OUR FOOD.
GRACE, HEALTH AND STRENGTH TO US AFFORD,
THROUGH YOUR BLESSING, LORD.
AMEN

GRACE

WE LOOK TO YOU, O LORD,
FOR FOOD TO NOURISH OUR BODIES,
FOR GRACE TO STRENGTHEN OUR SPIRITS,
AND FOR LOVE TO ENRICH OUR LIVES.
AMEN

GRACE

O LORD, FOR THIS OUR DAILY BREAD
AND FOR EVERY GOOD GIFT
THAT COMES FROM YOU,
WE BLESS YOUR HOLY NAME.
AMEN

GRACE

COME LORD JESUS BE OUR GUEST
AND LET THESE GIFTS TO US BE BLESSED.
AMEN

GRACE

FOR FOOD AND HEALTH AND FRIENDSHIP AND
FAMILY, WE GIVE YOU THANKS, O LORD.



AMERICA

MY COUNTRY, 'TIS OF THEE, SWEET LAND OF LIBERTY,
OF THEE I SING; LAND WHERE MY FATHERS DIED,
LAND OF THE PILGRIMS PRIDE, FROM EV'RY MOUNTAIN SIDE,
LET FREEDOM RING.

OUR FATHER'S GOD, TO THEE, AUTHOR OF LIBERTY,
TO THEE WE SING; LONG MAY OUR LAND BE BRIGHT,
WITH FREEDOM'S HOLY LIGHT, PROTECT US BY THY MIGHT,
GREAT GOD OUR KING.

PHILMONT PRAYER
(Tune U. S. Navy Hymn)

ALMIGHTY GOD OF THE HILL AND PLAIN,
O'ER WHICH WE HIKE IN SUN AND RAIN,
ON MOUNTAIN PASS AND VALLEY LOW,
PROTECT US LORD WHERE'ER WE GO.
AND FROM OUR GRATEFUL HEARTS WE'LL RAISE,
GLAD HYMNS OF THANKFULNESS AND PRAISE.

THE NATIONAL ANTHEM
THE STAR SPANGLED BANNER

OH SAY CAN YOU SEE, BY THE DAWN'S EARLY LIGHT.
WHAT SO PROUDLY WE HAILED, AT THE TWILIGHT'S LAST GLEAMING? WHOSE BROAD
STRIPES AND BRIGHT STARS,
THROUGH THE PERILOUS FIGHT, O'ER THE RAMPARTS WE WATCHED,
WERE SO GALLANTLY STREAMING? AND THE ROCKETS RED GLARE,
THE BOMBS BURSTING IN AIR, GAVE PROOF THROUGH THE NIGHT,
THAT OUR FLAG WAS STILL THERE! OH SAY DOES THAT STAR SPANGLED, BANNER YET
WAVE, O'ER THE LAND OF THE FREE,
AND THE HOME OF THE BRAVE?

GOD BLESS AMERICA

GOD BLESS AMERICA, LAND THAT I LOVE.
STAND BESIDE HER, AND GUIDE HER,
THROUGH THE NIGHT, WITH THE LIGHT FROM ABOVE.
FROM THE MOUNTAINS, TO THE PRAIRIE,
TO THE OCEANS, WHITE WITH FOAM.
GOD BLESS AMERICA, MY HOME SWEET HOME.
GOD BLESS AMERICA, MY HOME SWEET HOME.



RISE AND SHINE

RISE - AND SHINE - AND GIVE GOD, THE GLORY, GLORY.
RISE - AND SHINE - AND GIVE GOD, THE GLORY, GLORY.
RISE! AND! SHINE! AND! GIVE GOD, THE GLORY, GLORY.
CHILDREN - OF THE LORD.

JOHNNY APPLESEED

THE LORD IS GOOD TO ME,
AND SO I THANK THE LORD,
FOR GIVING ME THE THINGS I NEED,
THE SUN AND THE RAIN AND THE APPLESEED.
THE LORD IS GOOD TO ME.

PHILMONT HYMN

SILVER ON THE SAGE, STARLIT SKIES ABOVE,
ASPEN COVERED HILLS, COUNTRY THAT I LOVE.

PHILMONT HERE'S TO THEE, SCOUTING PARADISE,
OUT IN GODS COUNTRY TONIGHT.

WIND IN WHISPERING PINES, EAGLE SOARING HIGH,
PURPLE MOUNTAINS RISE AGAINST AN AZURE SKY.

PHILMONT HERE'S TO THEE, SCOUTING PARADISE,
OUT IN GOD' S COUNTRY TONIGHT.

THE WEEKEND

(Tune: Battle Hymn of the Republic)

I HAVE SEEN THE SKY IN DARKNESS, I HAVE SEEN IT IN THE SUN,
I HAVE FELT THE RAIN UPON ME, I'VE ENJOYED THE SNOWY FUN.
WHEN THE WEATHER IS SO CLOUDY AND THE WIND IT SURE DOES BLOW,
IT'S ONLY RAIN YOU KNOW.

GLORY, GLORY, IT'S THE WEEKEND! GLORY, GLORY, IT'S THE WEEKEND!
I CAN TELL BECAUSE IT'S RAINING AND IT'S 42 BELOW.



SCOUT VESPERS

SOFTLY FALLS THE LIGHT OF DAY,
AS OUR CAMPFIRE FADES AWAY.
SILENTLY, EACH SCOUT SHOULD ASK,
HAVE I DONE MY DAILY TASK?
HAVE I KEPT MY HONOR BRIGHT,
CAN I GUILTLESS SLEEP TONIGHT?
HAVE I DONE AND HAVE I DARED,
EVERYTHING TO BE PREPARED?

SCOUT WETSPERS

SOFTLY FALLS THE RAIN TODAY,
AS OUR CAMPFIRE FLOATS AWAY.
SILENTLY, EACH SCOUT SHOULD ASK,
DID I BRING MY SCUBA MASK?
HAVE I TIED MY TENT FLAPS DOWN,
LEARNED TO SWIM SO I WON'T DROWN,
HAVE I DONE AND WILL I TRY,
EVERYTHING TO KEEP ME DRY?

TAPS

DAY IS DONE, GONE THE SUN,
FROM THE LAKE, FROM THE HILLS, FROM THE SKY.
ALL IS WELL, SAFELY REST, GOD IS NIGH.

FADING LIGHT, DIMS THE NIGHT,
AND A STAR, GEMS THE SKY, GLEAMING BRIGHT.
FROM AFAR, DRAWING LIGHT, FALLS THE NIGHT.

THANKS AND PRAISE, FOR OUR DAYS,
'NEATH THE SUN, 'NEATH THE STARS, 'NEATH THE SKY.
AS WE GO, THIS WE KNOW, GOD IS NIGH.

AMERICA THE BEAUTIFUL

O BEAUTIFUL FOR SPACIOUS SKIES, FOR AMBER WAVES OF GRAIN.
FOR PURPLE MOUNTAIN MAJESTIES, ABOVE THE FRUITED PLAIN.
AMERICA! AMERICA!
GOD SHED HIS GRACE ON THEE, AND CROWN THY GOOD,
WITH BROTHERHOOD, FROM SEA TO SHINING SEA!



MORNING HAS BROKEN

MORNING HAS BROKEN, LIKE THE FIRST MORNING,
BLACKBIRD HAS SPOKEN, LIKE THE FIRST BIRD.
PRAISE FOR THE SINGING! PRAISE FOR THE MORNING!
PRAISE FROM THEM SPRINGING, FRESH FROM THE WORD.

SWEET THE RAIN'S NEW FALL, SUNLIT FROM HEAVEN,
LIKE THE FIRST DEWFALL, ON THE FIRST GRASS.
PRAISE FOR THE SWEETNESS, OF THE WET GARDEN,
SPRING IN COMPLETENESS, WHERE HIS FEET PASS.

MINE IS THE SUNLIGHT! MINE IS THE MORNING!
BORN IN THE ONE LIGHT, EDEN SAW PLAY!
PRAISE WITH ELATION! PRAISE EVERY MORNING!
GOD'S RECREATION OF THE NEW DAY!

KUM BA YAH

SOMEONE'S SINGING, LORD, KUM BA YAH.
SOMEONE'S SINGING, LORD, KUM BA YAH.
SOMEONE'S SINGING, LORD, KUM BA YAH.
OH, LORD, KUM BA YAH.

REPLACE SINGING WITH; PRAYING, ASKING, SCOUTING,
SEARCHING, GIVING, LOVING, THANKING, AND PRAISING.

KUM BA YAH, MY LORD, KUM BA YAH.
KUM BA YAH, MY LORD, KUM BA YAH.
KUM BA YAH, MY LORD, KUM BA YAH.
OH, LORD, KUM BA YAH.

HIKING SONG

(Tune For the Beauty of the Earth)

ALMIGHTY GOD OF HILL AND PLAIN,
O'ER WHICH WE HIKE IN SUN AND RAIN,
ON MOUNTAIN TOP AND VALLEY LOW,
PROTECT US LORD WHERE'ER WE GO.
AND FROM OUR GRATEFUL HEARTS WE'LL RAISE,
GLAD HYMNS OF THANKFULNESS AND PRAISE.



AMAZING GRACE

AMAZING GRACE, HOW SWEET THE SOUND, THAT SAVED A WRETCH LIKE ME! I ONCE
WAS LOST, BUT NOW I'M FOUND, WAS BLIND BUT NOW I SEE.

'T WAS GRACE THAT TAUGHT MY HEART TO FEAR, AND GRACE MY FEARS RELIEVED. HOW
PRECIOUS DID THAT GRACE APPEAR, THE HOUR I FIRST BELIEVED!

THROUGH MANY DANGERS, TOILS AND SNARES, I HAVE ALREADY COME.
'T IS GRACE HAS BROUGHT ME SAFE THUS FAR, AND GRACE WILL LEAD ME HOME.

THE LORD HAS PROMISED GOOD TO ME, HIS WORD MY HOPE SECURES.
HE WILL MY SHIELD AND PORTION BE, AS LONG AS LIFE ENDURES.

WHEN WE'VE BEEN HERE TEN THOUSAND YEARS, BRIGHT AS THE SHINING SUN, WE'VE
NO LESS DAYS TO SING GOD'S PRAISE, THAN WHEN WE FIRST BEGUN.

THIS LAND IS YOUR LAND

CHORUS

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 WENT 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. CHORUS

I'VE ROAMED AND RAMBLED AND FOLLOWED MY FOOTSTEPS,
TO THE SPARKLING SANDS, OF HER DIAMOND DESERTS,
AND ALL AROUND ME, A VOICE WAS SAYING,
THIS LAND WAS MADE FOR YOU AND ME. CHORUS

WHEN THE SUN CAME SHINING, AND 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. CHORUS



HE'S GOT THE WHOLE WORLD IN HIS HANDS

HE'S GOT THE WHOLE WORLD IN HIS HANDS.
HE'S GOT THE WHOLE WORLD IN HIS HANDS.
HE'S GOT THE WHOLE WORLD IN HIS HANDS.
HE'S GOT THE WHOLE WORLD IN HIS HANDS.

HE'S GOT THE WIND AND THE RAIN IN HIS HANDS.
(THREE TIMES)
HE'S GOT THE WHOLE WORLD IN HIS HANDS.

HE'S GOT YOU AND ME, BROTHER, IN HIS HANDS.
HE'S GOT YOU AND ME, SISTER, IN HIS HANDS.
HE'S GOT YOU AND ME, BROTHER, IN HIS HANDS.
HE'S GOT THE WHOLE WORLD IN HIS HANDS.

HE'S GOT THE LITTLE BITTY BABIES IN HIS HANDS.
(THREE TIMES)
HE'S GOT THE WHOLE WORLD IN HIS HANDS.

HE'S GOT EVERYBODY HERE IN HIS HANDS.
(THREE TIMES)
HE'S GOT THE WHOLE WORLD IN HIS HANDS.

JESUS LOVES ME

JESUS LOVES ME, THIS I KNOW,
FOR THE BIBLE TELLS ME SO.
LITTLE ONES TO HIM BELONG,
THEY ARE WEAK, BUT HE IS STRONG.
YES, JESUS LOVES ME, YES, JESUS LOVES ME
YES, JESUS LOVES ME, THE BIBLE TELLS ME SO.

I NEED THE LORD TO HELP ME

AT TIME LIKE THIS, AT TIME LIKE THIS, AT TIME LIKE THIS,
(CHORUS) OH, I NEED THE LORD TO HELP ME.

ON A DAY LIKE THIS (3 TIMES) CHORUS
AT A TIME LIKE THIS (3 TIMES) CHORUS
WITH A SONG LIKE THIS (3 TIMES) CHORUS
WITH A LEADER LIKE THIS (3 TIMES) CHORUS
WITH A FRIEND LIKE THIS (3 TIMES) CHORUS
(MAKE UP YOUR OWN VERSES)



DO LORD

I'VE GOT A HOME IN GLORY LAND THAT OUTSHINES THE SUN.
I'VE GOT A HOME IN GLORY LAND THAT OUTSHINES THE SUN.
I'VE GOT A HOME IN GLORY LAND THAT OUTSHINES THE SUN.
WAY BEYOND THE BLUES.

CHORUS

DO LORD, OH DO LORD, OH DO REMEMBER ME.
DO LORD, OH DO LORD, OH DO REMEMBER ME.
DO LORD, OH DO LORD, OH DO REMEMBER ME.
A-WAY BEYOND THE BLUES.

I TOOK JESUS AS MY SAVIOR, YOU CAN TAKE HIM TOO.
I TOOK JESUS AS MY SAVIOR, YOU CAN TAKE HIM TOO.
I TOOK JESUS AS MY SAVIOR, YOU CAN TAKE HIM TOO.
A-WAY BEYOND THE BLUES. (CHORUS)

I'VE GOT A HOME IN A GREAT NEW LAND THAT OUTSHINES THE SUN.
I'VE GOT A HOME IN A GREAT NEW LAND THAT OUTSHINES THE SUN.
I'VE GOT A HOME IN A GREAT NEW THAT OUTSHINES THE SUN.
WAY BEYOND THE BLUES. (CHORUS)

HOW GREAT THOU ART

O LORD MY GOD! WHEN I IN AWESOME WONDER,
CONSIDER ALL THE WORKS THY HANDS HAVE MADE,
I SEE THE STARS, I HEAR THE ROLLING THUNDER,
THY POWER THROUGHOUT THE UNIVERSE DISPLAYED
CHORUS

THEN SINGS MY SOUL, MY SAVIOR GOD TO THEE: HOW GREAT THOU ART!
HOW GREAT THOU ART! THEN SINGS MY SOUL, MY SAVIOR GOD TO THEE:
HOW GREAT THOU ART! HOW GREAT THOU ART!

WHEN THROUGH THE WOODS AND FOREST GLADES I WANDER,
AND HEAR THE BIRDS SING SWEETLY IN THE TREES,
WHEN I LOOK DOWN FROM LOFTY MOUNTAIN GRANDEUR.
I HEAR THE BROOK AND FEEL THE GENTLE BREEZE. (CHORUS)

AND WHEN I THINK THAT GOD, HIS SON NOT SPARING,
SENT HIM TO DIE, I SCARCE CAN TAKE IT IN;
THAT ON THE CROSS, MY BURDEN GLADLY BEARING,
HE BLED AND DIED TO TAKE AWAY MY SIN. (CHORUS)

WHEN CHRIST SHALL COME WITH SHOUT OF ACCLAMATION
AND TAKE ME HOME, WHAT JOY SHALL FILL MY HEART!
THEN I SHALL BOW IN HUMBLE ADORATION
AND THERE PROCLAIM, MY GOD HOW GREAT THOU ART!



LET THERE BE PEACE ON EARTH

LET THERE BE PEACE ON EARTH, AND LET IT BEGIN WITH ME;
LET THERE BE PEACE ON EARTH, THE PEACE THAT WAS MEANT TO BE
WITH GOD AS OUR PARENT, RELATED ALL ARE WE.
LET ME WALK WITH MY NEIGHBOR IN PERFECT HARMONY

LET PEACE BEGIN WITH ME, LET THIS BE THE MOMENT NOW.
WITH EVERY STEP I TAKE, LET THIS BE MY SOLEMN VOW:
TO TAKE EACH MOMENT AND LIVE EACH MOMENT
IN PEACE ETERNALLY.

LET THERE BE PEACE ON EARTH, AND LET IT BEGIN WITH ME.

WHEN THE SAINTS GO MARCHING IN

OH WHEN THE SAINTS (echo) GO MARCHING IN, (echo) OH
WHEN THE SAINTS GO MARCHING IN, OH LORD, I WANT
TO BE IN THAT NUMBER, WHEN THE SAINTS GO MARCHING IN.
1. OH WHEN THAT LIGHT BEGINS TO SHINE, ETC.
2. OH WHEN THE SUN REFUSE TO SHINE, ETC.

JESUS LOVES THE LITTLE CHILDREN

JESUS LOVES THE LITTLE CHILDREN, ALL THE LITTLE CHILDREN OF THE WORLD, RED
AND YELLOW, BLACK AND WHITE, THEY ARE PRECIOUS IN HIS SIGHT, JESUS LOVES THE
LITTLE CHILDREN OF THE WORLD.

THIS LITTLE LIGHT OF MINE

THIS LITTLE LIGHT OF MINE, I'M GONNA LET IT SHINE.
THIS LITTLE LIGHT OF MINE, I'M GONNA LET IT SHINE.
THIS LITTLE LIGHT OF MINE, I'M GONNA LET IT SHINE.
LET IT SHINE, LET IT SHINE, LET IT SHINE.

HIDE IT UNDER A BUCKET, NO!
I'M GONNA LET IT SHINE
HIDE IT UNDER A BUCKET, NO!
I'M GONNA LET IT SHINE
HIDE IT UNDER A BUCKET, NO!
I'M GONNA LET IT SHINE



WE ARE EACH OF US A SNOWFLAKE

WE ARE EACH OF US A SNOWFLAKE ,NOT TWO OF US THE SAME.
REFLECTIONS OF THE ENDLESS LOVING, SOURCE FROM WHICH WE CAME.
UNIQUE IN FORM AND BEAUTY, CRYSTALLIZED AT BIRTH.
LITTLE FLECKS OF HEAVEN, BORN TO MELT INTO THE EARTH.

WE ARE EACH OF US A SNOWFLAKE, OF INFINITE DESIGN.
TRANSITORY DANCERS, ON THE WINDOW PANES OF TIME.
UNIQUE IN FORM AND BEAUTY, NOT TWO OF US THE SAME.
REFLECTIONS OF THE ENDLESS LOVE, SOURCE FROM WHICH WE CAME.

WE ARE EACH OF US A SNOWFLAKE, A FALLING STAR IN FLIGHT.
A TRAVELER THROUGH THE UNIVERSE, IN SEARCH OF OUR OWN LIGHT.
UNIQUE IN FORM AND BEAUTY, NO TWO OF ONE DESIGN.
TRANSITORY DANCERS, ON THE WINDOW PANES OF TIME.
TRANSITORY DANCERS, ON THE WINDOW PANES OF TIME

HERE I AM, LORD

I, THE LORD OF SEA AND SKY, I HAVE HEARD MY PEOPLE CRY.
ALL WHO DWELL IN DARK AND SIN MY HAND WILL SAVE.
I WHO MADE THE STARS OF NIGHT, I WILL MAKE THEIR DARKNESS BRIGHT.
WHO WILL BEAR MY LIGHT TO THEM? WHOM SHALL I SEND?

CHORUS

HERE I AM, LORD. IS IT I, LORD?
I HAVE HEARD YOU CALLING IN THE NIGHT.
I WILL GO, LORD. IF YOU LEAD ME.
I WILL HOLD YOUR PEOPLE IN MY HEART.

I, THE LORD OF SNOW AND RAIN, I HAVE BORNE MY PEOPLE'S PAIN.
I HAVE WEPT FOR LOVE OF THEM. THEY TURN AWAY.
I WILL BREAK THEIR HEARTS OF STONE, GIVE THEM HEARTS FOR LOVE ALONE.
I WILL SPEAK MY WORD TO THEM. WHOM SHALL I SEND? (CHORUS)

I, THE LORD OF WIND AND FLAME, I WILL TEND THE POOR AND LAME.
I WILL SET A FEAST FOR THEM, MY HAND WILL SAVE.
FINEST BREAD I WILL PROVIDE, TILL THEIR HEARTS BE SATISFIED.
I WILL GIVE MY LIFE TO THEM. WHOM SHALL I SEND? (CHORUS)



ON EAGLE'S WINGS

YOU WHO DWELL IN THE SHELTER OF THE LORD, WHO
ABIDE IN HIS SHADOW FOR LIFE, SAY TO THE LORD:
" MY REFUGE, MY ROCK IN WHOM I TRUST!"

(REFRAIN)

AND HE WILL RAISE YOU UP ON EAGLE'S WINGS, BEAR YOU
ON THE BREATH OF DAWN, MAKE YOU TO SHINE LIKE THE SUN,
AND HOLD YOU IN THE PALM OF HIS HAND.
(LAST REFRAIN REPEAT) AND HOLD YOU IN THE PALM OF HIS HAND.

THE SNARE OF THE FOWLER WILL NEVER CAPTURE YOU,
AND FAMINE WILL BRING YOU NO FEAR:
UNDER HIS WINGS YOUR REFUGE,
HIS FAITHFULNESS YOUR SHIELD. (REFRAIN)

YOU NEED NOT FEAR THE TERROR OF THE NIGHT,
NOR THE ARROW THAT FLIES BY DAY;
THOUGH THOU SANDS FALL ABOUT YOU,
NEAR YOU IT SHALL NOT COME. (REFRAIN)

FOR TO HIS ANGELS HE'S GIVEN A COMMAND
TO GUARD YOU IN ALL OF YOUR WAYS;
UP ON THEIR HANDS THEY WILL BEAR YOU UP,
LEST DASH YOUR FOOT AGAINST A STONE. (REFRAIN)

A BOY SCOUT PRAYER

LORD, IN THIS EVENING HOUR WE PRAY,
FOR STRENGTH TO DO OUR BEST EACH DAY.
DRAW NEAR TO US THAT WE MAY SEE,
THE KIND OF SCOUTS THAT WE SHOULD BE.

IN SERVING OTHERS, LET US SEE,
THAT WE ARE ONLY SERVING THEE.
BLESS US O LORD, AND HAVE NO DOUBTS,
THAT WE CAN BE THE BEST OF SCOUTS.

FROM PSALM 113: 2-4

BLESSED BE THE NAME OF THE LORD
FROM THIS TIME FORTH AND EVERMORE!
FROM THE RISING OF THE SUN TO THE SETTING
THE NAME OF THE LORD IS TO BE PRAISED!
THE LORD IS HIGH ABOVE ALL NATIONS,
AND HIS GLORY ABOVE THE HEAVENS!



THE SCOUTING DAY

WHEN YOU COME TO THE END OF A SCOUTING DAY,
AND YOU SIT IN THE CAMPFIRE LIGHT,
AND THE SKY HAS TURNED FROM BLUE TO GREY,
WITH THE SHADES OF THE COMING NIGHT,
THINK WHAT THE END OF A SCOUTING DAY
CAN MEAN IN A CUB (BOY) SCOUTS LIFE,
WHEN THE BUGLE BLOWS AND THE FLAG COMES DOWN'
AND THERE'S PEACE IN A WORLD OF STRIFE.

WELL, THIS IS THE END OF A SCOUTING DAY'
NEAR THE END OF OUR JOURNEY, TOO.
AND THE DAYS THAT ARE GONE CANNOT BE RECALLED,
WHAT HAVE THEY MEANT TO YOU?
FOR WE'VE SHARED THE SAME TENTS AND SIDE BY SIDE,
THE PATHS OF THIS OLD WORLD TROD.
IN SUN AND RAIN WE'VE DONE OUR BEST,
AND WE'VE GROWN CLOSER TO GOD.

FROM PSALM 100

MAKE A JOYFUL NOISE TO THE LORD, ALL THE EARTH.
WORSHIP THE LORD WITH GLADNESS;
COME BEFORE HIM WITH JOYFUL SONGS.
KNOW THAT THE LORD IS GOD.
IT IS HE WHO MADE US AND WE ARE HIS PEOPLE.
ENTER HIS GATES WITH THANKSGIVING AND PRAISE;
FOR THE LORD IS GOOD AND HIS LOVE ENDURES FOREVER;
HIS FAITHFULNESS CONTINUES THROUGH ALL GENERATIONS.

A CUB SCOUT PRAYER

O HELP ME KEEP MY PROMISES, AND TEACH ME TO OBEY;
AND SHOW ME WHAT MY DUTY IS, TO SERVE THEE EVERYDAY.
AMEN

A CUB SCOUT PRAYER

WE THANK YOU, GOD, FOR ALL THE HAPPINESS YOU GIVE.
TEACH US TO THANK YOU BY THE WAY WE LIVE,
TO WORK AND PLAY WITH HAPPINESS AND ZEST,
AND ALL THE TIME TO DO OUR VERY BEST.
AMEN



A CUB SCOUT PRAYER

HELP US, DEAR GOD, TO LOVE THEE DAY BY DAY,
TO DO OUR DUTY TO YOU AND ENJOY OUR PLAY;
TO KEEP OUR CUB SCOUT PROMISE THE BEST THAT WE CAN,
AND TO DO OUR BEST ALWAYS TO HELP OUR FELLOWMAN. AMEN

UNISON READING

GOD IS PRESENT HERE IN HIS CREATIONS OF BEAUTY;
THE FOREST AND THE WATER, THE SKY AND THE STARS,
THE RAIN AND THE WIND, THE FLAME AND THE SOIL.

GOD IS ESPECIALLY PRESENT IN EACH OF US;
WE ARE HIS HANDS AND HIS VOICE.

GOD SENDS US FORTH TO TEND THE POOR AND THE LAME,
TO TEACH OTHERS OF HIS WAYS WITH OUR EXAMPLE
AND OUR GOOD DEEDS.

HE ASKS EACH OF US TO ACCEPT THAT MISSION,
THAT OUR HANDS ARE GOD'S HANDS, OUR VOICES HIS VOICE.

PRAYER FOR DISCOVERY

FATHER, HELP US TO DISCOVER WHO WE ARE IN
YOUR DIVINE PLAN. HELP US DISCOVER THAT
STRANGER WHO DWELLS SOMEWHERE DEEP
INSIDE OF US, BENEATH THE OUTER SHELL WE
SOMETIMES WEAR IN PUBLIC. LIFT US ABOVE
THE PRESSURES AND CONFUSION, THAT WE MAY
SEE CLEARLY WHERE WE FIT INTO THE SCHEME
OF THINGS. THEN, LET US GO DOWN INTO THE
MAINSTREAM OF LIFE TO TAKE OUR PLACE. AMEN

CALL TO WORSHIP

LEADER: LET ALL THE SCOUTS PRAISE GOD!
SCOUTS: LET ALL THE WORLD PRAISE GOD!
LEADER: FOR GREAT IS GOD'S STEADFAST LOVE TOWARD US.
SCOUTS: AND THE FAITHFULNESS OF GOD ENDURES FOREVER
ALL: LET US UNITE IN THE SPIRIT OF PRAYER AND
THANKSGIVING AS WE WORSHIP GOD



A NATIVE AMERICAN INDIAN PRAYER

O' GREAT SPIRIT, WHOSE VOICE I HEAR IN THE WINDS,
WHOSE BREATH GIVES LIFE TO ALL THE WORLD HEAR ME!
I AM SMALL AND WEAK. I NEED YOUR STRENGTH AND WISDOM.
LET ME WALK IN BEAUTY, AND MAKE MY EYES
EVER BEHOLD THE RED AND PURPLE SUNSET.
MAKE MY HANDS RESPECT THE THINGS YOU HAVE
MADE AND MY EARS SHARP TO HEAR YOUR VOICE.
MAKE ME WISE SO THAT I MAY UNDERSTAND THE
THINGS YOU HAVE TAUGHT MY PEOPLE.
LET ME LEARN THE LESSONS YOU HAVE HIDDEN
IN EVERY LEAF AND ROCK I SEE. STRENGTH,
NOT TO BE GREATER THAN MY BROTHER,
BUT TO FIGHT MY GREATEST ENEMY— MYSELF.
MAKE ME ALWAYS READY TO COME TO YOU WITH CLEAN HANDS
AND STRAIGHT EYES SO WHEN LIFE FADES, AS THE FADING SUNSET,
MY SPIRIT MAY COME TO YOU WITHOUT SHAME.

WRITTEN BY CHIEF YELLOW LARK, SIOUX, 1887

A CAMPER'S PRAYER

GOD OF THE MOUNTAINS AND HILLS, MAKE ME TALL ENOUGH
AND STRONG ENOUGH TO RIGHT SOME WRONG. GOD OF THE STARS, MAKE ME
STEADFAST AND SURE GOD OF EVERY LAKE AND STREAM, FLOW THROUGH MY LIFE AND
MAKE IT CLEAN.

GOD OF THE SEED AND SOIL, PLANT IN MY HEART THY LOVE;
GOD OF THE GLORIOUS DAWN, MAKE EACH DAY A FRESH START.
GOD OF THE EVENING PEACE AND QUIET, KEEP ME FREE FROM FEAR AND STRIFE; GOD
OF THE CAREFREE BIRDS, SING IN MY HEART.

GOD OF THE SEED AND SOIL, PLANT IN MY HEART THY LOVE.
GOD OF THE TREES AND WOODS, KEEP ME FRESH AND PURE.
GOD OF THE RAIN, WASH FROM MY LIFE ALL DIRT AND STAIN.
GOD OF THE RADIANT SUN, LIGHT MY LIFE.

GOD OF THE SURGING WAVES AND SEA, WIDE HORIZONS GIVE TO ME;
HELP ME TO SEE THE WORLD, AS THOU WOULD HAVE IT TO BE.
GOD OF THE MORNING DEW, EACH DAY MY FAITH RENEW.
GOD OF THE GROWING THINGS, KEEP ME GROWING, TOO.

GOD OF THE DARKNESS AND DAY, THROUGH SHADOWS OR LIGHT,
GUIDE THOU MY WAY.

A SCOUT PRAYER

Northwest Suburban Council

All Aboard The Pow Wow Express



O GOD, HELP US TO BE REVERENT, NOT ONLY REVERENT TOWARD YOU, BUT REVERENT TOWARD ALL THE THINGS THAT YOU HAVE MADE FOR OUR ENJOYMENT. WHEN WE ARE IN THE GREAT OUTDOORS AND AMONG THE TREES, ALONG THE STREAMS AND THE HILLSIDES, MAY WE KNOW THAT IT WAS YOU WHO MADE THE WATERS TO FLOW, THE TREES TO REACH HEAVENWARD, AND THE MOUNTAINS TO ENDURE ALL AGES.

IN ALL THESE THINGS WE ASK THAT THOU WILL HELP US, AND MAY WE NEVER FORGET THE OATH TO WHICH WE ALL HAVE PLEDGED OURSELVES, AND THROUGH YOUR HELP MAY WE NEVER FALL SHORT OF THESE THINGS WHICH WE KNOW ALL GOOD SCOUTS TO BE. AMEN

A SCOUT BENEDICTION / MEETING CLOSING

MAY THE MASTER OF ALL SCOUTS BE WITH US UNTIL WE MEET AGAIN.

OR;

MAY THE SPIRIT OF SCOUTING BE WITH US UNTIL WE MEET AGAIN.

OR;

MAY THE ONE GREAT SCOUTMASTER OF ALL GOOD SCOUTS BE WITH US AND MAY HE GUIDE US ALONG THE TRAILS THAT LEAD US TO HIM, UNTIL WE MEET AGAIN.

AN OUTING PRAYER

WE THANK YOU GOD FOR ALL THE GREATNESS OF NATURE. HELP US BETTER UNDERSTAND OUR WORLD AND LEARN TO TAKE CARE OF THE BEAUTIFUL THINGS YOU HAVE MADE. AMEN

FROM THE BAHAI FAITH

MAY WE ALL REMAIN FAST AND FIRM IN FAITH, THAT THE GLORY OF GLORIES MAY REST UPON US. THOU ART THE GRACIOUS, THE BOUNTIFUL, THE MERCIFUL, THE COMPASSIONATE.

PRAYER OF THANKSGIVING



LEADER: FOR THE GIFT OF ALL YOUR CREATIONS,
WE GIVE THANKS TO YOU, OUR GOD.

SCOUTS: FOR THE SUN AND MOON AND STARS,
FOR THE RAIN AND DEW AND WINDS,
FOR WINTER COLD AND SUMMER HEAT.

LEADER: WE GIVE THANKS TO YOU, OUR GOD.

SCOUTS: FOR MOUNTAINS AND HILLS, FOR SPRINGS
AND VALLEYS, FOR RIVERS AND SEAS.

LEADER: WE GIVE THANKS TO YOU, OUR GOD.

SCOUTS: FOR PLANTS GROWING IN EARTH AND WATER,
FOR LIFE INHABITING LAKES AND SEAS,
FOR LIFE CREEPING IN SOILS AND LAND,
FOR CREATURES DWELLING IN WOODS AND FIELDS.

ALL: MAY THE GLORY OF THE LORD ENDURE FOREVER. AMEN

SILENT OBSERVATION

MAY WE NOW HAVE A MOMENT OF SILENT PRAYER,
EACH IN HIS OWN FAITH.

OR:

IN SILENCE, LET US EACH IN OUR OWN WAY PRAY.

THEN:

MAY OUR WORDS AND THE MEDITATION OF OUR
HEARTS BE ACCEPTABLE TO YOU, O GOD.

CAMP PRAYER

HEAVENLY FATHER, HELP US TO SEE THE BEAUTIFUL THINGS
IN THE EARTH AND SKY THAT ARE TOKENS OF YOUR LOVE.
WALK WITH US IN THE DAYS WE SPEND HERE TOGETHER.
GUIDE US TO DO A GOOD TURN DAILY. GIVE US THE STRENGTH
TO BE PREPARED TO MEET THE CHALLENGES OF EVERY DAY.

A NATIVE AMERICAN INDIAN PRAYER



O GREAT SPIRIT! WATCH OVER US AS WE BEGIN THIS DAY. PROTECT US AS WE LIVE IN YOUR CARE. GIVE US BOUNTY AND HOLD US FROM HARM. WE ARE YOUR CHILDREN AND WISH ONLY TO PLEASE YOU. WE HOLD OUR MOTHER EARTH CLOSE TO OUR HEARTS AND WISH HER GOODNESS. WE THANK YOU FOR YOUR LOVE.

OUTDOOR PRAYER

LEAD US, O GOD AWAY FROM THE SIGHT OF THE BEAUTY THAT SURROUNDS US; THE FIELDS OF GREEN, THE TREES, THE ANIMALS, AND THE HEAVENS ABOVE. LEAD US TO THE THOUGHT OF THEIR CREATOR. GRANT THAT IN THE BEAUTY OF THE CREATION WE MAY DELIGHT IN YOU, THE CREATOR OF ALL. AMEN

A PRAYER FOR THE BOY SCOUTS

LORD, WE THANK YOU FOR THE WORK OF SIR ROBERT BADEN-POWELL, WHO, IN HIS DEDICATION AND WISDOM, FOUNDED THE WORLD SCOUTING MOVEMENT. WE THANK YOU FOR THE EFFORT OF THOSE THOUSANDS OF MEN AND WOMEN WHO HAVE BROUGHT SCOUTING TO MILLIONS OF BOYS THE WORLD OVER. WE REDEDICATE OURSELVES TO THE PRINCIPLES OF OUR MOVEMENT: TO DO OUR BEST TO DO OUR DUTY TO GOD AND OUR COUNTRY. WE ASK YOU, O LORD, TO GIVE US THE STRENGTH AND COURAGE, EACH OF US, TO LIVE UP TO THE SCOUT OATH, THE SCOUT LAW AND THE HIGH IDEALS OF THE WORLD BROTHERHOOD OF SCOUTING. AMEN

AT THE CLOSING CAMPFIRE

AS THE LIGHT OF THIS CAMPFIRE FADES, WE THANK YOU FOR THE JOYS AND BLESSING OF THIS DAY. AS THE EMBERS COOL AND THE SMOKE DIES DOWN WE LIFT UP OUR MINDS AND OUR HEARTS TO YOU IN GRATITUDE: FOR OUR LIFE, OUR YOUTH, OUR HAPPINESS, AND OUR SCOUTING. BENEATH THE STARS WE SHALL SLEEP AND TAKE OUR REST. LORD, PROTECT OUR CAMP THIS NIGHT; MAY WE RISE REFRESHED AND BE READY TO SERVE YOU WITH GENEROSITY TOMORROW. WE ASK THIS IN YOUR NAME. AMEN

THE SCOUT BEATITUDES



BLESSED ARE THE SCOUTS WHO ARE TAUGHT TO SEE BEAUTY IN ALL THINGS AROUND THEM...FOR THEIR WORLD WILL BE A PLACE OF GRACE AND WONDER.

BLESSED ARE THE SCOUTS WHO ARE LED WITH PATIENCE AND UNDERSTANDING... FOR THEY WILL LEARN THE STRENGTH OF ENDURANCE AND THE GIFT OF TOLERANCE.

BLESSED ARE THE SCOUTS WHO ARE PROVIDED A HOME WHERE FAMILY MEMBERS DWELL IN HARMONY AND CLOSE COMMUNION...FOR THEY WILL BECOME THE PEACEMAKERS OF THE WORLD.

BLESSED ARE THE SCOUTS WHO ARE TAUGHT THE VALUE AND POWER OF TRUTH ...FOR THEY SHALL SEARCH FOR KNOWLEDGE AND USE IT WITH WISDOM AND DISCERNMENT.

BLESSED ARE THE SCOUTS WHO ARE GUIDED BY THOSE WITH FAITH IN A LOVING GOD...FOR THEY WILL FIND HIM EARLY AND WILL WALK WITH HIM THROUGH LIFE.

BLESSED ARE THE SCOUTS WHO ARE LOVED AND KNOW THAT THEY ARE LOVED...FOR THEY SHALL SOW SEEDS OF LOVE IN THE WORLD AND REAP JOY FOR THEMSELVES AND OTHERS.

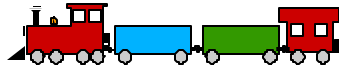
AT THE END OF CAMP

WE THANK YOU, FATHER FOR ALL THE GRACES WE HAVE RECEIVED DURING THIS CAMPOUT. WE HAVE LIVED TOGETHER, SHARING THE JOYS AND SORROWS, THE WORK, AND THE PLAY. THANK YOU, FOR THE PROGRESS MADE, THE LESSONS LEARNED, THE FRIENDSHIPS THAT HAVE BEEN FORMED AND DEEPENED, AND THE KINDNESSES THAT HAVE BEEN SHOWN. STRIKING CAMP AND GOING HOME REMINDS US THAT WE HAVE NO PERMANENT RESTING PLACE HERE ON EARTH AND THAT ALL OUR LIFE WE ARE ON THE MOVE TOWARD ETERNITY. MAY WE BE PREPARED WHEN ONE DAY YOU WILL CALL US TO OUR ETERNAL RESTING PLACE IN HEAVEN. WE ASK THIS IN YOUR HOLY NAME. AMEN

PRAYER FOR FAMILIES

LORD, GOD, WHO HAS BLESSED ALL FAMILIES THROUGH THE FELLOWSHIP OF YOUR FAMILY; GRANT THAT YOUR LOVE MAY WARM OUR FAMILIES AND KEEP US TOGETHER IN PEACE, JOY AND HARMONY SO THAT STRIFE AND HATRED MAY YIELD TO FAITHFULNESS, UNITY, AND CHARITY. WE ASK THIS IN YOUR NAME. AMEN

PRAYER FOR SCOUTS EVERYWHERE



GOD, OUR FATHER, BLESS US AND ALL SCOUTS EVERYWHERE. WE THANK YOU FOR ALL THE BLESSINGS GRANTED TO US IN THE PAST AND ASK FOR YOUR CONTINUING HELP IN DAYS TO COME. WE THANK YOU FOR HEALTH BESTOWED, FOR OPPORTUNITIES GIVEN, FOR HELP RECEIVED, AND FOR ALL THE HAPPINESS WE ENJOY. FORGIVE ALL THAT HAS BEEN UNPLEASING IN YOUR SIGHT; DEEPEN OUR REPENTANCE FOR ALL THAT HAS BEEN WRONG; STRENGTHEN OUR GOOD INTENTIONS, AND MAY YOU SHIELD AND DIRECT US IN ALL OUR WAYS. AMEN

IN THANKS FOR GOD'S WORLD

GOD, OUR FATHER AND CREATOR, WE THANK YOU FOR THE BEAUTY OF EARTH, SEA AND SKY; FOR THE DAWN AND THE SUNSET, FOR THE MONTHS AND SEASONS OF THE YEAR. THANK YOU FOR THE GIFT OF LIFE, FOR OUR POWERS OF MIND AND BODY, FOR OUR HOMES AND FAMILIES AND FOR THE JOY AND HAPPINESS OF YOUTH. ALL THESE THINGS SHOULD HELP US TO KNOW YOU AND LOVE YOU BETTER. MAY WE NEVER ABUSE THE GIFTS OF CREATION, BUT RATHER USE THEM ALL FOR YOUR HONOR AND GLORY AND THE SALVATION OF OUR SOULS. WE ASK THIS IN YOUR NAME. AMEN

A HIKING PRAYER

MASTER OF THE UNIVERSE
GRANT ME THE ABILITY TO BE ALONE;
MAY IT BE MY CUSTOM TO GO OUTDOORS EACH DAY
AMONG THE TREES AND GRASS, AMONG ALL LIVING THINGS.
AND THERE MAY I BE ALONE, AND ENTER INTO PRAYER,
TO TALK WITH THE ONE TO WHOM I BELONG.
MAY I EXPRESS THERE EVERYTHING IN MY HEART,
AND MAY ALL THE FOLIAGE OF THE FIELD, ALL GRASSES,
TREES, AND PLANTS, MAY THEY ALL AWAKE TO MY COMING,
TO SEND THE POWERS OF THEIR LIFE INTO THE WORDS OF MY PRAYER
SO THAT MY PRAYER AND SPEECH ARE MADE WHOLE
THROUGH THE LIFE AND THE SPIRIT OF ALL GROWING THINGS,
WHICH ARE MADE AS ONE BY THEIR TRANSCENDENT SOURCE
RABBI NACHMAN OF BRATSLAV (1772-1811)

PRAYER OF THANKS

WE THANK YOU, O GOD, FOR THIS DAY, FOR MORNING SUN AND EVENING STAR: FOR FLOWERING OF TREES AND FLOWING OF STREAMS, FOR LIFE-GIVING RAINS AND COOLING BREEZE; FOR THE EARTH'S PATIENT TURNING, THE CHANGING OF THE SEASONS, THE CYCLE OF GROWTH AND DECAY, OF LIFE AND DEATH. WHEN OUR EYES BEHOLD THE BEAUTY AND GRANDEUR OF YOUR WORLD, WE SEE THE WISDOM POWER AND GOODNESS OF ITS CREATOR. WE AWAKE AND, BEHOLD!
IT'S A GREAT DAY. AMEN

CUB SCOUT LAW OF THE PACK



LEADER: AND YOU SHALL LOVE THE LORD YOUR GOD WITH ALL YOUR HEART AND WITH ALL YOUR SOUL, AND WITH ALL YOUR MIGHT. (DEUTERONOMY 6:5)

SCOUTS: I PROMISE TO DO MY DUTY TO GOD.

LEADER: BLESSED IS THE NATION WHOSE GOD IS THE LORD. (PSALMS 33:12) ALL THE PATHS OF THE LORD ARE STEADFAST IN LOVE AND FAITHFULNESS, FOR THOSE WHO KEEP HIS COVENANT AND HIS TESTIMONIES. (PSALMS 25:10)

SCOUTS: I PROMISE TO DO MY DUTY TO MY COUNTRY AND HELP OTHER PEOPLE.

LEADER: IF YOU OBEY THE COMMANDMENTS OF THE LORD YOUR GOD, BY WALKING IN HIS WAYS, AND BY KEEPING HIS COMMANDMENTS AND HIS STATUTES AND HIS ORDINANCES, THEN YOU SHALL LIVE AND MULTIPLY, AND THE LORD YOUR GOD WILL BLESS YOU.

SCOUTS: I WILL DO MY BEST TO OBEY THE LAW OF THE PACK.

A NATIVE AMERICAN INDIAN CALL TO WORSHIP

O GREAT SPIRIT! WATCH OVER US AS WE BEGIN THIS DAY.
PROTECT US AS WE LIVE IN YOUR CARE.
GIVE US BOUNTY AND HOLD US FROM HARM.
WE ARE YOUR CHILDREN AND WISH ONLY TO PLEASE YOU.
WE HOLD OUR MOTHER EARTH CLOSE TO OUR HEARTS AND WISH HER GOODNESS. WE
THANK YOU FOR YOUR LOVE.

BASED ON PSALM 25

LEADER: O GOD, TO YOU I OFFER MY PRAYER,
SCOUTS: IN YOU, MY GOD, I PLACE ALL MY TRUST.

LEADER: YOU HAVE CREATED US EQUAL IN YOUR SIGHT,
SCOUTS: WE ARE CHILDREN WHO PUT ALL OUR TRUST IN YOU.

LEADER: WITH YOUR CONSTANT LOVE AND GOODNESS,
TEACH US TO LIVE ACCORDING TO YOUR TRUTH;
SCOUTS: WE WILL LEARN FROM YOU THE PATH WE SHOULD FOLLOW.

LEADER: MAY OUR REVERENCE TO YOU, O GOD,
SCOUTS: STRENGTHEN OUR LOVE FOR YOU.

LEADER: HOW STEADFAST IS YOUR LOVE FOR US, O GOD,
SCOUTS: ALL OUR TRUST IS IN YOU.

FROM THE BAHA'I WRITINGS



BLESSED IS THE SPOT, AND THE HOUSE, AND THE PLACE,
 AND THE CITY, AND THE HEART, AND THE MOUNTAIN,
 AND THE REFUGE, AND THE CAVE, AND THE VALLEY,
 AND THE LAND AND THE SEA, AND THE ISLAND,
 AND THE MEADOW WHERE MENTION OF GOD
 HATH BEEN MADE AND HIS PRAISE GLORIFIED.

A DAKOTA INDIAN PRAYER

O ALMIGHTY GOD, YOU HAVE ALWAYS BEEN, AND BEFORE YOU
 NOTHING HAS BEEN. THERE IS NO ONE TO PRAY TO BUT YOU. THE STARS
 OF THE HEAVENS ARE YOURS, AND YOURS ARE THE GRASSES OF THE
 EARTH, AND THE DEPTHS OF THE SEAS. YOU ARE OLDER THAN ALL NEED,
 OLDER THAN ALL PAIN AND PRAYER. GREAT GOD, FILL US WITH LIGHT.
 GIVE US STRENGTH TO UNDERSTAND AND EYES TO SEE. TEACH US TO
 WALK THE SOFT EARTH AS RELATIVES TO ALL THAT LIVE. HELP US, FOR
 WITHOUT YOU WE ARE NOTHING. AMEN

A NATIVE AMERICAN INDIAN BENEDICTION

O GREAT SPIRIT, BLESS US FROM THE NORTH WITH THE COOL
 WINDS THAT CALM OUR PASSIONS. BLESS US FROM THE EAST
 WITH THE WINDS THAT BRING AND RENEW LIFE. BLESS US FROM
 THE SOUTH WITH THE WARM WET WINDS THAT INVITE GROWTH.
 BLESS US FROM THE WEST WITH THE WINDS THAT LEAD US
 THROUGH THIS LIFE TO THE NEXT. FILL THE SKY SO THAT WE
 MIGHT SENSE YOUR PRESENCE. AND BLESS OUR MOTHER EARTH
 FROM WHICH WE'VE COME AND TO WHOM WE SHALL RETURN.

A NATIVE AMERICAN INDIAN PRAYER

O GREAT SPIRIT OF THE NORTH, O GREAT SPIRIT OF THE SOUTH,
 O GREAT SPIRIT OF THE EAST, O GREAT SPIRIT OF THE WEST,
 O GREAT SPIRIT, YOU ARE ONE.

YOU HAVE GIVEN US OUR HOUSE, WHERE THERE IS FOOD,
 WHERE THERE IS DRINK, WHERE THERE ARE CLOTHES.

YOU HAVE GIVEN US OUR HOUSE, WHERE THERE IS FELLOWSHIP,
 WHERE THERE IS COMPANIONSHIP, WHERE THERE IS FRIENDSHIP.

YOU HAVE GIVEN US OUR HOUSE, WHERE WE CAN GROW,
 WHERE WE CAN LEARN, WHERE WE CAN KNOW YOU.

O GREAT SPIRIT: YOU ARE ONE, OUR HOUSE IS ONE, WE ARE ONE.

FROM THE JEWISH SABBATH SERVICE



MAY THE TIME BE NOT TO DISTANT, O LORD, WHEN ALL YOUR CHILDREN WILL UNDERSTAND THAT THEY ARE BROTHERS AND SISTERS, SO THAT, ONE IN SPIRIT AND ONE IN FELLOWSHIP, THEY MAY BE FOREVER UNITED BEFORE YOU. THEN SHALL YOUR KINGDOM BE ESTABLISHED ON EARTH, AND THE WORD OF YOUR PROPHET SHALL BE FULFILLED:

“ THE LORD WILL REIGN FOREVER AND EVER ” AMEN

THE BOY SCOUT LAW

LEADER: A TRUE AND WORTHY PERSON RECOGNIZES HIS OBLIGATIONS AND DOES THEM WITHOUT BEING WATCHED OR COMPELLED.

SCOUTS: **A SCOUT IS TRUSTWORTHY**

LEADER: WE OWE MUCH TO MANY-TO HOME, SCHOOL, COMMUNITY, NATION, AND TO GOD.

SCOUTS: **A SCOUT IS LOYAL**

LEADER: THE GOOD SAMARITAN SHOWED THE SPIRIT OF DOING A GOOD TURN.

SCOUTS: **A SCOUT IS HELPFUL**

LEADER: COURTESY IS THE MARK OF ALL FAITHS. IT IS SHOWN IN THOUGHTFUL ACTS AND KINDLY RESPECT FOR EVERYONE.

SCOUTS: **A SCOUT IS COURTEOUS.**

LEADER: KINDLINESS IS ONE WAY PEOPLE SHOW RESPECT FOR OTHERS.

SCOUTS: **A SCOUT IS KIND**

LEADER: LIFE IS FILLED WITH THINGS THAT WE MUST DO WHETHER WE WANT TO OR NOT. ONE OF THE MARKS OF GROWING UP IS OUR READINESS TO ACCEPT RESPONSIBILITIES WILLINGLY.

SCOUTS: **A SCOUT IS OBEDIENT**

LEADER: OUR MOODS CAN MAKE OUR DAYS. IF WE ARE SAD, OUR DAYS ARE GLOOMY. IF WE ARE HAPPY, OUR DAYS CAN BE FULL OF JOY.

SCOUTS: **A SCOUT IS CHEERFUL**

LEADER: THE WORLD OFFERS MANY GIFTS, A WISE PERSON USES THEM WITH CARE.

SCOUTS: **A SCOUT IS THRIFTY**

LEADER: TO EACH OF US COMES DANGER, DIFFICULT TASKS, AND TEMPTATIONS. IN CHOICE OF COURAGE OR COWARDICE, MAY WE BE BRAVE.

SCOUTS: **A SCOUT IS BRAVE**

LEADER: CLEANLINESS IS NEXT TO GODLINESS. TO HAVE A CLEAN BODY, A CLEAN MIND AND A CLEAN RECORD IS A REWARDING ACHIEVEMENT.

SCOUTS: **A SCOUT IS CLEAN**

LEADER: UNDERSTAND THERE IS A SUPREME BEING WHO GUIDES US DAILY AND CARES FOR US. BE FAITHFUL IN YOUR RELIGIOUS DUTIES AND RESPECT THE BELIEFS OF OTHERS.

SCOUTS: **A SCOUT IS REVERENT.**

ALL: GIVE US CLEAN HANDS, CLEAN WORDS, AND CLEAN THOUGHTS,



O GOD. TEACH US TO WORK HARD AND PLAY FAIRLY. FORGIVE US WHEN WE ARE UNKIND AND HELP US TO HELP OTHERS. SEND US STRENGTH TO DO A GOOD TURN EACH DAY AND IN SO LIVE ACCORDING TO THY WILL.

THE BOY SCOUT OATH

LEADER: OUR HONOR IS A QUALITY WE POSSESS BECAUSE OF OUR DIGNITY AS HUMAN BEINGS AND CHILDREN OF GOD. OUR "BEST" MEANS TO GIVE ALL WE HAVE. IT MEANS TO KEEP STRIVING TO DO WHAT WE KNOW IS RIGHT, AND IN THE OATH IT MEANS WE WILL TRY TO BE GOOD SCOUTS BY FULFILLING OUR SCOUT DUTIES AS EXPRESSED IN THE SCOUT LAW.

SCOUTS: **ON MY HONOR I WILL DO MY BEST.**

LEADER: OUR DUTY TO GOD AND COUNTRY MEANS CHIEFLY TWO THINGS: OBEDIENCE AND LOYALTY. THE DUTIES WE OWE TO THE HOUSE OF GOD, TO OUR COUNTRY, TO PARENTS, TO ONE ANOTHER, AND TO OURSELVES COME FROM THE COMMANDMENTS OF GOD. THE SCOUT LAW SUMS UP ALL THE QUALITIES A SCOUT SHOULD HAVE AND WITHOUT WHICH HE CAN NOT BE A GOOD SCOUT.

SCOUTS: **TO DO MY DUTY TO GOD AND MY COUNTRY AND TO OBEY THE SCOUT LAW.**

LEADER: CHARITY AND LOVE PROMPTS US TO WANT TO HELP OTHERS AT ALL TIMES. OUR SCOUT TRAINING WILL GIVE US SKILLS AND KNOWLEDGE THAT WILL PUT US IN A POSITION TO DO THIS.

SCOUTS: **TO HELP OTHER PEOPLE AT ALL TIMES.**

LEADER: SCOUTING OFFERS US MANY OPPORTUNITIES TO GROW STRONG PHYSICALLY. TO BE ALERT AND READY REQUIRES US TO GIVE SPECIAL CARE TO THOSE GIFTS OF SOUL, INTELLECT AND WILL THAT GOD HAS GIVEN US. MORALLY STRAIGHT MEANS WE MUST TRY TO KNOW WHAT IS RIGHT AND TRUE, TO LOVE WHAT IS GOOD AND CHOOSE IT.

SCOUTS: **TO KEEP MYSELF PHYSICALLY STRONG, MENTALLY AWAKE, AND MORALLY STRAIGHT.**

A SCOUTING BENEDICTION

DEAR GOD, THANK YOU FOR THE OPPORTUNITY TO BE HERE IN YOUR GARDEN. HELP US TO BE REVERENT, NOT ONLY TOWARD YOU, BUT REVERENT TOWARD ALL OF THE THINGS THAT YOU HAVE MADE FOR OUR ENJOYMENT. GIVE US THE STRENGTH TO ENDURE, THE WISDOM TO ENJOY EACH MOMENT, AND THE COURAGE TO PUSH OURSELVES FURTHER THAN WE HAVE EVER BEFORE. BLESS OUR PACK (TROOP) AND OUR LEADERS AS WE JOURNEY THROUGH CUB (BOY) SCOUTING. AMEN

BOY SCOUT LAW CEREMONY



SETTING: TWELVE SCOUTS OR SCOUTERS IN A LINE, EACH WITH A WHITE CANDLE. A CENTER CANDLE (POSSIBLY A DIFFERENT COLOR) IS USED TO IGNITE THE FIRST OF THE TWELVE. EACH PARTICIPANT IN TURN LIGHTS HIS CANDLE FROM THE ONE BEFORE HIM. EACH RECITES A POINT OF THE SCOUT LAW WHILE LIGHTING HIS CANDLE AND THEN RECITES OR READS THE SHORT DESCRIPTION.

A SCOUT IS TRUSTWORTHY: PLEASE GIVE US THE GUIDANCE AND INSIGHT TO LOVE AND TO TRUST ONE ANOTHER AND HELP US BE GOOD SCOUTS AND ALWAYS WORTHY TO "DO A GOOD TURN DAILY."

A SCOUT IS LOYAL: MAY WE KEEP IN MIND OUR FAMILIES, WHOSE TIME WE HAVE OFTEN SACRIFICED, THAT HAS BEEN GIVEN SO FREELY

A SCOUT IS HELPFUL: GIVE US THE STRENGTH TO BE HELPFUL NOT ONLY TO THOSE THAT WE CAN EASILY HELP, BUT ALSO LET US LEARN TO REACH OUT TO OTHERS THAT ARE FORGOTTEN AND NEGLECTED.

A SCOUT IS FRIENDLY: LET US BE THANKFUL FOR THE FRIENDS WE HAVE, AND LET US BE WISE ENOUGH TO KNOW WHEN TO LEAN ON OUR FRIENDS WHEN WE NEED HELP.

A SCOUT IS COURTEOUS: GIVE US THE PATIENCE AND TOLERANCE TO WORK WITH OTHERS AND TO RESPECT THEIR POINTS OF VIEW.

A SCOUT IS KIND: LET US STRIVE EACH DAY TO TREAT EACH OTHER KINDLY AND OTHERS AS WE WOULD LIKE TO BE TREATED.

A SCOUT IS OBEDIENT: PLEASE LET US NEVER FORGET THE IMPORTANT LESSON THAT TO BE A GREAT LEADER, ONE MUST BE A GREAT FOLLOWER.

A SCOUT IS CHEERFUL: LET US ENJOY FOR WHAT GOD HAS GIVEN US AND LET US APPRECIATE EACH NEW DAY AS A NEW OPPORTUNITY TO MAKE A POSITIVE DIFFERENCE.

A SCOUT IS THRIFTY: HELP US LEARN TO SAVE SO WE CAN SHARE WITH OTHERS. LET US ALWAYS BE MINDFUL OF OUR ENVIRONMENT AND TREAT THE EARTH IN THE CORRECT MANNER.

A SCOUT IS BRAVE: PLEASE GIVE US THE COURAGE TO SPEAK UP FOR WHAT IS JUST AND PROPER AND THE TENACITY TO MAKE THE WORLD A BETTER PLACE IN THE MIDST OF UNREST.

A SCOUT IS CLEAN: LET US KEEP OUR MINDS AND OUR BODIES: PHYSICALLY STRONG, MENTALLY AWAKE, AND MORALLY STRAIGHT.

A SCOUT IS REVERENT: IN SCOUTING WE BELIEVE THAT THROUGH THE PROGRAMS AND VOLUNTEERS IN THE BOY SCOUTS OF AMERICA WE ARE DOING YOUR MINISTRY.

BOY SCOUT RESPONSIVE READING



- LEADER: A SCOUT'S HONOR IS TO BE TRUSTED
SCOUT: **A SCOUT IS TRUSTWORTHY**
LEADER: HE IS LOYAL TO ALL WHO LOYALTY IS DUE; HIS SCOUT LEADERS, HIS HOME, HIS PARENTS, HIS FAMILY AND HIS COUNTRY.
SCOUT: **A SCOUT IS LOYAL**
LEADER: HE MUST BE PREPARED TO SAVE A LIFE AT ANYTIME, SAVE INJURED PERSONS AND SHARE THE HOME DUTIES.
SCOUT: **A SCOUT IS HELPFUL**
LEADER: HE IS A FRIEND TO ALL AND A BROTHER TO EVERY OTHER SCOUT.
SCOUT: **A SCOUT IS FRIENDLY**
LEADER: HE IS POLITE TO ALL. HE MUST NOT TAKE PAY FOR BEING COURTEOUS OR HELPFUL.
SCOUT: **A SCOUT IS COURTEOUS**
LEADER: HE WILL NOT KILL NOR HURT ANY LIVING CREATURE NEEDLESSLY, BUT WILL STRIVE TO SAVE AND PROTECT ALL HARMLESS LIFE.
SCOUT: **A SCOUT IS KIND**
LEADER: HE OBEYS HIS PARENTS, SCOUTMASTER, PATROL LEADER, AND ALL OTHER DULY CONSTITUTED AUTHORITIES.
SCOUT: **A SCOUT IS OBEDIENT**
LEADER: HE SMILES WHENEVER HE CAN. HIS OBEDIENCE TO ORDERS IS PROMPT.
SCOUT: **A SCOUT IS CHEERFUL**
LEADER: HE DOES NOT DESTROY PROPERTY. HE WORKS FAITHFULLY, WASTES NOTHING AND MAKES THE BEST OF HIS OPPORTUNITIES.
SCOUT: **A SCOUT IS THRIFTY.**
LEADER: HE HAS THE COURAGE TO FACE DANGER IN SPITE OF FEAR AND TO STAND UP FOR WHAT IS RIGHT. DEFEAT DOES NOT GET HIM DOWN.
SCOUT: **A SCOUT IS BRAVE**
LEADER: HE KEEPS CLEAN IN BODY AND THOUGHTS, STANDS FOR CLEAN SPEECH, CLEAN SPORT AND CLEAN HABITS.
SCOUT: **A SCOUT IS CLEAN**
LEADER: HE IS REVERENT TOWARDS GOD. HE IS FAITHFUL TO HIS RELIGIOUS DUTIES, AND RESPECTS THE CONVICTIONS OF OTHERS IN MATTERS OF CUSTOMS AND RELIGION.
SCOUT: **A SCOUT IS REVERENT**

THE TRUE SERVANTS OF GOD ARE THE FOLLOWING:



THOSE WHO WALK UPON THE EARTH WITH HUMILITY AND WHEN THEY ARE TEMPTED BY EVIL ONES, THEY RESPOND: PEACE.

THOSE WHO PASS THE HOURS OF THE NIGHT IN PRAYERS AND STANDING BEFORE THE LORD.

THOSE WHO PRAY: LORD TURN AWAY FROM US THE PUNISHMENTS OF HELL, FOR IT IS A HEAVY TORMENT, IT IS INDEED AN EVIL DWELLING PLACE.

THOSE WHO ARE NEITHER EXTRAVAGANT NOR STINGY IN SPENDING, BUT KEEP A BALANCE BETWEEN THE TWO.

THOSE WHO REPENT AND DO GOOD DEEDS.

FROM THE KORAN

CALL TO WORSHIP

O GOD, FROM WHOM ALL GOOD THINGS COME: LEAD US BY THE INSPIRATION OF YOUR SPIRIT TO THINK OF THOSE THINGS WHICH ARE RIGHT AND BY YOUR GOODNESS HELP US TO DO THEM.

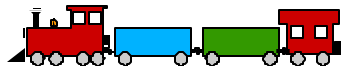
FROM PSALM 42:10

THE LORD GRANTS HIS LOVING KINDNESS IN THE DAYTIME;
IN THE NIGHT SEASON HIS SONG IS WITH ME, A PRAYER TO
THE GOD OF MY LIFE.

INTERFAITH BENEDICTION

MAY YOU WALK IN PEACE, LIVE WITH LOVE,
WORK WITH JOY, AND MAY YOUR GOD GO WITH YOU

UNISON BENEDICTION



MAY GOD BLESS US AND PROTECT US.
MAY GOD SHOW US FAVOR AND BE GRACIOUS TO US.
MAY GOD SHOW US KINDNESS AND GRANT US PEACE.

BIBLE READING – JOB 12: 7-10

ASK THE ANIMALS, AND THEY WILL TEACH YOU,
THE BIRDS OF THE AIR, AND THEY WILL TELL YOU,
ASK THE PLANTS OF THE EARTH, AND THEY WILL TEACH YOU,
AND THE FISH OF THE SEA WILL DECLARE TO YOU.
WHO AMONG ALL THESE DOES NOT KNOW,
THAT THE LORD HAS DONE THIS?
IN HIS HAND IS THE LIFE OF EVERY LIVING THING,
AND THE BREATH OF EVERY HUMAN BEING.

LET US GO FORWARD INTO GOD’S CREATION...
...LISTENING TO THE SONGS OF HIS CREATURES.
...SMELLING THE FRAGRANCES HE HAS MADE.
...SEEING THE LIFE THAT SPRINGS FORTH FROM HIS EARTH.
...TOUCHING THE TEXTURES OF HIS MANY GIFTS.

OLD IRISH BLESSING

MAY THE ROAD RISE TO MEET YOU,
MAY THE WIND ALWAYS BE AT YOUR BACK,
MAY THE SUN SHINE WARM UPON YOUR FACE,
THE RAIN FALL SOFT UPON YOUR FRIENDS,
AND UNTIL WE MEET AGAIN,
MAY GOD HOLD YOU IN THE PALM OF HIS HAND.

A GOODBYE PRAYER

WE THANK YOU FATHER FOR THE GIFT OF FRIENDS AND
FOR ALL THE BLESSINGS OF FRIENDSHIP. WE THANK YOU
FOR THE HAPPY HOURS WE HAVE SPENT TOGETHER IN THE
PAST DAYS. BRING US SAFELY HOME. KEEP US ALL STRONG
IN OUR LOVE AND SERVICE TO YOU AND TO ONE ANOTHER. AMEN

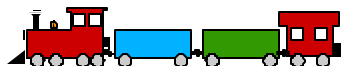
Religious Emblems Programs

Available to the Boy Scouts of America

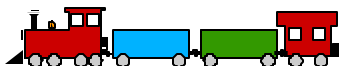
Religious	<u>Group*</u>	Materials Available From
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Northwest Suburban Council

All Aboard The Pow Wow Express



Organization		
African Methodist Episcopal Church	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org; Web site www.praypub.org
African Methodist Episcopal Zion Church	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org; Web site:www.praypub.org
Armenian Apostolic Church of America (Western Prelacy)	3, 4	Armenian Apostolic Church of America, Western Prelacy, 4401 Russell Avenue, Los Angeles, CA 90026;323-663-8273
Armenian Church of America (Eastern Diocese)	1, 2, 3, 4	D.R.E. ,Diocese of Armenian Church of America, 630 Second Avenue, New York, NY 10016; 212-608-0710
Association of Unity Churches	2, 3, 5	Association of Unity Churches, P.O. Box 610, Lee's Summit, MO 64063; 816-524-7414
Baha'i	1, 2, 3, 4	Baha'i Committee on Scouting, Baha'i National Center, Education and School's Office, 1233 Central Street, Evanston IL 60201-1611;847-733-3495
Baptist	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org; Web site:www.praypub.org orwww.bsa.net/abs
Buddhist	1, 2, 3, 4	National Buddhist Committee on Scouting, 701 East Thrift Avenue, Kingsland, GA 31548-8213; 912-729-6323, fax:912-729-1699; e-mail:bcascout@eagnet.com
Catholic, Eastern	All	Local Council Service Center, Diocesan Scout Office, or National Catholic Committee on Scouting, 1325 West Walnut Hill Lane, P.O. Box 152079, Irving, Tx 75015-2079; 972-58-2114; Website: www.catholic-church.org/catholicscouting
Catholic, Roman	All	Local Council Service Center, Diocesan Scout Office, BSA Supply Divison (toll-free number, 800-323-0732); or National Catholic Committee on Scouting, 1325 West Walnut Hill Lane, P.O. Box 152079, Irving, Tx 75015-2079; 972-58-2114; Website: www.catholic-church.org/catholicscouting
Christian Church (Disciples of Christ)	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org; Web site:www.praypub.org
Christian Methodist Episcopal Church	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org; Web site: www.praypub.org
Churches of Christ	All	Members of Churches of Christ for Scouting, ACU, Box 27938, Abilene, TX 79699-7938; 915-674-3739;e-mail: mccs@bible.acu.edu
Church of Jesus Christ of Latter-Day Saints (LSD)	All	Director of Scouting, R.L.D.S.,The Auditorium, P.O. Box 1059, Independence, MO 64051; 816-833-1000
Eastern Orthodox	All	P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 800-933-PRAY (7729); e-mail:info@praypub.org;Web sites: www.praypub.org or www.vccbsa.org/eocs
Episcopal	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org;Web



First Church of Christ, Scientist	1, 2, 3, 4	site:www.praypub.org P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 800-933-PRAY (7729); e-mail:info@praypub.org;Web sites: www.praypub.org
General Church of the New Jerusalem Hindu	3, 4 All	Chairmen, Boy Scout Relations Committee, General Church of the New Jerusalem, P.O. Box 277, Bryn Athyn, PA 19009 North American Hindu Association, 847 East Angela Street, Pleasanton, CA 94566-7511; 925-846-3521, fax 925-846-3811; e-mail: hajratwala@home.com
Islamic	All	Mr. Aunali Khalfan, P.O. Box 731516, Elmhurst, NY 11371 718-446-6472, fax: 718-446-4370
Jewish	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org;Web site:www.praypub.org or www.shamash.org/scouts
Lutheran	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org;Web site:www.praypub.org or www.tcmnet.com/~macmaxim/nlas/nlas.html
Meher Baba	All	Committee for Meher Baba and Scouting, 912 Ninth Avenue South, North Myrtle Beach, SC 29582; 843-272-3498
Moravian	3, 4, 5	The Moravian Church, Drawer Y, Winston-Salem, NC 27108; 336-722-8126
Polish National Catholic	All	Mr. Arthur Wyglon, 115 Heather Hill Drive, Buffalo, NY 14224; 716-674-2394
Presbyterian Church (U.S.A.)	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org;Web site:www.praypub.org or pcusa.org/pcusa/scouters
Protestant (Available to any Christian denomination)	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org;Web site:www.praypub.org
Religious Society of Friends (Quakers)	All	P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 800-933-PRAY (7729); e-mail:info@praypub.org;Web sites: www.praypub.org
Reorganized Church of Jesus Christ of Latter Day Saints	All	Director of Scouting, R.L.D.S.,The Auditorium,P.O. Box 1059, Independence MO 64051; 816-833-1000
The Salvation Army	All	The Salvation Army, P.O. Box 269, Alexandria, VA22313; Eastern Territory, 914-620-7367; Central Territory, 847-294-2112; Southern Territory,404-726-1363;Western Territory, 310-544-6434
United Church of Christ	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org;Web site:www.praypub.org
United Methodist	All	Local Council Service Center or P.R.A.Y., 8520 Mackenzie Road, Suite 3, St. Louis, MO 63123-3413; 1-800-933-PRAY (7729); e-mail: info @praypub.org;Web site:www.praypub.org or www.praypub.org or www.umcscouting.org
Zoroastrian	3, 4	The Zoroastrian Association of Greater New York, c/o Mrs. Villy Gandhi , corresponding Sectary, The Good Life



		Program, 704 Harristown Road, Glen Rock, NJ, 07452-2334; 201-445-3917, fax 201-445-3917; e-mail: villy@cybernex.net
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*1.) Cub Scout 2.) Webelos Scout 3.) Boy Scout and Varsity Scout 4.) Venturer, Older Boy Scout and Varsity Scout 5.) Adult Recognition

Notification of Religious Emblem Earned

Our Council is always pleased to know that members are fulfilling their promise “to do their duty to God and my country.” We would like to recognize our members who have earned their religious emblem by including



them in the council's newsletter. Please complete the form below and send it to the Northwest Suburban Council, 600 North Wheeling Rd, Mt. Prospect, IL 60056.

Youth Member's Name _____ Age _____

Address _____

City _____ Zip _____

Daytime Phone _____

Program Level ___ Tiger ___ Cub Scout ___ Boy Scout ___ Venture

Unit # _____ District _____

Name of Emblem _____

Date Completed _____ Date Presented _____

Location Recognition was/will be

Presented _____

Address _____

City _____ State _____ Zip _____

Religious Organization Contact _____

Phone _____

This Material may be duplicated. Please use it whenever any youth earns his or her religious emblem, and forward it to Northwest Suburban Council, 600 N. Wheeling Rd., Mt. Prospect, IL 60056

VALUES IN THE USE OF THE SCOUTING PROGRAM
BY RELIGIOUS ORGANIZATIONS

A. Introduction



1. The Scouting Movement offers a program.
2. The church or temple is free to utilize the program in the way it best serves its needs in ministering to boys.
3. The Scouting program offers the religious organization a variety of opportunities to enhance its ministry to both boys and adults.
4. The threefold goals of scouting are compatible with the goals of the church or temple.
 - a. Foster good citizenship
 - b. Develop leadership
 - c. Promote physical fitness

B. Values of Scouting Increased When Part of Church's or Temple's Program

1. The Advancement Program

a. Scout Spirit

The Scout Promise, Law, Motto, and Slogan express spiritual principals shared by the institution. In a religion-related unit these tools for growth in Scout Spirit are enhanced by the words and actions of religious and lay leaders who are led by God's Spirit to live as redeemed followers of God and hence in accordance with the Spirit of Scouting.

b. Scout Participation

Gives actual experience in living according to the Biblical Admonition, "Bear one another's burdens."

c. Scouting Skills

The boys acquire needed knowledge so that he might minister to his own needs and the needs of others.

d. Leadership

An effective school for helping boys grows in religious and civic responsibilities and as leaders in church and community

e. Personal Growth Agreement Conference

Provides exceptional opportunity for respected a congregational adult to obtain a boy's pledge, by the power of God's Spirit, to strengthen his relationship to God.

2. The Merit Badge Program



- a. In church-related units can be a program for helping boys develop God-given talents for use to the glory of God and welfare of neighbors.
 - b. Under guidance of religious organization leaders of a church or temple related unit, can aid boys in choosing a vocation which will insure maximum use of their talents in service to God and their fellow man
3. The Outdoor Program
- a. Leads boys to a deeper appreciation of the wonders of God's creation.
 - b. Helps boys develop strong, healthy bodies – temples of the Holy Spirit, dedicated to His service.
 - c. Provides an appealing, enjoyable experience in religious related living
 - (1) guided by religious adults.
 - (2) influenced by religious boy leaders.
 - (3) encouraged in religious behavior by association with religious peers.
 - (4) strengthened in religious faith through worship in meaningful settings.
4. The Religious Emphasis Program
- a. The church-related unit provides the most natural setting for promoting the Religious Emblem Program of their age group of all faiths in their unit.
 - b. Provides clergy a convenient contact with boys to encourage them to use their religious emblem program to deepen and broaden their religious concepts; increase their understanding of the structure, practices, and functions of their church or synagogue; and prepare to assume their role as an individual member of congregational life.
 - c. Provides clergy with an outstanding opportunity to become a strong influence on the boys and lead some to opt for a church vocation as their life's work.



GAMES





BLIND FEEDING THE BLIND

Divide the Den or Pack into pairs. Give each person a spoon and dish of something to eat, i.e. popcorn, Jell-O, peanuts, etc. Then blindfold everyone. Pairs then feed each other with a spoon.

BLUE & YELLOW GAME

Give each person or group a pencil and a sheet of blue or yellow paper. They should write down as many things as they can think of that are blue (sky, flowers, sapphires, Cub Scout uniforms, etc.) or yellow (crayons, cares, hair, etc.). Prizes can be given for the longest lists or the most unusual items on a list.

CIRCUS RING RELAY

This game would be perfect for a Pack meeting. There are ten to fifteen players on each side. Have one side form a circle seated in chairs facing out from the center. One player on each side is designated as the starting player. At the signal to go this player gets up and walks rapidly around his circle of chairs, seating himself in his own chair when he has completed his round. The player to his right gets up from his chair as soon as the leader passes him, and the player next to that player's right follows the second, so that by the time the starter is back to his chair, more than half the circle of players is in motion. The side that wins is the side that first has all its players walk around the circle and gets seated. Next try this with players running. For the third time, try it with all the players carrying their chairs with them around the circle. All players must be seated before they can be considered as finished.

FIND THE LEADER

Boys sit on the floor in a circle. Select one to be "it". He is asked to leave the room while the others choose a leader. "It" returns to stand in the center of the circle. The leader slyly starts some motion like winking his eye, nodding his head, or patting his knee. All other in the circle do what the leader does. The motions are changed from time to time. "It" tries to discover who the leader is. When he succeeds, the leader becomes "it", and a new leader is picked.

PING PONG BLOWOUT

Cub Scouts line up on one side of the room on their hands and knees, each has a straw and a ping-pong ball. The object of the game is to blow the ball across the finish line on the other side of the room. First one across wins the game.

RESCUE RELAY

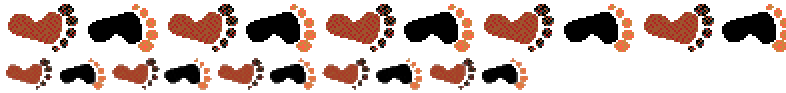
Divide den into 2 equal teams. Supply each Cub Scout with a piece of rope about 2 feet long. One cub from each team sits on a piece of cardboard some distance from the rest of his team. Each Cub must tie rope to his neighbors using a square knot. When all ropes are tied, one end is thrown to the Cub on the cardboard and his team pulls him to safety (pass a line on the ground). First team to pull in Cub is the winner.

Cub Scout Games

Everyone likes to have fun! The playing of games is an extremely easy and fulfilling way to have fun. Cub Scouting is fun. It is one endless game where the Cub Scout learns new skills, enlarges on known skills, and can see more clearly his place in the world around him. Games can accomplish a large scale of activities and convey more than skill improvement. They can encourage thought, promote team spirit,



build citizenship, develop one's own mind and body, and be an outlet for excess energy.



Introduction to Organizing and Playing Games Games Are --

Lessons without teachers
Body builders
Mind stretchers
Friend makers
Building blocks
Most of all games are fun

Through Games, A Cub Scout --

Learns new skills
Develops new interests
Learns to follow the rules
Learns fair play
Learns to wait his turn
Is taught respect for the rights of others

Cubs like games in which there is a sizeable element of luck. They do not require prizes, nor do they seem to worry if the game is not finished. They like games which restart almost automatically, so that everyone is given a new chance. Cubs like games whereby they gain the reassurance that comes with repetition.

Remember, the success of a game period depends greatly upon leadership. A leader can challenge and persuade the shy Cub Scout and channel the energy of the "showoff", making Den and Pack meetings fun for all.

Choosing A Game

Know and understand the game.
Be prepared to teach the game.
Take into consideration: Physical arrangements
Equipment needs
Number involved
Abilities of the participants
* KISMIF - Keep it simple make it fun. Give it full attention; practice to make it work; then evaluate to make sure it is right.
Suggestions For Conducting Games
Know the game well and the area needed before teaching it. Have all the necessary equipment on hand.
Remove all possible hazards from the game area.
Have the full attention of the group before trying to explain the rules of the game.
To introduce the game, name it, demonstrate it, ask for questions, then start it.
Always insist on fair play.
If a game is going badly, stop it, explain it again, then try the game once more.
Play, but don't overplay a game. A successful game will be more in demand if it is stopped while it is still being enjoyed.
Be alert to overexertion.



Pack Games

The games picked for a pack meeting should be fun to play and fun to watch. They should promote good sportsmanship, and hopefully tie into the monthly theme.

A multi-station relay can easily accomplish all of these. For instance, if the theme were space, the stations could be... spin around Saturn... drink Tang from a big dipper... eat a cracker and whistle "When You Wish Upon A Star"... shoot the moon, etc. In between stations, the participants could walk as if weightless. This type of relay can easily be adapted to any theme. Ride a broom horse between cowboy and Indian stations, or walk like Frankenstein between Halloween stations.

Games that are fun to play and fun for the pack to watch can be designed with just a little bit of innovation. Everyone should be able to participate. Don't just pick one or two boys from each den. Be sure to get parents involved. The Cubs will love watching their parents playing a game.

One of the most important aspects of keeping a pack healthy is to make the new families feel welcome. This is true in all packs, but it is especially true in large active packs. Often it is intimidating for new people to come into a group where everyone knows each other. There are many ways to make new families feel welcome and playing an icebreaker game is an especially good way. Icebreaker games are fun and a good way to get people to meet each other. Icebreakers can be found in "[Group Meeting Sparklers](#)" and the "[How To Book](#)" available at the Scout Shop; however, designing an icebreaker for a theme is easy. For example, if the theme were patriotic, choose four patriotic songs. Have a slip of paper with the name of one of the written on it for each person attending the pack meeting. Hand these slips of paper to each person as they walk in the door and have them find the others that have their matching song. As an opening, each group could sing their song. One person from each group could also introduce a person they didn't know before.

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 by individual boys.

An active den game is a helpful start at den meeting to "get the kinks out". This is especially true for Den meetings that are held immediately after school. The boys have been cooped up for several hours and starting with an active den game can provide an outlet for letting off steam and may make the group easier to handle for the quieter activities later in the meeting.

Choosing up sides among the boys is not always easy. If there is a problem boy who is not well liked by all members, drawing straws, going in alphabetical order, or selecting two captains to choose alternately may be fair ways to select teams.

Remember...games can be used to teach fair play, promote good sportsmanship and build character..., but most of all, they should be fun.

Types Of Games

There are many types of games. Games can be quiet or they can be active. They can depend on chance or they can take skill, speed or strength. There are games for one or two persons, and games for groups of any size. Some games provide for relaxation and amusement and some stimulation through physical or mental exercise.

Play is unrestricted but games have rules. In each game there is a contest.

Here are several types of games with examples of each:

Active Games

Hand Baseball

Materials: Basketball, volleyball or sport ball

Something to mark bases

You can have a den ball game even if the meeting place is a small backyard or a tiny area of a park. Hand baseball can be played in an area as small as 50' x 75'. Play it like baseball except that:



Bases are about 35' apart

Pitching distance is about 15'

A basketball, volleyball or sport ball is used, and the batter hits it with fist or open hand

The pitcher pitches underhand

A base runner may be put out by hitting him with the ball

Lame Chicken

Divide the boys into two teams and give each team 10 sticks about 10 inches long. The sticks are placed about 10 inches apart like the rungs of a ladder. On signal the first boy in each team hops on one foot over all 10 sticks. He then reaches down and picks up the 10th stick and hops back over the other 9 to his team. The second boy then begins, hopping over the 9 sticks, picking up the 9th and returning. Continue until all have raced. The last boy in line hops over all remaining sticks and then picks up all of them as he hops back to the finish line. If a player steps on any stick, he must start over from the starting line. First team through wins.

Pioneer Went to Sleep

Everyone stands in a circle. The first player begins by saying "Pioneer went to sleep." The rest of the group answers "How did Pioneer get to sleep?" The leader then says "Pioneer went to sleep like this, 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 "Pioneer went to sleep," and 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 player 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 once, you may not get everyone in the group, but the challenge is to see how far you do get. Start off slowly with small things, such as toes and fingers, and work up to the bigger things, such as arms and legs.

Quiet Games

Logomachy

Materials: Cardboard letters

This game is played with cardboard letters printed on one side. Boxes containing such letters can be bought, but it is easy to print them, and cut them out. There should be cards for each letter of the alphabet, about six for the letters most commonly used, like A, B, C, D, E, M, P, R, S and T, and only one for such letters as J, X, Y and Z.

These cards are placed, letters down, on the table. Each boy draws one. The one who draws the letter nearest to A plays first. Putting all the letters back, the first player draws a letter and lays it down, face up, on the table. The player to his left does the same. As soon as any player can make a word out of one of his own letters, and the letters laid down by the others, he picks up all these cards and places them on the table before him. For example, the first player lays down the letter O, and the second player draws the letter S, the second makes the word "so". Any word may be taken from any player by another player who draws a letter which will make a longer word out of it. If the third player draws the letter B, he can make "sob" out of "so", and should take these letters to make this word. The one who can make ten words first, wins.

Sentry Post

The prize goes to the quietest team in this game. Set up two chairs about seven feet apart. These are the sentry posts and two blindfolded players are seated in them, facing each other. The other players divide into two teams. At signal from the leader, the first player in each line sneaks forward on tiptoe and tries to pass between the two sentries without a sound. If either sentry hears anything, he calls out and points in



the direction from which the sound came. If he's right, the player is "captured" and out of the game. If he points in the wrong direction, the player sneaks ahead. Each team goes through just once. The winner is the team that gets the most players past the sentries.

Bug

Each player receives paper and pencil. One die is used. Players in turn throw the die. Each side of the die represents one part of the bug. Players draw parts of the body as they roll die.

Directions for play:

1 One makes the body. Player must throw a 1 before he can make other parts of his "bug."

2 Two is the head.

3 Feelers are 3's. Bug has 2.

4 Legs are 4's. Bug has 6 legs.

5 Eyes and mouth are 5's. Bug has 2 eyes, 1 mouth.

6 Tail is 6.

Winner is player who finishes bug first.

Bombing

Drop three clothespins into a bottle from an erect kneeling position on a chair seat. Pin must be held at eye level. Score one point for each pin dropped in the bottle.

Target Games

Pan Toss

Materials: 3 pans of different sizes

6 ping pong balls

Find three pans of different sizes which will fit one inside the other and still allow some space between the rims. Label each pan some value from 5 to 25.

Bounce the ping pong balls so they will hop into the pans. Score according to points allotted to each pan.

Calendar Toss

Toss bottle tops onto a large numbered calendar page, laid flat 5 feet from the player. Score by adding the dates on which the bottle tops come to rest.

Goal Games

Count to Ten

All players stand on one line except one player who is it. "It" stands with his back to the other players on a goal line about 30 to 35 feet from the starting line. "It" counts to ten as fast and as clearly as he can.

While he is counting, the other players advance as fast as they can by putting one foot directly in front of the other (heel, toe, heel, toe). At the count of ten, "It" turns around. Everyone freezes. If someone moves he starts all over again. The first player across the goal line wins and becomes the next "it".

The Wolf

The boys stand in a circle with the "Wolf" in the center. Boys call "Wolf, Wolf, are you ready?" Wolf answers "No, I'm putting on my shoe" and pantomimes putting on his shoes. The other imitate him. Again they ask "Wolf, Wolf, are you ready" and he replies that he is putting on his coat, tie, hat, etc. each time pantomiming putting on the item, while all follow suit. Whenever he wishes, the Wolf answers with "Yes,



I'm ready, and here I come". The players rush to a goal line and the Wolf tries to tag them. If any player is tagged, he becomes the Wolf

Fish in the Sea

All players but one stand behind a line. "IT" stands midway between the line and a goal line thirty feet away. He shouts "Fish in the ocean, fish in the sea; don't get the notion you'll get by me." The fish leave their line and try to cross the goal line without being tagged. Players who are tagged join "IT" and help catch others.

Relay Games

Fumble Fingers Relay

Materials: 2 jars with screw lids
10 toothpicks
2 pair large mittens

Each team has a pair of large mittens. At a goal line is a jar, one for each team, containing five toothpicks. On signal, the first person from each team races to the goal line, puts on the gloves, removes the lid, empties the jar, picks up the toothpicks and puts them back in the jar and screws on the lid. He takes off the mittens and races back to hand them to the next player, who repeats the action.

Candle Carry

The object of this game is to carry a lit candle through an obstacle course. Make sure the base of the candle has a holder so the hot wax won't drip on the boys' hands. The candle must be passed from boy to boy through the course. Each boy will have a section of the course to cover, with an assigned method to cross their section. One might have to be riding a bicycle, another on a skateboard, another might have to jog, or walk backwards, or on a tricycle, etc. Too swift a pace might put out the candle. Completing the course with the candle lit is the object of the game.

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.

Balloon Games

Balloon Basketball

Materials: Cardboard strip 1" x 38"
Tape or staples
String
2 round balloons of different colors

Make a basketball hoop out of a cardboard strip about 1" wide and 38" long. Attach the ends together by tape or staples. Tie the hoop to the ceiling by two strings about six feet from the floor. Divide the boys into teams, each having a different color balloon. Have them start about 6 or 8 feet back from the basket. On the signal "Go", the first two players bat their balloons into the air and try to make a basket. Whoever makes a basket first catches his balloon and gives it to his team mate, who does the same. Each basket counts as two points. The balloon may not touch the ground or the player starts again. Let the game go for a certain amount of time. Highest score wins.



Static Electricity

Give each boy a balloon and at the given signal the boy blows the balloon up, ties it and rubs it on his hair to make static electricity, then he sticks it on the wall. The balloon that sticks the longest is the winner.

The Biggest Balloon

Advance preparation is needed for this game. You will need a pop bottle and balloon for each player. Into each bottle put 3 tablespoons of vinegar, and into each balloon put 2 tablespoons baking soda. At the word go, have each boy put his balloon on his pop bottle. When the soda mixes with the vinegar the balloon will expand, thus the more you shake it the bigger it will expand. Have the boys tie off the balloons to see which is the largest.

Tag Games

Paired Prey

Materials: 1 bell

1 blindfold for each player

One person is chosen as the predator. The predator is blindfolded and a bell is attached to his clothing. The others pair up and decide on what animal each pair would like to be and what sound they will use. All participants are blindfolded and the group is spread out with the predator placed in the middle of the play area. The animal pairs are to find each other by the sounds they make before the predator touches them. The predator should try to keep his bell as silent as possible by walking silently. Once a pair has found each other they take the blindfolds off and walk off the field. If the predator touches an "animal" before they find their mate, the animal must take it's blindfold off and walk off the play area. All animals walk, don't run. The game ends when the animals pair up or the predator finds the animals and is left alone on the play area. Sometimes a time limit of 10-15 minutes is helpful. Discussion can follow about how animals in the wild might feel as they are threatened and look for safety.

Turtle Tag

To insure safety, a player must be on his back with all four feet in the air. The boy who is "it" counts to ten and all turtles (*other boys*) must hop up and run at least ten steps before again assuming the turtle position. If "it" can tag a player before he is "safe" they exchange places and the other boy becomes "it".

Guard the Treasurer

One boy is chosen to be "IT", the keeper of the treasure, who stands guard over the "jewels" (*beanbag or whatever*). Everyone else forms a circle around "IT". The group standing around "IT" must try to steal the treasure without being tagged. Those touched by "IT" are frozen in place and can no longer try for the treasure. Play ends when the "jewels" are captured.

Ball Games

Straddle Ball

Materials: Kickball or playground ball

All players form a circle and spread apart their legs just far enough to be comfortable. One player is it. He stands in the middle of the circle with the ball. The object of the game is for the player in the middle to get the ball outside the circle through the other players legs. The other players in the circle can use their hands, but cannot touch the ground or lose their balance. If they do, they change places with the player in the middle. If the player in the middle gets the ball through one players legs, he changes places with that



player.

Bucketball

Place two bushel baskets or large metal buckets 50 to 60 feet apart. Establish sidelines 30 to 40 feet apart. Use a basketball or similar ball. Play regular basketball rules, but with any number of players on a side. No score is made if the ball bounces out of the bucket or knocks it over.

Circle Ball

A player with a tennis ball is in the center of a circle of other boys. The circle players also have a tennis ball, which they pass around from one to another. The boy in the middle tries to toss his ball to one of the circle players and have him drop it. (*He usually throws to the boy who is receiving the second ball.*) If a player drops either ball, he goes into the center.

Pack Meeting Games

Christmas Handshake Give each boy five Christmas cards or seals. On signal each boy introduces himself to five parents other than his own. Each time he must leave a card or seal with them. (*Parents should not accept the card or seal until the introduction is complete and the boy can repeat their name.*) The first den to finish, assembles as a den and raises their hands in the Cub Scout sign or gives their den yell.

Four Clowns In A Row Give each person present a sheet of paper marked off in twenty squares. In each square they must get someone present to write his or her name. That will mean that each person will get the signatures of twenty people, one for each square. Provide each player with fifteen or twenty small stickers. If the committee could get white stickers and paint clown faces on them it would help. Each one is now asked to write his or her own name on a small piece of paper. These are placed in a hat. The leader draws the names from the hat, one at a time. As the name is called, the person bearing it responds with a lusty "Here," and raises the right hand. This serves as an introduction to the group. Each person who has that name on his paper puts a sticker in the square where it appears. When any player gets four stickers in a row, either across, down, or diagonally, he shouts: "Four clowns in a row!" Some suitable award may be made to that player. Let him read the names of the four.

Typewriter

This is truly an old fashioned manual typewriter with each player in a key role.

1. Gather everyone in a circle. Each player represents a letter in the alphabet, A through Z. If there are more players than there are letters, one can become a number, another a period, and another an eraser for correcting mistakes.
2. Find or create a sentence that uses all the letters in the alphabet. For example, "The quick brown fox jumps over the lazy dog". In the case of extra people, it can be two dogs.
3. Finally, create a typewriter rhythm for everyone to follow. Everyone claps hands, stamps a foot once, and punches the key by raising a hand in the air. Clap-stamp-punch, clap-stamp-punch - alternating right and left hands and feet.
4. Write the sentence on the chalkboard or large piece of butcher paper. Make sure everyone can see during the game. The object is to type out the entire sentence using the proper keys without missing a beat. When the typewriter rhythm begins and everyone punches the air, the person with the first letter call out "T"! On the next punch, the player calls out "E"! When a space between words is reached, everyone calls out together "Space"! If a mistake is made, just keep going, unless a person who is the eraser to call out "Correction"!



Word Games

Rhyme/Reason

1. A skinny young horse
2. A seafood platter
3. A comic rabbit
4. A foul in a prize fight
5. A hobo in the rain
6. Well behaved rodents
7. Flower asleep in a field
8. Two pretty girls
9. Timid insect
10. A bee's home
11. A jittery fowl
12. An unhappy boy
13. Small frankfurter
14. An angry employer

bony/pony
fish/dish
funny/bunny
low/blow
damp/tramp
nice/mice
lazy/daisy
fair/pair
shy/fly
live/hive
jerky/turkey
sad/lad
teeny/weeny
cross/boss

Same But Different

1. Sweetheart
 2. No clothes at all
 3. What you play baseball with
 4. Part of a chain
 5. To paste a letter closed
 6. To travel through the air
 7. To nag persistently
 8. What you have on your head
 9. Bend down to avoid to hit
 10. Uncle's wife
- Dear/Deer
Bare/Bear
Bat/Bat
Links/Lynx
Seal/Seal



Fly/Fly
 Bug/Bug
 Hair/Hare
 Duck/Duck
 Aunt/Ant

Nature Did It First - For most modern inventions, there already exists a counterpart in nature. Here is a list of animals and of the invention they utilize. Try matching the animal with the invention.

1. Bat
 2. Armadillo
 3. Chameleon
 4. Fish
 5. Flying Squirrel
 6. Squid
 7. Hummingbird
 8. Scorpion
 9. Snake
 10. Abalone
 11. Caribou
- A. Parachute
 - B. Snowshoes
 - C. Anesthetic
 - D. Helicopter
 - E. Suction Cup
 - F. Hypodermic Needle
 - G. Radar
 - H. Camouflage
 - I. Electricity
 - J. Tank
 - K. Jet Propulsion

Answers: 1-G, 2-J, 3-H, 4-I, 5-A, 6-K, 7-D, 8-F, 9-C, 10-E, 11-B

*REMEMBER IN ANY GAME YOU PLAY --
 KEEP IT SIMPLE, MAKE IT FUN AND MAKE IT SAFE.*



Games for Younger Scouts Compiled by Gary Hendra and Gary Yerkes

Balloon Balance

Active, outdoors/indoors

Equipment: Per team: 1 big balloon; 1 small balloon.

Formation: Relay.

Divide the group into teams of six to eight players. Each team is given one large and one small balloon.

The first player of each group, on the word 'Go', balances the smaller balloon on top of the larger one and races to the other end of the playing area. If the top balloon falls off, the player must return to the starting line and begin again.

When the 'run' (or walk) is complete, the player takes both balloons in his hands and runs back to the starting line, where the second player is waiting to race.



The first team finished, and sitting down, wins.

Hare Hop

Active, outdoors/indoors.

Equipment: Per team: 1 pair of rabbit ears (made from cardboard, cotton and wire attached to a hat); 1 small balloon and 1 large balloon for each member; lots of string; 1 chair for each team.

Formation: Relay.

Divide the group into teams of six. Line up each team in straight lines at one end of the playing area. Place the chairs, one for each team, at the opposite end of the playing area. On 'Go', the first player of each team dons the rabbit ears, while his teammates blow up one small and one large balloon. One long piece of string is tied to the small balloon. The first player then ties the string around his waist, with the balloon hanging from behind, to represent his tail. He hugs the large balloon to his tummy, to represent the fluffy underside of a bunny. Then, with his ears and his two balloons, he hops down to the chair, hugs the large balloon until it breaks, and sits on his 'tail' until the small balloon breaks.

When both balloons have burst, he hops back to the team where he gives the ears to the second player.

The fun is helping each rabbit get 'dressed' and in cheering each bunny on. The relay ends when all bunnies have lost their tummies and tails.

Streaker

Active, outdoors/indoors.

Equipment: Per team: sweat pants; jacket; hockey mask; 2 garbage bags.

Formation: relay.

Divide the group into two or more teams. Line teams up at one end of the playing area, with 1) sweat pants and jacket in front of each team and 2) hockey mask and garbage bags at other end of the area, in front of each team. On 'Go', the first player of each team puts on the sweat pants and jacket, and runs to the other end of the playing area. Here, he takes off the pants and jacket and puts on the mask and skates (the two garbage bags –one on each foot). He 'streaks' back to his team, where he hands over the mask and skates to the next player. The second player puts on the masks and skates and 'streaks' to the clothes. Here he trades equipment for the clothes and runs back to the third member of the team.

The first team to complete the relay wins.

The Elephant Hunt

Equipment: soccer ball; chalk

Formation: scatter

Two chalk lines are drawn about three meters apart in the center of the room. This is elephant country. All the leaders are hunters and the Cubs are elephants. The hunters are ranged on either side of the lines and must not enter elephant country. The hunters catch the elephants by hitting them below the knees, with the soccer ball. Any Cubs who are caught become hunters until there is only one elephant left as the winner.

Submarine Dive

Equipment: Piece of chalk

Formation: Scatter

Draw a number of small chalk circles - submarines - around the room with one less than the number of Cubs in the Pack. The Cubs hop, walk or run round the room according to the direction given by the leader. When he calls 'Submarine Dive!', each Cub tries to get into a submarine. The one Cub who is left out stays on a submarine for the next game and so gradually the submarines become occupied. The winner is the one who gains the last vacant submarine.

Tadpoles

Equipment: 1 ball; whistle

Formation: Teams



The Pack divides into two teams. Team A stands in a circle with one Cub in the center, holding the ball. Team B stands in line, like the tadpole's tail, coming from the middle. When the leader calls 'GO', the Cub in the center of the circle starts to throw the ball to his team, one by one. Meantime, the Cubs in Team B in turn run around the circle and back to their places. When the last Cub in Team B is back in his place, the leader blows the whistle and Team A stops. Team A says how many throws the Cub in the center has made and when the teams change places, Team B tries to beat Team A's score.

Chair Pass Ball

Equipment: Soccer ball or volley ball; whistle

Formation: Teams

The Cubs form two teams. A firm chair is placed at either end of the room as a goal for each team. A Cub from each team stands on a chair as goalkeeper. The ball may only be passed from hand to hand. To score a goal, it must be thrown to the Cub on the chair and caught by him. There should be no running with the ball, or snatching from another player.

Note: The goalkeeper is changed after each goal.

Snatch the Bobbin

Equipment: 3 cotton reels (bobbins); chalk

Formation: Teams

Draw a chalk circle at either end of the room. Place the 3 cotton reels in the center of the room.

The Pack is divided into two teams and line up at either side of the room. The teams number off from opposite ends. When the leader calls a number, those Cubs run from their places and pick up a bobbin from the center to place in their goals. They then return to get the remaining bobbin. The Cub who is successful in getting this, and placing it in his goal, scores a point for his team.

Beating the Bounds

Equipment: 4 oil drums or metal pails or metal chairs; 2 large tent pegs or sticks

Formation: Teams

The Pack divides into two teams, each with a stick. When the leader calls 'GO', the first Cub in each team runs round the square, banging each drum as he goes. If he misses a drum, he must go round again. When he finishes the circuit, he runs to the back of his team and passes the stick to the front for the next Cub. The two teams make the circuit in opposite directions, one clockwise and the other counter-clockwise.

Filling Santa's Sack

Equipment: 1 balloon per Cub, with a few reserves; 1 sack per Six

Formation: Sixes

One Cub in each Six stands in his corner holding the sack. The leader spaces the rest of the Cubs out as far away from their Six corner as possible and gives each Cub a balloon. When their leader calls 'GO', all the Cubs pat their balloon towards their Six corners and endeavor to get the balloon in the sack. The balloons may not be held in the hand and must be patted. The first Six to get all their balloons into their sack is the winner.

Note: It is advisable to have different colored balloons for each Six.

Balloon Football

Equipment: A supply of balloons

Formation: Teams

The Cubs form two teams and sit on the floor facing each other, their legs stretched out so that their feet almost touch those of the boy opposite. Two Cubs are chosen as goalkeepers and stand one behind each team. The leader throws a balloon into play and each team endeavors to pat the balloon over the heads of the opposing team. A goal is scored when the balloon touches the ground on the opponent's side. After a while the leader throws in a second balloon and then a third and the game becomes increasingly difficult. The team with the most goals is the winner.



Cat and Mouse

Equipment: Whistle

Formation: None

The Pack lines up in 4 or 5 lines, each line of Cubs joining hands across. One Cub is chosen as 'Cat' and another as 'Mouse', the 'Cat' chases the 'Mouse' up and down the lines. When the leader blows the whistle, the Cubs turn at right angles and form lines going down, by holding hands with the members of their new line. When the leader blows the whistle again, the lines form across once more. When the 'Cat' has caught the 'Mouse' a new pair are chosen.

Balloon Battle Royal

Equipment: A supply of balloons; string

Formation: Scatter or circle

Arrange all the players in a large circle or scattered around the room, each with a balloon hanging from a string tied to his waist. On signal, have each player try to break all of the other balloons. When his is broken, he leaves the game. The game continues until only one player is left.

Variation: Give each Cub a new balloon if he correctly answers a question, about Scouting or whatever subject was taught during the stars that evening.

Balloon Basketball

Equipment: A small supply of balloons; 2 boxes or wastepaper baskets for goals

Formation: Teams

Use a balloon for the ball and boxes or wastepaper baskets for the goals. Score as in basketball, except that a broken balloon counts 5 points off for the offending side.

Balloon Crab Ball

Equipment: A supply of balloons

Formation: Teams

Establish two goal lines, 40' apart. Divide the players into two teams and have them sit on the goal lines facing each other with their arms extended backward to support their bodies off the floor. Place a balloon on the floor midway between the goals. On signal, have both teams move toward the balloon, keeping the crab position described, and attempt to kick the balloon over the opposing goal. They may kick it with one foot or drop to a sitting position and use both feet. Players must not stand up and run or move in any other position than the one described. They are not to touch the balloon with their hands. Teams should keep some players back to defend their goal and send others forward to drive the balloon over their opponent's goal. When the balloon goes out of bounds, it is put in play by the referee at the point it went out. Touching the balloon with the hand, leaving the crab position and unnecessary roughness in kicking, striking, or shoving an opponent are fouls. The penalty is a free kick for the other side where the foul occurred. Have all opposing players 6' away at the time of the free kick. Score 1 point each time a team kicks the balloon over the goal. The first to score 10 points wins.

Balloon Push Ball

Equipment: Balloons

Formation: Teams

Divide the group into two teams and station them at opposite ends of the room. Toss a balloon up in the center of the room and have the teams rush for it. Each tries to bat it to the other team's wall. The first team to hit the balloon against the opposite wall wins. In case balloon is broken, throw another in without allowing the play to lag.

Variation: Have a Cub from each team stand on a chair at opposite ends of the room, with a safety pin in his hand. Each team tries to pat the balloon to their own goalkeeper, who breaks it with the pin. A point is scored with each broken balloon.

Balloon Volleyball



Equipment: Balloons; rope to stretch across the room

Formation: Teams

Stretch a string across the room and divide the players into two teams, placing them on either side of the string.

Throw a balloon into play. Have each side try to keep the balloon from touching the floor on their side.

They knock it back and forth over the string with their hands. Game is to points.

Variation: Tell the boys not to use their hands - just their heads. Put a blanket over the string and play the game 'blind'. Throw in two or three balloons to make the game interesting.

Grab-it

Equipment: Balloons

Formation: Teams

Divide the group into two teams. Call one the 'destroyers' and the other the 'defenders'. Toss a balloon between them. The destroyers try to break the balloon by grabbing it, clapping their hands on it, or stepping on it; while the defenders try to protect it by batting it out of reach. Keep the time required by the destroyers to break the balloon.

When the balloon is broken, the defenders become the destroyers. Give each team three turns at destroying the balloon. Add the times of each team. The team with the smallest total wins.

Ball Over

Equipment: 1 soccer ball or volley ball

Formation: Teams

Draw a line to divide the area and have two teams take positions on either side. Players must not cross the line.

Blindfold one Cub and provide him with a whistle. When the whistle sounds, put the ball in play. The object of the game is to keep the ball in the opposing team's territory. One point is counted against the side that has the ball whenever the whistle is blown. The blindfolded Cub can blow the whistle whenever he pleases. The lowest score wins. For variation, have four or five players touch the ball before it can be returned to the other side. Or create a 'no-man's land' along the dividing line. Teams, in getting the ball over, must bounce it into 'no-man's land'.

Cover the Chair

Equipment: 1 chair per Cub

Formation: Circle

Have the players seated in a circle and select one to be 'it'. He stands in the circle leaving his chair empty.

When he commands, 'Shift to the right!', the person who has the empty chair on his right shifts to it, the next person shifts to the chair just vacated, and so on around the circle. 'It' tries to get a seat. If he succeeds, the person who should have shifted to that seat becomes 'it'. 'It' may suddenly call 'shift to the left', and in the confusion he stands a good chance of finding a place.

Witches' Wand

Equipment: 1 15' rope weighted at one end

Formation: Circle

Arrange the players in a circle 5-8' apart and give one a rope about 15' long weighted at one end. He stands in the center and swings the rope around the circle keeping it about a foot off the ground. As the object swings around, the players step in and jump over it each time it passes them. If a Cub gets hit, he changes places with the Cub in the center.

Cat's Tail

Equipment: A supply of colored yarn, 2 colors, one for each team

Formation: Teams

To get your Cubs in the Halloween mood, try this game. Hide several pieces of cloth or yarn - a different color for each team. One Cub on each team is a 'cat without a tail'. At the signal, all Cubs search for tails of their color. As



a piece is found, it should be tied to the belt of the cat who ties others to it as they are found. The winner is the side whose cat has the longest tail at the end of five minutes.

Eat the Fishtail

Equipment: None

Formation: Single line

Have the Cubs line up in single file, holding each other around the waist. The first boy is the fish head; the last boy, the tail. On signal, the head tries to catch the tail while the tail tries to avoid being caught. All must continue to hold on to each other. The longer the fish, the better.

Chair Basketball

Equipment: 1 chair per person; 1 set of headbands for one team; inflated round balloons; 2 score cards

Formation: Circle-sitting on chairs- alternating teams Divide the group into two teams. One team wears headbands. Teams sit in the pattern outlined above (chairs are a few feet apart). The players must remain seated throughout the entire game. The game begins with the placing of a balloon between the two teams. The object of the game is for both teams to attempt to pass the balloon from one team member to another to the end chair, where one member of their team is holding his arms in a circular fashion (similar to a basketball hoop). The team who scores the most hoops in a given period of time wins.

Blind Balloon Volleyball

Equipment: 1 volleyball net; 1 blanket to cover net; 1 referee per balloon

Formation: Teams

Teams of four or more people line up in volleyball fashion on either side of the net. The blanket is placed over the net so that neither team can see the other one. The referee throws the first balloon in. Each team may hit the balloon as many times as they desire, as long as the balloon doesn't hit the ground. When they are ready, they send the balloon over to the other team. As soon as one side puts the balloon out of bounds, or touches the ground with the balloon, the other team scores a point. The fun begins when extra balloons are added (up to a maximum of 6) to the game

What Am I?

Equipment: None

Formation: Circle

The Cubs sit in a circle. One Cub goes outside the room, while he is away the others decide what he should be when he comes back. If they decide on a policeman, for example, they call him back and he has to ask each Cub in turn what he has to buy for himself. One will say black boots, another a whistle, another a flashlight and so on. If the shopper goes right round the Pack without guessing what he is, he must go out again, and the Cubs will choose something else.

Who Is Missing?

Equipment: None

Formation: Circle

The Cubs walk round in a circle. When the leader gives a signal they all cover their eyes with their caps or their hands. The leader touches one of the Cubs on the shoulder and he leaves the room as quickly and as quietly as possible, while the others still walk with their eyes closed. When the leader calls 'STOP!', the Cubs stop walking and uncover their eyes. The first one to give the name of the Cub who is missing, is the winner. Note: The Cubs should not walk round for too long a time, as they will become dizzy. Watch out for any Cubs who are cheating by peeping through their fingers!

Submarines

Equipment: A blindfold

Formation: Scatter



Two chairs are set up about three metros apart, this is the entrance to the 'harbor'. One boy is blindfolded and stands in the entrance to guard it. The rest of the Cubs are 'midget submarines', and try to get through the entrance without being caught by the guard. They have to do this quietly so that he does not hear them. The leader should control the number moving, otherwise there is a stampede and it is no longer a quiet game!

Step tag

Equipment: A blindfold

Formation: Scatter

This is a variation of Blindman's Bluff.

The Cubs take up positions anywhere in the room. One Cub is blindfolded and he moves around the room, attempting to catch the others. Anyone who is in danger of being caught may move on, two or three steps in any direction. Once a player has moved three steps, he must stand still and hope for the best. The skill of the game lies in not using a step until necessary, because once the three steps are gone, the player must remain stationary. He can, however, crouch down or sway his body provided he does not move his feet.

A.B.C. Ship

Equipment: 5 beans for each Cub

Formation: Circle

The Pack sits in a circle with the leader. Starting with the Cub on the leader's left each Cub has to say in turn...

1. The name of a ship - Arcadia;
2. The name of the Captain - Alexander;
3. The surname of the Captain - Anderson;
4. Sailing from Port - Aberdeen;
5. Sailing to Port - Alexandria;
6. With a cargo - Apples;

They follow on through the letters of the alphabet and Cubs who fail to respond lose a bean.

Note: This is a good game for the beginning of a parent's evening. The Cubs can join in the game as they arrive. An assistant can run the game and the Leader is free to welcome parents.

Animammal Conference

Equipment: Construction paper; scissors

Formation: Pairs

Each person is given a cut-out piece of construction paper with the name of an animal (e.g. mouse; long tail).

The group is then put into pairs so that, for example, a rooster and a giraffe are together. Each pair tries to figure out a name of their animammal (e.g. Giroosteraffe).

Pairs can then set out to try and guess the names of other animammals in the group.

Patriotic Colors

Equipment: None

Formation: Circle

The leader sits in the middle of the circle, points to a player and calls 'red'. The player has to name an object that is red (e.g. tomato, fire engine) before the leader can count to 10 out loud. The same object cannot be repeated. If a player fails to think of an object before the leader has counted to ten, the two switch places. Use the patriotic colors 'red', 'white' and 'blue'.

Creating Critters

Equipment: Scissors; construction paper; glue

Formation: Small groups

Divide players into small groups. Give each group a pair of scissors, glue and a variety of colors of construction paper.



Within a time limit (15 minutes to have an hour) each group designs and constructs a new species of animal. They must decide on a name for their critter, tell where it lives and what it eats. When all groups are finished, a spokesman for each group introduces their critter to everyone. Let your imagination run free!

Gazelle Stalking

Equipment: 2 blindfolds; 1 chain of bells

Formation: Circle

All players form a circle. Two people are chosen to be the Gazelle and the Stalker. These two people go outside of the circle, where they are blindfolded; they are taken to different sides of the circle. Those left in the circle are taught two sounds:

1. A clicking sound with the tongue, and
2. A blowing sound (like the howling wind).

The Stalker then tries to catch the Gazelle; to do so he must be careful not to make too much noise. The people in the circle can help the Stalker by giving the clicking sound when he is far away from the Gazelle and by giving the blowing sound when he is getting near.

Spillikins

Equipment: Medicine bottle; 6 matches per Cub

Formation: Circle

The Pack sits in a circle with the medicine bottle in the center. Each Cub takes it in turns to place a match on top of the bottle, or on the matches already there. If a Cub knocks any off while putting his on, he must take back all those knocked off. The first Cub to get rid of all his matches is the winner.

Note: If the safety matches are given to the Cubs separately from the box, there should be no risk of fire.

Blindman's Bluff

Equipment: 1 chair per person; 1 blindfold

Formation: Circle

'It' is blindfolded and stands in the center of a seated circle while the players change seats. 'It' now sits on a player's lap. No words are spoken. He must guess whose lap he is sitting on. If he's correct, the two change places.

Blow! Blow! Blow!

Equipment: 1 jack-o'-lantern; 1 candle; 2 blindfolds

Formation: Teams

Form two teams - the 'ghosts' and the 'witches'. Take a grinning jack-o'-lantern with a glowing candle and place it in the center of a table. Lead each ghost and witch to the jack-o'-lantern, one at a time. Blindfold him and turn him around three times, and tell him to blow out the candle. He may blow three times; and, if the candle goes out, he wins a point for his team.

The Guessing Blind Man

Equipment: 1 blindfold

Formation: Teams

Arrange players in a circle. Blindfold one player and turn him around three times. During this procedure, have all players change seats. The blind man should walk forward and touch someone in the circle with a wand, speaking the words 'can you guess?' The player touched must repeat the question three times, trying to disguise his voice. If the blind man succeeds in identifying the person, that person becomes the blind man. Otherwise, the blind man should continue until he is successful.

Good Morning, Mr. Jones

Equipment: 1 blindfold; 1 pointer

Formation: Circle



Have the Cubs move around in a circle in the center of which 'Mr. Brown' stands blindfolded. When Mr. Brown raps on the floor with his stick, all players stand still. He then points his stick in any direction saying 'Good morning, Mr. Jones'. The nearest one to the line of the pointer replies in his natural voice, 'Good morning, Mr. Brown'. If Mr. Brown identifies Mr. Jones, they change places; if not, the players move around as before. If Mr. Brown fails three times, nominate a new Mr. Brown.

Above and Below

Equipment: None

Formation: Circle

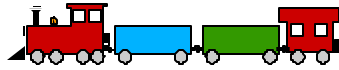
Arrange the players in a circle. Call out the names of things that are found above the ground or below. For example: Strawberries grow above the ground and potatoes grow below. When you call something that signifies above, the players stand; if below, they sit down. Failure to do this eliminates the players who miss. The list of things to be named should be carefully worked out in advance to keep game going smoothly.

Find the Leader

Equipment: None

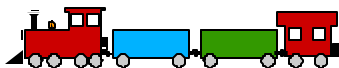
Formation: Circle

Have the Cubs sit in a circle. Select one to act as 'it' and have him leave the room. The Cubs choose a leader. 'It' is then called into the center of the circle and the leader slyly starts some motion such as waving his hand, making faces, or kicking his foot. All immediately imitate the leader. 'It' keeps watchful eyes on everyone in an effort to find out who is starting the motions. When he succeeds, the leader becomes 'it'.



GATHERING ACTIVITIES





GATHERING ACTIVITIES

Before a den meeting officially starts, leaders have some den management tasks to complete and Scouts need organized activities to keep them occupied while others arrive and the leaders complete their tasks.

Gathering activities vary, but generally they include checking each Scout's book for advancement progress, collecting dues, taking attendance, and getting each boy in the Scouting frame of mind before harnessing his energy and attention to the tasks of the meeting. How is this accomplished? The answer is with good planning, good help and a little luck!

Den Management

This is something over which you have some control. The den meeting has been planned in advance by the den leadership. Each person knows what will be covered, how it will be covered, and by whom. They know to arrive at least 10 minutes early.

Share your tasks with your helpers (assistant leader, parent, den chief, denner, assistant denner). To record dues, advancement checks, and attendance, use the BSA forms for rapid completion of paperwork. If you find those forms don't meet your needs, create your own form. The point is ... do what you can to make your job easier. You might even go so far as to teach the Scouts what is expected of them at gathering time and share the tasks with them. Why not let them put an "X" on a poster board by their name for attendance, or pick out their own attendance bead?

Scout Direction

Cub Scout aged boys aren't usually self-directed. You need to help them select activities that are appropriate. This will vary depending on how much "free" time there is, where your meeting is being held, what resources are available, how many scouts are present, and how much help you have.

A den chief is an extremely valuable asset to your den. He is usually someone the boys will look up to and admire. He can collect dues, show or teach a simple magic trick, lead a simple game or administer the selected "fun page." Some of these activities can be conducted by your denner and assistant denner if you don't have a den chief. And don't hesitate to ask a parent to stay and help!

GOOD GATHERING ACTIVITIES:

1. Are age appropriate
2. Keep the boys' interest
3. Are not complicated
4. Are not mandatory
5. Can be terminated at any point

RESOURCES:

- Program Helps
- Children's magazines
- Cub Scout Leaders How-To Boo
- Color Books



- Cub Scout Magic
- Pow Wow Books
- Den Chief's Handbook
- Public Library
- Puzzle Books
- School "Fun" sheets

GATHERING ACTIVITIES FOR SCOUTS

CRAFTS

Did you know that when your hands are busy, your mind generally is too? So put together some simple craft projects - some that don't require a lot of instruction or assistance. If you put a few examples on the table and the necessary supplies, most kids will be able to follow the example. A few samples include Binoculars, Candy Canes, or Spider Mobile.

BINOCULARS

Each child will need two 5" sections of paper towel tubes. You may optionally cover the ends with saran wrap to form the "lens." Paint or wrap with construction paper the two 5" tube sections. Decorate with markers, stickers, etc. Bind the two together using yarn wrapped in a figure 8 fashion between the two, or by taping. Observe nature up close and personal

CANDY CANES

Cut red or white pipe cleaners in half. Alternately "string" red and white tri-beads (three cornered beads with knobs on each corner and a hole in the center). Be sure the fold over the pipe cleaner at each end to be sure to catch and keep the beads on. Gently turn one end to form a candy cane shape. Hang on trees or use in place of a ribbon on a package.

SPIDER MOBILE

Cut one black pipe cleaner into four equal lengths. Push all 4 through one black (large holed) bead, centering the bead on the pipe cleaners. Spread and bend the legs to look like a spider. Make enough spiders to place about 2-3" between spiders as they hang from a ring. Attach spiders using yarn to a 4-6" diameter ring (wood, plastic, paper plate, etc). Use "loose" cotton to spread a web-like haze over top of ring and down some of the yarns. Use three pieces of yarn or ribbon to make "hanger."

TRICKS

There's nothing more entrancing to Cub Scouts than magic. There are oodles of simple tricks in many of our Cub Scout resources. The Cubs will be especially attentive if they know they are going to be shown how to perform the trick themselves! To keep it interesting, show the trick to the first arrival, who then shows it to the next arrival and so on.

FUN PAGES



Fun pages can include mazes, color pages, crosswords, word searches, school pages and short answer pages. These are great if you don't have a lot of space in your meeting room, and they generally require only a pencil or colors. They can serve a dual purpose if they touch on one of the topics that will be covered in more detail later on in the meeting. It's actually fun to make some pages yourself!

GAMES

If you don't already have a den game box, start one as soon as possible. Many simple games and equipment can be made from items found in your home. The boys can even get advancement credit for helping to make these (Wolf - #10 Family Fun; Bear - #15 Games, Games, Games; Webelos - Craftsman).

If the weather's nice, have your Scouts burn energy outside. Let them play catch, tag, or just shoot baskets. Not only are they having fun, you're getting your tasks done and they're getting "worn out!"

SAMPLE GATHERING ACTIVITIES

Memory Tray

Make up a Memory Tray with 12 simple items spaced out on a tray with a cloth to cover it all. As each scout arrives, give him a piece of paper and a pencil. Then uncover the tray for him (and him alone) for one full minute (be sure to time it). He has four minutes to write down what he can remember was on the tray. Talking is not allowed until ALL scouts have turned in their paper. Spelling is not an issue. Some suggested items: clothespin, pencil, button, fork, dime, key, postage stamp, nail, shoelace, ball, bottle cap, lipstick.

Jigsaw Puzzle Ads

Cut up full page color pictures from magazines. Have at least one puzzle per scout. As each scout arrives, hand him one to put together. If time permits, let the scouts exchange puzzles.

Who Am I?

Make up a "Who Am I" card for each scout. This card has the name of someone who is famous or well-known. Try to make them all fit a category - past presidents, actors, cartoons, etc. Tape one card on the back of each scout as they arrive (be sure the scout does not see the name). The scouts are allowed to ask each scout two questions which can only be answered with "Yes" or "No" as they try to guess "Who" they are. (The names don't have to be world-famous - use the name of the mayor, the school principal, Cub Scout leaders, etc.)

US ALPHABET SOUP



Place a large paper on the wall that lists the following:

A=4 C=3 D=1 F=1 G=1 H=1 I=4 K=2 L=1 M=8
 N=8 O=3 P=1 R=1 S=2 T=2 U=1 V=2 W=4

Give each Scout a piece of paper and a pencil. Instruct them to write down the names of the states that begin with each of the letters. There are four states whose name begins with "A", three states whose name begins with "C" and so on.

Find the Leader

Have boys sit in a circle. Select one boy to be "It" and have him leave the room for a moment while you choose a "Leader." When "It" returns, he stands in the middle of the circle. The "Leader" starts some motion (winking, nodding his head, patting his knee). The others in the circle do what the "Leader" does. The motions are changed from time to time. "It" tries to guess who the "Leader" is. When "It" succeeds, the "Leader" is now "It."

Cub Scout Pack 114

Goldenrod District, Mid-America Council

As presented at MAC Pow Wow 1996, 1997

by Barb & Mike Stephens

Gathering Activities (Action)

Noodlegrams

In a saucer place a tablespoonful or more of uncooked noodles. Each person must try to compose a ten word message out of the alphabet noodles. This could be done in couples or singly as gathering time activity.

-- Simon Kenton Council

PRE-OPENING ACTIVITY

Gathering Snowballs

As the families gather, present each with a nametag, on which you have left room to write a number. The set-up for this game is a table on which you have placed cotton balls (be sure to have quite a few). You also need either wooden or good sized plastic spoons all the same size. As players enter room have them see how many cotton balls they can gather in an allotted time (10 or 15 seconds) and write their total on their nametag. Remember, with the spoon only; no hands allowed. At the end of the game, award a small prize for the one who collected the most balls.

-- Santa Clara County Council

A Visit From Saint Nicholas

Provide sets of four cards. On each card, write one of the first four lines of the famous Christmas poem:

'Twas the night before Christmas when all through the house

Not a creature was stirring, not even a mouse.



The stockings were hung by the chimney with care
In hopes that St. Nicholas soon would be there.

Suspend the cards with a string around the necks of all the players. On signal, everyone is to scramble about seeking the other three lines of the poem. The first four to line up in the proper sequence are the winners.

-- Santa Clara County Council

Christmas Card Puzzle

This game makes a good gathering activity. Cut an old Christmas card into irregular pieces to form a puzzle for each player and place in an envelope. As each boy arrives, give him a puzzle. If playing as a regular game, the first player to put his puzzle together is the winner.

It Can't Be Done

First, the leader says that he can jump backward farther than the boys can jump forward if they do exactly as he does. The he grasps his toes and hops backward a few inches. When the boys assume the same position, they find they cannot even budge.

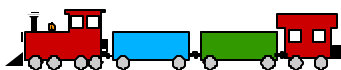
Dress Me

Preparation: This is a great icebreaker for a den or pack meeting and it can be played just about anywhere. It is best played with at least 4 players and the only equipment needed is a big, big old shirt.

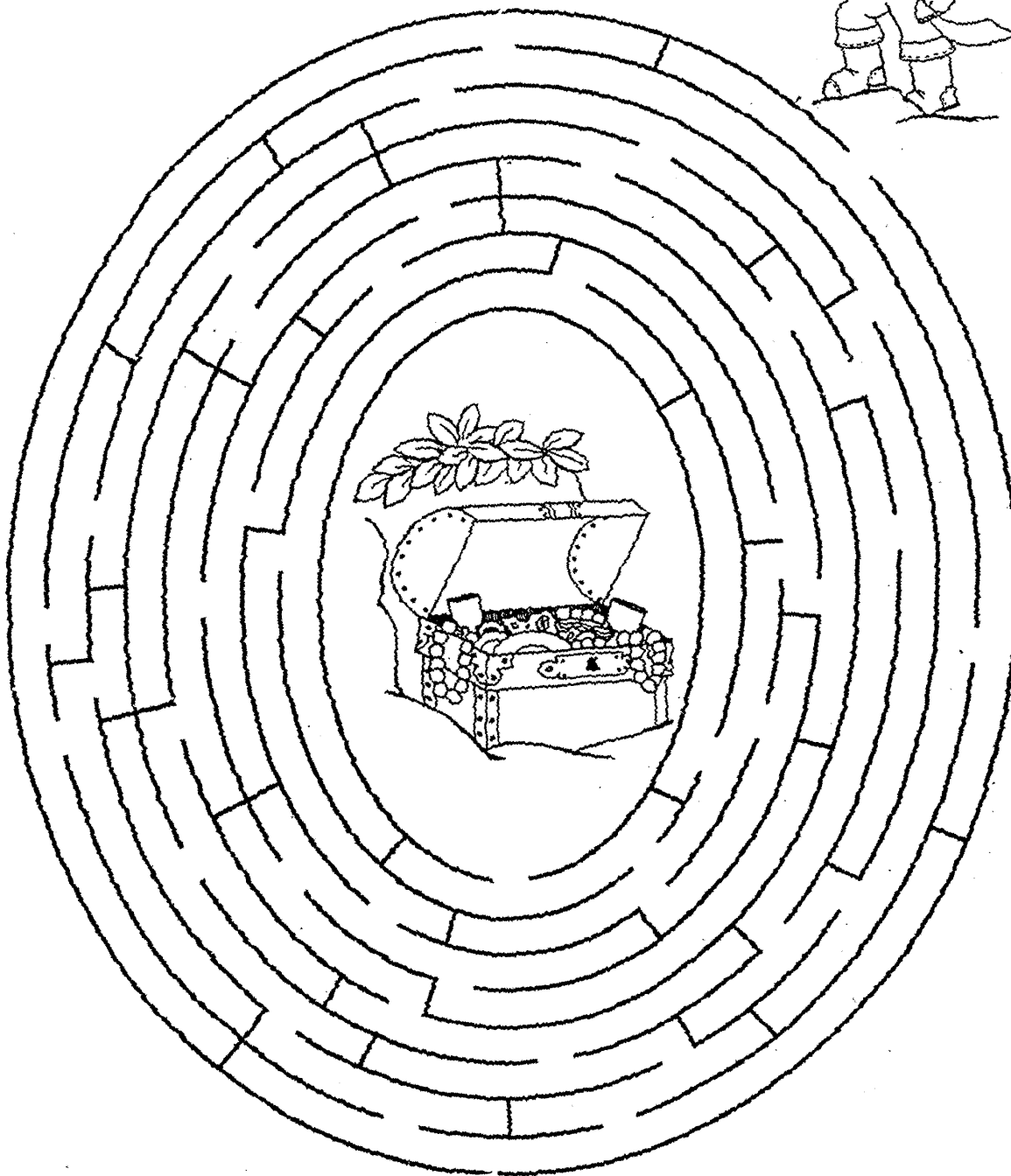
Object of the game is to move the shirt from one player to another while they hold hands. It is more fun to have players arranged Cub – adult – Cub – adult.

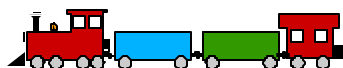
The first player puts on the big shirt and takes the hand of the next player. The rest of the players try to take the shirt off the first player and put it into the second without breaking their handhold. The only way that this can be done is to turn the shirt inside out as it goes over the first player's head. Once it is over that player's head and onto the next player, another player joins hands with the player wearing the shirt, and the first player becomes a dresser. Depending on the number of players, the line can be extended until all the players have had the shirt on and then taken it off. If there are enough players and shirts available, this can be played in teams as a race.

--Circle 10 Council



Help the pirate find the treasure chest.



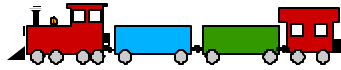


152 Sailing On The Blue Seas

ANCHOR
 BOW
 BRASS
 CABIN
 CAPTAIN
 CAST OFF
 CLIPPER
 CREW
 DECK
 DRAFT
 GALLEY
 GANGWAY
 HOLD
 LEAD
 LINES
 MASTS
 MIZZEN
 POOP

PULPIT
 QUARTERS
 RATLINE
 RUDDER
 SAILS
 SCUPPER
 SHEETS
 SHIP
 SHROUDS
 SPARS
 SPRING
 STEM
 STERN
 TIE UP
 TONNAGE
 WARPS
 WHEEL
 YARDARM

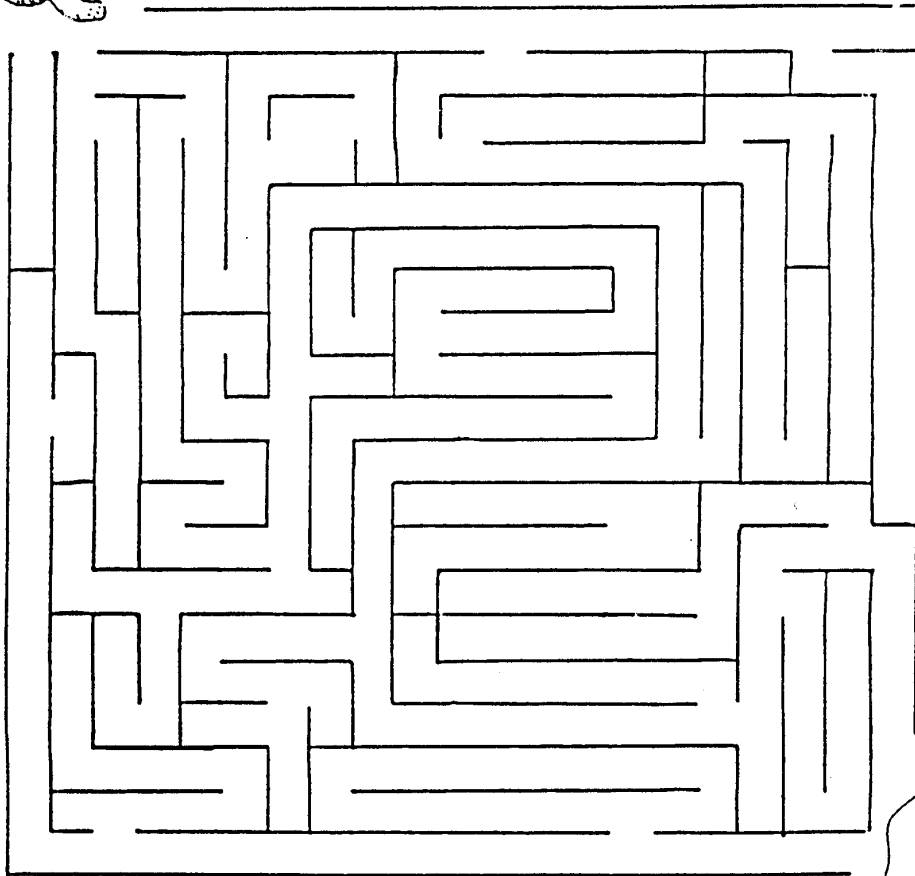
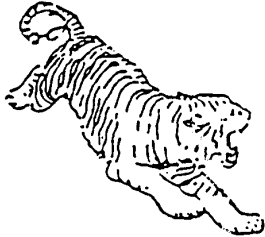
Y	A	R	D	A	R	M	S	C	S	I	R	F	A	D	B	T	N	O	F	K	D	A	D	Z	F	O
S	P	R	A	W	P	J	X	H	P	I	S	C	L	N	D	R	I	I	Q	F	R	R	S	W	P	X
F	N	X	S	L	I	A	S	T	A	A	D	P	L	A	C	I	A	G	A	W	O	T	P	O	O	M
U	X	Z	Y	R	W	R	C	P	R	I	U	W	E	I	H	H	A	S	F	T	S	T	O	R	Z	V
L	R	K	H	M	U	H	B	M	S	N	O	L	E	O	P	N	O	D	S	A	P	P	S	W	Z	W
D	Q	E	F	X	G	D	E	S	E	B	R	D	L	R	G	P	G	R	M	N	N	A	T	A	K	Z
O	U	M	P	P	N	N	D	E	H	M	H	D	R	W	C	A	E	S	B	E	I	I	C	R	C	Q
H	A	E	W	P	U	C	I	E	L	E	S	E	A	A	L	K	E	R	Z	O	P	B	V	E	H	D
I	R	Y	F	A	U	E	O	R	R	D	E	Y	H	L	F	N	C	Z	Z	L	W	M	A	M	I	J
Z	T	B	D	O	Z	C	I	P	P	J	O	T	E	W	I	T	I	E	U	T	A	E	E	C	F	H
F	E	Z	P	I	H	S	S	T	R	S	K	Y	S	L	O	M	O	P	D	Z	S	T	N	M	I	V
C	R	Y	J	Q	X	S	T	E	R	N	K	F	I	M	P	U	A	G	P	M	S	A	R	T	L	Y
N	S	O	S	R	A	T	L	I	N	E	T	O	N	N	A	G	E	J	I	I	O	C	E	W	H	P
Y	H	O	Q	R	J	H	K	X	W	C	W	Y	W	R	M	D	X	H	H	R	N	P	Q	J	B	N

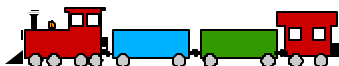


GATHERING ACTIVITIES

TIGER MAZE

CAN YOU HELP HIM FIND HIS WAY THROUGH THE MAZE?





Advancement Word Search

A
 V R R
 B W R S C
 U N O O K A X
 C D R L W F N K M
 E G J S F O B P V E N
 B L P O V I F A L H O L L
 S Q A U F G O L D E B A F A C
 F C C N D M L W I V S M E D X W N
 O S K I O C G E C G B E P J A D E L T
 D L A U S A U B E E H U S R I B R W V R M
 E R D L N N S E T A S T I G Y E R J X O J P M
 N N B F X D D L C L I M B I N G O R I S A R C D M
 Q L C Z Y L V O L C T I C D E H L E P A Z O N Z H I M
 H F B X Y E A S I B O B C A T H Q G R C B G P A R E N T S
 E S I M O R P J K O P R Q I O H S O T M H M P
 D B F U N E A T G I R P G
 E F D B B P E X S
 L L A W U Z V Y S W X
 B D E D E L E C T I V E C
 A C L T S L S S E R G O R P B

Word List

Cross out each word as you find it. Words may be spelled up, down, or diagonally. They can also be spelled forwards or backwards. Good Luck.

Arrow of Light
 elective
 achieve
 Bear
 spirit
 Akela
 leader
 climb
 promise

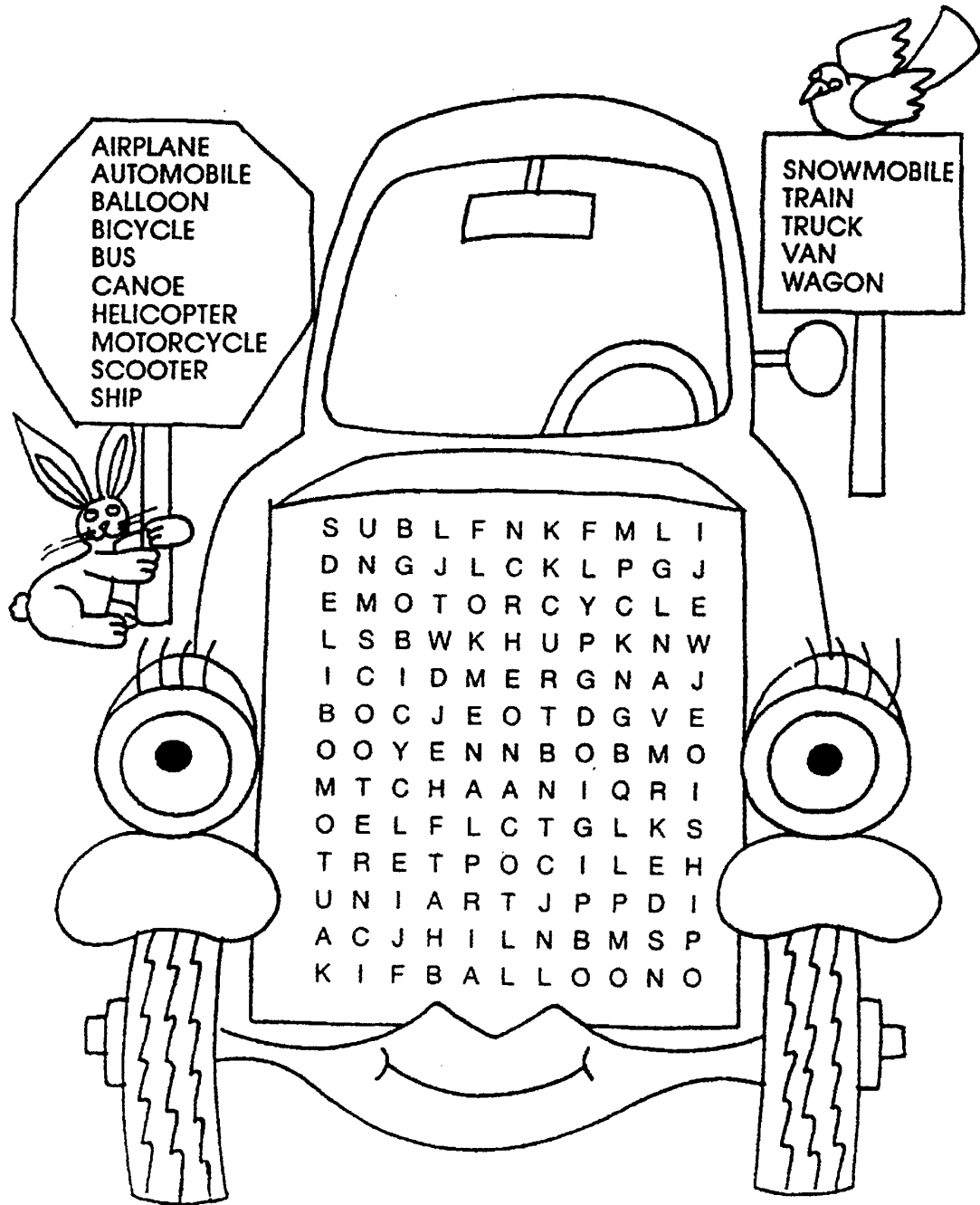
badges
 gold
 Wolf
 meeting
 Bobcat
 Scout
 hard work
 den
 fun

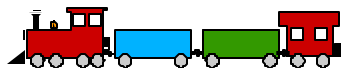
pack
 silver
 Cub
 candle
 Webelos
 trail
 progress
 parents
 law



BIG IDEA # 9

ABIGAIL AUTOMOBILE





Folklore WORD SEARCH

This puzzle contains words and phrases related to Western Folklore heroes. See how many you can find.

V K O K C O H L L I B D L I W O H C N O P S Y O
 S H D B A T M A S T E R S O N T C Q K K L E D D
 O U P È S Y D I K O C S I C U M O J Y T U I U N
 N M R R Q Y H Y D G I N I A U T R Y S P R I E N
 S B C Y A O N Y K R E V L I S E R S E E N T P T
 O K L H D S C A L A M I T Y J A N E M C A C X R
 F T C L E R T D N U Z X S B Q X O V A O R A N I
 T H C B I E S T P A B F C Q B R R J J S T R M G
 H E T F I D O S A E E N T O O G B H E B J S A G
 E L T Q P I O K A Y C B B O N R Z L S I T O T E
 P O E L M R L H E C W O Y T P S A K S L Z N T R
 I N K L S T V Y C E G A S O O P Z C E L Q Y U M
 O E C D C S G I T N B N J P R N E X J H Q Q B V
 N R O H G O A R K H O I O C E X T R D L T B T P
 E A R B A H T F B H I R L L F T R O G T E E A M
 E N C Y A G U U I X F K B L A Y E D W O Z I P S
 R G Y X V G K P T X J T I T I P T A T E E D L C
 S E V G C C G G Y D L R F D N U O Y Y C V L Q P
 N R A T X H Q S R E G O R Y O R P H U W G O J H
 Y N D Y R F B R E V I R D E R S T B J S O G K N

ROY BEAN
 BRONCHO BILL
 BILLY THE KID
 KIT CARSON
 CALAMITY JANE
 CHEROKEE BILL
 DAVEY CROCKETT
 BUFFALO BILL
 WYATT EARP

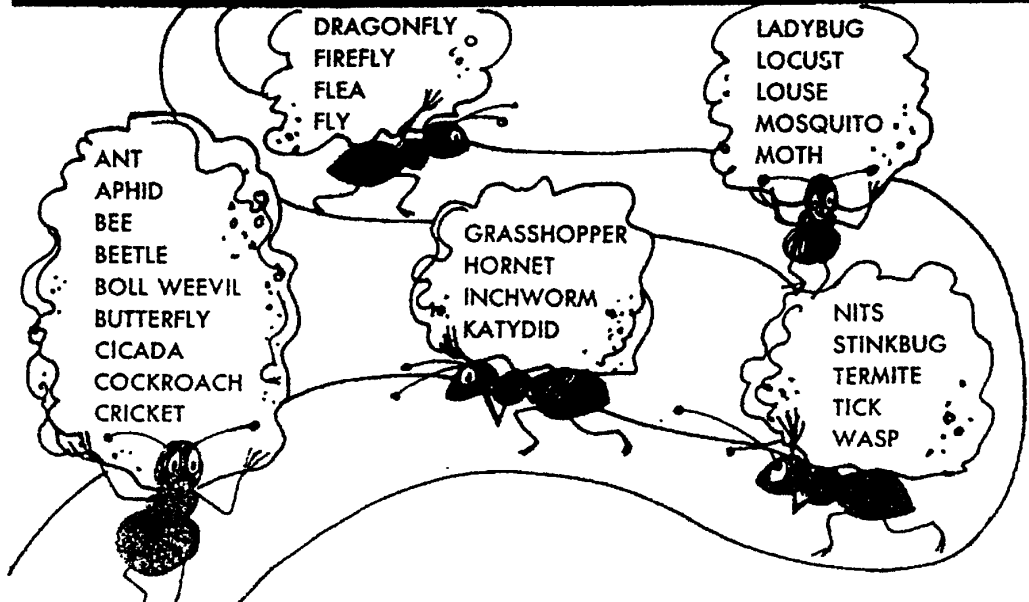
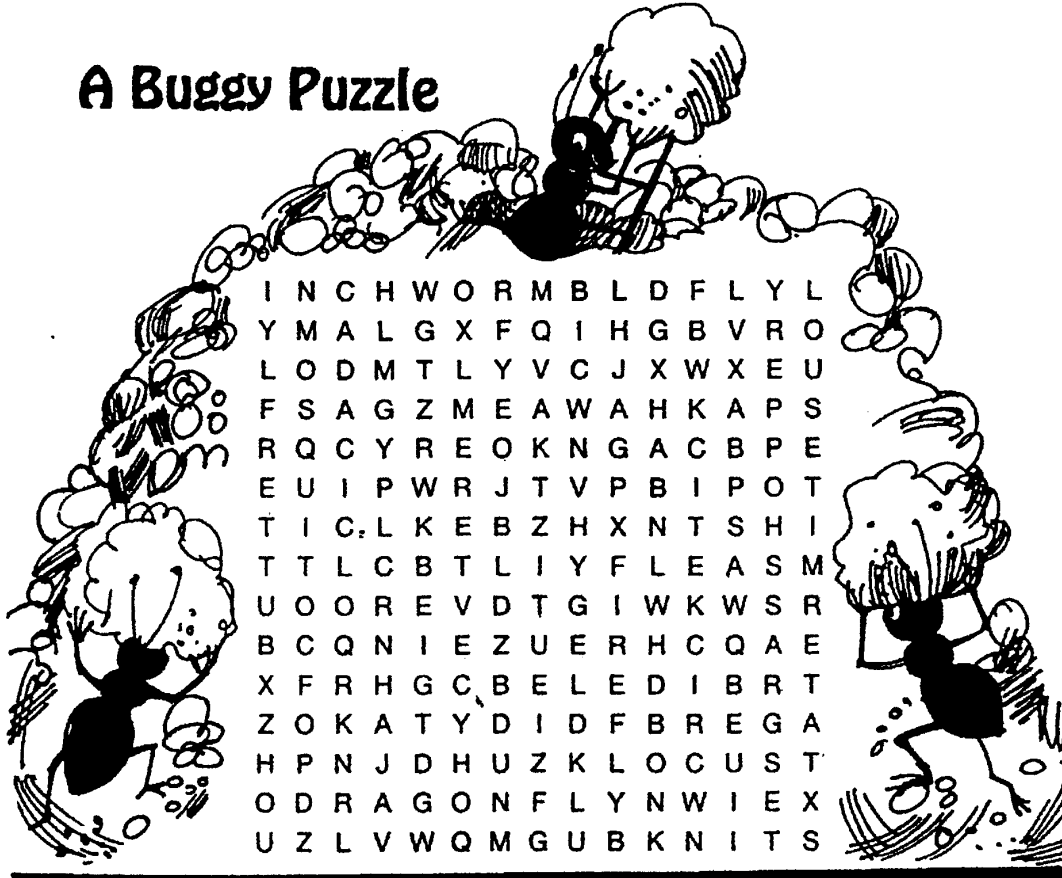
BAT MASTERSON
 WILD BILL HICKOK
 JESSE JAMES
 PECOS BILL
 PECOS PETE
 PAT BUTRAM
 TONTO
 THE LONE RANGER
 HOPALONG CASSIDY

ROY ROGERS
 DALE EVANS
 CISCO KID
 PONCHO TRIGGER
 TOPPER
 SILVER
 RED RIVER
 GHOST RIDERS
 SONS OF THE PIONEERS



BIG IDEA # 3

A Buggy Puzzle





Printed from Pow Wow Rom™

Animatics, Inc.

TOMORROW'S WORLD

July 1997

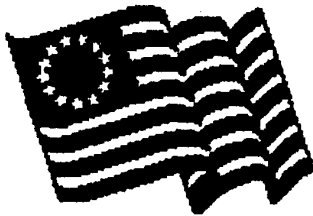
Word Search For The Future

We may not know what the future will hold, but see if you can find these words in this word search:

- | | | | | |
|----------------|---------------|------------|-----------|--------|
| Homework Pills | Alien Friends | Pluto | Mars | |
| Moon Vacations | Flying Cars | Antimatter | Astronaut | |
| Diseases Cured | Mercury | Jupiter | Neptune | Robots |
| Space Stations | Uranus | Saturn | Venus | Earth |

D E R U C J S E S A E S I D
 A L I E N Z F R I E N D S P
 A W W U T U A N O R T S A P
 S N O I T A C A V E N O O M
 L R E T T A M I T N A X C Y
 P C R O B O T S M E V N Z D
 U N R U T A S E P M E Q J W
 H O M E W O R K N P I L L S
 T E I M A C H I T O T U L P
 R D E A U F S U N A R U J P
 A L J R F J N M V E N U S X
 E U Y S K E R J U P I T E R
 C S R A C R G N I Y L F V A
 S N O I T A T S A E C A P S
 M A D E B Y R O N L A M E E

MORE Applause and Cheers



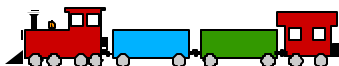
Robot Applause

Walk stiff-legged and stiff-armed. Say "Does not compute! Does not compute!"

Mad Scientist Applause

Pretend to hold up a test tube; shake it back and forth. Add something from another test tube, then shout, "Eureka! I've found it!"

1997 GRAND CANYON POW WOW BOOK



Printed from Pow Wow Rom™

Animatics, Inc.

LET'S CELEBRATE SCOUTING

BE A GOOD SCOUT

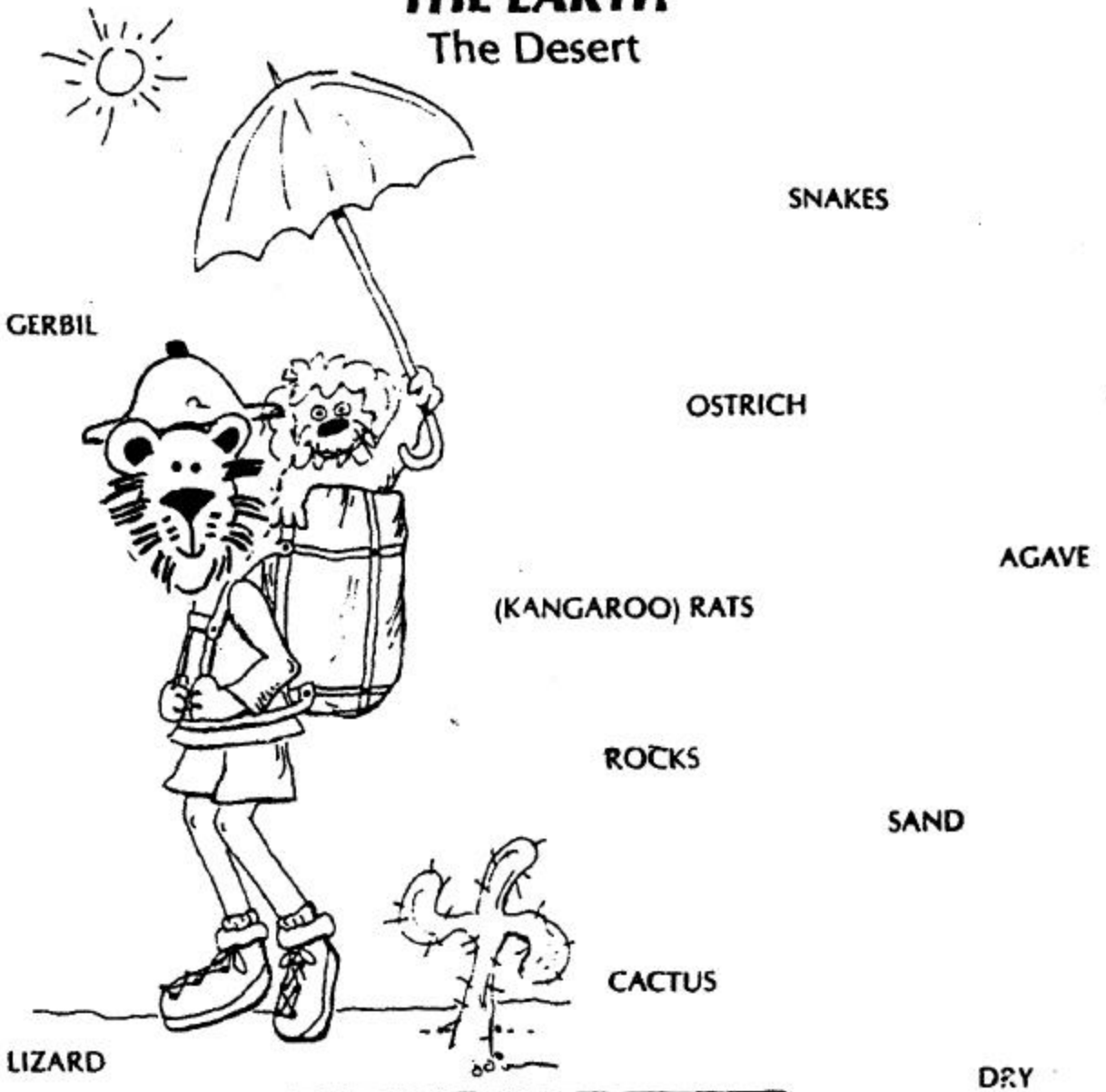
M N H B A D G E M B L E M B Q
 V A I G I R L D B B C L R P W
 O T K O S S O X I N B O E M O
 L U E G O L Y X A A W Y C A O
 U R S N N W A I D N T H I C D
 N E G J D I L E I U E S V T C
 T E L G A E N E D L O G R F R
 A I P W R P R I P I K E E I A
 R M S F O E G F A M T N S R S
 Y V L W D L U S O R E U O H T
 R E E I U L L R W O T R O T X
 S L U F R E E H C F T R I C S
 L G E L A W S E W I N G U T S
 K E W R S H A R I N G O L S Q
 U C N E E R G J R U P O O R T

- | | | | |
|--------------|---------|---------------|-----------|
| BADEN-POWELL | GREEN | MERIT | THRIFT |
| BADGE | GUIDE | NATURE | TRAINING |
| BROWNIE | HELPFUL | SCOUT | TROOP |
| CAMP | HIKES | SELF-RELIANCE | TRUST |
| DUTY | IDEAS | SERVICE | UNIFORM |
| EMBLEM | KNOTS | SEWING | USEFUL |
| FIRST AID | LAWS | SHARING | VOLUNTARY |
| GIRL | LEAD | LEARN | WOODCRAFT |
| GOLDEN | EAGLET | TENDERFOOT | SONG |
| CHEERFUL | LOYAL | | |

P

THE EARTH

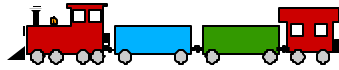
The Desert



G	E	R	B	I	L	T	C	E	A	L	O
O	S	A	D	O	E	H	C	I	F	A	K
S	O	E	T	F	V	G	C	U	O	S	E
T	H	A	N	S	A	U	T	E	A	T	S
R	O	E	A	P	G	O	A	N	G	N	B
I	T	L	I	Z	A	R	D	S	O	E	I
C	R	C	T	U	A	D	T	I	T	E	R
H	A	A	T	U	D	O	P	O	Z	I	L
C	A	C	T	U	S	R	O	C	K	S	O
A	U	F	E	S	O	T	Y	I	E	S	T
W	O	O	T	C	S	N	A	K	E	S	F
C	A	C	S	O	L	I	Z	C	T	U	W

SCORPIONS

DROUGHT

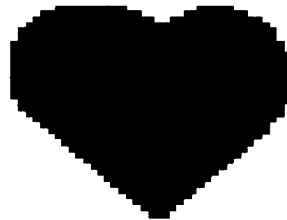


HEARTFELT THANKS

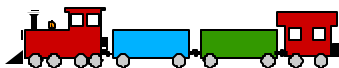




Heartfelt



Thanks



101 WAYS TO RECOGNIZE VOLUNTEERS

Recognition is a means of encouraging Scouting volunteers and sustaining their morale. Recognition is one way of having them want to remain with the Scouting program. Listed below are several possibilities for recognition, encouragement, and support; maybe one of these suggestions will give you a new idea or stimulate you to think of other ways to recognize a Scouting volunteer on your own.

1. Smile
2. Honor each of their preferences.
3. Post a Roundtable "Honor Rolls.
4. Take them to lunch.
5. Provide good preservice training.
6. Hold rap sessions.
7. Introduce them to others.
8. Create pleasant surroundings.
9. Take time to talk.
10. Surprise them with coffee and cake.
11. Treat them to a soda.
12. Send a birthday card.
13. Respect their wishes.
14. Greet them by name.
15. Encourage self—confidence.
16. Give them additional responsibility.
17. Respect their feelings.
18. Take them to breakfast.
19. Make good plans.
20. Give a special recognition - a pin or a button.
21. Reimburse assignment-related expenses.
22. Be pleasant.
23. Challenge them.
24. Send a holiday card.
25. Take time to explain fully.
26. Afford participation in team planning.
27. Enable them to grow on the job.
28. Help with training.
29. Make thorough prearrangements.
30. Send flowers.
31. Look through the BSA Supply Catalog for recognition ideas. There are many items available. What you use will depend on the amount budgeted for your thank you.

Key ring	Norman Rockwell plates,
Paperweight	prints, & statuary
Cub Scout pen & pencil	Mugs
Thanks pin	Casting molds
Certificates of appreciation	Patches mounted on wood
Trophies & statuettes	BSA name plate
Plaques	
32. Look for thank-you ideas using miniatures from craft and hobby shops. Small inexpensive toy items will work well: Small wooden car — "You're always driving us in the right directions; Train Christmas ornaments — "Thanks for being on board; doll—size cowboy boots — "Thanks for kicking in"; miniature tools from a hobby shop for someone who helped build a set for a skit; mini kite— "For those high— flying ideals," etc. These items could be hot-glued to a felt backing and then glued to a wooden curtain ring with a magnet on the back, made into a neckerchief slide, or glued to a small piece of paneling for a wall plaque. Try to find small items symbolic of the occasion or items that express your enthusiasm for the effort.
33. Consider the following: Most of the miniatures mentioned in item 32 can be used in many ways to say thank you to your team members as well as to Scouters who do special things for the district.



Neckerchief slides Mounted on bookends
 Refrigerator magnet Paperweight
 Wall hanging Statuette

34. Visit a local trophy shop. Some shops are equipped with stamping machines that can stamp BSA program logos - for instance, place the Cub Scout logo on a bookmark or plate mounted on a wooden plaque, or make your own plaque by wood burning a design.
35. Ask the trophy shop about metallic Cub Scout logo stickers. They may be found as a 5/8" disk and as a 2" disk. These can be stuck to tankards, key rings, desk sets, etc.
36. Watch for unique items, such as the "I  Scouting" bumper sticker.
37. Use candy molds (from cake and candy—making shops) to make plaster of Paris forms to spray gold and hot glue to a finished plaque. Some shops carry Cub Scout logs molds. Look for molds to suit your needs. Ex: a ribbon-type badge with #1 on it.
38. Make a swarm fuzzy by gluing wiggle eyes on a large blue pompon. Make a Cub Scout hat from yellow and blue felt and glue it on. Then glue the blue pompon to poster board feet. Give whenever you want to make someone feel good about something they have done for the program.
39. Use ceramic tile. Clean a 4 square tile with window cleaner. Rub on a decal (picture and/or rub-on lettering for your message), or use paint markers for a message. (Check with a ceramic shop to see if a decal could be fired on, making the design permanent.) Art fixative spray will also make them more permanent.
40. Give a potted plant. Incorporate the colors gold and blue to symbolize Cub Scouting. Relate to whatever it was they did to help the roundtable grow.
41. Woodburn a plaque. (Some hobby-craft shops will loan wood burners to a den — inquire!) Choose a design suited to the occasion. Children's coloring books, pen and ink drawings, and books on wood burning (library and craft shop) provide many design sources. A plain bass wood plaque is the easiest to wood burn. Use colored pencils, if you wish, to color your design or wood burn the design onto a prestained board. Seal with many coats of polyurethane. You can add on a metal plate saying "Thank You" and the person's name. This does not need to be expensive. A little practice with an etcher and you'll be ready to do it yourself. Besides, it's not the finished product, but the thought that counts.
42. Sew your message in cross stitch. See counted cross stitch instructional magazines for pattern ideas.
43. Give a "Pat on the Back." Use a real hand for the pattern; cut from plywood paneling or heavy cardboard and paint, stain, or leave plain. Print "A Pat on the Back" on the front side of hand. when presenting it, hang it from a cord on recipient's back. (Smaller version — glue magnet to back for a refrigerator magnet.)
44. Give a "Thanks a Whole Lot" plaque. Cut a shoe sole from an old shoe, from leather or from cardboard. Cut or drill a hole in bottom and print "Thanks a Whole Lot."
45. Make an "Official BSA 13—Hour Clock." Make a clock face with 13 hours; print Official BSA" under pin that fastens the hands to the clock. Inscribe a message on the back of the clock; ex: "For the person who is very busy and still finds an extra hour to get the job done."
46. Nuts about Scouting Award: Drill holes in back of a real peanut and run pipe cleaner or twist—tie through to form slide. Glue on wiggle eyes and a shock of fake fur hair on top. (Glue a large nut to a plaque, or on a piece of 2 x 4 as a paperweight.)
47. Silk Screen or Stencil: Design or message on tee shirt, tote bag, neckerchief, etc.
48. Campaign buttons: Check directory for person making and selling or make your own by covering an old button with contact paper. Use purchased stickers and rub-on lettering for your message. Cover with clear contact paper.
49. Spark Plug: Paint an old spark plug (auto repair shop freebie) gold; glue to paneling for a plaque. Award to anyone who "sparks" up your meetings.
50. Bright Idea Award: Spray light bulb gold or leave plain and glue onto a plaque. Award to someone who is always sharing their bright ideas.
51. Link to Scouting: Glue a few chain links onto a plaque. Award to Webelos Leader session Leader or Scout Roundtable Commissioner after the joint Webelos to Scout Roundtable.
52. Life Saver: Glue a roll of Life Savers onto a plaque; give to someone who "saved the program, plans, etc.
53. Golden Pear Award: Glue a plastic fruit pear sprayed gold onto a plaque; give to couple (pair) who have done much for the Roundtable.
54. Transportation Award: Glue a toy car onto a plaque; give to the person who got you to Basic Training, workshop, or conference.
55. Promise Award: Type or letter the Cub Scout promise and glue onto a plaque with name and date; give to adult who most exemplified the promise in Roundtable activities.
56. Wet Sponge Award: This is good for the new team member to soak up all the ideas and energies of other leaders.



57. Good Egg Award: Cut white from white felt; cut yolk from yellow felt. Glue to paneling plaque (double yolk if given to a couple). Give to someone who always helps.
58. Bounce Award: Give Bounce fabric softener to a team member who puts lots of bounce into their presentation.
59. Big Heart Award: Glue a red felt heart to wood; or buy a folk art wooden heart, paint it red, and mount it on a stained board or attach it to a cord. Award to someone who gives a lot of time to Scouting.
60. Golden Knot Award: Using sizable cord or rope, tie a square knot - loosely. Spray it gold and hot glue to a board. Award to anyone who helped tie the program together.
61. Say "Thank You" in a foreign language. (Have a calligrapher pen the text on parchment. Tie it with ribbon and present as a scroll.)

Portuguese	Obrigato	Spanish	Gracias
Italian	Grazie	French	Merci
Dutch	Dank u	German	Danke
Tongan	Maio	Danish	Tak
Japanese	Aragato		

62. Make tin punch gifts. (Use any design that will fit the occasion.) Tin punch metals are available at craft shops, or use a plain canning jar lid. Coloring books provide good patterns. Trace a pattern using dots evenly spaced. Cut in a circle to fit inside lid. Rubber cement pattern to lid. Lay lid on an old magazine. Use 1-1/2 wire brad to punch holes. Pull pattern off and rub off glue. Frame with colored plastic jar ring (craft shop) or glue gathered eyelet around outer edge.
63. Send thank you notes.
64. Match team member with job.
65. Send a valentine.
66. Say, "We missed you."
67. Say, "See you next month."
68. Inform them about Scouting's purpose.
69. Present a certificate of appreciation.
70. Call to express your appreciation.
71. Run an ad in the paper.
72. Tell them they are special.
73. Give them homemade cookies.
74. Shake their hand.
75. Celebrate outstanding achievements.
76. Praise them to their friends.
77. Say, "Thank You."
78. Accept their individuality.
79. Say, "We count on you," and mean it.
80. Send a Christmas card.
81. Treat everyone to a soft drink.
82. Say, "It was good to have your help tonight."
83. Wish a happy day with a cable ad.
84. Send a singing telegram.
85. Document for training awards.
86. Send a box of candy.
87. Mention in council/district newsletter.
88. Provide supplemental on-the-job training.
89. Plan Roundtable Team social event.
90. Send impromptu fun cards.
91. Adequately orient.
92. Give a movie pass.
93. Make something special for them.
94. Give them their picture, framed.
95. Introduce to a friend.
96. Send a balloon-a-gram.
97. Display a banner.
98. Put up a suggestion box.
99. Give them gift certificates for burgers and fries.
100. Be familiar with the details of their assignments.
101. SMILE!

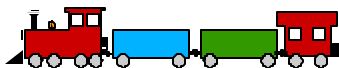


JUST A FEW MORE IDEAS

1. **SWEETHEART AWARD** - Cut a large heart from red or pink cardboard or construction paper or fabric. Frame the outside edge by gluing either white paper doilies or purchased gathered lace. On the front, sew or glue a big colorful sucker or Hershey Kiss. Hang by colored ribbon.
2. **RIGHT ARM** - Cut from cardboard the shape of an arm bent at 90 degrees at elbow with fingers in the Cub Scout or Boy Scout sign.
3. **WISHING YOU WELL** - Purchase a small plastic wishing well and mount it to a frame, or draw a wishing well on cardboard or poster board for someone leaving the Pack.
4. **LETTERS TO THE EDITOR** - Draw or trace at random 10 to 15 letters. Cut out letters from heavy construction paper, cardboard, felt, dough art, etc. Make them colorful! String them together in one long, strand, or hang like a mobile. This could be given to the Pack Secretary or anyone who had done correspondence for the group.
5. **BIG WHISTLE AWARD** - Use a very large plastic whistle from the toy store or cut one from cardboard and hang it from string or yarn.
6. **HORNBLOWER'S AWARD** — Use a toy horn made from plastic or cut a horn from poster board for the person who does a great job, but never blows his own horn.
7. **PURSE STRINGS** - Make a small pouch from scrap fabric or felt. Cut a circle from the fabric. Punch holes around the edges, lace a shoe lace through the holes and pull up into a pouch. Put toy coins in the purse for the Pack Treasurer.
8. **TREASURE CHEST** - Buy a small treasure chest or make one from a box. Decorate the outside with sequins, beads and glitter. Fill the box with old jewelry pieces, colored beads or glitter glued to cotton balls. It could go to the Treasurer or someone who is a treasure to the Pack.
9. **BIG BANG** — Carve a small gun from wood, or purchase a small plastic one. A gun shape could be cut from poster board or cardboard. Glue a black and white checkered flag to the barrel of the gun and present it to the Pinewood Derby Chairman.
10. **LEAD POCKETS AWARD** - Make a pocket of two old blue jeans pockets and put in some lead weights, like those used in Pinewood Derby cars. This could go to someone who is very active (to slow him down enough to be recognized) or to the father who weighed in the Pinewood Derby cars.
11. **CHEERLEADER AWARD** - Make pompons from shredded paper or yarn for someone with lots of spirit.
12. **MEGAPHONE AWARD** - Make a megaphone from paper or poster board for the person who is very soft spoken or who never shouts their own praise.
13. **THE BIG AWARD** - For the advancement chairman, cut a large award from cardboard using the Scout Leader medals or Pinewood Derby medals as guides for shape. Cover with red, white and blue ribbon or paint. Cut a large star and glue glitter to one side. Glue the star to the medal shape and hang from ribbon or yarn. This award could be given to anyone at any season.
14. **DO—RE-ME AWARD** - Cut out a large musical note from poster board for the person who leads a song. If it is someone who sings very well, put the note in a bucket so he can “carry a tune in a bucket.”
15. **FIRST TO SHINE AWARD**--- Cut the -shape of a sun from yellow paper. Put a smiley face on it in paint or glitter for the boy or adult who is the first to accomplish something.
16. **ROCKING CHAIR AWARD** - Use a small plastic toy rocking chair or picture of a chair for the person who is retiring from the Pack or for the person who has been active for ages.
17. **RINGY DINGY AWARD** - Use an old pair of ear muffs for the person who spends lots of time on the phone. You could also use two tin cans or frozen juice cans tied together with strings. This could be a second telephone line for the person whose phone is always busy.
18. **TICK TOCK AWARD** - For the person who is always late, cut out circles and draw a clock face. Cut out hands and attach to clock with brads. You could also make a paper chain and turn it into a pocket watch. A toy watch would also work for the person who times a Pinewood Derby race.
19. **BIG BAND AID AWARD** - For someone who can fix anything or has always cured problems, cut a giant band aid from paper. Paint the appropriate color, or add cartoons or stars like children's bandages. This could also go to the person who is unhandy and always hurting themselves on craft projects, or to the person who always has a kind word for someone else.
20. **BIG BOX AWARD** - For the person who seems to be forever collecting things “in case we need it later”, or the person who can't throw anything away, simply find a very large box, either plain or decorated.
21. **GENIUS AWARD** - A box of odds and ends (one sock, one button, etc.) is a good award for the person who can make something useful out of junk.
22. **HALO AWARD** - A halo made from a coat hanger dipped in glue and then in glitter makes an award for the person who is always nice.



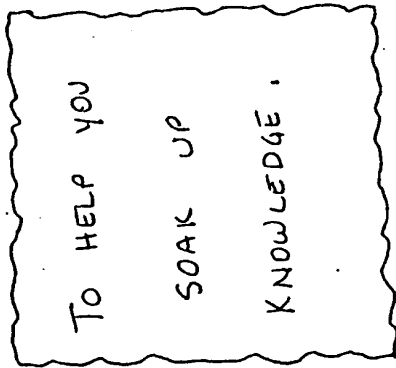
23. **WORTH THEIR WEIGHT IN GOLD AWARD** - Cut a balance scale out of poster board. Glue a picture of the person on one side and gold glitter on the other side.
24. **EARLY BIRD AWARD** - Make, draw, or buy a bird of any size, shape or description for the person who does things before being told. Include the "early worm".
25. **BIG ROCK AWARD** - For someone who is the Rock of Gibraltar in the group, a large rock is appropriate.
26. **BULLS EYE AWARD** - Make a circle target of paper for the person who is always "right on target."
27. **BIG IDEA AWARD** - Draw a picture of a large light bulb for the person with big ideas.
28. **SPARK PLUG AWARD** - An old spark plug mounted on a wooden block makes an award for the person who adds that special spark to the program.
29. **BIG BANG AWARD** - A box of caps could go to the person who makes the biggest noise at the Pack Meeting.
30. **ALKA-SELTZER AWARD** - An Alka-Seltzer box (full or empty), mounted on a wooden block, could go to the person who adds fizz to a meeting.
31. **SUPER EATER AWARD** - A child's sand shovel goes to the heartiest eater.
32. **STICKY SITUATION AWARD** - A cactus plant in a blue and gold pot or a piece of bubble gum could go to the person who is always getting you out of (or into) trouble.
33. **BULL HORN AWARD** - A large megaphone could go to the Den Leader Coach, so that they can get the Den Leader's attention.
34. **DIAMOND IN THE ROUGH** - A dime in a pot of sand could go to the "jewel" of a Den Leader (dime-on-de-rough). A plastic bead would also work.
35. **ROPE AWARD** - A length of rope for the Den Leader to round up their boys or parents, or for tying up all those loose ends.
36. **SUPER CLEANER—UPPER** - For that person who always cleans up after meetings. Paint a child's broom blue and gold or present a tattered blue wash cloth and a bar of gold soap.
37. **FLOWER ARRANGER AWARD** - Tie a bow on a sack of flour for the mother who does floral arrangements for the Blue and Gold Banquet.
38. **TIGER CUB ORGANIZER AWARD** - Draw a Tiger on orange poster board. Cut it into a jigsaw puzzle pieces.
39. **MAGNIFYING GLASS** - Cut a spy glass out of paper. Add aluminum foil for the glass and give this to the finish line judge at the Pinewood Derby.
40. **SARDINE AWARD** - Purchase a can of sardines for the smallest fish caught at a Fish-a-Ree.
41. **GREAT SHOTS AWARD** - Exposed film on a reel can go to the photographer of Pack events.
42. **REGATTA AWARD** An inner tube may be presented to the judge of the Raingutter Regatta.
43. **SPONGE AWARD** - A small piece of sponge can be mounted on a wooden block for the person who has to clean up after the Raingutter Regatta. This would also be a good award for the boy who "soaks up" the most from den meetings.
44. **TOP AWARD** - Purchase a small toy top for the person who is "tops" in the program.
45. **MATCH AWARD** - Light a wooden match and immediately blow it out. Dip the end of the match in red paint to make it look as if it has not been burned. (This is a safety measure.) This may be mounted on a neckerchief slide for the person who lights the campfire or fires up the meeting.
46. **BUG AWARD** - Make a bug out of chenille sticks and wiggle eyes for the person who bugs you to get your job done.
47. **HEADS UP AWARD** - Mount small wooden heads or smiley face lollipops on a wooden block for the person who is heads above the rest.
48. **CRUTCH AWARD OR CANE AWARD** - Make a small crutch or cut a picture of a crutch from a magazine and mount it for the person you can always lean on. A cane could be made from chenille sticks or a bent twig.
49. **TIGER TAILS** - Issue each Tiger Cub a necklace or orange lacing and award an orange bead for a group or Pack activity.
50. **KEY TO SUCCESS** - Cut a large key from poster board for the Leaders.
51. **PEDRO SALUTES** - Glue 4 clothes pins 'together (one for body, two for legs, one for head) in the shape of a donkey. Add yarn tail, felt ears and wiggle eyes for the leader who carried the heaviest load.
52. **FLYING A** - Cut a capital "A" and a pair of wings from poster board. Glue the wings to the letter and spray paint gold.
53. **GOOD EGG AWARD** - Spray paint a Leggs egg gold for the leader who doesn't crack under pressure.
54. **NUTS ABOUT "_____"** AWARD - Attach nuts to a plaque. Add movable eyes and smiles for the leader who is said to be nuts to take on an assignment. For more formal occasions, the nuts may be painted gold. (These may be metal nuts or edible nuts.)



55. MEASURE UP - Give a six inch ruler to the Scout whose performance sets the standard.
56. OUR EYES ARE ON YOU - Glue wiggle eyes to a ribbon for the leader or boy who sets the example.
57. ORDER OF THE BEAR - Give any type of bear for the Scout who did a "beary good job, made things "bearable", or was the "beary best.". A bear-shaped cookie could be mounted on a plaque and sprayed with lacquer.
58. HELPFUL PAW AWARD - Draw a paw print on a block of wood or a piece of poster board for the one who lent a helping hand.
59. WHALE AWARD - For the person who does a whale of a job, or has a whale of a good time. Cut a giant whale of paper, or present a toy whale.
60. PUZZLE AWARD - Glue a small jigsaw puzzle to a poster board for the one who makes the pieces fall into place. (Leave out one piece?)
61. PIG AWARD - Award any type of pig (picture, stuffed toy, bank) to person who is a natural ham.
62. CLOWN AWARD - A picture of a clown or a clown doll honors the person who is a clown, or doesn't mind acting like one.
63. FOOTBALLER AWARD - Give a small football to the person who doesn't mind tackling big jobs.
64. BONAFIDE AWARD - Paint a bone-shaped doggie biscuit gold for the deserving leader.
65. HOP To IT AWARD - Mount a plastic or stuffed frog, or a picture of a frog, for the person who hopped to it and got the job done.
66. LIVE WIRE AWARD - Bend wire into the shape of the words "live wire" and mount on a wooden plaque.
67. ORDER OF THE MONKEY - For the person who isn't afraid to act like one, mount a small monkey or picture of a monkey.
68. DYNAMITE AWARD - Form sticks of dynamite out of red chenille sticks, for the person who did a bang up job.
69. SILVER SPOON AWARD - Paint a plastic spoon and mount for the person who dug in to get the job done. This would also be good for work on a banquet.
70. HELPING HAND AWARD - Mount a doll's hand on a spring on a mounting board.
71. WRITE ON AWARD - Put a pennant shape cut from paper or fabric on a pencil.
72. APPLE AWARD - An apple, real or plastic, may be presented to the person with real appeal.
73. YDG AWARD -- Cut "Y", "D" and "G" from paper or fabric and tell a person "Ya done good."
74. CONE AWARD — Mount an ice cream cone for the one who can lick any job.
75. BROOM AWARD - Mount a miniature broom for the person who can sweep away problems, or for the clean up crew for the Pack meeting.
76. TOP BANANA - Give a plastic banana or Chiquita sticker to the person in charge.
77. LIFE SAVER AWARD. - Mount a Life Saver on a plaque, or a package of Life Savers, for the person who saved the day.
78. KISS AWARD - Give a Hershey's Kiss to the person who deserves a big kiss.
79. LOLLIPOP AWARD - Give a giant lollipop to the person who "ain't been licked yet."
80. WOOLY AWARD - Cut mittens from paper or fabric and tie together for the participants of winter activities.
81. TOP HAT AWARD - Make a top hat from poster board or paper for the person we take our hats off to.
82. HEART AND SOUL AWARD - Cut a shoe sole shape from scrap leather. Paint a small wooden heart cut from paneling and glue to the shoe.
83. GENUINE DIAMOND STICK PEN - Give each participant in a group activity a dime mounted on a Popsicle stick.
84. WHISK AWARD - Mount & small whisk broom for the person who sweeps away problems.
85. FIREHAT AWARD - Mount a small fire hat for the person who came to your rescue.
86. ORDER OF THE SPARE MARBLE - Mount a few marbles on a plaque for the leader who may be losing hers.
87. DUSTER AWARD - Make a small duster from a wooden dowel and a pompon for the person who is always doing the dirty work.
88. ORDER OF THE LEVEL — Mount a small level for the person who is one bubble short of plumb.
89. PEAR AWARD - Give a plastic pear to the most helpful couple.
90. RAISE IN PAY - Present a small box of raisins.
91. CANDLE AWARD - Mount a small candle for the person who lights up meetings.
92. BASKET AWARD - Give a small basket to the one who carries their share.
93. SQUARE KNOT AWARD - When the boys learn to tie knots, let them tie a knot around your finger. Mount this on a neckerchief slide with hot glue.
94. BELLSON AWARD - Give a jingle bell to the Scouts to say they will be there "with bells on".
95. BOOT AWARD - Cut the shape of a boot from scrap paneling. Mount a chenille stick on the back with hot glue for the boys who finish the hike.
96. CHIP OFF THE OLD BLOCK - Stain a block of wood and then cut a large chip from one corner. Mount the chip on the block. Add eyes and a smile.



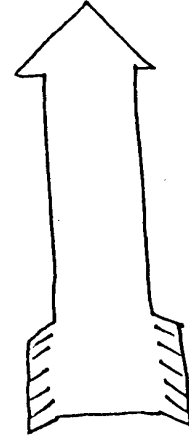
- 97. WOLF AWARD - Use turkey neck bones to make a wolf neckerchief slide when the boys earn their Wolf rank. Add red felt for the tongue and a twist tie to fasten.
- 98. BANG UP AWARD - Cut hammer shape from scrap wood or paper for the one who did a bang up job.
- 99. CHALK IT UP AWARD - Mount a piece of chalk on a neckerchief slide for the person who chalked up a good job.
- 100. SCISSORS AWARD - Present scissors (real or paper) to the biggest cut-up.



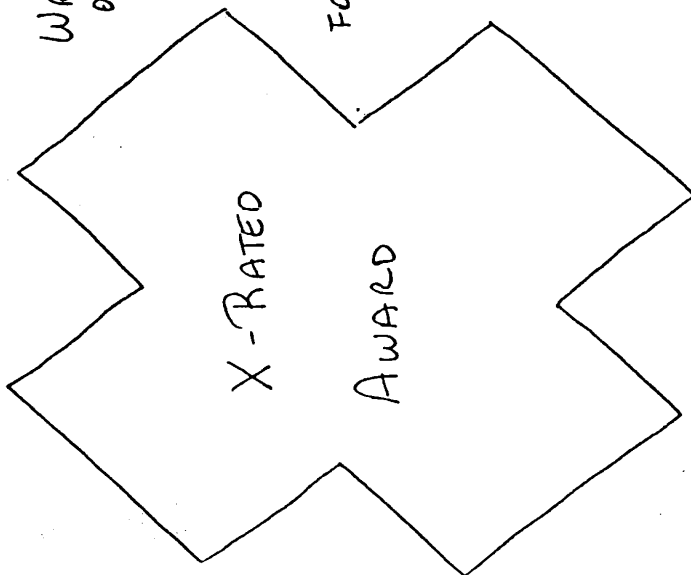
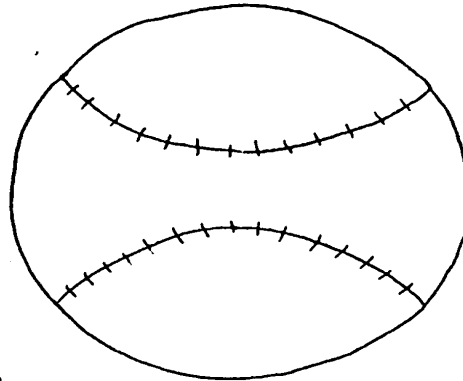
(PIECE OF SPONGE)

FOR SOMEONE WHO IS " ON THE BALL."

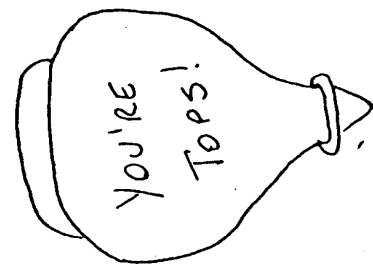
PRESENT AN ARROW TO PEOPLE WHO ARE "POINTED IN THE RIGHT DIRECTION."

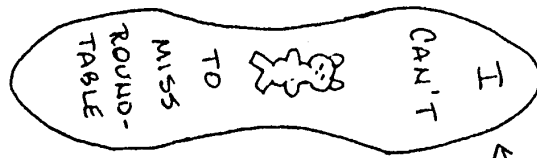


WRITE ON BACK OF AWARD:
"X-TRA SPECIAL
X-TRA SUPER
X-TRA THANKS
FOR A JOB WELL DONE."



"BE THE 'TOP'
COME TO TRAINING"
(PUT DATES ON BACK)





← ICE CREAM STICK

PICTURE OF BEAR OR A "MINI" BEAR

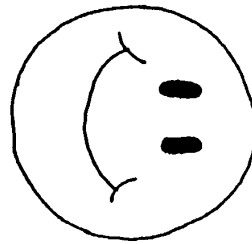


SPARK PLUG AWARD

"FOR GIVING OUR TRAINING 'SPARKS'"

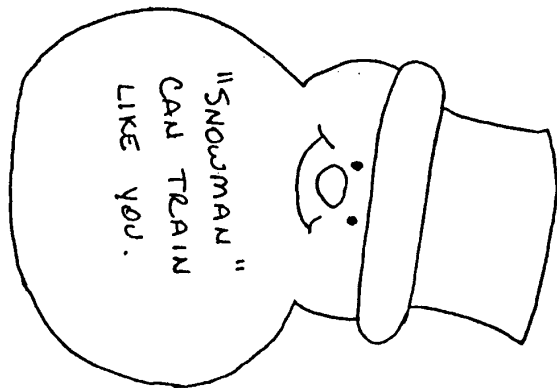
OR: "TO SOMEONE WHO SPARKLES."

SPRAY PAINT A SPARK PLUG BLUE OR GOLD. MOUNT ON A WOOD BASE OR HANG FROM TOP WITH LACING.

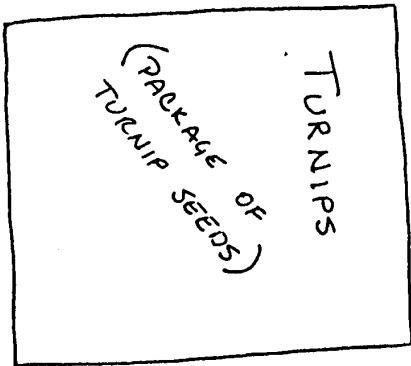


SMILEY AWARD

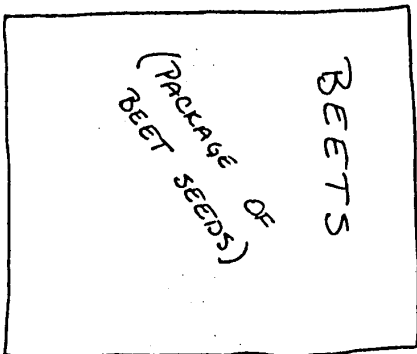
(PLASTER NECKERCHIEF SLIDE)



OR: "SNOWMAN" COULD HAVE DONE IT BETTER.



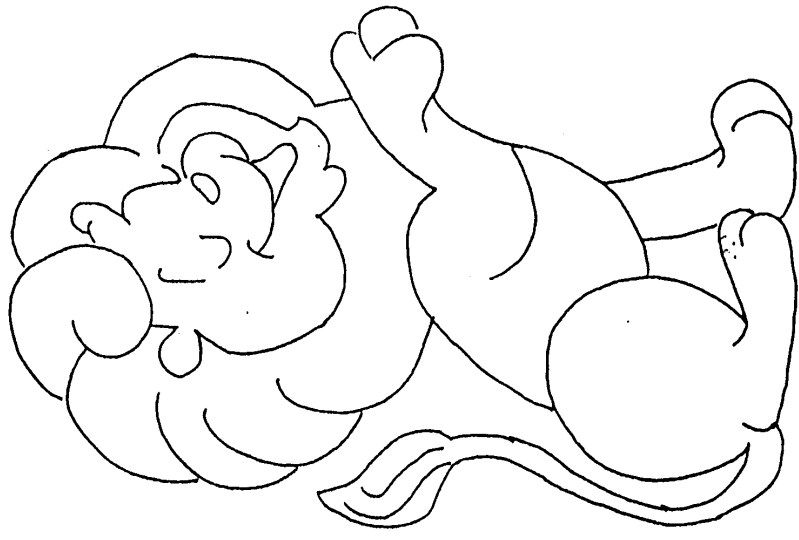
YOU "TURNIP" THE BEST PROGRAM YET!



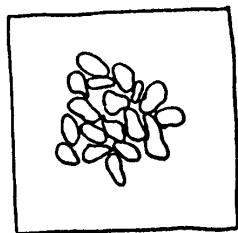
YOU CAN'T "BEET" THIS!



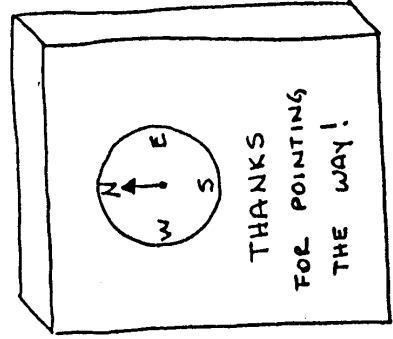
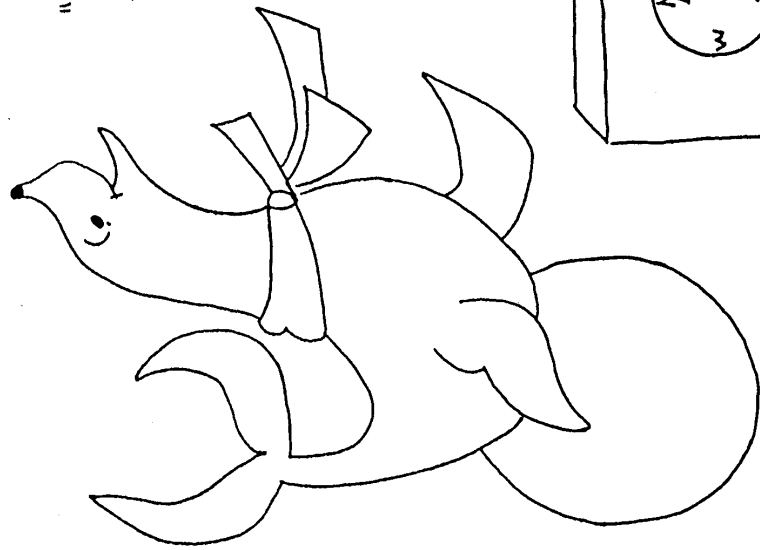
"NO LION -
YOU WERE
GRRREAT!"



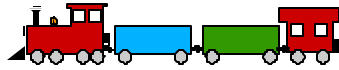
SNAP, CRACKLE, POP AWARD
USE MIDGE PODGE TO
"GLUE" RICE KRISPIES TO
WOOD SQUARE. ADD
VINYL LOOP TO THE BACK
FOR A NECKERCHIEF
SLIDE.



"YOU'RE ON
THE BALL!"
OR:
"YOU HAVE
OUR SEAL
OF
APPROVAL!"

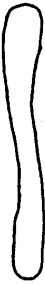


GLUE SMALL
COMPASS TO
WOOD PLAQUE.



GLUE A RUBBER BAND TO A CARD.

WE'RE NOT STRETCHING IT



WE APPRECIATE YOU!

CUT A LARGE NUMERAL FROM CONSTRUCTION PAPER:

OR: "YOU'RE THE #1 REASON FOR"

OR: "HERE'S #1 REASON FOR"

YOU'RE #1

CUT OUT BIG RED HEARTS:

YOU PUT YOUR HEART INTO IT!

THANKS STRAIGHT FROM THE HEART!

CUT A LARGE STAR.

YOU'RE A STAR!



RECOGNITION AND AWARDS

In the "SPIRIT OF SCOUTING" we give recognition and awards throughout the year to deserving Cub Scouts, leaders, and guests. These fall into three categories:

- A. Serious
- B. Not-so-serious
- C. Puns

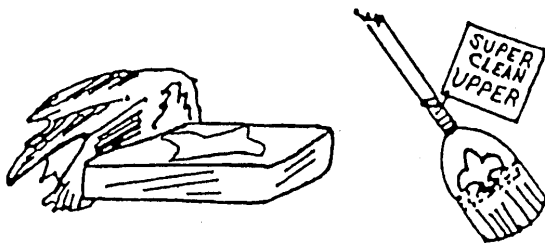
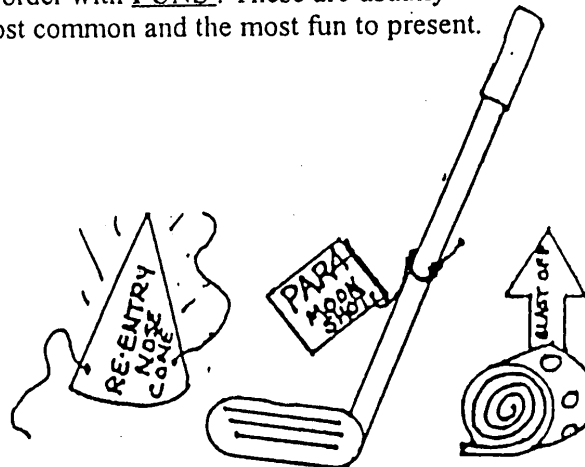
The awards/recognition needs to be in accord with the event and the personality of the recipient. It should be "presented" and not just shoved at the person.

• **PUNS**

For our purposes here we will start in reverse order with PUNS. These are usually "found" or "concocted" and are often the most common and the most fun to present. Some examples are:

1. SPACE DERBY

1. "NOSE CONE"--cardboard cone (silver foil covered) TO BE WORN UPON " Re-entry into our ATMOSPHERE".
2. "GOLF CLUB"-- for those difficult "Moon Shots".
3. "ROLL OF CAPS "--for that difficult "BLAST-OFF"



2. For that Special Person that is always a SUPER CLEANER-UPPER:

1. A tattered washcloth + a bar of soap (Scout decal painted on the acrylic)
2. Monogrammed Broom (Blue and Gold of course)

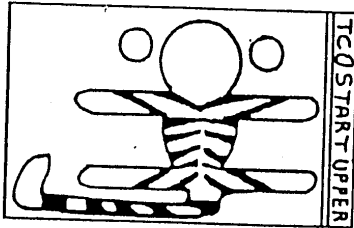
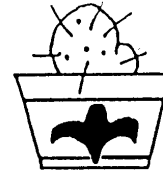
3. For that "SUPER-EATER": a kids sand shovel.





4. For that person that always gets us into (out of) those "STICKY SITUATIONS":

1. Cactus plant in a blue and gold pot
2. A package of bubble gum



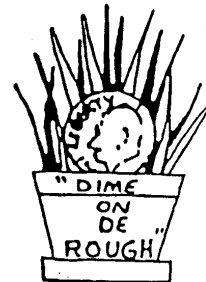
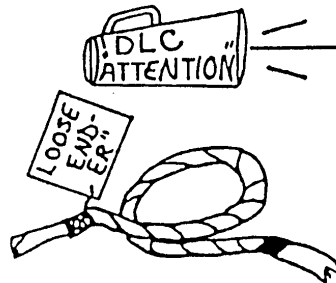
5. For that super "FLOWER ARRANGER": arrange this sack of flour (bow on top)

6. For the TIGER CUB ORGANIZER: Toy Cub in pieces, to be organized by our fearless leader.

7. For the DEN LEADER COACH: A "BULL HORN" to help get the attention of the other leaders.

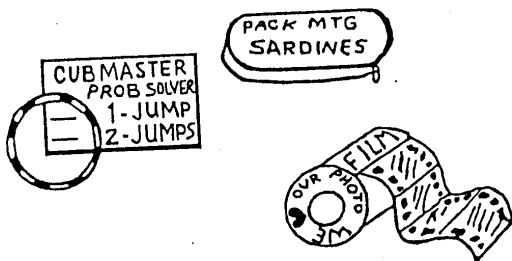
8. For DEN LEADERS:

1. "Dime-on-the-rough".. a dime in the middle of a pot of sod.
2. Rope-- to round-up all the Cub Scouts (and/or parents) for meetings-- also for tying up all those loose ends .



9. For the CUBMASTER:

1. Hula "hoop to jump through" in those trying situations.
2. Fisherman-- a Can of Sardines "Packed in" for the next Pack meeting

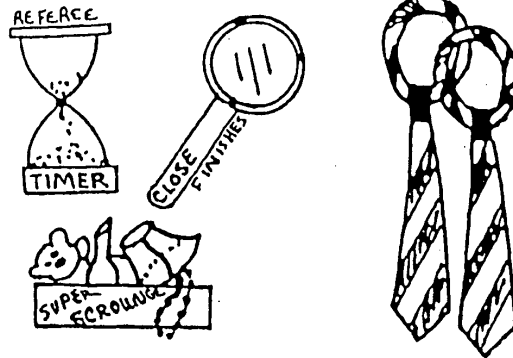


10. For the BAD PHOTOGRAPHER: some already "Exposed film"-- we wanted to save you the trouble.

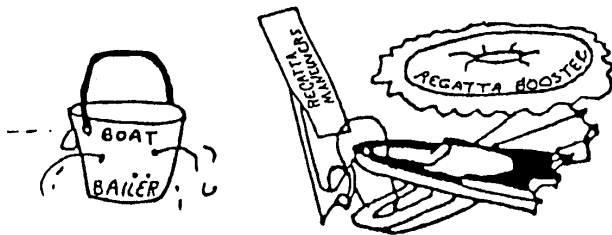


11. For **REFEREES** or **TIMERS** for races:

1. Egg-timers for those close times
2. Magnifying glass (or jumbo glasses) for those close finishes.
3. Pair of neck ties--for those "neck and neck" ties.



12. For that **SUPER SCROUNGE** : or is it Scourge? The person who can always come up with supplies-- a yard sale box of odds and ends.



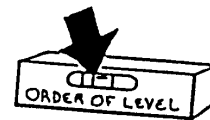
13. **RAINGÜTTER REGATTA:**

1. Inner tubeto keep "afloat" in that giant wave.
2. Snorkel + fins-- for those difficult maneuvers
3. Mop + bucket or sponges-- for those unexpected leaks that slowed you down.

The following **PUNS** are from the central OHIO council.

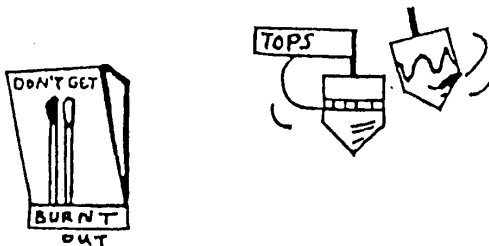
14. **ORDER OF THE SPARE MARBLE:**

For the person who may need it (marble in a bag or mounted)



15. **ORDER OF THE LEVEL:**

For the one that is a half a bubble off (small level)



16. **TOP AWARD:** For the person who is "TOPS"(use small toy tops)

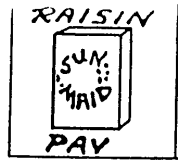
17. **MATCH AWARD:** For the leader who may be getting burnout (2 matches, one lit, the other not covered so they stay together and mount saying "Stick with it, don't get burned out of Scouting.

18. **PEAR AWARD:** For a great pair. Mount a plastic pear on base and give to best husband/wife team.

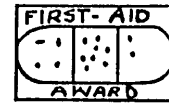




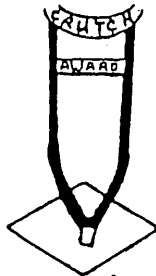
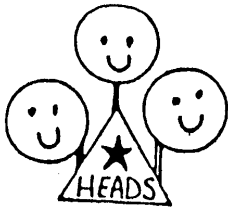
19. **RAISE-IN-PAY:** For the person who deserves a "raisin" pay-- small box of raisins.



20. **FIRST AID AWARD:** For the person giving you aid when you needed it (band-aid mounted or given on a sleeve).



21. **BUG AWARD:** For the person who "bugs" you to do your best (make with chenille sticks and moveable eyes, or buy).



22. **HEADS AWARD:** For the person who is "heads" above the rest (mount small wooden heads or lollipops on base).

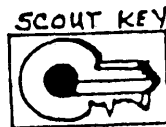
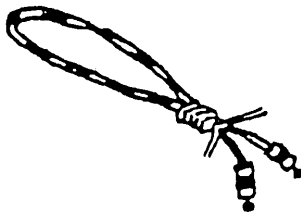
23. **CRUTCH AWARD:** For the person on whom you can lean on (mount small crutch on base)

24. **HEART AWARD :** For the person who is all heart (give large plastic heart, wooden, or cardboard cutout -- check gift shops)



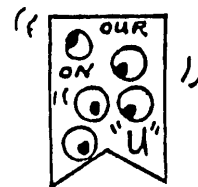
25. **CUBBY:** (Like an Emmy) Cut out a Cub Scouts head or Wolf decal on a plaque for outstanding performance.

26. **TIGER TAIL:** Issue each tiger a neckerchief of lacing and award an orange bead for a group or pack activity.



27. **KEY TO SUCCESSFUL SCOUTING:** Cut out a giant key and give to leaders who are the key to success of a program.

28. **MEASURE UP:** Give a 6 " ruler to the leader whose performance set the standard.



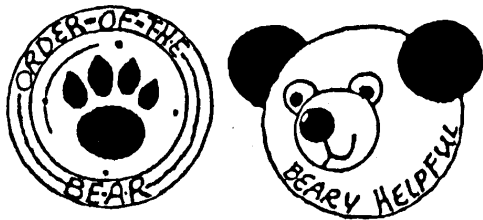
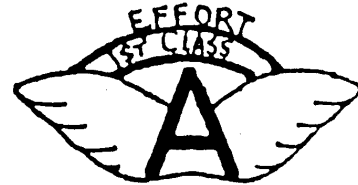
29. **OUR EYES ARE ON YOU :** Wiggly eyes are glued to ribbon for the leader who sets the example.



30. **PEDRO SALUTES:** Glue 4 clothes pins together, add twine for a tail and wiggly eyes, add felt ears, for outstanding job or leader who carried the heaviest load.



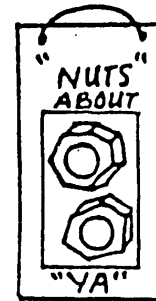
31. **CLASS A or FLYING A:** Cut out a the letter "A" (can add wings), spray gold for a first class effort (use wood or heavy cardboard)



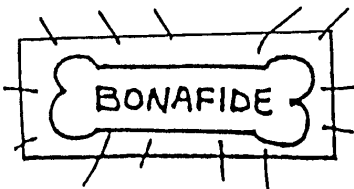
32. **ORDER OF THE BEAR:** Any type of bear, give to the leader who did a "Beary Good Job" making things "Bearable" or for the "Beary Best".

33. **HELPFUL PAW:** Use ink and mark paw prints on a rounder for those leaders who lent a "hand" or "paw".

34. **GOOD EGG AWARD:** Spray a Leggs' Egg with gold paint or make one from salt dough for a leader who doesn't crack under pressure.



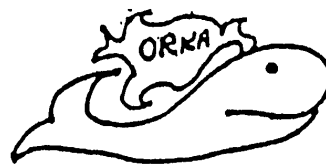
35. **NUTS ABOUT " _____ " AWARD:** Attach nuts to a plaque adding movable eyes and smiles, for the leader who had to be "nuts" to take on a hard task.



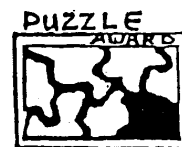
36. **BONAFIED AWARD:** Spray gold or cover with varnish a dog bone for the leader deserving an award.

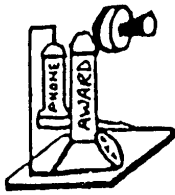
37. **HOP TO IT AWARD:** Mount a plastic, macrame or frog sticker for a "hopping Good Job" or someone who "hopped to it and got it done".

38. **WHALE AWARD:** For the person who does a whale of a good job (can be a toy or cutout the shape of a whale..giant!!)

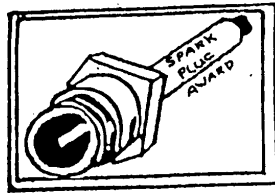


39. **PUZZLE AWARD:** For the person who makes the pieces fall into place (puzzle shape cardboard--minus one?--taped on back.





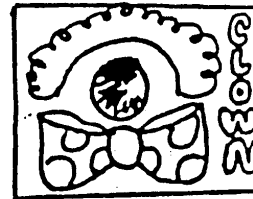
42. **PIG AWARD:** For the person who is a big "ham" (small toy pig or a painted one or piggy bank)



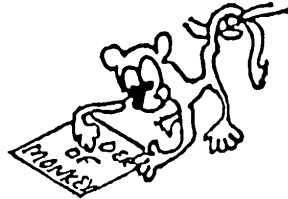
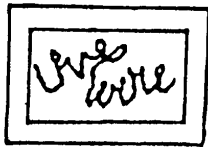
40. **TELEPHONE AWARD:** For the person who reaches out to help (small telephone on a base)

41. **SPARK PLUG AWARD:** For the person who is the main "spark" (spark plug painted or plain on a base)

43. **CLOWN AWARD:** For the person who is one or for the person who doesn't mind acting like one (make or buy a clown)

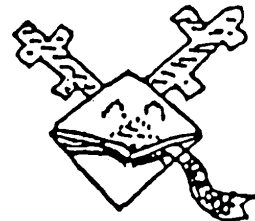


44. **LIVE WIRE AWARD:** For the person who is a "live wire" in your unit (form wire into words "live wire" and mount.)



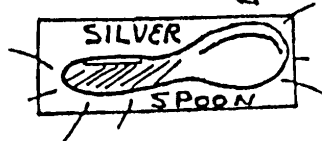
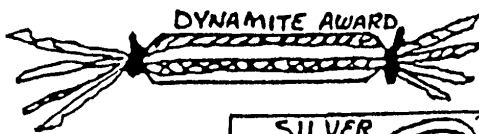
45. **ORDER OF THE MONKEY:** For the person who isn't afraid to act like one (small monkey, either made puttercups or bought)

46. **FOOTBALLER AWARD:** For the person who isn't afraid to tackle any job (small plastic football helmet with pompom and movable eyes or football)



47. **DEER AWARD:** For the person who is a "dear" and you would like to kiss (small needlepoint deer with candy kiss inside)

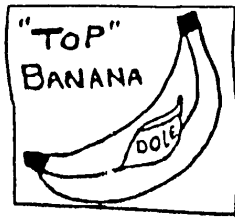
48. **FIRECRACKER AWARD or DYNAMITE AWARD:** For the person who did a "bang-up" job (small firecracker made of chenille sticks in red, white, and blue with ribbon.)



49. **SILVER SPOON AWARD:** For the person who really dig in to help (spray paint a plastic spoon).

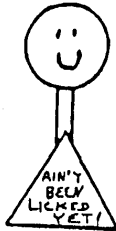


50. **WHISK AWARD:** For the person who is un "beat" able at whisking away our troubles (small whisk broom)



54. **HELPING HAND AWARD:** For the person who is willing to lend you his (mount small hand on a spring on a base)

55. **WRITE ON AWARD:** For the person who is on the "right" trail (pencil with ribbon pennant on top)



58. **APPLE AWARD:** For the person with great "appeal" (real or plastic apple)

59. **YDG AWARD:** "Ya Done Good" (cut out letters from vinyl or leather)



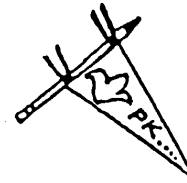
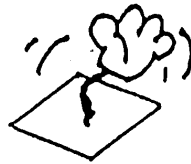
62. **CONE AWARD:** For the person who can lick any job (mount ice cream cone on base)

63. **BROOM AWARD:** For the person who sweeps all mistakes away (small broom on base)

51. **TOP BANANA AWARD:** For the person who is in charge (plastic banana or Dole banana sticker)

52. **LIFE SAVER AWARD:** For the person who saves you (mount lifesaver on base or package of lifesavers candy)

53. **KISS AWARD:** For the person who deserves a big "kiss" (mount candy kiss on base or giant cut-out of lips)



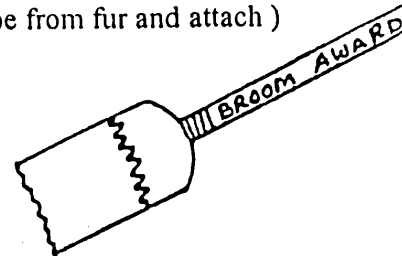
56. **LOLLIPOP AWARD:** For the person who can't be licked (mount small sucker on base or give giant all day sucker-- "Ain't been licked yet")

57. **ORDER OF THE NUT:** For the person who is a little nuts (mount metal nuts on base or use edible nuts)



60. **FIREHAT AWARD:** For the person who came to your rescue (small firehat on base)

61. **WOOLY MITTEN:** For the person who participated in a winter activity (cut mittens shape from fur and attach)





64. **TOP HAT AWARD:** For the person who we must take our hats off to (mount top hat on base)



65. **HEART AND SOUL AWARD:** For the person who put their heart and "soul" into their work (small wooden heart on leather cut into shape of a shoe sole)



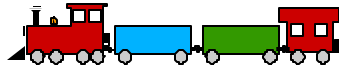


NOT-SO-SERIOUS AWARDS

These are the next category of awards and are usually purchased or made or a combination. The most obvious are RIBBONS, usually 1st, 2nd, and 3rd places.

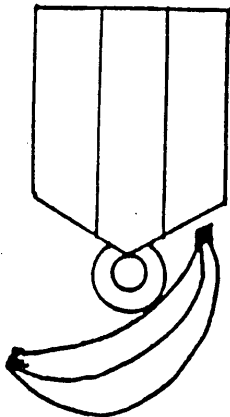
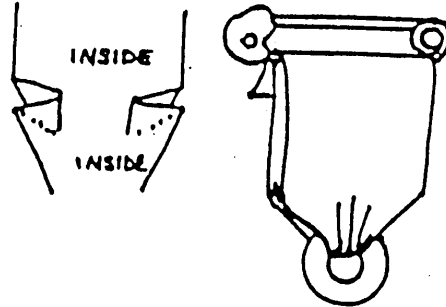
Some quick variations are possible by the addition of different TOPS. You can add STICKERS to the Council Ribbon Packet and on the back add the Cub Scout name, den number, event, and date. You can also use FOLD OVER Paper Illustrations. (You can always find a magazine photo and have it copied) In a pinch you can make a paper ribbon and stencil the information onto it. Below are some examples:



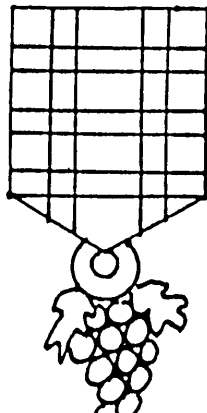


One very nifty way to concoct an infinite number of exciting and punny awards is with a MEDAL. This is easily made from a wide cloth ribbon using an appropriate plastic or metal charm or even a sticker. It makes a fast, easy, and very effective award. Here are a few examples. Try your hand at creating your own version.

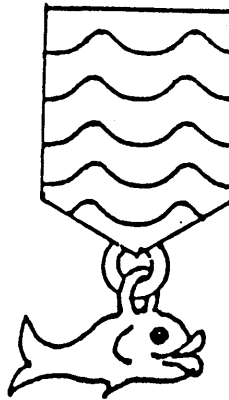
WIDE CLOTH RIBBON 3 1/2" L (OR LONGER)
SAFETY PIN
ANY APPROPRIATE CHARM PLASTIC / METAL / ETC.



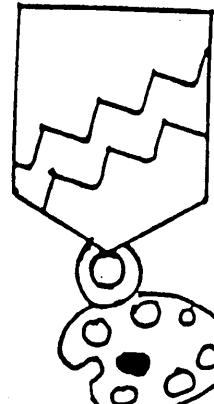
TOP BANANA



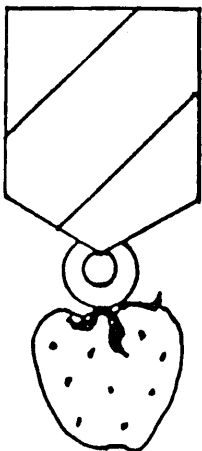
FOR A "GRAPE" JOB



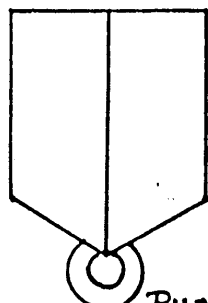
FOR A GREAT SWIMMER



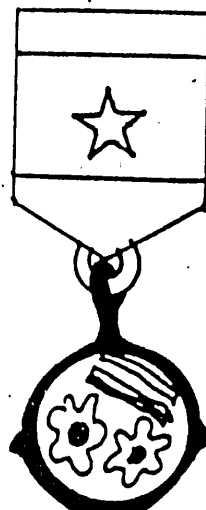
FOR THE GREAT ARTIST



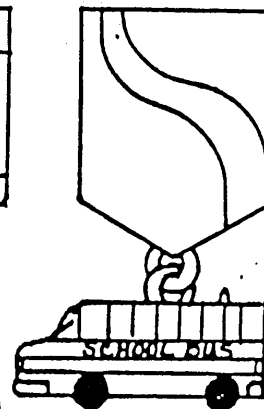
FOR A "BERRY" GOOD JOB



RUBIC'S CUBE
FOR THE SCOUTER THAT "GETS-IT-TOGETHER"



FOR THE "STAR" COOK



FOR SOMEONE WHO "ALWAYS DRIVES"



PLACQUES, usually wooden and Sports MEDALS are the next obvious:

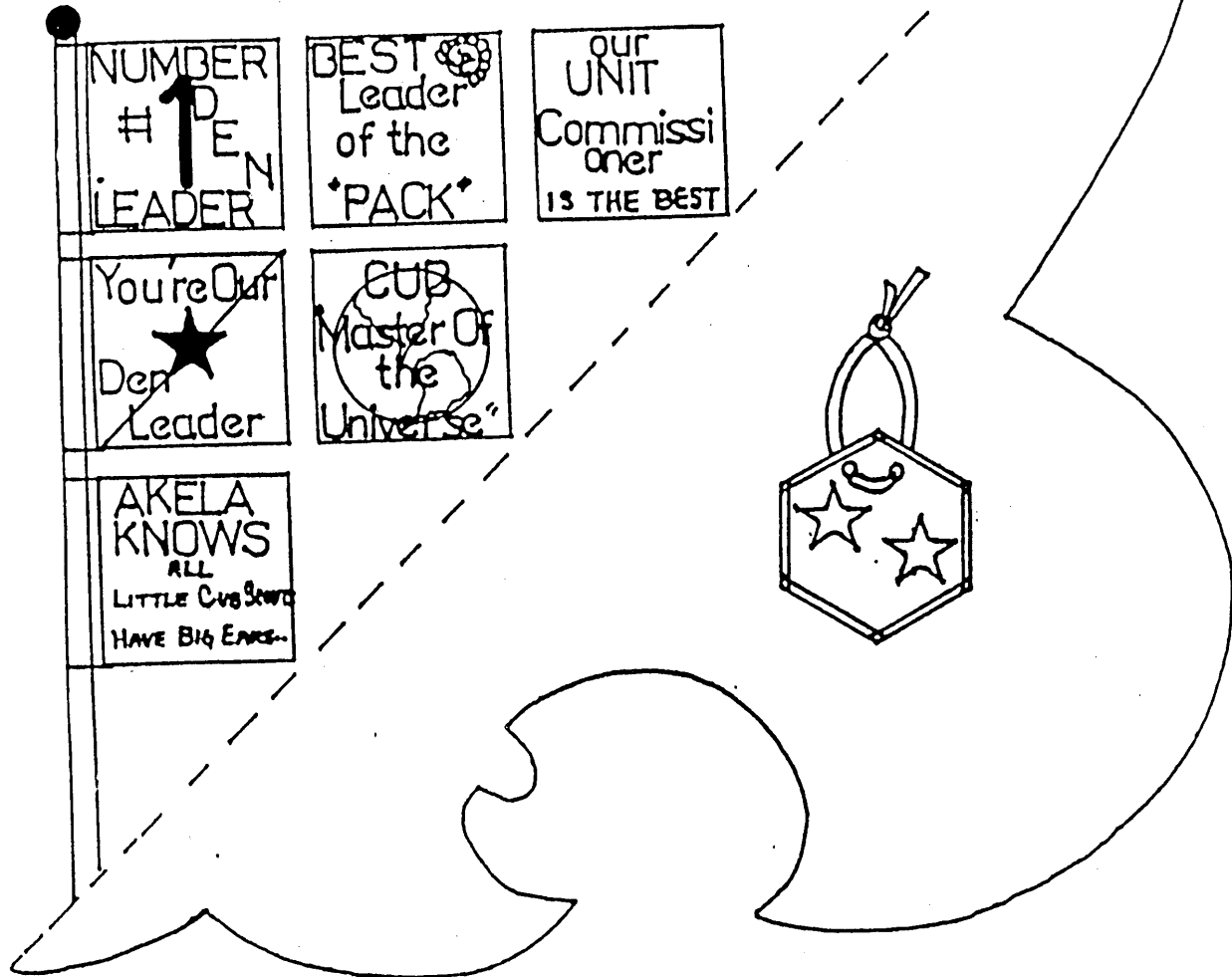
Wooden bases of various sizes can be purchased at local craft stores or if you are handy can be cut from lumber. The simplest is to either paint and/or stain directly or work out a design on heavy paper, glue it on, and decoupage (i.e. seal it on top with Modge Podge or similar product).

The super small ones can be made into MEDALS (2" square or round) by drilling two small holes to lace through for a neck ornament. (two holes lets it hang flat on chest-- one hole makes it travel outward)

Don't forget the possibility of using PRECUT LEATHER PIECES -- usually meant for key chains, but easily adapted.

SPECIAL FLAGS, made of felt and glued together, or regular fabric and sewn, or even crepe paper and glued, create an unending array of possibilities. Size can be from desktop to wallhanging. Fringe is optional. You can even stencil the lettering or even spray paint the whole thing. -- ADAPT! ADAPT! ADAPT!

Another possibility is to pour POLYESTER RESIN CASTS of appropriate mold and size. Holes can be drilled easily. Also with a little experimentation, you can even write with contrasting color onto a setting mold and have one unit when done. Examples follow:





AWARDS, RECOGNITION, AND TROPHIES FOR CUBS AND LEADERS

RIBBONS

You can attach macramé cord, yarn, or lacing to ribbon by three methods:

Use a paper punch to make a hole
Insert a grommet
Fold down a 1/2 " flap for the strings

Use out of date left over flag ribbons. Cut off the printing.

Decorate with metallic markers, sharpie marker, stickers, or by using a stencil or linoleum block stamp. Teachers' supply stores are great for stickers saying WOW, SUPER, and GOOD JOB.

PLAQUES

Many different items can be used to mount your awards. The following are examples:

scrap wood	lids from deli containers
cardboard	disposable plastic plates
fast food containers	rounders of vinyl or leather

You can also pour 1/2" plaster in a rounded container and insert pull top can tab for hanger.

PLASTER

Use a Boy Scouts of America mold and spray paint gold or mount on wood. Cake decorating stores also carry candy molds and decorations which are appropriate for awards.

DECORATING PLAQUES

You can decorate with stickers, pictures, felt or wooden cut outs, miniature toys, party favors, and food. (Life Savers, nuts, lollipops, and "candy kisses"). Cover edible items with varnish, glue or modge-podge.

TROPHIES

Recycle old sports trophies by removing the top and adding a pinewood derby car or appropriate item. You can also spray a popcan or inverted sardine can gold and place a car on top.



SERIOUS AWARDS

The last area of awards is for those Extra Special Awards . Many can come directly from the Council supply as Special Edition Scouting Collector's Plates, paperweights, pins, plaques, medals, cups, etc. But also to be considered is the enormous flexibility that can come from Certificates generated from several computer programs or existing certificates and a lot of paste up and copier work.

Always remember to give "Participant Certificates" to ALL the Cubs in any of the Derbies (Space, Regatta, Bicycle, Physical Fitness, etc) where they all have expended a special effort. Consider all of the other people and areas that deserve Special Recognition or Thanks: To the Pack Sponsor, Blue and Gold Banquet helpers, Photographers, the super communicator/telephone caller, car pool drivers, and field trip organizers -- anyone that helps with either a single event or the operation of the Pack as a whole.

THE COMPUTER GENERATED CERTIFICATES

There are several computer programs that will help you make your own certificates :

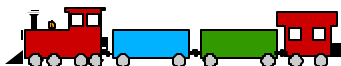
CERTIFICATE MAKER..Has 220 templates, a choice of fonts, and borders. Very easy to use, just fill in information and print.

PRINT MASTER.. Makes greeting cards, signs, stationery, calendars, banners, and has a graphics editor.

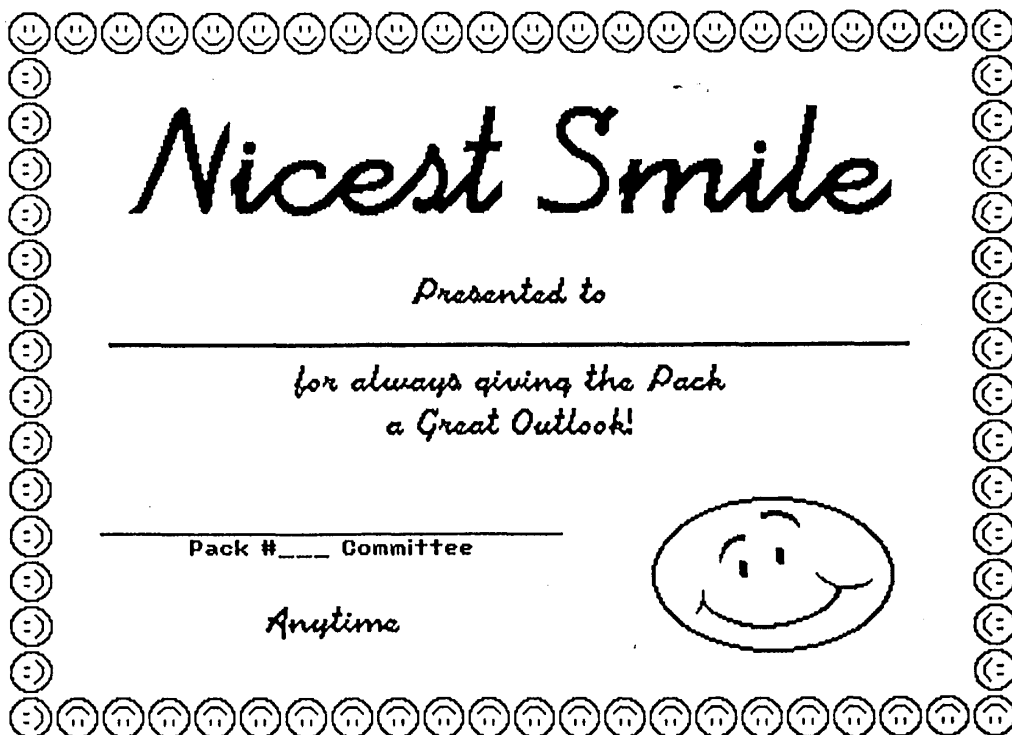
PRINT SHOP.. Like Print Master except you have more graphics and get better quality

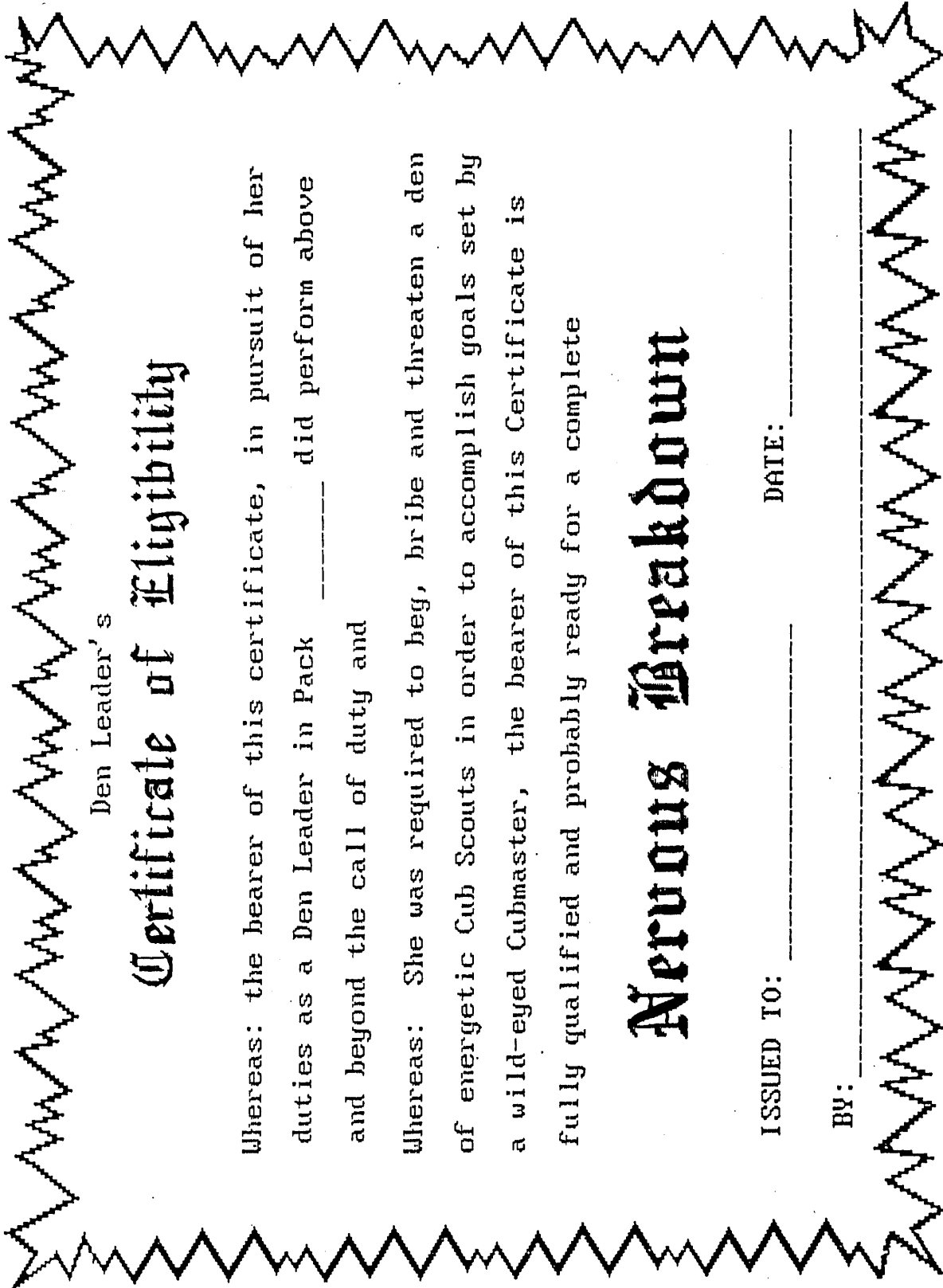
MICROSOFT'S WINDOWS .. Has a large amount of of programs to make just about anything

PC PAINTBRUSH .. Can be used to make needed graphics



All of the "Packaged graphics" are different from software to the other. Many computer programs will now let you import graphics from different types of software. You can buy just about any graphics you need in software that are compatible with many programs. Included are a few computer examples.





Den Leader's

Certificate of Eligibility

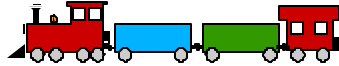
Whereas: the bearer of this certificate, in pursuit of her duties as a Den Leader in Pack _____ did perform above and beyond the call of duty and

Whereas: She was required to beg, bribe and threaten a den of energetic Cub Scouts in order to accomplish goals set by a wild-eyed Cubmaster, the bearer of this Certificate is fully qualified and probably ready for a complete

Nervous Breakdown

ISSUED TO: _____ DATE: _____

BY: _____



MORE...

Puns and Fun

These are usually "found" or "concocted" and are often the most common and the most fun to present. Some examples are:

1. **SUPER CLEANER AWARD** - For the person who always sticks around to clean up (a tattered washcloth + bar of soap with a Scout decal painted on with acrylic or a monogrammed broom painted blue & gold).
2. **STICKY AWARD** - For the person that always gets you out of sticky situations (a cactus plant in blue & gold pot or a package of bubble gum).
3. **TIMER AWARD** - for the referees or timers for races (mounted egg timer, magnifying glass or a pair of neck ties - for those "neck in neck ties").
4. **PEAR AWARD** - For a great "pair" (mount a plastic pear on a base) and present to "team".
5. **CUBBY AWARD** - for outstanding performance (like an EMMY cut out a Cub Scout's head or wood decal and mount on a base.)
6. **TOP AWARD** - for the person who is "TOPS" (use small toy tops).
7. **FIRST AID AWARD** - for the person giving you aid when you needed it (band-aid mounted or given in the sleeve).
8. **CRUTCH AWARD** - for the person on whom you can always lean (mount a small crutch on base).
9. **KEY TO SUCCESSFUL SCOUTING** - for the people who are the key to success of a program (cut out a giant key).
10. **GOOD EGG AWARD** - for a person who comes through or doesn't crack under pressure (spray a L'eggs egg or other plastic egg).
11. **MEASURE UP** - for the person whose performance set the standard (6" ruler)
12. **ORDER OF THE BEAR** - for the person who did a "beary" good job, making things "bear"able or for the "beary" best - (any type of bear).
13. **HELPFUL PAW** - for those who lent a "paw" (use ink and mark paw prints on a leather rounder).
14. **WHALE AWARD** - for the person who does a whale of a good job (can be a toy or cut out of a whale).
15. **PUZZLE AWARD** - for the person who makes the pieces fall into place (puzzle shape cardboard-minus one? - taped on the back).
16. **FOOTBALLER AWARD** - for the person who isn't afraid to tackle any job (small plastic football helmet with pom- pom and moveable eyes - or football).



17. **HOP TO IT AWARD** - for a "hopping good job" or someone who "hopped" to it and got it done (mount a plastic frog or frog sticker).
18. **TELEPHONE AWARD** - for the person who reaches out to help (small telephone on base).
19. **FIRECRACKER AWARD** or **DYNAMITE AWARD** - for the person who did a "bang up" job (small firecracker made of chenille sticks in red, white and blue with ribbon or mount a firecracker).
20. **SHOVEL AWARD** - for the person who really digs in to help (spray paint a plastic shovel).
21. **WHISK AWARD** - for the person who is un"beat"able at "whisking" our troubles away (small whisk broom).
22. **HELPING HAND AWARD** - for the person who is willing to lend you his (mount small hand on a spring on a base) .
23. **WRITE ON AWARD** - for the person who is on the "right" trail (pencil with ribbon pennant put on top).
24. **APPLE AWARD** - for the person with great "appeal" (real or plastic apple) .
25. **CONE AWARD** - for the person who can lick any job (mount ice cream cone on base).
26. **TOP BANANA AWARD** - for the person who is in charge (plastic banana or banana sticker).
27. **FIRE HAT AWARD** - for the person who came to the rescue (small fire hat on base).
28. **HEART AND SOUL AWARD** - for the person who put their heart and "sole" into their work (mount a small wood heart on leather cut into the shape of a sole of a shoe).
29. **BIG IDEA AWARD** - for a person with big ideas (spray a light bulb blue and put on a plaque, two Christmas tree bulbs work good, one blue and one gold).
30. **LIFE SAVER AWARD** - for the person who saved the day (mount a life saver on a plaque, or a package of life savers) .
31. **PAT ON THE BACK** - for a job well done (cut out a wooden hand drill a hole in the bottom and tie a ribbon on that will fit over some ones head, put this on their back).
32. **SPARK PLUG AWARD** - for the person who "sparks" up your meeting (attach a spark plug to a plaque, make a tie slide from a spark plug, or attach plug to ribbon for a necklace).
33. **GO FOR AWARD** - for the person who always runs errands or provides transportation (a toy car).
34. **"YDG" AWARD** - for the person who deserves "Ya Done Good" (cut out letters from vinyl or leather).

Unit Leader award ideas

1. **BSA 13 HOUR CLOCK** - For the leader who is very busy and still finds an extra hour to get the job done (make a clock face with "13" hours)

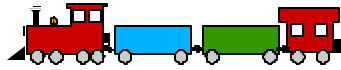


2. **HULA HOOP** - for the Cubmaster to jump through" those trying situations (mount a plastic ring onto a piece of poster board)
3. **LOOSE END-ER AWARD** - for den leaders "tying up" all those loose ends (a piece of rope with a note tied to it)
4. **BULL HORN AWARD** - for a DLC/WLC that gets others attention (draw a megaphone on poster board and write DLC or WLC Attention)
5. **WATER CAN AWARD** - for the leader who helps the pack grow (a toy water can with their names painted on it)
6. **RAISE IN PAY** - for the leader to deserves a "raisin" pay (small box of raisins)

Be creative. Do not be too concerned about being too corny. Remember, it's the Cub Scout "way"!

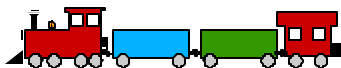
Remember, recognition of others has to be genuine in order for it to be effective. People really do not care WHAT they get...they just want to be recognized by their leaders AND be recognized in front of their peers. Recognition is an ongoing process. Avoid infrequent, as well as too frequent use. Use a variety of presentation techniques and types of awards. Variety will keep the interest level

--Pack 275 Flint, Michigan



SCRAPBOOKING





Scrapbooking for Scouters

Your pack's history and your son's Scouting history deserve to be preserved for posterity! Scrapbooks, or creative memory albums, are a way to display and preserve photographs. Unlike past ways of displaying photographs, the emphasis is on preservation (safety) - keeping photographs from fading and deteriorating. You don't want your pictures and albums to fade and fall apart within a few years! Take a look at some of your old magnetic albums (and get those photos out of there! Magnetic albums are acidic and will damage your photos.) Once you understand how to keep your photos safe, it's time for the fun -- creating your albums!

We've included many resources in this section. The key concepts you will need are as follows:

Safety - (photo safety, that is) - why it is important and how to purchase supplies keeping safety in mind. You'll see a lot about photo safety; it's the driving force behind this way of creating a photo album.

Layouts (or, how to create a page) - Layouts involve several main ideas:

Cropping: trimming a photograph to visually enhance it. The term "crop" is also used for a workshop or group gathering where people work on their scrapbooks.

Matting: Putting a border of accent paper around the edges of a photograph. Mats are usually placed under a photo, but may be placed on top as a frame (eg, to cover the border of a Poloraid photo. Poloraids SHOULD NOT be cut!)

Embellishing: decorating the page. Embellishments may include borders (hand drawn, stickers, paper), accent stickers, titles, die cuts (shapes cut out of acid-free, lignin-free paper), paper piecing (basically creating a die cut by layering different papers), paper dolls (acid-free, lignin-free paper dolls usually dressed to look like a person in one of the photographs). Many embellishments are advanced, so don't feel you have to try everything. If you are interested in learning more in depth, you can take classes at local scrapbook supply stores, read scrapbooking magazines for ideas & how tos, and check out the internet.

Journaling- writing down the who, where, when, what, & why on the page. Journaling tells the story behind the photos because you won't always remember. Who are those people in the photos? What is going on? What is the date? Use an acid-free, fadeproof, waterproof marker or pen.

SECTION 1 Getting Organized

1. COLLECT

First and foremost, you will want to gather all your photos and memorabilia in one place. You do not need a scrapbook room or elaborate organization system. Your task is to find everything and bring it all together. Soon, you'll be putting completed albums on shelves instead of boxes of photos back in closets.

2. DECIDE

Next, you'll want to decide what type of album(s) to make. You can begin this step while you are collecting your photos. Ask yourself what the main themes in your photo collection are. If it helps, make a list of different themes, such as family, friends, vacations and celebrations. Review the album ideas in Section III for helpful ideas and inspiration.

3. SORT

Once you've decided on a specific album project, sorting will be easier than you think. You might choose to sort everything you have, or simply sort what you need for your first project. *Start Smart* index cards can help you categorize your photos and memorabilia based on album projects. Section II offers several sorting techniques to help you get started.

4. COMMIT



Overly decorated pages detract from your photos. Commit to keeping pages simple with time-saving products, such as Short Cuts® pre-cut paper and themed combination packs. Refer to Section Vi, “Other Creative Memories Resources,” for additional resources and products.

SECTION II Sorting Techniques

Sorting your photos and memorabilia will be a unique and personal project. create. suggest you sort your collection based on the type of album(s) you wish

We offer four sorting techniques to get you started. You may want to use more than one of these techniques to sort your photos and memorabilia.

Chronology

Definitely one of the easiest sorting techniques, chronological order is achieved by simply identifying the approximate date of the photos or memorabilia, documenting them and placing them in order.

Family Members

Sorting by family members requires the most concentration and planning. You’ll want to start by dividing your photo collection and ordering duplicates as needed. Next, you’ll want to sort each group of photos chronologically.

Ancestral

Since ancestral photos represent family heritage, a sorting technique that prepares for storytelling is the most ideal. Sorting should begin with separating photos and memorabilia by family lineage, for example, your mother’s family and your father’s family.

Big Events

Any event that is monumental in your life can be considered a “big event”: e.g., a vacation, a celebration, an experience. The best sorting technique for themed albums is the use of subcategories to separate your photos.

Safety Review

The first thing of importance when considering photo safety is to understand just what photographs need to be safe from. Here are some of the key things that can damage your photographs and albums.

Too much or improper handling

No matter how gentle you are with your photographs, some amount of damage can still occur just because you handle them. Nevertheless, you want to enjoy them. Your best bet is to mount them on album pages in such a way that the pages are handled, but the actual photographs are not. Using *page protectors* is your best bet for keeping stray fingers and objects from damaging your finished album pages.

Dust

Dust may seem soft, but it is really quite scratchy. If your photographs are exposed to dust, the dust can leave tiny scratches on the photos. You’ll want to choose a storage environment that minimizes dust exposure.

Heat

Your photographs like a temperate environment. Heat speeds up chemical processes and causes paper to decay more quickly. You will not want to store them in hot places such as the attic. They’ll appreciate your air conditioning just like you do.

Bright Light

Exposure to light for extended periods of time can cause your photographs to fade. Like heat, ultra-violet radiation can speed up chemical reactions that harm paper and photographs. Because photographs are printed on light-sensitive materials, they cannot be made completely stable. You can minimize light exposure by choosing a storage location for your albums away from windows. Some albums can be purchased with album sleeves. The sleeves are boxes that the entire album fits inside. This eliminates the ability of light to seep in. It is also a good dust protector.

Moisture and Humidity



Humidity causes harm in a couple of ways. Humidity levels above 70 % promote the growth of mold. On the other hand, rapid changes in humidity can also damage paper. Such fluctuations in humidity cause paper to “cycle”, expanding and contracting as water is drawn from and goes back into the paper fibers. (This influences where you will store your photos and completed albums.)

Acid

Acid causes paper to slowly turn brown and become brittle. Acidic paper will eventually disintegrate and fall apart.

Vinyl

You can tell vinyl from other, safer, plastics by its smell. Vinyl puts off an odor. It also puts off fumes that are harmful to your photographs. (Some page protectors are made from vinyl.)

Adhesives

You’ll want to choose an adhesive that is both *acid-free and permanent*: acid-free because you don’t want it to damage your photographs, and permanent because you want your photographs to stay where you put them and not fall out when your grandson looks at the album twenty years from now. Adhesives come in a variety of formats: liquid, double-sided sticky squares, double-sided tape. You’ll want to pick the safe adhesive(s) that best suit your style.

Inks

The inks you choose for your album, either for pens to journal with or stamp pads to decorate with, should be *acid-free, fade-proof waterproof pigment inks*. You’ll want them acid-free so that they will not damage your photographs. The other attributes are important for permanence.

Decorative Items

Decorative items may include mounting paper, die cuts, and stickers. Similar guidelines apply. All should be acid-free. Paper should also be lignin-free and preferably buffered. Lignin causes paper to discolor and fall apart (think of a newspaper). Where stickers are concerned, not only should the paper be acid-free, but the adhesive as well. Also consider the permanence of the adhesives on stickers.

Memorabilia

Memorabilia (ticket stubs, engraved napkins, brochures, etc.) most often is not acid-free. You can still include it in your album safely if you isolate it from your photographs. There are several ways to do this. One is to place the memorabilia on a page with no photographs and use page protectors to protect facing pages. The other way is to “encapsulate” the acid-containing memorabilia in a Mylar (polyester) sleeve and place it on the same page with your photographs. The Mylar sleeve provides an effective barrier between the acid-containing item and the other photographs and acid-free items on your album page. You can also spray material with a deacidifier such as Archival Mist.

Guide to Tools and Supplies

In addition to the album of your choice and your stacks of photographs, you will quickly find that a few items are essential for the beginning scrapbooker.

Essential Items

Page protectors

Sold separately from the album. Page protectors are plastic sleeves that slip over the page and protect it from fingerprints and casual damage (for example, accidentally bending the corner of a photo)

Photo-safe adhesive

- For mounting photographs in albums. Some options include
- Photo Squares (also known as Photo Splits or Photo Fix) -- Little squares of double-sided tape
- Tape Runner -- tiny strips of double-sided tape in a handy dispenser
- Photo Tape -- Double sided tape with a paper backing. Especially useful for large items.
- Paper Cement (*not* Rubber Cement - even if it says it is acid free)

A handy hint - smell the adhesive. A strong chemical smell (rubber cement) means there are too many volatile chemicals present to be safe for your photos.

Acid-free, lignin-free paper in a variety of colors to add color to your pages



Sharp scissors to cutting paper and photographs

A paper cutter or personal trimmer For cropping photographs and mounting paper. For straight cuts, you'll get a much "cleaner" cut with a paper cutter or personal trimmer than you will with your scissors.

An acid-free, photo-safe, archival quality pen for journaling

Other Useful Items

Die Cuts Acid-free, lignin-free paper cut by a die-cut machine into uniform designs. For decorating finished pages.

Stickers Decorative stickers printed on acid-free, lignin-free paper with acid-free inks, using acid-free, permanent adhesives. For embellishing finished pages.

Templates For cutting photographs into ovals, circles, or other shapes

Decorative Scissors For trimming paper with interesting, decorative edges

Circle Cutter For making perfect circles (out of photographs or paper).

Craft Punches For punching designs out of scraps of paper to embellish the finished page.

Corner Rounder For rounding the corners of photographs and paper to give a softer, professional look.

Decorative Rulers For creating borders or otherwise embellishing the finished page.

Light Box For tracing clip art.

Clip Art Software For printing designs to embellish the finished page. Computer clip art can either be printed directly onto an 8 1/2x11 page, printed on cardstock or paper and cut out to be mounted on any album page that won't go through a printer, or printed then traced onto the finished page using a light box.

Additional archival-quality pens In various colors and pen tips for decoration or journaling.

Top Ten Things to Keep in Mind When Purchasing Scrapbooking Supplies!

1. *The term "acid-free" is overused and should not be under trusted!* Acid occurs naturally in paper. It does not come in plastics, pens, etc. All paper and pages should be acid-free. If you see plastic protectors or plastic pages labeled "acid free," you have permission to laugh! Acid-free technically means a pH of 7.0 or higher. Several companies "fudge" that number because it is not mandated technically. If in doubt and the pH is not listed, call the company and ask.
2. Acid-free isn't good enough. Your papers and pages should also be lignin-free. (Lignin is a compound found in tree-pulp which turns paper yellow). "Low lignin" or "virtually li~in-free" or 96% lignin free isn't good enough. Newspaper is 96% lignin-free, and yet you know how quickly that paper yellows.
3. *Photosafe means different things to different companies.* Just ask them! In a hot field like scrapbooking that is virtually unregulated by outside sources, you can't just assume that products are OK if they say "photosafe." Again, call the company and find out what their guidelines are.
4. Use products that have been independently tested for safety.
5. *Made in the USA does matter.* Unfortunately, it is not always easy to ensure the quality of items produced overseas. For your albums, you want to be sure what the guidelines were, and you want to be sure that they were followed.
6. *Longevity is as important as safety.* You want to be sure products have been tested for longevity. It doesn't do you much good to buy an acid-free, lignin-free sticker if the adhesive hasn't been tested for longevity. Most adhesives dry out after a few years, which, of course, will eventually result in stickers, photos, and papers filling out of your albums



7. *Stay away from unnecessary tools you'll only use a couple of times.* You may be able to share tools with someone else (for example, at a crop party). Test a special tool to see if you'll use it.
8. *The more pen colors you have, the more decisions you have to make.* Using different color pens and pigment markers is an easy way to add creativity to your pages. However, if you have 20 to choose from every time you journal, it will take you that much longer to decide on a color and get to work. Many people like to "unify" their album by keeping similar ink colors. Besides, pens dry out eventually
9. *Be careful when using printed paper.* Keep in mind that the pattern in the paper you use should be smaller than the smallest face in the photo you are mounting it with. Otherwise, the paper will easily overwhelm the photos and take center stage.
10. *Think of your budget!* Buy the best quality supplies you can get so they will last. Try to share non-consumable supplies (fancy scissors, punches, etc) with a friend and trade stickers you don't need (leftover parts of a sheet) with a friend.

"PHOTOS NEED CAREFUL STORAGE"

By Ellen Creager - - Knight-Ridder/Tribune

January 2, 2000

In 100 years, your great-great-grandchildren will see either beautiful photographs of your life or a faded pile of paper. They will watch crystal-clear videos of the quaint folk of 1999 or confront a crumbling tape.

"There is no problem, in theory, to make color photographs last a thousand years," says Jim Reilly, director of the Image Permanence Institute at the Rochester Institute of Technology in Rochester, New York. "The real problem is the way people store them."

If you are going to the trouble to take photographs for posterity, take the extra step to make sure they will last 100 years; keep originals of your most important photographs in a dry, cool, and dark place. "Unfortunately, people generally pick their most precious photographs for display. For that reason, the most valuable photographs are self-selected for destruction," says Harry Wilhelm of Wilhelm Imaging Research Inc. in Cornell, Iowa, who is an authority on traditional and digital image permanence.

Wilhelm says scanning photos into a digital format is fine, but don't use digital as the permanent archive. In 25 years, computers may not be able to read a CD-ROM or disk from 2000, and photos will be lost. "Using the electronic image as your permanent image at this point in history is a grave mistake," he says. The best insurance of having an image in 100 years is to keep what we call a human-readable record, something you can see."

As for videotape, it's a hopelessly deteriorating medium. The binder that attaches the image portion with the magnetic audio portion likely will disintegrate after 20 to 40 years, Reilly says; VCR5 to play them will vanish too. The best plan is to review videotapes every five years or so. If the videotape is fading, transfer it to a digital format, or at least another *videotape*.

In the next decade, you should be able to transfer the miles of video you so lovingly shot onto a tiny chip or memory card, says Bob Warwick, editor of Camcorder and Computer Video magazine. Watch for that window of opportunity and "don't rely on tapes for documentation of your life to your grandchildren," says Reilly.

The future holds promise for brilliant photographs with the permanence of oil paintings. Ink-jet printers are being developed that will use dry pigments, such as the oxides used in car finishes and artists' paint, "will up the stability performance way above the contemporary photography," says Reilly. "We'll have photographic prints with the stability of car finishes."

FROM THE LIBRARY OF CONGRESS

How can I preserve my family photographs for my grandchildren?

Store photographs at 68 degrees F. and 30-40% relative humidity (RH) in a closet or air-conditioned room. Don't store them in the attic or basement. Higher humidity levels speed up deterioration; very low humidity may cause prints to crack, peel or curl. Storage at lower temperatures is particularly advised for contemporary color prints.

Avoid exposing photographic materials to anything containing sulfur dioxide, fresh paint fumes, plywood, cardboard, and fumes from cleaning supplies. Store photographs in proper enclosures made of plastic or paper materials which are free of sulfur, acids, and peroxides. Preservation quality paper storage enclosures are available in buffered (pH 7.5 —9.5) and unbuffered stock. Stable plastic enclosures are made of uncoated polyester film (Dupont Mylar Type D or ICI Melinex 516), uncoated cellulose triacetate, polyethylene, and polypropylene. All materials used for storing photographic collections should



pass the PAT (Photographic Activity Test) and will be marked as such by suppliers of high quality photographic enclosures. If relative humidity cannot be controlled consistently below 80%, plastic enclosures should not be used because photographs may stick to the slick surface of plastic.

Avoid acidic paper envelopes and sleeves, polyvinyl chloride (PVC) plastic, rubber bands, paper clips, and poor-quality adhesives such as pressure-sensitive tapes and rubber cement. Buffered enclosures are preferred for deteriorated photographic prints on poor-quality mounts.

Avoid the cheap, readily available “drug-store type” photo albums. Instead buy albums made of high-quality materials. Generally, use photo corners and only those materials that are known to have passed the PAT tests. Particularly, avoid albums with sticky adhesive pages.

Guide to Choosing an Album

Due to the popularity of scrapbooking, there are many album options available today. Choose the album that works best for the set of photographs or memorabilia that you showcase in your scrapbook. Before deciding on a color, style or size album, there are some general things to keep in mind.

- Avoid magnetic albums - choose archival-quality albums. Paper and adhesives in most magnetic albums can be highly acidic, which accelerates deterioration of your photographs.
- Choose a sturdy album if it will be handled frequently
- Check manufacturer’s warranties and guarantees before purchasing an album
- Consider a slip case for further protection of your album

Spiral Binder

Spiral-bound albums are nice for a single theme or an album where order is not important, like a brag book.

- Choose albums with an acid-free cover and pages
- Pick a binder with a large diameter ring

Why? So that your album can accommodate the additional thickness of photographs and decorating items

- Cardboard covers can be decorated *Pros*
- Cute album!
- Self-contained - binder and pages are included
- Pages lie flat when opened *Cons*
- Pages can be easily torn out
- Can’t add additional pages
- Pages can’t be re-arranged
- Pages are usually all the same color

Flex-Hinge Binding Album

A plastic strap binding allows your albums to expand. These binders are great because pages lie flat and side by side.

- Scrapbook Pages should be heavy-weight, acid-free and lignin-free. Some pages have reinforced edges (called jeeping) to protect against wear and tear. Photographs and memorabilia are mounted on both sides of a scrapbook page.
- Page Protectors are sealed at the top and bottom and slip easily over your scrapbook page. These protectors keep dust from settling on your page and also protect the scrapbook page from fingerprints, spills, dirt and pollution.
 - Albums are durable and available in a variety of colors. *Pros*
 - Album can be expanded - additional pages added
 - Pages lie flat when opened
 - Page protectors are available
 - Pages can be moved around *Cons*
 - Limited colors available for the pages
 - Although pages can be moved around, moving a page affects both sides of the page

Three-Ring Binders



Three-ring binders are easy to use and very versatile. The best thing about using three-ring binders are that pages are easy to move around.

- Choose a binder that is oversize to accommodate sheet protectors. Most people will recommend D-Rings to keep pages flat. However O-rings will make page-turning easier. Be careful when you close your binder that all the pages are upright. There is a wide variety of three-ring binder covers available - from naugahyde and tapestry. Some binders are acid-free and others are not. Since pages are stored in acid-free page protectors, you will need to decide if the binder must also be acid-free.

The size of the binder rings determines how many pages can be put into the binder. Here is a rule of thumb - a page represents one sheet protector with 2 sheet of cardstock back to back:

- 1" ring - approx. 35 pages
- 1½" ring - approx. 50 pages
- 2Y2" ring - approx. 70 pages
- Sheet Protectors serve two purposes. (1) Hold the scrapbook page and (2) Protect the photographs from oily fingerprints, dust, dirt and pollution. Sheet protectors are sealed on three sides and cardstock paper slides into one side.
- Chose only polypropylene or Mylar - no plastics with PVCs
- Top Loading or Side Loading? Top loaders are frequently used. Side loaders open on the left and keep pages from falling out.
- Clear vs. non-glare - a personal preference
- Standard vs. heavy weight? Heavy weight cost a little more than standard weight but provide extra support to your page, reducing bending and stress on your pictures.
- Cardstock paper, in a variety of colors, is used to mount your pictures. Two pieces of cardstock paper placed back to back are placed into your sheet protector. Choose acid-free and lignin-free cardstock paper.

Pros

- Album can be expanded - additional pages added
- Pages lie flat when opened
- Pages can be moved around very easily
- Many different colors of cardstock are available
- Since sheet protector are used, holes are not punched on scrapbook pages
- Two-page spread has a binder ring in the middle
- Pages can fall out if binder is dropped

Post Binding

A metal post holds pages into this versatile album. This post keeps pages tightly bound like a book. Many post-bound albums have printed designs on the album cover.

- Scrapbook Pages should be heavy-weight, acid-free and lignin-free. Look for pages with reinforced edges, especially hole punches. Some albums offer plastic, hinged paper edges to allow the pages to lie flat.
- Page Protectors are sealed at the top and bottom and slip easily over your scrapbook page. These protectors keep dust from settling on your page and also protect the scrapbook page from fingerprints, spills, dirt and pollution.
- Albums are durable and available in a variety of colors. You can even decorate some of the album covers yourself

Pros

- Album is expandable - just add post extensions
- Sheet protectors are available
- Two-page spread pages are displayed side by side
- Different colors of page background are available including black and white
- Pages do not totally lie flat when opened
- Holes are punched on scrapbook pages which could be pulled out of the album

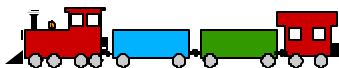
Bottom line - there is a scrapbook album out there to meet your needs. Always keep in mind that a properly stored album will keep your photographs in optimal condition.

Buying Paper (background, decorative)

When you first begin scrapbooking you need to become familiar with some important terms in order to safely preserve all the photos and memorabilia in your scrapbooks.

Things to look for when buying scrapbook or memory book papers:

1. Acid-Free Papers - these are made by an alkaline process. This is usually done using a chemical like calcium carbonate, which is like marble dust. This replaces the acidic clay materials that were used in the past. The calcium carbonate binds with the cellulose fiber and gives brightness and strength to the paper. A pH level of above 7.0 is considered alkaline or "acid-



free". Most acid-free paper has a pH from 7.0 to 9.0. Acidic papers don't hold ink well, their colors fade and they will deteriorate over time.

2. Lignin-Free Papers are papers that have the lignin chemically removed during the pulping process when making wood into paper. The lignin is a binder for the fibers in wood and certain plants. But when wood is made into paper, the lignin causes the paper to discolor and become brittle. Newsprint is made with lignin, which is why it becomes yellow and brittle so quickly. Lignin is the most damaging element you can have in paper.

3. Buffered Papers - when calcium carbonate is added to papers it also acts as a buffer which helps the papers resist all the natural acids in the air or on our hands. These natural acids will react with the buffer in the paper and not the paper fibers themselves.

4. Environmentally Friendly Papers - are one of the benefits for all of us from an acid-free paper making process. The acid-free level of paper can not be determined by looking. An alkaline paper making plant can recycle all waste paper, alkaline and acidic, but an acidic paper making plant can not.

5. pH Testing Pens - are now available to help the scrapbooker test the acid content of papers and other memorabilia that she may want to include in her scrapbooks. Make sure you wipe off the tip of your pH testing pen after using it on an acidic item and before you use it again. Or else the acid on the pen tip can affect your next test.

Layout Guide

Among the first questions to ask yourself are:

- What size page will I be using?
- Do I want to create a single page, or a "spread" of two pages?
- How many photographs will I try to put on the page?
- What, if any, decorations will I use? (stickers, die cuts, mounting paper for color) Remember that your pages do not have to be fancy. The most important thing is to get them into a safe album, and to document the event with journaling. Especially as a beginner, it may be appropriate to keep your early pages very simple. This will help you gain confidence as you make progress. You will find that your "style" changes greatly over time. Nothing wrong with that.

Here are some additional tips to consider:

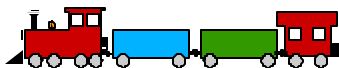
- The number of photographs that you can get on a page will depend on the page size, the size of the photographs (4x6 or 3.5x5), and how much you crop out of the background of the photographs.
- Remember, that you can overlap your photographs as well, especially if you're "only" covering up part of the sky or grass or such.
- As you gain experience and confidence, you can crop into non-rectangular shapes.
- Silhouette photographs by cutting with scissors close to the subject of the photograph and removing almost all of the background.
- Circles.
- Ovals
- Keep in mind that your photographs don't have to be mounted "straight" on the page, either. You can mount them at various angles for a more "jaunty" style.
- Always remember to save room for some journaling. Although you may not need a title on every page, you will certainly want to document the who, what, when, where, and how that goes with the photographs.

Guide to Journaling

An album without journaling may be fun to look at now, but it will lose much of its meaning in the years to come. Look at your albums of photographs from 15 to 20 years ago, do you remember all the names of the people? You may still remember most of the "occasions", but will you in another 10 years? Journaling includes everything from a page title, to a picture's caption, to a paragraph of explanation on the page.

The journaling can be done by hand, with a stencil, with alphabet stickers, with your computer, or even with die cut letters. Your choice will depend on your personal style, and may vary from page to page.

Many people get caught up in the fact that they don't like their own handwriting. Remember that as long as your handwriting is legible, it will be appreciated by future generations. It is never too late to develop your handwriting for your albums. Even though you may write one way in your everyday life, you will probably find that you take more care when you are writing on your album pages.



If you are still uncomfortable with your handwriting, you can always use your computer and print it. If you choose to use your computer for journaling, you will find that there is a multitude of fonts from which to choose. Remember, though, that computer ink will run when wet!

Some people are concerned about keeping their journaling “straight” on the page. There are several techniques, other than using the computer, to help with this.

- First of all, several manufacturers make acid-free paper, card stock, or album pages with faint lines printed on them. You can mount your pictures over some of the lines and journal on the rest.
- You can also journal on the lined paper, cut it out, and mount it along with your pictures on a solid or patterned background.
- Another option for keeping your journaling straight is to draw your own faint lines with a ruler on the page with a pencil. When you are finished journaling and the ink has had a chance to dry, you can erase the lines. There is now an acid-free air-evaporating pen for paper

Be sure to use pens that are permanent as well as photo-safe. Look for pens that are acid-free, fade-proof, and waterproof. You want the journaling to last at least as long as your photographs. There are many creative ways that you can do your journaling, just to liven things up a bit.

- Write around the perimeter of a single photograph.
- Write around the perimeter of the entire page, framing the grouping of photos.
- Use colored pens in inks that will complement or contrast the rest of the page.
- Sometimes write in complete sentences. Other times, write just the facts in a bulleted list.
- Draw a shape (such as a fish, a ball, a star) on the page lightly in pencil. Write the journaling within the shape, filling up all of the shape. Erase the pencil line. The journaling remains behind in the shape of the original pencil drawing.
- Do some of your journaling on the computer, printed on acid-free paper. Cut it out and mount it in the appropriate place on your album page. Use fun fonts.

When it comes to journaling, it truly is “the thought that counts”. If you document the thoughts on paper, they will not be lost.

Use your imagination and alphabet templates to really add fun to your pages. Here are two different ways to use the same template:

1. Trace the letters onto patterned papers, cut them out and glue them down for a pretty look (makes it easy to coordinate facing pages.) It's a great way to use up scraps of patterned paper.
2. Trace letters onto solid white or solid colored paper create your own patterns inside the letters. Dots, stripes, squiggles and swirls, little flowers, pretty much anything you can imagine you can do.

Guide To Scrapbooking Terms

Acid A chemical substance that can weaken paper and cloth, causing it to brown and become brittle.

Acid-free Materials that have a pH of 7 or higher. A piece of paper may be acid free immediately after manufacture, however, over time acid from the atmosphere or by contact with acid materials, may lead to the formation of acid if the paper is not treated with a buffering process.

Acid Migration The transfer of acid from an acidic material to a less acidic or pH neutral material. This may occur directly, when the two materials come in contact with one another.

Archival A non-technical term that suggests that a material is permanent, durable, or chemically stable. Usually means the material can safely be used for preservation purposes although there are no quantifiable standards that describe how long an archival sound material will last.

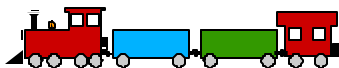
Buffered A process of adding alkaline substances to materials to counteract acids that may form in the future. The most common buffers used are magnesium carbonate and calcium carbonate.

Crop To cut a photograph in a way that will enhance the picture. Also a name for a workshop or get-together when people where people work on their albums.

Die Cut A shape or letter cut from paper with a special die cutting machine. AccuCut and Ellison are best known for their die cutting machines.

Encapsulation The process of placing a document (paper) between two sheets of transparent polyester film and sealing the sheets together. Encapsulation will protect your document from damage caused by handling, moisture, contact with acidic material and harmful chemicals. Papers should be deacidified before encapsulation.

Journaling Adding the who, what, where, when and why to photographs.



Lamination A process of covering paper with thin, translucent plastic. Many forms of lamination are considered unacceptable as conservation methods due to the high heat and pressure used during application.

Lightfastness A color which is resistant to the action of external agents, such as light, acids, alkalis. Color (ink) which is resistant to change from aging or from exposure to light, heat or other adverse conditions. Non-fading over long exposure to daylight.

Lignin A substance found naturally in the cell walls of plants. Lignin is largely responsible for the strength and rigidity of plants, but its presence in paper is believed to contribute to chemical degradation.

Neutral Having a pH of 7; neither acid nor alkaline.

pH A measure of acidity or alkalinity. The Ph scale runs from 0 to 14 Seven is considered Neutral Numbers below 7 indicate increasing acidity; the lower the pH, the more acidic the paper Numbers above 7 indicate increasing alkalinity; the higher the pH, the more alkaline the paper Paper with a pH of 5 is ten times more acidic than one with a pH of 6 Paper with a pH below 5 is considered highly acidic and should not be used in scrapbooks

Permanent Ability of a material to resist chemical deterioration.

Polyester A common name for the plastic polyethylene terephthalate. Its characteristics include transparency, colorlessness, and strength. It used in photo preservation because it is chemically quite stable. Common trade names are Mylar® by DuPont and Mellinex™ by ICI.

Polyethylene preservation materials.

A chemically stable, transparent plastic used in made photographic

Polyvinyl Chloride (PVC) A plastic which is not very stable and can emit hydrochloric acid which will damage photographs.

RESOURCES

Magazines

Creatin2 KeeDsakes

354 South Mountain Way Drive
Orem, Utah 84058
<http://www.creatingkeepsakes.com/>

Memory Makers

12365 Huron Street Suite 500
Denver, Colorado 80234-3438
<http://memorymakersmagazine.com/>

Ivy Cottage Creations

P0 Box 50688
Provo, UT 84605-0588
<http://www.ivycottagecreations.com/>

Paper Kuts

P.O. Box 91836
Long Beach, Ca 90809-9960

Local Stores

Between the Pages Inc.
1305 Whitcomb
Des Plaines, IL

Creative Scrapbooks & More
2561 West Golf Rd.
Hoffman Estates, IL 60194
847-882-8142

Memory Book Lane
2565 Rt 59 St 118
Naperville, IL 60540
630-416-4300

Li'l Scrapper
Randhurst Mall
999 Elmhurst Rd
Mt Prospect, IL 60056
847-392-1377

Moments N Memories
345 Old McHenry Rd
Long Grove, IL 60047
847-478-0194



SCRAPBOOK BORDER IDEAS



Borderlines
Sticker Borders
Paper Borders
Center Stage



RONKERS FOR BORDERLINES

Make your pages more creative by using your Creative Memories® borderlines to accent every part of your page. Pick one borderline to use throughout the entire page.

*Pictures: Use your borderlines to outline a couple of pictures, a twist on straight line cuts you can get with your templates.

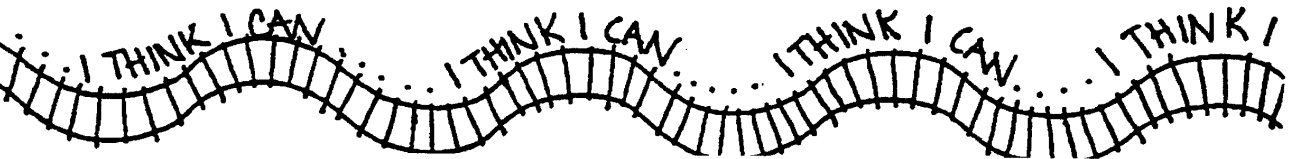
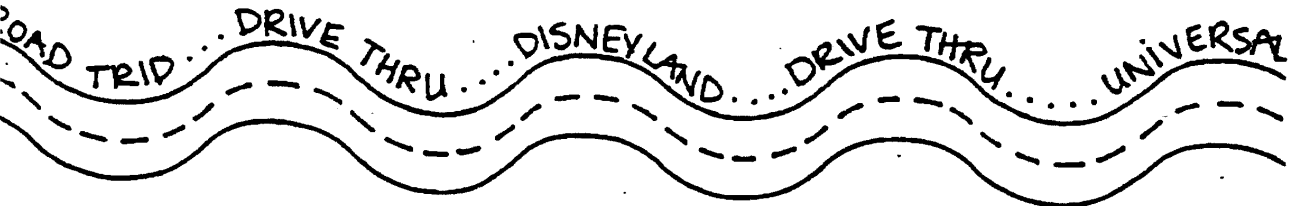
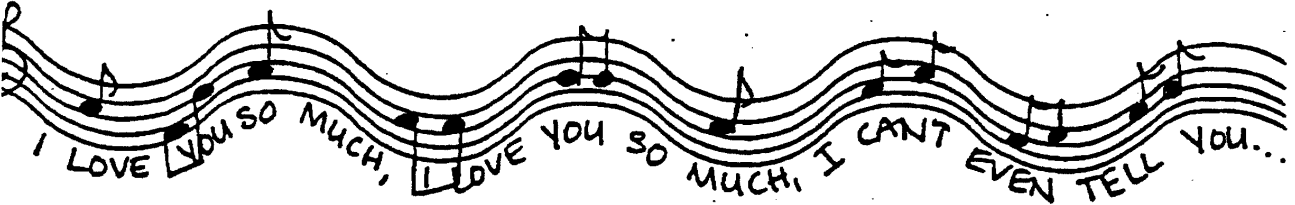
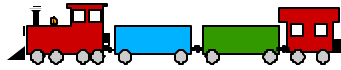
*Background Paper: Put design directly on the paper with your pigma pens OR cut out designs using the borderlines. Overlapping paper with design cut-out to make a more creative look. Use Short Cuts® with the borderline designs for quick and easy pages!

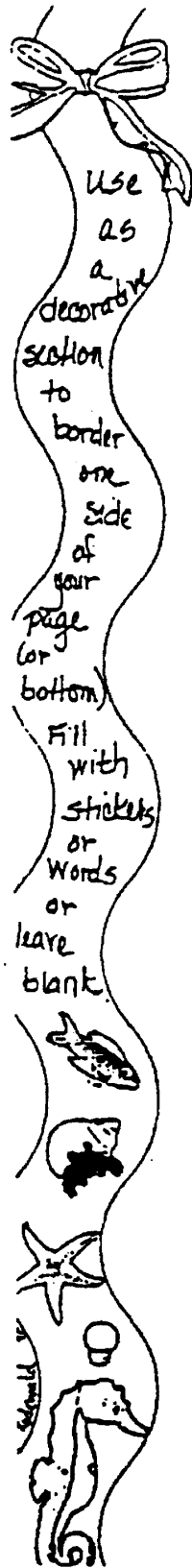
*Directly on Page: Border pages with design. Add polka-dots, squiggles or little lines with your pigma pens to broaden design options! Draw frames around pictures!

***Remember.. A little design goes a long way!**

Lynda Nickels - Barrington, IL 3/98

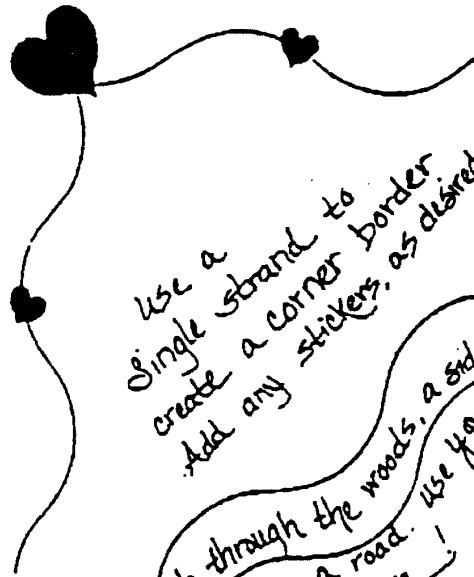




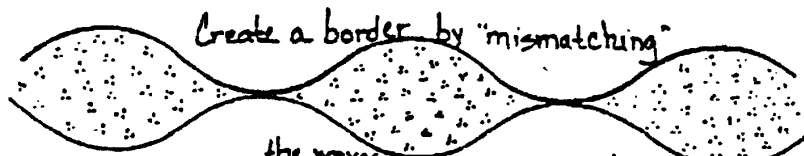


WAVY BORDERS

Use a calliper to make a wide line. Put micro stickers on either side of line for decoration.

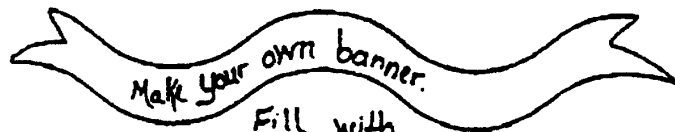


Use as a path through the woods, a sidewalk, a river, a road. Use your imagination!



Create a border by "mismatching"

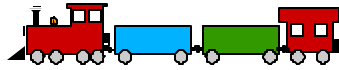
the waves. You may leave blank, fill with words or stickers, or decorative designs.



Make your own banner.

Fill with stickers or write a name or "Happy Birthday".





BORDER LINES™

WRITING ON THE WAVE IS CATCHY... BUT FIRST PENCIL A LINE IN-THEN ERASE AFTER...

Ribbons are created with the wave!

Micron and Callpens in different colors.

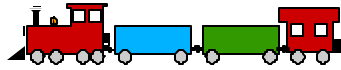
Draw spaced swashes.

Grassy hills to play on!

WAVE

Credits: Photos by Allison Farwell, Ogden, UT - Julio Schwarz, Laguna Hills, CA - Rachel Dechone, Pleasant View, UT - Sandra Hutchinson, Dallas, TX, Cynthia Dellinger, Aurora, CO and Sue Wilson, Clearwater, FL.

Scrapbook Idea Network 1996



BORDER LINES™

WRITING ON THE WAVE IS CATCHY... BUT FIRST PENCIL A LINE IN-THEN ERASE AFTER...

Ribbons are created with the wave!

Micron and Callpens in different colors.

Draw spaced swashes.

Grassy hills to play on!

WAVE

Credits: Photos by Allison Farwell, Ogden, UT - Julio Schwarz, Laguna Hills, CA - Rachel Dechone, Pleasant View, UT - Sandra Hutchinson, Dallas, TX, Cynthia Dellinger, Aurora, CO and Sue Wilson, Clearwater, FL.

Scrapbook Idea Network 1996



BORDER LINES™

Dinosaurs or Dragon scales

Breaking Waves!

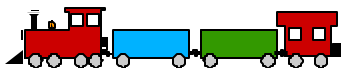
Christmas Tree diagonally or down the side of the page.

Mix and Match colors with Micron and Callipens.

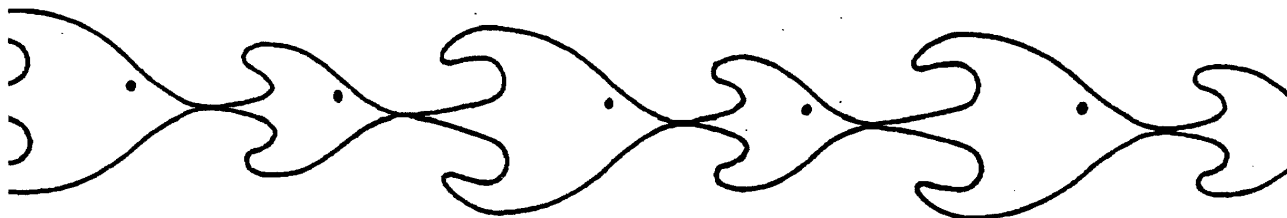
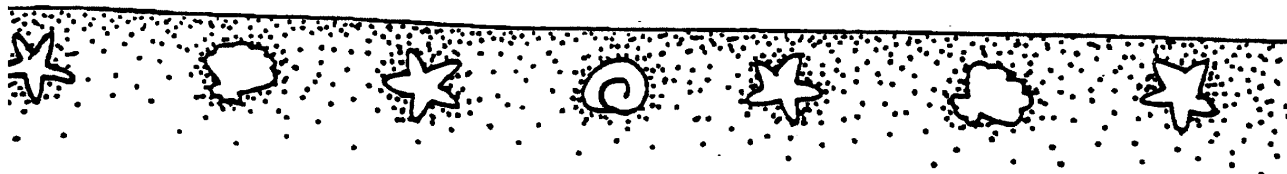
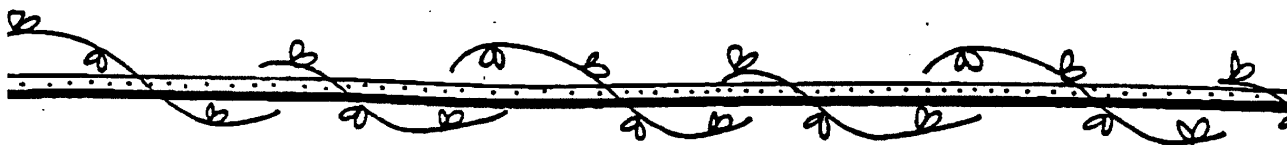
Ghosts are a Breeze!

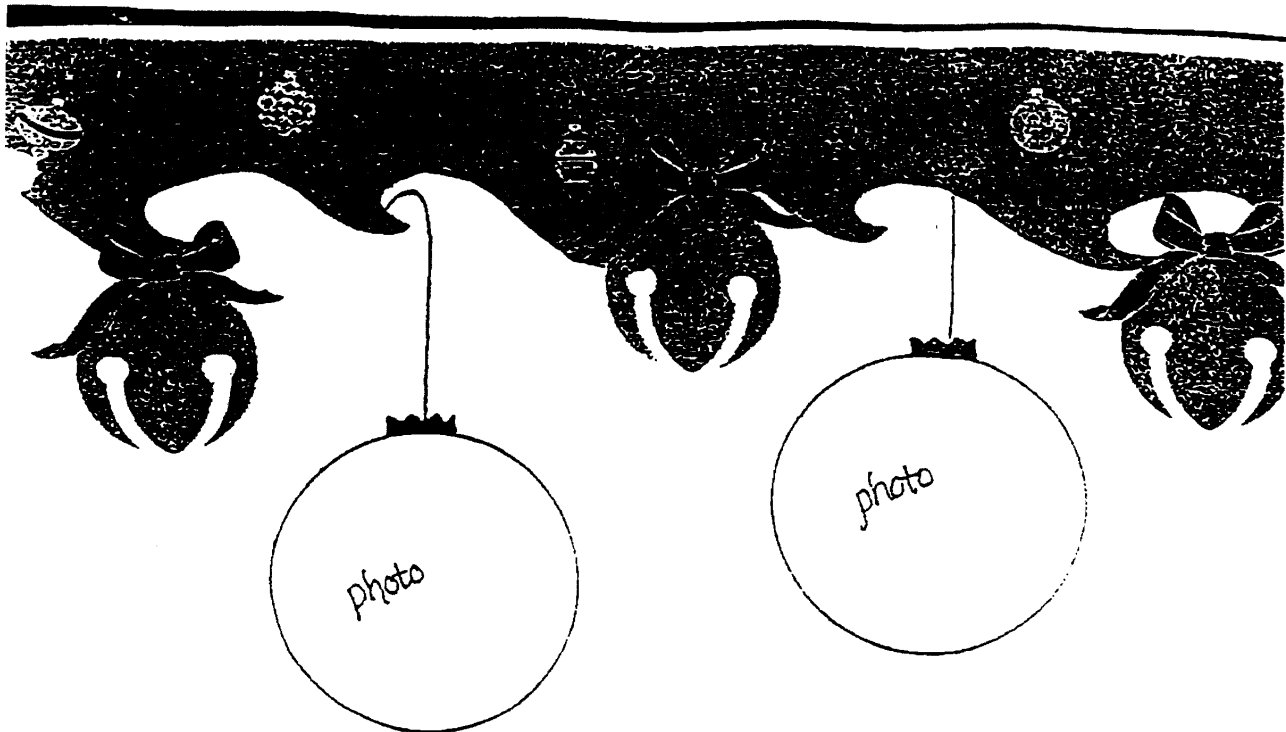
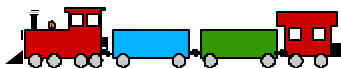
OCEAN WAVE

Copyright © 1999 by Allie Lorenz, Cedar, UT - Julie Schwarz, Laguna Hills, CA - Requested by Northwest Pow Wow, Clatskanie, OR



CREATE
YOUR OWN
BANNER!





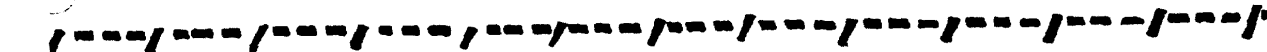
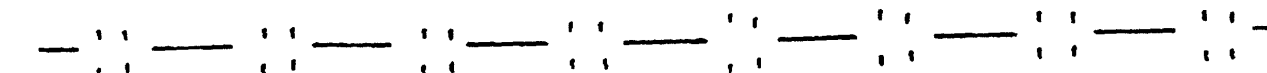
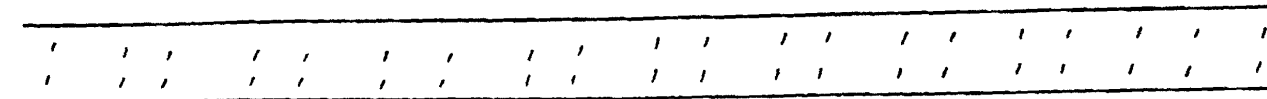
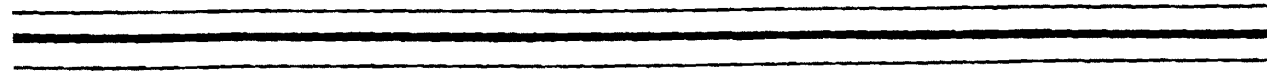
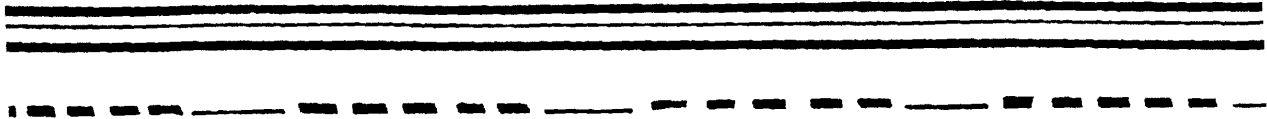
BORDER RULER IDEAS

by Suzanne George





STRAIGHT EDGE





Callipen Border Magic!

All of the following, though sometimes complex, are just a sequence of the same strokes over and over. Important: Draw guidelines on either side of the border width, and mark even increments at which to start and stop.



Hold pen at 45° angle



45° Angle



45° Angle

30° Angle



Keep repeating the very first stroke, looks like a rope!

30° Angle



Only 3 strokes:
1 2 3

30° Angle



Only 4 strokes:
1 2 3 4

30° Angle



Draw the 3 dots first, connect with outer strokes.

30° Angle



Only 3 strokes:
1 2 3

30° Angle



Use 6 strokes:
1 2 3 4 5 6

45° Angle



Do this first:
Then add these:
then two lines.

Created by Joyce Watts, Submitted by Cathy Pava.

45° Angle



Do this first:
Then add these:
then two lines.



Even More Borders

★ there's Snow Place Like Utah ★ there's Snow Place

★ Christmas Day '94

YACATION '93

Christmas

Squiggles: On the line ↑ inside the line →
single color or multi-colors

← add dots

when drawing borders on your page be sure to measure in 1/2 inch from the edge.

• Dots (in place of large dots try: ♥ # ♦ * for a different look.)

Put simple borders around your pictures

Round the corners of your borders.

♥ It's a girl! ♥ It's a boy!

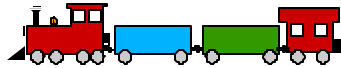
place "stitches" around photos.

Have variations

Flowers in corners with wavy lines

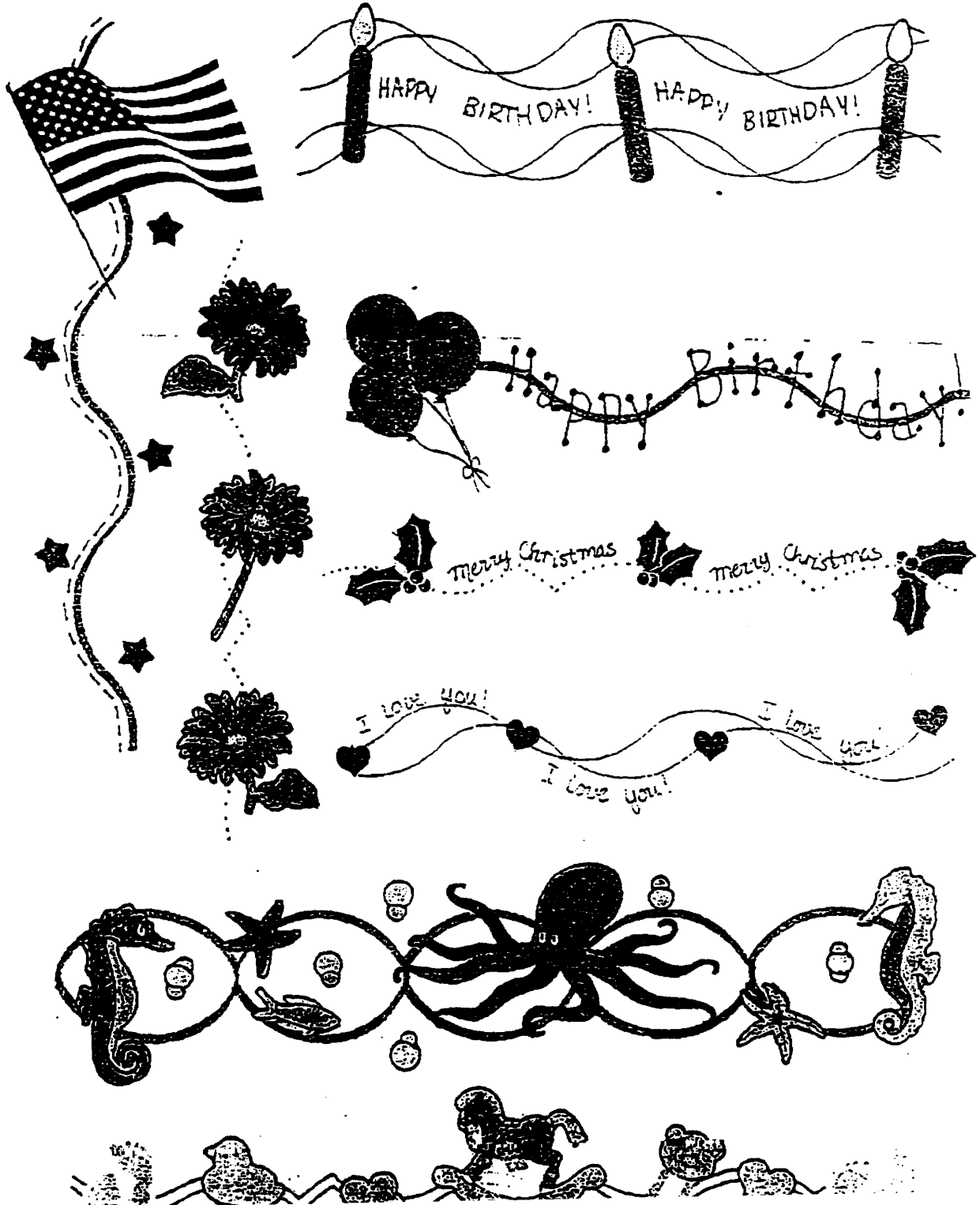
add dots

Special thanks to the Creative Memories Consultants who contributed to this page: Joyce M. Pickett, Cindy Bentley, and Carol Rice.



BORDER RULER IDEAS

by Suzanne George





Putting the “Fast” into Fast Formulas™

Ten Hints for Completing Fast, Beautiful Album Pages

1 Sort your photos for each scrapbook page.

It's much easier to work on your album in short increments of time when your photos are already sorted. Try this method: as soon as you get your photos back from the developer, eliminate blurry photos and duplicates. Then, separate photos into chronological order by the events they depict or perhaps into pages (five to seven photos for each page). Store them in separate envelopes or files.

2 Be selective.

Make your album a showcase of your best photos. Choose the best photo of every memory, and put the rest aside to create additional albums for family members or friends. This will save time and space in your family album.

3 Use the “speed tools.”

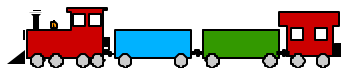
The Personal Trimmer, Corner Rounder and Creative Memories Custom Cutting System™ tool are the fastest ways to crop most of your photos. If you limit yourself to these cropping tools for most layouts, you will save yourself time and effort.

4 Have a plan when you crop.

Don't labor over how to crop the photos on each page; simply follow a formula. The layouts in this book feature one or two photos cut with the Creative Memories Custom Cutting System™ tool and the remaining photos cut with the Personal Trimmer (some are then finished off with the Corner Rounder). Train yourself to quickly select one or two photos that will look good cropped as circles or ovals, cut them with the Creative Memories Custom Cutting System™ tool, straight-cut the rest and move on!

5 Crop your photos first.

If you crop your photos first and make layout decisions later, you can put pages together much more quickly. When you pre-sort your photos into envelopes for each album page, it's easy to grab an envelope and crop the photos whenever you have a free minute. Worry about the layout, journaling and page decorating later. The Creative Memories Memory Mate™ Bag makes it easy to carry your supplies anywhere and crop your photos when you have a few minutes.



6 Use Creative Memories Short Cuts® pre-cut paper.

These pre-cut paper strips, rectangles and triangles are another speed tool to save the time it takes to cut mats for photos out of photo mounting paper. Just tuck Short Cuts® pre-cut paper behind one or two photos on your page, and you will have all of the color enhancement you need.

7 Decorate with borders.

Many of the formulas in this book feature either 12-inch paper strips cut with the Creative Memories Custom Cutting System™ tool or sticker strips. Create a border, scatter a few stickers on it and you have fast, striking photo enhancement. Run your borders across the top or bottom of the page or down one side as enhancements at page edges let those precious photos stand out.

8 Make journaling a priority.

Words add meaning, depth and value to your scrapbook photo album. “Who, What, Where, When” journaling gets the job done in no time flat. Another quick technique to add dimension to your writing without worrying about transitions and sentence flow is “bullet journaling.” Simply make a list of descriptive phrases or sentences that capture the essence of the photo or group of photos. Mark each thought with a bullet, asterisk or small stickers.

9 Complete an entire album.

We offer you 15 basic formulas, each with four variations on a theme. You may choose to recreate an entire page design or simply a small portion. You could complete an entire album by . . .

- using variations of a single formula throughout
- using different formulas for each event (for example, Formula 1 for Halloween, Formula 2 for the Holidays and Formula 9 for Valentine’s Day)
- using all 15 formulas, one on each two-page spread.

The concepts presented here offer literally unlimited options for creating scrapbook pages.

10 “This is a tradition, not a craft.”

Whenever you find yourself getting bogged down making a cropping or decorating decision, remember this motto. When people look at their family albums, they seldom comment on the stickers or die cut shapes. What they love is looking at the pictures and reading the journaling. Getting too caught up in the fun of the “craft” of scrapbooking obscures what is fundamentally most important – the tradition of preserving your precious photographs and memories.



FORMULA 1

Four Squares Across

STEP 1:

Cut four 2-inch squares of photo mounting paper (we used black from the Contemporary or Classic Pack and orange from the Contemporary Pack). Mount the four squares approximately $\frac{1}{8}$ inch from one edge of the page, leaving approximately $\frac{3}{4}$ inch between each square.



STEP 2:

Mount a few stickers on each of the paper squares. We used Halloween Candy and Trick or Treaters stickers from the Special Occasion Pack.





STEP 3:

Use a Fine-Tip or Precious Element™ pen to add dots randomly on the paper squares. We used a gold Precious Element™ pen and a black Fine-Tip pen.



STEP 4:

Use matching or coordinating Short Cuts® pre-cut paper behind one or two of your photos and add journaling. We added orange ABC/123 Stickers.

Boo To You!

October 1999

All dressed up and ready to go!

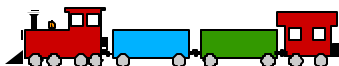
Castlin...

Taylor...

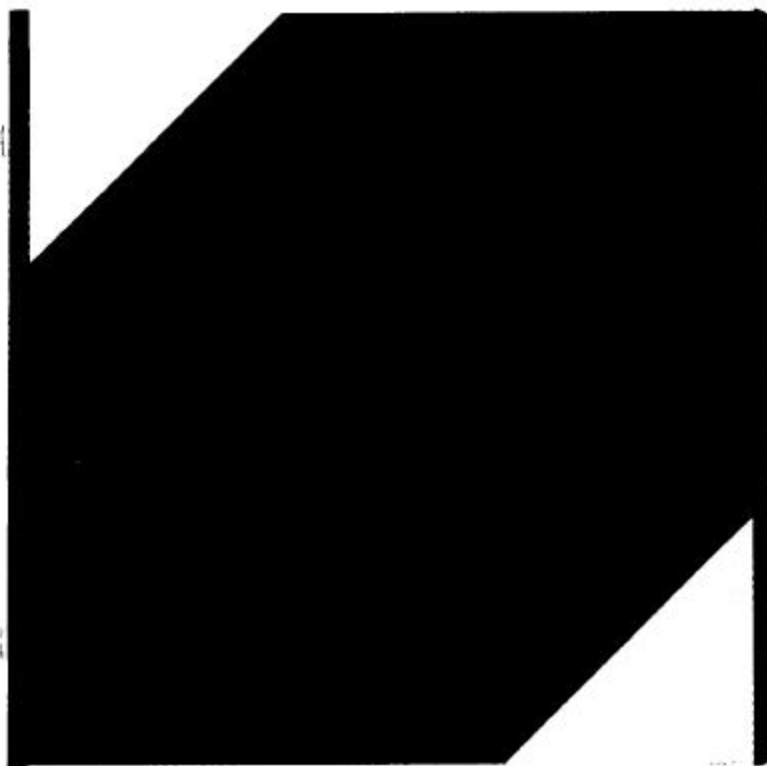
Daddy snaps a picture of Mom and the kids.

Center...

The best part of trick-or-treating is coming home and dumping out all of our candy to look at!



FORMULA 2



Crooked Corners

STEP 1:

Cut a 4¼-inch square of photo mounting paper diagonally into two triangles, or use the triangles in the Short Cuts® Pack (we used chamois from the Short Cuts® Pack). Mount the triangles in opposite corners of the page.



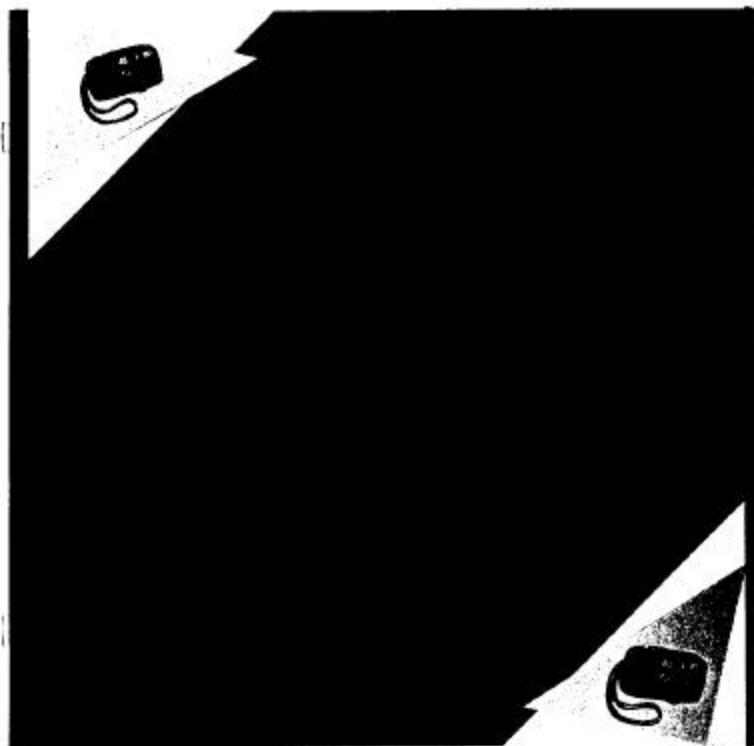
STEP 2:

Mount second triangles (we used a cement square from the Short Cuts® Pack, cut in half) at a crooked angle on each of the first triangles.



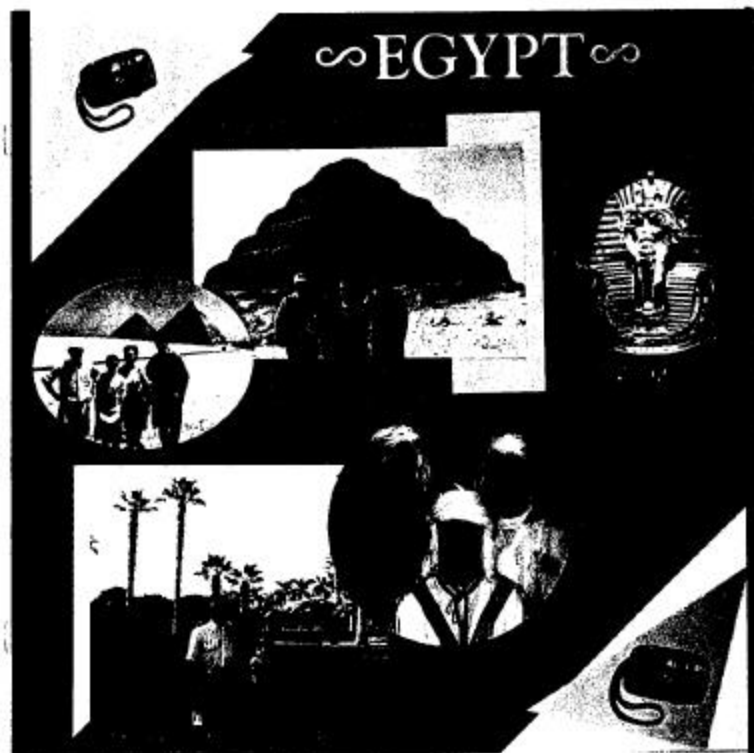
STEP 3:

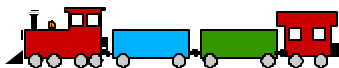
Mount stickers on the crooked triangles. We used stickers from the Travel Combination Pack.



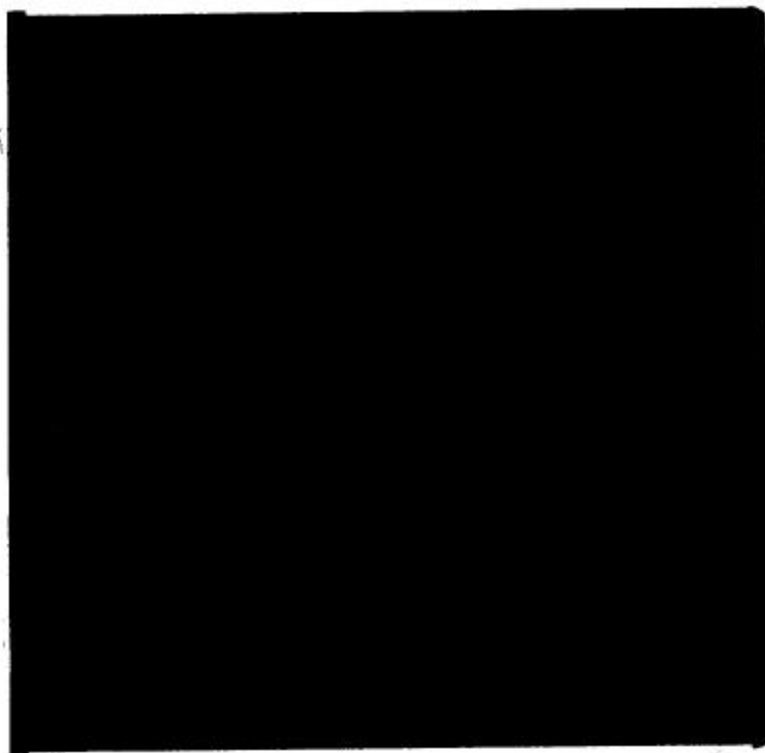
STEP 4:

Use matching or coordinating Short Cuts® pre-cut paper behind one or two of your photos and add journaling. We added gold metallic ABC/123 Stickers.





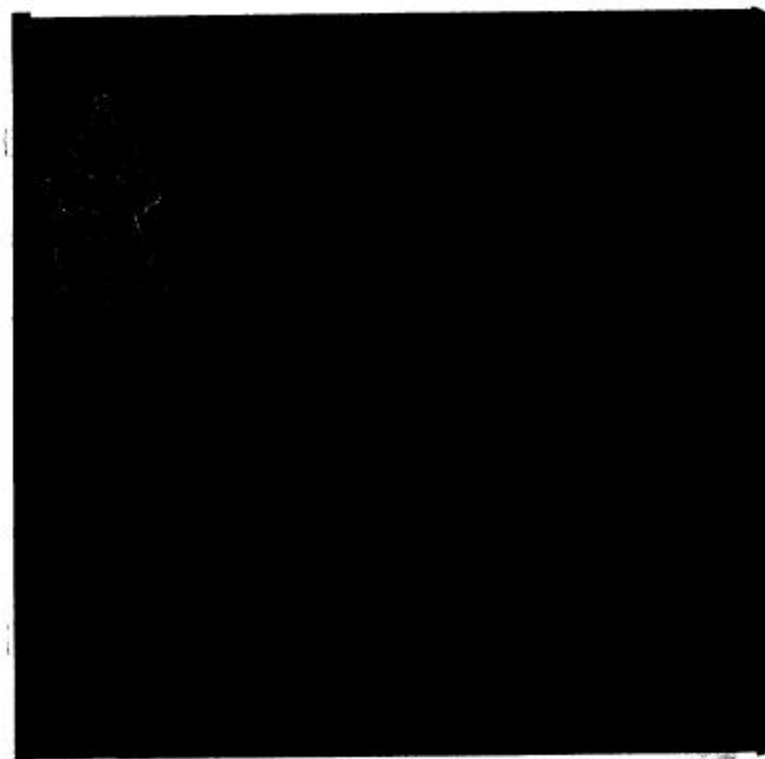
FORMULA 3



Wavy Border

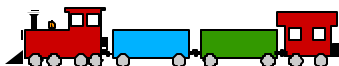
STEP 1:

Make a wavy cut down a piece of 10 x 12 photo mounting paper (we used nautical blue from the Contemporary Pack) using the red blade and the wavy edge template of the Creative Memories Custom Cutting System™ tool. Move the paper down and to the left approximately ¼ inch, keeping the wavy edge in the same position. Make another cut with the red blade. Mount the ribbon-like strip approximately ¼ inch to an inch from the edge of the page.



STEP 2:

Mount a die cut shape on the wavy strip, toward one of the corners of the page. We used the clown from the Clowns, Hat, Cone die cut shape from the Events & Seasons Pack.



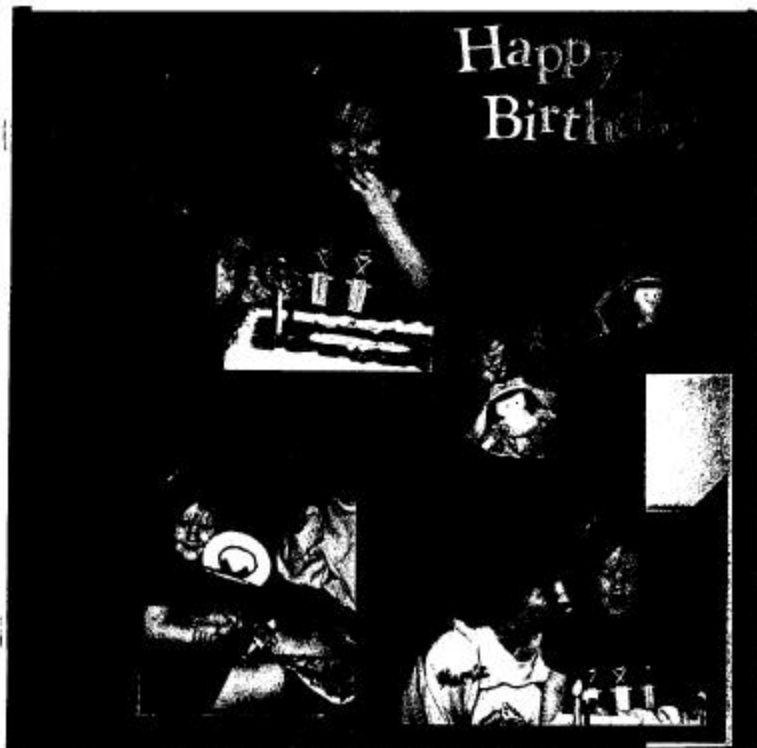
STEP 3:

Using a Fine-Tip or Precious Element™ pen, draw dots, circles, shapes or squiggles around the die cut shape. We added dots and circles with the gold Precious Element™ pen.

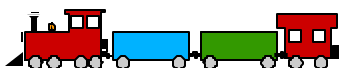


STEP 4:

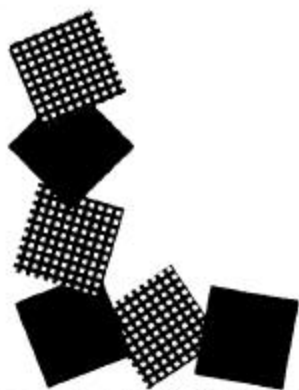
Use matching or coordinating Short Cuts® pre-cut paper behind one or two of your photos and add journaling. We added gold metallic ABC/123 Stickers.



Photos courtesy of Unit Leader Judy Terry.



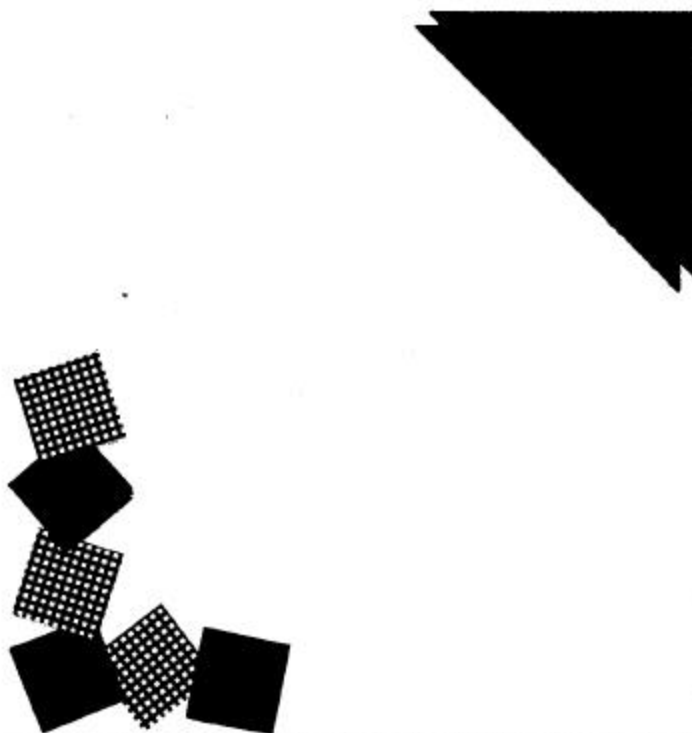
FORMULA 4



Squares in the Corner

STEP 1:

Cut strips of photo mounting paper about 1½ inches wide in different colors, or use long strips from the Short Cuts® Pack. We used evergreen, cranberry, evergreen gingham and cranberry gingham from the Short Cuts® Pack. Cut the strips into about 1½ inch squares and mount six of the squares randomly in one corner of the page, mixing the colors.



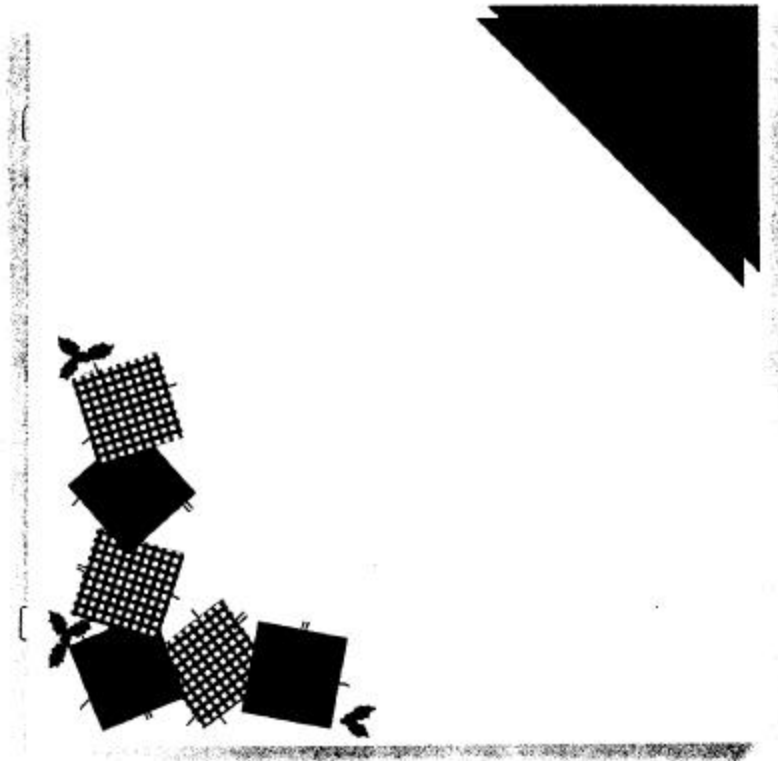
STEP 2:

Mount a triangle of photo mounting paper in the opposite corner approximately ¼ inch from the edge of the page. We used cranberry from the Short Cuts® Pack. Mount a second triangle on top of the first, approximately ¼ inch from the edge of the first triangle. We used evergreen from the Short Cuts® Pack.



STEP 3:

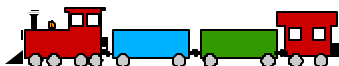
With a Fine-Tip pen (we used black), draw stitch marks that extend from the squares to the page. Add coordinating stickers randomly. We used Holly stickers from the Christmas Pack.



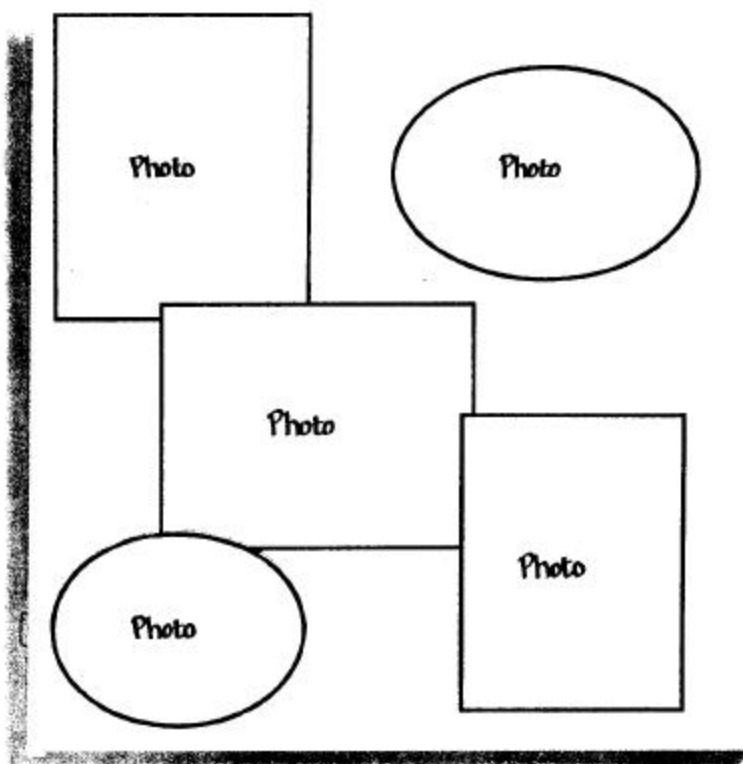
STEP 4:

Use matching or coordinating Short Cuts® pre-cut paper behind one or two of the photos and add journaling. We added Christmas Presents stickers from the Christmas Pack and cranberry ABC/123 Stickers.





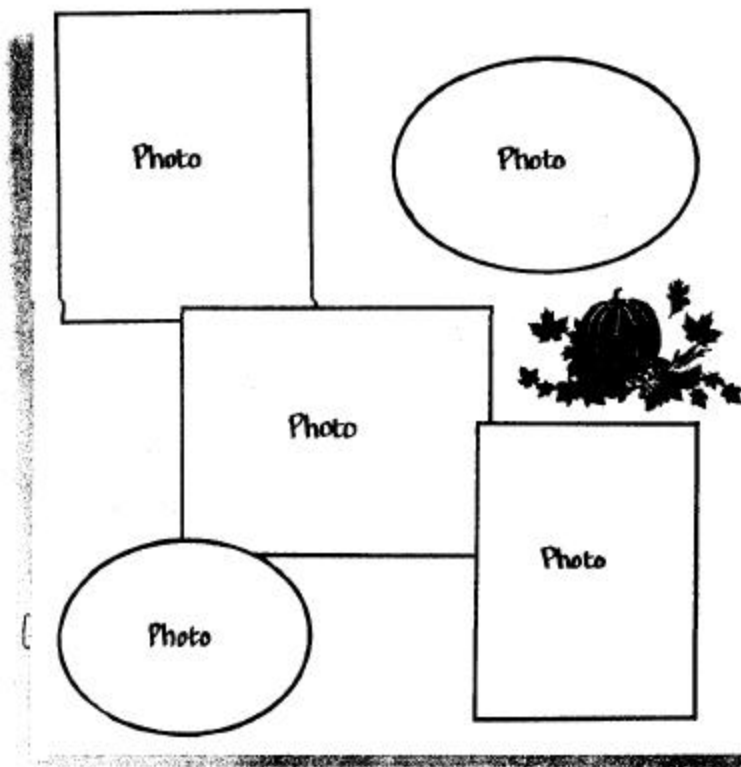
FORMULA 5



Five-Play

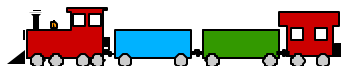
STEP 1:

Lay photos out on a page, with three of them overlapping each other to form a diagonal down the page. Place one photo in each open corner.



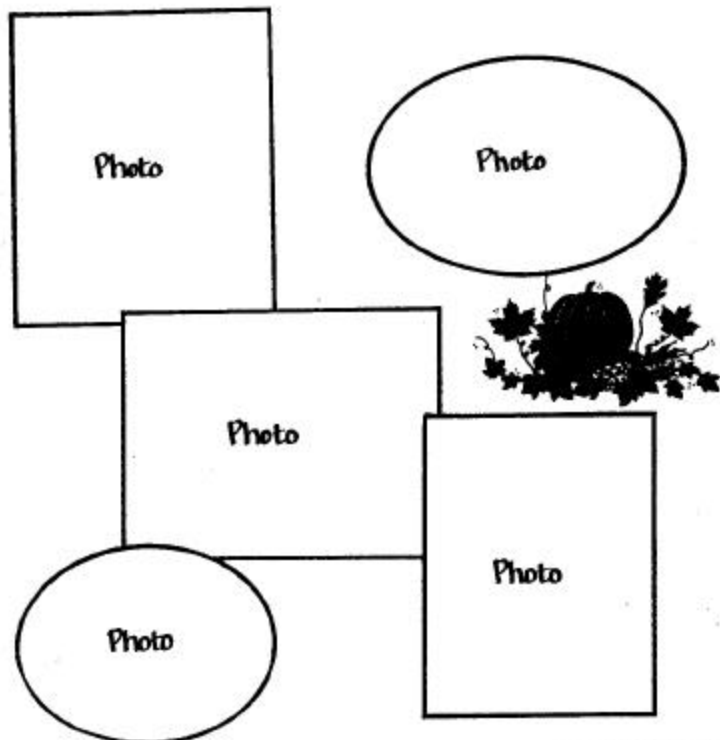
STEP 2:

Choose coordinating stickers and mount in a group somewhere on the page. We used Pumpkins, Ivy, Leaves (Small) and Autumn Border stickers from the Special Occasion Pack.



STEP 3:

With a Fine-Tip pen (we used evergreen), add squiggles and/or dots randomly around the sticker cluster.



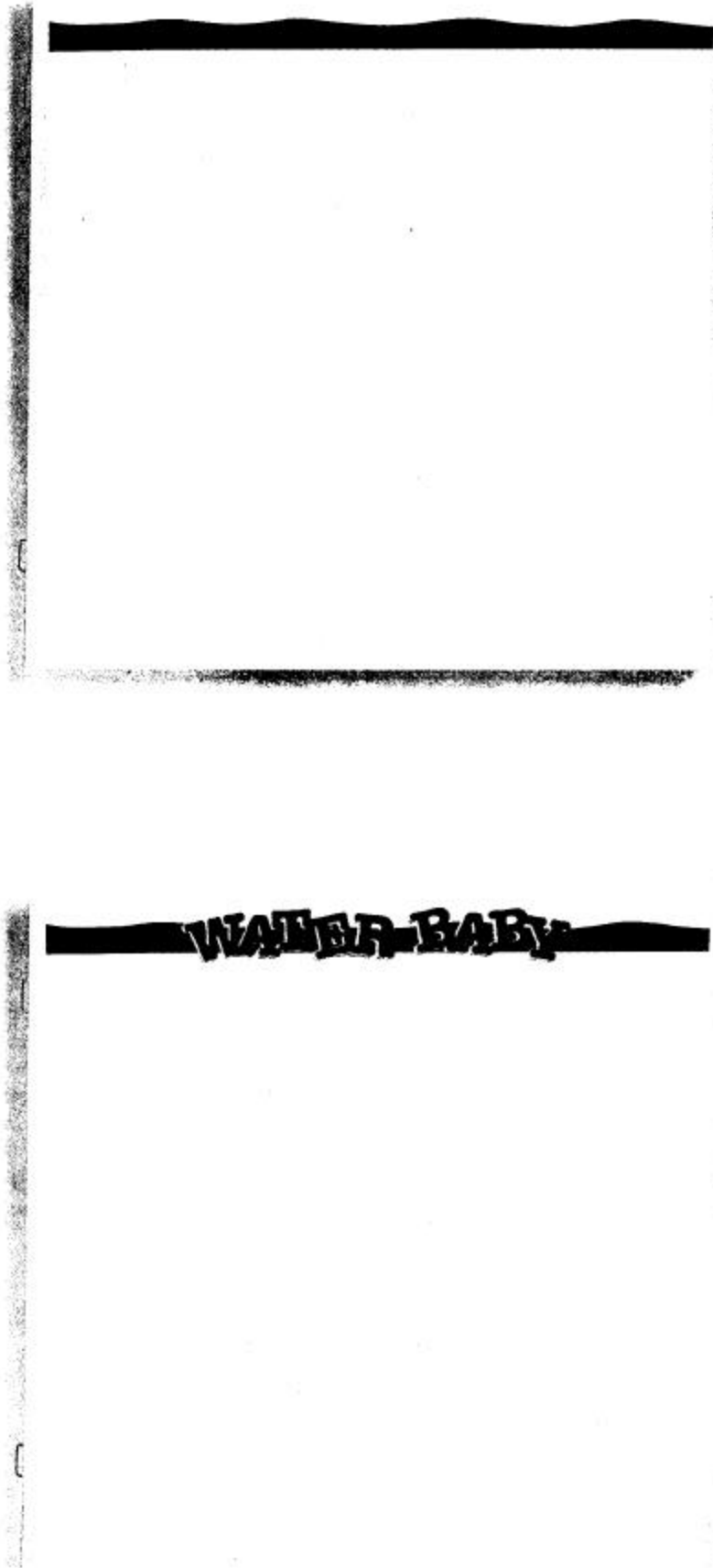
STEP 4:

Mount your photos, using matching or coordinating Short Cuts® pre-cut paper behind one or two of them, and add journaling. We added evergreen ABC/123 Stickers.





FORMULA 6



Title Strips

STEP 1:

Mount one, two or three coordinating Design Lines™ stickers about an inch from the edge of the page. We used the Water Design Lines™ stickers from the Design Lines™ Assortment Pack.

STEP 2:

Spell out a title using ABC/123 Stickers and center them on top of the Design Lines™ stickers. We used gold (Bold) and raspberry ABC/123 Stickers.



STEP 3:

Mount coordinating stickers on either side of the title. We used stickers from the Tropical Combination Pack and Water Design Lines™ stickers from the Design Lines™ Assortment Pack.



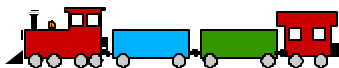
STEP 4:

Use matching or coordinating Short Cuts® pre-cut paper behind one or two of your photos and add journaling.

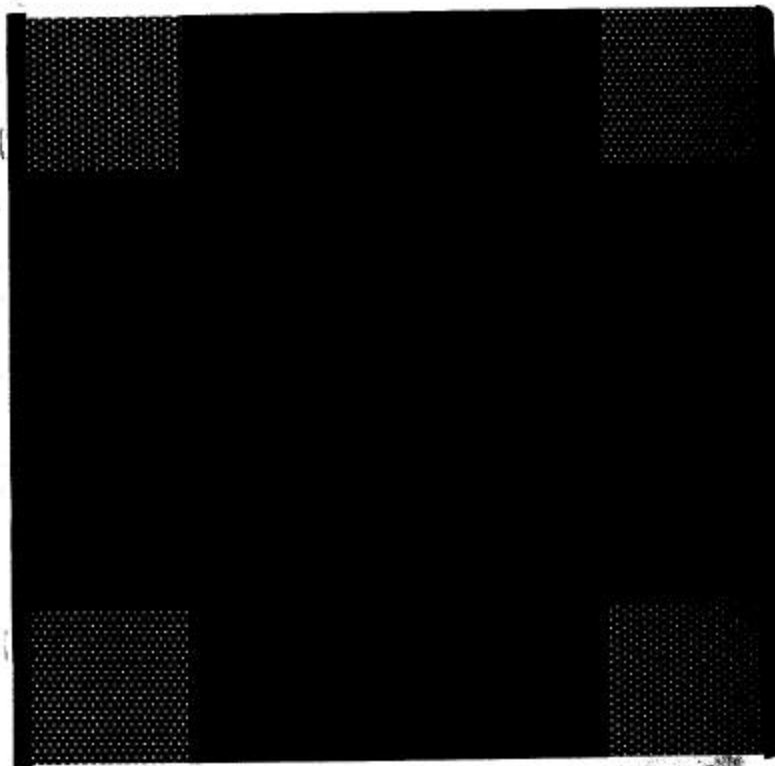


Photos courtesy of Consultant Katsura Machisen, Missouri

Formula courtesy of Unit Leader Monica Matheny,



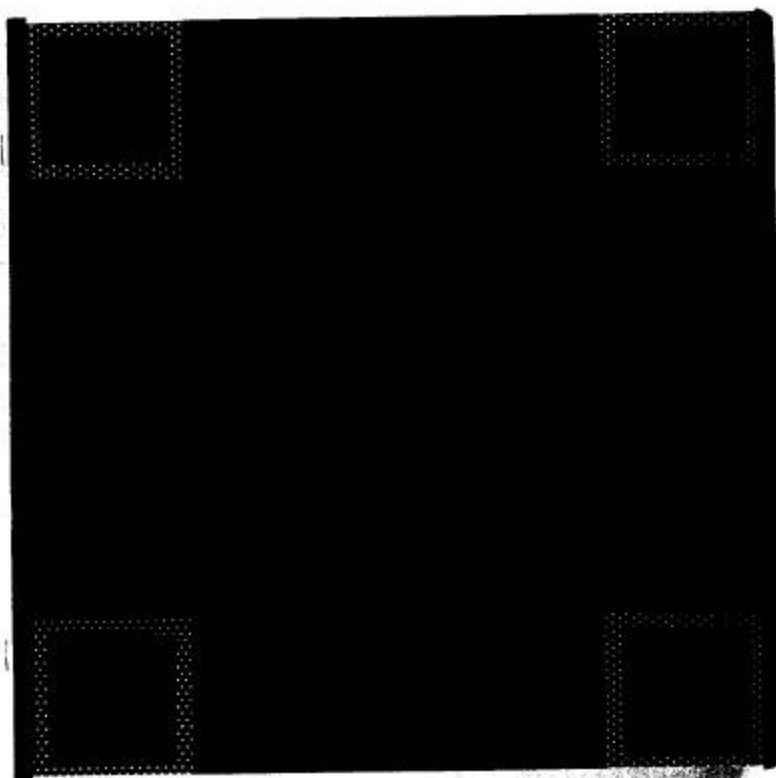
FORMULA 7



Corner Cubes

STEP 1:

Cut four 2½-inch paper squares (we used green dots from the Printed Pack) and mount a square in each corner of your page.

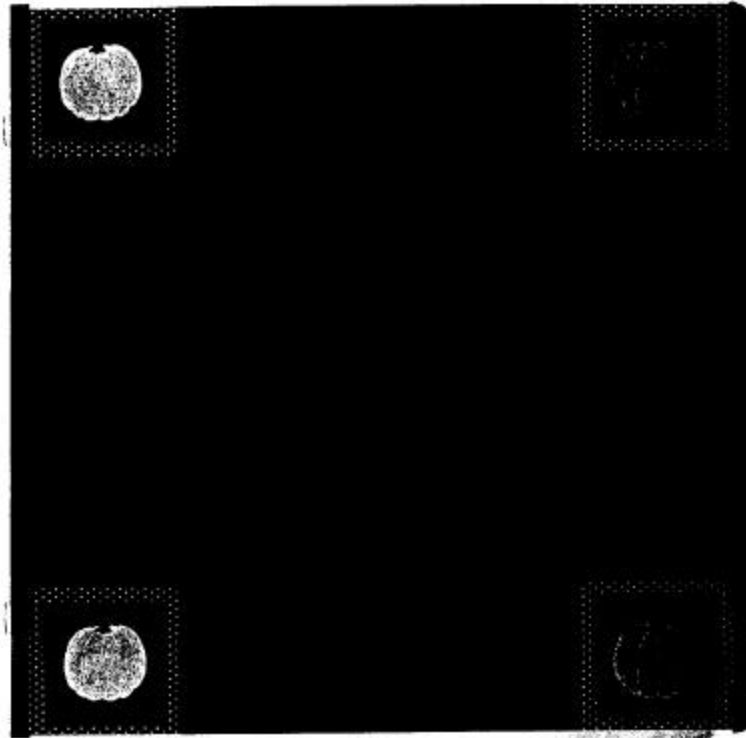


STEP 2:

Cut four 2-inch paper squares (we used black from the Contemporary or Classic Packs) and mount them on top of the larger squares in the four corners of the album page.



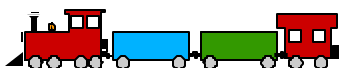
STEP 3:
Mount stickers on the top squares in each corner. Here we used Pumpkins stickers from the Special Occasion Pack.



STEP 4:
Use matching or coordinating Short Cuts® pre-cut paper behind one or two of your photos and add journaling. We added orange ABC/123 Stickers.



*Formula and photos
courtesy of Unit Leader
Monica Matheny,
AAI.....*



FORMULA 8

Rings in a Row

STEP 1:

Cut a 2½-inch wide strip of photo mounting paper (we used chamois from the Classic Pack) and mount it on one side of the page.

STEP 2:

Using the 2½-inch circle pattern and the blue blade from the Creative Memories Custom Cutting System™ tool, cut a circle from photo mounting paper. Then, without moving the pattern, cut again with the red blade making a ring. Repeat 5 times; then mount the rings on the paper strip, overlapping them slightly. Here we used royal blue and cranberry from the Classic Pack.





STEP 3:

Mount coordinating stickers inside the rings. We used stickers from the Football Combination Pack.

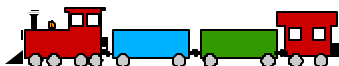


STEP 4:

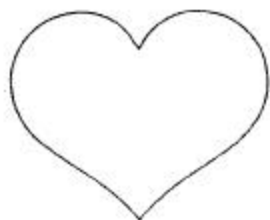
Use matching or coordinating Short Cuts® pre-cut paper behind one or two of your photos and add journaling. We added cranberry ABC/123 Stickers.



Formula and photos courtesy of Unit Leader Monica Matheny.



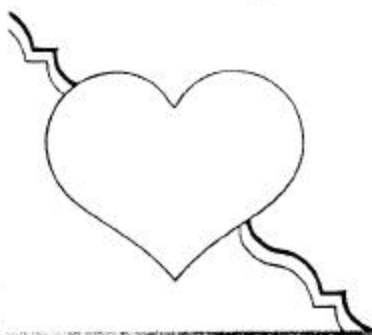
FORMULA 9



Journal in the Corner

STEP 1:

Trace a template in one corner of a page. We used the largest heart from the Star, Heart & Geometric Template and a red Fine-Tip pen.



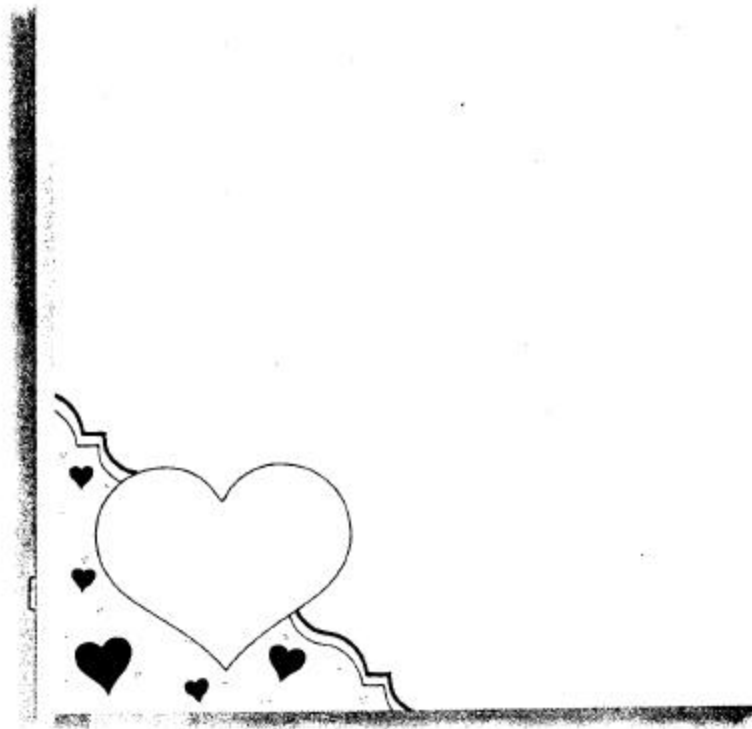
STEP 2:

Center a Borderlines™ ruler (we used Victorian) on the shape traced, and draw a line with a Bold-Tip pen connecting the two sides of the page. Move the Borderlines™ ruler approximately ¼-inch toward the corner of your page and draw another line with a Fine-Tip pen connecting the two sides of the page. We used the red Bold-Tip and Fine-Tip pens.



STEP 3:

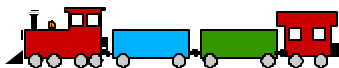
Add coordinating tickers and/or random dots with a Fine-Tip pen. We used Hearts tickers from the Variety Pack and a red Fine-Tip pen.



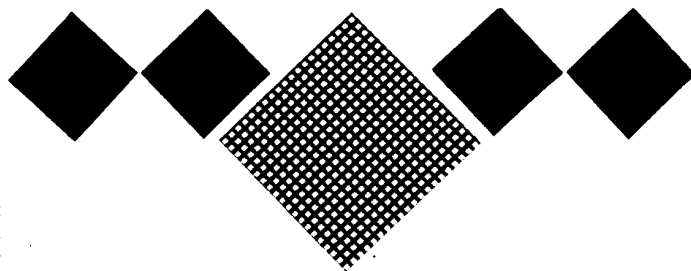
STEP 4:

Use matching or coordinating Short Cuts® pre-cut paper behind one or two of your photos and add journaling to the photos as well as inside the template. We added red ABC/123 Stickers.





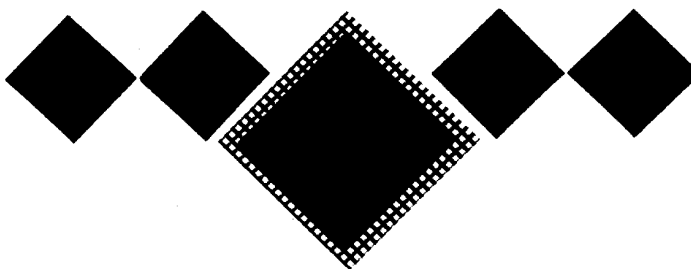
FORMULA 10



Diamonds & Die Cut Shapes

STEP 1:

Cut strips of paper approximately 1½ inches wide or use long strips from the Short Cuts® Pack. We used nautical blue and red from the Contemporary Pack. Cut each strip into 1½-inch squares. Cut a 3-inch square of paper (we used blue gingham from the Printed Pack). Mount the squares across one edge of the page, with the largest square in the middle.



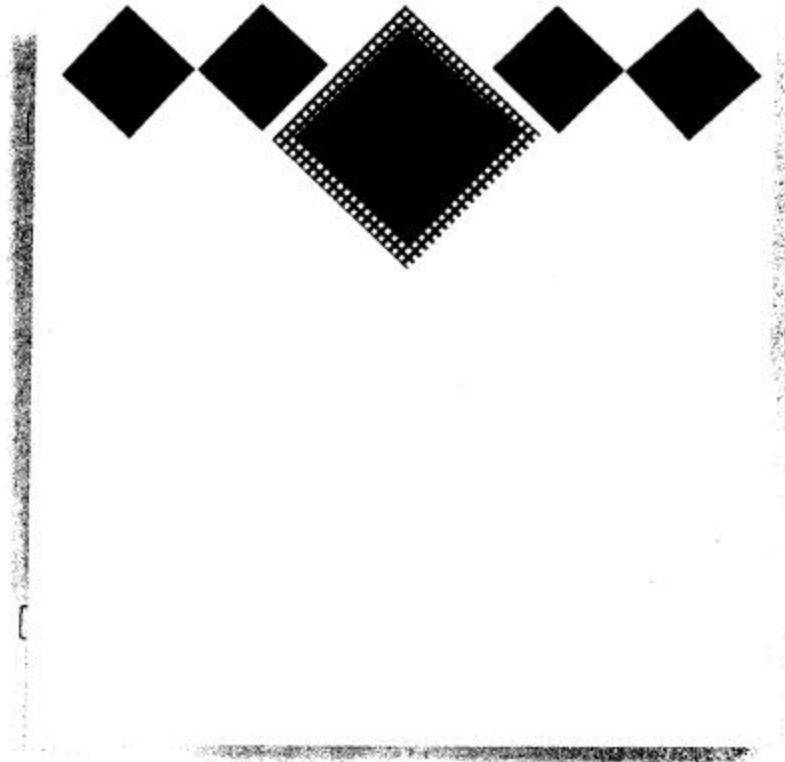
STEP 2:

Cut a 2½-inch square of paper (we used red from the Contemporary Pack). Mount the square on top of the larger middle square.



STEP 3:

Mount a die cut shape on top of the middle square. We used the Ship die cut shape from the Vacation Pack.



STEP 4:

Use matching or coordinating Short Cuts® pre-cut paper behind one or two of your photos and add journaling. We added red and blue ABC/123 Stickers.



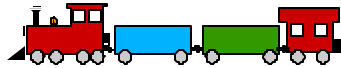
Photos courtesy of Consultant Alexis Moore, Missouri

Formula courtesy of Unit Leader Melissa M...

Pow Wow 2000



All Aboard



SKITS





**SKITS-A-MAZOO !!
(From the Northeast Region, Akela Calls 2000)**

What is a skit?

What it can be used for?

When do you use a skit?

How it can it help fulfill the Purposes of Cub Scouting?

Most of all skits are fun...fun to write, fun to do, and fun to watch.

Skits are defined as short dramas of a serious or funny nature. They are performed at pack meeting and are appealing to boys of Cub Scout age and to adults who like to have fun.

Skits challenge a boy's imagination. He just doesn't play a pirate...he *is* a buccaneer sailing under the Jolly Roger.

Dramatics are important in the growth of boys because it gives them an outlet for the "let's pretend" part of their character. It gives the boys a chance for creative expression rather than imitations or exhibitionism. Skits let a boys express his choice of characters and develop his power of observation by helping him recognize the desirable characteristics in the people he sees. They let him play the parts he has always dreamed of...

Skits create in him the desire to improve his own interpretation of other people.

You can expect an increase in the boy's powers of observation through skits and also a gradual diminishing of self-consciousness.

Skits are not difficult to write but do require a bit of imagination and creativeness. Often the boys in your den are a good source of supply for new ideas. Get their ideas, jot them down and then condense them into a short skit. The boys can make props and simple costumes; the parents can help with these, too.



AVOID

1. Dramatization of undesirable characters. (Drunkards, drug users, etc.)
2. Allowing a Cub to attempt a characterization, which is too difficult for him, causing him to be embarrassed or discouraged.
3. Criticism which makes no attempt to suggest a better way out.
4. The tendency of the more capable Cubs to do all the work.
5. Gray areas..... cross gender characterizations, "picking on" or "singling out" (surprise water dumps), racial stereotypes, demeaning characterizations, bodily functions.....and (depending on how it is done)....underwear.

Remember - sometimes it's not WHAT is done, it's HOW it is done that makes it a "gray area"..... Remember the self-esteem of the boy, and the respect for the audience.

Make-Up, Props, Costumes, and Sound Effects Tips

An eyebrow pencil can be used to darken or change the shape of eyebrows, to line the eyes, to make freckles, moustaches, sideburns, beards, and wrinkles.

Beards can be made with coffee grounds applied over a layer of Vaseline or cold cream.

Cornstarch powder in the hair makes characters look older. Hair usually begins to gray at the temples first. You can also use talcum powder.

A wig can be made by pulling an old stocking down over your hair and ears. Tie it off and cut off the excess. Use scotch tape to fasten colored cotton balls all over the stocking.

Scenery for skits... Scenery should be made from corrugated cardboard. Use latex or tempera paints to decorate as needed. Do not paint on over printing on the box. It will show through.

Alternatively, you can just explain to the audience beforehand, "Here is the bedroom..." and so forth, or "This is the Mississippi River..." Use the power of suggestion!

Acting the part... Too look old; walk with your feet about 8 inches apart. Too walk with a limp, place a ball of paper in your shoe.

If you plan to use sound effects in your skit, it is important to have access to a microphone. Check with the facility where you are holding your pack meetings. Most rental stores carry karaoke sound machines.



You can pre-record your sounds on an audiocassette and play them back when needed (do I see a den meeting idea here?).

- Airplane: Heavy paper striking blades of electric fan.
- Auto brakes: Slide a drinking glass across a pane of glass.
- Boat whistle: A wooden or plastic spool, a 3/4" strip of balloon and a rubber band. Fasten the balloon over the hole in one end of the spool. Wrap rubber band around spool over the ends of the balloon and pull the balloon tight. Blow into open end of spool.
- Crashes: (a) Fill a wooden box with broken glass and a few stones, then nail it shut. Tip the end of the box to create various kinds of crash sounds. (b) Drop two pie pans taped together with Mason jar lids inside.
- Creaking door or animal roar: Use a coffee can. Tie a string in the center of a pencil and rub string with violin resin. Punch a hole in the container, place the pencil inside and pull the string out through the hole.
- Drag fingernails along the string to produce noise.
- Crickets chirping: Run a fingernail over a fine-tooth comb.
- Door slam: Slam two hardback books together.
- Fire: Crumple and twist cellophane into a ball and then release it.
- Gong: Hit a pan with a metal spoon.
- Gurgling stream or boiling liquid: Put a straw in a cup of water and blow hard.
- Hail: Pour rice on an upside down flat cake pan.
- Horse hooves: Alternately tap two inverted cups or bowls on a wood floor or board.
- Knock at door: Hit a half-gallon plastic milk jug on the end with a rubber spatula.
- Lightning: Grasp a metal cookie sheet on one end, placing your thumb on the underside. Shake the cookie sheet so it vibrates. Bang it against the knee for an occasional loud thunderclap.
- Pistol shot: (a) A rubber band is stretched around the center of a small foil pie pan. Pull out the band from bottom of pan and release. (b) Snap a yardstick or thin board on a hard surface.
- Puppy dog: Blow up a balloon. With first 2 fingers of both hands stretch neck of balloon, slowly releasing air.
- Rain: Fill a soup can 1/3-full of dry peas or beans. Roll the can slowly on a table.
- Running water: A wooden box 1-foot x 2 foot x 2 inches is fitted with tin on bottom and ends. Finishing nails are driven into the bottom and ends in a 1-inch diamond pattern. Place a small amount of BBs into box. Tilt to make noise.
- Rustling in underbrush: Crush broom straw.
- Sword fight: Holding an aluminum cookie sheet in one hand and hit it with a metal spoon.
- Telephone ring: Use a bicycle bell.



KISMIF

Simple skits, simple costumes and simple props well done are always more impressive than elaborate ones done poorly. A simple sign can often do wonders...it turns a box into a wagon, car, boat, plane, etc. It can even turn a boy into a tree. Large pieces of corrugated cardboard can be found at furniture stores, appliance stores, and grocery stores.

Fun makes a good skit. More skits and more fun mean more attendance at pack meeting. Whether the theme is serious or humorous, the skit must be fun for the boys.

1. Keep it simple.
2. Subject matter- the content is important, whether serious or funny.
3. Keep it short. 90 seconds is best; 3 to 5 minutes at the most.
4. Avoid long memorized dialogue. Pantomimes are great.
5. Know the type of stage – is it an open floor, platform at one end of the room, or a regular stage?
6. Know what kind of lighting you'll have and what special effects you can use.
7. Use simple scenery, props, and costumes.
8. Let every boy take a part.
9. Use stage directions liberally – tell who goes where and does what.
10. Make your audience hear. Boys should speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.
11. Know your facilities, your subject, how many boys you have in your den, and what parts they'll play will get you off to a good start planning a skit.
12. Remember that the audience must like your skit. Write it to fit them.

RESOURCES

Where do we find skits? All around us, in books, web sites, emails, jokes and in the dark recesses of our minds.

Joke books, old Boys Life magazines, Reader's Digest.....history.. who hasn't seen the Unknown Scout lead William Boyce through the London fog?

Your fellow Scouters..... Events like Pow Wow, Akela Calls.....

And most especially in our Cubs!



FOLK TALE SKIT

Narrator: America's history is full of colorful characters. I'm sure you've heard of many that you couldn't even begin to count them. But we also know that much of our country's history wasn't written down until many years had passed. Memories fade as time goes by. Now...we're not calling our historians liars...but...things were not always the way they told us. Take, for instance, the Burro Express rider.

Rider: (enters pulling the burro) "Come on Speedy, those Cub Scouters at Akela Calls are waiting for their Mail.

Narrator: "Excuse me sir? Why do you call your burro Speedy?"

Rider: Why, this here is the fastest burro in the west.

Narrator: "How fast is he?"

Rider: "Why, he's so fast he can dance his shoes off! (Burro dances, and removes his shoes and tosses them into the crowd and they leave.)

Narrator: And there's always the legend of Rip Van Winkle. It's really quite unlikely that he could sleep for forty whole years.

Rip Van W.: (entering) Sleep? Did I hear someone mention sleep? Oh, I'd love to get some sleep!

Narrator: Have a hard day Rip?

Rip Van W.: Day, day he says! Days are more like it. Ever since those Cub Scouters came to town, I haven't slept a wink. They keep knocking things over and tripping over things. And you should hear them laugh.

Narrator: Poor Rip, I guess he could use forty years sleep now.

Chef: (entering eating an ice cream cone)

Narrator: Boy that ice cream looks good. Where can I get some?

Chef: Down the road at Custard's Last Stand.

Wild Bill (hiccuping as he enters)

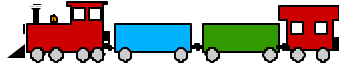
Narrator: Who are you, sir?

Wild Bill: Why, I'm (hiccup) Wild Bill (hiccup)

Narrator: Wild Bill Hiccup! Imagine meeting you!

Wild Bill (hiccuping as he exits)

Narrator: And that's just some of the (hiccup) ...excuse me...just some of the many colorful charact- (hiccup)...sorry...some of the many color- (hiccup)...(hiccup)...Oh...(hiccup)...now he's got me doing it! (hiccup)



THE ANTS

Characters: 6 to 8 Cub Scouts Props: Paper sacks Setting: Skit opens with boys standing together in a backyard. (Cardboard cutout trees and bushes could be used.)

1st Cub: Gee, there's nothing to do.

2nd Cub: Yeah, I know.

3rd Cub: Hey, let's have a backyard picnic.

All: Yeah!

2nd Cub: I'll bring the potato chips.

3rd Cub: I'll bring the hot dogs.

4th Cub: I'll bring the hot dog buns.

5th Cub: I'll bring the drinks.

6th Cub: And I'll bring something special!

(All walk offstage and come back carrying sacks)

2nd Cub: Here are the chips.

3rd Cub: Here are the hot dogs.

4th Cub: Here are the hot dog buns.

5th Cub: Here are the drinks.

1st Cub: Hey, you said you were going to bring something special...did ya?

6th Cub: Yep! Something no picnic should be without!

5th Cub: What's that?

6th Cub: I brought the ants!!

ARTISTIC GENIUS

The scene is an art show where judges are inspecting several canvases are displayed. They comment on the brightness, color, and technique that are used on the different pictures. They select one for the prize and comment additionally on the genius, imagination, and the beauty of the picture. The artist is called up and the winning picture is shown to him. The painter exclaims, "Oh, my goodness, that got in by mistake. That's the canvas that I clean my brushes on.

THE BASEBALL GAME

Note: the "volunteer" who gets wet is in on the gag!

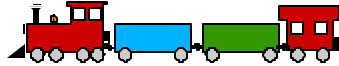
Preparation

You will need an Announcer and a Pitcher, but the Batters will be volunteers. The first Volunteer should be told what is happening ahead of time, so that his performance shows others how it's done. Set up a sheet a backdrop. Two Scouts hide behind it, one with a flashlight and the other with a bucket of water (but be sure that the audience does not see the bucket). The flashlight is held against the sheet to simulate the ball. The movement of the light is the key to the whole skit.

A baseball bat or a thick stick is needed for the batter, and a baseball glove for the Pitcher. Use a roll of canvas and a stick (or something similar) to simulate the sound of the ball hitting the catcher's glove (done by a Scout behind the sheet). If it is dark, have two strong flashlights shining on the Pitcher and Batter.

The Skit

The Announcer comes on stage and tells the audience that there will be a baseball pitching demonstration. He introduces the Pitcher as the greatest pitcher of all time, who will show us his famous specialty pitches. After a buildup about how great the Pitcher is, the Announcer positions the Pitcher at one end of the sheet. The Announcer asks for members of the audience to volunteer to try to hit this famous pitcher's best pitches. The first volunteer is given the bat and placed at the other end of the sheet. The Announcer explains that the Pitcher will throw one pitch, and the Batter must do his



best to hit the ball. The Pitcher winds up and pretends to throw, as the Announcer narrates ("He's set. He winds up. There's the pitch!" The Scout behind the screen moves his light rapidly down the sheet. The Announcer yells, "Fast ball!" The Batter swings hard. We hear the sound of the ball hitting the catcher's mitt. The Announcer says, "A strike! You're Out!" The Batter returns to his seat. Another Batter is recruited. This time the Announcer calls out a curve ball, which curves wildly across the sheet. The Batter is again called out. The process continues with a knuckleball and a screwball. Finally, the Announcer introduces the famous Pitcher's dreaded Secret Pitch. He asks for a special volunteer, of especially outstanding baseball ability and unusual courage, to try to hit this pitch. A Scapegoat is volunteered by the Announcer and encouraged to come up.

The Batter is carefully placed, and the ball is pitched. As it comes to the Batter, the Announcer cries, "Watch out! It's a spitball!"

His warning comes too late, as water cascades over the sheet onto the Batter.

BEE STING

1st Scout "OOOOOUCH, OOOOOOH, OOOOOUCH"

2nd Scout "What's the matter with you?"

1st Scout "A bee's stung my thumb!"

2nd Scout "Try putting some cream on it then."

1st Scout "But the bee will be miles away by this time."

BELL RINGER #1

Props: Coat with football or wadded clothing under it for the Hunchback, hat or nightstick for Gendarme.

Announcer: The Hunchback of Notre Dame has decided to retire, and has placed an ad in the Paris Times for someone to come and learn how to ring the bells.

Effects: (Knock, knock, knock)

Hunchback: (Gravely voice) Oh, somebody must be here about my job. I'll go down and see. (Goes 'round and 'round the campfire, as if going down the bell tower, bent over due to hunch.)

Effects: (Knock, knock, knock)

Hunchback: (Angrily) I'm coming, I'm coming. There's a lot of stairs here. (Arrives at and opens the door.)

Hunchback: Yeah! What do you want?

Applicant: I'm here about the bell ringer's job.

Hunchback: All right! Come on up and I'll see if you can do the job. (Begins to go up (the other way around) followed by the applicant.)

Applicant: Boy, the ceiling is not very high here, is it?

Hunchback: Listen, you go up and down these stairs 20 times a day for 45 years and you just learn to stay bent over. Hey, did you close that door, didn't you?

Applicant: I don't know. I don't remember.

Hunchback: Well, we gotta go down and keep it locked, can't run up the church's fuel bill. (Both turn around and go back.)

Hunchback: That's the first thing you gotta learn. Keep the door closed. Up and down these stairs, that's the hard part.

(Arriving at door) O.K., so now you're here, close the door.

Applicant: (Closes door) How are the benefits in this job?

Hunchback: (Both going back up) Well, it has it's ups and downs. The Church board will buy you ear plugs every six months and a new bottle of bell polish once a year (Finally arriving at the bell) All right, now you stand over there, and I'll show you how it's done. First you grab the bell here and push it out



very hard (steps back and follows path of bell out and back) then the bell comes back on it's own. That's all there is to it. Do you think you can do that?

Applicant: Sure! (Does the action with the bell, but does not step back, is hit by bell and falls back, to the ground)

Hunchback: Oh my gosh! He's fallen 15 stories to the sidewalk. I'd better get down there. (Goes 'round and 'round until he reaches the ground)

(Crowd enters mumbling, stops astonished at body)

Gendarme: (Entering, calls to Hunchback) Hey you! Do you know this guy? (Rolls body over with foot)

Hunchback: No, but his face sure rings a bell!

BELL RINGER # 2

(The trick with this skit is to do it the night after doing Bell Ringer #1, and to do everything exactly the same - perhaps with a little more 'hamming it up')

(When the Applicant arrives, the Hunchback says:)

Hunchback: You look just like the guy who was here yesterday.

Applicant: Oh that was my twin brother.

(Revert to the original dialog again. The audience will think it's getting a re-run and prepare itself for a 'groaner' of a cheer. When they hear the ending, you'll get a great reaction.)

(Carry on with dialog, except for the last line.)

Hunchback: No, but he's a dead ringer for the guy who was here yesterday !

BELL RINGER # 3

(To be used ONLY when Bell Ringer #1 and #2 have been used.)

Props: Rain slickers, blanket, and Gendarme gear from above.

(Two players enter in rain slickers holding blanket between them like a jumping net. The jig and jog around the performing area.)

Gendarme: (Entering) Hey, what are you guys doing?

Fireman #1: Well, the last two nights some guy has jumped out of that bell tower, and we came to catch him!

THE BEST SPITTER IN THE WORLD

The key performer is the Catcher, who must wave around a can of water without spilling. He simulates the spit hitting the can by tapping on the can with his finger. He will need to practice so that he does not spill, does not show the audience that there is water in the can, and can be heard but not seen when he taps the can.

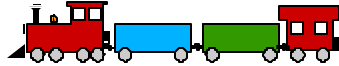
The catcher sits quietly in the audience. The can of water is on the stage, but not obvious.

A Scout loudly proclaims himself as The Best Spitter in the World. He boasts about his spitting ability, saying that he can spit farther than anyone else. Other Scouts, who have been planted at the back of the audience, challenge him to prove it, saying that they do not believe him. The audience takes up the cry.

The Spitter agrees and asks for someone from the audience to catch for him, just to prove his ability. The Catcher volunteers, acting as if he expects to be the scapegoat.

The Spitter explains that he will stand about 20 feet apart. He will spit, and the Catcher will catch the spit, just to prove the distance and accuracy. The Catcher reacts with horror, "I'm not going to touch your spit!" The Spitter is understanding, notices the can, and offers it as something to catch with. The Catcher agrees with obvious relief.

They set up a short distance apart. The Spitter winds up and spits. The catcher reaches up and catches with a solid thump.



The Spitter takes a bow, but the audience is not impressed. They say anyone can do that, do something harder. They back off and repeat the performance from a greater distance. Again, the audience yells at him.

After several tries, the Spitter claims that he can spit all the way around the world! The audience reaction is predictable. They set up; the Spitter spits; the Catcher ducks, waits, moves the pan around, and catches it.

Now the planted Scouts yell that the Spitter is a fake! They say that he couldn't really spit all around the world. The Spitter says, "Oh, yeah? Show them."

The Catcher turns and throws the water into the crowd.

THE BETTER THIEF

There are two scouts, they each say, "I'm the better thief."

"No I'm the better thief."

Then one says, "Wait, lets have a contest, we will walk past each other three times and who ever steals the best thing wins."

The scouts then walk past each other twice pulling out objects such as knife, watch, glasses, etc.

Finally on the third pass, the first scout says, "I've got your wallet, ha, beat that!"

The second Scout looks around nervously then says, "You've got my wallet, well in that case you would win, but ... I've got you're underwear!" And waves a pair of shorts in the air.

BIG GAME HUNTING

Two to four hunters talking together each says that he is packing a heavier and more powerful gun to shoot with. The first starts out with a small handgun and the last ending up with a very powerful rifle, shotgun, whatever. Two others come over who have overheard the hunter and want to settle a bet. Are the hunters going after wolves or moose. One of the hunters relies, "Why no, we are going after mosquitoes!!"

BIG ITCH

Cast: Guy, 4 People on lunch break

Setting: Park Bench

Guy is sitting on park bench.

Guy: I'm waiting for my girlfriend. I hope she comes soon.

(Luncher #1 sits on bench and moves him over. #2 sits on end and they move over, further pushing guy. #3 comes, and #4 comes, each in turn pushing the guy a little until he falls off. Really annoyed, he starts to scratch himself a little, then a little more then all over. Lunchers look at each other, start scratching a little bit then hurriedly leave.)

Guy: (Sitting on bench again) Works all the time!

THE BLANKET TOSSING TEAM

This takes about six guys, who form a circle around an invisible blanket, with a small invisible guy (Bruce) who sits in the middle of the invisible blanket and gets tossed.

"We're an Olympic blanket tossing team, and Bruce in the middle here is our star blanket bouncer. We'll toss Bruce a bit just to warm up. One, two, three! One, two, three! One, two, three!"

On three each time, the team lets the pretend blanket go slack, then pull it taught. They watch the invisible Bruce go up in the air, then come down, and the gently catch him again in the blanket. Each time they toss him higher. The team has to be in sync, and they have to watch about the same spot -- the easiest way to do this is to have everyone just imitate the leader, who is the speaker.

"OK, we're all limbered up now?" The team murmurs in agreement.



"Then let's toss Bruce a bit higher. One, two, three!", Bruce comes up, and the team adjusts their position a bit to catch him as he comes down.

"One, two, three!" They wait about ten seconds, and move quite a bit to get under him. Move this way and that before finally catching him.

"One, two, three!" twenty seconds this time, almost lose track of him, adjust the position here, there, and here again.

"What? What's that you say, Bruce?" pause "Audience, you are in luck! Bruce wants to go for the world record blanket toss! Ready team? One! Two! Thu-reee!!!" A mighty toss! The team shifts positions, like trying to catch a high fly ball. "There he goes! He's past the trees! He's really up there!" pause, looking hard into the sky "Do you see him? I've lost him. Where'd he go?" another pause "Oh well." The team leaves the stage, and the program continues.

After another skit and song, and preferably in the middle of awards or announcements of some sort, "Bruce! Quick team!" The blanket tossing team runs back on stage, positions themselves this way and that, and catches Bruce. "Let's have a big hand for Bruce! Yay!!!"

THE BLUE AND GOLD BANQUET

Characters: Some Cubs dressed as parents and seated at a table decorated as for a Blue & Gold banquet. One Cub Scout dressed as a Cub waiter -- with an apron and a towel over his arm.

Narrator: It is the annual Blue & Gold banquet at Pack 999. Every year, the Cub Scouts at Pack 999 serve as waiters and cooked for their parents. The boys try very hard to do a good job, but every year a few little things seem to go wrong. Let's see what is happening this year....

Parent #1: Excuse me, Johnny. Is this coffee or tea? It tasted like kerosene.

Cub waiter: Then it's coffee. The tea tastes like gasoline.

Parent #2: I hope you'll hurry and bring my food. I'm so hungry I could eat a horse.

Cub waiter: Then you've come to the right place!

Parent #3: Why do you have your fingers on top of my food?

Cub waiter: (serving plate with his hand all over it) So it won't fall on the floor again.

Parent #4: Why are you stomping on my steak?

Cub waiter: (stomping something on floor) Because when you told me to bring you your food, you said to "step on it."

Parent #5: I'm afraid there's a fly in my soup.

Cub waiter: Don't worry. There's no extra charge.

Parent #5: There really is a fly in my soup.

Cub waiter: What did you expect at a Blue and Gold banquet -- a humming bird?

Narrator: Ah, yes. Another Blue and Gold banquet at Pack 999. Good eating, everyone.

BLUE AND GOLD SKIT

Setting: The narrator, the spirit of Lord Baden-Powell is a Den Chief in full uniform wearing a campaign hat. He reads the script from a lectern, while Cub Scouts in uniform come on stage one by one.

Narrator: I represent the spirit of Lord Baden-Powell. The founder of Boy Scouting. I am also the spirit of Boy Scouting past and present. Here is our future...the Cub Scouts of America.

(First boy enters in complete uniform.)

The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty; gold for good cheer and happiness.

(Second boy enters carrying Wolf Book and Kipling's "Jungle Book.")

Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1930. Indian themes were used.

(Third boy enters with a craft project of wood.)

Cub Scouting means fun. We have lots of fun. But most boys like making things...real boy projects...things they can play with or that follow the monthly theme.

(Fourth boy enters carrying a nature collection.)



Cub Scouts like to go on hikes and collect things for their nature collection or the den museum. They like the outdoors.

(Fifth boy enters carrying a buddy burner.)

Most Cub Scouts like to go on picnics. All boys like to eat. It is even more fun when they can cook their own food.

(Sixth boy enters - the smallest Cub Scout - holding the American Flag.)

Cub Scouts are proud to be Americans. They are proud of their Flag. They are also proud of their pack flag (points to it) because it reminds them they are part of years of Scouting. They belong!

Yes, I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join us in singing "God Bless America".

BRAIN SHOP

Cast: Customer, Shopkeeper Setting: Brain Shop

Customer: Hi! I'm bored with myself. I'd like to buy a new brain and have an all new personality.

Shopkeeper: (In one of those evil, horror movie voices) Ahh, yes. Well, I can sell you this brain from Billy Crystal for \$5000. Here. Try it. ("Unscrews" head and plops in pretend brain.) How do you feel?

Customer: (In Billy Crystal style voice) Marvelous. I ... feel ... marrvelous. But I don't think it's me. Can I try another?

Shopkeeper: Okay. Let me see. (Rummages around.) Let's try this one. It's the brain from Captain Kirk. Only \$5000.

Customer: (In Kirk voice) Scotty ... Can you fix those transporters? No, a bit too famous for me.

Shopkeeper: Sure. I'll go out back. (Rummages around in back of store.) Here's one from Ronald Reagan. It only costs \$5000. How do you feel?

Customer: (In Ronald Reagan style voice) Wellll ... Bonzo, stop that ... I think that this one's still a bit too famous for me.

Shopkeeper: Hmmmm. A tough customer. I'll have to go down to the basement. I'll be back. (Customer comments on the kind of brains he has gotten and what kind he'll get next.) Ahhh, here we are. The best in the house, not famous at all. I guarantee you'll love it. Only \$15000. (Yes ... \$15000.)

Customer: (Imitates a leader in the crowd for some notorious act, such as putting up the sign and calling out "PACK!" or admonishing the kids or doing a famous routine or the like.) Hmmmm ... this is good. But I recognize it. No, wait ... it's (Insert name of person.) I love it! But tell me ... the brains of those three famous people only cost \$5000 apiece. This one, however, comes from a virtually unknown, unimportant person. Why does it cost \$15000?

Shopkeeper: Well, it's never been used!

THE BRIEFCASE

Scene: A person standing on a stage reciting a long story (or some other activity). A second person will enter at various stages and interrupt him, after which the storyteller starts again.

The second person will need the following props: A briefcase, and a stepladder.

1. Person 2 walks on with a briefcase. First person asks him what he's doing.

Reply: "I'm taking my case to court". Walks off.

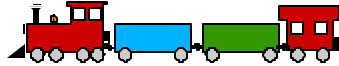
2. Enters again with a stepladder. Same as before, this time replying: "I'm taking my case to a higher court"

3. This time, person two places the hands of the storyteller in front of him, and puts his case on them.

"I rest my case" (This one works best when the storyteller doesn't know about it).

4. Final entry, without a case: "I lost my case"

This can of course be expanded. Seen in a variety show with many other things happening (mostly knock-knock jokes) in turn. Can be good when done properly.



A BROTHERHOOD OF SCOUTING

This skit has a Brotherhood theme, and is well suited to the older sections (Scouts and higher) and leaders, particularly in an all-sections campfire. It is best presented near the end of the campfire, when things are winding down (and the children have settled down).

People required for the Skit: 6

Cast: Old Man with a Staff, Spirit of the Beaver, Spirit of the Wolf Cub

Spirit of the Scout, Spirit of adventure, Spirit of the Rover

(Fewer people may be used by doubling up on roles)

Skit Setup: Index cards can be used by the Spirits if there isn't time to memorize each role. (Small Flashlight recommended!)

The Old Man is inside the campfire circle, walking slowly with his staff. He is slightly hunched over with age and leans on the staff heavily.

The Scouting Spirits are evenly spaced outside the campfire circle, just far enough back not to be seen. (They should speak loud and clearly).

NOTE: When the Old Man stops each time and looks into the fire, there should be 2-3 seconds of silence before the Spirits speak.

(The memories that the Old Man says aloud should be specific to the group, so they have relevance to the audience and can feel the full impact of the skit. Consult with other leaders/ youth for ideas.)

The Skit:

OLD MAN (Shuffling slowly around the campfire). "My life has been long, too long, and my Scouting years are behind me. My friends are all gone and I am going to die alone. Old and alone." (Stops and stares into the fire)

ALL SPIRITS: "SHARING"

SPIRIT OF THE BEAVER: "I am the Spirit of the Beaver. When you were young, I taught you Sharing and Caring for the World."

OLD MAN (Resumes shuffling slowly around the campfire). <Beaver Memory> e.g. "Beavers. I remember Beavers. Riverbanks and the Beaver Pond, making crafts to take home to Mom..." <etc.> (The Old Man stops again and stares into the fire.)

ALL SPIRITS: "A-Ke-Lah"

SPIRIT OF THE WOLF CUB: "I am the Spirit of the Wolf Cub. I taught you to do your best, I led your Pack through the forest and you lived by My Law."

OLD MAN (Resumes shuffling around the campfire). <Cub Memory> e.g. "Cubs. I remember Cubs. Hot Dog roasts in the bush, my first real camp-out, and of course the Kub Kar races..." <etc.>. (The Old Man stops again and stares into the fire.)

ALL SPIRITS: "On My Honor"

SPIRIT OF THE SCOUT: "I am the Spirit of the Scout. I taught you knots and how to camp without a trace, and together we explored the land."

OLD MAN (Resumes shuffling around the circle). <Scout Memory> e.g. "Scouts. I remember Scouts. Long hikes and long camps, breaking lake ice for water in the winter. And then there was Jamboree..." <etc.> (Stops and stares into the fire.)

ALL SPIRITS: "Challenge"

SPIRIT OF ADVENTURE: "I am the Spirit of adVenture. I taught you leadership and set you free, to test your limits to the skies."

OLD MAN (Resumes shuffling around the fire). <Venturer Memory> e.g. "Oh, yes, Venturers. Attending Jamboree as a Hikemaster, leading people from around the world into the Rockies. Getting my drivers license and trying to date Rangers..." <etc.> (Stops and stares into the fire)

ALL SPIRITS: "Service"



SPIRIT OF THE ROVER: "I am the Spirit of the Rover. I led you to adulthood and self-destiny. We chose to give back the love we were given through Service."

OLD MAN (Resumes shuffling). <Rover Memory> e.g. "Rovers. I could never forget Rovers. Helping out at Dream-On, putting on District campfires. And then there were the Moots and Road trips. And camps, camps, camps." (Slows down and begins to sink to the ground. He is dying.)

ALL SPIRITS (Walk straight into the campfire circle from where they stand, if possible. They should all arrive at the Old Man's body at the same time. Wait a moment or two.)

"We are the brotherhood of Scouting". <Each section says its name in order - BEAVERS, CUBS, SCOUTS, VENTURERS, ROVERS.> "If you grow up with Scouting you are NEVER alone."

-- Thanks to Gary Nelson

THE BUBBLE GUM ON THE STREET

One of those skits Cubs just love and laugh at.

Cast: Kid, Dog, Basketball Player, Car, Jogger and Old Man

Setting: City Street

Kid: Blowing bubbles is just great. Watch. (Blows imaginary bubble; it pops and lands somewhere on the ground.) Hmm. Where did it go? I should look for it. (Goes around and exits, still looking for it.)

Enter dog, which stops, sniffs at gum, pees on it, and exits. Basketball player is dribbling ball when it gets stuck on the gum -- he tries to loosen it and finally does. Car drives right over it. Jogger goes by, his foot gets stuck on it; old man comes by and his cane gets stuck on it. Finally, Kid comes back.

Kid: Ahh! There's my piece of gum! (Picks it up, pops it in his mouth and continues chewing.)

BUS DRIVER

Cast: Several Passengers, Bus Driver, "Stinky"

Setting: Bus

Bus driver drives the bus along the route, and at each stop, more and more people get off the bus, holding their noses, telling the driver to hurry up, pushing against each other, running off the bus, until finally only Stinky and the Driver are left on the bus.

Driver: (Talking to Stinky) Hey! All my passengers left. You know anything about it? (Smells something awful.) Hmm. something smells -- it must be you.

Did you wash this morning?

Stinky: Yes.

Driver: Hmm. Deodorant?

Stinky: Yes.

Driver: Hmm. Clean shirt?

Stinky: Yes.

Driver: Clean underwear?

Stinky: Yes.

Driver: Change your socks?

Stinky: Sure! Here are the old ones!

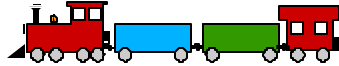
CAMPERS AND BEARS

Two campers are walking through the forest when they suddenly encounter a grizzly bear! The bear rears up on his hind legs and lets out a terrifying roar. They're both frozen in their tracks.

The first camper whispers, "I'm sure glad I wore my running shoes today."

"It doesn't matter what kind of shoes you're wearing, you're not gonna outrun that bear," replies the second.

"I don't have to outrun the bear, I just have to outrun YOU," he answers.

C.P.R.

The first Scout comes out walking around, he suddenly grabs his chest and falls to the ground. Two other scouts come in talking about just completing their first aid merit badge and find the scout on the ground. They rush to his aid and begin C.P.R.. Adjust head, listen, feel for pulse and then begin (fake) compressions. The other scout counts. After about 3 sets, the other scout yells "switch". Suddenly the scout on the ground gets up, one of the two scouts lies down, and they begin again to administer C.P.R.

CAMP COFFEE SKETCH

Props: A large cooking pot and mugs for actors

1st Scout- (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink)
"This camp coffee is getting worse".

2nd Scout- (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink)
"This camp tea is getting worse".

3rd Scout- (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink)
"This camp hot chocolate is getting worse".

4th Scout- (Walks up to pot, dips his hands in and takes out a pair of wet socks. As he wrings them out he says) "I thought that would get them clean!"

CAN YOU DO THIS?

Cast: 2 People, campfire blanket

Have one person lie down on his back and the other kneel directly over him. The top person wears the campfire blanket so as to hide his legs and expose the legs of the person lying down, to create the effect of it being one person sitting down.

Person: Hi there! Welcome to Don's House of Fine Exercises and Sports Medicine. Today I'm going to ask you about your regular stretching routine. Can you do this? (Lifts up a leg so that it's parallel with the chest.) Or this? (Lifts other leg.) And how about this? (Crosses the legs.) This is an unusual one. Can you do it? (Brings feet around the neck.) And let's not forget this one. Can you do it? (Stretches out the legs in spread eagle fashion in the air.) (Elicit a no answer from a volunteer.) Well, neither can I! (Stands up.)

CLIMB THAT

Two Scouts meet, and the first scout begins to brag he can climb anything.

Scout 1: "Can you climb that tree?"

Scout 2 "Sure I've done it lots of times."

Scout 1 "Can you climb the steep hill over there?"

Scout 2 "No sweat, no problem for me."

Scout 1 "How about the Empire State Building?"

Scout 2 "Done it, did it."

Scout 1 "How about Mount Everest?"

Scout 2 "Boy that was I cold day, I've done that too. I told you I am the world's greatest climber, I can climb anything!"

Scout 1 "I'll bet you ten bucks I can show you something that you can't climb."

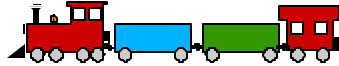
Scout 2 "You're on!"

Scout 1 pulls out a flashlight and shine the beam up into the sky "all right climb that!"

Scout 2 "Are you crazy? No Way!"

Scout 1 "I knew you would back out, now pay up!"

Scout 2 "I won't pay because it's not fair. I know you, I'd start climbing and I'd get half way and you'd turn the flashlight off!"



CONSTITUTION SKIT

Scene: Philadelphia, 1787

Characters: Narrator, 4 Cub Scouts in colonial dress, and some extra Scouts.

Narrator: "While it's true that our constitution was written by truly great men, it still took 11 years to finish. Lets look in on some of these men as they go about their work. Here comes Ben Franklin and Samuel Adams."

Sam: "Let's have pizza tonight."

Ben: "I don't like pizza. How about tacos?"

Sam: "But I don't like tacos. Let's have hamburgers."

Ben: "We always have burgers."

(The two walk off stage still arguing.)

Narrator: (flustered) "Simply a difference of opinion, ladies and gentlemen. Don't worry, they'll work it out. Look there's Thomas Jefferson and John Adams."

John: "I tell you the Yankees are the best!"

Tom: "No way, it's gonna be the Braves this year."

Narrator: "Wait a minute you two, are you talking about baseball."

Tom and John: "Yes!"

Narrator: "Baseball hasn't been invented yet!"

John and Tom: "OH!" and then walk off arguing about football.

Narrator: "I don't know what's going on here. Wait, they're gathered together! Now what are they arguing about?"

(The four Scouts plus the extras are gathered around a table....)

Tom: "At least we agree on something...The Constitution of the United States!"

CRAZY CHARLIE

The scene is set up so that Crazy Charlie is portrayed as being in a mental institution. It's dinnertime and before he can ask for anyone to pass the meat, someone calls out 37 and the room bursts into laughter. Moments later 57 is called out and more laughter results. Crazy Charlie asks the guy next to him what is going on. He is told that everyone knows each other's jokes so well that they have numbered the jokes.

After a while Charlie decides to give it a trial and call 52, but no one laughs; there is complete silence. Charlie asks his friend what is wrong. He friend tells him not to worry that there isn't anything wrong, some people can tell jokes and some people can't.

CUB COOKOUT

Characters: Several Cubs around fake campfire pretending to cook hot dogs on sticks. Two Cubs dressed as mosquitoes--antennae, wings etc.

Setting: Boys around fire keep slapping as if they are being attacked by mosquitoes throughout the skit. As the scene opens, the two mosquitoes enter the stage and continue walking randomly around the boys as they deliver their lines.

Mosquito #1: Hey, I got a good one! Which sport do we mosquitoes like best?

Mosquito #2: Easy! Skin diving. Say, did you hear what the Cub Scout said to the mosquito.

Mosquito #1: No, what?

Mosquito #2: Don't bug me!

Mosquito #1: Are you related to any of the bugs around here?

Mosquito #2: Sure. My ant.

Mosquito #1: Did you hear what the mother grasshopper said to her children?



Mosquito #2: No -- tell me.
Mosquito #1: Hop to it!

Cub #1: These mosquitoes are awful! Lucky I brought the insect repellent. (Pretends to spray air.)
(Mosquitoes exit quickly -- choking and gagging.)

Cub #2: (To cub #1) Say, what has 18 feet, red eyes, and long claws.
Cub #1: I don't know.
Cub #2: Neither do I, but it's crawling up your neck.

(All boys run screaming from stage.)

CUB OLYMPICS

Characters: TV reporter, 4 Cub athletes getting ready for the Cub Olympics.

Props: Frisbee for discus, pile for javelin, bag of cookies, toothbrush and basin of water on stand, fake mike for reporter (can be dressed in suit jacket and have ID for his station on his lapel in large letters)

TV reporter: We're here today to interview the athletes at Pack _____ as they prepare for the challenge of this years Cub Olympics. As you can imagine, it takes months of training and hard work to get these athletes ready to compete. Let's see how they are preparing themselves for the big competition. (Turns to Cub #1 with microphone) Tell me, how are you getting ready for your event in the Olympics?
Cub #1: I'm practicing my throw for the discus event. (Demonstrates how to throw discus-using Frisbee)

TV reporter: Great form! (Turns to Cub #2) and you -- can you tell us how you are preparing to compete?
Cub #2: I'm polishing my javelin for the javelin throw (polishes pole with a rag.)

TV reporter: Good luck! (Turns to Cub #3) What are you doing today?
Cub #3: I'm practicing for the standing broad jump. (Does a couple of practice jumps)

TV reporter: Fine! (Turns to Cub #4) And what are you doing to train for the Olympics?
Cub #4: I'm brushing my teeth! (Uses basin of water and toothbrush --pretends to brush teeth)

TV reporter: Brushing your teeth! What Olympic event could you possibly be training for?
Cub #4: I'm training for the International Olympic Cookie - Eating event! (Pulls out bag of cookies and stuffs some in his mouth.)

CUB SCOUT SOCKS

Characters: Den leader, 3 Cub Scouts

Props: A pile of socks on a table. Den leader sits behind table.
Den leader: Boys, I'm pleased to announce that our new Cub Scout socks have arrived! Please step up for your supply of clean socks.
Cub #1: I need four pair.
Den leader: What do you need 4 pair for?
Cub #1: I need them for Monday, Wednesday, Friday, and Sunday.
Den leader: O.K. Here are your socks. Next please.
Cub #2: I need seven pair.
Den leader: What do you need seven pair for?
Cub #2: For Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday.



Den leader: O.K. Here are your socks.

Cub #3: I need 12 pairs.

Den leader: Wow, you must really be a clean guy! So why do you need 12 pairs?

Cub #3: Well, there's January, February, March, April...etc.

DAD'S TOOLS

Characters: Narrator, Dad, Mom, and Cub Scout

Narrator: As our plan begins, Dad is looking for his hammer...

Dad: Has anyone seen my hammer?

Mom: No dear, did you look in your toolbox?

Dad: It's not there. No one ever puts anything back where it belongs around here.

Cub Scout: Look, Dad. I found it. It's over here behind the door where you used it to fix the loose door hinges.

Dad: Now, where is my saw?

Mom: It should be on your workbench.

Dad: Well, it's not there. No one ever puts my tools away.

Cub Scout: Dad, don't you remember? You left it out by the garage when you were sawing those boards to build my clubhouse.

Dad: Good grief! Now where is my file?

Cub Scout: Oh that's out in the yard where you used it to sharpen the lawn mower blade.

Dad: I can't find my screwdriver now, and I just had it! Did you use it, son?

Cub Scout: Yes, Dad. And here it is in the toolbox - right where I put it when I finished with it.

Dad: Oh! I never thought of looking for it there!

DANGER! BEWARE OF DOG!

Upon entering the little country store, the stranger noticed a sign saying; DANGER! BEWARE OF DOG! Posted on the glass door. Inside he noticed a harmless old hound dog asleep on the floor besides the cash register.

He asked the store manager, "Is THAT the dog folks are supposed to beware of?"

"Yep, that's him," he replied. The stranger couldn't help but be amused.

"That certainly doesn't look like a dangerous dog to me. Why in the world would you post that sign?"

"Because," the owner replied, "before I posted that sign, people kept tripping over him."

DAVY CROCKETT SKIT

Characters: Announcer, 6 Cub Scouts in Davy Crockett costumes; 7th Cub in dress clothes and wearing a coon skin cap.

Announcer: Tonight we bring you the story of a famous American, Davy Crockett - a brave and powerful man. Raised in the woods of green Tennessee, he soon learned to know and name every tree.

Cub 1: He learned to know the critters, from the Possum to the Bear, wait until you hear what he did with just a stare!

Cub 2: He scared a coon right out of a tree with just a grin and a big old stare. He tried it on a bear, but the bear wouldn't scare, so he challenged him to a fist fight and won him fair and square!

Cub 3: A streak of lightning Davy mounted; all the stars he named and counted. He caught the tail of a passing comet, and put a piece of sunrise in his pocket.

Cub 4: Davy was caught between a panther and a bear, so you see he couldn't use just a simple little stare. He aimed "Old Betsy" at a rock between the two - the bullet split that rock and left a trail of blazing blue. One piece of rock killed the panther, the other demolished the bear. A mighty combination - "Old Betsy" and Davy's stare!



Cub 5: Davy was a fighter honest, brave and true; but fighting, it was told to me, always made him blue. A treaty was signed. Davy helped make the peace. And in that land, fighting did cease.

Cub 6: This is a fine country. It's worth fighting for. Guess I'll head for the fort called Alamo, where the Texans are fighting for liberty.

Announcer: Folks liked Davy's way of doing things. They thought Davy ought to be a congressman and help run the country., The critters seemed to think so too. Even the crickets all chirped, "Crockett for Congress! Crockett for Congress!" In the nation's capitol, Congressman Crockett made this speech:

Cub 7: I'm Davy Crockett, fresh from the backwoods. I'm half horse, half alligator, and a little bit tetched with snappin' turtle. I got the fastest horse, the prettiest sister, the surest rifle, and the ugliest dog in Tennessee.

ALL BOYS: SING "DAVY CROCKETT"

THE DEAD BODY

Number of Participants: 2

Scene: One person lying on the ground, dead. Another sees him and runs for the telephone and, panicking, gasps: "Police, there's a dead person here... Where? Uh, (looking for a sign), "I'm at Montgomery and Westchester... Spell it? ... Uh, M-o-t-n... Uh, M-o-t-g,," (confused), "Just a minute, I'll drag him over to King and Elm !"

THE DEN MOTHER'S BOUQUET

Characters: Six Cub Scouts in summer uniform or Cub Scout T-shirts.

Scene: A nature walk.

Props: Cub - fashioned bouquet, with strands of ivy.

Cub 1: Gee, Fellas. I don't think Mrs. Brown's having a very good time.

Cub 2: Well, you didn't help things much, giving her that garter snake.

Cub 3: I was just trying to help her collect stuff for our nature display at pack meeting.

Cub 4: Yeah...and you heard what she said! "Nothin' ever again, that moves by itself."

Cub 3: So...now I know better!

Cub 5: Don't worry about a thing, you guys. I'm gonna fix everything.

Cub 6: Yeah? How?

Cub 5: Well, you know how nutty women are about flowers? So, I picked her this neat bunch of flowers...(he holds up bouquet, with trailing strands of ivy)... See?

Cub 6: Oh no... (Wails). We'll never get to go on another hike!

Cub 5: How come?

Cub 6: Cause...that's poison ivy!!

DOCTOR! DOCTOR!

The secret to success with this series of quickies is to keep them moving along. You can have one doctor and different patients, but it may add greater rush and flurry if a different doctor and patient fly in and out for each quickie.

Pat: Doctor! Doctor! I feel like a set of drapes.

Doc: Pull yourself together!

Pat: Doctor! Doctor! Am I going to die?

Doc: That's the last thing you'll do.

Pat: Doctor! Doctor! Everyone keeps ignoring me.

Doc: Next!

Pat: Doctor! Doctor! My back feels like a deck of cards!

Doc: I'll deal with you later.

Pat: Doctor! Doctor! What's wrong with me?

Doc: Have you had this before?



Pat: Yes.

Doc: Well, you've got it again!

Doc: You'll live to be 80.

Pat: I am 80.

Doc: See!

Pat: Doctor! Doctor! I've got insomnia.

Doc: Don't lose any sleep over it!

Pat: Doctor! Doctor! My friend's doctor told him he had appendicitis and, two weeks later, my friend died of heart failure.

Doc: Don't worry. If I tell you you've got appendicitis, you'll die from appendicitis!

THE DUMB ACTORS

"I once directed this skit and, having prepared it with the kids a few weeks prior to the actual campfire (and the kids being from another group), I'd forgotten that I had to arrange for their brooms. So in the middle of the skit, I remembered about the brooms and quickly ran into the camp kitchen to get the brooms!"

"It seems to me that this one perhaps could use a little "setting the scene" -- perhaps start off with the "actors" standing around on break, and the Director calling them in, saying that they'd had enough time already. On that note, I once participated in the presentation of this skit. I was a fifth cleaner who was sort of on break, sort of working. I had a coffee cup, a broom, some towels, etc. I would go up and clean the camera, sweep around the son who was lying on the ground, occasionally try to interrupt, but not quite manage to, etc. After a verbatim presentation as follows, I added in, "Yeah guys, let's get back to work!"

"Otherwise known as "At the Movies" from the Leader Magazine -- text from the Best of the Leader Magazine Cut Out Pages." Author

Cast: Director, Others in a Studio (Clapper Board, Lighting Men), Mother, Son, Doctor, Undertaker, brooms for the actors

Director: Lights, Camera, Action!

Clapper: Scene one, Take one!

The actors play the scene without the least sign of emotion as lighting people follow and cameraman films. Mother is flipping pancakes at the stove when son walks in.

Son: Mom, I don't feel too well. (He collapses)

Mom: (Goes over, looks at son.) Oh, I'd better call the doctor. (Moves to the phone, dials making click, click, click sounds.) Doctor, come quick. My son's collapsed.

Doctor: (Enters, checks pulse and breathing.) He's dead. I'd better call the undertaker. (Goes to phone, dials making dialing sounds like Mom did.)

Undertaker, you'd better come. I have a dead body here.

Undertaker: (Enters and begins to measure the body.)

Director: (Jumps up.) Cut! Cut! That was terrible. You had no emotion AT ALL! Let's do it again. This time, give me more emotion!

Cast: (Exiting) Right. More emotion.

Director: Lights, Camera, and Action!

Clapper: Scene one, Take Two!

The actors redo the scene, using exactly the same words, but with great hammy histrionics. Mom weeps uncontrollably throughout, son dies very dramatically, etc. At the same point as in Take One, the Director yells, "Cut! Cut!"



Director: That was better, but too fast. Let's try again. This time, slow it down. Lights, Camera, Action!

Clapper: Scene on, Take three!

The actors redo the scene in slow motion -- talking slowly, mowing slowly. For example, when the telephone is dialed it goes click ... click ... click ... and after the doctor checks the son's pulse, the son's hand falls slowly back to the floor, etc. The Director yells "Cut!" in the usual place.

Director: That was far too slow! Let's speed it up!

This time the actors do the scene so quickly that the son throws himself to the ground, the doctor is there before Mom can hang up, and so on.

Director: (At the same place) Cut! That was absolutely terrible! Actors? Do you call yourselves actors!??

Cast: Actors? Who said anything about actors? We're the cleaners! (All pickup brooms and exit.)

THE ECHO

The club leader announces during the singing that he has noticed an echo in the room and he is going to try it out (also could be on a hike overlooking a canyon). The following is a dialogue between the leader and the echo - a person out of the room or out of sight.

Leader: Hello

Echo: Hello

Leader: Cheese

Echo: Cheese

Leader: Bologna

Echo: (silence)

Leader: (to group) It must not be working now. I'll try again. (to echo) This leader is great.

Echo: Bologna

ECHO, AGAIN!

A Scout enters the campfire area, walks around and collapses to the ground. He lays there seriously ill and dying. Soon another scout enters and finds the ill scout. He screams out: "There is someone lying here!" Then the echo effect from outside of the campfire area. Soon the scout calls out, "I think he is ill!", echo effect. He continues, "I think he is very ill!" echo again. The Scout, beginning to panic, screams out "He is dying" with the echoes responding. Finally the scout calls out "He is Dead!". But this time the echoes respond in unison, "Its about time!"

EMERGENCY ROOM DOCTOR

The scene is an emergency room at a hospital. The Doctor is totally self absorbed, combing hair, looking in mirror etc. A guy runs in, a hiker with a branch stuck in his stomach. He is screaming in agony. The Doctor insists that he must ask him some questions before anything can be done. The patient screams that he is losing blood. The doctor continues asking questions such as where he lives, past illnesses, type of house, how he got there etc. A phone rings and the Doctor is invited out to lunch. The Doctor runs off leaving the wounded man writhing on the floor. A stupid looking janitor with a broom wanders by and pulls the branch out. The patient stands up, says thanks and leaves.

EMERGENCY TEST

A group of scouts come out and stand in a line across the stage. One, the announcer, stands in front of them.

Announcer: "This is a test."



All: Hmmmmmmmmmm. (Or Beeeeeeeeep)

Announcer: This has been a test of the emergency warning system. This was only a test. If there had been a real emergency, we would have said... (Scouts throw hands over heads, yell "Ahhhhh", and run helter-skelter off stage.)

THE ENLARGING MACHINE

Preparation: Decide which objects will be enlarged, and collect both large and small versions. For example:

A dime becomes a quarter.

A string becomes a coil of rope.

A newspaper page becomes the Sunday paper.

Set up a sheet as a backdrop, and hide a Scout behind it with the large objects and a bucket of water. The Professor will be in front of the sheet with the small objects. If it is dark, you will need a spotlight on the action.

The Skit

The Professor walks out and announces that he has developed a wonderful Enlarging Machine that will make anything - anything - bigger. As the Scout behind the machine makes 'machine' noises, he explains that the machine is operated simply by tossing an object over the sheet. The machine will then return the object in a much larger form.

The Professor will demonstrate his fantastic invention, but he needs volunteers to help. One by one, the volunteers come forward. The Professor hands them an object, which they throw over the sheet. The machine then makes noises, and the larger object is tossed back. Each time, the Professor exclaims about the value and capability of the machine.

The last volunteer is the Scapegoat, who is volunteered by the Professor and the crowd. The Professor takes the Scapegoat by the arm and leads him toward the audience and away from the sheet. In tones of great secrecy, the Professor encourages him to have some fun with the machine and spit over the sheet. They return to the sheet, and the Scapegoat spits. He is instantly drenched by a bucket of water.

Variation

The Professor can talk out loud about an object, but actually hand the Scapegoat a cup of water. By his actions, he implies that he and the Scapegoat are going to surprise the Scout behind the machine. This can have several outcomes; the Scout can be surprised; the Scapegoat can get wet anyway; or the Professor can get wet, to his surprise.

THE FIRE

You need two players and a behind-scenes person to move the fire (an artificial campfire with invisible strings attached).

The players sit by the fire, reading, doing a puzzle, etc. The fire moves slightly. They don't notice. It moves again; they don't notice. This continues until, finally, the fire is pulled off stage. At that point, one of the players looks at the other and says, "Looks like the fire's gone out again!"

-- Thanks to Scouting (UK) magazine

THE FIRING SQUAD

A firing squad lines up with a prisoner. The leader of the firing squad calls out "Ready ... Aim..." The prisoner shouts, "Tornado!" The soldiers all run for cover and the prisoner escapes. A Second prisoner is brought out, the leader calls out "Ready ... Aim. >" And the prisoner shouts, "Landslide!" the firing squad runs for cover and the prisoner escapes again. Repeat this for other natural disasters. The last prisoner is brought out and having seen the other prisoners escape decides to do the same thing except he yells "Fire" and the firing squad does.



Version 2:

Probably taken from "You Can't Do That on Television."

Cast: Rifle squad, Commander, Person to be executed

Setting: Jail

Person about to be executed is standing at pole, doing a crossword puzzle.

Commander: Ready, aim ... What are you doing?

Person: The crossword puzzle from today's New York Times. A real tough one.

Commander: Did you know I'm about to have you executed?

Person: Sure. Here ... a four letter word meaning burning ... Hmm ... Do you have any idea?

Commander: Four letters -- burning -- (takes puzzle, walks in front of pole, person sneaks away) -- F-I-R-E! FIRE! It fits!

Firing squad shoots and he buckles over with one of those knowing looks on his face.

FISH SKIT

Characters: 2 fishermen, little boy. All three have a stick with a short string on it as a fishing rod.

Scene: Two boys with "fishing rods" are standing together fishing through the ice. The rods hang without moving, as the boys are not catching anything.

Boy 1: Boy, am I cold. I don't know how I let you talk me into coming out in the middle of the night to go ice fishing. My feet are frozen to the ice, my nose is running, my ears are like ice, and I haven't even had a bite.

Boy 2: Knock it off! This is a great spot! Just wait till we catch a few.

(Boys stand a few seconds with no bites.)

Boy 1: It's 2:00 AM and we still haven't had a bite. I think my right ear just fell off.

Boy 2: Stop complaining! Soon they'll start biting; just wait.

Boy 1: (after a short wait) 3:00AM and still no bites! My other ear just fell off.

Boy 2: Wait! Wait!

Boy 1: Talk louder, my ears fell off.

Boy 2: Cut that out!!!

(Another boy walks onto the stage at some distance from the other two. He begins to fish, and catches one after another.)

Boy 1: It's 4:00 AM; my toes just fell off. I have to go to the bathroom, but I can't afford to have anything else fall off. We still haven't had a single bite. (Watches as the new boy catch more fish.) Say Charlie, that kid over there. (Points) Look at all the fish he's getting!

Boy 2: Wow I wonder how he does it? (Raises his voice) HEY-KID!

Boy 3: MMMMMMMMM

Boy 2: You're catching fish over there, aren't you?

Boy 3: UMMM HUMM. (Nods his head and catches another fish.)

Boy 2: You got more than ten-don't you?

Boy 3: MMMMMMMMMMMMM (Nods his head.)

Boy 2: How do you do it? We've been fishing here for hours without a bite, while you get them one after the other.

Boy 3: MMM MMMMMMMMMMM MMMMMMMMM MMMMMMMMMMMMMMM

Boy 2: What?

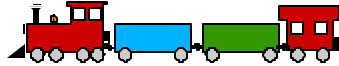
Boy 3: MMMMM MMMMMMM MMMMMMMMMMMMM

Boy 2: I can't hear you.

Boy 3: MMMMMMMMMMM MMMMMMMMMMMMM MMMMMMMMMMM

Boy 2: I don't understand you! What are you trying to say?

Boy 3: (Loudly spits a large something into his hand.) YOU HAVE TO KEEP THE WORMS WARM!!!
(Puts the worms back in his mouth.)



FISHING

(The scene opens with the two players rowing an imaginary boat.)

Andrew: Whew! It sure is a long way out here.

Robert: Yep. (Puts hand to eyes) I can't see the shore anymore. Ready to start fishing?

Andrew: I think so. Looks like a good spot to me.

(Both ready imaginary rods, reels, hooks, worms, etc., and start fishing. Immediately they both start to catch fish, recast and catch more. Continue for several casts.)

Andrew: I told you this would be a good spot.

Robert: Sure is, the boat's full. Guess we have our limit. Better get back.

Andrew: O.K. (Gets oars ready)

Robert: Did you use a map to get here?

Andrew: Nope.

Robert: How are we ever gonna find our way back tomorrow?

Andrew: Oh that's easy. I'll just mark the spot with a big X right here on the side of the boat! (Makes mark - both row away quickly)

THE FLEA CIRCUS

Characters: Ringmaster, Cub Scouts in Uniform (any number).

RINGMASTER: Ladies and Gentlemen, we are proud to introduce the Den _____ Flea Circus. We will now present Hugo, who will walk the tightrope. When he reaches the center, he will turn a double somersault. May we have silence, please?

[Two Cubs stretch a string. Third Cub places "flea" on the string. Cubs follow movement of flea with exaggerated head movements, as it walks to the center of the string, and turns the somersault. One boy with his mouth open gets too close to the string and gulps as if he had swallowed a "flea".]

FIRST CUB: [Puts hand over mouth and gulps loudly.] I swallowed Hugo! [Begins to cry 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.

[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 claps quickly, forgetting Homer...looks shocked, and slowly parts hands, sobs and runs off stage.]

RINGMASTER: Too bad. But we must compose ourselves. Our next fabulous act features Hector, the weight lifting Flea. Hector is the strongest flea in the world. That rock may not seem large to you, but think of how small Hector is... compare his size to the size of this rock.

[Boy puts Hector on table, proudly points to him, flexes muscles, and points to Hector again.]

RINGMASTER: [To boy] 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 back down on table without looking. Looks around for Hector, picks up rock and finds smashed Hector.]

BOY: Hector! Hector! [Sobs, hangs head, and leaves stage.]

RINGMASTER: We seem to be having a bit of hard luck. But the show must go on. I now introduce Harry, the bareback riding flea.

[Boy removes shirt, then pretends to place "flea" on his bare back, then runs off stage yelling.]

BOY: Hang on, Harry! [Looks over shoulder while running offstage.]

RINGMASTER: [Relieved.] He made it! And now Hiram and Hillary will perform their world famous trapeze act. Hillary will make a triple somersault and Hiram will catch her.

[Boys hold up trapeze made of soda straws with a string through them. Two boys each hold one. Third boy places "flea" on trapeze and begin to swing it.]

RINGMASTER: There they go! Watch them swing! Hillary lets go, she's turning a somersault. One, two, three, and Hiram catch, er.. misses her!

[Boys begin looking for Hillary on the floor.]



BOY: There she is! Points to floor near second boy.]

SECOND BOY: Where? [Takes a step where other boy pointed.]

BOY: You just stepped on her! Oh well, she needed more practice, anyway. Say, [to Ringmaster] we have another flea act for you. He's a man-eating flea! [Opens box] Oops, he got away!

[Ringmaster begins to scratch frantically, yells help several times, and runs off stage. (Preferably into audience. ;)]

BOYS: [Chasing him] Hey! Bring back our flea! We want our flea! [Curtain]

-- From the Theodore Roosevelt Council 1989 Powwow Book. Thanks to Chuck Bramlet, ASM Troop 323, Thunderbird District, Grand Canyon Council, Phoenix, AZ

FLORA THE FLEA

Cast: Performer

The performer is putting his trained flea Flora through all her tricks, explaining all her tricks as she does them. His eyes follow every flip, jump, etc. as she performs and lands back in his hand. Then he asks her to jump to the ceiling. His eyes lose her and she doesn't return. He looks high and low (perhaps with the help of a friend) but can't find her. Finally he looks in someone's hair.

Performer: (Delighted) Flora! There you are! I'm so glad to have you back. (Looks more closely.) But say ... this isn't Flora!

Alternate Ending ... when Flora has done all her tricks,

Performer: Let's hear a big round of applause for Flora! (Begins to clap, then stops, horrified, realizing what he's done.)

FOOD, WATER & MIRROR ON THE SAHARA

An easy 2-person skit if you have only one person who's thirsty.

Cast: 2 or 3 People, cup of water, combs, Narrator

Setting: Sahara Desert

Narrator: Here are some poor, thirsty men on the desert who've been stranded on the desert for days. Let's watch.

Two or three people are crawling, calling out for water. Time to really ham it up. Finally, they see the cup of water and stagger for it, reaching out. Finally, they get to the water and,

People: Ahhhh! (Relieved -- they take out combs, dip them in water and begin to comb hair.)

THE FORTUNE-TELLER

This is a campfire skit. You can plan it carefully if you want. If you have a good spontaneous actor, he might be able to ad-lib responses to each object presented to him, without advance planning. The Announcer should always tell the audience what object is given to the fortune-teller, because they usually will not be able to see clearly.

The Skit

A small tent is set up, with an old lady sitting in front of it. This can be a Scout wrapped up in a blanket, who speaks with an old lady's voice. An Announcer introduces her as a very accurate teller of fortunes who can predict a person's future by touching anything belonging to the person.

The Announcer calls up a series of Scouts. He asks the first Scout what he has brought, and the Scout produces a pencil. The Announcer hands the pencil to the Fortune-teller and asks her to tell the future of the owner. The Fortune-teller waves her hands and mumbles some words and then predicts that the owner will become a writer.

The scene is repeated. A Scout produces a comb from his pocket, and the Fortune-teller predicts that he will become a hairdresser. A third Scout has a dollar, and she predicts that he will become a successful banker.

After several of these, the Scapegoat is summoned from the audience. The announcer asks what he has to show the Fortune-teller. No matter what the Scapegoat suggests, the Announcer says it is not



good enough. Either it has been done before, or it is too easy, or "That's no fun!" or any other reason. Finally, the Announcer suggests that the Scapegoat try his shoe, and makes him take it off. The shoe is handed to the Fortune-teller, who repeats her mumbo jumbo. (If the Fortune-teller is a good pantomime, this is a wonderful opportunity to make faces, hold her nose, etc.) She then announces, "You will take a long walk in the woods!" She throws the shoe far into the woods.

FOUR LEAF CLOVER

A person finds a four leaf clover. He feels sure that it will bring him good luck. Another person runs into him. They accuse each other of running into each other. They start hitting each other. A policeman comes along, the other guy accuses the lucky person. The lucky person is hauled off to jail. The lucky person reappears, disgruntled and unhappy. Garbage is dumped on him as he walks along and gets fined by a policeman for littering. The lucky man throws away the four leaf clover. Another finds it. The former lucky man comes back on stage. The person who found the four leaf runs on stage saying he just won a million dollars and has good luck since he found it. The former lucky man slumps down, groans, and begins to cry.

THE FRIGHTENED HUNTER

Cast: Story teller, hunter, and game warden

The storyteller tells the story, while the hunter pantomimes the story and his actions. The game warden comes in on cue.

Story Teller: There once was this hunter who was hunting for several years in the same location. Every year, he would see a deer grazing on the edge of a cliff, which was just outside the allowed hunting zone. The deer would never come into the hunting zone. Now this was a very big deer, and would have been a wonderful prize. But the hunter was always unsure, and didn't want to lose his license. Finally one year, the hunter decided that he was going to shoot the deer anyway, as he wasn't having much luck. He went up to the deer, saw that it was dead, and threw it over his right shoulder, then put his gun over his left shoulder. All of a sudden, the game warden came up to him.

Game Warden: Excuse me, sir, I was just watching you. What's that over your shoulder?

Hunter: (looking over left shoulder) That's my hunting rifle.

Game Warden: And what's that over your other shoulder?

Hunter: (looking over right shoulder, and shakes off the deer) AAHHHHHH!

GAME SHOW

The skit starts out with a couple of campers (or scouts in your case) asking for some volunteers from the audience (parents will do JUST fine...evil grin).

The volunteers are then removed from the room by one of the scouts in charge of the 'Game Show' (thank you Vanna...)

After the volunteers have been removed, the 'Game' is set up. Two tables (the folding type work VERY well) are covered with sleeping bags and balls of various descriptions are placed under buckets on these tables, the catch is that in between the two tables a person (another scout perhaps) is kneeling with his head under a bucket to resemble the other buckets (of course this is well hidden with sleeping bags, or sheets or what ever you have handy) The tables are then moved close together to further hide the fact that there is anyone under the table, and don't forget to cover the front of the table so that the participant, or victim as it were, cannot see under the tables.

Bring in the first contestant...

It is then that the 'Game' is described to the contestant. He/she is to make his/her way down the line of buckets picking up each bucket and naming the ball under the bucket. Give some time record to be beaten. Then as they make their way down the line and eventually pick up the bucket off of the table under which the scout is hiding, the scout should yell/scream etc. to further the shock value.

Bring in the next contestant...etc

This skit is generally really effective and is good for a few laughs if nothing else.

-- Thanks to James Brezina

GONE FISHIN'

Three boys sitting on a bench or chairs in the front of the room. The two boys on outside have fishing poles, the one in the middle is reading a newspaper. Boys with lines act like they are fishing.

Cub 1: Sure haven't been catching much.

Cub 3: I haven't even had a nibble.

Policeman: (walks on from offstage.) What are you guys doing?

Cub 1: Fishing, sir.

Policeman: Can't you tell this is a pack meeting?

Cub 3: No, it's a pond!

Policeman: (nudges man with paper and he lowers it) Do you know these two characters?

Cub 2: (folds newspaper) Sure, they are my friends.

Policeman: In that case, you'd better get them out of here.

Cub 2: Yes, sir. (Reaching behind chair, picks up a paddle and acts as if he is paddling away.)

GOOD SOUP

Props: a large pot, several spoons, and a floor mop. A chef's hat would also be useful.

Announcer: This scene takes place in the camp Dining Hall.

(Several boys are seated around a large pot, sampling the imaginary contents with the spoons.)

Scott: Boy, this is sure good soup.

Brad: Yep, it's got REAL flavor.

David: Sure is, why it's even better than my Mom makes.

Matthew: Oh yeah. It's the best food I've eaten at camp all week.

Cook: (Enters waving floor mop and shouting) Hey you guys! Get out of my mop water!!!

Version 2:

Known by the same title in the Leader Magazine.

Cast: Three or four Cubs or Scouts, Cook, Tub

Setting: Kitchen

#1: (Over tub, tasting contents) Good Soup!

#2: Yeah, Good Soup!

#3: I know! Good Soup!

#4: None better than this! Good Soup!

Cook (Comes running in) Get out of my dishwater!

GRANNY! WAKE UP!

Cast: Grandson, Granny (2 people), Volunteer, Victim, campfire blanket(s)

Setting: In Granny's Room

Granny is in bed (say on the floor,) and of course is covered with blankets. Your two grannies lie down on their backs, as close together as possible, with heads in opposite directions. The head of one is exposed, the other being covered and where Granny's "feet" are.

Try to figure out a way to set up the audience such that it seems like the right way to be addressing Granny, such as Her being afraid of getting any worse and wanting to be completely covered up to avoid getting cold.



Grandson: (To Granny) Granny! Wake Up! It's time for your pill! (Pause -- no response.) Granny! Wake Up! Oh no! She may be dead! (Ham it up, boys!) My gosh, I'll need some help! (Get volunteer.) Help me wake Granny!

Both of them: Granny! Wake UP! Wake Up!

Grandson: Oh, what ever will we do? She needs to take that pill! I think we need more help! (Get victim.) Will you help us? Just call out with us to wake up Granny.

All of them: GRANNY! WAKE UP! WAKE UP!

Grandson: Maybe if you stand over her and ask her for a sign that she's still alive.

Victim: OK. (Stands over her) Granny! Wake Up! Please! Give me a sign!

Granny's "back end" rises up and hits him on the behind.

THE GREAT SEAL

Scene: Group of Cub Scouts are talking.

1st Cub: Bet you never heard of the Great Seal of the United States.

2nd Cub: You lose. I certainly have heard of it.

1st Cub: Okay. I'll bet you don't know where to find a picture of it.

2nd Cub: You win. Where?

1st Cub: On a dollar bill. Look. (Holds up dollar bill.)

2nd Cub: You mean the picture of George Washington?

1st Cub: No, turn the bill over and look at the two circular designs.

2nd Cub: That's the Great Seal? Why are there two designs?

1st Cub: That's the front and back of the Great Seal, like the front and back side of a coin.

3rd Cub: What do the designs mean?

1st Cub: First there is the eagle. That's our national symbol. The shield over the eagle's breast has 13 strips.

4th Cub: For the 13 original states?

1st Cub: Right!

5th Cub: (Looking at bill.) What's the eagle holding in his beak?

1st Cub: It's a ribbon with the words "E pluribus unum" which is Latin for "one from many".

4th Cub: Meaning one nation from many states?

1st Cub: Right!

3rd Cub: What's the eagle holding in his claws?

2nd Cub: I know. There is an olive branch, the symbol of peace, with 13 leaves.

4th Cub: And he's holding 13 arrows in the other claw, which means that we intend to defend our freedom.

1st Cub: Do you know why the eagle is facing right?

2nd Cub: It means that peace is right. Peace is first.

3rd Cub: What does the pyramid mean?

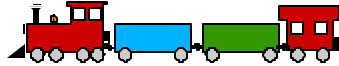
1st Cub: The pyramid is a symbol of strength and lasting power. But notice that it's flat on top - unfinished. That means the nation is unfinished. We still have a big job ahead.

4th Cub: What is that triangular eye above the pyramid?

5th Cub: I think it represents God watching over us.

3rd Cub: Gosh, I never realized there was so much crammed into the Great Seal.

1st Cub: And I'll bet you never realized it was right on a \$1 bill.



THE GREATEST SPITTER IN THE WORLD

Another 2-person skit you can plug in.

Cast: GSITW, Partner with metal pot (with a bit of water in it) and a pebble

Setting: Boardwalk, Circus, and Amusement Park

Separate GSITW and partner by about 15 feet.

Partner: Ladies and Gentlemen! May I present to you the Greatest Spitter in the World! He does all kinds of tricks with a mere spit! Let him show you the simple spit first!

GSITW sends off a regular spit, which is caught in the pot by the partner. When it's supposed to land, he hits the bottom of the pot with a secret pebble he holds in his hand.

Partner: Ladies and Gents! That is not all he can do! Watch his fastball!

Again, another spit which immediately "lands" in the pot. Continue with tricks, such as slow spit, high spit, round the world spit (in which case each turns around, backs facing each other, and the spit takes a while to come around but indeed does,) curve spit, and so on. Finally,

Partner: Now for his last spit! It's a really difficult spit but we think we have it! It's a high, quadruple axle, curvy, spring jump spit! We must have absolute silence for this one!

GSITW spits up, partner follows it up, doing 4 spins, it curves side to side, begins to jump up and down in air, then he seems to lose it ... no, there it is ... he goes side to side, trying to catch it, he trips and spills the water on the crowd.

THE GROWING MACHINE

The cardboard box needs to be large enough to hold one of the players and various props. "Load" it and push it on stage, where a narrator explains that this marvelous machine has been invented by tonight's guest, Professor... who will demonstrate its tremendous powers. He introduces the professor, who enters carrying a bag of his props.

The professor explains he has invented a wonderful machine that makes things grow. He proceeds to demonstrate. He pulls a small piece of paper from his sack, pushes buttons, etc., and throws in the piece of paper (sound effects, flashing lights). The

player inside throws out a paperback book. The demonstration continues with small ball in, large ball out; piece of string in, hunk of rope out; etc. Finally, the professor throws in a baby doll. The player inside jumps out in baby clothes and cries "Daddy!" then chases him off stage.

THE HAIR CUT MACHINE

The cardboard box needs to be large enough for a player to poke in his head. Face the opening away from the audience. Set up a striped pole and use a few other barbershop props. The "customer" wears a tight fitting light-colored bathing cap to hide his hair and, over the cap, a long scraggly wig loose-fitting enough that he can shake it off when he needs to but well enough anchored that it won't fly off too early.

Barber is on stage. Customer enters and asks for a hair cut. Barber checks him out, announces he thinks this is a job for his brand new haircut machine, and convinces the customer to try it. Customer sticks his head into the back of the box and barber turns it on (sound effects). Customer yells, flails, flops and goes through incredible contortions, shaking off the wig in the process. Barber, unperturbed, turns off the machine. Customer pulls out "bald" head and races screaming off stage.

HAPPY BIRTHDAY SKIT

Characters: 5 Cub Scouts plus one small Cub Scout.

Props: A 'birthday cake' large enough for the small boy to hide inside.

Cub 1: Well, here we are. But where is Ed?

Cub 2: I don't know. It's just like Ed to invite us over for the surprise party and then not be here.

Cub 3: Does anyone know whose birthday we're celebrating?

Cub 4: It isn't mine. Mine's in April.

Cub 5: Who cares?



Cub 4: I do! Besides, now that you know when it is, you can save your money and buy me a super present!

Cub 1: Boy! Will you look at that cake?

Cub 2: Man that's big enough to feed an army!

Cub 3: Not with Jack around. You know how he is with our den snacks. He eats everything in sight!

Cub 4: I can't help it. I'm just a growing boy...just like the Law of the Pack says we should.

Cub 5: Yeah, but we're to grow up...not out!

Cub 1: Look, here's a note.

Cub 2: Read it. Maybe it will explain what this is all about.

Cub 1: Okay, okay! (Reads from note.) We're a gang that's really true, Here to celebrate our , Our organization rates an "A" plus, so let's all sing...

Small Cub: (Jumps out of cake and yells Happy Birthday to us!)

HARLEM GLOBETROTTERS

Three scouts are doing laundry, each is sitting behind a bucket which holds his "laundry". Two of the buckets really have water and a rag or two. All three work at scrubbing and wringing water from their laundry for a few seconds. One sitting on the end shakes the water from his hands getting his neighbor slightly wet. This provokes the scout in the middle who retaliates with a splash back ... escalate in comedic fashion till the one on the end throws a wet rag at the face of the "scout" in the middle who ducks. The rag sails on till it smacks the scout on the far end (previously not involved in the water fight) in the face. The smack-ee picks up his bucket to dump on the others who take flight into the audience. The Punch line: When the actors are in the crowd the smack-ee tosses the contents of his bucket in a wide arc over as much of the audience as possible. In the version I saw the bucket was filled with pieces of newspaper but in a Scouting setting a bucket full of leaves would work just as well. If the actors have a little talent and practice this can be extremely funny.

HAVE YOU SEEN MY BELLY BUTTON?

Cast: Dog owner, Passengers on bus, stuffed animal

Setting: City Bus

Owner goes around on the bus asking people if they've seen his Belly Button. Some ignore him, women gasp, people are horrified, some respond, "The nerve of him!" "How crude!" "What a rude person!" Finally he spots the toy and exclaims,

Person: Ah! Belly Button! There you are you bad dog!

THE HIGHEST TREE CLIMBER IN THE WORLD

Again, this can be a 2-person skit.

Cast: 2 Friends, HTCITW

Setting: Campfire

Tree climber is hidden in the woods and is able to ruffle a bush or tree.

1: You know, they say there's this really good tree climber trying out for the Olympics. I wonder if he's practicing around here?

2: Call out and see!

1: Hey! Tree Climber! You around here?

Climber: Yep!

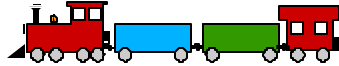
1: You practicing?

Climber: Yep!

1: How high are you?

Climber: Oh, not high. About 100 feet.

1: Wow! Can you go higher?



Climber: Yep! (Ruffles tree.) Now I'm at about 200 feet.

1: Fantastic! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 275 feet.

1: Neato! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 325 feet.

1: Great! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 400 feet.

1: Gee! I'm amazed!

2: Excuse me, Sir, but I have a book here that says that the highest tree in the world is only 360 feet high!

Climber: Ahhhhhh!!!!!! (Thump!)

HOW INDIANS TELL TIME AT NIGHT

The Master of Ceremonies announces that the next skit as, "How Indians tell time in the dark".

He recruits a few scouts to dance (Indian style) around the campfire fire and Indian chanting at the same time.

The MC stops and says, "listen" hearing nothing he says this is not working. He then recruits more volunteers, dance sing chant, etc. He stops the group to listen, (still nothing). He gets even more volunteers, repeat dance, sing chant, the final time when he stops the group to listen someone from offstage yells: "Would you be quiet! Don't you know its 2:00 o'clock in the morning?"

HOW MUCH?

Characters: Bob (a cashier), Paul (a Webelos Scout) and Mr. Jones (Cubmaster).

Setting: Bob stands behind counter (table) waiting on Paul. He has a computerized checkout machine (decorated box). Groceries indicated in script are ready to be checked out (empty cartons).

Paul: Hi Bob! How much are these eggs?

Bob: Seventy cents a dozen (scanning eggs).

Paul: How much for two dozen?

Bob: One dollar and forty cents.

(Paul writes down the prices on a pad as Bob scans each item)

Paul: How much is one pound of coffee?

Bob: Two dollars and 89 cents (scans coffee).

Paul: How much for one can of peas?

Bob: Thirty-three cents (scans peas).

Paul: How much is one box of Betty Crocker Cake mix?

Bob: Seventy-nine cents (scans cake mix).

Paul: How much is a pound of American cheese?

Bob: One dollar and 59 cents (scans cheese).

Paul: And a bottle of grape juice?

Bob: Seventy-nine cents (scans grape juice). Say, you certainly are keeping good records of what you spend.

Paul: One package of oatmeal?

Bob: One dollar and 49 cents (scans oatmeal).

Paul: Now, how much does all that cost?

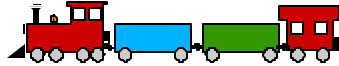
Bob: That's nine dollars and 28 cents.

(Mr. Jones enters)

Mr. Jones: Hi, Bob! Hi, Paul! Are you buying food for the Webelos overnight camp out?

Bob: Do you want all this in paper or plastic?

Paul: Oh, no! I don't want to buy anything. I just had a math problem today. "How much would the following items cost at today's prices?" Thanks for the help, Bob! Bye!



HOW TO WASH AN ELEPHANT

Before introducing this stunt, choose three people to leave the room. They should not overhear the narrator. Narrator explains to audience that the stunt is called "How to Wash an Elephant", a classic example in communications. He tells the following story and pantomimes the motions as he goes.

Narrator: One morning, Farmer Friendly went out to the barn to begin his chores (pantomime walking). He threw open the barn door, and to his surprise, he found an elephant in his barn (pantomime throwing open door, surprise). The farmer didn't know what to do with the elephant so he decided that the first thing to do was to wash it. He led the elephant from the barn (pick up the elephant's trunk and walking with it over your shoulder, open and close barn door). He left the elephant near the pump, got a bucket and scrub brush and pumped the bucket full of water (pantomime the actions). Now he was ready to begin. First he scrubbed the left side (lift up elephant's ear and wash that). Then he was ready for the stomach (lie down on floor; wriggle under elephant and scrub underside). Next, the right side (repeat actions as for left side). Then he scrubbed the elephant's face (pantomime scrubbing between eyes and down length of trunk). Almost done (walk to rear of the elephant, gingerly lift up tail and quickly scrub there). There, that's done! (Pantomime throwing out rest of water, putting the brush in bucket and setting bucket beside pump. Take the elephant by his trunk and lead him back to the barn, open door, lead him in, go out and shut door behind.)

Narrator tells audience he will call people back in, one by one, and pantomime the stunt, without benefit of narrative. The first person will do what he remembers for the second person, and so on. He will, of course, have no idea what the motions mean, so it can be very funny. By the time the actions are pantomimed for the third person, it will be distorted and bear little resemblance to the original version. After all three have tried their luck, the narrator explains the story and tells them what they were doing.

ICE FISHING

Four fishermen standing around watching one saw a hole in the ice. They saw a hole in the ice.

First One: Gosh this is hard. Ok, Let's get started.

They all throw their lines into to water. After a while, a voice from the distance says:

"There are NO FISH there."

The group looks at each other and decides to move:

2nd Fisherman: Ok let's go here.

1st Fisherman: Oh do I have to do this again. (And starts to saw.)

They start to fish again.

"There are NO FISH there."

They look at each other and decide to move.

2nd Fisherman: Ok let's go here.

1st Fisherman: Oh do I have to do this again. (And starts to saw again.)

"There are NO FISH there."

The group looks at each other and second fisherman: Is that you GOD?

NO I AM THE ICE SKATING RINK MANAGER, THERE ARE NO FISH UNDER THIS ICE.

I GOTTA GO WEE

Five guys sleeping in a tent, all in a row. The scoutmaster on one end, the little scout on the other.

The little scout climbs over all the other sleeping scouts, who try to remain asleep, and shakes the scoutmaster. "Scoutmaster! Scoutmaster! I gotta go wee!"

"Huh? Wha? Go back to sleep." The little scout crawls back over everyone and goes back to sleep for 5 seconds.

The little scout climbs over all the other sleeping scouts, who try to remain asleep, and shakes the scoutmaster. "Scoutmaster! Scoutmaster! I gotta go wee!"

"Huh? Wha? Go back to sleep." The little scout crawls back over everyone and goes back to sleep for 5 seconds.



The little scout climbs over all the other sleeping scouts, who try to remain asleep, and shakes the scoutmaster. "Scoutmaster! Scoutmaster! I gotta go wee!"
 "OK! OK!" says the scoutmaster, "If you've gotta go, then go."
 The little scout stands up and waves his hands in the air: "Weee!!!!"
 -- Thanks to Bob Jenkins

IGOR

No props are needed, although the actors can make up bits of costumes that emphasize their roles. The evil professor can wear a long white lab coat. Some rehearsal is wise, to get the most out of each performance.

A large Scout lies stiffly in the middle of the stage. The Professor enters and introduces himself, giving a very Russian-sounding name. He boasts about his great abilities and how he will prove that he is the greatest scientist in the world. He has created a monster named Igor, who can obey three different commands! With these commands, the Professor will control the world.

The Professor is interrupted by a loud knock on the door (from off-stage). A Scout enters, trying to sell a subscription to home delivery of the local newspaper. The Professor refuses, but the Scout persists. The Professor turns to the audience and says, "Now you will see what I can do with my monster!"

He turns and points to Igor and says, "Igor! Stand!" Igor slowly stands up. The Professor says, "Igor! Walk!" Igor stiffly walks toward the Scout.

He says, "Igor! Kill!" Igor reaches out and strangles the Scout, who dies with a great show of anguish. "Ha! Ha!" says the Professor, "Now you see what I have achieved! Now you know that I can control the world with Igor and my three commands!" Igor slowly goes back and lies down.

The scene is repeated at least twice more, with a Girl Scout selling cookies, a religious zealot, a vote-seeking politician, or a door-to-door salesman. Each time, the Professor boasts, a persistent salesman interrupts him, and he uses the three commands. Each salesman is killed off.

The Professor finally comes to the front of the stage, with Igor lying among the bodies behind him. He boasts again about his three commands, and how he will use them to control the world. All he has to do is say, "Igor! Stand!" Igor stands.

"Igor! Walk!" Igor walks toward the Professor, who does not notice him.

"Igor! Kill!" Igor kills the Professor, turns, and lies back down.

THE IMPORTANT MEETING

Scene: Six to eight players sit around a table scattered with papers, a couple of water glasses, etc. They mime a discussion, some jotting down notes, etc.

Enter the narrator, outfitted as a news reporter. In confidential tones, the reporter explains that this is an important meeting of the group committee, gathered on this occasion to make some very important decisions.

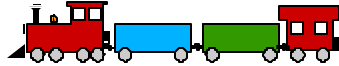
As the narrator says something like, "Let's see if we can get a bit closer to hear how things are going", the group at the table add some mumbling and unintelligible arguing to their mime. Occasionally, they punctuate the din with outbursts such as, "No, no!"; "I disagree!"; "That's better"; "No way!"; "That might work" and the like.

Finally, the hubbub dies down and the group settles back. One member stands and announces, "Then it's decided; a 12-slice pizza with olives, mushrooms, lots of cheese, but hold the pepperoni."

All: Agreed!

IN THE FURNITURE STORE

You need a furniture store salesman and a customer who knows what is happening. Before the salesman can sell anything, he needs stock. Call for volunteers from the audience: four to lie down to make the rug; three to crouch as the couch; one or two chairs; a lamp; and most important, one good-natured fellow to get down on all fours as the coffee table. When all are ready, a customer enters and



asks to see a couch. The salesman shows him the furniture, extolling its high quality and low price. He pays particular attention to the coffee table: beautiful, sturdy, mark and mar-proof, etc. The customer shows some interest. The salesman pats and wiggles the coffee table to show how firm and steady it is, then picks up a cup (empty) and says something like, "See this cup of water? Pretend it's coffee. When it sits on this table, you know it will never spill!" He places the cup between the shoulder blades of the coffee table and jiggles it gently. "See!" The customer says he'll think about it and leaves. The dejected salesman dismisses all the furniture except the coffee table and leaves. The coffee table tries to figure out how he will get up without spilling what he thinks is a cup of water all over himself. Cheer him on!

THE INFANTRY

A Variation of the Viper.

A scout runs in to a camp of soldiers yelling, "The infantry is coming! The infantry is five miles away!" The soldiers look up, mumble, and act nervous.

A scout runs into the camp of soldiers yelling, "The infantry is coming! The infantry is one mile away!" The soldiers stand up and start gathering their gear.

A scout runs into the camp of soldiers yelling, "The infantry is coming! They're just over the hill!" All the soldiers scream and run away, opposite direction that the scout came from.

Two people run in from the direction the scouts came from, carrying an infant tree. They run after the soldiers.

-- Thanks to Bob Jenkins

THE INVISIBLE BENCH

Need: 4 (or more) scouts.

First boy is squatting as though sitting on an invisible bench. The second boy comes in and asks what the first is doing.

"I'm sitting on the invisible bench."

"Can I join you?"

"Sure, there's plenty of room."

Second boy pretends to sit.

A third boy comes along, and the scene repeats.

Go on for as many boys as you want.

When the last boy comes along, asks and is answered, he says "But I moved it over there this morning!"

AAAAHHHHHH!!!! All seated boys fall down.

-- Thanks to Richard A Quinnell, Pack 609 Monterey Bay Area Council

IS A TRAIN PASSING TODAY?

Otherwise known as "Is The Train Comin'?" in the Leader Magazine. One of those skits rarely done yet quite funny if done right.

Cast: Grandma, Grandpa

Setting: Train Station

Grandma: (In old voice) Grandpa, is a train passing from the south today?

Grandpa: (Hobbles over to station, checks the schedule, looks to the south, returns, and in an old voice,) No, Grandma.

Grandma: Grandpa is a train passing from the north today?

Grandpa: (Hobbles over to station, checks the schedule, looks to the north, returns.) No, Grandma.

Grandma: Grandpa is a train passing from the east today?



Grandpa: (Hobbles over to station, checks the schedule, looks to the east, returns.) No, Grandma.
 Grandma: Grandpa is a train passing from the west today?
 Grandpa: (Hobbles over to station, checks the schedule, looks to the west, returns.) No, Grandma.
 Grandma: Good. We can cross the tracks now.

JOKE TELLER

A patrol of scouts is sitting around the campfire, eating their dinner. Every once in a while an older scout will yell out a number and all of the scouts will laugh hysterically. All except one new scout who just looks around. Finally after three or four numbers have been yelled he the new scout ask his patrol leader about what is going on. The Patrol leader explains that at some camps they got in trouble for the jokes they told so they memorized the jokes. Each member just says a number in order to tell a joke. The Patrol leader gives the new scout a book of jokes to learn. The new scout finds a joke and yells "52". Nothing happens. He asks the patrol leader why no one laughed. The patrol leader says: "Some guys just don't know how to tell a joke!"

LETTERS FROM HOME

Props: Two sheets of paper.

Scott: (Enters) Gee, it's always nice to get a letter from home when you're at camp.
 Robin: (Enters) Hey, look, I got a letter from my Mom.
 Scott: Me too. Listen, my Mom says she's writing this letter slowly, because she knows I can't read fast.
 Robin: Mine says I won't know the house when I come home. They've moved!
 Scott: Oh, my Dad has a new job with 500 men under him. He's cutting the grass at the cemetery.
 Robin: Our neighbors started keeping pigs. Mom got wind of it this morning.
 Scott: Oh, my goodness. My little brother came home from school crying because all the other boys had new clothes and we can't afford any for him. Mom says she got him a new hat and lets him stand in the window.
 Robin: There was a washing machine in the new house. But my Mom put four shirts in it, pulled the handle and they disappeared. Guess it doesn't work right.
 Scott: My Mom had her appendix out and a dishwasher put in. And, oh, my sister had a baby this morning. Mom doesn't know if I'm an Aunt or and Uncle, because she doesn't know yet if it's a boy or a girl.
 Robin: Oh, dear, there's a P.S. It says, I was going to send you \$ 10.00, but I had already sealed the envelope.
 Scott: Well, it's nice to know things are normal at home.
 Robin: Yep. (Both exit)
 (With this skit it is possible to put each boy's script on a sheet of paper, and they can read it out, as though they were reading the letter. They should rehearse, of course, to make it sound natural.)

LEWIS AND CLARK GET LOST

Character: 4 Indians, Lewis and Clark
 Scene: 4 Indians on stage, Lewis and Clark enter.
 Lewis: Hello Indians my name is Lewis.
 Clark: And mine's Clark, and we're exploring our way across this new land.
 Indian 1: We don't think its' a new land. We've lived here for many moons.
 Lewis: Great! You should know your way around very well.
 Clark: And that's great because you see, we are lost. Could you help us find our way to the Missouri River?
 Indian 2: Missouri River? Never heard of it.
 Indian 3: Me either. I've heard of the Misery River, but it's downstream quite a ways.



Indian 4: I once ate some liver from a cow from Missouri, but I guess you're not looking for the Missouri Liver.

Lewis: You are all crazy. You've lived here all these years, and you can't tell us how to get to the Missouri River?

Clark: You must not roam much.

Indian 1: The may well be, but at least we aren't lost!

THE LIGHTHOUSE

See "*The Olde Lighthouse*" in this Big Book.

Cast: 1 narrator

3-6 Scouts for the lighthouse walls

3-6 leaders, counselors, kitchen staff, etc., number to equal the Scouts and will be 'recruited' during the skit

1 flashlight, or 2 if using 5-6 Scouts

Scouts stand in a circle, facing out, feet spread 2' - 3' apart but touching feet of Scouts on each side. The flashlight is held at eye level and is passed around the circle. Scouts stand tall and hold the beacon's beam steady.

Narrator: "Many years ago the people of a seaside village built a lighthouse to warn approaching ships of a dangerous shoal near their harbor. Its beacon could be seen for miles, even in fog and storms. For many decades, the lighthouse stood firm and gave safe passage to all who sailed by the village. But as the years went by, the villagers grew old and so did the lighthouse. The villagers could no longer make repairs, the ocean's waves wore away the foundation, the lighthouse started to sag and failed at its duty."

The Scouts now stoop, heads lean to the side and bend their knees slightly; the light 'travels' a zigzag path around.

Narrator: "When the schooners and square riggers started to go aground on the shoals, the old villagers knew they had to call in experienced people to help with their problem. People who were pillars in their own communities and who were solid as a rock."

Recruit your favorite 'I'm gonna get you now' people and instruct them to go down on their hands and knees and into the walls. Leaders are facing in with their derrieres out, and are straddled by the Scouts who again stand tall and give a steady light.

Narrator: "Now with these new rocks placed into the foundation, the lighthouse once again shines a bright beacon and stands firm in the stormy surf to withstand the pounding of the waves."

Scouts drop the flashlight and then hand paddle the leaders.

-- Thanks to The U.S. Scouting Service Project

THE LIGHTHOUSE STORY

A lighthouse keeper runs in circles, pretending to run up the spiral staircase at the lighthouse, to check on the light on top. The phone rings, and he runs down the spiral staircase. He misses the phone call, and goes back up. The phone rings again and he goes down again.

The lighthouse keeper answers the phone, and finds out that he has two friends coming over to visit. He goes back up the staircase to check light. Knock on the door or a bell rings. He goes down the staircase to answer the door. He and his friends go up to the top while he checks the light. One friend faints. The lighthouse keeper sends the other friend down to call 911. He starts to call but forgets the number and goes back up to ask. He goes back down & calls for the Doctor. He goes back up.

Door bell rings and they go down to answer the door. The doctor enters and they all go up the staircase to where the fainted friend is. The Doctor tells them the fainted friend has to go to the hospital. The pick him up and go down. On the way out the door the friend asks what that other door is for. The lighthouse keeper says it is the elevator.



LIGHTENING STRIKE

A group of scouts are out hunting along with the troop chaplain. The Troop Chaplain says, "Look there goes a duck." A Scout using imaginary rifle takes a shot, and missing says something beginning with Dang. (Dang, I missed. Dang missed again. Dang cant hit anything, etc.)

Each time the chaplain explains that he is the chaplain and cautions the Scouts for their language and that they will anger the Lord. Finally the chaplain being somewhat put outs says: "If you use that language once more, the Lord will strike you down on the spot!" Repeat the scenario, There is one, bang, Dang missed again. Then from outside of the campfire are is a loud band, One of the Scouts yells look out for the lightning, and the chaplain fall to the ground. A voice from outside the campfire says in a deep voice, "Dang! Missed again!"

LISTEN AT THE WALL

One person goes along a wall listening and listening. Others come along and ask him what he is doing. He says dramatically, "Listen," and the others do. One of them says, "I don't hear anything", in a disgusted voice. "LISTEN", he says more dramatically and they listen some more. Again someone says, "I don't hear anything." The original listener says, "You know," with a faraway look, "its been like that all day."

LITTLE ERNEST

An all time favorite at Camp is this visual-effect skit where one boy is the head and feet (shoes on hands) and another behind him under a poncho or tarp is the hands.

Ernest worked on the waterfront at camp and demonstrated how to row, paddle a canoe and run the waterfront. He danced with joy at being invited to a party and got ready by brushing his teeth and attempting a quick shave.

LIVING XYLOPHONE

The instrument consists of several kneeling performers. The player strikes each on the head with a fake mallet or his fist as if playing a xylophone. Each player utters a single note when struck. Simple songs such as "Twinkle, Twinkle, Little Star" can be played this way.

LOBSTER TAIL

Two Scouts enter a fancy seafood restaurant, seated by Host, given menus, they study and discuss the menus, etc. Waiter arrives to take orders. One customer orders shrimp. The second says, " I'd like a lobster tail, Please." Waiter says appropriate things, goes away, returns with a storybook, sits down near customer two but faces audience, and begins to read; "Once upon a time, there was a little lobster....."

Narrator: And so our brave hunters took a bag of sugar and forced it down the loon's throat. Ahh ...
Watch

LOST DOG

CAST: DAVE & BOB.....Dave is crying

DAVE: Boo hoo hoo!

BOB: Hey Dave, why are you crying?

DAVE: (still sniffing) I lost my dog

BOB: Maybe he'll come home.

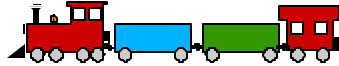
DAVE: No, he won't come home. He's lost.

BOB: Why don't you put an ad in the lost and found column of the newspaper?

DAVE: No. It wouldn't do any good.

BOB: Well, why not?

DAVE: Because my dog can't read!



LUNCH BREAK

Props: Lunch bags or pails.

Announcer: We see here a construction site. It is now lunchtime, and two friends are about to eat.

Worker 1: (Opens lunch bag and looks very disgusted) Yechhhh !! Egg salad sandwiches again!

Worker 2: Look, if you hate them that bad, I'll swap with you.

(Both pretend to eat, then exit.)

Announcer: The next day.

Worker 1: (Enters with Worker 2, opens lunch bag and looks very disgusted) Yechhhh !!! Egg salad sandwiches again!

Worker 2: O.K. I'll trade with you again. (Both pretend to eat, then exit.)

Announcer: The next day.

Worker 1: (Enters with Worker 2, opens lunch bag and looks very disgusted) Yechhhh !! Egg salad sandwiches again!

Worker 2: (Angrily) Look, if you don't like egg salad sandwiches, why don't you ask your (wife/mom/significant other) to make something else?

Worker 1: My (wife/mom/significant other)?? She's got nothing to do with it. I make my own sandwiches!

MIND READING

The mind reader sits behind a table with a number of slips of paper before him. One at a time he names a famous person and his or her good turn. He writes the name of the person on a slip of paper, folds it in half, and places the slip in a clear glass. He then asks someone to come up and take a slip of paper out of the glass, look at it, but do not tell him the name written upon it. The mind reader then pours water into the glass and stirs until they are thoroughly saturated. He then pours off the water into another glass and throws the paper away into a wastebasket. After examining the water in the glass, he announces the name of the slip drawn. Solution: Write the name of the first person named onto every slip of paper.

THE MAGIC DOCTOR'S CHAIR

Characters required- 1 doctor and four patients. Props required -two chairs.

Scene begins with doctor sitting on one of the chairs.

First patient enters twitching their left arm.

DOCTOR: 'And what's wrong with you sir?'

Patient 1: 'As you can see doctor I have this terrible twitch'

DOCTOR: 'Just sit on my magic chair and you'll get better'

The patient sits on the chair and stops twitching, but the doctor's left arm starts twitching.

Patient 1: 'Oh thank you doctor. You cured me'

The patient leaves, the doctor still twitching calls for the next patient.

DOCTOR: ' Next '..... 'And what's wrong with you sir?'

This patient has the hiccups. The process of sitting in the chair is repeated. The doctor now has a twitch and the hiccups.

The third patient is called in, both his legs keep flicking in the air. The process is again repeated so that the doctor now has a twitching arm the hiccups and both legs flicking in the air.

The doctor now calls patient four. This patient looks quite normal, enters and sits in the magic chair.

DOCTOR: 'And what may I ask is wrong with you sir?'



Patient 4: 'I've got a terrible case of the trots doctor' the doctor runs off the stage holding his stomach.

Note: *TROTS* is English slang for can't stop going to the toilet

Thanks to the Australian Scout Association

MEASUREMENT PROBLEM

It takes all kinds.

Need: 3 scouts (2 older scouts and 1 Cub Scout).

(Two Scouts come on stage carrying a long pole. They prop it up, then stand back and look at it.)

Scout 1: Now, there are several ways we can figure out the height of this pole. How do you want to start?

(The Scouts unsuccessfully try various methods of estimation to calculate the height of the pole. The conversation goes something like....)

Scout 1: According to my calculations, that pole is about 2 m high.

Scout 2: There's no way. It has got to be shorter than that. Just look at it.

(This kind of exchange repeats several times, as the Scouts obviously become more and more exasperated. A Cub strolls onto the stage.)

Cub: Hi! (He watches a bit) What are you guys trying to do?

Scout 2: We're trying to measure the exact height of this pole.

Scout 1: We haven't had too much luck, yet, but we'll get it.

Cub: Why don't you just lay the pole on the ground and measure its length?

Scout 1: (scornfully) Cubs!

Scout 2: I'll say. (To the Cub) Didn't you hear right? We want to know how tall the pole is - not how long it is

-- Thanks to The U.S. Scouting Service Project

THE MOTORCYCLE SHOP

The Motorcycle Dealer introduces himself and his shop. He stocks many types of motorcycles, and they are all in excellent condition. In fact, he will demonstrate how good they are by making a sale to the next customer who walks in the door.

First, of course, he needs some volunteers from the audience. Three are selected, and each is briefed quickly as he comes to the front. (Choose scapegoats who have characteristics similar to the motorcycle they will represent.) The first is to go slowly when started. The second will go very fast, almost losing its rider. The third should not go anywhere. They are lined up on their hands and knees facing the crowd. "Now," says the Dealer, "You can see what fine motorcycles I have."

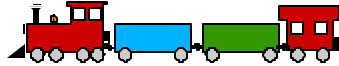
A Scout walks in and asks if he has any motorcycles for sale. Of course, the Dealer is eager to show his stock.

This first one is a Smith (use the victim's name). It's only 200 cc's, but a nice little machine. The Dealer makes his sales pitch and invites the Buyer to go for a ride. The Buyer straddles the Smith, raises himself up and mimics using the kick-starter. The Buyer makes motorcycle noises, not very energetically. He 'rides' (actually straddles and walks) the Smith around in a slow circle, returning to the starting point. "That's too slow," says the Buyer, "Do you have anything more powerful?"

The next motorcycle is a 1000 cc Yablonski. Again the Buyer climbs aboard and operates the kick-starter. The Yablonski roars to life and races around in a circle. The Buyer can barely hold on. "That's too fast! I could kill myself on that one!"

The Dealer says he thinks he has just the right one, a Jones that he recently received on trade-in. It's in good condition and has about the right power. The Buyer climbs on and tries to start. He makes sputtering noises. After several trials, he complains that something just isn't right because the Jones won't start. He gets off and stands looking at the motorcycle.

The Dealer yells angrily to Joe, who is offstage, "Joe! I thought I told you to put gas in the Jones!"



Joe replies, "Sorry Boss! I'll do it right now!" Joe enters quickly with a bucket or gas can and pours water onto the rear end of the Jones.

MR. KERPLUNK

Announce him as Mr. Kerplunk the world renown spitter. He could be French, German, etc., with the appropriate accent. He says he will demonstrate several of his famous spits for the group. An assistant holds a bucket across the stage for Mr. Kerplunk to spit into (tap on the bottom of the bucket to create the special effect). Here are some examples of spits to use but be creative in creating your own:

- 1) Short Shot: He spits; sound effect comes immediately.
- 2) Ricochet Shot: He spits for a sidewall (tree etc. if outside) and watches it bounce around before it hits the bucket.
- 3) Long Shot: He spits and follows the long arc with his head; sound made after a long pause.
- 4) Fast Shot: Sound effect is made before he spits.
- 5) Super Shot: Advertised as the most famous. Spends a minute getting mouth full of spit, checks bulge out and finally spits. Guy in front stands up and wipes water or raw egg from eye.

MR. BOYCE AND THE GOOD TURN

Narrator: It's a foggy night in London. The year is 1910. An American businessman is lost in the fog.

Businessman: (Mr. William Boyce dressed in topcoat, carrying brief case and umbrella. He wonders around the stage looking for a house number.) I don't think I can find my way tonight.

(A Scout comes on stage.) Scout: May I help you sir?

Businessman: I am looking for this address. Can you tell me how to find it?

Scout: I sure can. I'll take you there.

(They walk to a certain spot on stage.) Scout: Here you are, Sir!

Businessman: Thank you, and here you are (gives him some money) for helping me.

Scout: Thank you, but I can't accept anything. I am a Scout and this is my Good Turn for the day.

Narrator: Mr. Boyce was so impressed with this action that he looked up the Scouting movement in England. He brought back to America a suitcase full of pamphlets. He incorporated the Boy Scouts of America on February 8, 1910.

The Boy Scouts of America grew by leaps and bounds. A Federal Charter was granted to it by Congress in 1916, an honor given to few organizations.

Today it is a world brotherhood bound together by common ideals and a common oath or promise.

NAPOLEON'S LAST FAREWELL

The narrator walks to the center of the stage and says that he would now like to present for his audience, that historical event, Napoleon's last farewell to his troops, after his defeat at the battle of Waterloo. He builds up the atmosphere, by asking his audience to imagine these thousands of soldiers, weary from days of fighting etc. When this has been built up enough, the narrator sticks his right hand, under the left breast of his jacket, walks forward and says "FAREWELL TROOPS".

-- Thanks to the Australian Scout Association

THE NEW BADGE

Cast: Leader, 3 or 4 Kids

Setting: Meeting Hall

Akela: Boys, they're having a contest to redesign the World Conservation Badge. So you guys should try to come up with some ideas.

Kids: Sure thing, Akela.

After a pause, #1 comes in.

#1: Here's an idea, Akela.

Akela: Hmm... Not bad. But isn't that too dull?



#2: Akela! Look at this!

Akela: Really nice, but it's too complicated for the badge makers to put on a badge.

#3: I have a really good one, Akela!

Akela: Very good. But I think it's too big.

#4: This is it Akela! It's sure to be a winner!

Akela: This is perfect! It's bright enough, simple to make, and the right size. Where did you come up with this idea?

#4: It's a copy of the old badge!

OH-WA-TA-GOO-SIAM

A guru with a turban on his head comes out and sits down in the middle of the stage. Members of the audience are solicited to help bring back the ancient spirits who once inhabited the area. All are asked to kneel and with arms out-stretched, they are told to repeat the magic phrase after the guru. When ever this phrase brings enlightenment, they may return to the their seat in the audience. All sit kneeling near the guru repeating the guru's actions and words. The guru moves his arms and chants "Oh ... Wa ... Ta ... Goo ... Siam..." All chant with him. Keep it up for a long while increasing the speed of the saying. Eventually everyone catches onto the fact that they are really saying, "Oh, what a goose I am."

OLD MOVIE SCENE

Run through a short movie scene. Use jerky motions, flashlight flicker, etc. Just as the scene is about to end, the narrator says, "Oh no! Something's wrong; it's going backwards!" Then run through the whole scene backwards. Keep the scene short to only a minute or two.

THE OPERATION

By setting up a white sheet and using a light behind it, a hospital operation can be silhouetted onto the sheet, which is set up like a screen. Ham it up with humorous dialogue, occasionally throwing a peeled tomato or a piece of raw liver or spurt of ketchup out to the audience. A good creative imagination would be an asset here.

THE OUTHOUSE IN THE YANGTZE RIVER

You need: A boy to be the Chinese father, and three or four more boys to be his children.

The father starts out alone and calls his children to come to him. He is very angry. They all line up behind him.

Father: "As you know, someone has pushed the outhouse into the river. (To first son) Was it you?"

First Son: "No Father!"

Father: (To second son) "Did you push the outhouse into the river?"

Second son: "No Father!" He asks all of them, and they all say no.

Father: "In America, George Washington chopped down his Father's cherry tree. He told his Father 'I can not tell a lie'. When his Father heard this, he did not punish him, but he honored him for telling the truth." Now can someone tell me who did this?"

Second son: "I cannot tell a lie either Father. It was me!"

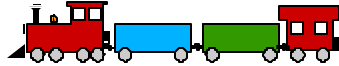
Father: "Why you little!" He runs up and starts strangling his son. Other sons try to keep him off.

Second son: Father! Why are you punishing me when I told you the truth? You said George Washington did not get punished!."

Father: "George Washington's Father was not in the tree!!"

All exit

Note: Some may find this offensive (Mainly Chinese people) You can use a scoutmaster and boys and have "Who pushed the latrine into the lake" or something like that.-- Thanks to Chris Whong of Boy Scout Troop 763, Wheaton, MD



THE OUTLAW

I was recently on staff at Camp Birch of the 95' staff, and this was the most popular of them all we did.

This is set in the western era in the 1800's. Characters:

An Out Law, Partner, swinging doors (that squeak when opened), One person playing Wife of the Out Law, the Son of the Out Law, Cameraperson, Very Outgoing Director with German accent.

ANY MISSPELLINGS ARE INTENTIONAL, THIS IS HOW IT IS SUPPOSED TO BE PRONOUNCED

Director: Pleses(Places), Pleses, evedybody. Now do we haave thees down? (Be creative)

(Every one nods)

Director: Aaalright aand aaction.

Out Law: Say there pardner, got a match.

Pardner: Yep.

Out Law: Can I have it.

Pardner: Nope.

Out Law: I think I'm gonna take it, what are YOU gonna do about it.

Pardner: I'ma gonna shootcha. (Quickly pulls out gun and fires)

Out Law: (falls to ground)

Son: Daddy, daddy. (Huddling over Out Law)

Wife: OH! MY POOR HUSBAND! (Huddling over Out Law)

Director: (in a perturbed and angry voice) Cuuuuuuuuuuut! Thaats terrible, were do we get these aactors. Let's do it again, do eet slowwwwwer / faaster / like an opera. (CHANGE WORDING AROUND EACH TIME, it will sound repetitive if you don't)

(Look of question in faces)

(Repeat slower)

(Repeat really fast)

(Repeat like opera)

The End

PEANUTS

Version 1:

Cast: policeman; three boys; police chief. (Policeman hustles scuffed looking boy up to boy sitting at the table marked CHIEF.)

Policeman: Here's a bunch of trouble- makers for you, sir.

Chief: O.K. Constable. I'll deal with this. (Dismisses officer, turns sternly to Boy 1.) Well, now. Why are you here?

Boy 1: (embarrassed) I threw peanuts into the lake. (Chief looks puzzled)

Chief: (sternly to Boy 2) Any why, then, were you brought in??

Boy 2: (defensively) I threw peanuts into the lake. (Chief scowls angrily)

Chief: (Bellows at Boy 3) And you! What have you got to say for yourself?

Boy 3: I'm Peanuts, Sir! (All exit)

PEANUTS

Version 2:

Cast: Judge, Bailiff, 3 (or more) Scruffy Guys, Peanuts (person)

Setting: Courthouse

Judge: Order in the court! Order in the court! Bring in the first case!

Bailiff brings in a scruffy guy.

Judge: What's your problem?

#1: Duh, I like to throw Peanuts against walls! Hic!



Judge: 30 days psychiatric treatment! Next!

Bailiff brings in two more such characters, one likes to throw Peanuts out the window, into a lake, likes to hit Peanuts with a hammer and so on. Judge responds the same way and becomes increasingly bored, saying "Oh, not another," "Why do they send me all the loonies," and so on. Finally the bailiff brings in the last, really scruffy, bloodied, shirt torn, no shoes, so on.

Judge: What's your problem? (Sigh....)

Peanuts: I'm Peanuts! (Passes out.)

Version 3:

Cast: Narrator, 3 scruffy guys, Curious Person, and Peanuts

Setting: Building Roof

Narrator explains that these four guys are on the top of a building and looking over the edge.

Curious person: What are you guys looking at?

#1: I threw Peanuts over the edge of the building.

#2: I threw Peanuts over the edge of the building.

#3: I threw Peanuts over the edge of the building.

"Peanuts" comes crawling up to the top of the building.

Curious person: Who are you?

Peanuts: I'm Peanuts! (Passes out.)

PIE IN THE FACE

This skit requires pie plates, shaving cream, towels, 3 plastic raincoats, or something similar (i.e. plastic bags). At least five people need to be involved. There is the narrator, the three members of the pie in the face team, and the person(s) who delivers the pies to the pie in the face team. This skit works best if everyone in the skit is serious, official, and ceremonious. Ply up the ceremony and the official part of the skit.

The skit starts off with the narrator about the history of the grand art of pie throwing. He introduces the three members of the team who will receive the pie in the face. The team marches out and stands at attention.

As the narrator continues to talk a person comes out with three pies on a tray and hands them to the three members of the pie in the face team. The narrator describes the various pie in the face throws that have evolved through the centuries. In every case the person in the middle receives the pie in the face. Examples of pie throws are the classic pie in the face, the pie on the top of the head, the double pie in the face, the pies on the side of the head, and the swing, miss and hit. You can have the person in the middle change places and still get a pie in the face. The last thing that happens is that the guy in the middle who was getting all the pies in the face gets the other two members of the pie in the face team.

During all this keep the members of the pie in the face team supplied with pies. This can go on as long as you would like. Another thing is, wipe off the pie in the face team faces once in a while. Be original and creative with skit.

POTTED PLANT

A scout pretending to be a delivery boy comes wandering through the meeting with a potted plant which he says is for Mrs. Mergetroid. He comes back through the meeting several times each time saying, "Potted plant for Mrs. Mergetroid." Each time the potted plant gets bigger. The last time he comes in carrying a small tree. Finally the leader says there isn't any adults here, just kids. Delivery boy looks at the card and says. "Oh for heaven's sake. I've been reading it wrong, the plant is from Mrs. Mergetroid For ; Name of some one in the unit."

THE PROFESSOR'S ADDRESS

A silly fill-in for a number of dull moments.

Cast: Announcer, Professor Glitzenshiner



Announcer: Yes, ladies and gentlemen. Today I have the great honor of presenting to you Professor Glitzenshiner. Professor Glitzenshiner is a little known quack whose main field of expertise is geography. He attended Whatsamatta U. for his undergraduate degree in geographic localization; he went to Duck University for his Masters in human geography. He did his Doctorate at the Idiot Institute of Illinois on World geography, and is now on world tour addressing crowds large and small on Systems of Geography. Please, Ladies and Gentlemen, I would like to introduce Professor Glitzenshiner who will now give you his address.

Professor Glitzenshiner: My address is 1234 Pine Street. Thank you. Bows)_____

REGGIE AND THE COLONEL

Characters: Reggie, big, dumb, Bermudas, high socks, safari hat, glasses, down on nose, mustache, carries gun in front of him. Colonel: short, limp, monocle, no gun, just small knapsack, has cane.

Scene: Walking in place through darkest Africa, speaking pronounced English accent.

Colonel: (excited, jumping and pointing with cane) Reggie, look... Did you see it, Reggie?

Reggie: See what??! No, no, where, where ??

Colonel: Oh, Reggie, It was a beautiful condor, 8 foot wing span, beautiful colors.

Reggie: No. I didn't see it.

Colonel: Wish you'd pay closer attention. (They continue walking).

Colonel: Did you see it, Reggie?

Reggie: No, what?

Colonel: A spotted Zebra...Wish you'd pay closer attention.

Colonel: (later) Did you see it, Reggie?? Did you see it?

Reggie: No I missed it ... what was it?

Colonel: An ooh-aah bird.

Reggie: Ooh-aah bird. What's a ooh aah bird??

Colonel: An ooh-aah bird is a 2 pound bird that lays a 3 pound egg, like this: Oooooooooohhhhhhhhhhh-aaaaaaaaaaaaahhhhhhhhhhhhhhhhh (face lights up). (Continue walking).

Reggie: Whispers to audience: Next time I'll say yes - pretend like I saw it. I'll fool him.

Colonel: Reggie, Reggie did you see it! (Excited)

Reggie: I saw it, I saw it!

Colonel: Then why in heaven's name did you step in it? !!!

THE SCOUT UNIFORM

This skit needs two Scouts, both dressed in full Scout uniform, complete with shoes, socks, neckerchief, and hat. Only a little rehearsal is needed, and it is best to ad lib as the Scouts go along. Scout #2 should demonstrate Scout#1's requests as quickly as possible, playing for the audience's response. By the end of the skit, the second Scout will be a complete mess.

Scout #1: "Good evening Scouts and parents. Tonight my associate and I will demonstrate the proper way to wear the official Boy Scout uniform for all of our mothers present, and especially for the new Scouts and their mothers."

Scout #1 reads from a list: "First, notice the lovely shade of khaki and red. See how the colors complement each other?"

Scout #2 acts as a model, posing and waving his hand in a smooth motion from hat to trousers.

"Notice the badges identifying the patrol, rank, troop number, office, and council."

Scout #2 points to each patch in succession.

"Now notice the stiff collar, the neatly sewn shirt buttons, and the absence of lint in his trouser pockets."

Scout #2 turns up the collar, pulling his neckerchief askew. He begins to unbutton his shirt, and pulls out his pants pockets, dropping the contents on the floor.

"See the neat pant cuffs, shiny leather shoes, and crumpled shirt tails."



Scout #2 lifts a pant leg (which stays up), takes off and holds up a shoe, and pulls out his shirt tails and waves them at the audience.

"Also check out the regulation hat and belt, clean undershirt, and ears."

Scout #2 takes off his hat to show and puts it back a bit lopsided. He unbuckles his belt and leaves it hanging. Then he finishes unbuttoning his shirt to show off his clean undershirt. He sticks a finger in his ear, turns it, and takes it out and inspects it.

"Finally, notice the stitched shirt cuffs, color coordinated Scout socks, and clean hands."

Scout #2 unbuttons one shirtsleeve cuff and shows it off. He takes off a sock and waves it proudly, holding it up to his shirt for comparison. Then he stuffs the sock partly into a pocket and displays his clean hands.

"Thank you ladies and gentlemen for your attention. Scouts, I expect you to wear your uniforms as proudly as my helpful assistant wears his."

SIDEWALK CLIMBING

Cast: 1 Sidewalk Climber. 2 - 3 Passers-by and 2 offstage personnel

Also needed: "Tools" - Climbing tools or even two tent stakes will work. Long rope

The skit begins with the "sidewalk climber" lying on his stomach on the floor. (The plastic garbage bag is used if needed to prevent splinters) The rope is tied around the climber's waist (like a safety line) and leads offstage (to the offstage personnel.)

In the climber's hands are "climbing tools" which can be anything that a climber would use to climb rocks, or even sticks, it really doesn't matter too much.

The climber simulates climbing up a rock formation by getting a good hold with his tool and pulling up (sliding across the floor), then getting a good hold with the other tool, etc....

1st Passer-by: What in the world do you think you're doing here?

Climber: "Why, I'm sidewalk climbing! It's a really dangerous hobby. It takes a lot of strength and concentration. One mistake and it's all over!" (Continues climbing)

1st Passer-by: "You're crazy!" (Passer-by walks off.)

Climber: Continues to make the climbing action across the floor.

2nd P-by: "Hey mister/lady, what ARE you doing there?"

Climber: "I'm sidewalk climbing! Not everybody can do this sport. It takes a great deal of training and strength. One slip and it's all over!"

2nd P-by: "What a nut!" (The passer-by takes one of the tools and walks off, the climber now has to try to climb with only one tool - makes it look a lot harder.)

Climber: "Oh no! Thank goodness I still have THIS tool, I think I can still make it!" (Continues "climbing.")

3rd P-by: "Wow, look at this weirdo! Just what is it you think you're doing?"

Climber: "I'm SIDEWALK CLIMBING!" (Climber must grunt out the words due to the extra effort it takes to climb with only one tool.) "This is a really dangerous sport and I lost one of my climbing tools. All it takes is one wrong move and I'm in real trouble!"

3rd P-by: "This is really dumb! You're just lying on the sidewalk! There's nothing dangerous about that. Nothing will happen if you slip. Here..... I'll PROVE it to you!" (Passer-by takes the last tool out of the climber's hand.)

Climber: "Oh No!" (and tries to hang on to the tool) (Just as the tool is taken out of the climber's hand, the offstage personnel pull on the rope and pull the climber out of sight, as the climber yells "Ahhhhhhhhhh.... Look what you've done now!")

3rd P-by: Looks at audience with a sheepish look on his/her face, shrugs shoulders, and quietly walks off the stage.

A SIMPLE BLOCK OF WOOD

Characters: Each Scout holds a cardboard figure in front of him starting with a square block of wood. Boy 2 is roughed out pinewood derby racer. Boy 3 is a racer with a little paint. Boy 4 and 5 are the finished cars.



Setting: Each boy walks on to the stage to read his part. The last scout runs onto the stage shouting his line.

Boy 1: I'm only a simple block of wood, cut from a tree so tall. Unlike the tree that thundered down, No noise would I make should I fall.

Boy 2: But in the hands of a wide-eyed boy, armed with a knife and a saw. There are many shapes that I can take, Some wide, some short, some tall.

Boy 3: A little paint, a line or two, Nothing fancy, but not too plain. No two alike, made with loving hands, We are all of the tree that remains.

Boy 4: Like each little boy's life, Starting with form. Like a block of wood cut from a tree, The loving hands of leaders like you, Help us each to be what we shall be.

Boy 5: And I'm gonna be a racer!

SMOKE SIGNALS

1st Scout: "Hey George, look over there, smoke signals".

2nd Scout: "Oh yes Mike, what do they say?"

1st Scout: "Help.....My.....Blanket's.....OnFire."

SMOKEY'S DEPUTIES

Characters: Narrator, 3 boys in Smokey Bear costumes with "Deputy" badges, clown.

Scene: Outdoor scene with cardboard trees and buses. Posters as indicated in script.

Narrator: Ladies and gentlemen. For the first and only time, in our stage we present a trio of performing bears directly from Yellowstone Park. (Gesturing with sweep of hand.) Take it away bears!

Bears: (enter singing...Tune: "Polly Wolly Doodle")

Oh, bears like cake, and bees like pie And a little bit of honey is fine'
But we don't like sparks in our national parks, And in forests of spruce and pine.

So beware, so beware, Put your campfires all the way out.

Let the fire burn down, sprinkle water all around. Put them out without a doubt.

Bear 1: Listen friends. Before you strike one match in my forest, check the Forest Ranger or an adult camping guide.

Bear 2: Never build a fire without an adult to help you.

Bear 3: That's right! Remember to have a bucket of water or dirt handy, right next to the fire.

Bear 1: And when you're through with the fire, don't go away and leave it. No sir. Let the fire burn down.

Break up the coals with a stick. Sprinkle water or dirt on the fire until it is cold.

Bear 2: Be sure to check the fire to see that it is cold out before you leave the campsite.

Bear 3: Now everybody, please join us in the chorus of our song:

So beware, so beware Put your campfires all the way out

Let the fire burn down, sprinkle water all around. Put them out without a doubt.

(During the chorus, clown crosses stage carrying sign which reads: "You are no Match for Fire" When he reaches mid-stage, he turns sign over. On back side it reads: "Don't clown around with fire.")

SOLDIER IN THE BATTLEFIELD

This skit can be played by just one person, or you can use two. A person in battle dress falls on the ground moaning that he is about to die. The orderly kneels over him frantically trying to record his name for the records. He keeps on asking his name, but he is in too much pain to bother with his name and keeps on asking for help. In desperation the orderly tells the soldier that he is dying and that he needs his name to tell his mother. The soldier replies that his mother already knows his name.



SOUNDS OF THE LOST SCOUTMASTER

A quick 2-person skit, if the Storyteller, the Lost Scoutmaster or last minute volunteers do the sound effects.

Cast: Storyteller, Bird, Frog, Tree, Breeze, and Lost Scoutmaster

Storyteller is telling the story to the campfire crowd, while the other actors, with the exception of the Lost Scoutmaster, have the option to hide in the woods, sit in the crowd, or stand beside the story teller. I suggest the first, for effect. The Lost Scoutmaster, however, must hide in the woods.

Storyteller: You know, I love camping. It's not like being in the city at all. You hear sounds that you can only hear out in the country. For instance, lots of birds. (Bird chirps a lot, sings a bird song.) Ah, isn't that lovely? And the frogs, they have one of those great sounds. (Frog calls out ribbit sounds.) And though there's breeze in the city, it's just not the same as the breeze in the country. (Light breeze being called out.) Let's face it; there are trees in the city, but how many? The breeze through a forest is so nice (Light breeze, slight swishing of the trees.) But the sound I love to hear the most when I go camping is the sound of the Lost Scoutmaster. (Heavy thumping of the feet; calls out, "Where in the world am I?")

THE SPLIT BALL

Characters: Bud the pitcher, Bill, the reporters, Shorty the catcher, Gentleman from Australia, Other visiting gentlemen, Two flashlight operators.

Scene: Practice field. The front stage is very dimly lit. Across the back is a sheet or lightweight curtain through which a light can shine.

The success of the stunt depends on the ability of the pitcher, catcher, and flashlight operators to coordinate their movements. The pitcher pantomimes a throw. When he says, "There," a flashlight operator turns on his light and makes it shine through the screen. The light moves along the screen to resemble the flight of the ball. The catcher pretends to catch the ball, and the flashlight goes off. The movement may or may not mimic the flight of that kind of ball in a real game.

Bud comes on stage, in front of the curtain. Bill steps up to him, followed by all the visiting Gentlemen.

Bill: Hi, Bud.

Bud: Hi, Bill.

Bill: Gentlemen, I'd like you to meet Bud, the greatest pitcher in America.

Bud: Oh, come on, Bill!

Bill: It's true. Bud, these gentlemen represent the world wide athletic association. They wanted to see the greatest American pitcher, so I brought them right to you.

Bud: Well, I am flattered. Bill: This is Mr. Grossman from Australia, Mr. Blackwell from England, etc. (Add as many names and countries as you need. Each shakes hands with Bud and then steps away.)

Grossman: Excuse me, sir. We have heard about the different ways you pitch ball. Would you demonstrate a few balls for us?

Bud: Glad to. Have a seat. (Points to a row of seats and they sit.)

Gentlemen: Thank you.

Bud: Shorty?

Shorty: (appearing) Yes, Bud?

Bud: What shall I start with, Bill?

Bill: Start with your fast ball.

Bud: O.K. A fast ball. There! (Light darts across screen, quickly. Gentlemen cheer.)

Bill: A slow ball.

Bud: O.K. A slow ball. There! (Light moves very slowly across screen. Cheer.)

Bill: A curve ball.

Bud: O.K. A curve ball. There! (Light moves in a fancy curve. Cheer)

Bill: A knuckle ball.

Bud: O.K. A knuckle ball. There! (Light moves in a zig zag line. Cheer.)

Bill: How about a sinker?



Bud: O.K. Here comes a sinker. There! (Light glides along waist- high, then drops into mitt. Cheer.)

Grossman: Pardon me sir. I have heard about your split ball. Could you please show us?

Bud: Certainly. A split ball. There! (The two flashlights start together. They seem to separate, one high, one low on the screen. Then just as they near Shorty, they come together.)

Every one cheers, pats Bud on the back as they all exit.

THAR'S A BEAR

The object is to set up a bear warning system. One at a time set up five to eight fellows standing shoulder to shoulder. The warning system is set up by having each of them repeating the following message:

Leader: "Thar's a Bar." (Correct pronunciation is important)

Bear Warner: "Whar?" (Be certain that he pronounces it correct, if not correct him.)

Leader: "Over Thar." (Pointing with his right hand and arm extended)

A to B: "Thar's a Bar." (At which point he will probably point, so correct him.)

B: "Whar?"

A: "Over Thar." (Now he should point with the arm extended for the rest of the skit.)

B - C: "Thar's a Bar." ... and so on until the last one says it to the leader.

Go through the same procedure with the left hand. The third time have both hands extended, right leg extended bent down. Last time the leader goes through the ritual, he pushes the guy next to him so that the rest will fall like dominoes.

TIME ON THE PARK BENCH

A Scout is sitting in a bench in the park reading the newspaper, getting tired he lies down for a nap. A few minutes latter a Scout comes by, wakes him and asks for the time. The Sleeping scout says its 6:45. The Scout goes back to sleep. Repeat this process three times, with it being thirty minutes latter each time (7:15, 7:45, 8:15). The Scout then takes out a marker and writes on the paper, "I don't have the Time!", places it over his head and goes back to sleep. The final Scout walks up; reads the message, wakes the sleeping scout up and says: "Hey, it's a quarter to nine!

THE TWELVE DAYS OF CHRISTMAS

Characters: Bob, 12 Cub Scout friends (if den has less than 12 boys, have them repeat their entrance on stage)

Props: Items called for in skit on a table (use your imagination to create wilder items)

Setting: Bob is standing by table with props. As each boy enters, he hands him the appropriate item.

Cub #1: On the first day of Christmas my good friend gave to me -- a knob to adjust my TV. Thanks Bob.

Bob: You're welcome!

(Each cub takes items and exits. Then next cub enters from opposite side of stage)

Cub #2: On the second day of Christmas my good friend gave to me -- two napkins. Thanks Bob.

Bob: You bet!

Cub #3: On the third day of Christmas my good friend gave to me -- three French-fries. Thanks Bob!

Bob: No problem!

Cub #4: On the fourth day of Christmas my good friend gave to me -- four comic books. Thanks Bob!

Bob: Glad to do it!

Cub #5: On the fifth day of Christmas my good friend gave to me -- five rusty nails. Thanks Bob!

Bob: Don't mention it!

Cub #6: On the sixth day of Christmas my good friend gave to me -- six greasy rags. Thanks Bob!

Bob: OK!



Cub #7: On the seventh day of Christmas my good friend gave to me -- seven soggy sweatshirts. Thanks Bob!

Bob: Yeah, you're right!

Cub #8: On the eighth day of Christmas my good friend gave to me -- eight mugs for milk shakes. Thanks Bob!

Bob: Give me five! (Does high five with Cub #8)

Cub #9: On the ninth day of Christmas my good friend gave to me -- nine dirty dustpans. Thanks Bob!

Bob: Cool dude!

Cub #10: On the tenth day of Christmas my good friend gave to me -- ten leaping Lizards. Thanks Bob!

Bob: Check you later!

Cub #11: On the eleventh day of Christmas my good friend gave to me -- eleven pies for pitching. Thanks Bob! (A pie plate full of whipped cream can actually be thrown at Bob here - if you like!)

Bob: (wiping off cream) That's what friends are for!

Cub #12: On the twelfth day of Christmas my good friend gave to me -- twelve dump trucks dumping. Thanks Bob!

Bob: Bye, pal! (Last cub exits, table is cleared of all props) Now, let's see. That was (singing) twelve dump trucks dumping, eleven pies for pitching, ten leaping lizards, nine dirty dustpans, eight mugs for milk shakes, seven soggy sweatshirts, six greasy rags, FIVE RUSTY NAILS, four comic books, three French fries, two napkins and a knob to adjust my TV. (Looks at audience and wipes brow) Whew! I finally did it. I finally got my closet cleaned out!

TWIST MOUTH FAMILY

A mother and a father had several children, now all the children had their mouths twisted out of shape except their son John, who they had sent to college and had just returned. They all got ready for bed and Mother asked Father to blow out the light. "Yes I will," was his reply. "I wish you would," said she. "Well I will," said he. Father blows upward due to the twist in his mouth. Father asks mother (use the same sequence of phrases as in the previous sentence), she blows downward. Mother asks daughter, daughter blows to the right. Mother asks son (not John) who blows to the left. Finally, John, the college son is asked. He blows straight and blows out the candle. Father then says, "What a blessed thing it is to have a son with an education."

UGLY BABY

A lady is riding on a train with her baby wrapped in a blanket. A stranger comes and sits down next to her. He asked if he could see the baby. Upon opening the blanket the stranger says: "Ma'am, that's the ugliest baby I have ever seen." She yells at him (you beast, how can you say such a thing, etc.) and hits him with her fist until he leaves. Repeat this three times. While beating the third stranger she yells for the conductor. She complains to the conductor that this is the third man who has "insulted my little darling". The conductor urges the stranger to a new seat. The conductor returns to apologize and tells the lady that he wants his riders to be happy. He tells the lady he will bring a her a drink and he'll stop by the kitchen and get a banana for her monkey.!

UPSIDE DOWN SINGERS

The singers are on stage. An announcer explains that they are going to sing upside down! They duck out of sight behind a curtain (a sheet held by two accomplices will do). Placing their hands in their shoes, they wobble the shoes above the curtain top looking as they are having trouble standing on their heads and are about to topple over while singing. They require practice and the assistance of someone to direct them. To end the skit let one of the curtain holders become distracted and accidentally drop the curtain revealing the "upside down singers" in action."



WE AIN'T GOT THE MONEY FOR THE MORTGAGE ON THE FARM

One of those repetitive jokes. Difference is, you do the skit to a beat, and everyone bends their knees in sync (or tries to.) Successful or not, the knee bending (and attempts to keep in sync) alone makes it hilarious.

Cast: Ma, Pa, Bro, Sis, Cousin Joe, Auntie Mae, Gramps, Mr. Bankerman

Pa: (Comes out, starts bending knees to a beat, and says to the beat) Hiya, Folks! I'm Pa (people can respond ... repeat if desired.) Well, we ain't got the money for the mortgage on the farm. Boo, Hoo, Boo Hoo Hoo.

Ma: (Comes out, bends knees to Pa's beat.) Hiya, Pa!

Pa: Hiya, Ma!

Ma: Whatsamatter, Pa?

Pa: Well, we ain't got the money for the mortgage on the farm.

Pa & Ma: Boo, Hoo, Boo Hoo Hoo!

Continues with Bro coming in, saying Hiya, Ma (who responds, Hiya, Bro) to the beat, then says Hiya Pa, (Hiya, Bro) then Whatsamater Pa? Who responds about the mortgage. Continue in like manner through to Gramps, each lining up beside the person before them. Continue to Mr. Bankerman, who does the same thing, but faces the line from the far side. They all go through the scene again, Hiya, Pa! Hiya, Mr. Bankerman! Etc. Whatsamater, Pa? Well, we ain't Finally, Mr. Bankerman: Well, Now I got Sis (abducts Sis, who of course resists.) Ha, Ha, Ha ...

All of a sudden, everyone shoots at Mr. Bankerman, (Bang! Bang! Bang Bang Bang!) and he falls over dead. They continue their leg bending. Next line is tricky to a beat, but think of rap music. (What the heck is rap? You mean that garbage kids listen to?)

All: Now we don't have to pay the mortgage on the farm! Ha! Ha! Ha Ha Ha

THE WEATHERMAN

This is performed on a stage. Hang a large map or a sheet with some outlines drawn on it, across the back of the stage. Since the skit involves water, it is a good idea to use a waterproof ground cloth to protect the stage. Plan the skit, assemble the materials, and assign responsibilities ahead of time. Everybody except the Scapegoat knows what will happen. Let the Scouts decide what kind of weather to use, and what props are needed to represent it.

The Skit

The Weatherman stands in front of the map, and presents a parody of the television evening news report. He reads from a script in his hand. As he announces each kind of weather, it appears, aimed straight at him from off-stage.

He announces that the South will have wind. The backdrop shakes and a large fan blows the papers in his hand.

The Weatherman reports that there will be snow in the North. White confetti drops from the sky, or over the map. He reports hail in the Midwest, and small white objects pelt him. (Plastic packing makes good hail.)

Each time the weather reacts to his report, the Weatherman acts more scared. Finally, he turns the page, stops, and protests that he can't do this any more. He needs a brave person to read the last forecast for him, and asks for a volunteer from the audience. With the help of the audience, the 'volunteer' is selected and pushed forward.

The Scapegoat is handed the script, and reads, "And tomorrow this area will have heavy rains." Instantly, he is hit by a bucket of water from offstage.



Variation

The Weatherman and the Scapegoat will clearly expect something. In fact, the Weatherman will usually have a hard time hiding his anticipation. Without warning him about the actual outcome, get him wet instead of the Scapegoat.

Another Variation:

Hang or hold up a large map or a sheet with some outlines of states on it. The scouts should decide on the weather and the props in advance. The Weatherman stands in front of the map and presents a weather report, (like on TV) He reads from a script in his hand. As he announces each kind of weather, it appears, aimed straight at him from off stage. He announces that the South will have wind. The backdrop shakes and a large wind blows (be creative). The Weatherman reports there will be snow in the North. White confetti falls from the sky over the weatherman. He reports hail in the Midwest and white objects pelt him. The weatherman acts more and more scared. Finally he turns the page and stops and quits. He asks for a volunteer to take over. A volunteer is forced to continue. He is handed the script which reads: TOMORROW THIS AREA WILL HAVE HEAVY RAINS, the reader is immediately drenched with buckets of water. (Variation, go ahead and drench the weatherman, especially funny if you have the scoutmaster be the weatherman and he does not know skit.)

WHAT DID YOU SAY YOUR NAME WAS?

CHARACTER: Boy in Cub Scout uniform and a group of boys in street wear.

PROPS: Toy airplane, a ball for the group of boys to bounce, sign on easel saying "small town in 1939."

SCENE: Open with boys bouncing ball to each other when Cub Scout enters. Easel is set up with a sign on far-left side of stage.

CUB SCOUT: Hi fellas! (Holding airplane)

BOY #1: Hi, you're new here aren't you?

CUB SCOUT: Yes, we just moved here from Ohio. I'm on my way to my first den meeting. Are you guys in Scouts!

BOY #3: What kind of airplane have you got there?

CUB SCOUT: We're building rockets in our den and I made this airplane at my last meeting in Ohio. I just thought I'd bring it to show the guys in the den. It will really fly.

BOY #4: You say you're building rockets?

CUB SCOUT: Yes, when we're finished we are going to shoot them off after pack meeting so everyone in the pack can see how they work. I'm glad to get the chance to build one. You know I'm going to fly one someday for real. Maybe I'll even walk on the moon.

BOY #5: Wouldn't that be something! What else do you do in the den meeting?

CUB SCOUT: We do a lot of different things. Of course I'm really interested mostly in aviation. I'm going to have my pilot's license by the time I'm 16.

BOY #6: Sure, sure...do you guys ever camp out?

CUB SCOUT: Sure when you become a Webelos they have great dad and son campouts. You know, I'm going to test new aircraft when I'm grown...maybe even rocket-powered planes. I've got to go now...I don't want to be late. Bye!

BOY #7: Boy those Cub Scouts think they can do anything...He sure has big ideas...What did he say his name was, anyway?

BOY #1: Neil Armstrong! What a dreamer! He really thinks he's going places.

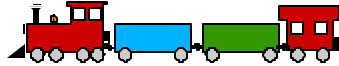
WHY ARE YOU LATE?

Known as "Mounted Scouts" in the Leader Magazine.

Once modified this to fit a space theme. You got it -- no changes to the plot or the joke, just to a few details like a space ship, a 6-legged Aldabian glop, and a rented air coaster which all broke down.

Cast: Boss, 4 Workers Setting: Office

Boss: Why are you late?



#1: (Rushing into work, breathless.) Sorry I'm late, Boss. My car broke down, so I took the bus. But the driver hit a tree, so I had to take a cab. And it broke down, too. Fortunately, I was near a Calèche so I borrowed the horse. But it ran so fast that it had a heart attack and collapsed. I had to jog the rest of the way!

#2 & 3 come in late with exactly the same excuse. The boss becomes a little bit more exasperated each time, until #4 finally comes in, late of course.

Boss: Why are you late? No, wait. Let me guess. Your car broke down, so you took the bus. But the bus driver hit a tree, so you took a cab. And it broke down too. Fortunately, you were near a Calèche and so you borrowed the horse. But it ran so fast that it had a heart attack and collapsed, so you had to jog the rest of the way, right?

#4: No boss, you got it all wrong! The streets were so crowded with broken down cars, buses and cabs, trees, dead horses, and worst of all some crazy joggers that I couldn't get through!

THE WOULD-BE DEN LEADER

My wife and I did this at a Pack meeting. Between things on the agenda I popped up out of my chair, ran up to the front where she was speaking and, acting like a real dweeb, s

"Ms. Den Leader Coach. Oh, Ms. Den Leader Coach."

"Yes, what do you want?"

"I wanna be a Den Leader, I wanna be a Den Leader. What do I have to do to be a Den Leader?" *Ham this up a lot. Be bouncy and enthusiastic.*

"Well.... OK, so you want to be a Den Leader." Hesitantly.

"Yea, Yea!! I wanna be a Den Leader, I wanna be a Den Leader. What do I have to do to be a Den Leader?" Ham this up. Turn and nod to the audience.

"Well...OK. But you first have to answer three questions in order to be a Den Leader."

"OK, OK. What are the questions? What are the questions?" With great enthusiasm.

"OK, here is the first question. Are you ready?"

"Yea, yea. What is it?"

Here we go. How many days of the week begin with the letter 'T'?"

At this point the prospective Den Leader begins to mumble, might say a thing or two to the audience, particularly if there are Scouts in the front row, counts on his fingers, then says... "I have it, I have it!!"

"OK, so how many days of the week begin with the letter 'T'?"

"Well, lets see. There's 'Today' (pausing) and 'Tomorrow'. How's that, huh, huh?"

"Well, thats certainly a different answer but I guess that IS correct."

"What's the next question, whats the next question?"

"OK, here's the next question. How many seconds are there in a year?"

"Oooh, that's a real tough one. Let me think." At this point, the dweeb really ponders this, counts on fingers, mumbles, maybe says something to the audience, and counts on his fingers some more, then says... "I have it, I have it!"

"OK, so how many seconds are there in a year?"

"Twelve!!!"

"Twelve? How did you arrive at that number?"

"It's easy." Starts counting out on his fingers, "Theres January Second, February Second, March second. See, twelve!"

"Arrrrgh! Well, once again you have a pretty creative answer and we certainly need creativity in our Den Leaders."

"So whats the third question, whats the third question?" "OK, here it is. How may 'D's are there in the song, 'Rudolf, the Red Nosed Reindeer'?"

"Oooh, that's the toughest one yet. Let me think." At this point, the dweeb really ponders this, counts on fingers, scratches figures in the air, mumbles, maybe says something to the audience, and counts on his fingers some more, then says... "I have it, I have it!!"

"So, how may 'D's are there in the song, 'Rudolf, the Red Nosed Reindeer'?"



"Seven hundred forty-three."

"Seven hundred forty-three. That's incredible. How did you arrive at that figure."

"It's easy... DE-DE DE-DE-DE-DEE-DEEEE DE-DE-DE-DE-DE-DE-DEEEE..." Sing about that much of it, that way, and leave the stage.

-- Thanks to Kyna and Gary Hendra, The MacScouters, skits@macscouter.com.

THE WRONG SKIT

For this skit, you need a character from a known skit -- one that was done previous to this one during the campfire, for instance. It doesn't matter who it is or what he's doing, as long as he's immediately recognizable, and of course you use the punch line, "(Looks around; in normal voice,) Oh, sorry! I'm in the wrong skit!"

Cast: Announcer, Peanuts

Setting: Stage

Announcer: Ladies and Gentlemen! Boys and Girls! Welcome to the Greatest Show on Earth! Tonight's show will include

Peanuts: (Stumbles in with ripped shirt, backward pants, beat up, in cuckoo voice.) Judge! I like to smash Peanuts with a hammer ... (Looks around; in normal voice,) Oh, sorry! I'm in the wrong skit!

YOU DON'T SAY!

An easy 2-person skit to place in those loose moments.

Cast: Person on the phone, Friend

Setting: Living Room

Person: (Phone rings, picks it up.) Hello? Yes? You don't say ... You don't say ... You don't say ... You don't say? ... You don't say! ... You don't say. Bye!

Friend: Say, who was on the phone?

Person: He didn't say!

YOU HAVE MAIL!

A den leader was in his front yard mowing grass when one of his den members who was a neighbor came out of the house and went straight to the mailbox. He opened it, looked inside, slammed it shut, and stormed back into his house.

A little later he came out of his house again, went to the mailbox, again opened it, and slammed it shut again. Angrily, back into the house he went.

As the man was getting ready to edge the lawn, here the Cub Scout came again. He marched to the mailbox, opened it and then slammed it closed harder than ever.

Puzzled by his actions, the man asked him, "Is something wrong?"

To which he replied, "There certainly is! My stupid computer keeps telling me I have mail!".

ONE LINERS

Last night I played a blank tape at full blast. The mime next door went nuts.

If a cow laughed, would milk come out her nose?

If olive oil comes from olives, where does baby oil come from?



I went for a walk last night and my friends asked me how long I'd be gone. I said, "The whole time."

So what's the speed of dark?

If you're sending someone some Styrofoam, what do you pack it in?

I just got skylights put in my place. The people who live above me are furious.

We all know light travels faster than sound. Is that why some people appear bright until you hear them speak?

How come abbreviated is such a long word?

If it's zero degrees outside today and it's supposed to be twice as cold tomorrow, how cold is it going to be?

Why are they called buildings, when they're already finished? Shouldn't they be called built?

When two airplanes almost collide why do they call it a near miss?? It sounds like a near hit to me!!

Why is it, when a door is open it's ajar, but when a jar is open, it's not a door?

Tell a man that there are 400 billion stars, and he'll believe you. Tell him a bench has wet paint, and he has to touch it.

I went to a bookstore and asked the saleswoman, "Where's the self-help section?" She said if she told me, it would defeat the purpose.

Did you know that peanuts are fattening? Did you ever see a skinny elephant/?

Quick Ones

Was that you playing the trumpet last night?

Yes as a matter of fact it was.

Will you play a solo tonight?

Solo?

Yes, so low I can't hear it!

I hear you're going away.

Yes I am.

Do you wanna fly?

I sure do.

If you wait a minute, I'll catch you one.

Do you know why all cooks are mean?

They beat eggs don't they?

How do Vampires stay healthy?

They take their BITE-A mins.



What do you get when you cross a snowman with a vampire?
Frostbite...

When the Webelos went camping why did they sleep on the woodpile?
They wanted to sleep like a log.

Why doesn't the corn like the farmer?
Because he pulled its ears.

Where do hamburgers go to dance?
The meatball.

What animal can jump higher than a house?
Any animal, silly - a house can't jump!

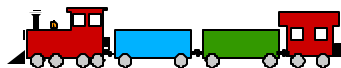
What kind of a doctor would you take a sick duck to?
A quack.

Finale

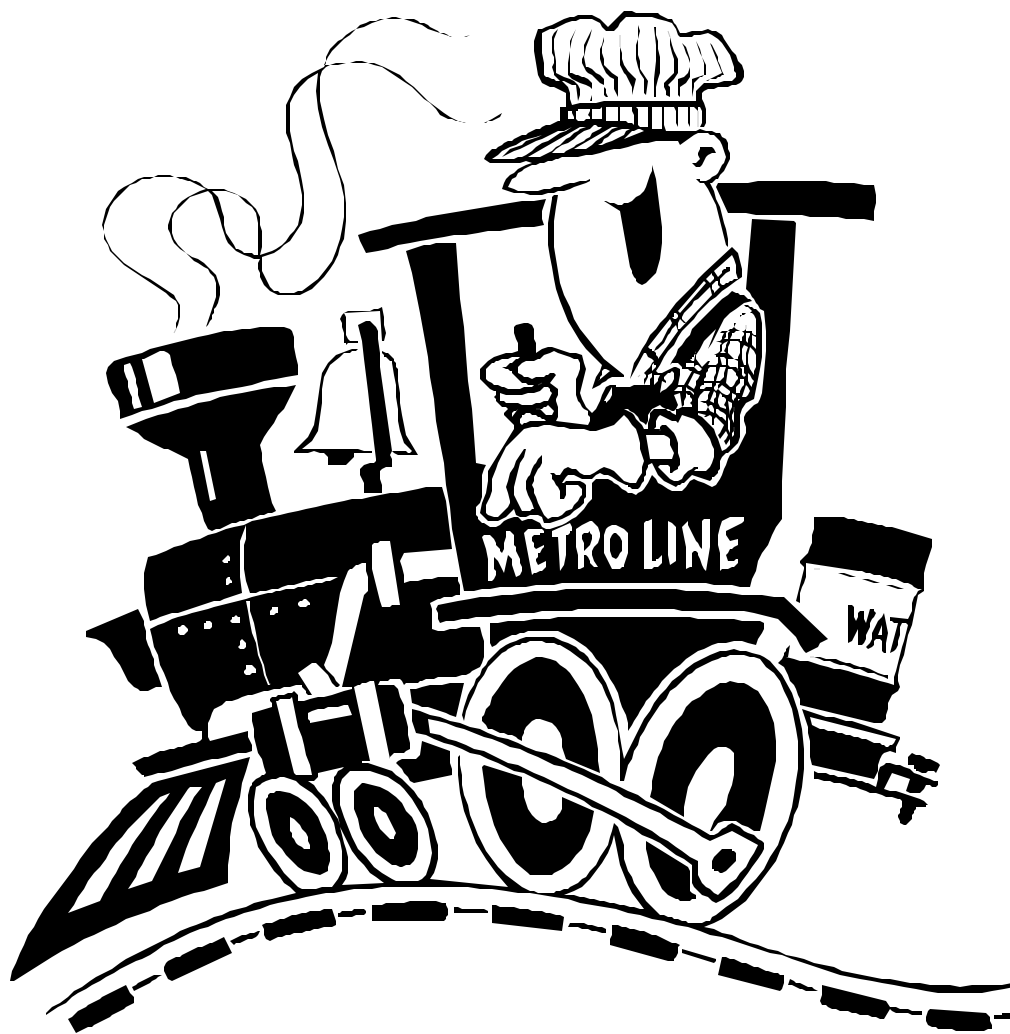
"They're all around me!"

"What?"

"Cheesy run-ons!"



SONGS





NOVEMBER 2000 – TURN ON THE POWER

BY THE LIGHT OF MY SCOUT FLASHLIGHT

(tune: By the Light of the Silvery Moon)

By the light
Of my scout flashlight,
Wish I could see
What it was that just bit my knee.
Batteries,
Why-y did you fail me?
The chance is slim, the chance is slight,
I can last through the night,
With my scout flashlight.

ENTHUSIASTIC

(tune: If You're Happy)

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!

**DECEMBER 2000 –
WHAT DO YOU DO AT HOLIDAY TIME?**

HOLIDAY THOUGHTS

(tune: She'll Be Coming Round the Mountain)

We will decorate the house on holidays,
We will decorate the house on holidays,
We will write down special wishes
And set out the special dishes,
We will decorate the house on holidays.

We'll prepare a special feast on holidays.
We'll prepare a special feast on holidays,
We will make the cakes and pies
That smell good and tempt your eyes,
We'll prepare a special feast on holidays.

We'll thank God for all his love on holidays,
We'll thank God for all his love on holidays,
We'll share presents with our friends
And hope the spirit never ends,
We'll thank God for all his love on holidays.

CUB SCOUTS OF TODAY

(tune: Jingle Bells)

Holidays are the time
That brightens up boys' eyes.



The gifts they made by hand
Will be a great surprise.

Den Leaders showed them how
And helped along the way;
Oh, what fun it is to be
A Cub Scout of today.

Cub Scouting, Cub Scouting,
Scouting all the way,
Oh, what fun it is to be
A Cub Scout of today.

JANUARY 2001 – WHEN I GROW UP

HEY, LOOK ME OVER

Hey, look me over; lend me an ear,
Watch me advance in Scouting every year.
First I'm a Bobcat, then a Wolf and Bear;
Soon, I'm a Webelos and on I'll go from there,
A-singing,
Hey, look me over; lend me an ear,
Join me in a song and sing out loud and clear,
That our Cub Scout advancement is the way to grow--
Stand back, parents here we go!

PROUD TO BE A WEBELOS

(tune: Polly Wolly Doodle)

Oh, I worked real hard to be a Webelos,
Growing stronger; getting smarter every day.
Gonna earn near every pin there is,
Growing stronger; getting smarter every day.

Chorus:

Joining in; having fun;
I will always do my best!
'Cause I'm proud to be a Webelos,
We're a cut above the rest!

Oh, the Arrow of Light is my next goal,
Growing stronger; getting smarter every day.
Then I'll move on to my Boy Scout Troop,
Growing stronger; getting smarter every day.

Chorus:

FEBRUARY 2001 – PASSPORTS TO OTHER LANDS

MY AUNT CAME BACK

(tune: Sippin' Cider)

My aunt came back (echo)
From old Japan (echo)



She gave to me (echo)
 An old silk fan (echo)
 (make fanning motion with right hand)
 My aunt came back from old Tangiers;
 She gave to me a pair of shears
 (make cutting motion with left hand)
 My aunt came back from the New York fair
 She gave to me a rocking chair.
 (rock back and forth on heels)
 My aunt came back from Holland too;
 She gave to me a wooden shoe.
 (stomp right foot repeatedly)
 My aunt came back from old Hong Kong;
 She gave to me the game Ping Pong.
 (move head right and left)
 My aunt came back from Kalamazoo
 She gave to me some gum to chew.
 (make chewing motion with mouth)

My aunt came back from Timbuktu;
 She gave to me some... NUTS LIKE YOU!

YES, WE HAVE NO BURRITOS
 (tune: Yes, We Have No Bananas)

Yes, we have no burritos,
 We have no burritos today.
 We have tacos and nachos
 And waiters so macho,
 But one thing we don't have.
 Yes, we have no burritos,
 We have no burritos today.

Yes, we have guacamole,
 We have guacamole today.
 It looks like a squashed lime
 And feels like some green slime,
 But eat it anyway.
 Yes, we have guacamole,
 We have guacamole today.

Yes, we have no hot peppers,
 We have no hot peppers today.
 'Cause one boy burned his tongue,
 Then set fire to his lungs
 While eating one today.
 Yes, we have no hot peppers,
 We have no hot peppers today.

MARCH 2001 – MAN'S BEST FRIEND

THE LIFE OF A DOG IS FOR ME
 (Tune: My Bonnie Lies Over the Ocean)

When I'm just a dreamin' and schemin'
 I think of things I'd like to be



And the thing that I've finally decided,
Is the life of a dog is for me, for me!
The life of a dog is for me!

A dog's life is simply quite lovely
Chasing mailmen would really be fun!
I'd torment the cat and I'd chew up your hat,
And then I would lie in the sun, the sun!
Then I would lie in the sun!

When people come by I'd be just a bit shy
I'd lick them and when I was through
I'd show them a trick and I'd chase them a stick
And then I would pee on their shoe, their shoe!
Then I would pee on their shoe!

I'd lie on the floor and I'd bark at the door
And when I was wet I would stink
I'd scratch at a flea, and I'd climb on your knee
And out of the toilet I'd drink, I'd drink!
Out of the toilet I'd drink!

WORM SONG

(Tune: Sippin' Cider)

The littlest worm
(group repeats: the littlest worm)
I ever saw (repeat)
Was stuck inside (repeat)
My soda straw. (repeat)
The littlest worm I ever saw,
Was stuck inside my soda straw. (in unison)

He said to me, (repeat)
"Don't take that sip, (repeat)
'Cause if you do, (repeat)
You'll really flip. (repeat)
He said to me don't take that sip,
For if you do, you'll really flip. (in unison)

I took a sip
And he went down,
All through my pipes--
He must have drowned.

He was my pal;
He was my friend,
Now he's no more
And that's the end.

SOMETHING IN MY POCKET

(Tune: Brownie Smile Song)

I have something in my pocket,
That I found behind a log.
My leader said to let it loose,
But I want to keep my frog.



It's cool and green and slimy,
And it squiggles in my hand,
I also have a wooly worm,
and a pocket full of sand

APRIL 2001 – SAVE IT FOR US

LITTERBUG BEWARE

(Tune: Auld Lang Syne)

We are the folks who hunt the bugs
They litter up our streets
With papers, bottles, old tin cans,
And wrappers off their sweets.

We want to keep our playground clean
Without a lot of fuss.
Let's start today to do our share.
No litterbugs for us!

No litterbugs, no litterbugs,
No litterbugs for us.
Let's start today to do our share.
No litterbugs for us!

THE OLD FAMILY TOOTHBRUSH

(tune: The Old Oaken Bucket)

How dear to my heart is the old family toothbrush:
The old family toothbrush that hung by the sink.
At first it was Father's, and then it was Mother's
Now it is Brother's, but soon 'twill be mine.

The old family toothbrush, the moss-covered toothbrush,
The dirty old toothbrush that hung by the sink,
How dear to my heart is that old family toothbrush,
The old family toothbrush that hung by the sink.

MAY 2001 – HAPPY TRAILS

HIKING IN THE WOODS

(Tune: She'll Be Coming 'Round the Mountain)

We'll be hiking in the woods from dawn to dusk.
We'll be hiking in the woods from dawn to dusk.
We'll be hiking in the woods ;
Yes, we'll be hiking in the woods ;
Yes, we'll be hiking in the woods from dawn to dusk.

2. We'll be swatting fat mosquitoes as we go.
3. We'll be tripping over tree roots as we go.
4. We'll be eating moldy hotdogs for our lunch.
5. We'll be scratching poison ivy on our arms.
6. We'll be splashing in every puddle that we see.



7. We'll be singing out of tune along the way.
8. We'll all be glad to see our beds tonight.

AKELA'S TRAIL SONG

(tune! 'It's a Small World')

It's a world of fun,
It's a world of Joy,
And a smile comes easy
To every boy.
Things that we've learned today
Lead along Akela's way
We are Cub Scouts after all.
Chorus:
We are Cub Scouts after all.
To all the Cubs send out the call.
Show Akela we stand tall.
We are Cub Scouts after all.

Take his trail; it goes
Wolf, Bear, Webelos.
As our doodles show,
It's not far to go.
Now our goal is in sight,
It's the Arrow of Light.
We are Cub Scouts after all.
(Chorus)
When we seek our quest,
We will do our best.
On Akela's trail,
We will never fail.
And without any doubts
We will be loyal Scouts.
We are Cub Scouts after all.
(Chorus)
(softly
We are Cub Scouts after all.
To all the Cubs send out the call.
(loudly) Show Akela we stand tall.
We are Cub Scouts after all.

CUB SCOUT HIKE

(tune: The Happy Wanderer)

Oh, I love to take a Cub Scout hike
Through bug-infested woods,
And as I go, I scratch and itch,
Got poison ivy good!

Chorus:
Splash in mud, creeping crud,
Fallen trees; scrape my knees;
Stung by bees; sneeze and wheeze;
Got blisters everywhere!

Oh, I love to take a Cub Scout hike
And feel my muscles pull.



I'm glad I brought the lineament,
I ain't nobody's fool!

Chorus:

Oh, I love to take a Cub Scout hike;
My mom thinks it's a must.
She thinks it builds strong character
To drink juice that tastes like rust!
Chorus:

JUNE 2001 – WET AND WILD

IF YOU'RE WET

(tune: If You're Happy)

If you're wet and you know it, clap your hands.
(clap 2 times)
If you're wet and you know it, clap your hands.
(clap 2 times)
If you're wet and you know it,
Then your drippy clothes will show it.
If you're wet and you know it, clap your hands.
(clap 2 times)

2. If the mud is only knee deep, stomp your feet.
If the mud is only knee deep
And you wish that it were hip deep

3.If the wind is really blowing, shake your head.
If the wind is really blowing
And your bald spot, it is showing

4.If the temperature is falling, do all three.
If the temperature is falling
And your spirits are dropping
If the temperature is falling
YOU WILL FREEZE! (shout this line)

WHAT DO YOU DO WITH A DIRTY FAMILY?

(tune: What Shall We Do With the Drunken Sailor?)

What do you do with a dirty brother?
What do you do with a dirty brother?
What do you do with a dirty brother,
Early in the morning?

Throw him in the lake & wait 'til he's washed up,
Throw him in the lake & wait 'til he's washed up,
Throw him in the lake & wait 'til he's washed up,
Early in the morning.

2.What do you do with a dirty sister?
Dunk her in the river&dry her with a beach towel.
3.What do you do with a dirty daddy?
Put him in the washer and push "Full Cycle."



4.What do you do with a dirty mommy?
I don't know, I've never seen one!

JULY 2001 – AMERICAN ABC'S

What Did Delaware?

What did Delaware?
What did Delaware, boys?
What did Delaware?
What did Delaware, boys?

What did Delaware, boys?
What did Delaware?
I ask you now, as a personal friend,
What did Delaware?

She wore her New Jersey, boys.
She wore her New Jersey. (3 times)

I tell you now, as a personal friend,
She wore her New Jersey.

2.What did Idaho, boys?
She hoed her Maryland, boys.

3.What did Iowa, boys?
She weighed a Washington, boys.

4.How did Wisconsin, boys?
She stole a New-bras-key, boys.

5. What did Tennessee, boys?
She saw what Arkansas, boys.

6.How did Florida, boys?
She died in Missouri, boys

7.Where has Oregon, boys?
She's gone to Oklahom, boys.

IF YOUR NAME STARTS WITH....
(tune: If You're Happy and You Know It)

If your name starts with, **A** turn around.
If your name starts with **B** touch the ground.
If your name starts with **C** then stand up and touch your knee.
Clap your hands if your name starts with **D**.

If your name starts with **E**, wink your eye.
If your name starts with **F**, try to fly.
If your name starts with **G**, blow a kiss up here to me.
If your name starts with **H**, say, "Hee, Hee."

If your name starts with **I**, hop in place.
If your name starts with **J**, pat your face.



If your name starts with **K**, kneel down and stay
If your name starts with **L**, shout, "Hooray!"

If your name starts with **M**, make me smile.
If your name starts with **N**, shake awhile.
If your name starts with **O**, put your elbow on your toe.
If your name starts with **P**, say, "I know."

If your name starts with **Q**, raise your hand.
If your name starts with **R**, you should stand.
If your name starts with **S**, you should pat your head, I guess.
If your name starts with **T**, say, "Oh, yes!"

If your name starts with **U**, touch your eye.
If your name starts with **V**, pat your thigh.
If your name starts with **W,X,Y or Z**,
Then stand up a take a bow and say, "That's me!"

AUGUST 2001 – SUMMER SONGFEST

SWATTING SKEETERS

(tune: I'm Forever Blowing Bubbles)

I'm forever swatting skeeters,
Little beasts that buzz and bite.
They're always right
In earth and sky
And like my dreams, they come at night.
They are always hiding;
They are everywhere.
I'm forever swatting skeeters,
Little demons in the air.

MY LEADER

(tune: My Bonnie)

My leader fell into a pothole
In a glacier while climbing an Alp;
He's still there after 50 long winters,
And all you can see is his scalp.

*Chorus:

Bring back, bring back
O, bring back my leader to me, to me.
Bring back, bring back,
O, bring back my leader to me.

My leader was proud of his whiskers,
To shave them would give him the blues.
They hung all the way to his ankles,
And he used them for shining his shoes.

*Chorus

My leader had faith in a sailboat
He had built from an old hollow tree.
My leader set sail for Australia,



Now my leader lies under the sea.
*Chorus

My leader mad friends with hyenas,
He gave them a ride on his raft.
When a crocodile reached up and grabbed him,
The hyenas just sat there and laughed.
*Chorus

My leader annoyed his dear parents
They tossed him right out of the bus.
And if we don't mend our behavior,
Why, that's what will happen to us.
*Chorus

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.

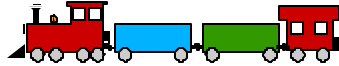
Glory, glory, how peculiar,
Glory, glory, how peculiar,
Balmy breezes blowing through you
With nothing on at all!

SEPTEMBER 2001 – ALL ABOARD!

TRAIN SONG

(Tune: Yankee Doodle)

I met an engine on a hill
All hot and broken hearted,
And this is what he said to me
As up the hill he started...
(slowly)
I think I can, I think I can,
At any rate I'll try
I think I can I think I can
At any rate I'll try.
He reached the top, and looking back
To where he stood and doubted
He started on the downward track
And this is what he shouted
(quickly)
I know I could, I knew I could
I never should have doubted;
I know I could, I knew I could
I never should have doubted,



ROW, ROW, ROW YOUR BOAT

(tune: Same tune, different words)

Propel, propel, propel your craft
Smoothly down the liquid solution,
Ecstatically, ecstatically,
Ecstatically, ecstatically,
Existence is merely an illusion.

OCTOBER 2001 – DOWN ON THE FARM

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.

THERE WAS A LITTLE ROOSTER

(tune: Turkey in the Straw)

Oh, there was a little rooster
In our little country store
And he phfft! on the counter
And he phfft! on the floor
And he phfft! in the sugar
And he phfft! on the bread
And, if I hadn't ducked,
He'd have phfft! on my head.
(Somebody catch that darn thing!)

GHOST CHICKENS IN THE SKY

(tune: Ghost Riders in the Sky)

A chicken farmer went out
one dark & dreary day.
He rested by the coop as he went along his way,
When all at once a rotten egg hit him in the eye;
It was the sight he dreaded --
Ghost Chickens in the Sky!

*Chorus:

Bok! bok! bok! bok! Bok! bok! bok! bok!
Ghost Chickens in the Sky!



The farmer had raised chickens
since he was 24,
Workin' for the Colonel for thirty years or more,
Killing all those chickens
and sending them to fry,
Now they want revenge,
Ghost Chickens in the Sky!
*Chorus

Their feet were black and shiny;
their eyes were burning red.
They had no meat or feathers;
these chickens all were dead.
They picked the farmer up
and he died by the claw.
They cooked him extra crispy
and ate him with coleslaw.
*Chorus

Pizza!

A repeat after me chant

Pizza!
Sauce!
Sauce and cheese
Sauce and cheese and anchovies
Eat-a-lotta, eat-a-lotta, eat-a lotta pizza
Oh, no! Don't drop the pizza!
If you drop the pizza then nobody eatsa
Pizza and Coke are srump-dili-icious
Gobble, gobble, gobble, gobble BURP!
Thanks to Curt Abbott -- Pack 183, Warwick, RI

The Peanut's Surprise

(Sung to tune "Row, Row, Row Your Boat")

A peanut sat on the railroad track,
His heart was all a flutter,
And round the bend came Number 10.
(short pause) Egad! He's peanut butter.

{Counter Verse}

Chugga, chugga, chugga, chugga,
K-thump, K-thump, K-thump
Too-oot, too-oot, too-oot, too-oot.
(spoken) Squiiiiiiisssshhhh!
Egad! He's peanut butter.

Greeting Song

(Sung to tune "Auld Lang Syne")

We're here 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.



Bug Juice

(Tune: On Top of Old Smokey)

At camp with the Girl Scouts,
They gave us a drink,
We thought it was Koolaid,
Because it was pink.

But the thing that they told us,
Would have grossed out a moose,
For that good tasting pink drink,
Was really bug juice.

It looked fresh and fruity,
Like tasty Koolaid,
But the bugs that were in it,
were murdered with Raid.

We drank by the gallons,
We drank by the ton,
But then the next morning,
We all had the runs.

Next time you drind bug juice,
And a fly drives you mad,
He's just getting even,
Because you swallowed his dad.
-- Thanks to Robert J. Fisher

I've Got That Scouting Spirit

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.

2. I've got that Scouting spirit deep in my heart.
3. I've got that Scouting spirit down in my feet.
4. I've got that Scouting spirit all over me.

Where Have all the Tigers Gone...

(This is sung to the tune of "Where Have All the Flowers Gone?")

Where have all the Tigers gone, long time growing
Where have all the Tigers gone, in just a year
Where have all the Tigers gone,
Gone to Cub Scouts every one
They've got so much to learn,
They've got so much to learn.
Where have all the Cub Scouts gone, growing up so fast,
Where have all the Cub Scouts gone, it took three years.
Where have all the Cub Scouts gone,
Gone to Webelos every one.
There's still some more to learn,
There's still some more to learn.
Where have all the Webelos gone, no longer little boys,
Where have all the Webelos gone, fifth grade was last fall.



Where have all the Webelos gone
 Gone to Boy Scouts every one.
 It's a great adventure,
 It's a great adventure.

Where have all the Boy Scouts gone, young men standing tall,
 Where have all the Boy Scouts gone, eighteen draws near.

Where have all the Boy Scouts gone,
 To fly with Eagles every one.

We love to be Boy Scouts,
 We love to be BOY SCOUTS!

Thanks to Eyeleen, Orange Service Unit #3, Orange, California -- Cub Scout translation by Becky Shank,
 Webelos Leader, Pack 636, Great Western District, Greater Cleveland Council.

Pinewood Derby Racing Song

(Sung to tune "Take me out to the ball game")

Take me out to the pinewood, take me out to the crowd.
 Buy me some graphite and a sanding block, I don't care if I ever get back.
 We will root root root for my racer,
 If I don't win you can say.
 That I cut, sanded and designed it my self
 In the Cub Scout Way!
 B'gosh their starting the race now, I see my friend's in the heat
 He's standing there biting his fingernails, But I am sure that he'll never be beat!
 For, We'll root root root for my den-mate,
 If he doesn't win we can say.
 That he cut, sanded, and designed it him self
 In the Cub Scout Way!
 The Scouts have declared a winner,
 And I am proud to say,
 My racer, it got to the end of the track,
 And my den leader let me bring it back,
 For a second heat in consolation,
 Was my decision today.
 But I cut, sanded, and designed it myself
 In the Cub Scout Way!

Cub Scout Pack

(Tune: You're a Grand Old Flag)

We're a Cub Scout Pack,
 We're a high-flying Pack,
 Down the trail of Akela we go.
 From Wolf and Bear to Webelos
 As into good Cub Scouts we grow.
 Every Cub is true to the gold and the blue
 And he never forgets the fact.
 That all the fun a boy could want,
 He can find in a Cub Scout Pack.

Akela's Pack

(tune: I've Been Working On The Railroad)

We're a pack of happy Cub Scouts
 Wolf, Bear, and Webelos.
 We'll eventually be Boy Scouts,
 As everybody knows.



Don't you want to come and join us?
Be with all the rest?
Don't you want to be a Cub Scout?
Come and Do Your Best.

Blue and Gold

(tune: Clementine)

We're the Cub Scouts (boys)
We're the Scouters (adults)
Here we are both young and old (all)
Altogether we're a Cub Pack
Having fun at Blue and Gold.

Tigers and Bobcats (Tigers and Bobcats)
Wolf and Bear Cubs (Wolves and Bears)
And the Webelos are we. (Webelos)
Altogether we're a Cub Pack
Having fun in harmony.

We're the mothers (moms)
We're the fathers (dads)
Helping Cub Scouts as they go. (adults)
Up the ladder of achievement,
Climbing higher as they grow.

Let's give thanks (everyone)
On this occasion
To the mighty Gold and Blue;
Pack ____ is the number
Representing me and you.

Blue and Gold

(Tune: My Bonnie Lies Over The Ocean)

We come to this Blue and Gold banquet,
With thoughts of the future to be.
We speak of some pre'vous adventures,
And friendships we've made on the way.
Sing out, sing out,
Sing Scouting adventures today - today.
Sing out, sing out,
The Spirit of Scouting - Hooray!
--Southeastern Massachusetts Cluster Council Pow Wow 1997

Cub Scout Graduation

(tune: Red River Valley)

From this pack, friend, they say you are going,
To start Scouting adventures so bold
Don't forget old pack ____ friend,
And your pals in the blue and the gold.

Your old Den Leader wishes you well friend,
Your Webelos Leaders do too,
The parents and the leaders are with us,
To bid you a cheerful adieu.



We watched as you were led by Akela,
As you followed the Arrow of Light,
We're so proud of all your achievements,
And we give you to Boy Scouts tonight.
Bay Area Council Pow Wow, 1994

Deep in the Heart of Cub Scouts
(tune: Deep In The Heart Of Texas)

Where Tigers growl,
And Wolf cubs howl,
Deep in the heart of Cub Scouts.

Where big Bears tramp,
And Webelos camp,
Deep in the heart of Cub Scouts.

Where Den Leaders walk,
And Cubmasters talk,
Deep in the heart of Cub Scouts.

The Blue and Gold,
Stands big and bold,
Deep in the heart of Cub Scouts.
- Bay Area Council Pow Wow, 1994

The Finest Pack of Cub Scouts
(tune: Yellow Rose of Texas)

We're the finest Pack of Cub Scouts,
That you have ever seen.
We're loyal and we're honest,
We're never rude or mean.
We're proud to wear our uniform,
We like the Gold and Blue.
You know that you can count on us,
To live our Promise true.

We follow our Akela,
We always do our best.
We work on our advancement,
We rarely stop to rest.
We learn while earning badges,
Cub Scouts know more than most.
We learn to be good citizens,
About that we can boast.

We love our God and country,
We respect our fellow man.
We're busy doing good turns,
We help each time we can.
We're proud to be Americans,
We fly our flag to show
Our land is free for you and me
To live and learn and grow.
- Bay Area Council Pow Wow, 1994



Pinewood Derby

(Tune: I've Been Working On The Railroad)

I've been working on the Derby,
Planning my race car.
All the family has been helping,
My car should be the star!
Can't you hear the crowds a cheering,
As we win the prize?
Pinewood Derby time's exciting,
For all the Cub Scout guys.

Raingutter Song

(tune: My Bonnie Lies Over The Ocean)

We're having a Cub Scout regatta.
We've sanded and painted out boats.
I put on so much decoration,
I sure hope that my boat still floats.

Chorus:

Sail on, sail on,
Sail on little sailboat, sail on, sail on.
Sail on, sail on,
Sail on little boat 'til you've won.

My boat sails along the raingutter.
I blow it with all of my might.
But I can't steer the sail for the rudder,
So it bounces first left and then right.

Chorus

It got to the end of the gutter,
But somebody pulled out the plug.
The water is rapidly draining.
My little boat goes down - glug, glug!

Chorus

- Bay Area Council Pow Wow, 1994

Space Derby Song

(tune: Camptown Races)

Cub Scouts all join in the song,
Doo-dah, doo-dah!
Spaceship wire is mighty long.
Oh, doo-dah day!

Chorus:

Going to fly so fast,
Going to get ahead.
Bet my money on a blue spaceship,
Somebody bet on the red.

Spaceships - red, blue, green, and gray,
Doo-dah, doo-dah!

Pow Wow 2000



All Aboard

Running on the wire today.
Oh, doo-dah day!

Chorus

They're the pride of all the lads,
Doo-dah, doo-dah!
Built by Cub Scouts, Moms and Dads.
Oh, doo-dah day!

Chorus

- Bay Area Council Pow Wow, 1994

There's No Cub Scout Like Our Cub Scouts
(tune: There's No Business Like Show Business)

There's no Cub Scouts like our Cub Scouts
'Cause our pack is the best.
Everything we're doing shows we're eager
Working on the skits and games and songs,
Going on the field trips with our leaders,
And having fun as we go on.

There's no Cub Scout like our Cub Scouts.
We smile each time we meet.
Even when we're nervous we will do our best.
We hope our parents will do the rest.
So you see in Cub Scouts we have passed the test.
Let's go on, watch us grow.

TIGERS
(Tune: Bingo)

CHORUS:
T-I-G-E-R, T-I-G-E-R. T-I-G-E-R
And Tiger is it's name-o

BSA has a new den
And Tiger is it's name-o

CHORUS

It's made up of younger boys
We are all in first grade-o

CHORUS:

We joined for lots of fun
Games, and songs, and play-o

CHORUS:

Every team will lead us once
In charge of our small den-o



CHORUS:

A mom or dad will be our guide
To help us learn things right-o

CHORUS:

The Pack will welcome us just so
On Graduation night-o

CHORUS:
CubBobwhite

T-I-G-E-R-S

(tune: Mickey Mouse Club)

Come along and sing our song
And join our family
T-I-G-E-R-S
Tigers they're for me

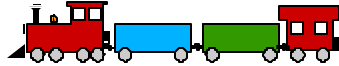
Tiger Cubs Tiger Cubs
Forever let us hold our banners high!
HIGH!-HIGH!-HIGH!

We're the ones that start it all,
We're where the scouts begin
T-I-G (gee we're having fun!)
E-R-S (Scouting is for everyone)
TIGERS, we're the ONE!
- Bay Area Council Pow Wow, 1994



SPARKLERS





NOVEMBER 2000 – TURN ON THE POWER

I WENT TO A POW WOW

“I went to a PowWow on a very hot day. They gave me a fan and I fanned and I fanned and I fanned.” Call everyone’s attention to the words a second time and let them know that you repeated the words a second time and then let them know that you repeated the words “I FANNED” slowly three times and that you accompanied the action by fanning yourself rhythmically with your right hand. Now keep on fanning and have the whole group repeat the words and when they say, “I fanned, I fanned, I fanned” tell them to fan themselves just as you are doing. Tell them they must continue fanning after finishing the words.

As they continue to fan, start the second round saying, “I went to the handicraft section. They gave me a pair of scissors and I cut and I cut and I cut.” Pretend to cut with your left hand, using your first two fingers to imitate the scissors. Then, the whole group does the same thing. When that’s over, everyone will be fanning with their right hand and cutting with their left.

Next, say, “It was a hot day and to cool myself, I got into the elevator and rode up and down, up and down and up and down.” Accompany your words by bobbing up and down. Have everyone do the same.

Finally, you say, “To stop long-winded speaker in the pack leaders’ meeting, they had a clock. When time was up, a little bird came out and said, “Cuckoo, cuckoo, cuckoo.” Have everyone repeat this and you will have them fanning, cutting, bobbing up and down and saying “cuckoo.”

TOO MUCH GO

An audience participation story

THINGAMAJIG: “Back and forth” (Move hand back and forth)
 DOOHICKEY: “Up and down” (Move hand up and down)
 WATCHAMACALLIT: “In and out” (Cup one hand in semi-circle and dip other hand in and back out)
 CONTRAPTION: All sounds at once

Ever since the beginning of time, men have been competing with each other, each one trying to invent something that will go farther, higher, or longer than any other thing. There are THINGAMAGIGS and there are DOOHICKEYS and even WATCHAMACALLITS. Nobody really knows what each one of these CONTRACTIONS is supposed to do. For instance, a THINGAMAJIG could be almost anything and it probably wouldn’t even have to have a moving part on it. The same goes for a DOOHICKEY or a WATCHAMACALLIT.

Whenever a man sees a CONTRAPTION that has a THINGAMAJIG, a DOOHICKEY or a WATCHAMACALLIT on it, then his mind immediately goes to work trying to invent something that will outdo that CONTRAPTION. The man who really fouls this all up is the one who keeps trying to invent a better THINGAMAJIG and DOOHICKEY and WATCHAMACALLIT. For, in the end, he’ll probably be competing against himself. One such ambitious man created a CONTRAPTION upon which there was a THINGAMAJIG and a DOOHICKEY and a WATCHAMACALLIT. After watching it work, he decided that the THINGAMAJIG needed to go faster and the DOOHICKEY needed to go higher, and the WATCHAMACALLIT needed to go deeper. So he set about to correct it. However, in so doing, he completely destroyed the whole CONTRAPTION. For when he made the THINGAMAJIG go faster, it hit the DOOHICKEY, which he had made go higher, which in turn shot right into the WATCHAMACALLIT, so it dove deeper. The result was that the whole CONTRAPTION quit going, for each part had knocked the other part out. So, in making things go in this world, let’s always remember that some things are better left as is and remember that we must have the strength to change those things we can, the serenity to accept those we can’t and the wisdom to know the difference. If we remember this, we won’t become like the man who tried to better the CONTRAPTION and merely ended up having the THINGAMAJIG and the DOOHICKEY and the WATCHAMACALLIT all working against each other and, in the end, destroying each other. If we remember this, then we can make things go!

NOISE MACHINE - Control sides of audience with right & left hands; raise and lower for louder & softer.



DECEMBER 2000 – WHAT DO YOU DO AT HOLIDAY TIME?

CHRISTMAS WITH THE RIGHT FAMILY

An audience participation story

(Everyone sits in a circle, holding the gift he brought for the grab bag. Someone reads the story below, reading slowly enough for gifts to be passed. Every time the word **RIGHT** is read, everybody passes the gift he's holding to the right. Every time the word **LEFT** is read, everybody passes the gift he's holding to the left. The Gift each person is holding when the story ends is the gift he keeps.)

Christmas was almost here, and Mother **RIGHT** was finishing the Christmas baking. Father **RIGHT**, Sue **RIGHT**, and Billy **RIGHT** returned from their last-minute Christmas errands.

"There's not much **LEFT** to be done," said Father **RIGHT** as he came into the kitchen.

"Did you leave the basket of food at the church?" asked Mother **RIGHT**.

"I **LEFT** it right where you told me to," said Father **RIGHT**.

"I'm glad my shopping is done, said Billy **RIGHT**. "I don't have any money **LEFT**."

The hall telephone rang, and Susan **RIGHT** left to answer it. She rushed **RIGHT** back and told the family, "Aunt Tillie Right **LEFT** a package for us **RIGHT** on Grandma **RIGHT'S** porch. I'll go over there **RIGHT** now and get it, she said, and she **LEFT** in a rush.

Father **RIGHT LEFT** the kitchen and brought in the Christmas tree. Billy **RIGHT** had begun trimming the tree. The entire **RIGHT** family sang carols as they finished the decorating. Then they **LEFT** all the presents arranged under the tree and went to bed, hoping that they had selected the **RIGHT** gifts for their family. Now, I hope you have the **RIGHT** present for yourself, because that's all that's **LEFT** of our story, except to wish you a Merry Christmas. Isn't that **RIGHT**?

JANUARY 2001 – WHEN I GROW UP

THE CUB KNOT STORY

An audience participation story

ROPE I'm fit to be tied
KNOT Cross arms in front and say What Knot
CUB SCOUT Where's the cookies
DEN MEETING Paint; cut; glue

For those of you who can't imagine that a **ROPE** can come alive, this story may be hard to believe. Once there was a four-foot piece of **ROPE** who wanted to become a **CUB SCOUT**. The **ROPE** knew that in **DEN MEETINGS**, **CUB SCOUTS** learned to tie **KNOTS** in **ROPES**. And he had always wanted to learn how to tie himself into a **KNOT**.

So the **ROPE** checked with a **CUB SCOUT** he knew to find out when the next **DEN MEETING** was to be held. He put on his best tie; hitched up his pants and headed for the meeting. The **ROPE** could tell that he was at the right house, because several **CUB SCOUTS** were arriving to begin the **DEN MEETING**. The **ROPE** walked right in and said to the leader, "I want to be a **CUB SCOUT** and attend your **DEN MEETINGS**."

But the den leader said, "I can **KNOT** let a **ROPE** be a **CUB SCOUT**!"

Well, the **ROPE** was really upset. He ran out of the **DEN MEETING**, **KNOT** knowing what to do next. He ran out into the gravel road and was run over by a bread truck. The **ROPE** was tumbled, rolled, crunched and, in general, pretty messed up. His ends were all unraveled and he had been twisted into a quadruple half hitch **KNOT**! The **ROPE** couldn't even remember who he was. But somehow, he remembered he wanted to be a **CUB SCOUT** and that a **DEN MEETING** was going on that he should be attending. He stumbled to the front door and knocked. The **CUB SCOUT** den leader halted the **DEN MEETING** to answer the door. When the den leader opened the door, there was the unraveled half hitched **ROPE**. "I want to be a **CUB SCOUT**," said the **ROPE**.

The den leader looked at him and said, "Aren't you the **ROPE** that was here a few minutes ago. The **ROPE** looked right at the den leader and shouted, "I'm a frayed **KNOT**!"

JOLLY GREEN GIANT APPLAUSE - Say "Ho-ho-ho" while stretching up tall.



FEBRUARY 2001 – PASSPORTS TO OTHER LANDS

A TEXAS BULL GOES TO AFRICA

An Audience Participation Story

In our story there are certain words that we are going to mention. There are certain sounds that we want certain groups to make every time these words are spoken. Following are the words and the sounds that go with them: (Have the groups practice the sounds).

Bull: say MOO

Ship: say TOOT TOOT-everybody

Africa: say BOOM, BOOM, BOOM, BOOM

Hunter: say BANG

Lion: say GRRR

NARRATOR: Does everybody understand the sounds they are to make? Okay, here is the story:

Once upon a time there was a Texas Bull (Moo). The Bull (Moo) decided to take a trip to Africa (Boom, Boom, Boom, Boom). So the Bull (Moo) boarded a Ship (Toot! Toot!) bound for Africa (Boom, Boom, Boom, Boom). As the Ship (Toot! Toot!) neared land it made ready to dock in Africa (Boom, Boom, Boom, Boom). The Bull (Moo) hurried down the gangplank of the Ship (Toot! Toot!) and was away in the jungle. The Bull (Moo) met a Hunter (Bang) who warned the Bull (Moo) about a dangerous Lion (Grrr) roaming the jungles of Africa (Boom, Boom, Boom, Boom). The Bull (Moo) paid little attention to the Hunter (Bang) and went merrily on his way. The Lion (Grrr) spotted the Bull (Moo) and began to chase the Bull (Moo). The Hunter (Bang) was following the Lion (Grrr) and as the Bull (Moo) grew tired the Lion (Grrr) caught up with the Bull (Moo) and ate the Bull (Moo). The Lion (Grrr) climbed to the top of a hill and let out a roar of a Lion (Grrr). The Hunter (Bang) aimed, fired and shot the Lion (Grrr). As the Hunter (Bang) boarded the Ship (Toot! Toot!) to go home, the Hunter (Bang) looked back and said, "The moral of this story is if you are full of Bull (Moo) keep your mouth shut.

TORTILLA APPLAUSE – Slap hands together alternating one hand then the other from top to bottom. On about every fourth clap, shout "Ole!"

MARCH 2001 – MAN'S BEST FRIEND

MY FAVORITE ANIMAL

A Madlib Story

Ask the audience to provide the words to fill in the blanks in the story.

Narrator reads the story, filling in the blanks with the words provided by the audience.

____ Name ____ is the best ____ animal ____ in the world. He is quiet except when hungry or when he wants to go play with ____ plural noun ____ .He likes to eat ____ kind of food ____ and will do tricks for a bite of it. This is a friendly pet, who enjoys jumping up and sitting on my ____ a body part ____ . That makes me ____ verb (present tense) ____ . It's fun to watch him leap in circles trying to catch his ____ another body part ____ . He likes to sleep a lot and looks so ____ adjective ____ while sleeping. One of my favorite things about him is his contented ____ animal noise ____ . It is music to my ears.

HOT DOG CHEER - Leader shakes fist in air, people stamp, applaud, holler! Leader brings fist down, all yell "Hot Dog."



APRIL 2001 – SAVE IT FOR US

LOOK FOR THE BLUE HORIZON

An Audience Participation Story

Divide the audience into 5 groups and assign each group one of the following sounds to be given on their cue word.

Miss America - "Ah, me!"

Friends – Hum, Hum!"

Pollution - "Boo Hiss!"

Superman - "Zoom"

Mr. People - "Hooray"

In the year 1776, a beautiful girl was born. She was named "America". Miss America had everything she wanted. Miss America had all the fields she wanted to play in, all the water she wanted to drink, and all the food she wanted to eat. Her childhood was all any young girl could want it to be. Miss America was really quite spoiled. Friends tried to warn her to be more careful, but Miss America told her Friends to go away.

But in the year 1976, Miss America remembered her Friends' warnings. It was true that one ugly villain - Mr. Pollution, threatened all the good things. Poor Miss America what could she do? Mr. Pollution gave her a list of things that he was taking from her, because she had abused them. Mr. Pollution was taking her air, her water, her animals - all the things Miss America had taken for granted. Mr. Pollution laughed! Miss America cried. Who could save her? As Miss America was about to despair, someone did come to help her: the only person who could save her - not Superman - but Mr. People.

Miss America and Mr. People worked together and drove Mr. Pollution out! Did they live happily ever after? Let's take a look and see.

It is now the year 2076. Miss America is celebrating her 300th birthday. With Mr. People's help, she has learned not to be wasteful and to take care of the things she has. Mr. Pollution has long gone, and Miss America shines brighter. As for Mr. People, he's happy, too. He knew that what was good for Miss America was also good for him. But, more important, long ago he became convinced that as far as Mr. Pollution was concerned, the only ones who could stop him were People.

LONE RANGER APPLAUSE - Where does the Lone Ranger take his garbage?

To the dump, to the dump, to the dump, dump, dump.

MAY 2001 – HAPPY TRAILS

A BIKE RIDE

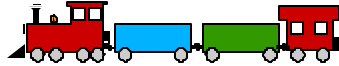
A Madlib Story

Ask the audience to provide the words to fill in the blanks in the story.

Narrator reads the story, filling in the blanks with the words provided by the audience.

On a(an) _____ adjective _____ Saturday, my friend _____ name _____ and I took a bike ride on a _____ adjective _____ country _____ noun _____. We had a _____ adjective _____ knapsack with _____ plural noun _____ and water and a(an) _____ noun _____ in it. We wanted to find a cool, _____ adjective _____ place to eat our _____ plural noun _____. All of a sudden, the sky grew dark. It began to rain cats and _____ animal(plural) _____. We grabbed our _____ plural noun _____ and ran to the nearest _____ noun _____. The faster we ran, the wetter we seemed to get. My knapsack was getting too _____ adjective _____ and our bikes were getting stuck in the mud. When we got home, we looked like washed-out _____ plural noun _____ in need of a good _____ noun _____. We haven't taken a bike ride in the country since. If my friend were smarter, he would've brought his _____ noun _____ for us to crawl underneath for protection.

COYOTE CHEER – Start "yip, yip, yip," like a coyote, getting faster and ending with "Yippee!"



JUNE 2001 – WET AND WILD

ON THE BEACH

A Madlib Story

Ask the audience to provide the words to fill in the blanks in the story.

Narrator reads the story, filling in the blanks with the words provided by the audience.

If you want to enjoy yourself at the beach, you should bring your ___plural noun___. Before exposing your skin to the sun, you should put suntan oil on your ___body part___. Rub it on your face; then smear it all over. Be sure that it's rubbed in thoroughly. Then go into the salt water and ___verb___. When you come out of the water, don't dry your ___body part___. Lie down on a(an) ___noun___ and soak up the rays. It's fun if you bring a(an) ___noun___ to play with at the beach, I like to build ___plural noun___ with sand. You see all sorts of bodies at the beach. Some are ___adjective___ like your own. You can ___verb___ on the beach. Some beaches allow you to sunbathe without your ___plural noun___ . ___exclamation___ ! My friend, ___person in room___ went to a beach without his/her ___noun___ and got so sunburned that he/she had to walk home.

BABBLING BROOK CHEER - "Babble, babble, babble"

RAINSTORM APPLAUSE - Start by gently patting knees alternately to simulate light rain falling. Increase the noise by switching to handclapping as the storm reaches its height. With a hand signal, have everyone shout "Boom!" to represent thunder. Gradually decrease the handclapping and then pat the knees as the storm subsides.

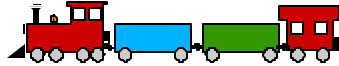
JULY 2001 – AMERICAN ABC'S

WHY YOU SHOULD GO TO COLLEGE

A Madlib Story

Narrator reads the story, filling in the blanks with the words provided by the audience.

Our American universities offer students many ___adjective___ courses that will prepare them to become good ___plural noun___. You can get a degree as a Bachelor of ___plural noun___ or take a regular liberal ___plural noun___ course. Or if you want to become a ___adjective___ engineer, you can study ___adjective___ mathematics and differential ___plural noun___. Then, after ___number___ years, if you want to continue your studies, you can write a thesis and become a Doctor of ___plural noun___. When you get out into the world—if you have a diploma from a university—you will be able to get a job as a ___an occupation___. If you don't have a diploma, you will have to take a job as a ___an occupation___. So it's important that you study hard in high school, so that you will do well in your college entrance exams. Remember, "A Little Learning is a ___adjective___ thing."



AMERICAN CHEER – A-M-E-R-I-C-A! Cub Scouts! Cub Scouts! U-S-A!

SEPTEMBER 2001 – ALL ABOARD!

LEARNING TO FLY

An audience participation story

<u>Group:</u>	<u>Word:</u>	<u>Action:</u>
Dads with hair	AIRPLANE	stand, applaud, sit
Dads without hair	FLY	stand, turn in circle, sit
Moms under 29*	UP	stand, wave arms, sit
Sons*	WALK	stand, march in place, sit
Daughters*	EXCITE	stand, yell "Oh my", sit
Grandpas, aunts, etc.	THRILL	stand, yell "Good Grief," sit

*Notice there's no category of moms over 29. Expect there won't be anyone acknowledging that fact! Here's where the Narrator should have a little fun with the audience. Also, the Narrator should tell Dads and Moms that they must react when Sons and Daughters do, too, because they are also sons and daughters. (Everyone is going to be terribly confused, you know. That's $\frac{3}{4}$ of the fun!)

There was a young man who wanted to learn to FLY. He didn't want to be a bird. He wanted to soar through the skies in an AIRPLANE. He loved the idea of going UP in the clouds. But he didn't know how. So he WALKED to the nearest airport and told them of his EXCITING wish. When they told him that he could begin lessons the next day, he was THRILLED!

Home he WALKED. That night, he dreamed about FLYING in an AIRPLANE, going UP, UP, UP, UP, UP. (Here the Narrator should hesitate after each "up," misleading the audience to believe that it's the last "up" every time he says one. He should wait until the Moms have been seated before proceeding to the next "up." The idea of FLYING was EXCITING and THRILLING to him. FLYING in an AIRPLANE.... he was WALKING on air just thinking about it!

Morning finally came. He woke UP. He got UP. He ran UP the stairs to the kitchen. He lived in a two-story basement apartment. He poured himself a big glass of Seven-UP, and he threw UP. Too much EXCITEMENT!

He WALKED to the airport, sat inside the AIRPLANE with the instructor next to him, and began to FLY. He was EXCITED! He was THRILLED! He was UP...UP...UP in the air!

When he finished his first flight, he WALKED out of the AIRPLANE, knowing that he had never been as EXCITED or THRILLED before, because he could now FLY. Proudly, he marched off the field...UP, UP, UP, UP...(Narrator marches himself off stage saying, "up," with each step he takes. Should drive the Moms wild!)

FANFARE CHEER - Raise hands like an orchestra leader. Lower hands & say, "Ta-Da!, Ta-Da!, Ta-Da!"

OCTOBER 2001 – DOWN ON THE FARM

ABE, THE LEFT-FOOTED MULE

An audience participation story

Divide the audience into five groups and assign each group one of the following capitalized and **bolded** sound effects to be given on cue.

MR. MULLINS:	"Whoa, there!" (gesture as if pulling reins)
MRS. MULLINS:	"Stop! Stop!" (holding hands to head)
ABE, THE MULE:	"Haw, hee! Haw, hee!" (index fingers pointed up like ears)
ABEL, THE OTHER MULE:	"Hee, haw! Hee, haw!"
JASPER:	"Howdy, folks!" (hand raised in greeting)

This is a story about **MR. MULLINS** and **MRS. MULLINS**, two of our pioneer ancestors and their mule named **ABE**.



ABE was left-footed and he did everything just exactly backwards. When **MR. MULLINS** wanted to plow the fields; **ABE** pulled the plow so far to the left that he went in big circles. When **MRS. MULLINS** wanted to go to the village, **ABE** went backwards instead of ahead.

"It is very embarrassing!" cried **MRS. MULLINS**. And **ABE** just cried.

One day, their cousin, **JASPER**, came to visit and he saw **ABE** plowing circles and pushing the wagon backwards. **MR. MULLINS** was so confused. **MRS. MULLINS** was so embarrassed. And **ABE** was so unhappy.

"We'll have to send **ABE** away," said **MR. MULLINS**.

"Or we can never get to the village," said **MRS. MULLINS**. They loved him, so the thought of losing him made them both cry.

"Hmmm," said Cousin **JASPER**, "**ABE** is a very handsome mule even if he is left-footed.

So Cousin **JASPER** thought it all over and he said, "Why don't you get a right-footed mule to go along with the left-footed **ABE**?"

"Oh, yes, why don't we?" said **MR. MULLINS** and **MRS. MULLINS**. So they did; they got a right-footed mule named **ABEL**.

Now everything works out very nicely. When **ABE** plows left, **ABEL** plows right. Between the two of them, their field was the straightest in all the colonies. When **MRS. MULLINS** hitches them up to go to the village, she hitches **ABE** backwards and **ABEL** frontwards and away they go at a good fast clip.

"We may look strange," said **MRS. MULLINS**, "but we do get to the village in a hurry."

THREE LITTLE PIGS CHEER - "Wolf, Wolf, Wolf!"

GOLDIE LOCKS CHEER - "Bears, Bears, Bears!"

THANKSGIVING SPARKLER

Personnel: Divide the audience into 4 groups. Assign a part to each group and let them practice. Narrator reads story, and groups respond to appropriate words.

Father: Stand up and say "When I was your age, son."

Car: Stand up and say "Chuga, chuga, chuga."

Farmer: Stand up and put hands in suspenders and say "Where's my horse?"

Turkey: Stand up and say "Gobble, gobble, gobble".

Once upon a time, just before Thanksgiving, a **father**, a mother and a Cub Scout climbed into the family **car** and drove into the country. They were looking for a **farmer** with a **turkey**. They all got out of the **car** and the **father** purchased the **turkey** from the **farmer**. "Now, if you will remove the **turkey's** head, we will get into the **car** and drive home," said the **father** to the **farmer**.

As the **father**, the mother and the Cub Scout were riding home in the **car**, an amazing thing happened! The **turkey**, although its head had been removed by the **farmer**, began to speak! "Please don't eat me for Thanksgiving," the **turkey** pleaded. "I will make a fine pet for you." He told the Cub Scout. The **father**, the mother and the Cub Scout talked about this astounding request as they rode in the **car**.

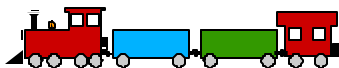
And so it happened that the **turkey** joined the **father**, the mother and the Cub Scout in their Thanksgiving dinner of hamburgers and French fries.

The **turkey** became a very good pet, as it did not chase **cars**, cats, or fire hydrants. The **father** enrolled the **turkey** in college, as everyone knows, with a good education, it's much easier to get a head.



SPECIAL NEEDS





SPECIAL NEEDS

Character Development.....

Behavior.....

....

Discipline.....

Planning Your Den Meeting.....

Emergency! Emergency!.....

Sample Den Code of Conduct.....

Disabilities.....

Benefits for Youth With Disabilities.....

Program for the Scout With Disabilities.....

Advancement for Scouts With Disabilities.....

Working with the Disabled.....

Getting to Know a Scout With Disabilities.....

Leadership Techniques.....

Managing Behavior.....

Types of Disabilities.....

Types of Activities.....

Disability Awareness.....



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 male packs them off to bed at night.

Boys are found everywhere: on top of, underneath, inside of, climbing on, swinging from, running around or jumping on. Mothers love them, little girls hate them, older sisters and brother 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 and 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 chunk 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)

From the beginning of time, boys have not changed and all share some common characteristics. You will recognize some of those listed below in your own Cub Scouts:

- Has a sense of loyalty
- Likes to win and be rewarded
- 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
- Likes recognition
- Wants to belong
- Dislikes nagging
- Wants approval
- Has imagination

A boy should have someone he can look up to, someone 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. 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?"

A boy should have someone he can look up to, someone 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.

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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 structure, for boys and leaders alike. Discipline is the training that connects, 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 setting boundaries and sticking to them. It is making the child responsible for his own behavior, telling him that if he chooses a certain course of action, what the specific consequences of that action will be. If they choose a different action, the result may be different too. Children need to realize they have choices. A disciplined group of boys with an undisciplined leader can be more detrimental than a group of undisciplined boys with a disciplined leader. As a den leader, you will need to spell out for the boys what is acceptable behavior and what is not, and the consequences of both. Let them know what to expect at the beginning and **STICK TO IT!**

Thus the first rule of discipline is:

- 1. Who's in charge here?** 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 of behavior.** Have activities that accommodate short attention spans, that contain the appropriate level of psychomotor 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 awards.
- 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 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 his behavior tends to avoid that behavior in the future.
- 7. Over-correction.** When behavior produces additional work it will be avoided. The boy who has to clean up his mess before playing a 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 must 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 but it is unfit to take it out on the child. Discuss his behavior with the parents privately.

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

10. If the group misbehaves, discipline the group. If an individual misbehaves, discipline the individual.

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 undesirable, 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 leader to introduce new interests and new ways of doing old things.

The rank books for the 4 years of Cub Scouting take into consideration the characteristics of each age and introduce new skills and adventures according to their interests and ability levels.

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 while the characteristics may be the same, each boy is a distinct individual, then we can better understand the reasons for their behavior.

Cub Scout age boys have the following needs

- To belong
- Adventure
- A sense of accomplishment
- Friends
- Recognition of praise
- A chance to express himself
- FUN

If a boy wants to be noticed and receives a lot of attention from you when he misbehaves, his need to be noticed is fulfilled. He will probably continue his inappropriate behavior because it best fulfills *his* need.



Well then, what's a den leader to do? Boys will be boys and will probably get into trouble. How can you deal with misbehavior, build up their self-esteem and still maintain some kind of order in your den? You need a plan of discipline.

EMERGENCY KIT

Your emergency kit should contain the following items:

- Writing paper for: collective art, word making, quiz shows, evaluation
- Newsprint for: giant pictures, murals, illustrations
- Paper bags for: dramatics, mask, identification game
- Rope for: knot tying games and lessons
- Books for: emergency ideas such as games, crafts, songs, etc.

After the meeting is over, take time to evaluate what went wrong. What happened and why did it fall apart?

PLAN RULES TOGETHER

The purpose of rules is not to force the boys to be good but to show them how.

Good rules should have the 5 P's & a Q: partnership, purposeful, possible, plain, positive and quiet. Good rules are PARTNERSHIP - Let them help make the rules. Talk about their need for rules and write some. They will be much more cooperative to follow their rules than your rules.

Good rules are PURPOSEFUL - Let the boys discuss why the rule is important; if they can't find a good reason, they should not make the rule.

Good rules are POSSIBLE - Make rules that can be enforced. These rules should apply to everyone fairly.

Good rules are PLAIN - Each person needs to know what the rules are and to feel that they are the same for everyone. Post the rules so everyone can see exactly what they are.

Good rules are POSITIVE - Rules should be aimed at producing good behavior, not at punishing bad. Instead of saying "Don't talk when others are speaking", say "Give your attention to the person who has the floor".

"Q" stands for QUIET - Make sure everyone understands and recognizes the quiet sign (Cub Scout sign). You should wait until you have total attention. You may look at your watch or a clock to see how long it takes, and then tell them how long and see if it would take less time next time.

When you and your den have written rules that are partnership, purposeful, possible, plain, and positive, and have established a quiet sign, you have planned effective rules together.

Good rules do not automatically bring good group discipline, but it is a definite start, along with planning.

SAMPLE OF A DEN CODE OF CONDUCT

- don't interrupt
- no nasty jokes
- no punching or kicking
- listen to Akela and don't talk back
- no cussing
- don't stick your tongue out or spit
- no name calling

You might add a few things like:

- wipe your feet at the door
- no running or yelling in the house

Write all the rules on a poster and display them at every meeting. You might find you need to add something later. You may also wish to review them from time to time.

Once you have your den rules established, you need to find a system to enforce them that will work for you.

A PROBLEM OR CHALLENGE

There are a few ideas from experienced 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.
- Praise in public, criticize in private.
- Give boys responsibility.
- Be impartial in dealing with Cub Scouts.
- Don't play favorites.
- Be firm in a friendly manner.

PLANNING YOUR DEN MEETING

Plan for every person; what about the early finisher? Try to avoid this problem by planning open-ended projects that extend until the time period ends, whenever practical, but if not, you may suggest that they help the others or create a interest center with things to read, things to write (invent new words for an old song, word search puzzles, etc.), things to make and things to play.

Plan for every minute; nothing is more frustrating than to plan an action-packed hour for every person, only to have the whole thing fall apart in the minutes before it even starts.

Most tempers are probably lost during transition — the beginning, the in-betweens, and the end. The beginning sets the tone for everything that follows. An orderly beginning sets the scene for order.

BEGINNING

1. Establish clear arrival procedures.
2. Provide "gathering activities".
3. Start on time.
4. Use "quiet signal" and make it work.
5. Have a definite beginning.

IN-BETWEEN

1. Have your act together.
2. Get the group in order before you try to speak
3. Use "wait a minute" words until you are ready for action.
4. Tell them how, not just what.

ENDINGS

1. Keep it simple
2. End on time

EMERGENCY! EMERGENCY!

We all know that occasionally even the most well laid plans go to pieces. Behavior breakdowns are usually a boy's way of letting you know that your plans are too tedious, too disorganized or simply too many.

Stop trying to make them work, when you are not succeeding. Work will not get done if you have lost control. All you gain by screaming and threatening is frustration. Set aside your original plans and take time out for fun. You will regain control and set the stage for cooperation in the future.

Boys have an enormous supply of energy and a very low tolerance for inactivity. They need action. To alleviate pent-up energy, plan an active game that can be played at a moments notice. These games require no equipment other than what is in your den box or meeting room. You will need some quiet games. to calm them down, before going into or back to your original plans.

There are a variety of ways to keep track of each boy's conduct. The best are the ones which will accentuate the boy's positive behavior instead of punishing the negative. Some examples are:

Three Strikes - You're Out!

The first time a boy breaks a rule, he gets a warning. The second time, the boy spends 5 minutes in "time out". (Time out is an interruption of a child's unacceptable behavior, by removing him from the scene of the action.) A chair off to the side, out of the activity of the den meeting, can serve as the "time out" area. After 5 minutes the boy is asked if he is ready to return to the group. If a boy doesn't control himself in time out, he moves on to his third strike. When a Cub commits his third infraction of the Code of Conduct, he is excused from the meeting and must call a parent to come and get him. Have a conference



with the boy and at least one parent before he can return to the next den meeting. Be sure to explain the den’s Code of Conduct and the consequences of breaking the rules to the parents of boys in your den at each of your den parents’ meeting.

Give each boy 3 marbles at the beginning of each meeting. Take marbles away for unacceptable behavior. At the meeting’s end, the boys put their remaining marbles in a jar. When the jar is full, take a den field trip as a reward. Don’t make the jar too big. The goal will be too hard and the boys will lose interest. A month is about the right amount of time to work toward a field nip. Adjust the size of the jar accordingly.

Conduct Beads

Add a good conduct string for each boy on their den doodle or have a coup. Each meeting the boy’s conduct is satisfactory, present him with a bead. So many beads and they are rewarded with something special.

Cub Scout Spirit Meter

Determine how many inches the boys will get if they behave during the den meeting. After each meeting, have them mark off the total of number of inches earned. When they reach the measurement of “Cub Scout spirit”, have an extra special treat or den meeting.

The Code of Conduct Candle

See chapter 3 in the Cub Scout Leader Book for an explanation.

DISABILITIES

People can have a variety of disabilities which are problems to them. These take on forms, like big ears, speech defects, protruding teeth, deafness, spastic muscles, blindness, uncontrolled emotions, too little money, red hair, a club foot and hundreds of others. Some disabilities are real - some are imaginary. The degree of a youth’s disability is not nearly as serious as how he feels about it and how he thinks others feel about it.

Although a boy may be disabled in body or mind, he is still a boy.. no less and no more.. and if he is capable of understanding the Cub Scout Promise and Law of the Pack, he may be a Cub Scout. Working with boys with a disability may mean adapting or extending the ordinary program of activities in order to make it as enjoyable and worthwhile as possible.

Scouting is for each boy, and each boy is different. The Boy Scouts of America recognizes that there are no standard boys - the kind who can be steered about like machines in exactly the same way, to have exactly the same fun, to learn exactly the same instructions. That is why the program of Scouting is so readily adaptable to a youngster with a physical, mental or emotional limitation. Scouting welcomes the youth with disabilities!

WHY SCOUTING FOR THE DISABLED?

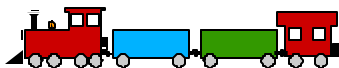
Because it works! Scouting has been proven to be one of the most effective ways to help people with disabilities become prepared to be successful as adolescents and adults.

BENEFITS FOR YOUTH WITH DISABILITIES

A child with disabilities seeks several basic things that all boys seek: love, acceptance, achievement, development, creativity and discipline. How does Scouting fulfill these needs?

Dr. Gunnar Dybwad, former Executive Director of the International Association for Retarded Children stated, “If Scouting is good for normal boys of Scouting age, it is absolutely essential for retarded boys of that age”. Scouting can challenge boys who cannot swim, run, jump or hike like other boys. The challenge is from boyhood spirit and all boys, regardless of their disability, have boyhood spirit.

For Scouting, the desire is there because the “child is there”. Because the desire is there, the determination to reach the child is there and this begets the ingenuity to go around and over barriers. Participation in Scouting gives the child a sense of worth and dignity. It offers them many excellent group experiences enabling them not only to develop sound character and good citizenship, but an opportunity to put these attributes into practice.



Scouting fulfills the first basic need, LOVE, because the leader is someone who will talk to him, simply and patiently; someone who will listen to him no matter how hard it may be to understand him; someone to comfort and encourage him when he is disappointed. This in turn satisfies another basic need, acceptance.

By belonging to a group of boys in a den, he feels acceptance. Within this group he learns that he is accepted as he is, which many times is a completely new experience. When he receives praise for doing something right, that too, is a form of acceptance and this leads on to the third basic need, achievement.



Through the advancement program in Scouting, a boy is rewarded for doing his best and achieving. Every time a craft is finished or a song is learned, etc., the boy will get a better awareness of himself through the ability of accomplishing a task. This gives him a self-confidence so many times found lacking.

Scouting activities help them to develop creativity, attention span, increased verbal abilities, motivation, learning and understanding. Every person has a deep need for achievement.

Scouting teaches them to compete to the best of their ability, plan, start and finish a project, develop leadership and follower skills, recognize others' achievements, try new things. Respect differences in others, play fair and have fun, and to develop and maintain friendships.

Scouting provides social activity or fun with others which is necessary. We know that human potential is determined not by nature alone, but by each individual's response to his environment. It follows that an improved environment can change the course of life. It is nature and nurture that shape human lives - a fact that makes all the difference in current attitudes and actions toward the disabled.

By belonging to a group of Scouts, they develop feelings of being needed, independence, confidence and friendships with peers and adults.

Scouting just naturally brings out a sense of humor, feelings of self-confidence, pride in appearances dependability and responsibility, desirable behavior and good manners.

PROGRAM FOR THE SCOUT WITH DISABILITIES

Remember -

A boy who is disabled is more LIKE other boys than he is different. Anything that a leader does to separate him and make him unnecessarily different is a mistake. Being like other boys is important. For this reason, it would be unfair to give a boy anything but genuine Scouting. The official policy of the Boy Scouts of America is to keep the program the same for ALL boys so that no single member is branded as disabled and different. The main thing is to provide the boys with fun and enjoyment

Because Cub Scouting is a flexible program, many of the requirements can be fulfilled by all the boys. By implementing the program, every boy in the den will have fun and receive a great deal from it. The family will be better off because they participated in the activities of the pack.

Generally, the requirements in the Cub Scout handbooks and Program Helps can be easily understood by a mentally retarded boy when read and explained to him by an adult. Use the books available, go through the achievements, allow substitutions only where absolutely necessary. This approach offers the boys real Scouting.

REMEMBER: IF YOU ARE NOT DISABLED



YOU ARE T.A.B.–
TEMPORARILY ABLE BODIED –
THINK ABOUT IT!

ADVANCEMENT FOR CUB SCOUTS WITH DISABILITIES

The advancement program is so flexible that with guidance most boys with disabilities can do the skills. Advancement requirements should not be watered down or eliminated for boys with disabilities, although the speed at which they are completed and the means of explaining those requirements may need to be adjusted and simplified. It may take longer for a boy with disabilities to earn his awards, but he will appreciate them even more by knowing that he made the effort

INVOLVE THEM ALL

Clearly, some allowances must be made for a Cub with disabilities; he can hardly be expected to compete in relay races, but he can be a starter or a judge. If his eyes are poor, he may not be able to catch a ball, but he could be a scorekeeper for a ball game.

Boys in wheelchairs can go on hikes, with the other boys. Plan your den and pack program to fit the needs of all.

WORKING WITH THE BOY WITH DISABILITIES

There is a great danger in pigeon-holing a boy if a leader's attitude is negative rather than positive. Ask, "What are the capabilities of these boys?" instead of "How badly disabled are they?" One question implies a reaching out, while the other question implies no advancement. There are three key words which, if kept in mind, will enable a leader to give the boys the kind of program they need and deserve: PATIENCE, FLEXIBILITY AND EMPATHY, not sympathy.

Wise leaders expect problems but do not consider them overwhelming. The boy with a disability is seen as a boy with an individual difference. There are other individual differences between boys: one boy is too fat, another too skinny; one has bad teeth; another has an emotional problem. The disability is not as important as the leader's will and the boys' willingness. Working with these boys teaches the value of patience, understanding and friendship.

WAYS IN WHICH BOYS WITH DISABILITIES ARE SIMILAR TO NON-DISABLED

In reality the differences between boys with disabilities and other boys are not great. All Cub-aged boys:

- Like fun
- Want recognition
- Like competition
- Want to achieve
- Want to be self-reliant
- Are turned off by criticism
- Want to help others
- Practice hero-worship
- Like active games
- Have enthusiasm
- Want to prove their abilities
- Are sensitive to right and wrong
- Can help others achieve
- Don't particularly want to be good, but do want to do good
- Want friends
- Want adventure
- Like crafts
- Dislike nagging
- Rebel against authority
- Have short attention span



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Many disabilities are hidden to the average layman.

1. Know all you can about the disabled person.
 - a. Knowledge of the nature of the disabled person's problem should be obtained from the person himself, or his parents.
 - b. Any information you receive about this individual is strictly confidential
 - c. Do not attempt to diagnose the disability. Many disabilities are hidden to the average layman.
 - d. Questions you can ask that can assist you in planning physical arrangements and in teaching;
 1. What are the boy's bathroom capabilities?
 2. What is his religious background?
 3. Does he take any medications you need to be aware of?
 4. What is his educational level?
 5. Does he have any language problems?
 6. What social skills has he mastered?
 7. Are there any personality problems?
 8. Does he have special diet needs?
 9. Family background?
2. Accepting the disabled person.
 - a. Find several ways you can get to know the disabled person better.
 - b. What are your real feelings for the disabled person?
 - c. Define for yourself the behavior of the disabled person that bothers you the most and *ask* yourself why?
 - d. The disabled person can teach us things such as ingenuity, love and tolerance. Be prepared to learn.
 - e. Be honest with yourself and the disabled person.
3. Six basic responsibilities of a leader of the disabled.
 - a. To lead and teach the disabled.
 - b. To assist the disabled.
 - c. Accepting units of the disabled to teach.
 - d. Communicating effectively.
 - e. Simplifying and adapting Scouting material for the disabled.
4. Communicating.
 - a. Communication is one of the major keys to success with the disabled. Be prepared to listen attentively as well as expressing yourself in a way he can understand.
 - b. Learn techniques to assist him to become part of the unit. This is your opportunity to be creative.
 - c. You must be prepared to seek and search out methods of communication. Your first attempts may not be successful but don't stop trying. Try to put yourself in his shoes and you will decide the effort is worthwhile.
 - d. Try asking questions that require very simple answers.
 - e. Let him know you really want to communicate with him to find out what he has to say
 - f. Choose projects that allow you and the den to know what he is saying, when at all possible.



- g. Avoid pretending to understand him when you don't. Nothing initiates a child so much as an adult who is obviously trying to cover up a problem.
- h. Avoid shouting or raising your voice to get your message across. Shouting will not make a deaf person hear or a mentally retarded person understand.

REMEMBER IT IS POSSIBLE TO HAVE A CUB SCOUT WHO LOOKS MUCH YOUNGER THAN HIS ACTUAL PHYSICAL AGE, BUT THE PROGRAM MUST BE PLANNED FOR HIS PHYSICAL AND MENTAL CAPABILITIES.

LEADERSHIP TECHNIQUES

1. Have all pertinent information on every boy, including his telephone number, doctors name and phone numbers.
2. Demonstrate personal discipline about punctuality, conscientiousness, dignity and dependability.
3. Let the boys know you care. This is essential and it takes only a few moments to put your arm around his shoulders or to praise him for something well done.
4. Make a personal visit to the home of a new disabled Cub Scout. Learn about his disability – his abilities and his limitations. Find out what he is not able or allowed to do. Become familiar with his disability, medication and appliances. Their teachers can also be a great resource of information. Make sure the parent(s) are aware of the contact.
5. Accept the boy as a person and show him respect Find out his likes and dislikes. Remember that unwanted behavior can be redirected to more acceptable things.
6. Have patience. Plan programs to meet the needs and abilities of all the boys. Enlist the help of families and community organizations.
7. Cast aside any preconceived ideas. The disabled boy is interested in Cub Scouting for the same reason that other boys are -fun and enjoyment
8. Don't overestimate the disability of a boy, and don't underestimate his determination to be like others.
9. Maintain a good sense of humor.
10. Plan ahead. Plan more activities than you think you'll have time for.
11. Remember that repetition and review are needed by disabled boys.
12. Push boys with disabilities as far as possible. Don't pamper them too much. They discourage easily.
13. Remember that boys need praise, a feeling of achievement and a sense of belonging.
14. If a disabled Cub Scout forgets directions easily, give them to him slowly, one at a time.

Explain the "buddy" system that the den will use: One boy each week will be asked to help the Cub Scout prepare for next meeting and help with his achievements. Emphasize that the important factor is Do Your Best and the boy who is helping the Cub Scout must be patient- not only because of the disability but because he is a Cub Scout.

As a leader, you are to be several people all at once to the Cub Scouts in your den. There are times when you are a friend, an authority, a rewarder, a disciplinarian, a resource person and a teacher.

Listening is an important technique. That means giving each boy an opportunity to express himself, whether as part of the group or alone in a private conversation. Be patient It may take several listening sessions. Keep yourself in tune to what he is saying by sometimes using phrases such as: "Do you really feel that way?" or "If I understand you right, you are saying....."

Praise and encouragement are indispensable. Even when a boy does not succeed, he should be praised for trying. A simple thing like applause provides amazing motivation for the mentally retarded child. They generally need more incentives than non-disabled youth.

Rewarding proper behavior will usually cause that behavior to occur again. Reward can be in the form of a thank you, or it can take a material form such as a badge, a prize or a chance to go on a trip. Focus reward on the proper behavior. For example, if a boy is being uncooperative, put him into a sharing situation with someone else and reward him every time he cooperates with others. As he begins to learn the correct behavior, decrease the rewarding. Eventually, a pat on the back will be all he needs.



Don't reward inappropriate behavior. Praise him when he exerts real effort or has improved a previous performance. But don't praise falsely. If a disabled Cub Scout tends to blame others for his failures or poor performance, do not accept this type of behavior. Make it clear that you expect him to answer for his own behavior.

If a boy is behaving in an unacceptable manner, try the 'time-out' strategy. This means removing him from a particular situation because his behavior is unacceptable. For example, if a boy is being over-aggressive, call him aside and say: "Bill, I'm not happy with your behavior. You're having fun at the expense of others. I'd like you to take some time out say ... (be specific - 5, 10, 15 minutes). After that time is up, come on back whenever you are ready to join the group."

The 'time-out' strategy works only if the activity from which you remove the boy is something he wants to continue. It works best if the time-out room is a dull, uninspiring place - a place to get away from rather than the place to be.

When a leader is teaching a new skill or activity, nature of the 'sensory' information to be used should be considered. Will it appeal to the visual senses, the tactile senses, the olfactory senses or the verbal senses or a combination? Because the 'channel capacity' of the boy is limited, it is difficult for him to handle too many different types of input at once.

With normal boys, verbal communication is important to learning, it is more helpful when working with mentally handicapped boys to make use of visual aids. The important thing to remember here is that when demonstrating a skill or activity, remember the mirror trick.

Always face in the same way that the boys are faced, or when working with an individual, he should be guided by the leader reaching around him from behind.

TYPES OF HANDICAPS

LEARNING DISABILITIES

Children with special Learning disabilities exhibit a disorder in one or more of the basic psychological processes involved in understanding or in using spoken or written languages.

These may be manifested in disorders of listening, thinking, talking, reading, writing, spelling or arithmetic.

BLIND OR VISUALLY IMPAIRED

The term "blind" usually means that a person needs special aids or help in order to go about everyday work and play. A "legally blind" individual can see no more at a distance of 20 feet than a person with normal vision can see at a distance of 200 feet. "Visually impaired" means that a person has an impairment which can be corrected sufficiently so that it is not a disability.

PHYSICALLY DISABLED

"Physically disabled" concerns those who are disadvantaged or limited because of an impairment or disability that hampers psycho-social, physical, vocational and community activities.

EMOTIONALLY DISTURBED

Emotional disturbances are usually due to neurological impairment. For example, hyperkinesia, hyperactivity, learning disability, perception, etc. are side effects of "negative"

feedback from surrounding environment. This feedback causes the individual to perceive a poor picture of himself, thereby leading to emotional disturbance.

EPILEPSY

Epilepsy is not a disease nor is it a form of insanity or mental retardation. It is, in simplified terms, a malfunction of the manner in which the cells of the brain release energy.

MUSCULAR DYSTROPHY

This is a general designation for a group of chronic diseases whose most prominent characteristic is the progressive degeneration of the skeletal or voluntary musculature.

CEREBRAL PALSY

Cerebral palsy is a condition that makes a person unable to control muscles because of brain damage. "Cerebral" refers to the brain, and "palsy" to muscular disorders.

These are the major learning disabilities. Some boys have only one of them but others have combinations.

Children with learning disabilities may become easily frustrated and may give up on a task when they perceive its challenge. They may be overactive or under active. They may speak too loudly or repetitively to the extent that it annoys others. Clumsiness and difficulties in remembering rules of games may cause them problems in playing with other children.



Suggestions:

- If the boy forgets directions, they should be given to him one at a time. When speaking to him the leader should use as few words as possible and make sure the boy is facing him.
- If he is frustrated by a task, he may need to be assisted or have a simpler task substituted. Group projects in which every boy has a part that he can do are good.
- Whenever possible, competitive games should be interspersed with games played solely for fun.
- Before changing the customary agenda of meetings or before a special activity, describe the sequence of events to the boy, so he can structure it in his own mind and handle it with a minimum of anxiety.
- If the boy becomes upset or excited he may need to retreat to a quiet room to collect himself. This should not be considered punishment.
- Boys can telephone one another between meetings to remind each other to attend and to bring the necessary materials or equipment.
- Many children receive no phone calls from their peers, so this will mean a great deal to them.
- Help the boy learn any lacking social skills. Some of these boys handle themselves in a perfectly normal fashion outside of school and can be fully functioning members of a den or pack. In this case, it may be necessary for the leader to explain to the other boys why they are behind in school or in special classes.

MENTALLY RETARDED

Many retarded, including both educable and trainable, have short attention spans ~ poor memories. If they are requested to do too much, they lack emotional stability. Most have problems with coordination, balance, agility, directionality, strength, body awareness and image. Sometimes, these problems are the result of inactivity and lack of opportunity to participate in group activities.

Mentally retarded children are often overprotected and discouraged from exploring the world, consequently, they have fewer opportunities to learn.

Suggestions:

- Play and activity periods should be frequent, but relatively short. Play periods shouldn't last more than 30 minutes.
- Use a variety of different activities to hold the boy's interest.
- Keep instructions brief and demonstrate as you teach.
- Try to stimulate the program with pictures, stories, colorful equipment and visual aids.
- Coordinate physical activities with wt and music activities.
- Use attractive names for the games or activities.
- Repeat games and activities from meeting to meeting, to reinforce the boy's learning process.

Postlingually Deaf

Those who have lost their hearing at age 5 or after.

Prelingually Deaf

Those who were born deaf or lose their hearing in early years before acquiring speech and syntax. They are 95 percent of the school-age deaf population.

Mental Retardation

A mentally retarded person is one who, from childhood, experiences unusual difficulty in learning and is relatively ineffective in applying whatever he has learned to the problems of everyday living.

Mildly Retarded

A person who is limited in his potential for advanced academic achievement, but can usually be brought by educational techniques to a state of self-sufficiency as an adult.

Moderately Retarded

A person who shows a rate of mental development that is less than half of that normally expected, but who can learn to take care of his personal needs and perform many useful tasks in the home or in a sheltered workshop situation.



Severely Retarded

A person who can learn self-care, but whose potential for economic productivity is limited.

Profoundly Retarded

A person who responds to training in basic self-care and who profits from special training in such areas as behavioral control, self-protection, language development and physical mobility.

LEARNING DISABILITIES

Every pack has one - the boy who doesn't seem to keep up; the one who's always late; the discipline problem; the dreamer. Sometimes the cause of the problem is obvious. It may be that the problem stems from his home environment or from some physical difficulty. But more often than not, the problem is that the boy has a learning disability. Learning disabilities manifest themselves in many different ways, but they all have some common traits. They are basically disorganizations in a child's mind which cause him to fail to grasp concepts that are relatively easy for other children to pick up.

Some of the learning disabilities are:

Space - This difficulty make it hard for a boy to compete in athletics. He's usually very uncoordinated but not necessarily small. He may have difficulty with drawing or writing because his fine finger movement is impaired. He may also have trouble getting around in the city because he can't remember the location of usually known landmarks.

Sight - This perceptual disability is very common. He sees things differently. Reading and spelling are often very hard for him. Because he perceives in a disorganized fashion, he will have difficulty recollecting things and places.

Hearing - This disorganization often causes a child to forget names and instructions His vocabulary is often limited and his ability to express himself is diminished.

Numbers - A boy with this problem will have trouble understanding the relationship between digits and quantity. Math, points and other uses of numbers will confuse him.

Time - A mixed-up concept of time may pose unique problems for a boy. This Cub Scout may never get started on an activity with the rest and, when he does, he'll be frustrated at leaving it incomplete or by always being last. Often he can't grasp the concept of the future in a long-term project, like an upcoming trip.

IMPAIRED VISION OR BLINDNESS

Impaired vision or blindness is always a handicap, but if newly acquired, the boy requires much help and understanding. He will need to relearn some things or make adjustments in doing them. Familiarity with location of materials will be necessary. More time should be planned for his care if he is to learn to do things for himself.

Suggestions:

- Use activities in which the handicapped boy can participate.
- Circle and line formations are useful in keeping the group together.
- Counting and clapping help keep the blind in touch with each other.
- The leader should indicate where he is at all times and he should inform the group what the others are doing.
- Rattles and bells should be put inside balls to help the blind follow their movement.
- A totally blind boy should be paired with a sighted or partially sighted one, if possible.
- Balls for the partially sighted should be soft, larger than normal and painted white.
- The leader's voice should be loud enough to guide the group.
- Music and rhythmic sounds are very motivating. Rhythmic activities and simple dances are recommended.

IMPAIRED HEARING OR DEAFNESS

Leaders who have deaf Cub Scouts must understand that there may be embarrassment on both sides. The hearing-impaired youth will be acutely conscious of his hearing loss, eager to be "normal" in every way and fearful that he will mess things up.



The hearing boys will feel uncertain about how to communicate and deal with their deaf friend.

The other Cub Scouts will have to learn to speak directly to the hearing-impaired boy so that he can see their lips. They will have to curb their inclination to shout at him or make exaggerated movements while speaking. Both of these make lip-reading more difficult. They must learn to get his attention by touch or vision cues, written messages or by signs.

Hearing boys must make every effort to include the hearing-impaired boy and accept him as he is. If he is unable to follow fast-moving conversation, misses the point of jokes, or does not hear instructions or announcements, the boy may find withdrawal more satisfactory than participation. If he feels "out of things" he may decide to stay out of them.

Deaf people have the same needs as those who hear. They need a lot of attention, advice and love. They need to be included in group activities.

To be sure that the hearing Cub Scout feel a personal relationship and responsibility to the deaf Cub Scout, appoint one boy to act as the deaf boy's "buddy" for each meeting or activity. This assignment should be rotated among all the members, making sure that the "buddy" is alert to the special needs of the deaf boy, explains instructions, reassures him that he is liked and accepted.

Make sure he has the opportunity to participate. Sign language and speaking clearly are important so the disabled boy knows what is expected. Impaired hearing or deafness requires many adjustments. Warmth and understanding can be communicated by actions and facial expressions as well as by speaking and writing.

Suggestions:

- Speak moderately and slowly to allow for lip reading.
- Gestures, sign language and demonstrations should be used when giving instructions.
- The first activity should be something the group knows or has done before.
- The leader should stand where light falls on his face so that his lips can be easily read.

PHYSICAL DISABILITIES

Suggestions:

When assisting a person in a wheelchair to go up low curbs or other obstacles, one should use the small foot bars to tilt the chair backward.

A wheelchair should be taken on curbs forward and down curbs backward.

In rainy weather or on wet terrain, it may be more practical and safer to use wheelchairs for those persons who normally get about with crutches. When a disabled person falls, he may wish to get up by himself. Offer help, but wait for him to ask before giving it.

Crutches and wheelchairs are necessary accessories. Don't take them away from disabled people unless they indicate they would like to have them out of the way. Nothing is more irritating than to have crutches grabbed immediately after sitting down, leaving the individual stranded.

TYPES OF ACTIVITY

GAMES

Games serve many purposes. They build Scouting spirit and loyalty. Games can build physical fitness, coordination, teamwork and enjoyment. They should be kept quite simple and require little organization. This can avoid frustration and discouragement.

Games have rules which are explained and enforced by the leader. Everyone in society must learn to abide by rules of acceptable behavior and by laws which are enforced by the leader.

CRAFTS Through crafts a boy's sense of touch can be used as a learning tool. He learns things like; wood is hard, paper and cloth are flexible, paint is runny, paste is sticky and gooey, some things smell and others don't. One of the most important things that can be accomplished through the use of crafts is the developing of muscles, especially the small ones that are probably not used very much. Think for a moment about the things hand muscles are used for. How many opportunities does a handicapped child have to do those very things? Don't be discouraged if the interest span is very short at



first. It usually improves with time. Take it step by step. Help the boy plan what he will do with crafts from meeting to meeting.

SONGS

Music is important Very often it is the first means of communication they are aware of from the time they were in their mothers' arms.

Singing is also an expressive experience. Many people will express themselves through songs. Songs are happy, silly, sad and solemn.

When a retarded boy learns to sing a simple song with other boys, because of this feeling of happiness and warmth, he begins to enjoy belonging to a group and associates group activities with a feeling of belonging and happiness.

Self control can be increased through music. Music helps to develop a rhythmic sense which goes a long way toward increasing physical ability. Marching, gliding, "walking like elephants" or doing some other exercises to music develops muscles and coordination.

DISABILITY AWARENESS

SIMULATION GAMES

After talking about the boy's disability, ask the members if they have an idea of what it would be like not to be able to do something they take for granted. Suggest a game to find out. The game played depends upon the disability the new boy has, such as:

BLINDNESS: Blindfold the Cub Scouts and have them perform such things as "bring me the blue pencil," identify other boys by voice and locate where they are, write their names, etc.

Have den members take turns using "sonar" cane to walk among typical barriers (curbs, doors, steps, etc.).

DEAFNESS: No talking. Let the boys try to communicate and give instructions by mouthing words, using signs, etc.

Two den members must communicate a code word to other members using deaf sign language. (Each group will have pictures of signs.)

PHYSICALLY DISABLED: Loosely tie Cubs' feet together and have them try a relay race or bind newspaper around one knee so that they cannot bend it.

Two teams of four Cubs each have their right arms tied to their sides and have five minutes to attempt to erect a pup tent cooperatively.

SPEECH DISABLED: Cub (with large object in mouth) gives directions for next activity to other den members.

THE MULTI-DISABLED OBSTACLE COURSE

Each den member is "disabled" by one of the following: earplugs and blindfold, one arm tied to body, one foot tied to back of leg and on crutches, mouth taped with adhesive and earplugs. Boys then assist each other in completing an obstacle course of balance beam, walking through tires lying on the ground crawling through barrel on the ground, and walking through ladder on ground, etc. Cooperation and compensating abilities will solve their problems.

The den leader should try to simulate as realistically as possible the boy's disability, using the information from the family interview. Remember, the disability can be as simple as a stutter or a reading or perceptual disability, but without the understanding of the other boys in the den, such a *small* disability may make other boys treat him unkindly.

Many things are taken for granted when working with normal boys and the word normal is a bad word to use. Remember,



that when working with disabled children, Scouting will increase each boy's potential, and since it is difficult to do, will appeal to the disabled boy's intellect. The primary thrust is their senses.

CATALOG ITEM

- #3008 Scouting for the Emotionally Disturbed
- #3039 Scouting for the Physically Handicapped
- #3058 Scouting for the Mentally Handicapped
- #3061 Scouting for the Hearing Impaired
- #3063 Scouting for the Visually Handicapped
- #3094 Scouting for the Handicapped Resource Book
- #3839 Understanding Cub Scouts with Handicaps

Special Needs

The following books may be used with boys who have learning disabilities or limited reading abilities.

- #3900 Family Action Book
- #3901 Bobcat Action Book
- #3902 Wolf Action Book
- #3903 Bear Action Book
- #3904 New Scout Action Book

(Order items with 12-prefix from Education Relationships Service B.S.A.)

- 12-2 17 Thursday's Child (Mentally Handicapped)
- 12-2 18 Classroom Cub Scouting (In-school Scouting)
- 12-119 Books for Scouts Who Have Learning Disabilities
- 12-170 We Stand Ready to Help the Mentally Retarded Boy
- 12-220 Cub Scouting is for All Boys (In-school Scouting)

- 12-226** Kiwanis - Special Kind of Scout
- 12-228** A Classroom Bonanza
- 12-230** Sign Language for the Deaf
- 12-230** Puppet Programs
- 12-234** Scouting Programs for the Handicapped

"TALKING STICKS" Published Bi-Monthly
 Bob & Laurie Dievendorf
 3137 Encinal Avenue
 La Crescenta, CA 91214
 Cost: \$2.00 per year

"N. E. HANDICAPS" Published Quarterly
 Dr. John Sevier
 401 Southcroft Road
 Cost \$2.00 per year

"FOOTSTEPS" Published Bi-Monthly

David Glidewell
 1844 Queens Drive
 Longmont, CO 80501
 Cost: \$5.00 per year

For more program activities refer to the Ethics In Action booklet, #3015 or chapter 11 of the new Den Leader's How to Book, #33831.



TIE SLIDES





WAYNE'S WORLD SLIDES

- | | |
|--------------------------------------|------------------------|
| Think of an idea | Ideas |
| Design to fit Cub level | Den theme of the month |
| Build a sample | Webelos Theme |
| Workout any construction bugs | Knots |
| Have the Scouts make | Sports |
| Sand, paint and finish | Holidays |
| Display at Packnight | Decals |
| Wear | Seasons |
| Birthdays | |
| "Plaster-of-Paris" | Advancements |
| | Field trips |
| Make a mold from clay or candy molds | Pack Activities |
| Mix plaster | Animals |
| Pour and tap out air bubbles | Stamps |
| Place wire | |
| Add yarn or any other props | |
| Let dry | |
| Remove from mold | |
| Paint | |
| Display at Pack night | |
| Wear | |

MORE IDEAS

- Film cans are great for many slides
- Use eyes from the store or pins
- Nutshells can be made into animals, insects or left natural
- Styrofoam balls and pinecones are good ideas
- Clothespins make reindeer, donkeys, cows, and totem poles
- Fake fur can be made into animals
- Decals and stamps are easily put on cardboard or wood
- Don't forget leather, cork, shells and pipe cleaners
- Cut parts of wood to get different grain looks
- Craft stores have all kinds of small items
- Dominoes can be painted or scratched and stained
- Let the Scouts think of ideas
- Use slide making as a gathering activity
- Have the leaders wear the slides too



Litter Basket Neckerchief Slide

You will need:

Jet Dry dishwasher basket, black plastic bag

pipe cleaners, paper and glue.

Thread the pipe cleaner through the basket to form a ring for the slide. Glue the black plastic into the basket to form a trash bag.

Make a sign that say "Litter" and glue the sign to the front of the basket.

Fill the basket with wadded paper scraps and glue into place.

--Crossroads of America Council Pow Wow 1995

Fire Bucket Neckerchief Slide

You will need:

Film canister

Pipe cleaners

3 cotton balls

Plaster

Water

Sand

Sign ("IN CASE OF FIRE")

Paint can red.

Tape sign to front of can.

Punch two holes in back of can, near top, 1" apart.

Insert pipe cleaners for slide, twist for loop.

Stuff with cotton balls.

Mix plaster with water to sour cream consistency. Pour thin layer over cotton balls to cover the holes and ends of the pipe cleaners.

While plaster is wet, sprinkle with sand. Shake off excess. Let dry.

--Crossroads of America Council Pow Wow 1995

Miniature Pizza Slide or Magnet

You will need:

Metal lid from juice container

Fabric or acrylic paints

Brushes

Pipe cleaners, or magnets.

Paint on a "crust", then layers of pizza (red for sauce, green for green papers, orange for cheese, black for lives, etc.) Let dry.

Glue on back a pipe cleaner to twist around neckerchief or magnet for the refrigerator.

--Crossroads of America Council Pow Wow 1995



Popcorn Neckerchief Slide

You will need:

Film canister

Pipe cleaners

Red or white adhesive vinyl

Marker

Cotton balls

Plaster

Popper corn

Clear acrylic spray

Cover the film canister with red or white adhesive vinyl.

Make two small cuts in the back to insert a pipe cleaner ring.

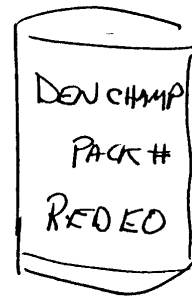
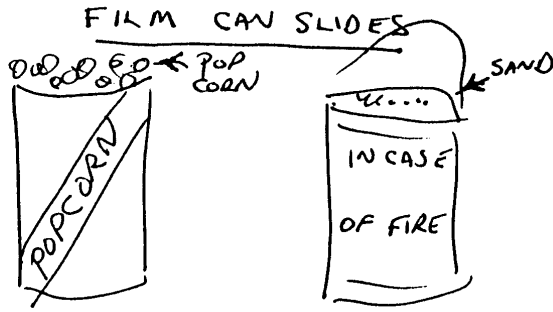
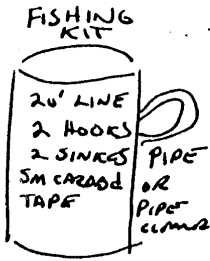
Make a sign "POPCORN" and tape to front of can.

Put one of two cotton balls in can and pour a small amount of plaster over them for weight. Let dry.

When dry, glue popped corn in the top part of the can. (Use enough to make sure popcorn will stick).

When dry, spray with clear acrylic spray.

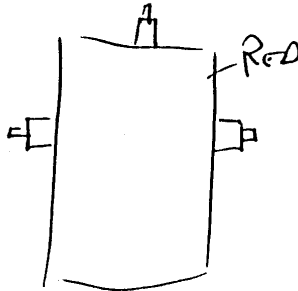
--Crossroads of America Council Pow Wow 1995



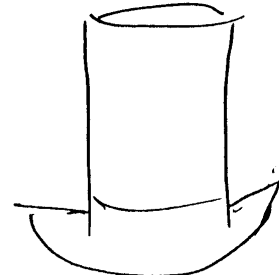
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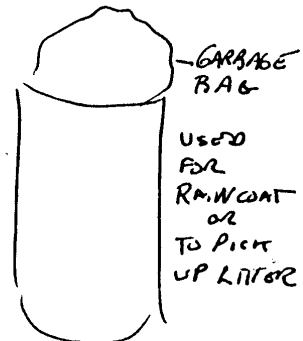
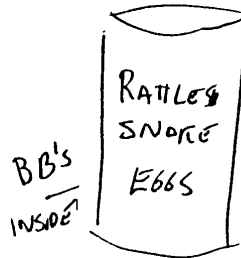
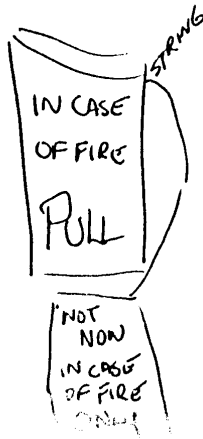
FIRE PLUG



LINCOLN HAT



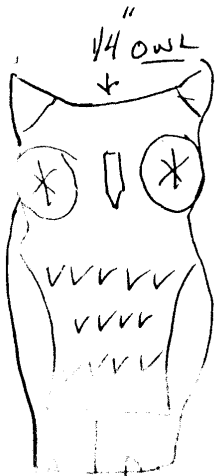
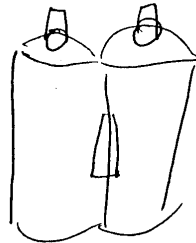
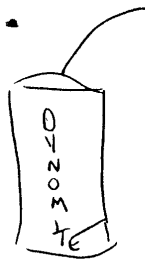
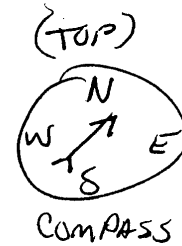
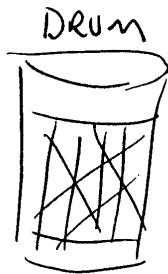
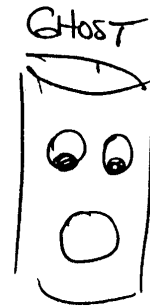
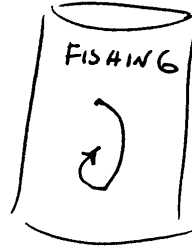
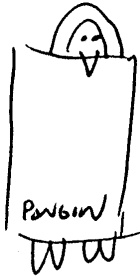
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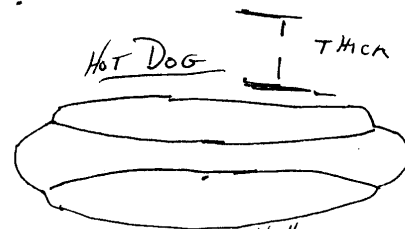
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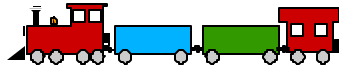
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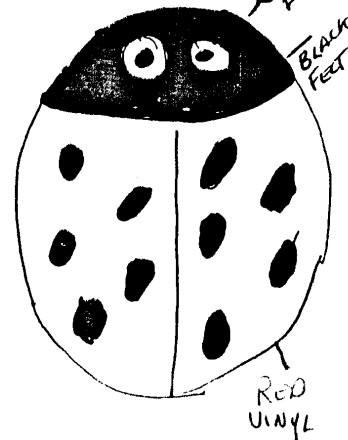
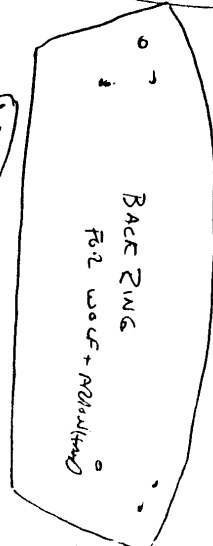
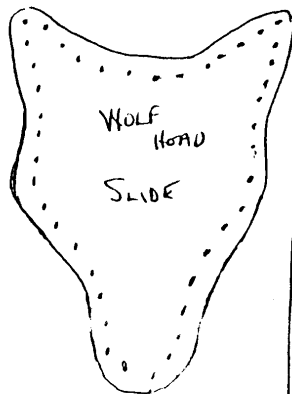
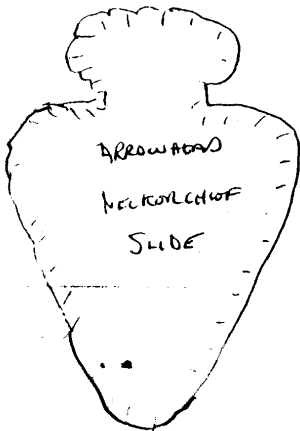
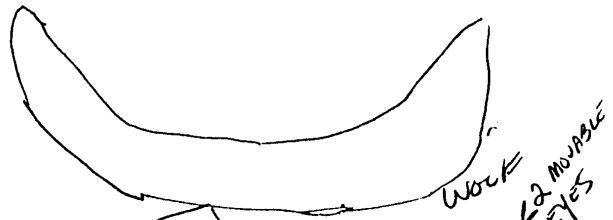
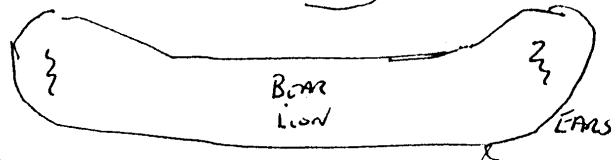
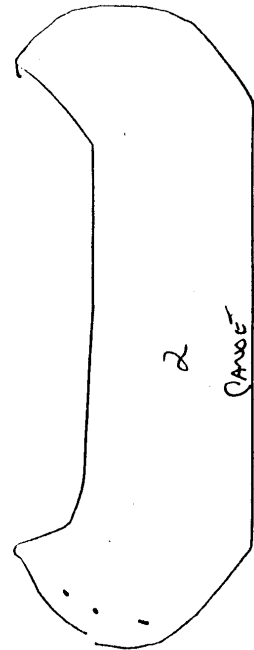
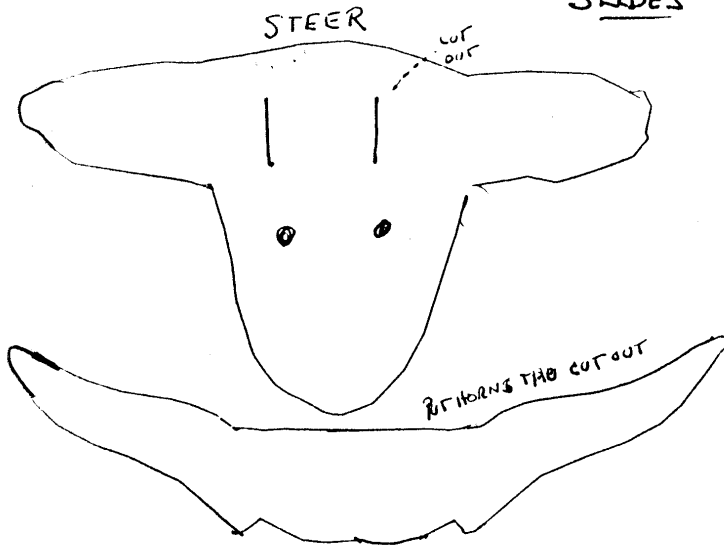
1. CUT OUT OF 1/4" WOOD
2. DRAW LINES
3. ROUND EDGE WING + FEET
4. CARVE LINES OF FEET, WING, CHEST
5. CARVE EARS
6. " AROUND EYES + BEAK
7. CUT * IN EYES
8. GLUE BACKING
9. STAIN

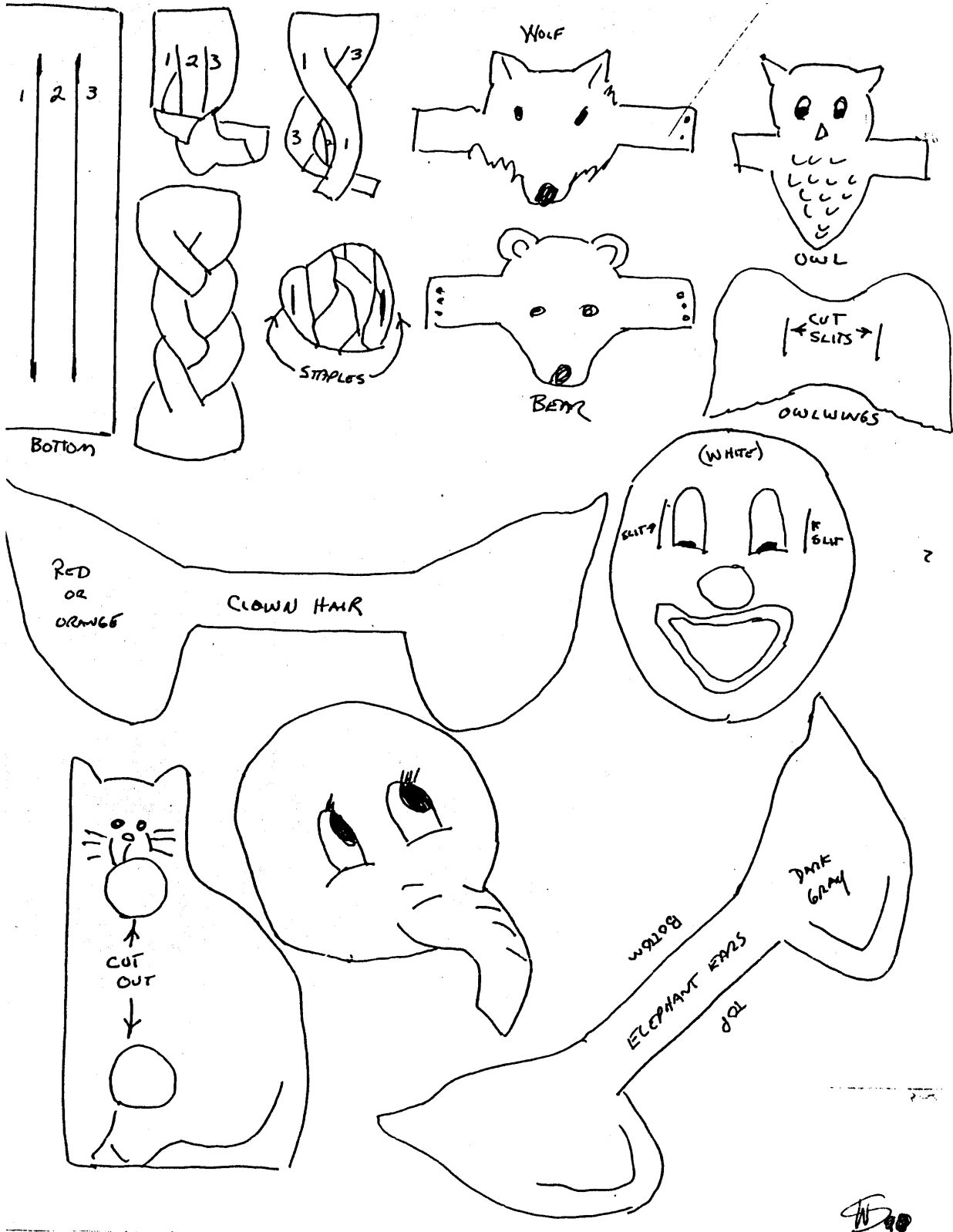


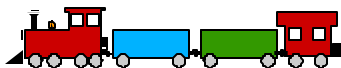
1. ROUND
2. CARVE OUT HOT DOG
3. GLUE BACKING
4. PAINT
BUN - TAN
HOT DOG - RED



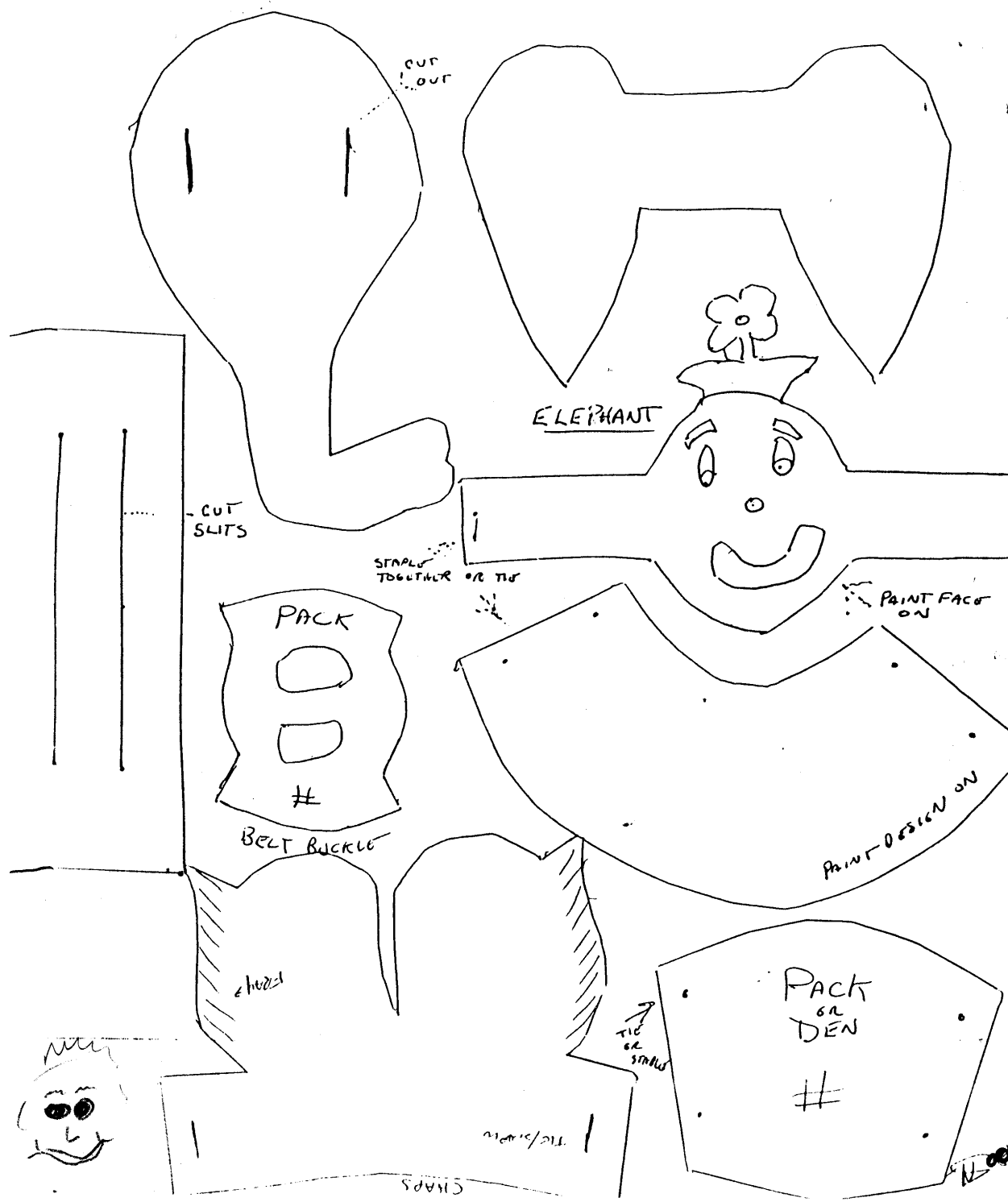
LEATHER SLIDES

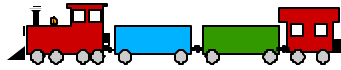






LEATHER
SLIDES





TIGER CUBS





The Boy Scouts of America wants you and your boy to:



Have fun together.



Know one another.



Grow together.



Get along together.



Discover together.

Tiger Cubs, Boy Scouts of America, is a program for boys in the first grade and their adult partners. It allows the boy and adult to build strong relationships with each other, the rest of the family, and with other members of the Tiger Cub's den. The main emphasis of Tiger Cubs is fun for a boy and adult, but many of the activities are suitable for participation by the rest of the family as well.

Tiger Cubs BSA gives parents an opportunity to provide their children with a safe, structured, and nurturing environment. Tiger Cubs and their adult partners have fun together while developing closer family relationships. Scouting can provide positive, enriching experiences and activities to complement a child's formal classroom education. Scouting and education share the common goal of helping young people grow into self-reliant, dependable, and caring adults.

Tiger Cubs BSA is a simple, fun, easy-to-operate program that helps a boy and his adult partner gain a better understanding of and an appreciation for the community environment in which they live, and even the world at large

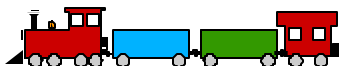
The Tiger Cub dens are a part of the Pack. Tiger Cub dens meet twice a month and attendance at all pack meetings is urged. There are Tiger Cub resource books and program helps available for the Tiger Cub Den Leaders. Tiger Cubs are not first-grade Cub Scouts. Tiger Cubs BSA introduces boys and their adult partners to the excitement of Cub Scouting as they "Search, Discover, and Share" together.

The Tiger Cub Motto

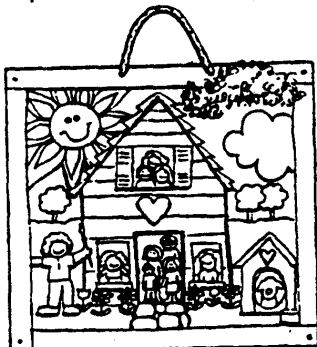
Search, Discover, Share

The Tiger Cub Promise

I promise to love God,
My family,
And my country,
And to learn about the world.



Keepsake Photo Hanging



Materials:

Large sheet of poster board	Glue
Construction paper	Tape
Family snapshots	Paints
Yarn or twine	Cotton
Paper punch	Glitter
Scissors	Brushes

Cut snapshots to desired size and make doors and windows in the house the size of the snapshots. Lightly draw and paint a special picture of a house on the poster board. Include pet houses, trees, flowers, clouds, sun and family members, pets, and/or friends.

Add construction paper, yarn, glitter and cotton for special effects.

Attach tape loops to the back of snapshots and position on picture.

Cut narrow strips of construction paper the length and width of the picture to form a picture frame.

Punch two holes along the top center of the hanging about 5" apart and string yarn or twine through the holes and tie together to form a hanger.

Tiger Flag

Make a flag to take to the pack meeting so everyone knows where the Tiger Cubs are sitting!

Materials:

$\frac{3}{4}$ " dowel rod, 36" long
2 liter soda bottle with an orange bottom
Plaster of paris
Orange cloth 12" X 12", hemmed on edges
Fabric markers or fabric paint
Tiger decal
Paw prints

Iron the decal on the flag, and a paw for each Tiger and partner. Use the fabric paint to write names under the paws. Or design your own flag using your imagination.

Another idea is to have the Tiger's and their partner's hand prints on the flag. Pour fabric paint in a shallow dish or foam plate, place hand on plate and press painted hand on flag. Use different colors for adults and Tigers. Add names under each hand print.

Cut the 2 liter soda bottle in half and put the plaster in the bottom half. Add water and mix the plaster carefully. Put the pieces back together and decorate with orange plastic tape. Stick the dowel rod through the opening and hold until firm. Attach the flag to the pole.

Film Canister Family

You can make neat people by gluing a pompom to the lid and dressing your person with pipe cleaner arms and a piece of old denim for a dress.



Leaning Tower of Pasta

Materials:
 Spaghetti (uncooked) Small marshmallows
 Measuring tape Balls (different kinds)

There are no step-by-step instructions for this project! You can do whatever you want with the materials. The object is to build a tower as high and as strong as you can using only spaghetti and marshmallows. How much weight will your tower support? Will it hold a ping-pong ball? A golf ball? A tennis ball? A basketball? A cannon ball?

Give points as follows:

Cannon ball	50 points
Basketball	20 points
Baseball	15 points
Tennis ball	10 points
Golf ball	7 points
Ping Pong ball	5 points

- ⑦ Give 1 point for every inch high.
- ⑦ Give an extra 5 points if tower is finished before all the marshmallows are eaten.
- ⑦ Give 5 extra points if tower is "funky" looking.
- ⑦ Give yourself 5 extra points if tower is able to hold more than one object.

Ratings:

- 46+ You were born to build. You can work on my tree house anytime!
- 33-45 Not bad! With a bit of duct tape, you'll make a first-rate builder.
- 20-32 You'll do. Just don't stand too long under anything you build yourself.
- 1-20 Look out! Crash and burn time! Try again, and don't eat all your building supplies this time.

A Piano of Pins

Materials:
 Block of soft wood 13 1/2" X 2 1/2"
 8 Long pins
 Hammer Nail
 Pencil Ruler

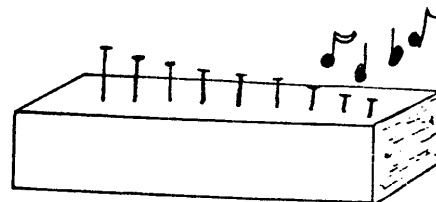
You don't need exceptional musical skills to have a lot of fun making and playing a pin piano.

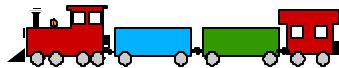
Lightly draw a line down the center of the board. Place eight dots on this line, each dot 1 1/2" from its neighbor.

Carefully pound one of the long pins into each dot. These will be the piano wire. The pins are pounded in so that each succeeding one is deeper in the wood. This gives each pin a different tone and thus each pin becomes a note in the scale. The highest pin (driven into the wood the least distance) is DO. The next highest is RE, the third highest is MI, etc. The deeper the pin is pounded, the higher the pitch of its tone.

To play the piano, use a nail to pick the tune out of the pins. If the pitch of a pin needs adjustment, pound it deeper into the wood or pull it out slightly with pliers.

After becoming acquainted with the sounds of each pin, you can begin to play real tunes.

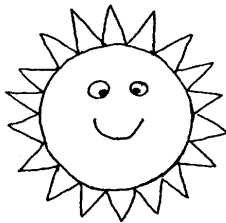




3. DISCOVER
NATURE AND
ENERGY



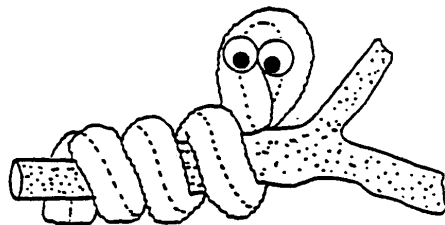
Sun Slide



Materials:
Art foam (yellow) Glue
Tulip paint Pipe cleaner

Cut a sun out of art foam. Decorate with paint. Glue pipe cleaner on back.

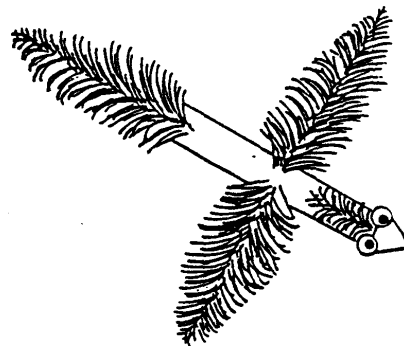
Twig Worm



Materials:
1 tan jumbo pipe cleaner 1 twig
2 - 7mm wiggle eyes 2" magnetic strip

Wrap the chenille stem around the twig looping one end to create a head, cut off excess. Glue on the two eyes and glue magnetic strip on the back.

Feather Bird



Materials:
1 flat wooden clothespin
several feathers
2 - 7mm wiggle eyes
1"x1" yellow construction paper

Cut a diamond shape from the yellow construction paper for the beak. Fold in half, put glue on the fold and secure it to the top of the clothespin.

Glue eyes just above the beak and small feather on top of head just above the eyes.

Glue a wing feather on each side securing the ends into the curve near the top of the clothespin.

Glue a tail feather to the back top of the clothespin.



Earth Puppets



Yard/beach materials
Tape
Glue

Your backyard, the park, or the beach offers a wealth of puppet-making supplies.

The easiest kind of puppets can be made from a twig. Select a twig with a fork--you now have a handle and two arms. Find a fallen flower and tape the stem to the handle, and you have an instant head.

You can also tape a small branch with a single leaf to the handle, and use the leaf as the head. For clothing, wrap a leaf around the handle, and your puppet will be decked out in the latest in nature wear.

For a more complicated puppet, use a pinecone. You'll need some white glue to affix the various features. Dried grass makes terrific hair, beards, and mustaches. Use seeds to make a nose and pair of eyes. Make clothing out of leaves (acorn tops make snazzy caps) and you're all set for a pinecone puppet show.

Driftwood from the beach also makes good puppet materials. Glue on Popsicle sticks for arms, paint faces, and use shells for hats.

Finally, set up a large box that your child can sit behind, and get set for the greatest puppet show on earth.

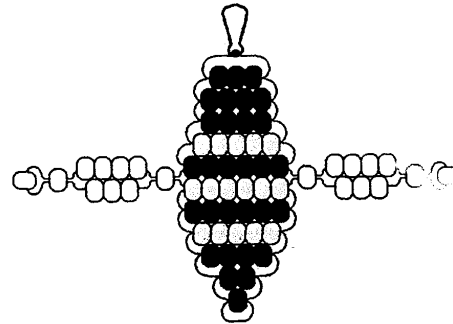
Bug on a Leaf

Materials:
green felt pieces (approximately 1.25 x 3/4 inches)
red pistachio shell halves
indelible black marker
glue gun

Cut felt into oval to resemble a leaf (or other leaf design). Glue pistachio shell onto lower end of leaf. Decorate with marker outline wings and put spots on the wings. Pin to hat.

Bumblebee

Materials:
2 yards cord or plastic lacing
30 black pony beads
16 yellow pony beads
20 white pony beads
lanyard hook



Fold lacing in half to find the center. Use a half hitch to secure it to lanyard hook. Lace beads using pattern above as a guide. Finish by tying off with a double knot.



Leaf Baskets



Materials:

Large fresh leaf
Construction paper
Glue
Yarn or ribbon
Dried grass and flowers

Place leaf on construction paper, outline and cut out.

Carefully spread glue around the outer edges (except for the top) of the paper leaf and glue the real leaf to it. If your leaf is really fragile, you can glue it to a piece of paper and cut out before glueing to the construction paper leaf.

When dry, staple yarn or ribbon hanger to upper corners, fill with dried grass and flowers and hang.

Flashlight tag

All you need to do is tag the person with the light from the flashlight.

Paperweight

Interesting rocks
Nontoxic paint and brushes

Here's a fun activity with a practical product--a paperweight.

First pick out a rock roughly the size of an adult fist. After washing and drying it, provide nontoxic paints to use.

In addition to abstract designs, you can paint animal faces using different colors for the eyes, ears, nose, and mouth. Another technique is to search for a rock that actually looks like an animal (say, an oval rock with features like a cat curled up, or a rock that resembles a head).

You can also paint pictures on the rocks--perhaps a sailboat in front of a sunset, or a house with a tree in the front yard.

Yet another approach is to customize a rock for someone else. Just paint the recipient's name, and make sure you autograph and date your work.

Finally, you can make paperweights for your room. Perhaps paint a singer or musical notes--then call it..."a rock concert!"

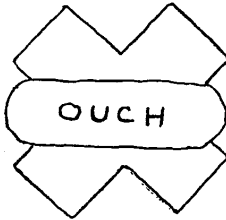
Crayon Print

Lay a leaf on the table with vein side up. Put a clean sheet of paper on top of it. Hold the leaf in place with your hand and make parallel strokes back and forth over the leaf with your crayon until the print shows on your paper.



4. PREPARE FOR EMERGENCIES

Red Cross with Band-Aid Slide



- Materials:**
 Art foam (red, white) Glue
 Pipe cleaner Pen

Cut cross out of red art foam and Band-Aid out of white art foam. Glue Band-Aid to cross and write "OUCH" on Band-Aid. Glue pipe cleaner on back.

Fire Safety Magnets



- Materials:**
 Red and yellow construction paper
 Clear contact paper
 Magnet strips Glue
 Scissors Markers

Trace stop sign shape pattern on paper and cut out. Write the warning messages on the construction paper. Cover with contact paper and attach magnet strip on back of each.

First Aid Kit

- Materials:**
 Empty film canister with lid
 Band-Aids
 Alcohol wipes
 Plastic lacing
 White stickers
 Change for pay phone

Drill or punch a small hole in the top of each film canister. The hole should be large enough to put the plastic lacing through and knot on the inside of the lid. Place money for pay phone in the bottom of film canister. Then place Band-Aids and alcohol wipes inside. Cut the lacing at desired length (to go around boy's neck) and knot inside the lid. Put a red "+" on the sticker and put on the outside of the film canister.

Remind the boys that if they need to dial 9-1-1 from a pay phone, they do not need to use their money, it is a free call.





Home Fire Hazards Hunt

Prepare for this game ahead of time by creating some potential fire hazards around your meeting place. Things you may want to include are: matches left carelessly within reach of children, an outside door blocked by a chair, oily rags piled in a corner of the garage, grease spilled near a stove burner, electric cord on the floor or under a rug where people walk. Give each boy and his partner 10 minutes to make a safety inspection and list as many hazards as they can. When time is up, discuss the hazards and how they can be corrected.

Suggest each family inspect their own homes and correct any hazard they may find and share their findings at your next meeting.

Roll In A Blanket

Equipment: Two old blankets

Divide the boys into two teams and lay blanket on floor in front of first boy.

When the boys hear, "Your clothes are on fire", they drop to the floor and roll up in the blanket as if trying to extinguish flames on his clothes. The boys continue rolling to a certain point, get up, grab blanket, return to the starting line, and lay blanket on floor for the next boy. Continue play until everyone has had a turn. First team to finish wins.

Firefighter Water Pass

Discuss the duties of a firefighter and different types of fires and ways to put them out. When the discussion is over, divide the boys into two teams. Place a bucket at the beginning and end of each line and give the first boy a plastic cup. Fill the bucket at the beginning of the line with water. The first boy dips his cup into the bucket and must pass the cup to the next boy until it reaches the end of the line. The last boy then dumps the water into the empty bucket and passes the empty cup back to the first boy.

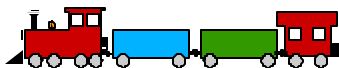
You can vary the game by having the boys pass the cup of water between their legs, over their heads, etc. Or the last boy can run to the front of the line so that each one has a turn at both dipping the cup in the bucket full of water and dumping the cup into the empty bucket.

Emergency Food

Prepare a meal that could be made if there were a disaster. What ingredients should be kept on hand and where?

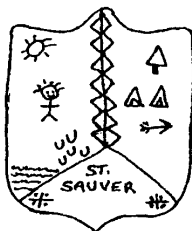
Discuss the types of disasters that could happen in your area and ways that you can prepare for them.





5. KNOW YOUR FAMILY

Coat of Arms Slide



- Materials:
- Art foam (white)
 - Glue
 - Tulip paint or pens
 - Pipe cleaner

Cut a shield shape out of art foam. Paint your own design. Glue pipe cleaner on back.

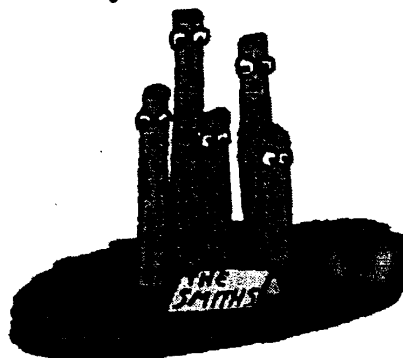
Mother's Day Gift

Film canister wrapped in red felt with a rounded red felt "cap" on the top. Glue on a gray felt hose and nozzle. Attach a tag reading "chaos extinguisher."

Stained Glass Votive Candle

You can dip the outside of a baby food jar in liquid starch, then stick little squares of colored tissue paper to the outside. Drop in a tea candle and you have a nice little "stained glass" votive candle.

Stick Family

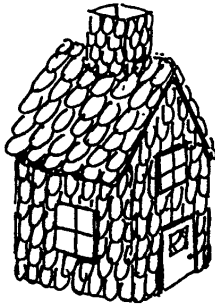


- Materials:
- Small straight sticks
 - 3"-4" diameter branch cut into 1/2" slice
 - Hot glue
 - Movable eyes
 - Markers
 - Small card or stiff paper

Each boy will need enough small straight sticks for each member of his family. They should be cut according to size of each person in his family. Using a 3"-4" branch, slice 1/2" pieces for base. Hot glue sticks onto base. Add small movable eyes. Draw a black circle on each for a mouth. Glue a small card in front with the family's name on it.



Pinecone House



Materials:
 Lightweight cardboard 4" X 6" Paste
 Green and yellow paper Cotton
 A long pinecone Scissors

Trace the patterns on pages 204-205 on cardboard and cut out. Fold along all dotted lines. Past tab A to tab B. Paste rooftop to house. Paste chimney to roof.

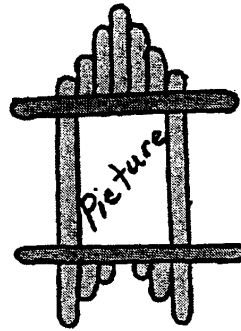
Apply paste to house. Break off the pinecone scales and paste to entire house, including roof and chimney.

Cut doors and windows from the yellow paper and glue to house. For smoke, glue cotton inside chimney.

A Meal Fit For Fools

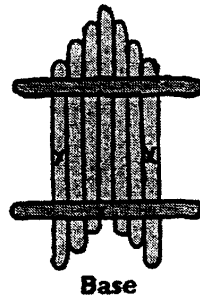
Ask everyone to come to the table with their shirts on inside out. Push the kitchen table out of the way and lay newspapers on the floor where the table was. This will be your dining area. Use pie tins for plates, clean glass jars for glasses and your fingers as utensils. Serve dessert first and finish off with a salad. Use your imagination and just have some fun being silly.

Picture Frame

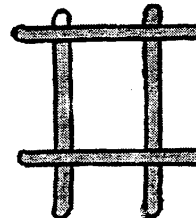


Materials:
 15 craft sticks
 Glue
 Paint

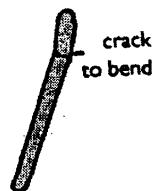
Glue sticks as shown to form top and base. Glue 1 1/2" cut sticks to base at X's to act as spacers.



Base



Glue top to base.



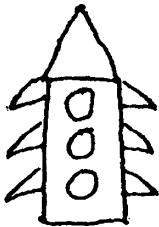
Stand

To make a stand, crack to bend a stick about 1" from top of the stick. Glue the top to back of frame so it will stand. Insert desired picture.



**6. KNOW
YOUR
COMMUNITY**

Stop Light Slide



- Materials:**
- Art foam (white, red, yellow, green)
 - Pipe cleaner
 - Glue

Cut a stop light out of white art foam. Cut a circle out of the red, green, and yellow art foam. Glue circles to the stop light. Glue pipe cleaner on back.

Once Around the Block Hike

Go once around the block, then test your observations. Who has seen the most round things? What were they? What did you see that was orange? What are the names of the streets that you were on? Name the businesses, schools, etc. that you passed.

Neighborhood Statistics

While on a hike, have boys count the number of swings, garbage cans, bus stops, public telephones, TV antennas, mailboxes, cracks in the sidewalks, parked cars, traffic signs, bicycles, etc. Have each boy count one item.

Neighborhood Walks

Take a shadow walk.
Walk only in the shadows (Don't plan this at noon when the shadows are shortest).

Take a smell walk.
Sniff your way around the block and write down all the odors you recognize.

Take a sound walk.
Listen your way around the block, writing down the sound you recognize.

Take a colorful walk.
Ask each boy to pick a color and list everything that he sees that is the color he picked as you walk around the neighborhood.

Bright Eyes

This is a hiking game. When the group stops to rest, each boy seats himself on the ground and marks off a boundary, actual or imaginary, around the spot on which he sits. Each boy begins to study his area and counts the different nature objects he can see. After a specified time, each boy names the objects he found in his area.



City Find It

In this game, children try to be the first to find a list of predetermined items common to the city. This is a fun way for children to observe their surroundings and get some exercise as well.

The idea is to start by having one of the players make up a list of five items. The list can include things such as a clock, a taxi, a pigeon, a penny on the ground, a gargoyle, tinted glass, a sign with the word "be," a restaurant that serves hamburgers, a traffic light, a hotel, a light pole with public notices, an iron gate, a parking lot, a convenience store, a police car, or a construction work site.

As soon as someone finds all the items on the first list, that player gets to choose the items for the next game.

This game is challenging for the players who are trying to find the items as well as for the player making up the list.

Now, how about finding a statue with a pigeon on its head?



Landmark Catalog

Notebook and pencil

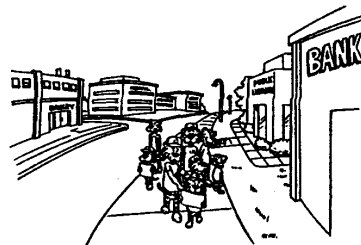
Most of us go about our day oblivious to the richness of the world around us. Here's an activity that will open your eyes to all sorts of interesting things.

Take a walk with your child and count: the number of pavement cracks between your house or apartment and the nearest corner, bus stop, store, etc...the number of street trees on your block...the number of stop signs, "No Parking" signs, etc...the number of fire hydrants...the number of parking meters...the number of street signs, etc.

As a variation, try guessing ahead of time how many of each item you'll find. Or have everyone try to guess the total number of parking meters along a particular route from home to downtown.

You and your child can also make a "Landmark Catalog" detailing distances between your house and a school, shopping center, etc.

Finally, you might want to keep a notebook of all your hard-to-collect data. Perhaps publish a neighborhood "book of lists"--use it to break the ice at a block party.





Neighborhood Treasure Hunt

Conduct a clean-up treasure hunt on your school grounds or in your neighborhood. Not only will you have fun looking for the items listed, but you will pick up litter as well.

WANTED

- | | |
|------------------|---------------------|
| A ballpoint pen | A blue object |
| A candy wrapper | A piece of clothing |
| A yellow object | Something plastic |
| A leaf or twig | A pencil |
| A red object | A lunch bag |
| Notebook paper | Something glass |
| Something round | A bottle cap |
| A broken crayon | A paper clip |
| A rubber band | Something metal |
| Something square | A brown object |
| A black object | A green object |

Divide the group into teams of two or more.

Give each team two trash bags, gloves and a copy of the wanted list.

Set a time limit.

Spread out and search for the items on the list.

As you find the items, check them off the list, and carefully pick them up and place them in one of the bags.

Put any unlisted litter you find in the other bag.

When time is up, see which team has found the largest number of listed items and declare this team the winner.

Sort all of the litter into boxes labeled glass, metal, paper, plastic and organic.

Dispose of this litter properly. Return reuse, or recycle what you can. Discard the rest by placing it in a garbage can or trash bin.

Discuss the importance of recycling items and share ways we can each recycle more.

Safety Do's And Don'ts

Fill in the blank with DO or DON'T.

- _____ cross at the corner.
- _____ walk facing traffic where there are no sidewalks.
- _____ walk behind a backing car.
- _____ look all ways before crossing the street.
- _____ cross from between parked cars.
- _____ play in the street.
- _____ wait on the sidewalk for the ice-cream man.
- _____ cross in the middle of the block.
- _____ watch for turning cars.
- _____ obey all traffic signals.



7. HELPING OTHERS

Scouting For Food Slide



Materials:

- Film canister
- Food label
- Pipe cleaner
- Glue

Punch two holes at top of film canister and insert pipe cleaner. Cut label to fit film canister and glue on.

Scavenger Hunt

Divide the boys into groups of at least 5 or more. Give each adult a heavy duty sack and a list of food items. Set a time limit and an area for each group within your neighborhoods. Send the groups out to scavenge for food. When the food is collected the food banks in your neighborhood will appreciate the food and the boys will get a great feeling of helping others.

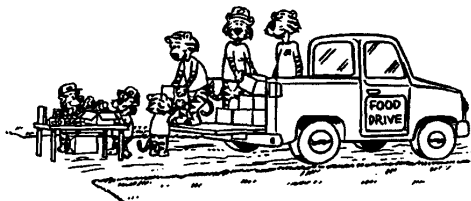
Helping Hands

Give each boy a piece of paper with the following written across the top:

HELPING HANDS

Set a timer for five minutes and have each boy write as many ways he can think of to be helpful to others under that letter. The only words he can use must start with the letter he lists it under. The winner is the boy with the most correct answers under each letter.

Some examples are: H – help Mom set the table, E – empty dish washer, L – listen carefully to instructions, P – put away toys, I – insert liners in trash cans, N – never argue with Dad, G – go on errands, H – help a friend with homework, A – ask before using things, N – never fight with sister/brother, D – do my homework, S – share.





Good Deeds

Have the boys select homes of elderly or disabled or shut-in persons in need in your area. The boys then go from house to house doing a small good deed, such as taking out the trash, washing a window, or putting tools away. This is fun to do as a scavenger hunt with the group doing the most good deeds declared the winner.

Blind Man's Helper

Have each boys blindfold himself except one boy. Each of the boys must hold hands with the boy who can see in front. He will lead the boys on a house or backyard walk by giving the first blindfolded boy instructions, who then in turn tells the next blindfolded boy what to do and instructions down the line.

Job Jar

Use any small jar. Decorate as desired. On slips of paper, write assorted jobs the boys can do at home, such as:

- Clean your room
- Clear the kitchen table after dinner
- Pick up toys and put them away
- Dust the living room
- Load the dish washer
- Unload the dish washer and put away the dishes
- Put dirty clothes in hamper

Give the jar to Mom as a special present.

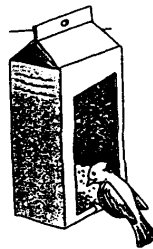
Adopt a Grandparent

Many residents of nursing homes and other institutions for the aged often lack contact with anyone other than the staff and other older people. The boys can add variety to their daily lives by scheduling frequent visits and helping to plan occasional parties to mark birthdays and Holidays and the boys can perform small errands for the residents.

This special contact helps the boys understand the needs of older adults and helps the older adults by giving them someone they can talk to and visit with.

Contact nursing homes in your area for more information on how you can help.

Cardboard Bird Feeder



- Materials:
- Quart milk or juice carton
 - Sharp scissors
 - Bird seed
 - Twine
 - Suet

Cut a large rectangle out of one side of the milk carton.

Poke a hole in the peak of the carton. Tie with string for hanging.

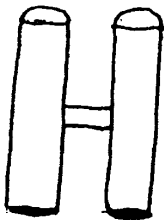
Roll some suet or fat in the birdseed and put in the base of the feeder.

Hang feeder outside where you can enjoy watching the birds come to feed.



8. GO SEE IT

Binoculars Slide



- Materials:
- Dowel rod
 - Glue
 - Pipe cleaner
 - Acrylic paint

Cut dowel rod into 3" pieces and glue 2 pieces together. Paint and glue pipe cleaner on back.

Ants At A Picnic

On a paper plate, draw a nutritious picnic lunch (here could go your fruits and vegetables).

Using a small piece of construction paper, cut out the body of an ant. Push 3 paper fasteners through the "ant body" and spread the ends to form "legs". By moving a magnet under the paper plate, the ant can visit your picnic.

Sunset Watching

One of the most beautiful things about a sunset is the way it changes. Every moment it's different, then it's gone. Here's an activity that turns the changes into a game.

Get the whole family out for a sunset viewing. As the sky turns colors, have everyone take turns closing their eyes, counting to 30, and then describing what's different when they open their eyes again.

Alternately, have everyone close their eyes while you count to 30; then instruct everyone to open their eyes and describe the changes. It will be interesting to see how each family recalls the shapes and colors.

Another sunset-watching game involves asking people to predict what will happen next – the color changes, the changes in the cloud shapes, etc.

But you might also find that the most satisfying game of all is for everyone to sit quietly and watch the sun go down, then describe how good it makes them feel.



Fun Hikes to Take

Treasure Hike A trail laid out with treasure at the end.

Bubble Gum Hike Give each boy a piece of bubble gum and small piece of cardboard. While hiking they can pick up those "I can't live without it" items and stick it to the cardboard with a small piece of their bubble gum.

Exploring Hike Try a zigzag hike, at first crossroads turn right, at second turn left, etc.

Rain Hike Go dressed in rain gear for observation of nature in rain.

Breakfast Hike Reach destination in time to see the sunrise, then cook breakfast.

Bike Hike Take an established bike trail and stop often to observe nature or just something interesting.

Other Things To Do

Pick apples, collect rocks, collect leaves and identify; visit a police station, fire station, television station, radio station, airport, hospital, bike shop, pet shop, historical site, zoo; go to a soccer game, softball game, baseball game.

Pilot to Navigator

Divide the boys and their partners into two teams. Each boy is the navigator and the adult partner is the pilot. Put a large paper bag over each pilot's head.

Set out various obstacles in the playing area, such as cardboard cartons, small cans, plastic bottles, chairs, etc.

The "airport" is a line approximately 20' beyond the last obstacle. On signal, all pilots begin walking towards the airport. The navigator is directly behind the pilot and guides him only by vital directions – "go left", "go right", "straight ahead", etc. If a pilot touches an obstacle or collides with another pilot, he is out.

The team with the most pilot-navigator pairs to reach the airport wins.

Reverse the roles and play again. Who is better at giving/getting directions?

Favorite Places

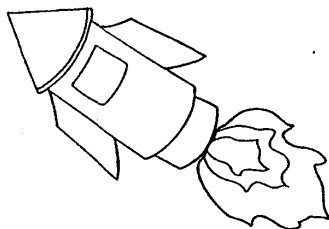
Ask each boy to make a list of his favorite places to go. After the boys have listed all of their favorite places, discuss why they like to go there.

Are any of these favorites places you can go to as a group?



9. GETTING THERE

Rocket Ship Slide

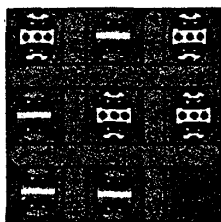


- Materials:
 Art foam Glue
 Tulip paint or pens Pipe cleaner

Cut a rocket ship out of art foam. Decorate with tulip paint. Glue pipe cleaner on back.

Travel Game for the Car

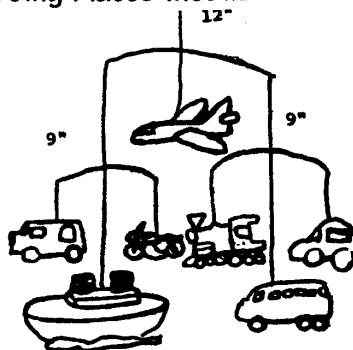
- Materials:
 Construction paper
 Cardboard
 Popsicle sticks
 Scissors
 Ruler
 Pencil
 Glue



Cut a piece of cardboard into a 6"x6" square. Lay 4 popsicle sticks across it like a Tic-tac-toe board and then glue them down. You may have to cut the popsicle sticks so there are no cracks.

Cut out and decorate your chips (5 of each kind) for the holidays or season.

Going Places Mobile

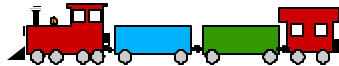


- Materials:
 Plexiglass blanks - 7 each 2 1/4" X 4 1/4"
 Gold or silver spray paint Wire
 Paint brushes or Q-tips Cord
 Colored glue mixture Patterns
 Colored tape

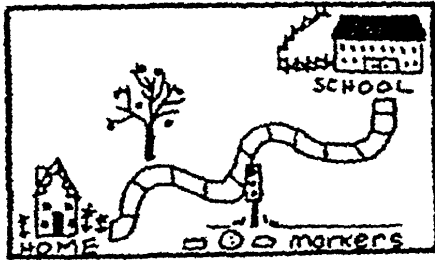
Mix food coloring with white glue to make colored glue mixture.

Enlarge the patterns on pages 203-204 to desired size. Plexiglass over the design and paint with colored glue mixture. Paint the mixture on in even smooth coats. To prepare Plexiglass pieces for hanging, glue a loop of cord to the top of the glass and tape the edges of the glass with colored tape.

Cut 3 pieces of wire in the following lengths: 1 - 12" and 2 - 9". Bend each length of wire in a curve and spray paint with gold or silver paint. Use cord to attach the Plexiglass pieces to the mobile.



Stop And Go



- Materials:
- Large piece of cardboard
 - Several smaller pieces of cardboard
 - Crayons or markers
 - Ruler
 - Scissors
 - buttons
 - Bottle caps
 - Stones for markers

Draw a sidewalk of about 20 squares on the cardboard.

Draw a house for the "START" and a school for the "FINISH". Add trees, cars, etc.

Make a set of game cards from small squares of cardboard or paper. Write a basic safety rule on each card. (See samples).

Shuffle the cards and put them face down in a pile for each player to draw in turn.

The first player to get to "school" is the winner.

GO CARDS:

(Make 3 of each)

You waited for a green light to cross the street. Go ahead 4 spaces.

You stayed between the crossing lines. Go ahead 2 spaces.

You held a small child's hand while crossing. Go ahead 4 spaces.

You looked both ways before crossing. Go ahead 2 spaces.

STOP CARDS:

(Make 1 of each)

The light is red. Stop! Stay where you are.

You ran after your ball in the street without looking. Go back 1 space.

You didn't cross with the guard. Go back 1 space.

You ran out between two parked cars. Go back 2 spaces.

WAIT CARDS:

(Make 2 of each)

The light is yellow. Wait where you are.

Your bike has a flat tire. Stay where you are.

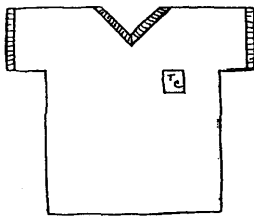
You cut through a neighbor's yard. Wait out your turn.

You forgot your lunch. Go back home!



10. SOMETHING SPECIAL, ALL YOUR OWN

T-Shirt Slide



Materials:

- Art foam
- Tulip paint or pens
- Glue
- Pipe cleaner

Cut t-shirt out of art foam. Decorate with tulip paint and glue pipe cleaner on back.

Inch-Worm Bookmark

Materials:

- groegrain ribbon - about 8" for each book mark
- 2 wiggly eyes
- 4" pipe cleaner
- 1 pompom - 1/2"
- 2 small beads

Fold over one end of ribbon, about 2". Cut two small slits (1/4") in folded ribbon about 1/4" from each edge of fold (on fold).

Insert pipe cleaner through slits. Fold each end to form antennae.

Glue a small bead to the end of each antennae.

Fold 2" tab of ribbon under to form a face. Glue.

Glue on eyes and pompom nose.

Fray opposite end of ribbon if desired.

Macaroni Decorations

Fit together two pieces of elbow or curved macaroni to make a circle or oval.

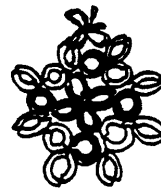
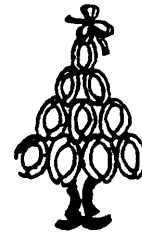
Arrange these circles or ovals to form trees, snowflakes, flowers, leaves, or circle patterns.



With an artist's brush, dab white glue on each piece where one piece of macaroni touches another.

Make a ribbon bow hanger for each ornament.

It is better to paint the pieces separately with poster paints, then glue them together after forming the patterns.



If enamel paint is used, it is easier to paint them after they are glued together. One coat of shellac will give them a nice shine.



Pom Pom Tiger Napkin Ring

- Materials:**
 Black chenille stems
 Orange chenille stems
 2 ½" orange pom pom
 1 ½" orange pom pom
 2 - 9mm cat eyes

For the body, cut 12" black and orange chenille stems (2 each) and wrap together, then wrap around a lipstick tube. Glue 1 ½" pom pom on end for head.

Fold two 3" orange chenille stems in half and glue at other end of body.

Glue 1 ½" pom pom on top chenille stem for paws. Glue eyes on 1 ½" pom pom.

Cut two 1 ½" orange chenille stems, fold in half and glue at 30 degree angles on head for ears.

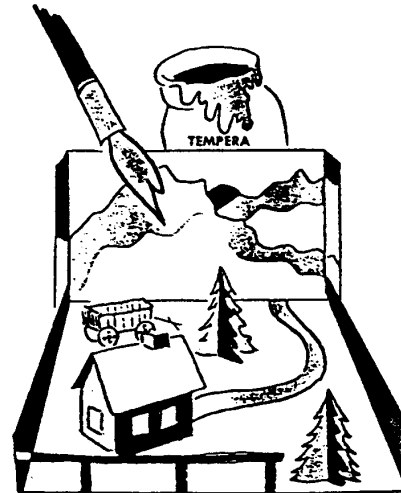
Foot Writing

In bare feet, have the boys write their name with a pencil held between their toes. Is this hard or easy to do?

Trace each boy's foot on a piece of paper. Carefully cut out each foot print. Who has the biggest foot? The smallest foot? How long are all the feet together?



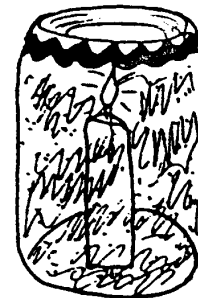
Diorama



- Materials:**
 Construction paper Shoebox
 Crayons or markers Styrofoam
 Tempera Paint Cardboard

Use your imagination and scrap materials for 3-D objects.

Glow Light



- Materials:**
 Wide-mouth jar
 Colored chalk
 Candle
 Sand
 Glue

Apply glue and sand to the outside of a wide-mouth jar. Set a candle inside for a unique light.

You can mix colored chalk with the sand for different colors.



11. MAKING YOUR FAMILY SPECIAL

Red Heart Slide



- Materials:
- Art foam
 - Glue
 - Tulip paint
 - Pipe cleaner

Cut heart out of art foam. Write boy's last name on heart with tulip paint. Glue pipe cleaner on back.

Beautiful Bath Crystals

- Materials:
- 2 cups crystalline Epsom salts
 - Spray perfume
 - Food coloring
 - Old container to mix bath salts
 - Clean glass jar

On inside of an old container, spray the perfume so that beads and droplets form. Add the Epsom salts and toss well with an old wooden spoon, spray on more perfume and toss again. Drizzle some drops of food coloring over the salts and toss again. Use a second color if you like, but don't add too much color. Cover the bowl with plastic wrap and set aside. Decorate a clean glass jar and fill with the bath crystals. Screw on lid tightly and tie a ribbon bow around the neck of the jar.

Scrapbook

- Materials:
- | | |
|--------------------|----------|
| Construction paper | Tape |
| Typing paper | Glue |
| Pictures | Folder |
| Markers | Stickers |
| Crayons | |

Decorate the outside of the folder and place pictures, etc. inside the folder.



Bulletin Board

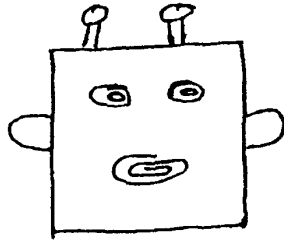
- Materials:
- 12" square adhesive-back cork tile
 - 12" square heavy cardboard
 - 48" length of heavy rope or twine
 - Piece of wire to make hanger loop
 - Glue

Remove the backing from the tile and stick the back of the tile to the cardboard. Glue heavy rope or twine around the cork edge. Glue or tape the wire loop to the back.



12. MAKE YOUR OWN

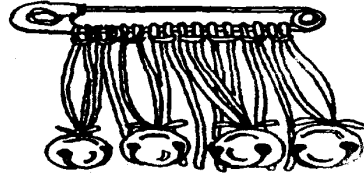
Martian Slide



- Materials:
- | | |
|-------------------------|------------|
| 3" square block of wood | Glue |
| Paint | Paper clip |
| Beads | Bolts |
| Nuts | Screws |
| Pipe cleaner | |

Paint wood, let dry. Glue on things to make a Martian. Glue pipe cleaner on back.

Jingle Pin



- Materials:
- | | |
|-------------------|--------------------|
| Large safety pin | Red and green yarn |
| Four jingle bells | |

Cut yarn into 3" pieces (4 from green and 3 from red).

Tie yarn onto pin (as shown) starting with green and alternating colors.



Tie a bell on each piece of green yarn.

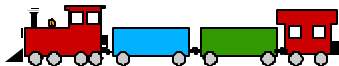
Sandpaper Printing

- Materials:
- | | |
|-------------|---------|
| Sandpaper | Crayons |
| White paper | Iron |

With crayons, color any picture or design on the rough surface of the sandpaper. Press hard with the crayons. Have the iron set at medium setting. Place your colored picture face down on a sheet of white paper. Gently slide the iron over the sandpaper. The crayon will come off in tiny dots on the white paper.

Fruit Monsters

A slice of pineapple for a face, lettuce for hair, olives for eyes, carrot stick nose ... I'm sure if you just plunk a whole bunch of stuff down, the boys will surprise you with their creativity.



Family Totem Pole



Milk cartons
Scissors
Kraft paper
Crayons, markers, or tempera paint
Magazine catalogs

Every house or apartment needs a good totem pole, and no one is better at helping to create such a piece of symbolic art than your child.

An easy way to make a totem pole is to cut off the tops of milk cartons, then cut 2-inch slits in the corners so the bottom of one container can be wedged inside the top of the container beneath it. (Of course, cutting is an adult's job.) Experiment to see how high you can stack the cartons without creating an engineering disaster. Also, you might need to put a rock or weight in the bottom carton for stability.

Once you've experimented with the height, unstack the containers and cover them with paper bags. Have your child decorate the covered containers with designs and faces, or pictures from magazines or junk mail catalogs. (Our daughter Audrey decided that a bunch of bananas from a grocery store circular captured our family spirit!) Older children may want to inscribe the containers with ancient writings.

When your child is finished, assemble the totem pole and watch the neighbors gaze with envy.

Gem Museum

Minimal or no props
Shoe boxes

Rock and mineral identification book

When you were growing up, did you ever discover diamonds, emeralds, or other precious gems in your backyard? We did, and reveled in the idea of having such "valuable" resources right in our backyard.

Encourage your child to explore the rocks and minerals in your neighborhood. (If you aren't familiar with the geology of your area, you might want to go to the library first and find a rock and mineral identification book.)

You might take a field trip and collect samples in a canvas bag. Older kids can describe their findings in a notebook--shape, size, color, and location ("in front of Mr. Smith's house"). Once you've brought the rocks back to your house, have your child wash them. The water will make the colors vivid--something sure to excite your junior geologist.

In addition to cataloging neighborhood rocks, your child might enjoy displaying his or her finds in a shoe box. Assemble enough shoe boxes and your child can open the neighborhood gem museum. Who knows--it just might fund his or her college education.



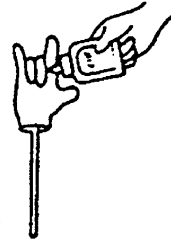
Sign Language Flower

Materials:

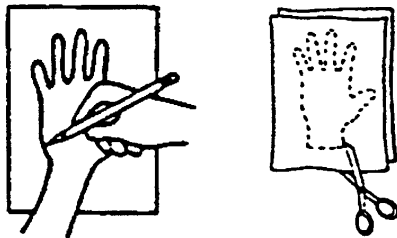


- Construction paper, burlap or felt
- Polyester or cotton batting
- Popsicle stick or thin dowel
- Colored paper drinking cup
- Container for plaster
- Pencil or felt-tip pen
- Plaster of paris Glue
- Newspapers Water
- Tagboard Scissors

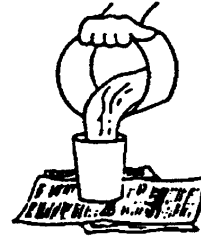
(If handprints are cut from fabric, glue edges together, let dry, stuff with batting, then insert stick or dowel).



Trace around boy's hand on tagboard with a pencil to make a handprint.



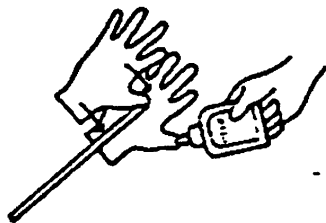
Bend middle and ring fingers down and glue to palm, thumb out, as shown. Cover work area with newspapers.



Cut out pattern and place on folded construction paper, burlap or felt.

Mix and quickly pour plaster into cup. Insert flower and secure until set and dry.

Trace around pattern with pencil or pen and carefully cut out pieces. Insert end of stick or dowel between handprint cutouts. Dot dowel with glue to secure. Glue hands together by lining edges with glue. Let dry.



Paper or felt leaves may be glued to stem of flower.



13. CARING FOR YOUR HOME AND HOUSEHOLD

Fly Swatter Slide

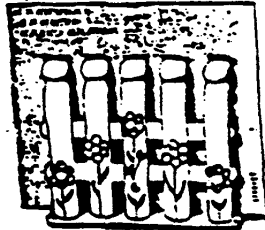


Materials:

- Plastic canvas
- Glue
- Plastic fly
- Pipe cleaner

Cut a fly swatter out of canvas and glue on a fly. Insert pipe cleaner into two holes and twist.

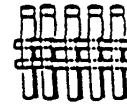
Picket Fence Letter Holder



Materials:

- 10 round clothespins
- white or wood glue
- large paper punch
- Mod Podge (an acrylic polymer medium)
- construction paper – red, yellow, dark pink, light pink
- white paint
- 17 craft sticks
- green felt marker

For each side, glue two craft sticks, one under the other (with about 1/2" space), inside the slots of 5 clothespins as shown. Make two sides.



For the bottom, glue the edges of 7 craft sticks together. Then glue 6 more craft sticks on top, staggering them with the other 7, as shown. Turn the bottom over so that the 7-stick wide is upward and glue one side section onto each long edge.



Paint the letter holder white.



Use a large paper punch to make the paper circles as shown.

Make a red flower on each end of clothespin (paper flower pieces are glued on), a dark pink one on each center pin and light pink flowers on the remaining pins. Buds are made by using the paper punch to punch away additional section of an already punched circle, as shown. Add 3 buds to each center pin. Draw the stems and leaves with a green marker.

You can also paint or draw the flowers with markers instead of using the construction paper.

Coat letter holder two times with Mod Podge. This will make the letter holder more durable.



Wall Hanger

- Materials:
- 48 craft sticks
- Glue
- Shells
- Piece of cork
- Decals

Glue 11 sticks together and 2 sticks across them as shown for the back.

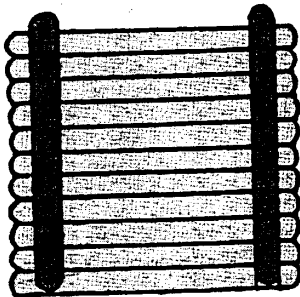


FIG. 1
BACK
(BACK VIEW)

Glue 3 sticks together, then glue them onto ends of back sticks for the base. Glue on partial sticks for reinforcement as shown.

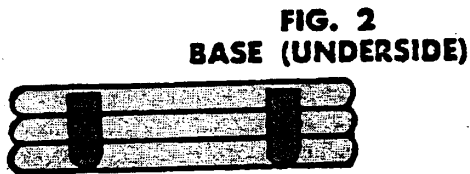


FIG. 2
BASE (UNDERSIDE)

Glue 8 sticks together for center divider.

Glue 2 partial sticks across for reinforcement. Glue center divider onto back piece.

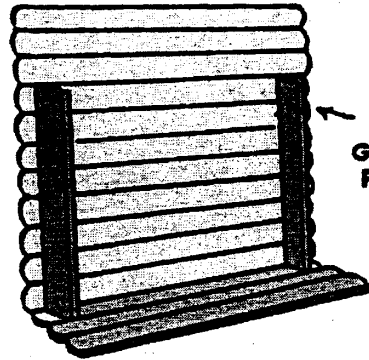


FIG. 3
GLUE ON
PARTIAL
STICK

Glue 5 sticks together and reinforce with small pieces of stick for front divider. Glue front piece onto center divider.

Glue ends of 2 sticks together for hanger. Glue other ends onto back of hanger as shown. Drill hole for hanging.

Decorate hanger with glued on shells, pieces of cork or decals, if desired.

Print Making

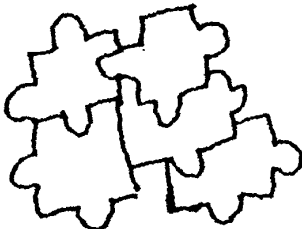
- Materials:
- Potato or apple (cut in half)
- Vegetable or fruit slices
- Ink pad or paints
- Paper
- Contact paper
- Knife

Carve picture or design into cut side of potato or apple. Using potato or apple as stamp, press it into ink pad or brush with paint. Then stamp picture on paper. More than one potato or apple stamp can be used to create varieties of designs. Designs may be covered with contact paper to make place mats.



14. FAMILY GAMES, TRICKS, PUZZLES

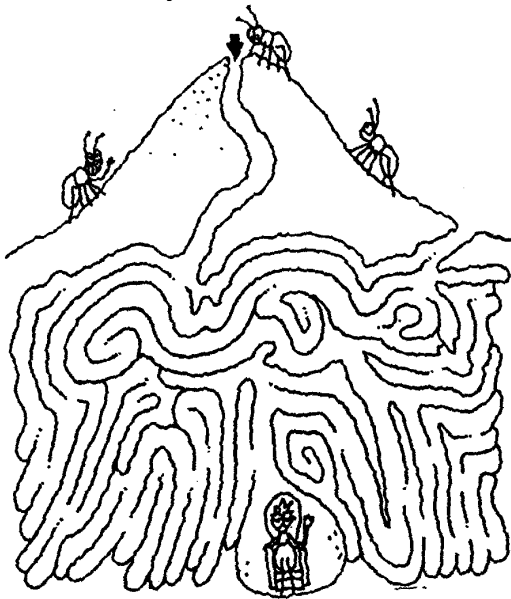
Puzzle Slide



Materials: Puzzle pieces Glue Spray paint (orange, black) Pipe cleaner

Spray paint puzzle pieces. Glue into a shape the boys like. Put at least three layers together. Glue pipe cleaner on back.

Find The Way



Backyard Contests

Here are a few outdoor games you can get under way in a flash.

Soccer Bowl

Set up 10 empty soda cans or plastic bottles in a triangle or circle on a level section of your yard. Each kid gets three tries to knock down as many pins as possible by kicking an inflated ball at them from 20 feet away. If all the "pins" fall before his last turn, set them up again so he has a chance to add to his score.

Balloon Face Race

Organize players into pairs and hand each team a partially inflated balloon. When the game starts, teammates must race to a designated finish line carrying their balloon between their heads, no hands allowed.

Flights Of Fancy

Invite your kids to test their favorite paper-airplane models by trying to fly them through a cardboard tunnel. (Just fold in the top and bottom flaps of a large box and set it on a picnic table or porch railing.) Or, use string to mark a landing zone to gauge which plane has the best hang time.

Beach-Ball Volley

Playing one-on-one or in teams, kids volley a beach ball over a makeshift net (a rope tied between two chairs). With younger kids, allow one bounce before they have to hit the ball.



A Marathon For Everyone

- Materials:**
 Lots of people (invite the entire Pack)
 Equipment needed for each planned event
 Wooden stick or baton for each team
 Paint to make each baton a different color
 Starting line
 Finishing line



Decide what the events will be and assign an event to each team member. Try to match the people to the events according to their ability to do the event. Listed below are some ideas you can use.

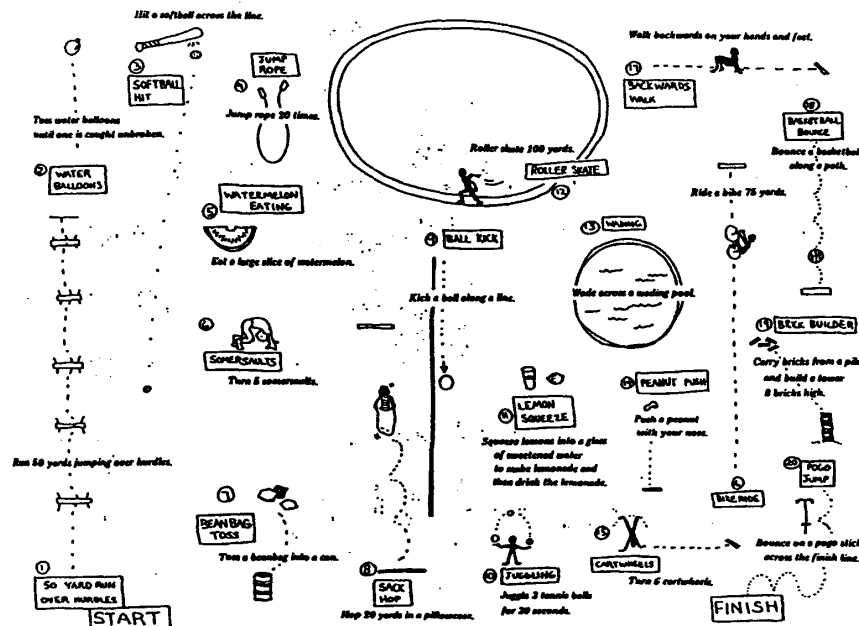


Choose a date, time and place for the marathon. Give everyone a chance to practice his or her event ahead of time.

Get a list of everyone who would like to participate. Divide them into two or more teams. Try to balance the teams so that each includes members of different ages.

All members of both teams take their places along the marathon route. Those doing the first event begin at the starting line at the same time, each holding a baton in one hand. When a member has finished his event he passes the baton to the next team member. He does his task and passes it on. This continues until all the events are completed.

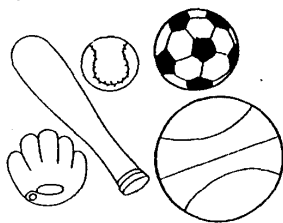
Have a great marathon!





15. FITNESS AND SPORTS

Sports Slide



Materials:
Art foam
Tulip paint
Pipe cleaner

Glue
Pens

Cut sports shapes (football, bat, glove, etc.) out of art foam. Paint on details with tulip paint. Glue pipe cleaner on back.

Goofy Ball

This game is played on a softball diamond using a beanbag instead of a softball. The pitcher tosses the beanbag to the batter, who catches it and throws it anywhere on the field that he chooses. If the beanbag is caught he is out. He is also out if tagged while running. There are no force outs and no stealing bases..

Tightrope Feats

Equipment: Garden hose, broomstick

This is a balancing game performed at an imaginary terrifying height. All you do is lay an ordinary garden hose on the ground so it is straight like a tightrope. The boys line up and take turns walking over it as if it were strung between two tall buildings or were a circus act.

The tightrope walkers can hold a broomstick as a balance stick, and another boy can announce them as "The Great Joey" or "Bobby the Bold."

For variation, boys can walk across the tightrope carrying cups of water filled to various levels, or stacks of blocks, or with a stuffed animal perched on each shoulder.

When the straight tightrope wears out its welcome, you can always lay out the garden hose in oddball-curved shapes like the letter "S" or even a continually shrinking spiral.

Relax. Take a deep breath. Concentrate. Maybe you can walk the tightrope, too.



Leaf It On The Plate

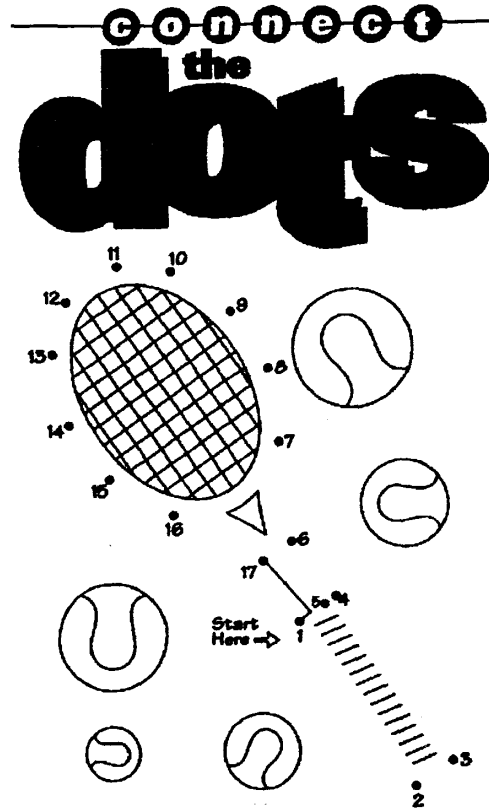
Equipment:
Paper plates Leaves

The object of this game is to place a leaf on a plate, balance it on your head and race – with the leaf still on the plate!

This game requires not only speed, but skill as well and can be varied to suit your style. Instead of the usual running, walk backwards, crawl, hop, skip, moonwalk, etc.

If you can't seem to balance the plate with the leaf on your head, then try balancing the plate on your fingers like waiters carry a tray.

Whatever you decide, the object of the game is to ... leaf it on the plate!



Football Pattern

Materials:
26 brown beads
3 white beads
2' ribbon
Lanyard hook

Fold ribbon in half to find the center. Use a half hitch (see detail below) to secure it to lanyard hook. Lace beads using pattern as guide. Finish by tying off with a double knot.



Obstacle Course

Find or make several things to use as obstacles.

Decide what activities can be done with each obstacle.

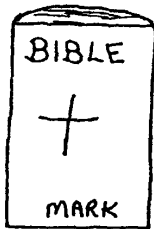
Find an open area and set up your obstacle course. Practice running it a few times.

Ask someone to time you as you do the course. Keep track of your time. Try to improve it next time.



**16. TELL IT
LIKE IT IS**

Bible Slide



- Materials:**
 Art foam
 Paper
 Tulip paint or pen
 Glue
 Pipe cleaner

Cut a piece of art foam 3"x6". Fold in half. Cut paper 2"x2" and glue inside of foam. Write BIBLE on the outside. Glue pipe cleaner on back.

Rain Pictures

- Materials:**
 Water soluble paint
 Paper

Paint some shapes or blocks of color on paper. Place the pictures outdoors when it's raining for a brief spell. The patterns made by the drops can be very interesting. How long can you keep the painting in the rain before it washes away? Compare the results of drizzle, gentle rain, and a full-fledged downpour. The resulting artwork might be said to have been created by you and Mother Nature.

Morse Code Pin

The idea is you teach the kids about Morse code (always capitalized because it is named after Samuel Morse.) and give them a chart with the dots & dashes. Then they make a bracelet with their name on it in Morse code beads.

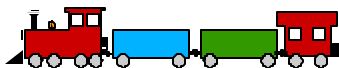
- Materials:**
 gold wire small round blue beads
 long gold tube beads small round white beads
 diagram of Morse code

Depending on how long your name is, cut a piece of gold wire. Knot or loop the end to prevent the beads from falling off. Beginning with the last letter of your name, thread beads onto the wire with the corresponding morse code. For dots, use the round blue beads. For dashes, use the long tube beads. To separate one letter from another, use the round white beads. Once the letters to your name have been completed, knot or loop the wire to once again prevent the beads falling off.

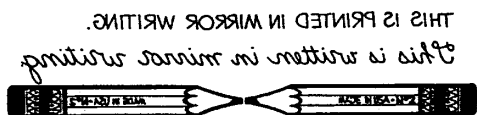
Individual Telephone Books

- Materials:**
 Construction paper Hole punch
 Tiger Cub stickers Lined paper
 Paper fasteners Crayons or markers

Assemble and decorate books as desired. Make sure you also have a page with emergency numbers.



Mirror Writing



One of the earliest codes to encipher and to decipher is mirror writing. Most people print their mirror messages; but some hand write them, which makes them a bit more difficult to decipher. To decipher a message written in mirror writing, simply hold it up to a mirror and read.

Code It

Make up an action code and use it when you need to send top-secret messages without making a sound.

Some of these will help get you started.



Pointing, right, left, in front, behind, giving directions.



Touching ear. I hear something!



Arms over chest in X, DANGER!



Finger on lips, quiet, not a word!



Waving the hand, goodbye!



Touching nose, I smell something!

Scenic Landscapes

Painting materials

Here's an activity that will bring out your artistic talent and test your visual memory at the same time.

Take a walk through the neighborhood, park, or countryside at different times and ask the boys to pay particular attention to the lighting, architecture, scenic areas, and so on. You might also suggest to the boys to remember things such as the reflection of the sunlight on a pond...the lighting on a building...an unusual tree (which might be described as a certain animal)...a building that resembles an animal, or has unique curves or lines.

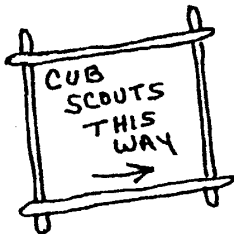
Have the boys paint on the spot (bring paper and crayons or markers) or, when you get home, suggest that he try to recall the details of the various scenes and recreate or interpret them with crayons, markers, or tempera paint. The next day, try to repeat the walk, bringing the artwork along for comparison.

Don't judge the boy's art by its accuracy--the idea is to coax the boys into observing things more closely. What better way for you to see the world through the eyes of a child?



17. CUB
SCOUTING,
HERE WE
COME

Trail Sign Slide



Materials:
Art foam
Toothpicks
Pipe cleaner
Tulip paint or pens
Glue

Cut a square 3"x3" out of art foam. Glue sticks around the four sides. Write "CUB SCOUTS THIS WAY →" on the sign. Glue pipe cleaner on back.

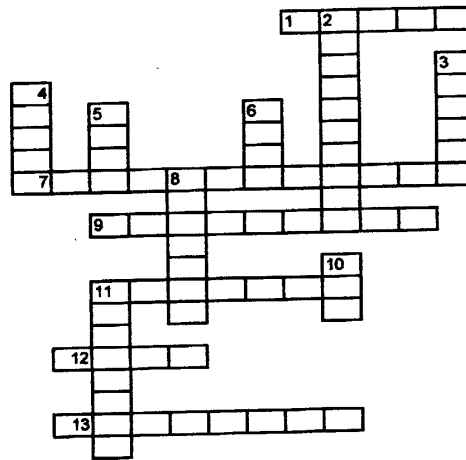
Cub Scout Promise

Fill in the blanks from a word from the list below.

I, (name), _____ to do my
_____ to God and my
_____,
To help other _____ and
To _____ the _____ of the
_____.

- | | | | |
|------|---------|--------|---------|
| best | country | duty | law |
| obey | pack | people | promise |

Cub Scout Crossword



ACROSS

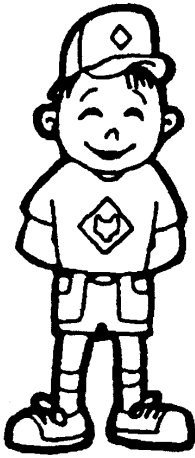
- Wear this on your left pocket to show your rank.
- The highest award you can earn in Cub Scouts is the _____.
- The _____ leads the pack.
- Duty to God and Country is part of the Cub Scout _____.
- Do your _____.
- When we are happy and helpful, we give _____.

DOWN

- The _____ comes in gold or silver.
- The first rank you earn is _____.
- _____ means a good leader.
- A 3rd grade Cub Scout is a _____.
- _____ rank comes after Bobcat.
- 4th & 5th grade Cub Scouts are _____.
- Every week we have a _____ meeting.
- Before you race this car, you must build it.



The Well Dressed Cub Scout



Copy the patterns on
Glue boy on cardboard and cut out. Color
him to look like you. There are also hair
patterns – choose one that looks the
most like your hair.

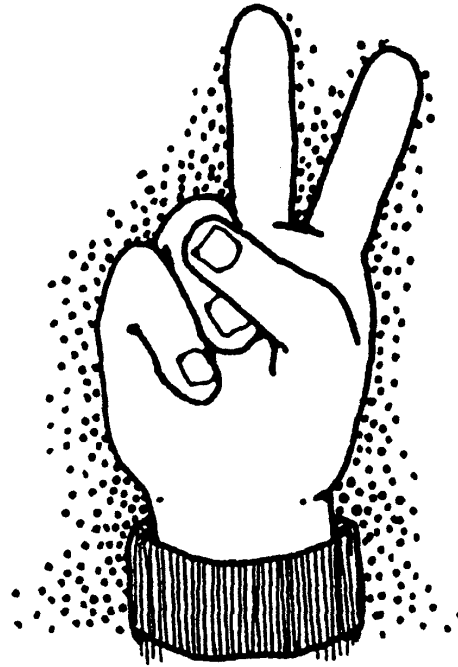
Cut out the clothes patterns and color
them. The shirt and hat should be blue for
Cub Scouts. The socks are blue with yellow
tops. The belt is blue with a brass buckle.
The hat is blue. You can color the scarf
yellow for Wolf – this is your next step
after you receive your Bobcat badge.

After you have colored the clothes, glue
them on your “body”. Now take a look at
what you’ll look like as a Cub Scout.

Law of the Pack

Write the Law of the Pack on drawing
paper. Cut up paper into pieces. Let the
boys put the puzzle together.

Recite the Law of the Pack after they have
put the puzzle together.



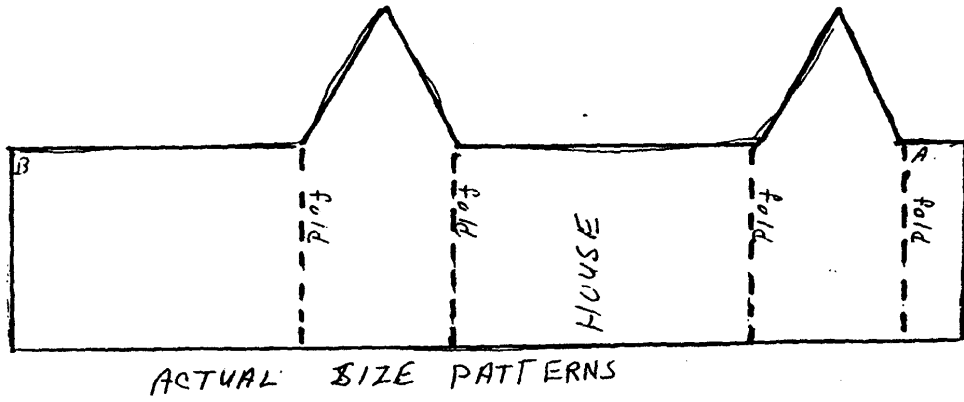
Cub Scout Promise Puzzle

- Materials:
- 4 tongue depressors
 - 2 popsicle sticks
 - Markers
 - Glue

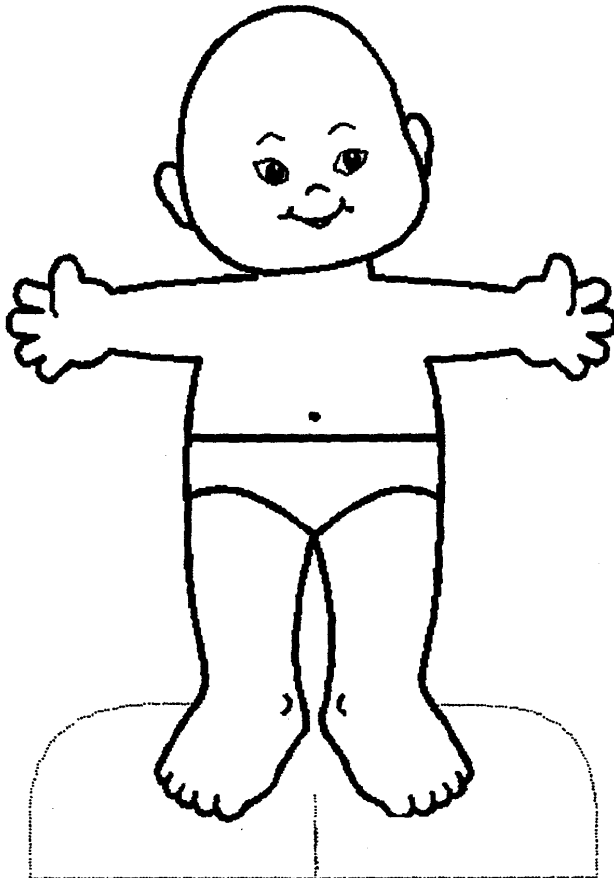
Write the Cub Scout Promise on the tongue
depressors. One line per stick (4 lines, 4
sticks). Then glue the tongue depressors
to the two popsicle sticks.

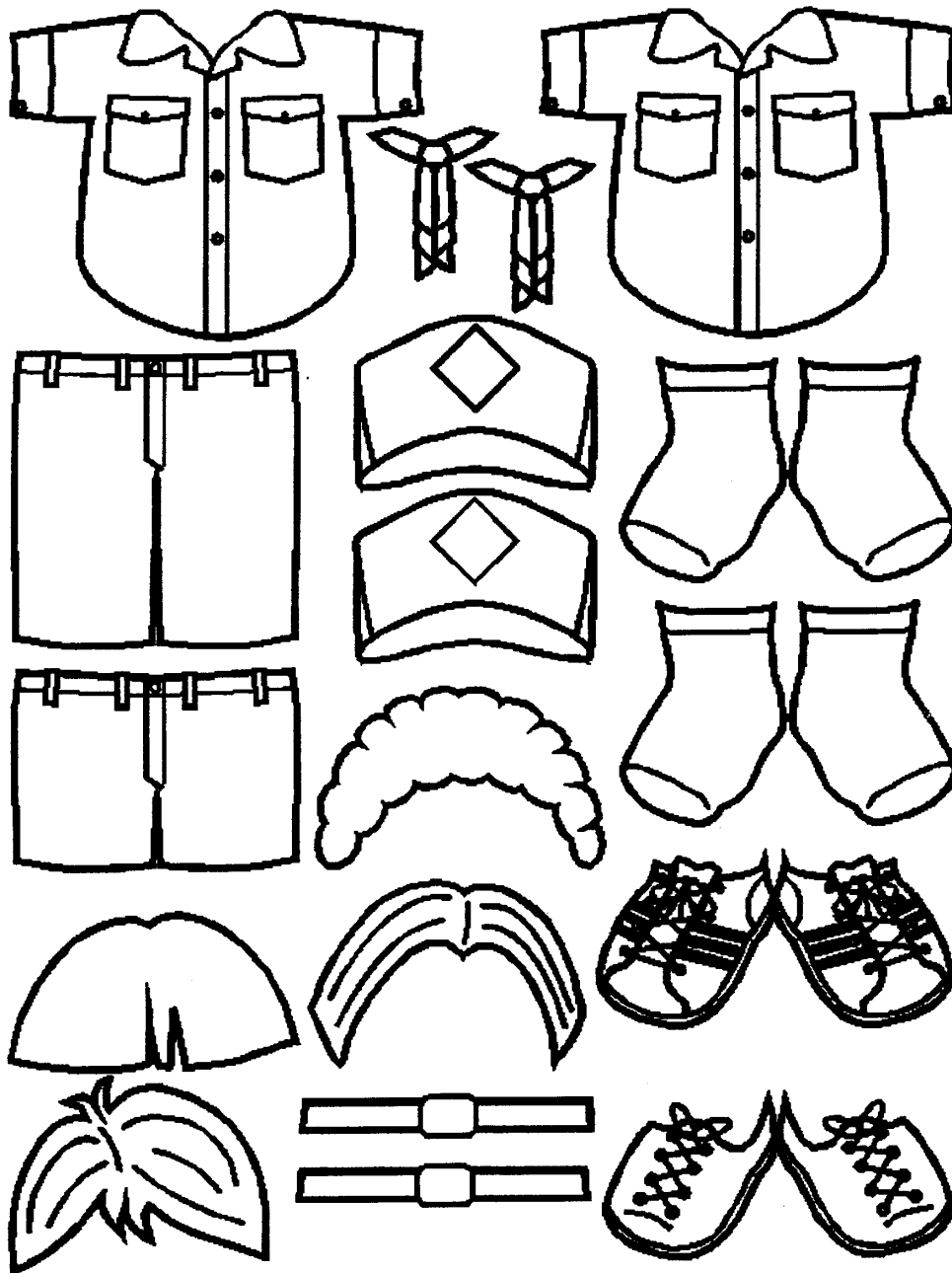
Recite the Cub Scout Promise after you
have completed the puzzle.





The Well Dressed Cub Scout







Tiger Tracks

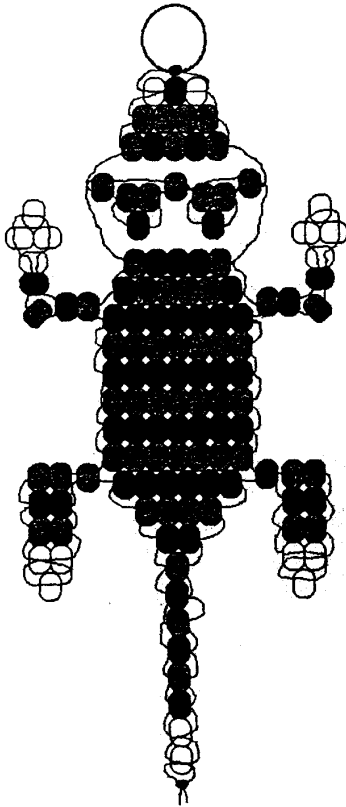
Tiger Cub Mobile

Copy and cut out the patterns on pages 201 - 202. Color as desired with markers or crayons. Use lightweight string or fishing line and wire coat hanger or dowel rod to secure mobile. When finished, hang in your room.

Tiger

Materials:

- 3 yards cord or lacing
- 62 orange pony beads
- 18 white pony beads
- 1 lanyard hook or keyring
- 50 black pony beads



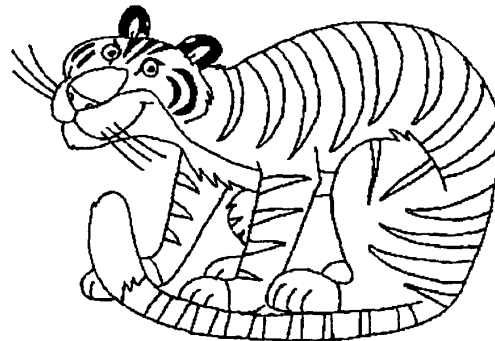
Fold lacing in half to find the center. Use a half hitch to secure it to lanyard hook. Lace beads using pattern above as a guide. Finish by tying off with a double knot.

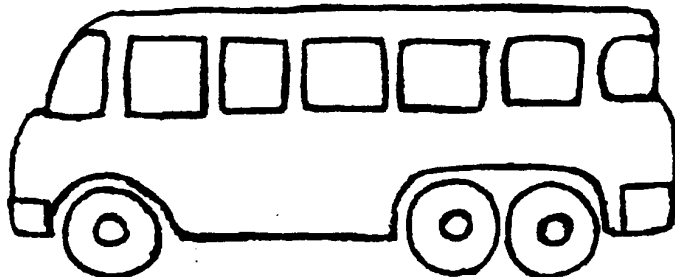
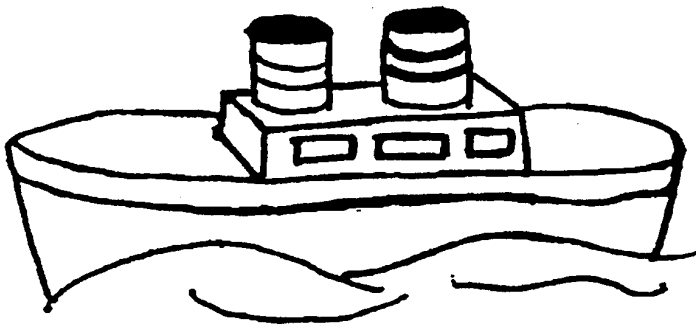
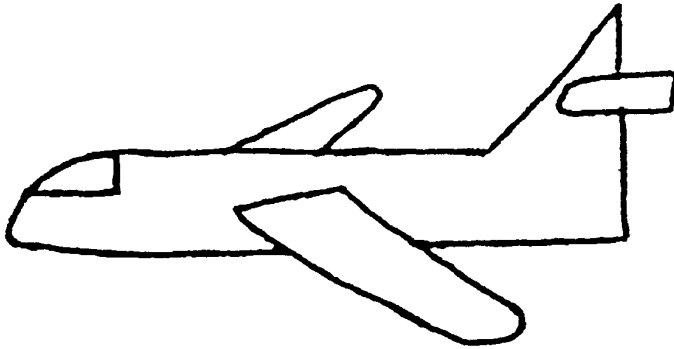
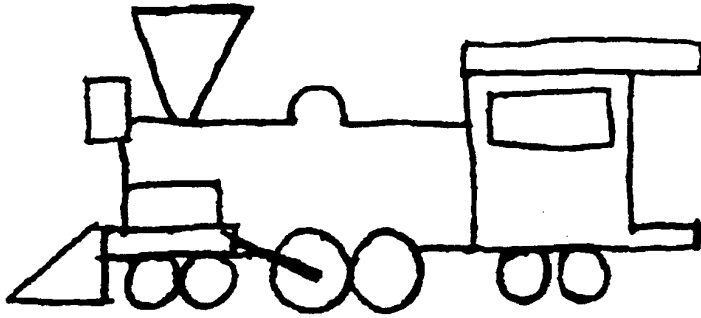
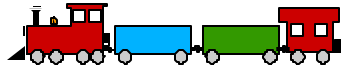
Tiger Cub Word Search

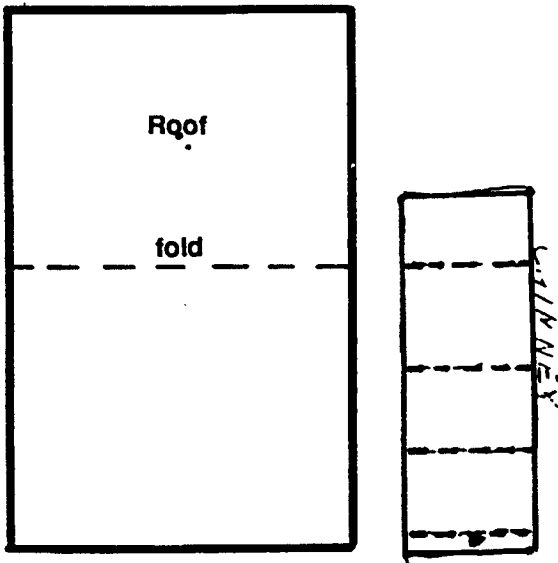
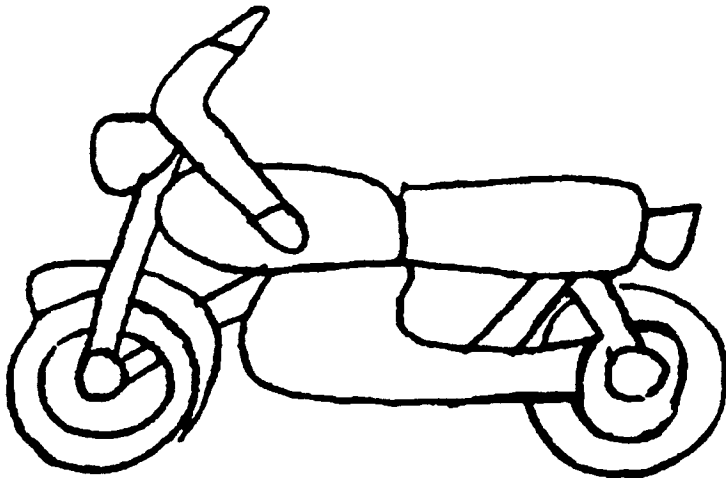
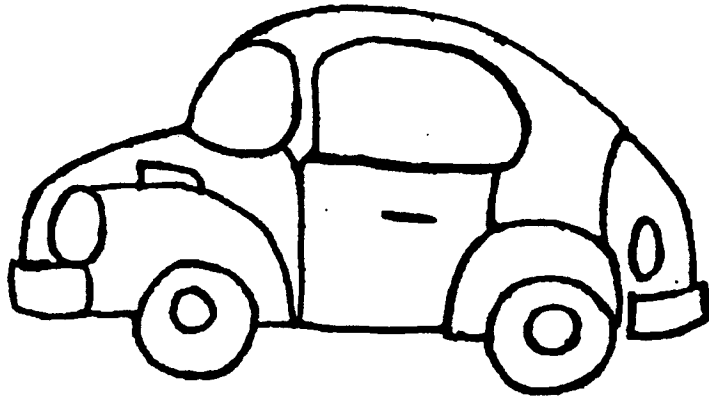
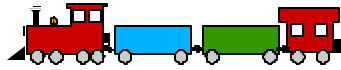
Boys	Cubs	Discover
Family	Fun	Help
Learn	Play	Promise
Search	Share	Sun
Tiger		

```

D B O Y S N U F P
T I G E R A B A R
Z L S H A R E M O
H E E C U B S I M
E A A P O Q U L I
L R R F L V N Y S
P N C R U A E S E
T O H L A N Y R V
    
```









TIGER GRADUATION

(Chris) Tonight, we honor Tiger Cubs. Will our Tiger Cub coach, Holly Rolan, come up to introduce them, please. (introduce boys and have parents come forward also)

(Holly) We want to have you join our pack.

White is for the purity of living.

Blue is for strength and courage to face the unknown.

Orange is for knowledge and joy.

These are the colors of the Tiger Cubs. You have completed your tenure in Tiger Cubs BSA.

Parents, here is a graduation strip for your Tiger Cubs. It will go right below the right pocket of their Cub Scout uniform.

Tigers, here is a pin for the adult partner who worked with you through your deeds as Tiger Cubs. I congratulate you on your accomplishments this year and wish you well.

I will show you the path of a new challenge - the challenge of Cub Scouting. Cross the bridge to Cub Scouting and meet your Cubmaster.

(Chris) Tiger Cubs, is it your wish to become Cub Scouts? If so, say "I do."

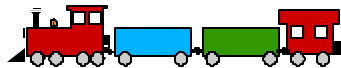
I Do!

Parents, do you wish your son to join in the pack activities, and do you understand it is your duty as parents to help your son work on his rank and encourage him to help the pack go?

We do.

Now, Tiger Cubs, do you know the Cub Scout Promise and sign? (say promise and sign)

Do you wish to follow Akela, grow in strength and citizenship, develop your character, and do the right things? if so say "I do."



TIGER CUB GRADUATION CEREMONY

The Tiger Cubs and their families have been living up to the Tiger Cub Motto: Search - Discover - Share during the past months while working on Big Ideas, going places and doing things together. And now, together, they have decided to join the Cub Scout Program and our Pack. Would the Tiger Cubs please come forward with their parents. (PAUSE)

You and your partner have SEARCHED out your home and community and have worked together and had fun.

You and your partner have DISCOVERED new things together with family and friends and had a sense of being part of the community and your country.

You and your partner have SHARED with your family, your friends and fellow Tiger Cubs in a way which lets them learn about you and the great things you did together.

For the time you have spent in the Tiger Cub Program and the many things you have accomplished during your time there, we'd like to present you with your Tiger Cub Graduation Pin and Graduation Certificate. Because you've done these things together with your parents, I am going to present these awards to them so that they may present them to you.

(PRESENT AWARDS)

I would also like to present to each of our Tiger Cub Graduates, a Tiger Cub Mother's Pin. Would you in turn please present the pins to your Mothers.

NOW is the time to make your first move up the Scout Train into Cub Scouts. In Cub Scouting, your family is still important as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as your Den Leader. Your parents will help you each step of the way.

(HAVE BOY WALK ACROSS BRIDGE WITH PARENT CROSSING BEHIND)

(BOYS NAME) on behalf of Pack I'd like to welcome you.

I would like to present to you your Cub Scout Shirt. This is as a symbol of your acceptance of Cub Scouting.

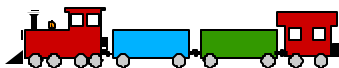
Finally, I would like to present you with your Bobcat Trail Pamphlet. This book contains the trail which you will learn by the next pack meeting so we can officially welcome you as a true Bobcat Cub Scout.

NOW I would like the boys in the Pack to stand up and help the Tigers recite the Cub Scout Promise and the Cub Scout motto.

Pow Wow 2000

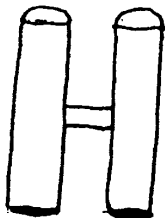


All Aboard



8. GO SEE IT

Binoculars Slide



- Materials:
- Dowel rod
 - Glue
 - Pipe cleaner
 - Acrylic paint

Cut dowel rod into 3" pieces and glue 2 pieces together. Paint and glue pipe cleaner on back.

Ants At A Picnic

On a paper plate, draw a nutritious picnic lunch (here could go your fruits and vegetables).

Using a small piece of construction paper, cut out the body of an ant. Push 3 paper fasteners through the "ant body" and spread the ends to form "legs". By moving a magnet under the paper plate, the ant can visit your picnic.

Sunset Watching

One of the most beautiful things about a sunset is the way it changes. Every moment it's different, then it's gone. Here's an activity that turns the changes into a game.

Get the whole family out for a sunset viewing. As the sky turns colors, have everyone take turns closing their eyes, counting to 30, and then describing what's different when they open their eyes again.

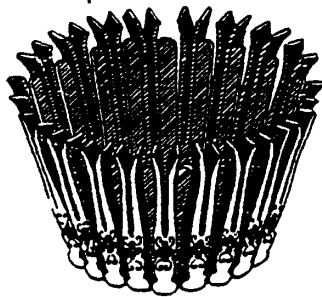
Alternately, have everyone close their eyes while you count to 30; then instruct everyone to open their eyes and describe the changes. It will be interesting to see how each family recalls the shapes and colors.

Another sunset-watching game involves asking people to predict what will happen next – the color changes, the changes in the cloud shapes, etc.

But you might also find that the most satisfying game of all is for everyone to sit quietly and watch the sun go down, then describe how good it makes them feel.



Clothespin Basket



- Materials:**
 19 flat clothespins 19 craft sticks
 Lightweight cardboard White or wood glue
 Acrylic or spray paint

From lightweight cardboard, cut 2 circles that have a 3 1/2" diameter and 1 side support section. To make the whole pattern for the Side Support, fold a piece of paper in half, placing the broken line of the half pattern along the folded edge of the paper. Open up the paper to get the full pattern.



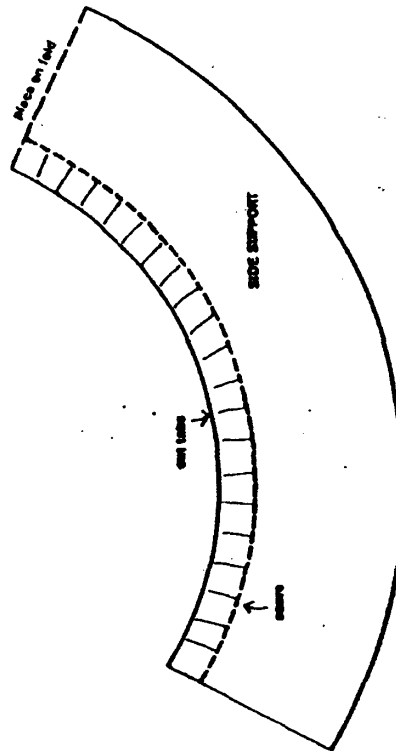
Score the side support section on the dotted line and then cut the smaller edge into tabs. Curve the side section so it will fit around the cardboard circle and bend the tabs as shown. Glue the tabs in place.

Lap and glue the ends of the side support section, cutting off any excess. Glue the second circle on top of the first one, covering up the tabs.

Glue 19 clothespins to the side support, with the upper ends about 3/4" apart, as shown.



Cut 19 craft sticks 3 1/2" long. To cut craft sticks, score them with a craft knife and then break them on the scored line. Glue the craft stick sections to the inside of the basket, placed between the clothespins as shown.



Paint the basket and decorate as desired.

Pow Wow 2000

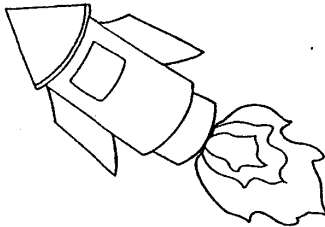


All Aboard



9. GETTING THERE

Rocket Ship Slide

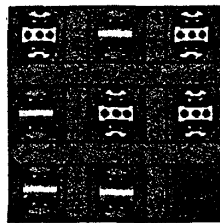


- Materials:**
 Art foam
 Tulip paint or pens
 Glue
 Pipe cleaner

Cut a rocket ship out of art foam. Decorate with tulip paint. Glue pipe cleaner on back.

Travel Game for the Car

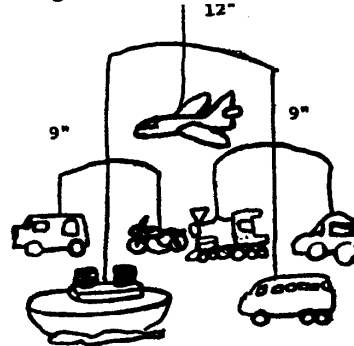
- Materials:**
 Construction paper
 Cardboard
 Popsicle sticks
 Scissors
 Ruler
 Pencil
 Glue



Cut a piece of cardboard into a 6"x6" square. Lay 4 popsicle sticks across it like a Tic-tac-toe board and then glue them down. You may have to cut the popsicle sticks so there are no cracks.

Cut out and decorate your chips (5 of each kind) for the holidays or season.

Going Places Mobile



- Materials:**
 Plexiglass blanks - 7 each 2 1/4" X 4 1/4"
 Gold or silver spray paint
 Paint brushes or Q-tips
 Colored glue mixture
 Colored tape
 Wire
 Cord
 Patterns

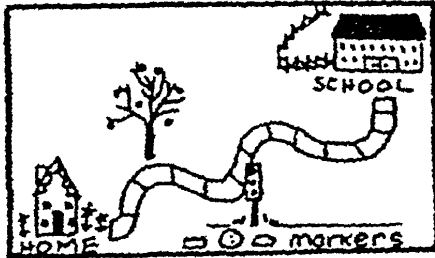
Mix food coloring with white glue to make colored glue mixture.

Enlarge the patterns on pages 203-204 to desired size. Plexiglass over the design and paint with colored glue mixture. Paint the mixture on in even smooth coats. To prepare Plexiglass pieces for hanging, glue a loop of cord to the top of the glass and tape the edges of the glass with colored tape.

Cut 3 pieces of wire in the following lengths: 1 - 12" and 2 - 9". Bend each length of wire in a curve and spray paint with gold or silver paint. Use cord to attach the Plexiglass pieces to the mobile.



Stop And Go



- Materials:
- Large piece of cardboard
 - Several smaller pieces of cardboard
 - Crayons or markers
 - Ruler
 - Scissors
 - buttons
 - Bottle caps
 - Stones for markers

Draw a sidewalk of about 20 squares on the cardboard.

Draw a house for the "START" and a school for the "FINISH". Add trees, cars, etc.

Make a set of game cards from small squares of cardboard or paper. Write a basic safety rule on each card. (See samples).

Shuffle the cards and put them face down in a pile for each player to draw in turn.

The first player to get to "school" is the winner.

GO CARDS:

(Make 3 of each)

You waited for a green light to cross the street. Go ahead 4 spaces.

You stayed between the crossing lines. Go ahead 2 spaces.

You held a small child's hand while crossing. Go ahead 4 spaces.

You looked both ways before crossing. Go ahead 2 spaces.

STOP CARDS:

(Make 1 of each)

The light is red. Stop! Stay where you are.

You ran after your ball in the street without looking. Go back 1 space.

You didn't cross with the guard. Go back 1 space.

You ran out between two parked cars. Go back 2 spaces.

WAIT CARDS:

(Make 2 of each)

The light is yellow. Wait where you are.

Your bike has a flat tire. Stay where you are.

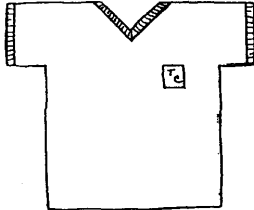
You cut through a neighbor's yard. Wait out your turn.

You forgot your lunch. Go back home!



10. SOMETHING SPECIAL, ALL YOUR OWN

T-Shirt Slide



- Materials:**
 Art foam
 Tulip paint or pens
 Glue
 Pipe cleaner

Cut t-shirt out of art foam. Decorate with tulip paint and glue pipe cleaner on back.

Inch-Worm Bookmark

- Materials:**
 groegrain ribbon - about 8" for each book mark
 2 wiggly eyes
 4" pipe cleaner
 1 pompom - 1/2"
 2 small beads

Fold over one end of ribbon, about 2".
 Cut two small slits (1/4") in folded ribbon about 1/4" from each edge of fold (on fold).

Insert pipe cleaner through slits. Fold each end to form antennae.
 Glue a small bead to the end of each antennae.
 Fold 2" tab of ribbon under to form a face.
 Glue.
 Glue on eyes and pompom nose.
 Fray opposite end of ribbon if desired.

Macaroni Decorations

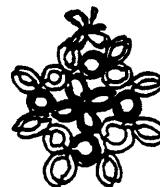
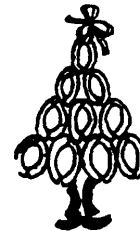
Fit together two pieces of elbow or curved macaroni to make a circle or oval.
 Arrange these circles or ovals to form trees, snowflakes, flowers, leaves, or circle patterns.



With an artist's brush, dab white glue on each piece where one piece of macaroni touches another.

Make a ribbon bow hanger for each ornament.

It is better to paint the pieces separately with poster paints, then glue them together after forming the patterns.



If enamel paint is used, it is easier to paint them after they are glued together. One coat of shellac will give them a nice shine.



Pom Pom Tiger Napkin Ring

- Materials:**
 Black chenille stems
 Orange chenille stems
 2 ½" orange pom pom
 1 ½" orange pom pom
 2 - 9mm cat eyes

For the body, cut 12" black and orange chenille stems (2 each) and wrap together, then wrap around a lipstick tube. Glue 1 ½" pom pom on end for head.

Fold two 3" orange chenille stems in half and glue at other end of body.

Glue 1 ½" pom pom on top chenille stem for paws. Glue eyes on 1 ½" pom pom.

Cut two 1 ½" orange chenille stems, fold in half and glue at 30 degree angles on head for ears.

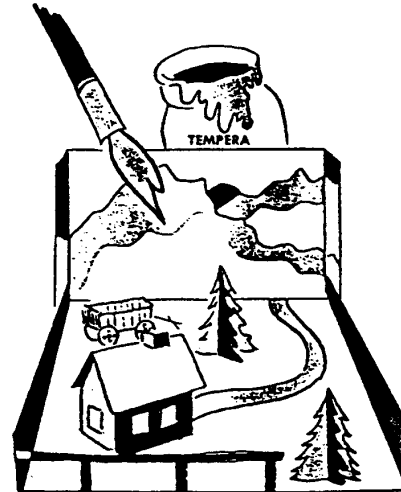
Foot Writing

In bare feet, have the boys write their name with a pencil held between their toes. Is this hard or easy to do?

Trace each boy's foot on a piece of paper. Carefully cut out each foot print. Who has the biggest foot? The smallest foot? How long are all the feet together?



Diorama

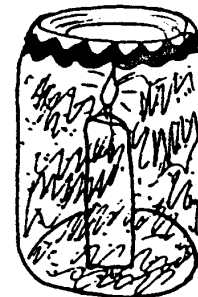


- Materials:**
 Construction paper Shoebox
 Crayons or markers Styrofoam
 Tempera Paint Cardboard

Use your imagination and scrap materials for 3-D objects.

Glow Light

- Materials:**
 Wide-mouth jar
 Colored chalk
 Candle
 Sand
 Glue



Apply glue and sand to the outside of a wide-mouth jar. Set a candle inside for a unique light.

You can mix colored chalk with the sand for different colors.



11. MAKING YOUR FAMILY SPECIAL

Red Heart Slide



- Materials:
- Art foam
 - Glue
 - Tulip paint
 - Pipe cleaner

Cut heart out of art foam. Write boy's last name on heart with tulip paint. Glue pipe cleaner on back.

Beautiful Bath Crystals

- Materials:
- 2 cups crystalline Epsom salts
 - Spray perfume
 - Food coloring
 - Old container to mix bath salts
 - Clean glass jar

On inside of an old container, spray the perfume so that beads and droplets form. Add the Epsom salts and toss well with an old wooden spoon, spray on more perfume and toss again. Drizzle some drops of food coloring over the salts and toss again. Use a second color if you like, but don't add too much color. Cover the bowl with plastic wrap and set aside. Decorate a clean glass jar and fill with the bath crystals. Screw on lid tightly and tie a ribbon bow around the neck of the jar.

Scrapbook

- Materials:
- Construction paper
 - Typing paper
 - Pictures
 - Markers
 - Crayons
 - Tape
 - Glue
 - Folder
 - Stickers

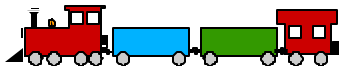
Decorate the outside of the folder and place pictures, etc. inside the folder.



Bulletin Board

- Materials:
- 12" square adhesive-back cork tile
 - 12" square heavy cardboard
 - 48" length of heavy rope or twine
 - Piece of wire to make hanger loop
 - Glue

Remove the backing from the tile and stick the back of the tile to the cardboard. Glue heavy rope or twine around the cork edge. Glue or tape the wire loop to the back.



Family Totem Pole



Milk cartons
Scissors
Kraft paper
Crayons, markers, or tempera paint
Magazine catalogs

Every house or apartment needs a good totem pole, and no one is better at helping to create such a piece of symbolic art than your child.

An easy way to make a totem pole is to cut off the tops of milk cartons, then cut 2-inch slits in the corners so the bottom of one container can be wedged inside the top of the container beneath it. (Of course, cutting is an adult's job.) Experiment to see how high you can stack the cartons without creating an engineering disaster. Also, you might need to put a rock or weight in the bottom carton for stability.

Once you've experimented with the height, unstack the containers and cover them with paper bags. Have your child decorate the covered containers with designs and faces, or pictures from magazines or junk mail catalogs. (Our daughter Audrey decided that a bunch of bananas from a grocery store circular captured our family spirit!) Older children may want to inscribe the containers with ancient writings.

When your child is finished, assemble the totem pole and watch the neighbors gaze with envy.

Gem Museum

Minimal or no props
Shoe boxes

Rock and mineral identification book

When you were growing up, did you ever discover diamonds, emeralds, or other precious gems in your backyard? We did, and reveled in the idea of having such "valuable" resources right in our backyard.

Encourage your child to explore the rocks and minerals in your neighborhood. (If you aren't familiar with the geology of your area, you might want to go to the library first and find a rock and mineral identification book.)

You might take a field trip and collect samples in a canvas bag. Older kids can describe their findings in a notebook--shape, size, color, and location ("in front of Mr. Smith's house"). Once you've brought the rocks back to your house, have your child wash them. The water will make the colors vivid--something sure to excite your junior geologist.

In addition to cataloging neighborhood rocks, your child might enjoy displaying his or her finds in a shoe box. Assemble enough shoe boxes and your child can open the neighborhood gem museum. Who knows--it just might fund his or her college education.



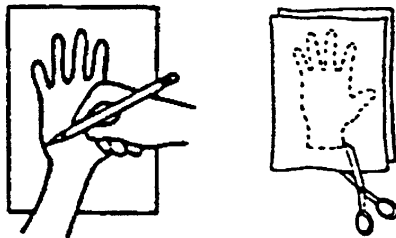
Sign Language Flower

Materials:



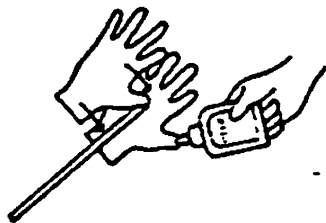
- Construction paper, burlap or felt
- Polyester or cotton batting
- Popsicle stick or thin dowel
- Colored paper drinking cup
- Container for plaster
- Pencil or felt-tip pen
- Plaster of paris
- Newspapers
- Tagboard
- Glue
- Water
- Scissors

Trace around boy's hand on tagboard with a pencil to make a handprint.

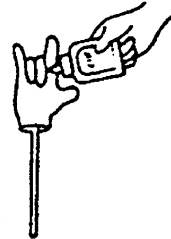


Cut out pattern and place on folded construction paper, burlap or felt.

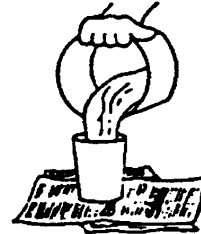
Trace around pattern with pencil or pen and carefully cut out pieces. Insert end of stick or dowel between handprint cutouts. Dot dowel with glue to secure. Glue hands together by lining edges with glue. Let dry.



(If handprints are cut from fabric, glue edges together, let dry, stuff with batting, then insert stick or dowel).



Bend middle and ring fingers down and glue to palm, thumb out, as shown. Cover work area with newspapers.



Mix and quickly pour plaster into cup. Insert flower and secure until set and dry.

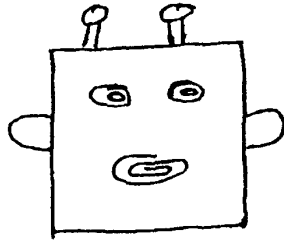


Paper or felt leaves may be glued to stem of flower.



12. MAKE YOUR OWN

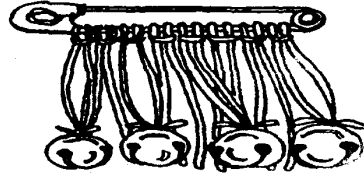
Martian Slide



- Materials:**
- | | |
|-------------------------|------------|
| 3" square block of wood | Glue |
| Paint | Paper clip |
| Beads | Bolts |
| Nuts | Screws |
| Pipe cleaner | |

Paint wood, let dry. Glue on things to make a Martian. Glue pipe cleaner on back.

Jingle Pin



- Materials:**
- | | |
|-------------------|--------------------|
| Large safety pin | Red and green yarn |
| Four jingle bells | |

Cut yarn into 3" pieces (4 from green and 3 from red).

Tie yarn onto pin (as shown) starting with green and alternating colors.



Tie a bell on each piece of green yarn.

Sandpaper Printing

- Materials:**
- | | |
|-------------|---------|
| Sandpaper | Crayons |
| White paper | Iron |

With crayons, color any picture or design on the rough surface of the sandpaper. Press hard with the crayons. Have the iron set at medium setting. Place your colored picture face down on a sheet of white paper. Gently slide the iron over the sandpaper. The crayon will come off in tiny dots on the white paper.

Fruit Monsters

A slice of pineapple for a face, lettuce for hair, olives for eyes, carrot stick nose ... I'm sure if you just plunk a whole bunch of stuff down, the boys will surprise you with their creativity.



WEBELOS





BOY SCOUT TRANSITION...



...THE ARROW OF LIGHT IS ONLY THE BEGINNING!

Presented at the Northwest Suburban Council

Boy Scouts of America

POW WOW, 2000

By: Linda and Bill Cohn

Boy Scout Troop 193

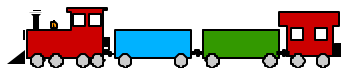
Schaumburg, Illinois



Questions Webelos Should Ask Themselves

Upon graduation from Cub Scouting, with hopefully the Arrow of Light rank, a Webelos Scout has some questions he needs to ask himself about his future in Scouting. Scouting is an ascending adventure. As the boy grows in age and maturity, the Boy Scouts of America has a program for him. It is age adapted and has worked well for decades. First is learning a new set of skills that start as a Webelos Scout and builds from there. Next comes more outdoor events of increasing complexity: camping, hiking 10—20 miles in a day, canoeing. The culmination is a series of high adventure camps for the older boys 14 years and older: hiking 50—120 miles in 10 days, canoeing and camping 7—10 days while traveling up to 100 miles, sailing down in the Florida Keys, scuba diving at South Padre Island. The changes and challenges will be so fast that you, his parents, will not be ready for them...but he will be. **Let the adventure begin.**

1. Am I interested and involved in other activities like sports? Band?
 - A. Will this activity cause a conflict with Scouting?
 - B. Will my prospective troop be tolerant of outside activities?
 - C. Even if I may be unable to attend most or all activities at certain times of the year?
2. Do I like/dislike:
 - A. **Camping?**
 - B. **Canoeing?**
 - C. **Hiking?**
 - D. **Shooting Rifles and Shotguns? (Target Only)**
 - E. **Archery? (Target Only)**
 - F. **Going places; trying new things?**
 - (1) An overnight on Old Silversides submarine?
 - (2) Rock climbing or scuba diving at Devil's Lake?
 - (3) Exploring caves?
 - (4) Going on a cycling trip along the Fox River?
3. Do I like/dislike: Water Skiing, Small Boat Sailing, Reptiles, Insects, Plants and Forests, Atomic Energy, Railroading, First Aid, Safety, Emergency Preparedness, Life Saving, Aviation, and Space Exploration. (All of these are courses of study to earn Merit Badges!)
4. Do I like/dislike **High Adventure**?
 - A. **Repelling?**
 - B. **Rock Climbing?**
 - C. **Scuba Diving?**
 - D. **Whitewater Rafting?**
 - E. **Horseback or Hiking Trek in New Mexico?**



- F. **Canoeing the Boundary Waters of Minnesota?**
- G. **Sailing in the Florida Keys?**
- 5. How will my prospective troop relate to...
 - A. My own specific wants, needs, concerns, desires? (give these some thought)
 - B. Building on my likes and dislikes?



Webelos Scouts Troop Evaluation Sheet

Troop #: _____
Scoutmaster's Name: _____
Scoutmaster's Phone #: _____
Meeting Day/Time: _____
Meeting Place: _____

Question	Ideal Answer	Your Actual Answer	Check if a Match
Do I know anyone in the Troop?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Possibly	
Have I been invited to visit this Troop?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Doesn't Matter	
Are any of my friends looking at this Troop?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Doesn't Matter	
How large is the Troop?		<input type="checkbox"/> 5—10 Boys <input type="checkbox"/> 11—20 Boys <input type="checkbox"/> 21—30 Boys <input type="checkbox"/> 31—40 Boys <input type="checkbox"/> 40+ Boys	
Does the Troop consist of mostly older boys?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Doesn't Matter	
Does the Troop consist of mostly younger boys?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Doesn't Matter	
Do the older Scouts help the new Scouts my age?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No	
Does the Troop's meeting day, time, and place fit my and my family's schedule?		<input type="checkbox"/> Yes <input type="checkbox"/> No	
How frequently are (camping, hiking, adventure) trips?	MONTHLY	<input type="checkbox"/> Monthly <input type="checkbox"/> Bi-Monthly <input type="checkbox"/> Quarterly	
Which weekend during the month does the troop usually go camping?		<input type="checkbox"/> First <input type="checkbox"/> Second <input type="checkbox"/> Third <input type="checkbox"/> Fourth <input type="checkbox"/> Doesn't Matter	



Question	Ideal Answer	Your Actual Answer	Check if a Match
Does the Troop have an active Outdoor Activity Program? (Camping, Hiking, Canoeing, Travel, Adventure)	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No	
Do I have to go on all the camp-outs or activities?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Maybe	
Does the Troop camp out one or two nights on weekend outings?		<input type="checkbox"/> One <input type="checkbox"/> Two	
What was the Troop meeting like? (Boys running meeting)		<input type="checkbox"/> Fantastic <input type="checkbox"/> Good <input type="checkbox"/> Fair <input type="checkbox"/> Poor	
Was the meeting fun?		<input type="checkbox"/> Yes <input type="checkbox"/> No	
Is the Troop active? Going places and doing things?		<input type="checkbox"/> Yes <input type="checkbox"/> No	
What was the outing like? (Camp-out or Day Event)		<input type="checkbox"/> Fantastic <input type="checkbox"/> Good <input type="checkbox"/> Fair <input type="checkbox"/> Poor	
Am I comfortable around these guys?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No	
Is the Troop going to Summer camp?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No	
What if I don't like these guys after a while? Am I stuck here or can I change?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No	
If I move, can I join another Troop?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No	
What do Mom and Dad think about the Troop and the adults?		<input type="checkbox"/> Fantastic <input type="checkbox"/> Good <input type="checkbox"/> Fair <input type="checkbox"/> Poor <input type="checkbox"/> No Way	
How many troops should I visit before joining?	3 OR MORE	<input type="checkbox"/> One <input type="checkbox"/> Two <input type="checkbox"/> Three or more	



Questions Parents Should Ask Each Troop

Troop #: _____
Scoutmaster's Name: _____
Scoutmaster's Phone #: _____
Meeting Day/Time: _____
Meeting Place: _____



Question	Ideal Answer	Your Actual Answer	Check if a Match
Does your son know anyone in the Troop?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Doesn't Matter	
Are any of his friends also looking at this Troop?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Doesn't Matter	
What is the age ratio of the boys?	Mixture of ages 11—17 year old	<input type="checkbox"/> Mostly grade school <input type="checkbox"/> Mostly Jr. High <input type="checkbox"/> Mostly High School <input type="checkbox"/> Mixture of ages 11--17	
Do the older scouts (lead) help the new (younger) scouts?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No	
Is the day, time, location, & length of Troop meetings convenient for me?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Doesn't Matter	
Will this fit my and my family's schedule?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Doesn't Matter	
How frequent are (camping, hiking, adventure) trips?	MONTHLY	<input type="checkbox"/> Monthly <input type="checkbox"/> Twice Monthly <input type="checkbox"/> Every Other Month <input type="checkbox"/> Unknown	
How frequent are Patrol Activities		<input type="checkbox"/> Weekly <input type="checkbox"/> Every Two Weeks <input type="checkbox"/> Monthly	
Which weekend does the Troop normally go camping during the month?		<input type="checkbox"/> 1 st weekend <input type="checkbox"/> 2 nd weekend <input type="checkbox"/> 3 rd weekend <input type="checkbox"/> 4 th weekend <input type="checkbox"/> Varies By Month <input type="checkbox"/> Doesn't Matter	

Question	Ideal Answer	Your Actual Answer	Check if a Match
Do I as a parent, have to go on all the campouts/activities?	NO, BUT I AM ALWAYS WELCOME	<input type="checkbox"/> Yes <input type="checkbox"/> No, but I am always welcome	

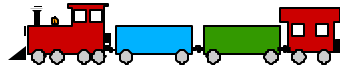


		<input type="checkbox"/> Don't feel welcome on outings	
Does the Troop camp one or two nights on weekend outings?		<input type="checkbox"/> One <input type="checkbox"/> Two <input type="checkbox"/> Doesn't Matter	
Who are the adult leaders?	Organized, Supportive, and Knowledgeable of Program	<input type="checkbox"/> Organized, Supportive, and Knowledgeable of Program <input type="checkbox"/> Too Involved, Not Letting the Boys Run Their Troop <input type="checkbox"/> Not Involved Enough <input type="checkbox"/> Not Sure	
Am I comfortable with the adult leaders?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Uncertain	
Does this Troop have a good reputation in the Community?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Unknown	
What was the Troop meeting like?	(Remember, the boys run the meeting)	<input type="checkbox"/> Not perfect, but Great <input type="checkbox"/> Good <input type="checkbox"/> Fair <input type="checkbox"/> Awful	
Was the meeting fun for your son?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No, if so, why? <input type="checkbox"/> Uncertain	
Is the Troop active? Going places & doing things monthly?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Don't Know	
What was the campout/combined outing like?	OVERALL, GOOD Some bumpy spots	<input type="checkbox"/> Overall, Good <input type="checkbox"/> Fair <input type="checkbox"/> Awful	
Is the Troop going to summer camp?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Don't Know	
Where? When?		<input type="checkbox"/>	



Question	Ideal Answer	Your Actual Answer	Check if a Match
What if my son does not like these guys after awhile? Is he able to switch to a different troop or is he stuck here?	YES, WE ENCOURAGE HE SWITCH TO ANOTHER TROOP	<input type="checkbox"/> Yes, we encourage he switch to another troop <input type="checkbox"/> No, he must stay here <input type="checkbox"/> Don't Know	
If we move, can my son join another troop?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No	
Is my son comfortable around these guys?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Uncertain	
Will I as a parent be able to help the Troop?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Uncertain	
Will I as a parent be required to help the Troop as a condition of joining?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Uncertain	
Can Mom go camping?		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Uncertain	
How do I find a Troop to join? When I decide which one, how do I sign up?			
Can this troop deliver a quality Boy Scout Program for my son and his friends?	YES	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Uncertain	
How many troops should my son visit before joining Boy Scouts?	AT LEAST THREE	<input type="checkbox"/> One <input type="checkbox"/> Two <input type="checkbox"/> At least three <input type="checkbox"/> I've already decided	

Pow Wow 2000



All Aboard

WEBELOS



Although Webelos Scouts are still an integral part of Cub Scouting, with the same purposes, it is a transitional program. It is moving the boys from a family based program in which the parents approve work, to a unit leader led program where the Webelos den leader must approved advancement.. It is a transition from the simpler Cub Scouting program and ideals, to the more challenging program of Boy Scouting and the more complex ideals of the Scout Oath and Law. It is a transition from the home and neighborhood based Cub Scouting to the wider world of Boy Scout camping, hiking and the wilderness.

Webelos den leaders have two objectives:

Provide every Webelos Scout the opportunity to earn his Arrow of Light.

Lead and successfully coach the boys to the threshold of a positive Boy Scouting experience.

CRITICAL ELEMENTS FOR A SUCCESSFUL DEN

Many elements go into having a successful den, but a few stand out as critical.

- Quality program
- Trained leadership
- Enthusiasm
- Fun

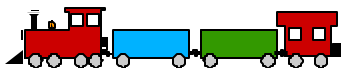
The Webelos Den Leader

The main requirement for a good Webelos leader is a person with an interest in helping boys learn and develop their character. To be a successful leader, you must first enjoy working with children. To really know them you need to get down to their level emotionally, intellectually, as well as physically. Let your hair down, get involved and have fun. Some of their activities may seem silly to you, but remember the boys' intellectual level, and you will begin to understand them better.

Emotionally, children are really quite similar to you or me--they thrive on praise and resent criticism. Walk into almost any executive office and you will see certificates, plaques or medals on display. The award usually offers an emotional degree of satisfaction. Thus, you will be doing the same in Scouting. Cub Scouts, Webelos, and Boy Scouts all work to earn badges of rank and achievement. These badges offer a great feeling of accomplishment.

Webelos den leaders have two objectives:

- Provide every Webelos Scout the opportunity to earn his Arrow of Light.
- Lead and successfully coach the boys to the threshold of a positive Boy Scouting experience.



Webelos Den Leadership

Webelos Den Leader - should be interested in and enjoy working with 4th and 5th grade boys and serve as role model. This person leads the Webelos den in a year-round program of activities and helps ensure that the boys graduate into Boy Scouting. The Webelos Den Leader also provides regular coaching to the Den Chief related to the den's program activities.

Assistant Webelos Den Leader - assists the Webelos Den Leader in planning and carrying out a program of activities for the Webelos den.

Webelos Den Chief - a registered Boy Scout, active in the troop and selected by the Scoutmaster to serve as a program assistant to the Webelos den leader.

Activity Badge Counselor - Various adults, often parents, who have knowledge of one or more activity badge areas. They are recruited by the Webelos Den Leader and help Webelos Scouts gain self confidence in dealing with adults.

Other key leaders who will help the Webelos leader to provide a quality program are:

Webelos Den Leader Coach - In packs having more than one Webelos den, this Scouter is the coordinator between dens in planning activities, use of resources, contacts with Scoutmasters, participation of Webelos dens at pack meetings and is the person to keep the Cubmaster informed.

Troop Webelos resource person - A registered adult in the troop, usually the assistant Scoutmaster for new Scouts. May have personal knowledge in teaching Boy Scout skills and knows where to secure resource people to assist in Webelos activity badges and other projects. Is appointed by the Boy Scout troop to serve as the liaison between the troop and Webelos dens.

Family Involvement

Too often, this vital area is overlooked by both the pack leaders and the leaders of the boy's new troop. Not only is there the possibility of ignoring a potential new resource for the Scouting program, but also the chance that the boy really needs his family's support to make it through what could be a very difficult time. There is no magic formula for success. It takes work. It must be a cooperative effort on the part of your pack, the Boy Scout troop and the boy's family. This transitional program involves knowledge, communication and cooperation of all parties.

Training Available

Webelos Den Leaders and Assistants should complete their district's Cub Scout Leader Basic Training, which includes Webelos Outdoor Leader training. They should also attend their district's monthly roundtables and council Pow Wow.

Second Year Webelos Leaders and Assistants are encouraged to attend the Boy Scout Scoutmaster Fundamentals (SMF) training before the start or during their second year. In this way, the leaders will have a better understanding of the Boy Scout program. This will enable them to better plan and conduct their meetings and activities in the final stages of the transitional period.

A Webelos leader is a link between two completely different social structures--Cub Scouting and Boy Scouting. The transitional breach between these two groups is great and the success rate for Cub Scouts advancing into Boy Scouts is less than 50%. You are charged with the task of making this transition as smooth as possible. To help you understand the unique position of the Webelos Scout and his leader, let's look at some of the characteristics of the three groups.

CUB SCOUTS: are 2nd, 3rd, and 4th graders. Their meetings are often held in the den leader's home. Den meetings revolve around game, song and craft type activities. Dens usually meet weekly and join other dens for pack meetings on a monthly basis.

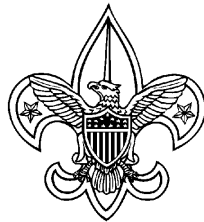




WEBELOS SCOUTS: The Webelos Scout Program is designed to bridge the gap between Cub Scouts and Boy Scouts--it is the link. (Note: The English version of the American Webelos Badge is the Link Badge.) The primary objective of the program is to prepare the Cub Scouts to enter the Boy Scout Program with a minimum of adjustment.

BOY SCOUTS: hold troop and patrol meeting. Troop meetings are usually held weekly and are run primarily by the boys themselves. The individual patrols meet only when needed, to work on special projects or problems. The Troop will hold a Court of Honor three or four times a year to recognize the boys' accomplishments in front of their parents and friends. Many adult Scouters continue to be active long after their own boys have graduated out of the program. With this kind of commitment and experience from the leaders, most Boy Scout activities are much more involved. Overnight camping is routine and is used to keep interest up and improve camping skills. Most of the skills and advancements are related to survival, nature studies and natural sciences. These skills teach the boys to take care of themselves--to work things out without Mom or Dad doing it for them.

Activity Badges



The 20 activity badges are arranged into five groups, each containing four related badges. For both the Webelos badge and the Arrow of Light award, the boy is required to earn activity badges from different groups in order to broaden his experience in different areas. Three of the activity badges are required - one (Fitness) for the Webelos badge, and two more (Citizen and Readyman) for the Arrow of Light award. The activity badge groups are:

Physical Activities



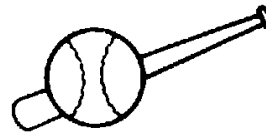
Fitness



Aquanaut



Athlete



Sportsman

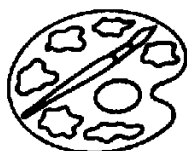
Fitness: Emphasizes good diet and avoiding harmful substances such as drugs, tobacco and alcohol.

Athlete: Emphasis on physical fitness and successful completion of physical fitness test.

Aquanaut: To develop and improve water skills.

Sportsman: To develop participation in individual and team sports and learn their rules.

Mental Skills



Artist



Scholar



Showman



Traveler



Artist: To develop skills in the graphic arts.

Scholar: To develop study skills and encourage scholastic achievement.

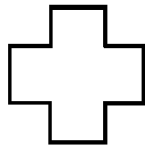
Showman: To develop skills in the performing arts.

Traveler: To develop an awareness of public transportation, timetable and road map reading, travel preparation.

Community



Communicator



Readyman



Family Member



Citizen

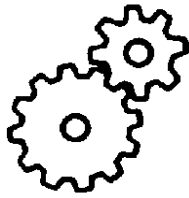
Communicator: To develop communication skills.

Readyman: To develop basic first aid skills.

Family Member: To develop family awareness and appreciation.

Citizen: Citizenship, government study, flag courtesy.

Technology



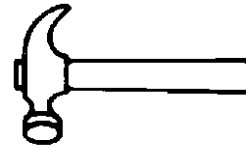
Engineer



Handyman



Scientist



Craftsman

Engineer: Studies the methods and varieties of engineering.

Handyman: To develop skills in simple household repairs.

Scientist: Studies simple physics through experiments.

Craftsman: Using tools to work with wood, leather and clay.

Outdoor



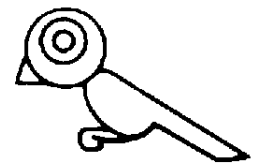
Outdoorsman



Forester



Geologist



Naturalist



Geologist



Outdoorsman: Studies on camping and other outdoor living skills.

Forester: Studies trees and their uses.

Geologist: Basic studies in rocks and earth science.

Naturalist: Basic studies in plants and animals.

These activities are grouped for the purpose of classification, but you probably won't want to teach them in that arrangement. The time of year and availability of your resources and Activity Badge counselors will determine much of your scheduling. A recommended course for teaching your activity badges is shown below.

Quick Reference to Activity Badge Requirements

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 communications

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
Drug effects
Diet
Alcohol
6 exercises 30 days

HANDYMAN

Do 6
Wash a car
Change a tire
Change an 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 Principal
Pascal's law
Inertia
Do 6
Atmosphere pressure
Air pressure direct
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 U.S.

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

GEOLOGIST

- Do 5
- Rock mineral use
- 5 geologic specimens
- Hardness scale
- Geologic home materials
- Geyser, volcano, quake
- Mountains formed

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

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 meeting

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 individual awards
- 2 group awards

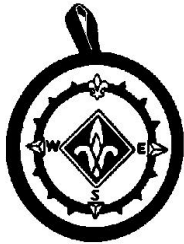


The Webelos Badge & Arrow of Light Award



As activity badges meet short term goals, the Webelos Badge and the Arrow of Light keep Webelos focused on their long term goals. Each of these awards requires the accomplishment of a number of goals such as months of service in the den, completing Boy Scout skills, and earning a certain number of activity badges. The requirements for each are listed in the Webelos handbook and you should read them carefully as they are quite particular and should be clearly understood by the Webelos Scout and his parents.

Compass Points



After a boy has earned the Webelos Badge, he may receive Compass Points for additional activity badges. The Compass Points emblem is presented to a Webelos Scout who has earned four additional activity badges beyond those required for the Webelos badge (a total of seven), and is worn suspended from the button of the right pocket of the uniform shirt.

A metal compass point is presented for each additional four activity badges earned to be affixed to the emblem in the "East," "South," or "West" positions. A total of three compass points, plus the emblem may be earned representing 16 activity badges beyond the Webelos badge.

The Boy Scout Handbook

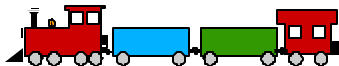
This will come into play much more in the second year Webelos program. It is a great item to pass around and whet the Webelos appetite for Boy Scouting. In addition to Scout basics, it can be a resource for activities involving tracking, knot-tying, map reading and stargazing. It is an excellent all-purpose reference also.

Webelos to Scout Transition

This involves the familiarization and orientation of your Webelos Scouts to the Boy Scout Program. Much of this transition is attained through earning the Webelos award and the Arrow of Light award; however, there are a number of other resources available to you in this respect. Your Den Chief (if you use one) will be able to provide much information about Boy Scout activities, advancement, awards, skills, and uniforming. Outings with a Boy Scout troop are perhaps the most effective resources for Webelos to Scout transition. It is also possible to have Boy Scouts teach skill classes and other Boy Scout related activities to your Webelos.

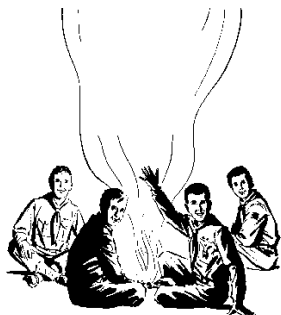
Up until now the Webelos Scout has been in an adult-run den. He has not had to do very many things for himself. All of his den meetings were pretty much planned out without his input or help. The meetings were run by adults, hopefully with an orderly purpose or plan. Once he enters the Boy Scouts, everything changes. The troop is governed and run by the boys. The adult leaders operate under the hard and fast rule: "Never do anything for a boy that the boy can do for himself." The troop meetings, run by the Senior Patrol Leader, or even as a joint effort for the individual patrol, may seem to be in utter chaos -- a confusing swirl of noise and activity. And the campout? That's also where things change. The boys are responsible for their own equipment, their own comfort, their own food and just about everything else. If they forget to bring something? Tough luck. The adults tell them to figure it out on their own. It seems like the only time an adult will step in is if someone is trying something that is unsafe.

In light of all this then, it is important that the parents understand the difference between Cub Scouts and Boy Scouts. If they do not, things fall apart fast, and the boy is more than likely the loser.



The Outdoor Program

Outdoor activities, especially camping, are encouraged in the Webelos program. If Webelos Dens would like to camp out, it is perfectly all right. The camp should be in warm weather and not too far from home. As a Webelos leader, you will want to recruit as many parents as possible to accompany you. Remember, the policy is one adult per 1 Webelos, and NEVER less than 2 adults. (Otherwise known as Two-Deep Leadership.) Other outdoor experiences can include hikes, nature study, and of course, workshops in outdoor skills, such as proper fire building, knots, and cooking. Additionally, contact local Boy Scout Troops to see if they would be interested in inviting your Webelos Den to accompany them on one of their campouts.



Appeal to Boys

Probably nothing in the Scouting program appeals to boys more than the opportunity for adventure in the great outdoors. The Outdoor program capitalizes on this interest as it exposes the participants to glimpses of the fun and skills of Boy Scouting. It also offers an opportunity for parents to gain a perspective on troop programming and the opportunity to "graduate" along with their sons.

It provides an opportunity for Scoutmasters and troop committee chairmen to recruit Webelos Scout parents for leadership and /or administrative positions in their troops. If it is planned properly, it will stimulate their joint participation in future troop activities. In many cases, Cub Scouts and Webelos Scouts will

actually stay in the pack longer in anticipation of this activity and the possibility of being better prepared to become a Boy Scout.

The event should promote interest in personal appearance. The personal appearance of Boy Scouts and Scouters in official uniform is important to the success of the program. Properly uniformed Boy Scouts are a strong selling point. The Scout uniform has a great appeal to boys and can be used to stimulate order, discipline, esprit de corps, and good conduct.



What Happens during Webelos Transition

This program is intended to be used to promote Boy Scouting to a group of parents and boys that have already shown an active interest in the Scouting programs. Now is the time for recruitment into the Boy Scout troops. There must be follow-up on the part of both the Webelos den leaders and the Boy Scout troops.

The Webelos den leaders need to continue to promote Boy Scouting within their dens. Now would be a good time for the Webelos den to visit the Boy Scout troop meetings if they haven't done so already. They have just seen some of the fun and exciting things ahead for them, now let them see some of the inner workings of a Boy Scout troop.

The Boy Scout troops should be actively recruiting the Webelos Scouts. There should be invitations to troop meetings and other troop activities. Perhaps an experienced Boy Scout could attend the Webelos den meeting to answer any questions the Webelos might have about Boy Scouting. (Boys this age are more likely to ask questions of another boy, even if he is older, than to ask an adult.)



Webelos den leaders should not wait for their dens to be invited by Boy Scouts, especially if boys in their den have shown an interest in a particular troop. Call the Scoutmaster and tell him that you have Webelos interested in visiting his troop.

Some Webelos Scouts will go on into Scouting with no help at all, but most of them need to know more about their opportunities for fun and adventure in the Scout troop. That is really the purpose of the Webelos to Scout transition plan, to give the Webelos Scout a sampling of the troop program, troop leadership, personal advancement, a training and learning experience and an appreciation of troop organization and relationships.

It will be the boy's decision (and the family's) so we owe it to them to demonstrate some of the fun experiences and to let him know that he is wanted. Certain key Scouters are better able to show the Webelos Scouts the various elements of Scouting they want to know. We need to include everyone, starting with the Webelos Scouts themselves and that makes the transition plan an unlimited opportunity.

In short, the boy's desire for troop membership is the result of the gradual change in appetite for troop oriented activities.

When a Webelos-to-Scout transition program is used, Webelos Scouts want to join Boy Scout troops. As a part of this program, Boy Scout leaders give you help and support, participate in the joint meetings and camp-outs with you, supply a Den Chief and a Troop Webelos Resource person, and establish a pack-troop relationship on a permanent basis.

One example of a Webelos to Scout transition program that involves direct contact between the Webelos Scouts and the Boy Scouts is the following Eight Week Transition Program. This program works best if arrangements can be made for the Webelos den and a Boy Scout troop to meet at the same location, but have separate meeting rooms. If several troops need to be visited, just make arrangements for the Webelos Den again to have space for their own meeting.

Eight Week Webelos to Boy Scout Transition Program

Week 1 - Webelos, Parents and Webelos leaders are invited to a special Troop meeting and camp promotion. This will give parents an opportunity to meet the Troop leadership, see the meeting facilities and learn more about Scouting.

Week 2 - The Webelos den is included in the Troop Opening Ceremony. The rest of the meeting is held separately working on the Webelos Activity badges.

Week 3 - The Webelos den is included in the Troop Opening Ceremony and a game (not Boy Scouts against Webelos, however). The rest of the meeting is separate though the Webelos *Den Chief should join the Webelos to help with activity badges.*

Week 4 - (Now the Webelos den should always be included in the Opening Ceremony and game.) The Senior Patrol Leader and Patrol Leaders join the Webelos den meeting to help them plan for the upcoming Webelos/Troop campout.

Weekend between week four and five - Webelos - Parents and Troop campout.

Week 5 - (Opening/Game) A Scout joins the Webelos den meeting to teach the Webelos the Scout Oath and Law (Arrow of Light Requirement #2) and help with activity badges.

Week 6 - (Opening/Game) A Scout joins Webelos den meeting to teach Webelos the Scout motto, slogan, sign, salute and handclasp (Arrow of Light Requirement #3) and help with activity badges.

Week 7 - (Opening/Game) One or more Patrol Leaders meet with den to teach elementary first aid (Arrow of Light req. #4).

Week 8 - Pack Meeting - Webelos graduation into a Troop. Troop leadership and Scouts on hand to welcome new Scouts.

Of course there may need to be variations in the schedule due to weather, district activities, etc.

As was stated before, making the transition in Scouting is a decision that can only be made by the boy and his family. This also applies to choosing a Boy Scout troop. Each troop will operate in a slightly different manner, just as does each Cub Scout pack. One boy in your den may be attracted to a troop that stresses advancement, while another boy may be looking for a troop that stresses more activities. As a Webelos den leader, your goal is



not to graduate a boy into a particular Scout troop, but rather to help each boy find the appropriate troop to fulfill his needs. This will involve introducing the Webelos Scouts to as many Boy Scout troops as practical. Although Webelos Scouts are still an integral part of Cub Scouting, with the same purposes, it is a transitional program. It is moving the boys from a family based program in which the parents approve work, to a unit leader led program where the Webelos den leader must approve advancement. It is a transition from the simpler Cub Scouting programs and ideals, to the more challenging program of Boy Scouting and the more complex ideals of the Scout Oath and Law. It is a transition from the home and neighborhood based Cub Scouting to the wider world of Boy Scout camping, hiking and the wilderness.

Program Planning

The Webelos den does not operate with the recommended Cub Scout monthly themes. Instead it uses a monthly activity badge focus. Part of each month's activity badge program should include something to do at the pack meeting. This could be a fitness demonstration or a display of projects. The point is that the Webelos den should remain an integral part of the pack and should have a part in each pack meeting.

Annual Planning - A Webelos/Troop annual planning meeting should be held during the summer before the Pack's annual planning meeting. A tentative calendar of activities is set, including joint quarterly activities with the troop. Resources are identified and activity badge counselors are recruited. This plan is incorporated in the pack's annual plan.

Monthly planning - At least once each month the Webelos Den Leader, Assistant, Webelos Den Chief and Troop Webelos resource person meet to work out details of activities for the next month. The key to successful planning is the monthly activity badge.

Graduation Ceremony

(Used with a standard Pack Ceremony Totem: Each rank shown with candles beside the ranks.)

Setting: Call the graduation - Webelos Scouts and parents forward. Then turn off the house lights.

CUBMASTER - When you boys joined Cub Scouting you came to us as Bobcats. This was a rank that each of you had to achieve before going any further. *(Light Bobcat candle)*

You were a member of a Cub Scout den where you worked on projects that helped develop your skills and mental ability. You made new friends and had a lot of fun. Then you earned the Wolf rank. *(Light Wolf candle)*

When you began working on the Bear rank, you found the achievements a little harder and more challenging. That was because you were growing older. Soon you had earned the Bear rank. *(Light Bear candle)*

Then when you were old enough, you transferred into a Webelos den with _____ as your Den Leader.

WEBELOS DEN LEADER - The activities in the Webelos den were a little different from what you were used to. That's because you were getting ready to become a Boy Scout. First you earned your Webelos rank. *(Light Webelos candle)* Some time later you earned the Arrow of Light award. *(Light Arrow of Light candle)*

Do you remember your first campout? *(Reminisce at this point, saying something that each boy has done during the past year.)*

Well you boys didn't stay boys long. Look at you! All of you have grown into fine young men who have left their mark on my heart. I am proud of all of you. I remember how hard you worked to learn the Scout Oath and the 12 points of the Scout law.

Now you are going on to something even more challenging and fun.

SCOUTMASTER - *(Welcomes new Boy Scouts and parents to the troop. Tells them a little about what they can expect from Scouting. Issues a challenge to each boy, hoping he will attain the rank of Eagle Scout.)*

Note: You may also wish to include the exchange of Webelos Scout neckerchief for the troop neckerchief, or presentation of the "Boy Scout Handbook".



WEBELOS ACTIVITY PINS

AQUANAUT ACTIVITY BADGE

This activity badge involves water fun. Some of your boys may be somewhat proficient in swimming already, but others may need considerable help. Encourage them to practice at times other than the Webelos den get-togethers.

Start with a game of water fun. Play the games suggested and others your boys may think of. Observe the boys carefully and determine who may need help and encouragement to be better watermen. If you have non-swimmers, start instructing them, using father as an instructor. See "Cub Scout Water Fun", No. 3220, for instruction ideas and steps. Suggest boys practice before the next meeting.

Have someone instruct and demonstrate safety rules and rescue methods. Have boys practice towing a buddy with a pole and throwing a rope and towing a buddy after he has grabbed the rope. If possible, demonstrate boat safety methods at a lake. Have boys practice methods and procedures. Show rowing techniques. Give each boy a chance to practice.

If the boy learns to swim and row a boat well, he will have completed two individual sports that are required for the Sportsman badge. But he must be able to know the rules, know the equipment, in this case the boat, know the safety rules and demonstrate to a reasonable degree that he can do this. Do not expect perfection, if you know your boys, you can know if they are doing their best. That's all you can ask.

SUGGESTED DEN ACTIVITIES:

- Make a simple buddy board and have buddy tags for all the boys. Insist that they are used each time they go swimming, Each boy is responsible for his buddy.
- Take your den swimming and classify the boys according to swimming ability. See how many can pass the 100-foot requirements.
- After your boys are classified, play some water games described on the games page in this section. Observe the boys carefully. Determine which ones need help and encourage them to become better aquanauts. If you have no non-swimmers, get another father to help you. . .and help them become better swimmers.
- Have someone, perhaps a Den Chief, who knows how, demonstrate the use of mask, fins, and snorkel. Have boys take turns using the equipment, or have them use their own. Start off with fins and show them the difference in speed with and without them. Have the boys practice seeing in the water with the masks and learning how to breathe.
- Next, the boys try the snorkel in shallow water (learning to breathe) before venturing out where the water is deeper.
- Have the boys learn the basic rescue methods. Have them practice a reaching rescue with a shirt, pole, or by throwing a rope, ring buoy or other lifeline.
- If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give the boys a chance to practice these methods.
- Explain how to set up a safe swim area and then have the boys set one up.
- Have someone tell the boys about "How to Help Yourself if in an Emergency."

The three basic rules: 'don't panic, think, save your strength'. Tell what to do for cramps, currents, undertows, weeds; how to disrobe in the water, using clothing for flotation.

Today, swimming and water safety go hand in hand and it is important that all Webelos Scouts not only can swim but are water safety conscious. Being at home in water is self-defense against water tragedies. With more pools being built each year and with easier access to swimming areas, it is most important that boys become aquanauts.

The aquanaut requirements are simple. They represent the most important of all Webelos requirements because life depends on them. Swimming is one of the skills that once learned, lasts a lifetime and provides excellent exercise. Some of your boys may know how to swim and others will need help in learning how. Read the pages on this activity in the Webelos Scout Book, then get your boys into the water as often as possible.

The Aquanaut badge is designed for cubs who are good swimmers. Any cub who is not a good swimmer deserves special attention by someone who can teach beginners. Before attempting to do any games for this badge, it is important to not that all Cubs should be aware of all safety rules regarding swimming and boating. They should swim in a well supervised area with permission from their parents.



One of the main points of this badge is to teach safety rules. These rules will be found at every Scout waterfront. The rules may not particularly impress a Webelos Scout this year at the neighborhood pool where he swims daily, but next year at summer camp, their value will become apparent to him.

RULES FOR A SAFE SWIM

1. Secure adequate facilities.
2. Teach the Buddy system.
3. Maintain good discipline.
4. Follow pool rules.
5. Teach rescue methods.
6. Use a qualified instructor (Check with a local troop).



SAFE SWIM SPOTS

The best place to swim is one that has qualified lifeguards. If there is "no" supervision, always make sure you go with a buddy...never alone.

WEEDS...It's pretty creepy to swim through weeds as they can get tangled in your legs and cause trouble. If you get trapped, don't struggle...take it easy with slow movements to free yourself.

AFTER DARK...Don't do it. Supervision is impossible. If you go under you couldn't be spotted.

CURRENT...Sometimes you run into these in rivers. It's best to stay away from them. If you are caught, don't try to swim against it, swim the flow and diagonally until you reach the shore.

One of the things that should always be used with any water activity is the Safe Swim Defense Plan. There are eight factors involved:

1. **QUALIFIED SUPERVISION:**
A responsible adult in complete charge. If he has not had water safety training, he must have assistants who are trained.
2. **PHYSICAL FITNESS;**
Every boy should have a physical examination each year.
3. **SAFE AREA:**
Marked-off swimming area. Not more than 3 1/2 feet deep for non-swimmers; shallow water to just overhead depth for beginning swimmers; and water not over 12 feet for swimmers. The total swimming area should be checked out for any dangerous objects hidden in the water (glass, cans, deep spots in shallow areas, rocks in diving areas, etc.)
4. **LIFEGUARDS ON DUTY:**
Two who are capable swimmers stationed ashore with life lines such as 100 feet of No. 5 sash cord).
5. **LOOKOUT:**
Someone who can see all swimmers from shore.
6. **ABILITY GROUPS:**
Divide Webelos Scouts into non-swimmers, beginners, and swimmers. Make sure each group stays in its area.
7. **BUDDY PLAN:**
Pair every boy with a buddy in his own ability group. Make sure each buddy understands that he is to be on constant lookout for his buddy and vice-versa, and that they are to stay near each other at all times. Buddies join and raise hands together every time they hear the call "buddies." They check in and out of the water together.
8. **DISCIPLINE:**
Be strict but fair. Play no favorites. All Scouts and parents must understand the need for obedience to the instructions of swim leaders.

The following are some good beginner's games:

1. Catching ball in shallow water.
2. Passing water ball while standing in water.



3. Tunnel ball--passing ball back and between the legs.
4. Cat and Mouse--cat outside circle, mouse inside.
5. Spoon and Ping-Pong ball relay.
6. Kickboard race for 10 to 25 yards.
7. Relay race in shallow water.

Have a swimming spelldown for the swimmers. Leader calls out a stunt. Swimmers performing it remain in the game -- others are eliminated as in a spelling match.

1. Swim with one arm out of water (sidestroke),
2. Swim on back with both arms out.
3. Duck dive (surface dive).
4. Log roll (arms and feet extended, roll the body).
5. Front somersault.
6. Pendulum float.

Study about the water pollutants in the lakes and rivers in your area, and their effects on the uses of water for consumption and recreation.

One of the things that should always be used with any water activity is the Safe.

Gathering Activity:

Water Safety

For each statement, circle the correct answer, DO or DON'T.

- DO DON'T 1. Show off in the water.
 DO DON'T 2. Dive into strange or shallow waters.
 DO DON'T 3. Go in swimming right after eating.
 DO DON'T 4. Have your family physician tell you of any problems found in your fitness checkup.

Water Games:

CORK RETRIEVE:

Assign a small area of the poolside to each player. Scatter a dozen or more small corks or blocks of wood on the water close to the far side of the pool. On signal, each player dives into the pool and brings back corks one at a time and places them in his assigned area. The player who retrieves the most corks wins.

BOBBING FOR APPLES:

Surely you have tried this at Halloween...but it's much more fun in the swimming pool. The only change in the rules is that the boy must grab onto the apple from underneath the water.

FROG IN THE SEA:

This is a ideal pack game that can be played in a yard or in shallow water. Players form a circle around five 'frogs' who sit with their feet crossed. The players in a circle skip (if on land) or walk (if in the water) close to the frogs and try to tap them on the head as they repeat the words, "Frog in the sea, can't catch me". The frogs try to tag the players without rising or uncrossing their feet. If a player is tagged, he changes places with the frog

PEARL DIVE RELAY:

Rocks, marbles, or other weights are placed in the bottom of the pool, 25 feet away using the same number of weights as you have Cubs. Cubs race using mask, fins, and snorkel, do a surface dive, and retrieve one of the weights. He swims back as far he can under water and tags team mate. Variation: number the weights and the Cub must retrieve his own number.

SIMON IN THE WATER: When leader prefaces a command by saying, "Simon says", each player must follow instructions immediately. If he gives a command without saying "Simon says" no player may move. Commands may deal with any stunt in the water such as swimming, floating, ducking head, touching bottom, etc.

TOWEL RELAY RESCUE RACE:

Divide group into two teams. Station one boy from each team on the shore. Give him a bath towel. The other team members stand in shoulder-deep water, facing the shore. On signal, the boy on shore runs into the water,



heaves an end of the towel to first teammate, and pulls him to shore. Boy just rescued jump back into water and rescues next boy, etc.

SHALLOW-WATER SCAVENGER HUNT:

Place a number of objects (all different) in shallow water and then line up the boys on the water's edge. Call out a specific object that is in the water ... flat stone, golf ball, piece of brick, etc. The boys then go into the water to try to find that object and return it to the leader.

THAR SHE BLOWS:

For this game you will need a whistle that will sink to the bottom. One player is given the whistle while the rest turn their backs. The whistle is then thrown into the water. When it has sunk to the bottom, all players are allowed to turn around and start looking for the whistle. The winner is the player than can find the whistle and dive and retrieve it...The diver retrieving the whistle must blow it three times. The other players try to keep him from blowing the whistle by dunking him. If they are able to, the game starts over. If the boy is able to blow the whistle, he gets to take a turn tossing the whistle.

NECKERCHIEF SLIDE. . .Life Preserver

On a piece of styrofoam about 1/2" thick, draw a 3" circle and cut out. From the center of the circle, remove a 2" circle. Loosely wrap cord around edge of styrofoam and bind in place, as shown, with red "Mystic" tape. Print "Cub Scout" on one side and "Pack No. ---" on the other. Insert and glue ends of a piece of white chenille into back for ring.

ARTIST ACTIVITY BADGE

The Artist Activity badge isn't intended to make an artist of every Webelos Scout, but instead, help him better understand how the artist works and what he is trying to express. If you are not familiar with color charts, design, sculpture, mobiles and constructions, you should enlist the help of an experienced parent or an art teacher. Beginner's books on art will also be helpful to you.

IDEAS FOR DEN MEETINGS:

1. Attend an art exhibit or visit a museum.
2. Hold an "Art Can Be Fun" night.
3. Have each boy prepare a color scheme for his own room.
4. Make drawings from nature..... birds, animals, flowers, trees.
5. Start simple sculptures to be finished at home.
6. Study a color wheel and practice combining paints.
7. Do Leaf Scapes. "see next page"

IDEAS FOR PACK MEETING:

Exhibit: Drawings, painting, designs, mobiles.

Demonstrate: Mixing paints; beginning a sculpture; making a mobile.

Project Ideas:

ARTIST BADGE HELPS

It is suggested that you obtain some inexpensive water colors with brush included (K-Mart, Grand Central, Skaggs, etc.). These will be easy for the boys to use, and will not create the hazard to clothes that other forms of paint might.

If you decide to use the string art for your design segment, you will need:

Hammer, small nails or brads, scrap wood, felt; colored thread.

For sculpturing, purchase the oil-base modeling clay, which will not dry out.

A simple construction consists of collected "garbage," from around the yard, put together to form a collage.

For this, you will need:

1/2 size poster paper, Elmer's glue; scissors.



Another excellent source for constructions is the "Genius Kit" idea back in the 'Genius Theme'. The ideas are endless, and some suggestions appear on the following pages.

For your mobile, you might use plastic straws as the supporting bars.

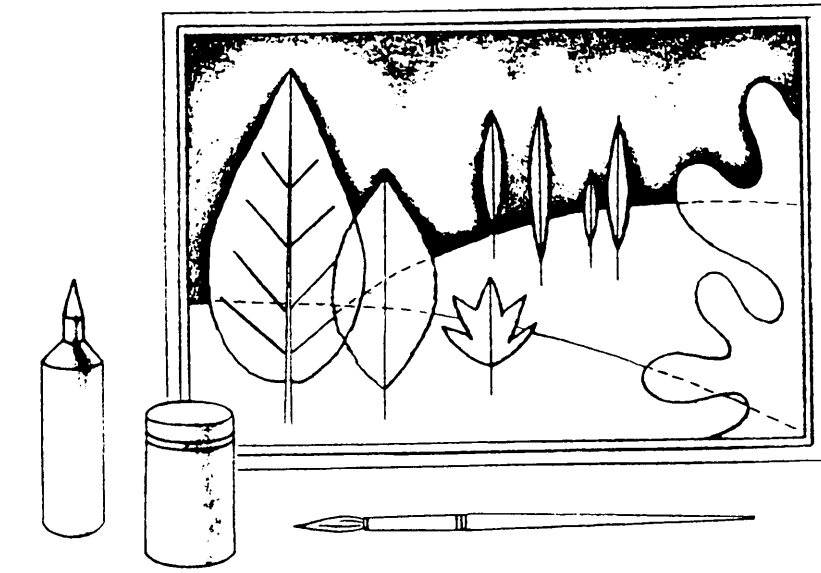
For the original painting, you might like to try water color blot pictures, made by folding a paper in 1/2, opening it out and applying small dots of paint, then quickly folding the paper and smoothing it together from the center out, then opening it up to dry. This could become a main object, or background for a pen or pencil line sketch.

LEAF SCAPES

Using leaves, paint and your pen or pencil, you can make an interesting landscape.

Diversification of leaf form is the key to the basic formation of these designs. Select many leaves and press until partially dry. Place on a sheet of construction paper until the design and pattern fits the individual taste and need. Hold various leaves in place with a straight pin. Lightly spray with various colors as your own individual creativity dictates. Remove leaves that have provided a stencil effect for the leaf scapes. Additional artistic effects may be obtained by using a brush or pen and appropriate colors. Mount and frame as desired.

This activity would be a good way to study complimentary colors or shading and blending from the color wheel. It is also a way to make a design using both straight and curved lines.



Press and dry many leaves of various species of trees. (Leaves can be dried between sheets of wax paper, weighted down with heavy books.) These leaves are carefully glued to construction paper and are again pressed to insure their adhesion to the paper. As leaves dry, their colors are frequently lost. To bring back some of nature's greatness, the leaves are retouched with water color to resemble their natural state. Or you can use the spray paint technique discussed on the previous page. Add your originality and personal ideas for enhancement.

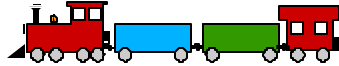
PALETTE SLIDE

Materials:

- 1/4" x 2" x 2" block of pine
- Drill and 1/4" bit
- Toothpicks (round or flat)
- Paint (red, yellow, blue)
- Plastic pipe

Cut an artist palette from a small piece of wood. Drill a 1/4" hole where shown on the illustration. Smooth all edges and paint white. Use 1/2 a toothpick for the paint brushes. Dip each tip in a different color of paint. Allow to dry and the drop of paint will appear to be the brush bristles. Epoxy the brushes into the hole as shown. Epoxy the plastic pipe on bottom of the palette and allow to set up completely. Drop some fairly thick acrylic paint onto the palette to look like to artist's paint.

RESOURCES



- If you feel the need for help, call in: Talented parent, neighbor, teacher (from elementary through high school - junior high and high school teachers instruct in a wide variety of arts and crafts), or commercial artist.
- Local colleges and high schools are a good source for art displays of all kinds. Watch for announcements of traveling exhibits in the society section of your local newspaper.
- Remember that BOYS' LIFE and your BSA publications are continually adding to the list of ideas that can be utilized in this exciting badge area.
- Always seek skilled outside help to perk up your meetings and stimulate interest in your boys.

ATHLETE ACTIVITY BADGE

An athlete is one who keeps his body physically fit, strong, graceful and agile - a desire of practically every boy. Tell your Webelos Scouts about the athlete and what it takes to become one. Impress them with the fact that the body is a priceless gift and only a few minutes of exercise each day are required to keep it physically fit.

By adequate exercise, getting the proper food each day and taking care of himself, a boy can become an athlete. The activities for this badge can help the Webelos Scout measure up to the standards of strength, agility, endurance, and coordination necessary for good active Scouting activities in later life.

Many Webelos leaders use this badge to introduce a new Webelos Scout to the program. This begins their Webelos year with an appealing badge to inspire them onward. By laying out a permanent accurately measured 50 yard dash and 600 yard run near your meeting place, you can easily test your new Webelos Scouts in less than half an hour. Use a stop watch when timing these sprint and distance runs.

Make up a permanent Fitness Progress Chart and retest the boys at different times throughout the year and chart their progress. They will be interested in bettering their records. Use the following chart as a guide.

Rating	Sit-ups (Number)	Pull-Ups (Number)	Broad Jump Ft. In.	50-Yard Dash (Seconds)	600-Yard Run (Minutes)
Excellent	60	6	5' 6"	7.6	2:15
Good	47	3	5'0"	8.1	2:30
Satisfactory	30	2	4'8"	8.6	2:45
Poor	22	1	4'4"	9.0	2:58

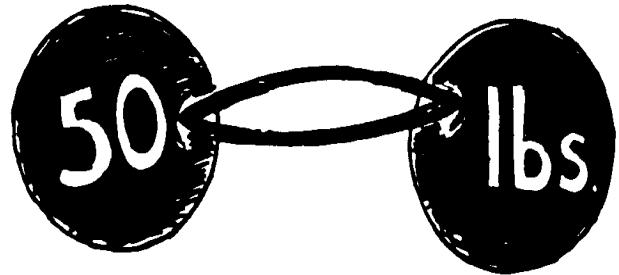
The boys can make their own physical fitness equipment. A barbell can be made using a 3 foot dowel or broomstick with 3/4" pipe caps on the ends. The latter are then embedded in 46 oz. cans filled with cement. Allow cement to set overnight. Dumbbells can be made similarly by using foot long dowels and No. 2 size cans filled with cement and placed on the ends of dowels. Plastic quart containers filled with sand may be used instead of the cans. A broomstick suspended at both ends in a garage, basement, or backyard makes an excellent chinning bar. A deflated bicycle inner tube makes a good exerciser.

DEN ACTIVITIES:

- Make your own physical fitness equipment (see above)
- Watch a high school track meet.
- Have a Physical Education instructor talk to your den concerning fitness.
- Invite a professional weight lifter to talk to your den and demonstrate.
- Attend a gymnastics exhibition or meet.
- Plan a physical fitness demonstration for pack meeting.

**BARBELL SLIDE****Materials:**

- 2 small 1" styrene balls
- 1/2 of a black pipe cleaner
- black paint
- white paint, paint marker, or vinyl stick-on letters



Paint the two balls black. Cut the pipe cleaner into 2 equal pieces. Push the pieces into the ball about 1/4" apart. Pull the pieces apart slightly, curving them outward. With the white paint put the lbs. on the two balls. You can use 5 lbs., a combination of Pack number, or some outrageous amount of weight.

Games:**La Plama (Bolivia)**

The Indians of Bolivia used a bone, but you can use a stick for this game. Set the stick up on end in a hole in the ground. Draw a straight line away from the stick. Measure out a distance of 3' along the line and from the stick. Drive in a peg. Repeat until 6 pegs are in the ground along the line and spaced 3' apart. You will need a supply of tennis balls. The boys take turns trying to hit the stick from the first peg. Those who do hit it move on to the next peg. Those who do not stay at one peg until they hit the stick. The first boy to complete the six throws from the 6 pegs wins the game.

Crossing the Rice Fields (China)

Players line up in teams of two, forming two or more columns as in relay formation. On the word "rice" the first team in each column forms a wheelbarrow and races across the rice fields to the river (two parallel ropes stretched out on the floor crossed by two 2 x 4's - one for each team). At the edge of the river, the players break up and walk across the "bridge" being careful not to fall in the river. On the other bank they turn around and come back across the bridge and then reform their wheelbarrow reversing positions and "roll" home again. The first team to get all of the pairs across the river and back again wins.

Activity Ideas:**AGILITY EXERCISES**

Perform these exercises within the designated time limits. Rest two minutes between each set of exercises.

Set 1. (8 minutes)

1. Fish Flops: Lie flat on your stomach, arms and legs extended and off the ground. Rock back and forth. (2 min.)
2. Grass Drill: Run in place. Drop to ground and bounce up again. (2 min.)
3. Quick Foot-Knee Touch: Drop quickly to one knee and bounce up again. Alternate knees. (2 min.)
4. Root Drill: You need a partner for this one. Square off on all fours, locking right shoulder to right shoulder. Try to rock your opponent back off his feet. (2 min.)

REST TWO MINUTES

Set 2. (6 minutes)

Crab Mirror: Two players on all fours. One moves at random to the left, right, back or forward and the other mirrors his moves. Switch leaders and repeat. (2 min.)

1. Bear Hug Take-Down: Two players, one standing behind the other. Player in rear grasps other player around arms and chest and tries to pull him down. Reverse positions and repeat. (3 min.)
2. Sit-ups: Lie on back, feet together, hands clasped behind head. Raise up and touch elbows to knees. Do as many as possible. (1 min.)

REST TWO MINUTES

FLEXIBILITY EXERCISES



- Fingers: Extend arms to the side, palms down. Quickly flex fingers by alternating between fist and open-hand position. (30 sec.)
- Palms: Extend arms to the front, palms down, wrists locked. Turn palms inward and outward in quick, short movements. (30 sec.)
- Wrists: Same position as palms (above). Rotate wrists clockwise, then counter-clockwise. (30 sec.)
- Forearm Twist: Arms extended sideward and parallel to ground. Flex at elbow bringing tips of fingers to shoulders. Return to starting position. Perform both palms up and palms down. (1 min.)
- Shoulder Stretches: 3-part exercise. (a) Rotate one arm over your head and down slowly. Repeat with other arm. (b) Shrug your shoulders slowly in complete circle starting the movement by moving up and back. (c) lock your hands behind head and pull back slowly from shoulders. (2 min.)

CITIZENSHIP ACTIVITY BADGE

This activity badge is required for the Arrow of Light Award, and is a stepping stone to the Citizenship Merit Badges that are required in Boy Scouts - especially for the rank of Eagle.

Just how much importance does the Scout program attach to Citizenship?

- One of the nine purposes of Cub Scouting is "developing habits and attitudes of good citizenship".
- One of the three aims of Scouting is "Citizenship - used broadly this means the boy's relationship to others".
- The one required Activity Badge for the Arrow of Light award is the Citizen Badge.
- To become a Tenderfoot Scout, the boy must earn two skill awards. All of these are optional, except for the Citizenship Skill Award.
- To become an Eagle Scout, the boy must earn a total of 24 merit badges. Citizenship in the Community, Citizenship in the Nation and Citizenship in the World are three of the 11 required merit badges.

So for a boy on the road to Eagle Scout, the Citizen Activity Badge is the most important step in his Webelos year.

During this time you, as the Webelos Leader will be able to get a deep insight into the way your boys see things, think and how important different things are to each of them. For example "all men are created equal" will mean one thing to one boy and something entirely different to another. Also each boy will come up with a different interpretation about the history of the Star Spangled Banner. It could be that during the time you are working on this activity badge you could change the future of at least one boy, and that would make everything worthwhile.

Exactly what is citizenship? What does it mean? Where does the word come from?

Citizenship comes from the Latin word *civitas* which means citizens united in a community. Citizenship means full membership of a nation, state, or community and full membership means taking part in every aspect of the community or nation that is possible.

The following is a partial list of some of the qualities of a citizen and some of the rights and duties of a citizen.

YOUR RIGHTS AS A CITIZEN:

- The right to equal protection under the law and equal justice in court.
- The right to be free from arbitrary arrest or search.
- The right to equal education and economic opportunity.
- The right to select public offices in free elections.
- The right to own property.
- The right to free speech, press, and assembly.
- The right of religious freedom.
- The right to have a lawyer and a speedy court trial if accused of a crime.

Our constitution says that we have these rights and guarantees them to us.

CITIZENSHIP PLEDGE:



"As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation

to God and will show by our actions we are willing to serve others and be good members of the Scouting team".

YOUR DUTIES AS A CITIZEN:

If you are going to have rights as a citizen and you want to keep them, then you also have certain duties that you must take care of. Your duties as a citizen are:

- Obey the laws.
- Respect the rights of others.
- Keep informed on issues of National and local government.
- To vote in elections.
- To serve and defend your country.
- To assist the agencies of law enforcement.
- To practice and teach good citizenship in your home.

While working on this badge is a good time to teach the history of the flag, how to display it, how to respect it, and the care and handling of it. If you should need to know more information about the flag you could use as your source a good encyclopedia. The Marines have a pamphlet out about our flag and also have posters.

Den Activities:

Discuss requirements of Badge with boys. Decide on a good turn for the school, church or community and plan how to carry it out. Perhaps the den will want to involve the whole pack in their good turn, so that all the boys will be included in the excitement and rewarding feeling of doing something for others.

- Make log books for boys to record their work on the badge.
- Plan a special good turn for the next pack meeting, such as setting up chairs, ushering, cleanup, etc.
- Visit a local city government agency. Find out how it works, what services it provides, how it affects you and your family.
- A campaign against litter is a "must" for good citizenship. Discuss how your den can carry on such a campaign and do it. This could include making posters for display, litter clean-up, making litter bags, a fight against pollution, collecting items for recycling.
- Discuss the various organizations in the community which help people. How are they financed and run? Do they use volunteer help?
- Attend a naturalization ceremony.
- Observe the voting process.
- Visit a city council meeting or school board meeting.
- Remind people to fly the flag.
- Invite a new citizen to speak to your den on what becoming an American citizen means to him.
- Visit a court. Ask the judge to speak to the boys about citizenship. Acquaint boys with the court procedure.
- Visit police and/or fire department.
- Learn more about your community from the Chamber of Commerce.
- Discuss difference between the rights and duties of a citizen.

The Webelos Leader must plan so the boys get feeling for the real meaning of citizenship without spending a lot of time in study. One of the best ways to stress the meaning of citizenship is by practicing the good turn.

The appeal of this badge to the boys will be determined in large part by the method used by the Webelos Leader in presenting it. It can be exciting, fun and informative; or it can be just some more reports to write. Because of its importance, the leader is encouraged to make a special effort in planning it.

Games:

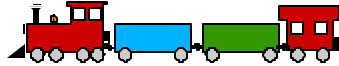
SCRAMBLED PRESIDENTS - Scramble up the letters in the names of various presidents of the United States. Let your Webelos Scouts unscramble them.

NAME THE OFFICE - YOU NAME THE MAN -

You say the word "President", Webelos Scout Says "Carter", "Governor" "Carlson" - "Mayor" (*will vary*), etc.

FLAG QUIZ - After your Webelos have studied flag history in the Scout Handbook, give them a quiz.

PAUL REVERE - described in "Games for Cub Scouts."

**Gathering Activity:**

GREAT DOCUMENTS QUIZ How much do you know about two of the greatest documents ever written...the Declaration of Independence and the Constitution of the United States?

1. The first words of the Declaration of Independence are:

- "We hold these truths to be self-evident..."
- "We, the People of the United States..."
- "When in the course of human events..."
- "Four score and seven years ago..."

2. The first draft of the Declaration of Independence was written by:

- John Hancock
- George Washington
- Button Gwinnett
- Thomas Jefferson

3. The Constitution of the United States was signed in what year?

- 1776
- 1492
- 1787
- 1620

4. What is the minimum age for a President of the United States, and in what document is this stated?

5. Which amendment to the Constitution provided for the abolition of slavery?

- Tenth Amendment
- Thirteenth Amendment
- Third Amendment
- Sixteenth Amendment

6. A senator serves a term of:

- Six years
- Two years
- Four years
- Eight years

7. What is the maximum number of years a President may serve?

8. Which amendment to the Constitution guarantees freedom of speech?

- Fourteenth Amendment
- First Amendment
- Twenty-ninth Amendment
- Fifth Amendment

9. What legislative body has the sole power to impeach a President?

10. Who takes over in the event of death of the President?

ANSWERS: 1. "When in the course of human events..." 2. Thomas Jefferson 3. 1787 4. Age 35, as stated in the Constitution 5. Thirteenth 6. Six years 7. Ten years (two terms plus the remainder of a predecessor's term if 2 years or less) 8. First Amendment 9. House of Representatives 10. Vice President

DO YOU KNOW YOUR FLAG?

(This is a quiz which can be very tricky!)

1. The flag is raised: (a) slowly (b) briskly (c) at any speed that is comfortable.

2. If you carried the flag in a parade before the President of the United States, you would dip the flag slightly in salute

to the President as you walked past him. True or False?

3. The flag must never be lowered no matter how bad the weather conditions. True or False?

4. The flag is never allowed to fly after daylight hours anywhere in the world. True or False?

5. When the flag is carried in a procession or on other occasions, it is escorted by an honor guard. True or False?

6. The flag's honor guard walks: (a) on the flag's right (b) just behind the flag (c) on either side of the flag.

7. If you are a Cub Scout, Scout, or Explorer, you always give the Cub Scout, Scout, or Explorer salute to the flag whether or not you are in uniform. True or False?

8. When you carry the flag in a parade with other flags, the U.S. flag must go on the left of and in line with the other flags. True or False?

9. When the flag is hung against the wall, the stars are placed in the upper left corner (as you look at it) when the stripes are horizontal, but in the upper right corner when the stripes are vertical. True or False?

10. The only time a flag is flown upside down is as a signal for help. True or False?

ANSWERS:

1. (b) briskly. It is a happy occasion.
2. False. The flag is never dipped to anyone.
3. False. The flag is not flown in bad weather.
4. False. Although it is the custom to display the flag only from sunrise to sunset, there is no law prohibiting its being flown both day and night.
5. True.
6. (c) On either side of the flag.
7. False. When you are in civilian clothes, you remove your hat and place your right hand over your heart when the flag passes.



8. False. It is carried on the right of the other flags or at the front of the center of the line of other flags.
9. False. The stars should be in the upper left corner as you look at it (the flag's right) regardless of whether the stripes are horizontal or vertical.
10. True.

COMMUNICATOR ACTIVITY BADGE

We are all communicators. What does it mean to communicate? Communication is the art of transmitting and receiving information. And how do we as human beings go about this exchange of information? We communicate with words, facial expression and body language.

As the human race developed so did our communicative skills. Early man drew pictures on the walls of caves. With the development of language came a better way to keep records and tell stories... writing!

With the discovery of electricity came the telegraph, telephone, radio, television, computers, micro-wave transmission, optical fibers, lasers, and on and on and on.

Who makes a good communicator?

We do of course!

With all of the modern technology at our fingertips today it is still important for us to learn basic communication skills. Skills that will be with us throughout our entire lives. Things, like how to talk to one another with respect, how to listen to one another. Silly things, like saying please and thank you. Things like, learning good telephone manners and practicing being polite and courteous to others.

SPEAKERS: News broadcaster, radio DJ, politician, minister

FIELD TRIPS:

- Visit library - talk to librarian, learn how books are indexed.
- Visit radio station - see how it operates.
- Visit television station
- Visit police station or 911 dispatcher - learn how 911 calls are processed and prioritized.
- Visit school for the deaf and/or blind.
- Use a computer to talk to other people
- Visit a newspaper office - see how a newspaper is put together. Watch the printing presses run.

DEN ACTIVITIES:

- At a school or church function, create and post directional signs.
- Read to a visually impaired person.

Games:

Communication With A Blind Person: How would you go about describing something to a blind person? An animal for instance, one they have never seen. Try this exercise; blindfold your den, give them each a pencil and a piece of paper, then describe to them an animal and have them draw what they think they hear. Remove the blindfolds and see if they can guess what animal they have drawn. Hint: Don't use any key words. Example: if you are describing an elephant don't use the word trunk for his nose.

Communication with the blind: Have your den form a large circle. In the center place an empty coffee can. Blindfold one of the boys and supply him with a broomstick. The object of the game is to have the den direct the blind Scout to the can and have him pick it up with the broomstick.

Was it easy? Does it work better with one boy giving directions or all of them?

Secret Sounds: Use prerecorded sounds or have den chief produce sounds from behind a screen or another room. Webelos listen as each sound is produced and then write down what they think the sound is. Example: Sandpaper rubbing against something; a deck of cards being flipped into the air, a golf ball or Ping Pong ball, bouncing on a bare floor; bursting of a paper bag; etc.

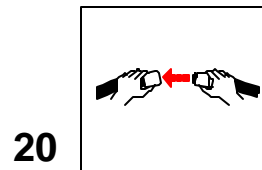
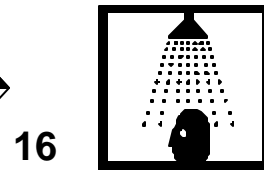
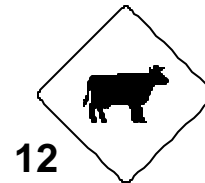
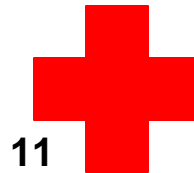
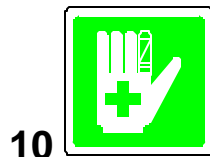
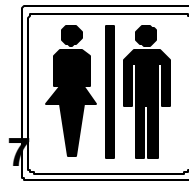
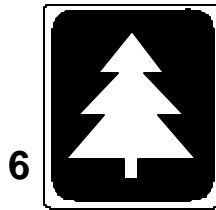
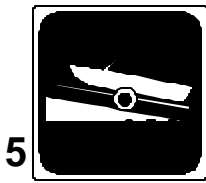
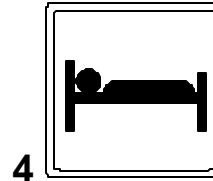
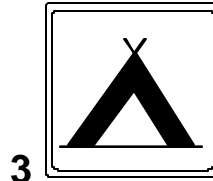
Gathering Activity:



INTERNATIONAL SYMBOLS

The following symbols are used to communicate information to people of all countries since they do not use words. Have the boys look at the symbols and identify what they mean.

- | | | | |
|--------------|----------------|--------------|-----------------|
| 1. No U-turn | 2. No bicycles | 3. Tent site | 4. Hotel, motel |
| 5. Boat ramp | 6. Forest | 7. Restrooms | 8. Wet floor |



- | | | | |
|---------------------|---------------------|--------------------|-----------------------|
| 9. Trash can | 10. First Aid | 11. Red Cross | 12. Animal Crossing |
| 13. Handicap Access | 14. Wildlife Refuge | 15. Magnetics | 16. Shower |
| 17. Information | 18. Campsite | 19. Child Crossing | 20. Fasten Seat Belts |

CRAFTSMAN ACTIVITY BADGE

Webelos Scouts who have spent a year or two in a Cub Scout den before Coming into the Webelos den will have had some experience with craft work. Chances are they will have already worked with simple woodworking tools. But most of them probably have not done much in leather or tin craft. This is an excellent opportunity for a boy to gain some knowledge in these skills.



To earn the badge, the boy must complete 10 craft projects. There is no way these can all be completed at den meetings, so here is a chance to involve the parents. Have the boys secure help from their fathers at home. You can also enlist the help of the fathers in furnishing tools to be used during the den meeting.

DEN ACTIVITIES:

1. List tools needed to complete badge.
2. Visit furniture factory, lumber mill or lumber yard.
3. Visit a tannery or leather goods manufacturer. Tandy Leather is always willing to help Cub Scouts.
4. Invite an expert to give a demonstration on the proper care and use of tools.
5. Make a den knot board.
6. Tie in with scholar and discuss how education will help in doing crafts and working on the job.
7. Make a tool chest or bench hook for sawing.
8. Select projects to work on (See Boys' Life Reprints "Craftsman Activity Badge #26-057" and "Fun with Tools" #BL-25, Crafts for Cub Scouts; Webelos Scout handbook)
9. Have a birdhouse building contest or select another project.
10. Invite someone to give a demonstration on the safe use of tools.
11. Have a "straight" nail driving contest.

PACK ACTIVITIES:

Exhibit: Tool display; wood, leather and tin craft work by boys

Demonstrations for Pack Meeting:

1. How to use the coping saw, bench fork or V-board and C-clamp.
2. How to nail, toenail, clinch a nail, and use a block to pull a nail.
3. How to drill a hole for inside cutting with coping saw.
4. How to use a pocketknife - care, safety measures, sharpening, whittling.
5. How to nail a butt joint.
6. How to apply finish - crayons, tempera, wax paint, enamel, shellac.
7. How to make a bench hook and how it is used.
8. Proper use of wood tools, leather tooling, aluminum-tooling

WORDS OF WISDOM:

What follows is borrowed wisdom from years past. When working with boys on their projects, you must have P P P

Patience - Some boys require a high degree of patience. Stick with it and be rewarded. Enlist the help of the assistant den leader, den chief, and fathers. Do not do it all alone.

Preparation - Have all tools laid out before the den meeting starts. Build a sample of the item and make note of the steps that are required. Be prepared to help boys individually in these areas. Show them the sample to give them an idea of what the finished product will be like.

Perseverance - Insist that the boys finish the items they begin. This is very important. If necessary, work individually with them outside den meetings or enlist the help of others. Do not use a project which the boys cannot complete within a reasonable length of time. Watch for signs of discouragement and help the boys who seem to be having trouble.

Learning how to care for and sharpen tools is an important 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, tooling, 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. 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.

CONTESTS

Nail Driving - Give each boy a hammer and five nails and a piece of log 4 inches in diameter and about 6 inches

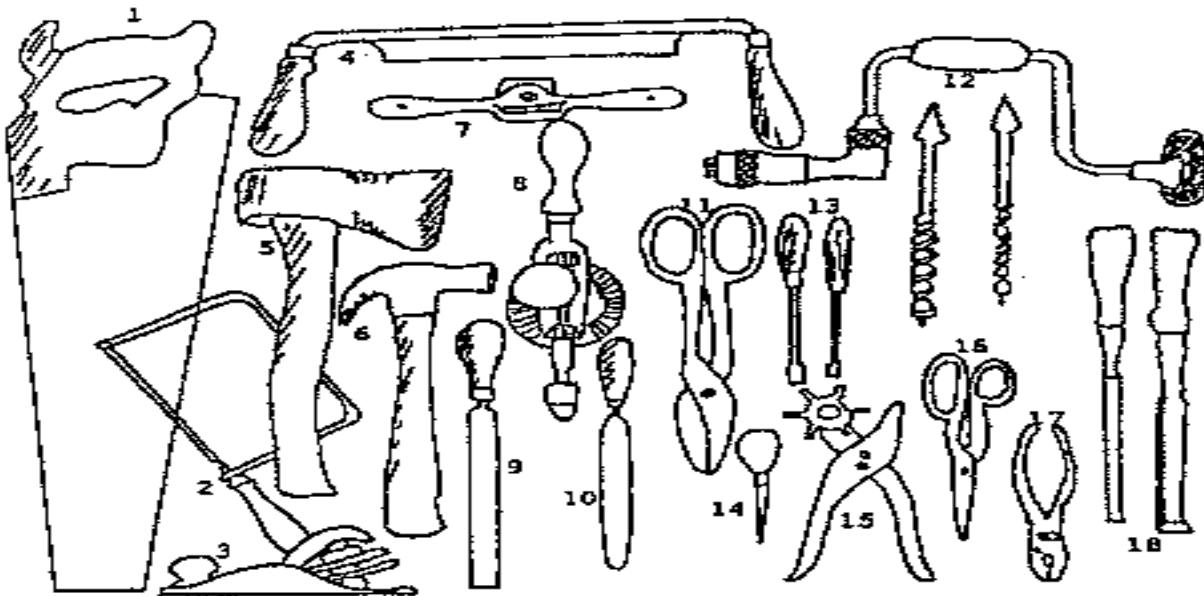


high. On the word go, they are to nail all five nails completely into the piece of log. First one finished is the winner.

Board Sawing Contest - This is the same as the nail driving contest. Give each boy a small hand saw, pencil, ruler, and a 2" x 4" board (any length). On the word go, each boy is to mark and saw his board in half. The first one finished is the winner.

NOTE: Judge the contests on skill and speed. Drive the nails straight, and measure the boards correctly. Also supply safety goggles for each boy whenever they are actually working with the tools.

Gathering Activity:
 "Tool Identification"



Pictured above are some basic tools Webelos Scouts may use when working with wood, leather, or tin. Place the appropriate number next to the named tool.

- | | | |
|--------------------|------------------------------------|--------------------|
| _____ Awl | _____ File | _____ Pliers |
| _____ Ax (hand) | _____ Half-round File (slip-joint) | |
| _____ Brace & Bits | _____ Hammer (claw) | _____ Saw |
| _____ Chisels | _____ Hand Drill | _____ Screwdrivers |
| _____ Coping Saw | _____ Leather Punch | _____ Shears |
| _____ Drawknife | _____ Plane | _____ Spokes have |
| | _____ Tin Snips | |

TOOL TIE SLIDES

Each different slide uses 1/2" PVC pipe.

Hammer

Use a 1 1/2" piece of wood for the handle. Shape the head from fast drying clay or salt dough. Paint the head silver and the handle brown. Glue to a piece of leather or PVC pipe.

Saw

Cut the saw blade from a piece of aluminum can. Use pinking shears to make serrated edge. Cut two 1" squares of wood for the handle. Glue them together with the saw blade inserted between. Draw the outline of the handle on



the wood. Experienced whittlers may wish to cut away the excess wood. But it looks nice if filled in with markers. Add PVC pipe to back.

Screwdriver

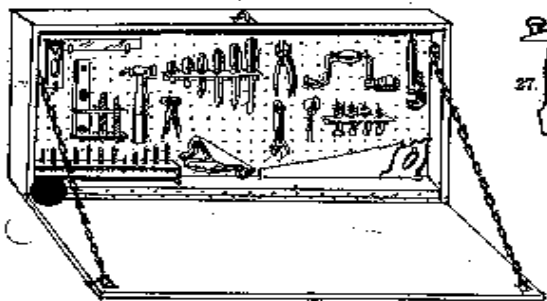
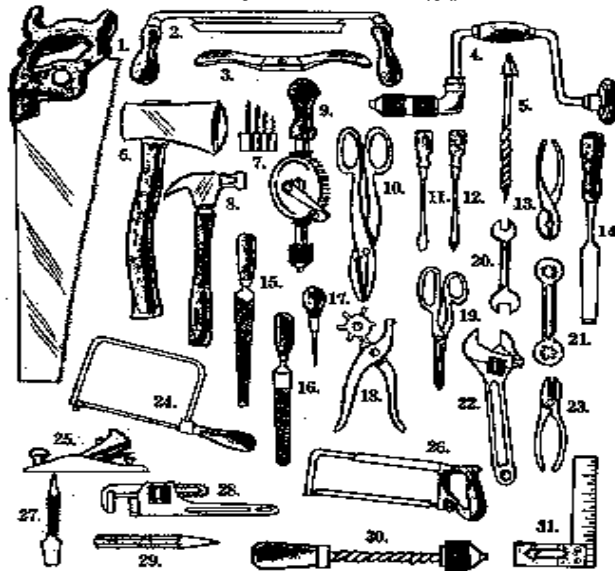
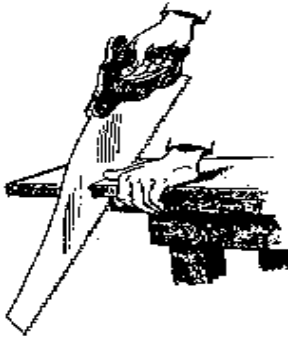
Make a screwdriver from dowel. Use a thicker piece of dowel for the handle. Use sandpaper to shape the blade. Paint handle red or yellow and shaft silver. Attach to the PVC pipe

Skills:

TOOLS

One of the most important factors effecting craftsmanship is whether or not the correct tools are used. Always try using the correct tool for the job and the quality of workmanship will increase tenfold. Of equal importance is the care of those tools. Keep them clean and well organized.

- | | | | |
|---------------------|------------------------------|---------------------|---------------------|
| BASIC TOOLS: | 9. Hand drill | 17. Awl | 24. Scroll saw |
| 1. Hand saw | 10. Tin snips | 18. Leather punch | 25. Plane |
| 2. Draw knife | 11. Common screwdriver | 19. Scissors | 26. Hack saw |
| 3. Spoke shave | 12. Phillips set screwdriver | 20. Open end wrench | 27. Nail set |
| 4. Brace | 13. Pliers | 21. Box wrench | 28. Pipe wrench |
| 5. Bit | 14. Chisel | 22. Crescent wrench | 29. Center punch |
| 6. Hand ax | 15. File | 23. Wire cutters | 30. Automatic drill |
| 7. Drill bits | 16. Rasp | | 31. Square |
| 8. Claw hammer | | | |



ENGINEER ACTIVITY BADGE

One of the great things about being a Webelos Leader is the opportunity to learn many things along with the boys. Unless you are an engineer, there may be some knowledge to pick up with this activity badge to pass on to your boys. Recruit the help of a father who is an engineer.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. This activity badge probably does this more than any of the other badges. Engineering is one



of the most exacting of the professions and the badge includes projects which will give a boy an insight into some types of engineering.

DEN ACTIVITIES:

- Arrange for boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.
- Visit a construction site and see the plans which are being followed.
- Visit the County water works, TV or radio station.
- Have someone explain how to read topographic maps.
- Have a builder or carpenter show and explain a floor plan of a house.
- Make a block and tackle. Be sure to explain its purpose.
- Make catapults and demonstrate them at pack meeting, shooting candies or marshmallows into the audience for distance.
- Discuss property lines. Have a surveyor show how property lines are determined and measured.
- Discuss different types of engineers. If one can visit your den, let him describe briefly what his duties consist of.
- Have boys collect pictures of bridges and note the differences in construction.
- Take a field trip to an operating draw bridge (ex. St Croix River), ship loading operation or other large industrial operation involving large cranes or other lifting equipment.

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 producible 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.

Catapult Construction:



ENGINEER ACTIVITY BADGE



CATAPULT

MATERIALS:

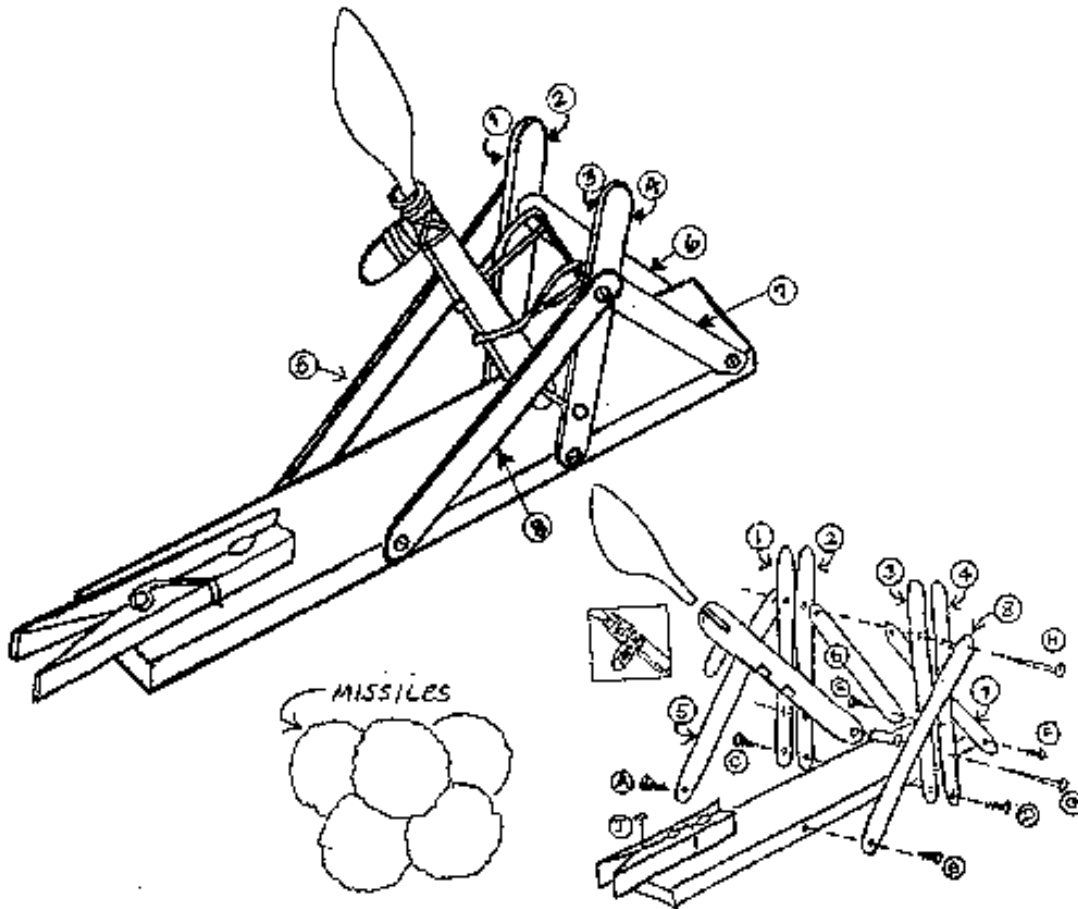
Catapult Arm: 3 popsicle sticks (cut one down to 1-1/4")
 15" piece of strong twine
 1 plastic spoon (cut handle until there is 3/4" of handle left on spoon)
 1 rubber band (lightweight)

Catapult Base: Wooden slat 3/8" thick (approx. 1-3/8" x 8-1/4")

Sides: 8 popsicle sticks
 2 2" nails
 2 1/2" pieces of drinking straw
 6 1/2" wood screws

Trigger: 1 clamp clothespin
 1 3/4" nail

Missiles: Clay balls wrapped in foil, sections of cork or marshmallows



**INSTRUCTIONS:**

1. Assemble catapult arm (popsicle stick with spoon) by gluing two sticks together. Cut out a half-inch slot at one end for the plastic spoon to fit into. At the other end, drill a hole for nail G to go through. Cut a 1-1/4" piece of popsicle stick and glue it to the arm just below the slot. When glue is dry, insert the spoon and wind cord around the arm, spoon, and extending piece of stick. Make two notches a half-inch apart (center them) in the bottom edge of arm.
2. Prepare base and sides by drilling holes for nails and screws. Nail holes should be small enough for the screws to go in through the popsicle sticks freely. Drill hole in each side of base for screws C & D, three inches from the end and about 3/8" deep.
3. Sticks 1, 2, 3 and 4 each receive 3 holes. These should all be in line with each other. The diagonal sticks 5, 6, 7 and 8 receive a hole through each end. One hole will be for a screw and the other for a nail.
4. Assemble the catapult by screwing sticks 1, 2, 3 and 4 against the sides of the base in an upright position. Attach diagonal sticks 5, 6, 7 and 8 to these sticks with nail H as shown in diagram. When the bottom ends of the diagonal sticks are positioned against the base, make pencil marks and drill holes in the base for screws A, B, E and F. Screw the ends of the sticks to the base.
5. Loop a rubber band around nail H and slip the bottom end of the catapult arm through the rubber band loops. Insert nail G through the upright sticks and the arm, placing the straw spacers on each side of the arm. Pull down the catapult arm and mark where the extended stick touches the base. Place the jaw of the clothespin on this mark and fasten the clothespin to the base with nail J. Now, fire away!

Many games can be devised with this catapult: Shoot for distance, into a basket for accuracy, over a string or obstacle, relay where one Webelos catches missiles in a pan and returns them with his catapult, etc.

FAMILY MEMBER ACTIVITY BADGE

A family is a group of people who care for each other and share with each other. The family of many boys includes mother, father, and perhaps brothers and sisters. Other boys live with just one parent or grandparent. Still others live with guardians or in foster homes or boarding schools. Your family gives you food, shelter, clothing, and love. It teaches you religious beliefs and helps you learn right from wrong. In return, you should give the other members of your family your love. And you should learn how to do your share of the work that must be done around your home. In earning the Family Member activity badge, you will discover how to show your love for your family.

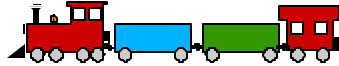
SPEAKERS: Social worker, family counselor, parent, human services agent, ombudsman, family education specialist, community education director

FIELD TRIPS:

- Tour a fast food restaurant or small restaurant.
- Have someone from OSHA or plant safety committee give a talk after touring a manufacturing facility.
- Tour an energy conservation home (underground or energy efficient).
- Tour the local water company and ask for ways to conserve water.

DEN ACTIVITIES:

- Make a list of fun activities of little cost and do them over several den meetings. Switch chores with another family member for a month.
- Have the boys make their chart showing the jobs that they and other family members have in their homes. Have them bring the charts to the meeting and tell what jobs they are taking on for the next two months, and how they will do them.
- Before the boys inspect the home and grounds to make a list of hazards or lack of security you might want to talk over some of the home hazards they may find.
- Have a contest ... take a small piece of cloth and a button, needle and thread. Have the boys sew a button on ... judge the button that is sewn on the best.
- Make a contest out of making a list of things families spend money for. See who can make the longest list. Most boys will forget things like rent, utilities, car payments, stamps, insurance, etc. You might think up a list of things that most boys will omit and award two points if they happen to list one.
- Have a cooking contest. Have each boy cook one dish and bring it to the meeting. Be sure they can tell how they made the dish. You might think about making a small recipe book for your den. This could include breakfast dishes, lunch, and dinner dishes. Also you might adopt some of these for your cookouts!



- Tracing your family roots can become a lifetime hobby. There are many books and classes on how to find information. Ask if any den parents have organized charts or have studied their heritage. Try to find out a family tree for both your mother and father's family. Make a list of all the members of your family. What other relatives are living? (Grandparents, uncles, aunts, cousins? Try to talk to them (or write) and ask them about their parents and grandparents. Ask for birthdays and year of death. Where they lived is also an important clue in your search.

Games:

Shopping: This is a variation of Kim's game. Fill a grocery bag with items from your cabinet before the den meeting. Close to the activity time, add cold items from the refrigerator. To play the game, put one item from the bag at a time, announce the name and lay it on the table. When the bag is empty put everything back in quickly. Give boys a paper and pencil and ask them to write down what items were on your shopping bag.

Who Are We?: Ask boys to bring baby pictures and family pictures to the next meeting. Hold the pictures up one at a time and try to guess who it is. Bring in family vacation pictures and try to guess where the family went. (Disney World, the White House, etc.) Think of other ideas of pictures the boys can bring to show off (first fish catch, riding a horse, talking to someone famous, etc.) Take some den pictures and make up an album of your Webelos family or take slides and play music while you are watching them.

FITNESS ACTIVITY BADGE

Your body is a wonderful machine. It is much more complicated than the fanciest car or fastest computer. But your body needs the same kind of care that experts give to machines. What does that mean? It means that you must give your body the right fuels in a balanced diet. You must avoid putting harmful substances into it. Your body needs rest and exercise, just as a car needs maintenance. As you earn the Fitness activity badge, you will learn how to take care of the world's most wonderful machine - your own body.

SPEAKERS: YMCA director, health class teacher, personal trainer, coach, CPR instructor, marathon director, little league coach, gym instructor

FIELD TRIPS:

- Visit the local YMCA.
- Visit a local fitness club.

DEN ACTIVITIES:

- Invite the grade school gym teacher to your meeting. Get to know them on a personal basis. Why did they become a teacher? What kind of background do they have? What sports are they currently active in? What do they like about teaching kids?
- Invite a nurse, doctor or dentist to your den to answer questions about health. Have boys write the questions on cards so they are anonymous.
- Have your den write a skit depicting ways to say 'NO' to drugs & smoking.
- Have the den make a poster designed to encourage people to say "NO" to drugs & Smoking.
- Have a police officer involved with drug prevention attend a den meeting.
- Have the boys interview him and ask questions concerning drugs and alcohol.
- Have the boys find out what the policies are in their school about drugs and what would happen to students with drugs in their lockers, etc.
- Collect newspaper and magazine articles about accidents and crimes that are drug or alcohol related.
- Find out what some organizations are doing to stop use and availability of drugs, especially to, children.
- Check with the BSA council for a video, "Drugs: A Deadly Game."

FACTS ON CIGARETTE SMOKING

1. **Cigarette smoking is addictive.** It fulfills these three criteria:
 - a. Smokers develop a tolerance to nicotine. (they need to smoke more and more for an effect.)
 - b. Smokers become dependent on it (they need it to feel comfortable.)
 - c. Smokers suffer withdrawal symptoms (physical and psychological discomfort) when they try to stop smoking.
2. **There are hundreds of chemicals in cigarette smoke.** Three of the most damaging ones are:



- a. **Tars** - damage delicate lung tissue and are considered the main cancer causing agent in cigarette smoke.
 - b. **Nicotine** - a poison found only in tobacco leaves. One drop of pure nicotine can be fatal to humans. It is a powerful stimulant to the brain and central nervous system that "hits" the brain within four seconds. But then it has a depressant effect on the CardioVascular system. It narrows the blood vessels cutting down the flow of blood and oxygen throughout your body. The heart has to pump harder, thus increasing the chance of heart disease. It raises the blood pressure and narrows air passages in the lungs, depriving the body of some oxygen.
 - c. **Carbon Monoxide** - replaces needed oxygen in your red blood cells. Even after one stops smoking, carbon monoxide stays in the bloodstream for days depriving the body of oxygen until the oxygen level in the blood returns to normal. Carbon monoxide is a product of cigarette smoking and also of gasoline engines.
3. **Some of the diseases caused by cigarette smoking are:**
- a. **Chronic Bronchitis**- an inflammation of the bronchi which are the breathing tubes in the lungs.
 - b. **Laryngitis** - an inflammation of the throat.
 - c. **Emphysema** - a degenerative lung disease that destroys breathing capacity.
 - d. It is a contributing factor in cancer of the lungs, mouth and esophagus.

ACTIVITIES THAT WILL HELP THE BOYS UNDERSTAND THE HARMFUL EFFECTS OF CIGARETTE SMOKING

1. **Define "pollution"**. ("Pol-lu-tion: to make unclean, impure, or corrupt; desecrate; defile; contaminate; dirty." Webster's New World Dictionary of the American Language)
2. **Discuss pollutants in the air in the outside environment**. Use pictures from magazines or newspapers. Include: factory smoke, car exhausts, rocket launches, smoke from someone else's burning cigarette & so on.
3. **Explain how all living things need air to breath.**
 - a. Put a plant under an airtight container. What begins to happen?
 - b. Put ants or other insects in an airtight jar. Give them everything else they need to survive. What happens? Why? (When the ants' activity begins to decrease, open the jar and set them free.)
4. **Talk about the fact that smoking cigarettes is harmful to our health and how it "pollutes" the internal environment of our body (the lungs).**
 - a. Blow smoke from a cigarette through a tissue. What did you observe? Wouldn't that also make your lungs "dirty"?
 - b. Hold your breath and have someone check the time. Did you have to breathe very soon after you started holding your breath?
 - c. Demonstrate the effects of sick or injured lungs:
 - (1) Light a candle. Ask a boy to stand a reasonable distance from the candle. Instruct the boy to take a deep breath, and then blow out the candle.
 - (2) Relight the candle. Ask the boy to stand at the same distance from the candle. Instruct him to take a deep breath and blow out at least half of the breath before attempting to blow out the candle. With the breath that is left, ask the boy to blow out the candle. What happened?

NUTRITION CONNECTION

Nutrition and fitness go hand in hand. Teach the boys the four basic food groups and what each does for the body. Have the boys make a poster or collage showing foods that belong in each group. Use magazines and advertisements from the Sunday papers for these. Let each boy make up a menu for a meal and let the other den members check it for balance. This would be good to do for a campout menu. They need to be balanced also.

MILK GROUP

Milk and Milk Products
Cheese
Cottage Cheese

FRUIT-VEGETABLE GROUP

All kinds of fresh fruits
and vegetables



Ice Cream
Builds teeth and bones!

Builds energy and helps your
body defend against disease.

PROTEIN GROUP

Beans
Meat
Fish
Peanut Butter
Eggs
Builds muscles, bones and
blood.

BREAD-CEREAL GROUP

Rice
Cereal & Grits
Bread
Flour Products
Spaghetti
Quick energy builders, helps
to make your body work
better.

Gathering Activity:

Your Body - A Wonderful Machine

Treat Your Body Right! (Circle T for True or F for False.)

- T F 1. Smoking or chewing tobacco makes you cool.
- T F 2. Smoking can cause lung cancer and heart disease.
- T F 3. Athletes who smoke always play as long and as hard as athletes who don't smoke.
- T F 4. Smoking will not affect your eyes at all.
- T F 5. Smoking stains teeth and fingers.
- T F 6. Chewing tobacco is OK because it doesn't get into your body's organs.
- T F 7. Alcohol doesn't slow down the brain and body.
- T F 8. Alcohol can make a person see double.
- T F 9. Alcohol can make people do bad things they would never consider doing when sober.
- T F 10. Drunk drivers kill thousands of people each year.
- T F 11. All drugs, even prescription drugs, are dangerous.
- T F 12. It's OK to take someone else's medicine if you're sure you have the same illness.
- T F 13. Sniffing glue is OK to do once in a while.
- T F 14. Toxins from certain sniffing substances can affect the liver, kidneys and muscles.
- T F 15. Marijuana is OK in small amounts, but cocaine, heroin, and LSD are not.
- T F 16. Eating a cheeseburger, french fries and a soda for every lunch would be a balanced diet.
- T F 17. You should have 2 or more servings from each food group every day.
- T F 18. Your body needs vitamins, minerals, carbohydrates, fat and protein to operate smoothly.
- T F 19. Rushing meals or skipping meals can be harmful to your body.

Games:

Remember that any fitness program will not be sustainable unless it is fun. Below are a few ideas for games to incorporate into your meetings. The How-to-book, Webelos activity book as well as your local library will also give you some ideas.

Jump the Bean Bag: A small bean bag is tied on the end of a rope or heavy cord. The leader stands in the center of the circle made up of the players facing him. The leader swings the bean bag around the circle at ankle height. Once a player is hit he must leave the circle. The last player left is the winner.

A. B. C.: Two players hold the end of a rope about 10 feet long. With rope laying flat on the ground each player jumps over the rope. The rope is then raised about four inches high which is 'B' and every body jumps over. Continue raising the rope four inches with each letter of the alphabet until only one player is left.

Shuttle Run: Area and Equipment - You'll need two blocks of wood, 2 inches by 2 inches by 4 inches and a stop watch. Mark two parallel lines on the ground 30 feet apart. Then put the blocks of wood behind one of these lines. The child will start from behind the other line.

Procedure:

1. The time should raise his arm and say, "Get ready!"
2. Then the timer simultaneously says 'Go!', lowers his arm, and starts the stopwatch.



3. The Webelos Scout runs from the starting line to the blocks, which have been placed just behind the second line, He picks up one of the blocks, runs back with it to the starting line, and places the block behind the line. The block must be placed, not thrown, on the ground.
4. Then the Webelos Scout runs back to the other One, picks up the other block, and carries it back across the starting line.
5. As the Webelos Scout crosses the starting line with the second block, the timer should stop the stopwatch. The child's time should be calculated to the nearest tenth of a second.
6. The child should then be given a chance to do the event again. The better of the two times will become his time for the shuttle run.

FORESTER ACTIVITY BADGE

Ten-year-old boys and trees are natural companions. To these boys a tree is good for climbing, swinging from or building a tree house. Through the Forester Activity Badge it is hoped that the boys' appreciation for trees may be expanded.

In earning the badge, the boy may learn how trees grow, or how to identify them., or how to plant and care for them. Hopefully, he will learn how important a role they play as one of our natural resources. 125,000 forest fires are started each year by careless people. The Webelos Scouts should learn how to prevent becoming a part of that statistic. Later, when he becomes a Scout, the boy may wish to continue the study of trees with a Forestry Merit Badge. It is certain he will spend a lot of time in the woods; hiking, camping and adventuring. This is just the beginning of his lifelong friendship with trees. He should learn not to use his knife or axe on live trees; the difference between green and dry wood; and which is best for campfires.

If this is the only badge you are working on and you want to have something for the boys to be doing on their own, suggest a leaf sample collection where they collect a leaf, a sample of the seed, and if possible, a piece of the bark. Lay them out on a sheet of paper and glue them down with white glue. Then they can write the name and description of the tree and the location and date the sample was collected. Make sure the leaves are pressed first.

Another project you can do with trees is to check pollution from the book Science Projects in Pollution by Seymore Simon.

This also will work with the April theme "Pollution Solution".

Coat two index cards with a thin coat of Vaseline. Pin one of the cards to the trunk of a large tree. Pin the other card to a near-by place that is not shielded from above by leaves. After a few days remove the cards and examine them with a magnifying glass. Which card has more pollution particles and do the particles on one card differ from those on the other card? What does this show?

With a den of boys this can be done over an entire neighborhood, and a pollution chart of the neighborhood can be drawn up to show where high pollution areas are.

IDEAS FOR DEN MEETINGS:

1. Collect leaves for identification. Boys could mount them or make leaf prints.
2. Bring a log to den meeting or find a tree stump and have the boys count the annual rings to determine the age of the tree. See if they can tell something about the kind of weather -dry or wet spells -- through which the tree lived by looking at the rings.
3. Visit a lumber yard or saw mill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
4. Check the local forester about advice on planting projects and seedlings.
5. Plant a tree.
6. Make a tree survey in your area.
7. Ask a fireman or forest ranger to tell the boys about wildfire and how to control it.
8. Teach the boys to measure tree diameter and height.
9. Check with a local conservationist for advice on planting project and seedlings.
10. For a long-term project, adopt a tree and keep a diary on it. Measure its girth, estimate its height, record when it buds, when it loses its leaves, and other interesting things.
11. Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.



- Ask the County or State Parks Department if your den can plant trees. The parks will provide the trees and designate where to plant them.

IDEAS FOR PACK MEETING:

Exhibit: Forest plants; poster of tree's life history; leaf prints.

Demonstrate: Tree planting methods; show samples of woods.

Gathering Activity:

Fun With Trees

Play On Names

Match each statement on the left to the appropriate tree on the right.

This tree comes in twos	Date
This tree is nearest the sea	Aspen
This tree is a romantic evening for 2	Locust
This tree keeps you warm	Pear
This tree was an Egyptian plague	Tulip
The tree we offer when we shake hands	Beech
This tree is used in kissing	Weeping
This tree is always crying	Palm
This tree is a Colorado ski slope	Fir

Information:

Six Forest Trees and Useful Wood Products:

Cedar - shingles

Redwood - weather resistant lumber

Longleaf Pine - chief lumber producing pine of the southern United States - also turpentine and tar.

Pecan, Oak, Ash - (hardwood) furniture

White Pine - pulpwood for paper and lumber

Douglas Fir and Ponderosa Pine - chief lumber producing pine of the Pacific States - also telephone poles.

THE MAJOR SOFTWOODS ARE DOUGLAS FIR AND SOUTHERN PINE.

PRODUCTION OF LUMBER IN THE UNITED STATES:

About 85% from Softwoods

About 15% from Hardwoods

Six Forest Plants Useful to Wildlife:

- Wild flowers, such as honeysuckle - nectar for bees to make honey.
- Wild berries, such as blueberries - food for birds and animals.
- Grasses and Mosses - food for deer and other animals.
- Hollow trees (cottonwood) - homes and shelters for small animals.
- Chestnut trees - food for wild turkey.
- Pine trees - red cockeyed woodpecker, an endangered species nests only in pine forests.
- Cypress trees - ivory billed woodpecker (almost extinct) lives on wood boring insects that tunnel under bark of dead Cypress trees.

GAMES/QUIZ:

Junior Forest Ranger Quiz (Circle the correct answer)

17-20 correct Official Junior Forest Ranger

12-16 correct Junior Forest Ranger

8-11 correct Junior Ranger

0-7 correct You need to study some more

- Campfire permits are required for:



- (a) indoor fireplaces, (b) outdoor areas, depending on local laws, or (c) fighting Halloween pumpkins.
2. The safest way to start a campfire is with:
 - (a) a pile of leaves, (b) gasoline, or (c) small pieces of kindling wood.
 3. The best place to ask where forest campfires can be built is:
 - (a) sheriffs office, (b) sporting goods store, or (c) ranger fire warden station.
 4. When staying overnight in the forest, before going to bed you should:
 - (a) place heavy logs on the fire, (b) put out your fire, or (c) arrange to get up every 2 hours to check the fire.
 5. When you see a bear in the forest, park, or zoo, you should:
 - (a) pull his fur, (b) chase him with a stick, or (c) stay away from him.
 6. To cook properly over a campfire, you should:
 - (a) cook over the flames of a large fire, (b) build a small compact fire and cook over the hot embers, or (c) bum a lot of paper to make the fire hot.
 7. The best way to put out a campfire is:
 - (a) spread out the embers and cool with dirt or water. Mix thoroughly and check for hot spots, (b) cover it with rocks, or (e) let it alone and it will burn itself out.
 8. The best spot for a campfire is:
 - (a) inside a rotten log or stump, (b) under a tree, or (c) in a cleared open space away from trees.
 9. For camping or burning trash, the following is the most important and practical tool to carry in a car:
 - (a) shovel, (b) bucket of water, or (c) wet blanket.
 10. If a fire gets out of hand, you should:
 - (a) get your parents and run to your car and drive away, (b) report it immediately to a forest ranger, or (c) get other Junior Forest Rangers to fight the fire.
 11. If your clothes happen to catch on fire you should:
 - (a) keep calm, do not run, roll a blanket around you to smother flames, (b) run for help, or (c) jump up and down real fast.
 12. Camp matches should be:
 - (a) kept in a metal container, (b) stored near outboard motor fuel, or (c) placed in the hot sun.
 13. A person who is careless and starts a forest fire:
 - (a) is made honorary fire chief, (b) receives a fire prevention award, or (c) can be fined and sent to jail.
 14. Well-managed forests give us:
 - (a) Smokey Bear, (b) wood, water, wildlife, grass, and outdoor fun, or (c) just lumber, paper, walnuts.
 15. A match or cigarette thrown from a car window:
 - (a) is permissible if no one is looking, (b) is permissible if it looks like it has gone out, or (c) is never safe.
 16. A windy day is a good time: (a) to bum trash, (b) to start a campfire, or (c) not to start a fire.
 17. A trash-burning incinerator should be:
 - (a) equipped with a good spark arrester, (b) placed under a tree for shade, or (c) used only on windy days.
 18. Before lighting an open fire:
 - (a) people should leave the neighborhood, (b) local fire laws should be checked and obeyed, or (c) drink three glasses of water.
 19. Junior Forest Rangers:
 - (a) put out forest fires, (b) start forest fires, or (c) help prevent forest fires.

ANSWERS: 1. b 2. c 3. c 4. b 5. c 6. b 7. a 8. c 9. a 10. b 11. a 12. a 13. c 14. b 15. c 16. c
17. a 18. b 19. c

A TREE QUIZ

1. Which tree has the softest wood? (Balsa)
2. Which tree is shaped like a vase? (Elm)
3. Which trees are the tallest? (Redwood)
4. Which trees are the oldest? (Sequoia)
5. Which tree has a leaf shaped like a mitten? (Sassafras)
6. Which tree gives maple syrup? (Sugar and Black Maple)
7. Which tree has paper-thin bark? (White Birch)
8. Which tree is used for baseballs bats? (White Ash)
9. Which tree is suited to make your pencils? (Red Cedar)
10. Which conifers lose all their needles in the fall? (Larch and Bald Cypress)
11. Which evergreens bear berries instead of cones? (Yew, Cedar, Juniper)



12. Which broad-leaf keeps its leaves all year? (Live Oak)
13. Which part of the tree is used for making paper? (Cellulose)
14. Which part gives us turpentine? (Long Leaf & Bobolly Pine)
15. Which tree is our most important lumber tree? (Douglas Fir)
16. Which trees are the soft woods? (Evergreen)
17. Which trees are the hardwoods? (Deciduous)
18. Which trees are often called Stinkweed?" (Ailgnthus)
19. Which tree is used for making matches? (Aspens)
20. What tree is used to make spools? (White Birch)

What Wood Would You Use?

Match the products on the left to the appropriate tree on the right.

baseball bats, tool handles	redwood
furniture, lumber, barrels	black walnut
paper, soft lumber (derby cars)	pinos
gunstocks, cabinets	maples
bowling alley lanes	ashes
lumber for outdoor decks	oaks

Tree Baseball: Divide den into two teams. Prepare a list of questions about forestry ahead of time. Write them on index cards. Rate them according to difficulty: single, double, triple, home run. To play: the batter tries to answer the question. Advance according to the regular rules of baseball. Each team has three outs. Play until a preset score is reached. Try these true or false questions: (Make up your own questions!)

1. The Balsa tree has the softest wood. (True)
2. There are taller trees than the Redwoods. (False)
3. There are older trees than the Sequoia (False)
4. Sassafras tree has a leaf shaped like a mitten. (True)
5. Red Cedar trees are used for baseball bats. (False, White Ash)
6. The Yew tree bears berries instead of cones. (True)
7. Evergreens are the hard woods. (False. Soft)

GEOLOGIST ACTIVITY BADGE

To most ten-year-old boys, the study of Geology will not sound too exciting. Rocks, for most boys of this age, are for throwing. But the fact is Geology can be fun. Here's another opportunity for the Webelos leader to present the subject in such a way that the boys will find it not only fun, but they'll learn a good deal also. Most boys have had a collection of rocks. This natural curiosity about rocks can make this a natural starting point for the Geologist Activity Badge.

In working on this badge, the boys will learn how the earth is formed, how rocks and minerals are used and how a Geologist works. You'll find that the Webelos Scout Book contains information on volcanoes, geysers and the formation of mountains. Using this resource, the boys should acquire a fairly good understanding of this with only a little assistance. To make your job easier and the activity more interesting, check with rock and gem clubs in your area -- most 'rock-hounds' are eager to tell what they know about rocks.

IDEAS FOR DEN MEETINGS:

1. Take a treasure hunt for rocks and minerals. At another den meeting, identify them and check specimens on mineral hardness scale.
2. Use cigar boxes or small cardboard boxes with dividers to display rocks and minerals.
3. Start a collection of geologic materials used in home construction. Make a display for pack meeting.
4. Visit a geology exhibit or department at a museum.
5. Visit a jeweler's shop.
6. Visit a rock collector's club meeting.
7. Tour quarry, mine or gravel pit. Look for fossils.
8. Visit an industry that uses geological materials.
9. Make a mineral hardness kit.



10. Study cause and effects of earthquakes. Make posters and charts.
11. Have a demonstration of a rock tumbler.

IDEAS FOR PACK MEETINGS:

Exhibit: Rock and mineral displays; drawings of volcanoes; posters on cause and-effect of earthquakes. Demonstrates Hardness test for minerals; rock tumbling.

PHYSICAL GEOLOGY.....deals with the earth's composition, its structure, and the geologic processes by which the earth's surface is, or has been, changed.

This includes:

mineralogy.....study of minerals.

Petrology.....study of rocks.

Structural geology.....study of arrangement of rocks on earth.

Geomorphology.....study of the origin of surface features.

Economic geology.....study of earth's economic products and their commercial and industrial uses.

HISTORICAL GEOLOGY.....is the study of the origin of earth and its inhabitants.

It includes:

Stratigraphy.....origin, composition, proper sequence, and correlation of rock strata.

Paleontology.....study of ancient organisms, fossils.

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 rock can easily be pointed out in four different ways:

1. 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.
2. 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.
3. 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.
4. 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.

We have listed just four reasons why rock is so important in our lives. Perhaps you can think of many more.

If you can round up a "rockhound" from your pack or area, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals, such as identification through hardness, luster, color streak, chemical tests, fluorescence, etc. Also, he'll probably know a few "special" spots to take the boys for rock hunting.

VOLCANO SLIDE

Materials: 1½" x ½" plastic pipe
Plaster or self drying Sculpy Clay



Paint

Use plaster or clay to build up the pipe in the shape of a volcano. Let the plaster or clay set up until completely dry and hard. Let some plaster "run" down the mountain to look like the escaping lava. Using green and or brown paint, paint the mountain. Use red to paint the lava flow.

Games:

THE BIGGEST HANDFUL: Have the Webelos collect egg-sized rocks for this contest. See which boy can hold the most rocks in one hand.

Rock Identification Contest: The first contest should try to identify rock as igneous, sedimentary and metamorphic. The second contest should name the rock.

Mineral Identification Contest: Have the boys identify common minerals found in your area.

Flash Cards: Cut out photographs of a variety of rocks and tape & each one onto an index card. (You can buy rock hounds magazines and cut them up.) Write the correct identification on the back. Work in pairs to learn rock identification.

King Of The Mountain: Draw a large circle on the ground. The denner is chosen to be King of the Mountain. The other boys must remove the King from the circle to become the new King of the Mountain.

Nuggets In The Bag: The Den Chief is to put a certain number (known only to him) of different sized rocks in a cloth drawstring. Each boy is given the bag for 15 seconds. He then passes it to the next boy. When all the boys have had a chance to examine the bag for fifteen seconds, it is returned to the Den Chief. The boy who guesses the correct number of rocks in the bag then takes his turn as the one who puts an amount of nuggets in the bag.

Mineral Tag: This is played as regular tag, except that the players must be touching an object made from minerals to be safe.

Building The House Of Diamonds: Two teams build a card house made of diamond playing cards. Individuals can build with the cards also.

ROCK PICK-UP: Arrange the players around a table or kneeling in a circle on the floor. Give each a saucer with two toothpicks and 12 small rocks. On signal, the contest is on to see who can be the first to lift out five rocks. With each round, increase the number of rocks needed to win.

HANDYMAN ACTIVITY BADGE

Handyman is one of the easiest and flexible activities in the Webelos program. There are fourteen requirements from which the den can choose a minimum of six. These can be selected on the basis of aptitude and availability. Also, the activity can be worked for the month allocated in the Webelos calendar, or it can be done in fewer meetings, if the den meetings are prepared and organized. Some of the requirements can be used for den meeting fillers, if you exhaust a topic early or some of the resources you need for another activity are unavailable.

However, though Handyman is an easy topic, the den leader should handle it with care and thoroughness. Handyman allows the Scout to learn new skills and gain self-reliance and confidence in helping with activities around the house. There are also several safety and environmental issues inherent to several of the requirements.

When preparing to do Handyman, review the requirements and assess what activities you are the most comfortable with or what would be of most interest. Review them with the assistant den leader or den chief and determine which activities should be tackled and what should be rehearsed. For several activities, it may be best to divide the den in groups and work on separate requirements simultaneously. For example: while you're working on bike air pressure with three Scouts, the den chief may be covering lawn mower safety with three others - make sure the den chief is familiar with the lawn mower used beforehand. Get additional help from the other den parents if needed and available.

Look over the resources you will use on the requirements. If you have two cars available, pick the one with the most accessible oil dip stick or tail light assembly. The value of the requirements is having the boys do the intended exercise, not overcoming unnecessary obstacles which they wouldn't encounter at home.

Plan on doing more than the minimum number of requirements. The added exposure adds value, and if a scout is shaky doing one activity, he'll have an opportunity to do other activities more confidently and feel better about earning Handyman.



SPEAKERS: Carpenter, electrician, plumber, car mechanic

FIELD TRIPS:

1. Visit a local bicycle shop and talk with the mechanic to see if he will show you how to do a safety check upon your bike and perform minor adjustments.
2. Visit an auto dealership.
3. Arrange a visit to a service station, auto repair shop or your local tire store, Have the attendant explain the use of different types of equipment Hijack torque wrench, etc. If possible have the attendant show them how to check oil level, check fluids and belts, check tire pressure, and change light bulbs. Organize a pack bicycle rodeo. See Cub Scout sports Bicycling Manual for details.
4. Visit a lumber yard, hardware store, or bicycle shop.

DEN ACTIVITIES:

- At a hardware store, visit the repair shop, and acquaint the Scouts with a few specific and varied sections in the store, like electrical supplies and hand tools.
- Arrange a presentation at a well equipped home workshop.
- Build a sawhorse.
- Arrange for a local mechanic to visit your den or visit his garage, perhaps he can show your den the safe way to change a tire, light bulb and to check the oil and transmission fluid.
- Put on a bicycle rodeo for your pack or den.
- Check with the local fire marshal or poison control center to find out how to store household cleaners and materials that will be safe from small children.
- Check the garage or storage shed in your house to ascertain the tools or implements are properly and safely stored.
- Have a clinic on the care and repair of bicycles. Set it up like a shop and have each boy bring his bike and do repairs, etc.
- Have Webelos bring tools to a den meeting and demonstrate different ways to mark them.
- Hold a nail hammering contest. See who can hammer a nail in the fewest number of strokes.
- Have a family car inspection.

Den Activities:

Leaking Faucet

- A leaking faucet is usually due to a defective washer and is a problem that can easily and quickly be resolved.
- Shut off the water! If there isn't a valve under or near the sink, turn off the main supply valve.
- Unscrew cap nut of faucet.
- Using a flat wrench, unscrew nut on faucet and pull out stem assembly. (Cloth or cardboard under wrench jaws prevents scratching.) Remove screw on stem assembly, pry out old, worn washer, wipe out grime and put in same size new washer.
- Replace screw and reassemble faucet. Turn water back on.

Car Maintenance

- Replace a light bulb
- Check Oil level and tire pressure
- Where/how to add oil
- Where/how to add air
- Change a tire

Equipment Needed:

- | | |
|--|-----------------------|
| Car- 2 spare tail of turn signal bulbs | Tire pressure gauge |
| Rags | Oil spout (maybe) |
| Tire pump (compressor) | Spare tire, jack |
| Wheel blocks, tire | Wrench, rubber mallet |

Bicycle Maintenance:



Purpose: To familiarize scouts with basic bicycle maintenance and adjustments. To acquaint scouts with the pride and satisfaction associated with being able to personally take care of one's property. To build the can-do spirit.

NATURALIST ACTIVITY BADGE

Most Webelos age boys are fascinated by wild creatures. Working on the Naturalist Activity badge gives a boy a chance to develop his natural curiosity and hopefully will begin a lifelong habit of observing things all around him. We miss a great deal when we do not have some appreciation or knowledge of the wonderful world of nature all around us.

This introduction to the world of nature will prepare them for further adventures in Scouting where they may choose to work on related merit badges dealing with plants and animals and when they earn the Environment and Conservation skill awards and merit badges.

If you are not an experienced outdoorsman, bird watcher or amateur naturalist, you may welcome some expert help. Check with a high school science teacher, State Conservation Dept. or an amateur naturalist among your den's fathers.

In this part of the country it is probably best to work on the Naturalist badge during the spring, summer or fall. Most animal life is hard to find in winter and plant life is dormant. It is possible for a boy to earn this badge without ever going into the field, but that would be unfortunate. Schedule trips to areas where wildlife can be found in a park, the woods and fields.

DEN ACTIVITIES:

1. Make insect zoos or terrariums (See Boys' Life Reprint "Naturalist Activity Badge Helps" #26-054)
2. Learn to identify poisonous plants and reptiles.
3. Make bird migration maps, using large USA maps. Then go bird watching and see how many of the species you can identify.
4. Take a nature hike and look for animal tracks. Make plaster casts of tracks.
5. Study wildlife homes (See Boys' Life Reprint B1-94, Nature Hobbies)
6. Make bird feeders, then observe birds who use them.
7. Boys keep a nature notebook, jotting down discoveries on field trips.
8. Make a list of all plants in a given area.
9. Visit a zoo or nature exhibits. See mounted wildlife.
10. Make a leaf and nut collection.

PACK ACTIVITIES:

Exhibit: Insect zoos, terrariums, nature books, casts of animal tracks, boys individual nature notebooks, bird migration maps, leaf and nut collections.

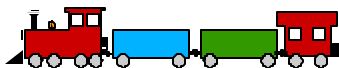
Demonstrate: Mounting insects for collections, making plaster casts, oral reports on poisonous plants and reptiles.

A tip for Webelos Den Leaders: Plan your den meetings with lots of OUTDOOR activity but first observe these suggestions:

1. Be sure the boys can identify poisonous plants, insects and reptiles.
2. Cover outdoor activities section of Webelos Scout handbook.
3. Know and practice the Outdoor Code on all field trips.

Nature offers an exciting adventure of discovery in the world of plants and animals. Cub Scout explorations can disclose interesting and important things about blades of grass, spider webs, bugs, leaves, and the amazing way seeds grow. Make "Watch Living Things Live" the password. Eyes will open wider during field trips; experiments made with seeds or seedlings; and while watching any one of thousands of bugs, collected or not.

You can include PROJECT WILD, a DNR Education program, in this month's plans perfectly.



To help your Scouts become more observant, take a hike. When on a hike, gathering nature things, why not take along some large boxes to clean up the area you visit. 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 8-10 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. An example, 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.

HIKE ACTIVITIES:

LITTER STICKER -- Use an old broomstick, tape on a nail at one end.

NATURE SCAVENGER HUNT -- Divide boys into two teams, give each team the following list. Allow 15 minutes to see how many items they can collect for their team.

- | | |
|-----------------------------|-------------------------|
| 1. Something green | 6. Something gold color |
| 2. Something blue | 7. Something alive |
| 3. Something that looks old | 8. Something dead |
| 4. Something new | 9. Something red |
| 5. Something old | 10. A tree leaf |

Upon returning, see what they can make out of their collection.

NATURE COLLAGES HIKE - Take a hike and collect nature things like bark, twigs, leaves, grass, shells, nuts, rocks, dried seeds, etc. These items can then be arranged on wooden boards, poster boards, tiles, etc. Use a tacky glue to glue items down and place a hanger on the back.

SAND CASTING HIKE -- With items you have collected on a hike you can also sand-cast them. Sand in a box works fine. Let each boy dig a small hole, place his items in the bottom with the best side pushed into the sand. Mix plaster of paris to pouring consistency and carefully pour in the hole. Let it set about 20 minutes, then lift out and brush off the sand. A piece of wire can be pushed in the back while it is drying for hanging.

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.

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.

NATURE CRAFTS AND IDEA'S:

1. Collect, mount and name as many seeds as can be found.
2. Collect, mount and name twigs from as many trees as possible.
3. Collect, mount and name leaves from as many trees, shrubs and flowers.
4. Collect feathers, mount and identify-or use in picture making.
5. Make and paint totem poles out of rocks.
6. Paint rocks to resemble animals--i.e. turtle, ladybug, beetle, etc.
7. Paint rocks for paper weights.
8. Dye sand with food coloring and use to create pictures.
9. Make plaster of paris molds of animal tracks.
10. Use plaster of paris in dish gardens to create pools or planting areas.



11. Make star charts.
12. Learn circumpolar constellations and mythology.
13. Go on a star gaze (a strong beamed flashlight helps as pointer).
14. Make a pin hole constellation from tin can or milk carton... shine light in inside to reflect stars against wall.
15. Make cloud charts with cotton.
16. Make simple barometers.
17. Paint and draw with ink made from berry juices.
18. Recognize edible plants and berries.
19. Weave mats out of grasses and reeds.
20. Make an insect net out of coat hanger, stocking hose or cheese cloth.
21. Carve or paint shelf fungus.
22. Go on a bug hunt with hand-made boxes and jars.
23. Carve simple name tags, whistles, letter openers.
24. Study different soils, collect, plant, test and grow things
25. Play tree tag--only safe when touching certain type of tree.
26. Make terrariums out of wild plants found.

KEEP AN AQUARIUM OF INSECTS

Brooks, ponds, lakes, and swamps are alive with insects. They have found really amazing ways to inhabit water. The water strider walks and runs on spider-like legs across the water's surface. A beetle called the back swimmer clings to the underside of the surface while his hind legs propel him along. The whirligig beetles skate over the surface of the water, chasing one another in a crazy patch of circles. A scuba diver called the water boatman keeps his air supply in a bubble between his front legs and moves through the water with his oar-like hind legs. Nymph naiads swim through the water, catching and eating smaller insects. They finally crawl up onto a log or rock above the surface of the water and turn into dragonflies and damselflies. All of these aquatic insects are common and easily caught.

Take along jars to bring insects home to your aquarium. Feed the aquatic insects, flies, mosquitoes, mosquito wrigglers, ants, grasshoppers.

IMPORTANT.....VERY IMPORTANT.....FEED ME

Please - if you catch me and make me part of your backyard zoo - Feed Me! What do I eat?

Well, if I am a:

Praying Mantis- Feed me flies or small insects. raw meat on a toothpick in small pieces and of course, water

Field Cricket- Fill bottom of cage with inch of soil. Fill bottle cap with water. Feed bits of bread soaked in water; lettuce, and I'll even eat peanut butter.

Click Beetle- I like soft-bodied insects and water.

Grasshopper- Grass sod in bottom of cage. Water grass from time to time and add a dish of water.

Caterpillar- Always feed me the kind of leaves from where you found me.

Tarantula- Water and most any insects that are alive. I especially like small grasshoppers.

Lizards- Most all insects and water

Meal Worm- Oatmeal or bran meal with small pieces of potato or apple. (These are excellent experiments in life cycle studies - they become beetles within 3 weeks.)

SUET BALLS FOR BIRDS -- Get several pounds of suet from your butcher. Put the suet in a covered pan and place it in the oven. Set oven at 300 degrees and forget about it for three or four hours. After the suet has melted, add about a quart of bird seed to every quart of suet OR Wrap a strong string or wire around pine cones, long enough for hanging on a tree. Dip pine cones in suet and seed mixture and set aside to harden.

FRAMED SPIDER WEB -- Paint a smooth piece of cardboard black. Cover it with a thin layer of white glue and carefully lift the spider web with the card. Cut away the excess webbing then frame.



PLASTER LEAF CAST -- Mix plaster of paris with water to the consistency of heavy cream. Pour into shallow dish or pan or large jar lid. Lightly rub leaf with grease. Place on wet plaster, press lightly and evenly. Take a small eye screw or small hook and push into plaster to form hanger on top. Allow to set, remove leaf, color leaf print with water colors.

NECKERCHIEF SLIDE

Instant Fishing Kit

Materials: 1 35 mm Plastic Film Can
 20 ft. good fishing line
 2 34 hooks and 2 lead weights
 small cardboard and tape
 a fishing fly or fish stickers

Cut the cardboard to fit the diameter and height of the film can. Cut a curve on each end of the cardboard to aid in holding the fishing line. Prepare the line with a hook and weight. Tape the end of the line to cardboard and wrap the line around the cardboard loosely so it will not collapse. Secure the sharp end of the hook under the line. Tape the extra hook and weight inside the can. Epoxy a 1/2 x 1/2 piece of plastic plumbers pipe to the back of the film can and decorate the can with a fly or fish stickers as desired by boy. When fishing the can slide serves as a bobber too, when snapped over the line.

Gathering Activity:

HIDDEN NATURE ITEMS

In the following sentences you will find hidden the 15 words listed below. They may be contained within one word or parts of several words. Circle each one word or parts of several words. Circle each one as you find it. Example: The grasshopper jumped high.

grass fly lizard frog ant bee bug garden acorn
worm tree leaf plant leaves bush flower carrot

1. The antics of the clown made everyone laugh.
2. Lindbergh was a famous flyer.
3. Liz Arden was pale after being sick.
4. He didn't plan to leave so fast.
5. If Roger goes to the park I'll go also.
6. The camp lantern does not work.
7. The car rotates badly when driving through slippery mud.
8. Be easy on yourself, relax for awhile.
9. The dune buggy went fast.
10. A corny joke can be so unfunny that it's funny.
11. The best reeds were picked for basket making.
12. When Mr. Van Gard entered the room everybody looked his way.
13. A light dew or mist helps water the greenery in the park.
14. He picked a bushel of apples from the orchard.
15. The lava flow erupted from the volcano.

NATURE THEME RIDDLES

1. When is a baseball player like a spider? (When he catches a fly.)
2. How do bees dispose of their honey? (They cell-it.)
3. Which insect eats the least? (The moth. It eats holes.)
4. Why is a frog never thirsty? (Because in an instant, he can make a spring.)
5. What kind of bird is present at every meal? (A swallow.)
6. Why is the letter A like a sweet flower? (Because a B (bee) is always after it.)

GAMES:

MOTHER NATURE'S HOUSING DEVELOPMENTS.....People don't build homes in parks, but many creatures do. How many animal homes can your den find? Look for bird nests, cliff or barn swallows' nest, squirrel nests, cocoons, insect galls, spider webs, paper wasps nests, mud dauber wasps' nests, woodchuck burrow. It's fair to



count the evidence of homes, too, such as the little mud casts made by earthworms and a long raised mound across a lawn made by a burrowing mole. A hollow tree might be the home of several animals: woodpeckers, owls, bats, or white footed mice. If your park has a pond, look for mud chimneys of crayfish built near the shore. Award a prize to the one who finds the most animal homes. Caution the boys not to remove or destroy these homes.

ROLL CALL -- Call roll by boys naming their favorite tree, flower, fruit, bug, vegetable etc., OR use just one category for each den meeting in the month, OR name one of the above that begins with the same letter as their first name.

MIXER NATURE GAME.....Have a list of familiar birds, animals, trees or insects and write the name of each on a card. Each week pin a card from one of these groups to the back of each Webelos Scout as he enters the meeting. Each boy must guess who he is by asking questions that can be answered with a yes or no. When he has successfully guessed, the card is then pinned to the front of his chest.

OUTDOORSMAN ACTIVITY BADGE

This badge is one of the most important in the Webelos program because it gives the Webelos Scout a preview of what lies ahead for him in Scouting. The activities that the Webelos Scout will do with his parent and his Webelos Den Leader in earning this badge will influence his feelings about camping and the out-of-doors in general. And since the Boy Scout program emphasizes hiking and camping, it is important that the Webelos start off right, that they have fun as they learn to make themselves comfortable in the out-of-doors with a small amount of equipment.

The best way to work on this badge is on a den campout with the Webelos Den Leader and the boys' fathers. Policies of the Boy Scouts of America encourage overnight campouts. This is not full-fledged Scout camping; but is only a taste of what is to come when the boys join a troop.

Ideas for Den Meetings:

1. Have a tent-making project of a simple tarp, tent which will provide adequate shelter for two boys.
2. Do fire laying for regular wood fires or charcoal fires, so Webelos Scouts can learn to lay them for cooking or campfires.
3. Build a charcoal stove from a #10 can obtained from school cafeterias. Vent them at the top and bottom with can opener and help your Webelos to build a fire in them.
4. Show the boys how to make an improvised sleeping bag or bed.
5. Make sure the boys are familiar with fire safety principles which include no flame lights in tents and no liquid starters for charcoal fires.
6. Show the boys how to make a list of items they will need for camping.
7. Learn several cooking techniques, including the foil pack method.
8. Have a den cookout.
9. Go camping.
10. Make up a den first aid kit.

Ideas for Pack Meetings:

Exhibit: Homemade tents, first aid kit, improvised sleeping bag, posters or charts on safety.

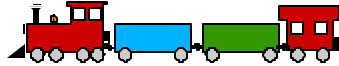
Demonstrate: Slides from an overnight campout; explain contents of first aid kit; the foil-pack cooking technique.

HIKING:

Take your boys on a hike. This will satisfy one of the requirements; "Take part in one of your den's outdoor activities."

Have the boys prepare a "hike kit" to take with them. It should include the following: matches in a waterproof container, piece of string, notebook, pencil, knife, handkerchief toilet paper, map of area, compass, money for a telephone call and a snack. See if the boys can borrow a compass and if so, have them point out the north, south, east and west directions while on the hike.

DEN FIRST AID KIT



A number of kits are on the market, but as a Webelos den project, you can make one for the den. The first aid kit is best packed in a waterproof container such as a plastic refrigerator box. Here are some items that can be considered standard; soap, box of adhesive bandages (assorted sizes and waterproof), adhesive tape, sterile gauze pads (small and large), burn ointment, small scissors, tweezers, a packet of needles, safety pins, ammonia inhalant capsules, chopsticks, salt tablets, snakebite kit, poison ivy lotion, tablets for digestive upsets.

Have the boys prepare a trail snack to take with them. See recipes below:

Hiker's Nosebag	This and That
1/4 lb. seeded raisins	1/4 lb. seeded raisins
1/4 lb. cheese	1/4 lb. peanuts
1/4 lb. chocolate	1/4 lb. chocolate bits
1 apple	Some favorite sugared cereal
(Put in plastic bag)	(Mix and put in plastic bag)

WEBELOS CAMPING

Webelos camping can be 'parent-and-son' overnight camping. A Webelos den and/or a Webelos Scout should have at least one of these campouts per year and many have two or more. These are not intended to be tough Scout-type activities. They are usually planned for mild weather and for some place not too far from home. It is designed to whet the appetite of those Webelos Scouts for the real thing -- Scout camping. The main points to remember about Webelos camping are listed below:

1. The Webelos Den Leader should meet with the parent to plan details of the overnights from provisions to program. He leans on the parent to help out in every aspect of the campout.
2. The intent of Webelos camping is to make it a tent experience. Each parent will be responsible for obtaining one for him/herself and son. The tent can be any size and any make. It may be borrowed or even rented. (Scout troops are sometimes willing to loan their tents.)
3. Each parent and son should plan their own menu and cook it as a team (simple meals are recommended) taking into consideration the costs ease of preparation, ease of clean-ups refrigeration needed., and relative nutrition.
4. Water for drinking and cooking must be tested if it is not from a known safe supply. If water at the campsite has not been tested, parents and sons should bring water from home.
5. If toilet facilities are not available at the campsites a proper latrine should be dug.
6. Garbage is either burned or placed in a proper receptacle or taken home.
7. The overnights can be held at a public campground, summer cottage, part of a farmer's field, at the edge of a lake, or any other acceptable place not too far away.
8. A tour permit must be obtained and filled out prior to starting your trip. Cars are best for transportation to the campsite. Hauling boys in the backs of trucks is unsafe and forbidden. Buses are not recommended because if easy transportation is provided fathers might tend to feel less responsible for the trip.
9. The Webelos Den Leader must have a planned program of activities for the campout and share these with the boys so they will know what to expect. They will most likely look forward to it with great anxiety.
10. Last, but not least, plan plenty of fun into it by including games, swimming, fishing, nature hikes and a campfire program. If swimming is possible, the Safe Swim Defense Plan of the Scouts must be followed.

Some equipment will be needed for the group. Here are some suggestions:

stove	lantern	cooking pots	cooking utensils
silverware	plate and cup for each boy	wash basin and bucket	soap, dish rags, dishtowels
firewood	First Aid kit		

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. Fire building 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 then 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 tinder, the tinder 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 no sparks can fly into the 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.

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.

CRAFTS:

Roasting Tools: Wiener or marshmallow roasting utensils are made from wire coat hanger, which have had the paint sanded or burned off. Handles are either pieces of wooden dowel or spools glued together. Be sure the holder is long enough so that you can stand back from the fire when using it.

Hand washer:

Materials needed:

- 1 large bleach bottle or milk jug
- 1 bar of soap
- Leg of old panty hose
- String and knife
- 1 roll of paper towel
- 1 sturdy stick and small twig

Punch a hole in each side of the bottom of the bleach bottle or milk jug. Run a string through one hole and out the other. Wrap each end of the string around the ends of a sturdy stick. (First slide the roll of paper towel onto the stick.) Bring ends of the string together and tie. Then hang over tree limb. Slip the bar of soap into the toe of



the party hose. Tie to handle of the bottle. Punch a small hole about 1 inch from the bottom and plug with small twig. Remove twig to use. You may wish to tie the twig to the handle with string so as not to lose it

Resource book...

Aside from the fun the boys will experience on the overnight campout, they should complete enough requirements to earn the Outdoorsman Activity Badge by the time they return home.

In addition, certain requirements for other badges can be accomplished while on a campout. For example:

Geologist - Collect 5 geological specimens that have important uses.

Naturalist - Be able to identify the poisonous plants and reptiles in your area. Observe wild animals in their natural habitat. Describe what you saw and what they were doing.

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. Check the First Aid Kit in the car.

An Important Reminder: Boy scout troops can provide valuable assistance and resources for Webelos overnight campouts. The troop Webelos resource person can make arrangements for the loan of troop camping equipment and can help recruit additional personnel needed for the campout. In addition, Boy Scout publications are a great source of information. *The Official Boy Scout Handbook and The Field Book*, are just some of the books containing valuable information. Remember - these are only resources. Avoid making the Webelos outing a Boy Scout outing.

READYMAN ACTIVITY

BADGE Objectives: To teach Webelos simple first aid and emergency first aid for the "hurry cases." To make Webelos more aware of safety around the home, bicycle safety and car safety.

Related Boy Scout Activities: First Aid Merit Badge, Safety Merit Badge

Resources: Boy Scout Handbook, Local Emergency Medical Technicians, Nurses, or Doctors Local or State Police, Safe Swim Defense Information Leaflet (BSA #LC7369)

SPEAKERS:

Fireman, policeman, EMT, Red Cross volunteer

FIELD TRIPS:

- Visit a fire station with an E.M.S. Unit.
- Visit a hospital E.R. or and Emergency Clinic.

DEN ACTIVITIES:

- Invite a local E.M.T., nurse or doctor to a den meeting. They can cover requirements #1 through #5 in this badge.
- In coordination with the Aquanaut Activity Badge, study the safe Swim Defense. Be sure Webelos can explain it and its importance.
- Make a Buddy Board and have Scout make their own tags.
- Invite a police officer to a den meeting. Ask him to speak on bike and/or car safety. See Traveler activity badge for car safety rules.
- Visit a fire station. Have a fireman talk to the Webelos about the need for a fire escape plan. Have Webelos draw up a home fire escape plan.
- Discuss home safety hazards. This coordinates with the Family Member activity badge requirement #3.
- Take the Webelos to observe the district or council first aid meet. Attend your district roundtable for information.
- Practice Hurry Cases--3 B's and a P is one way to remember them.
- Join a local troop meeting when a first aid demonstration is being given. Call Scoutmaster--they're going to do it sometime during the year.
- Give a talk to younger Cub Scouts (Wolves, Bears) on 6 rules of safety to remember while riding in a car.
- Put together a first aid kit for you Pack to take on outings.



- Stage a mock disaster involving injuries and have the boys treat the injuries. This could be done in conjunction with a patrol from a nearby Troop. With the Scouts demonstrating more complicated skills and acting the part of the injured.

Practice For Emergency Situations

1. You awaken in the middle of the night. Your bedroom door is closed and you smell smoke. Mother and father are out of town and your grandmother is sleeping in their bedroom. What should you do?
2. You are returning home from a baseball game and see a grass fire in a vacant lot near your home. What should you do?
3. You see smoke coming out of a window in an apartment building across the street. What should you do?
4. A stranger in a blue Volkswagen stops you on your way home from school and offers you a ride. What should you do?
5. You find your 18 month old baby brother playing with a bottle of aspirin that has been opened. What should you do?
6. A kindergarten child is bitten by a dog on the way home from school and you are a witness to the incident. What should you do?
7. A first grade boy falls off a swing and lands on his back. You are the first person to arrive at the accident scene. What should you do?
8. You are a witness to an auto accident in which a car strikes a girl on a bicycle and leaves her lying in the street. What should you do?
9. You awaken in the middle of the night and hear the baby crying. The baby-sitter is asleep in front of the TV set. What should you do?
10. A group of kids in your neighborhood are playing by locking one another in an old refrigerator they found in the alley behind a neighbor's garage. What should you do?
11. A gang of boys have been teasing a neighborhood dog. The dog is a family pet, but he is growling and shows signs of anger. What should you do?
12. The fire bell rings at school and two of the girls decide they'll play a trick on the teacher and hide under the library table while the class goes out for a fire drill. What should you do?
13. A first grade boy steps on a rusty nail in the sandbox. It goes through the sole of his tennis shoe and makes a slight scratch on his foot. He doesn't want to go to the school nurse. What should you do?

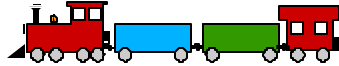
GAMES:

Pressure Pad Relay. Equipment - Each boy using his own neckerchief One boy has about 30 feet in front of the team with arterial "bleeding" of the left wrist. There is one judge for each victim. On signal, the first boy from each team runs up and applies a pressure pad over the simulated wound. When correct, the judge yells "off", the boy removes the pad and runs back to the team, tags off the next boy who repeats the operation.

Bandage Demonstration: Equipment - As needed. One member of a den is the patient; the rest are first-aiders. On "Go" Number 1 runs to the patient and ties a head bandage and runs back; Number 2 ties cross chest; Number 3, thigh; Number 4, ankle bandage; Number 5, sling for arm; then Numbers 6 and 7 go up and be chair carry transport for the patient back to the starting point. No time element (Note: In case of a small den, one or more boys may go up twice, until the project is completed). Base scoring on excellence.

Stretcher Race: Equipment - Two staves, one blanket, and one inflated balloon for each team. Teams line up in relay formation with two victims from each team lying from 30-70 feet in front of the team. On signal, two members of the team run up to the first victim with the blanket and staves, make a stretcher, and put the victim on it. When carriers are ready to lift the stretcher, a judge places the inflated balloon on the victim. The victim is carried to the starting line without the balloon falling off (to ensure care in handling the victim). If the balloon falls off, the judge counts off 20 seconds, places the balloon back on the victim's chest, and the team continues on its way. When they reach the starting line, the second team from the group dismantles the stretcher and runs forward to bring in the second victim using the same procedure and rules as the first team the first team to bring the second victim over the starting line is the winner.

What's wrong with me? Write down several different accidents or afflictions. (example: A broken leg, A nose bleed, Choking, Shock, etc...) Place these in a hat and have the boys draw them out one at a time. The boy that drew will have to act out that particular problem. The first boy to identify the problem must show how to treat it, he now gets to pick and act out an accident.



SCHOLAR ACTIVITY BADGE

The quality that a Webelos leader will find most helpful on this badge is the ability to listen to a boy and praise him for his school accomplishments. Advance planning is important to make this badge appealing to a 10 year old.

You will need to find out who works at the school and how the education chain of command works in your locality. The school secretary can usually be very helpful. Also, the Education Service Center will be glad to furnish you information. P.T.O. officers will also be able to help you get information. Try to find out some of these things:

- What jobs are there at school for the boys to do?
- What extra-curricular activities are available?
- What community activities is the school used for?
- Who are the people on the office staff, cafeteria staff, custodial staff
- What are their responsibilities?
- What are some of the problems of the school and how can you help?

Most of the work on this badge will be done by the boy in school. You needn't limit the meetings to discussions. You might take a trip to a high school and college to show the difference from elementary school.

SPEAKERS: Teacher, college professor, school principal, librarian

FIELD TRIPS:

- Plan a trip to the library to have the librarian demonstrate the use of a microfilm or microfiche viewer.
- Briefly visit a school board meeting. Let them know you are coming. They may be interested to know the boys are working on the Scholar Activities Badge.

DEN ACTIVITIES:

- Let the boys talk about what's going on in school. Don't try to change any of their ideas, but guide the discussion in such a way that they will see the value of an education.
- Learn about the history of education, how schools developed in America.
- Prepare a chart of the school system and explain and discuss with boys.
- Discuss & do a den service project for the school.
- Invite the parents of Webelos to come to a den meeting dressed in the type of clothes they wore to school. Have them bring along such things as class pictures, yearbooks, report cards, etc. and allow each ample time to share his/ her school days with the den.
- Have a panel of parents with various jobs explain their schooling and training for these jobs
- Invite an educator to talk with the den about some of the scholar requirements.
- As a den, talk about good study habits.
- Have someone from the public library talk about the local literacy project.
- Tour a local high school or visit a local college campus.
- Play a Newspaper Search game looking for articles about education.
- Encourage boys to find out all they can about schools in your community ... the different types and how they work... the problems and opportunities. Discuss these at a den meeting. Have the boys make a list of the things they like about school and another list of the things they don't like about school. Give these lists to the principal.
- Have the boys make a daily time schedule and use it to determine if they are making the best use of their time.

Ideas for Pack Meetings:

Exhibit: Chart of school system, old school books alongside current ones.

Demonstration: Oral report on field trip. Explain chart of school system, oral report on responsibilities of employees of school.

SEVEN WAYS TO IMPROVE GRADES

1. LEARN TO LISTEN. Look at the speaker and concentrate on his words. Teachers often review important facts many times. Some even give the exact information that will be required on a test. Take notes. Participate in discussions.



2. **DEVELOP GOOD STUDY HABITS.** Have a study place at home away from distractions. Have supplies handy. Do your homework at the same time every day so it becomes a habit. Make a list. Do the things you hate first. Cross off each item as you finish. Schedule a short break if the list is long.
3. **USE THE RIGHT READING TECHNIQUE.** Learn how to skim by glancing through whole paragraphs at a time. You can find specific information this way. Slower, more careful reading is necessary when you must understand and remember. This is good when learning something new, studying or reading directions for a test.
4. **IMPROVE YOUR VOCABULARY.** Look up words you don't know. Write them down. Note the spelling, pronunciation and meaning.
5. **SHARPEN YOUR WRITING SKILLS.** Organize your thoughts. Keep your sentences short. Don't start every sentence with THE or I. Make sure your handwriting is neat. Double check spelling and punctuation. Go over your work.
6. **LEARN HOW TO TAKE TESTS.** Study for a test well ahead of time, carefully and calmly; do not "cram". Then relax, and face it. First, slowly read all the directions. Make sure you understand exactly what is required. Next, answer the questions you know for sure. Pace yourself. If there is an answer you don't know, skip it and go on. You can always go back and fill it in. Work steadily. Double-check your work for careless errors before you hand it in.
7. **DEVELOP A POSITIVE ATTITUDE.** This is most important. You are what you think you are. Think you are going to pass and you probably will.

TIPS ON HOW TO TALK TO YOUR TEACHER

A good conversation with your teacher can increase your chances of making better grades, participating in clubs, working on new projects or earning school awards.

1. Set your goal and decide exactly what you want.
2. Prepare what you will say with a parent or friend. Make notes on information you might need or questions you need to ask.
3. Select a time when your teacher isn't busy. Make an appointment. Be polite, act natural and be honest. Ask for a chance to earn what you want and for suggestions on ways to improve your skills or behavior. Be sure to thank your teacher.
4. Check your attitude. Are you willing to work to improve?
5. After your talk, write down what you and your teacher agreed on. Follow through on the suggestions and fulfill your commitment. Keep trying even if it's hard. If you need help, ask for it.

Teachers are people too; they respond to genuine interest and enthusiasm. They want you to be a success.

GAMES:

Intelligence Test: This test is to see if you can follow directions. Just concentrate, but remember, you have only 2 minutes.

1. Read everything before doing anything,
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "name" in sentence number 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an "x" in each square.
6. Put a circle around each square.



7. Put a circle around each word in sentence number 5.
8. Put an "x" in the lower left-hand corner of this paper.
9. Draw a triangle around the "x" you just put down.
10. If you think you have followed directions up to this point call out "I have."
11. Now that you have finished reading carefully, do only number 1 and number 2.
12. You have finished. How did you do?

The Magic Square: Using the numbers 1 through 9 only, fill in all 9 spaces (Tic-Tac-Toe) so that the total adds up to 15 in every direction - top to bottom, side to side, and diagonally.

Aptitude Test

1. If you went to bed at 8:00 at night and set the alarm to get up at 9:00 the next morning, how many hours of sleep would this permit you to have? (one hour)
2. Do they have a 4th of July in England? (yes)
3. Why can't a man living in Winston-Salem, N.C. be buried west of the Mississippi? (He has to be dead first.)
4. How many birthdays does the average man have? (one)
5. If you have only one match and enter a room in which there is a kerosene lamp, an oil heater and a wood burning stove, which do you light first? (the match)
6. Some months have 30 days; some have 31. How many have 28? (all of them)
7. If a doctor gave you three pills and told you to take one every half hour, how long would they last? (one hour)
8. A man built a rectangular house. Each side has a southern exposure. A big bear comes wandering by. What color is the bear? (white)
9. How far can a dog run into the woods? (halfway)
10. What four words appear on every U.S. coin? (United States of America or In God We Trust)
11. In baseball, how many outs are in each inning? (six)
12. I have in my hand two U.S. coins which total 55 cents. One is not a nickel. What are the two coins? (A half dollar - which is not a nickel - and a nickel.)
13. A farmer had 17 sheet. All but nine died. How many did he have left? (nine)
14. Divide 30 by 1/2 and add 10. What is the answer? (70)
15. Take two apples from three apples and what do you have? (two apples)

12 correct -- genius; 8 correct -- normal; 5 correct -- not so good; 3 correct -- back to school!

SCIENTIST ACTIVITY BADGE

A scientist studies things to learn how they behave and why. Scientists try to find out the laws of nature about the things they study. People can use these rules or laws in making things. While working on this activity badge, you will learn a few of the main ideas in physics. Physics is a science with several branches. One of these branches will be weather. You can learn a little about weather in these activity badge requirements. Another branch of physics is called optics. You will have a chance to learn something about sight and find out how your eyes work. Scientists learn a lot by experimenting or trying things out. Try things for yourself. Scientists take nothing for granted. They may be sure an idea is true, but they always test it, if possible, to make certain they are right.

SPEAKERS: Lab technician, nurse, zoologist, nuclear physicist, weather forecaster, X-ray technician, science teacher, researcher.

FIELD TRIPS:

- Visit an eye specialist and learn how the eyes work.
- Visit the control tower of the Metropolitan Airport or visit a Municipal Airport. Learn about the principles of flight.
- Tour an airplane and look at all the control dials.

PACK MEETING:

- Honor your pack leaders by making up some "Scientific Awards." Cut them out of poster board.
- Gravity is a heavy subject. (Shape of the Earth)
- Stars are night lights that don't run up bills. (Stars)
- Astronomers are far-sighted. (Glasses with big eyeballs)



- Chemists really, stir things up! (Beaker with bubbling mix.)
- Science Fair: Set up and hold a science fair during your pack meeting. Show some of the simple experiments you have been doing in your den meetings. Display items that you have made.

DEN ACTIVITIES:

- Talk about the various branches of science and how they differ.
- Do the atmospheric pressure tests or balance tests in the Webelos Book.
- Make Fog.
- Make Crystals.
- Do the inertia experiments in the Webelos Book.
- Visit an eye specialist and learn how the eyes converge and find out what the various eye tests measure
- Invite a local weatherman to your den meeting to talk about the climate during the year. How is weather different in the Southern Hemisphere?
- Have a slow-motion bicycle riding contest to illustrate balancing skills.
- Plan a scientific experiment to be demonstrated at the pack meeting.

PASCAL'S LAW

"The pressure of a liquid or a gas like air is the same in every direction if the liquid is in a closed container. If you put more pressure on the top of the liquid' or gas. the increased pressure will spread all over the container."

1. A good experiment to demonstrate air pressure is to take two plumber's force cups (plumber's friend) and force them firmly against each other so that some of the air is forced out from between them. Then have the boys try to pull them apart.
2. When you drink something with a straw, do you suck up the liquid? No! What happens is that the air pressure inside the straw is reduced, so that the air outside the straw forces the liquid up the straw. To prove this fill a pop bottle with water, put a straw into the bottle, then seal the top of the bottle with clay, taking care that the straw is not bent or crimped. Then let one of the boys try to suck the water out of the bottle. They can't do it! Remove the clay and have the boy put two straws into his mouth. Put one of the straws into the bottle of water and the other on the outside. Again he'll have no luck in sucking water out of the bottle. The second straw equalizes the air pressure inside your mouth.
3. Place about 1/4 cup baking soda in a coke bottle. Pour about 1/4 cup vinegar into a 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. The baking soda and vinegar produce CO₂, which pushes equally in all directions. The balloon which can expand in all directions with pressure, will do so as the gas is pressured into it.
4. For this next experiment you will need: A medicine dropper, a tall jar, well filled with water; a sheet of rubber which can be cut from a balloon; and a rubber band.

Dip the medicine dropper in the water and fill it partly. Test the dropper in the jar - if it starts to sink, squeeze out a few drops until it finally 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 until the jar is airtight. Push the rubber down with your finger and the upright dropper will sink. Now relax your finger and the dropper will rise.

You have prepared a 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 pressure applied.

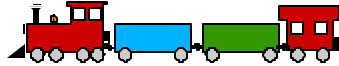
INERTIA

"Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue the same straight line".

1. Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.
2. Get a fresh egg and a hard-boiled egg. Give each of them a spinning motion in a soup dish. Observe that the hard-boiled egg spins longer. The inertia of the fluid contents of the fresh egg brings it to rest sooner.

Air Pressure

The Upside-Down Glass That Won't Spill



1. Fill a drinking glass to the very top with water. The water should spill over the top a bit.
2. Carefully lay the cardboard square to completely cover the top the glass. Holding the cardboard on top, turn the glass over until it is straight upside down. Stop holding the cardboard on. It will stay on by itself.

The Undrinkable Drinks

1. Using a can opener make a small hole in a can of juice. Try to drink the juice. What happens when you punch another hole in the can?
2. Open a bottle of juice. Add enough water to fill the bottle to the very top. Put in a straw. Use clay to completely block the opening of the bottle around the straw. Try to drink the juice.

What is happening: There is no air in the glass of water to punch down on the cardboard. The air pressure pushing up on the cardboard is greater than the weight of the water. And the juice won't come out of the hole unless air can get in to push down on it; you need a second hole to let air in. Juice won't go up the straw because no air is getting in to push down on the juice.

AIR-CANNON HOCKEY

This game will demonstrate air pressure. Use round cardboard oatmeal boxes. Cut a hole the size of a penny in the tops. Fasten the lid back to the box tightly. Use a table for a field, with a goal at either end. Have a boy sit at each end of the 'field' with a cannon (box) and put a ping-pong ball in the middle of the table. By tapping the back of the box and aiming it at the ball, try to score by putting the ball through your opponent's goal. The Webelos leader can demonstrate the effectiveness of his oatmeal box cannon by using it to put out a candle. Fill cannon with smoke, then aim at candle, tap back of box, and flame will be put out. These cannons are effective up to about six feet.

A HOMEMADE BAROMETER

Use a milk bottle, a soda straw, a piece of a penny balloon, and a length of string. Cover the mouth of the milk bottle with the piece of balloon, tying it in place with the string. Glue one end of the soda straw to the middle of the balloon. Make a scale on a piece of cardboard, by making 1/2 inch marks about 1/8 inch apart. Superimpose the free end of the straw across the scale, but don't let it touch the scale. Mark the scale from 1 to whatever number of lines on the scale. Ask one of the boys to be in charge of the barometer for a month. Have him mark the number on the scale that the barometer points to each day at a certain time. This way there can be a check between your barometer and the actual air pressure as given in the newspaper each day. Remember that as the air pressure increases, the straw will point higher on the scale.

A FOG-MAKING MACHINE

Use a plain glass gallon jug, a stopper to fit it and a bicycle pump. Put a small amount of water or alcohol (which works even better) in the jug. Bore a hole through the stopper in the mouth of the jug. After a few strokes of the pump, remove the stopper quickly. There will be a loud pop and you will see that a cloud will form in the jug. To get 'fair weather', all you need to do is replace the parts as they were, and pump air back into the jug. The reason the cloud was formed is that in pumping air into the jug, the temperature was raised, making it possible for the air to hold more moisture. When the top was removed, the air expanded and cooled. This cool air could not hold as much moisture, thereby forming a cloud.

PROJECTS:

CRYSTAL CLEAR

You will need:

salt
sugar
Epsom salts
laundry detergent flakes
4 glass jars
4 spoons
magnifying glass
thread or thin string
very hot water
pencils
paper clips
food coloring

1. Fill a jar half full of very hot water. Stir in a cup or more of salt, a little at a time, until no more will dissolve.
2. Rub some salt onto a piece of string. Tie it around a pencil, tie a paper clip to the other end, and drop into the water. Lay the pencil across the jar.
3. Put the glass in a cool place where it won't be disturbed. Do not touch the jar or the pencil. Watch for a few days.



4. Repeat the process with Epsom salts, sugar, and laundry detergent flakes. Try adding a little food coloring to one of the solutions.

What is happening: The salt dissolves in the hot water. But cold water can't hold as much salt in a dissolved form. So as the water cools, the salt forms again on the string.

Do It Yourself Flashlight

This flashlight can be assembled easily and provide a fun project for the boys. And better yet, it actually works! You will need a flashlight battery, a bulb, a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the batter and bulb base to fit inside it. The wire should be the kind that can be bent easily. Scrape the insulation from one end of your wire and form it into a flat coil. Attach the coil to the bottom of the battery with adhesive tape. Cut an opening in the center of the pill bottle lid. so that the base of the bulb will fit. Push base of bulb through hole in lid. Scrape the other end of the wire and wind it around the base of the bulb.

Secure in place with tape. Crumble small piece of paper. Place enough of this in bottom of bottle so that when battery is inserted and the lid is tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery. Hinge one side of the lid to the bottle with tape. When lid is closed. the bulb will light. To shut off your flashlight, flip up the lid. This light creates a dim glow. If you want a larger light, use two batteries in a larger container.

The Beaufort Wind Scale

The Beaufort Wind Scale was originally devised by Sir Francis Beaufort to describe wind speed in chart form. By watching the effect of wind on objects in the neighborhood, it is possible to estimate its speed. Copy the scale on a large sheet of cardboard and hang it in your den meeting place.

The Beaufort Wind Scale

#	Title	Effect of Wind	M.P.H.
0	Calm	Smoke rises Vertically	Less than 1
1	Light Air	Smoke drifts	1-3
2	Light Breeze	Leaves rustle	4-7
3	Gentle Breeze	Flags fly	8-12
4	Moderate Breeze	Dust, loose paper raised	13-18
5	Fresh Breeze	Small trees sway	19-24
6	Strong Breeze	Difficult to use umbrellas	25-31
7	Moderate Gale	Difficult to walk	32-38
8	Fresh Gale	Twigs break off trees	39-46
9	Strong Gale	Slight damage to roofs	47-54
10	Whole Gale	Trees uprooted	55-63
11	Storm	Widespread damage	64-75
12	Hurricane	Devastation	above 75

The Webelos Scouts might look for pictures in magazines which fit the various descriptions above and add them to the chart in the proper places.

Use a calendar to keep track of wind speed over a period of time.

"Red sky at night, a sailor's delight, red sky at morning, sailors take warning. " It seems that when the sky is red in the evening, the weather the next day would be very clear and nice. When the sky was red in the morning, storm clouds were brewing. Watch the skies for several days and write down what it looks like in the morning and at sunset. Keep track of whether or not this old saying proves true today.

Eyes Right.... or Left



Ask the Webelos Scouts if they are right-eyed or left-eyed as they are right-handed and left-handed. They can check by extending a finger towards a distant object and keeping both eyes open. Then **tell** them to close their right eye. If their finger appears to jump, this means they are right-eyed, if it does not, they are left-eyed, since the left eye is dominant.

GAMES:

Bottle Target: Webelos take turns seeing how many toothpicks they can land in a milk bottle which is placed on the floor an arm's length away, Players drop the toothpicks one at a time. They may lean forward, but can't move their feet.

Scientists Quiz (True or False?)

(Make copies of this quiz for all the Webelos to try.)

1. Electric current was discovered in Italy in 1781. (True, by Luigi Galvani.)
2. Vulcanized rubber was an accidental discovery by Charles Goodyear. (True, in 1839.)
3. Madame Curie was the second woman to win the Nobel Prize. (False, she was the first woman. It was in Chemistry, for the discovery of radium,)
4. Mark Twain was the first author to submit a typewritten manuscript to a publisher. (True, *Life on the Mississippi* in about 1875.)
5. "Disks for the Eyes" was the original name for contact lenses. (False, the name for eyeglasses that were made in Italy in 1280.)

A Real Attention Getter: Inflate a balloon and affix 3 - 4 squares of plastic tape to it. Have a boy stick a pin through the center of each piece of tape. To everyone's amazement, the balloon will not burst. When the pins are removed the balloon still will not burst. What is happening: 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.

Atomic Chart: Make up flash cards with the symbols of the atomic table on one side and the element word on the other side. Mix them up, forward and backwards. Play in pairs or compete as teams. Teams can be one person answering at a time, or a group effort. Who are the best "Scientists!"

Hot Air Balloon Power: Divide scouts into 2 or more teams, each player is given a balloon which he blows Lip and holds by the neck until his turn. A raceway is defined for each team and a Ping-Pong ball is then placed at the beginning of each raceway. Team players take turns letting air escape from their balloons, blowing a Ping-Pong ball down the raceway. The winner is the team that blows the ball the furthest down their raceway.

SHOWMAN ACTIVITY BADGE

HURRY HURRY HURRY STEP RIGHT THIS WAY FOLKS ITS SHOWTIME'. Does that bring a flood of old memories back to You? Everyone's show and most all boys have a generous chunk of ham in them and want nothing better than a chance to let it out. If you don't give them a chance under controlled conditions they will take it when you least expect it or want it.

The Showman activity badge gives them a chance to let out the hidden, barely Shakespeare, Jerry Lewis, Leonardo the Great or what ever happens to be their style. It also allows them to express themselves musically be it kazoo or Stienway. Providing the entertainment for the pack meeting will be a challenge gladly met by Webelos Scout boys and the sillier the better.

In most units the boy will also get to demonstrate two of these skills around the campfire. The ham will have a chance to surface as his Patrol is called upon to give a skit and his singing talent, or lack of it, will take a back seat to his volume as the campfire fun continues.

This badge covers most of the field of entertainment and acquaints the boys with ways of putting on various shows or skits. Making the props also can be used as part of the Craftsman badge. Skits and some Costumes are covered elsewhere in this book so look them up and use the ideas presented which are usually proven and tested ideas.

There are three areas a Webelos can choose from to work on his Showman badge: puppetry, music, and drama. There is an excellent section on puppetry in the *Cub Scout Leader How-To Book*. Also check the *Webelos Den Activities_book* and the *Webelos Scout Book*.



DRAMA Putting on a play will let the boy's talents shine like stars. The boys can write, direct, produce and even act in their own play. This play can be a small skit or an elaborate play with props and scenery. It could also be an illustrated joke. See the *Webelos Scout Book* for examples.

MUSIC How can a Scout have fun with music? Well, if he plays an instrument at school, let him bring that instrument to a den or pack meeting to play for the group. If you have several Webelos that play instruments let them form a band. What if you don't have the luxury of store bought instruments? Improvise! Make your instruments from cardboard boxes, oatmeal boxes, rubber bands, tissue paper rollers, aluminum foil, rolled up pieces of tin, or just about anything; then let your boys have some fun.

While making instruments, your Scout can learn about music. The Scouts can pretend that they are rock-and-roll singers. Let them think up their own name and perform at the den meeting, or the pack meeting. They can perform to recorded music and that way they don't have to really sing.

PUPPETS Puppetry can offer a lot of fun for your boys. Puppets can be made from just about anything. Stage settings can be simple or elaborate. For the shy boy, puppetry can be a means of expressing his talents while drawing attention to the puppet and away from himself. This not only comforts the shy boys but affords them a chance to grow.

DEN ACTIVITIES:

- Attend a high school play.
- Invite a high school drama teacher in to explain and demonstrate make-up techniques.
- Play Charades..
- Take your entertainment to a children's home or hospital as a good turn.
- Write a puppet play and have the puppets act it out.
- Have the boys write a speech of two minutes on a Scouting topic and give it at a den meeting.
- Talk with your Cubmaster and assist with an advancement ceremony for your pack meeting.
- Talk about sound effects and let the boys try some of them
- Write a one-act play for pack meeting.
- Make up a band. Have boys make homemade instruments and learn a song.
- Write and film a short movie and show it to parents at a pack
- Make a puppet stage and use it for your puppet show.

PACK ACTIVITIES:

- Plan a family entertainment night - let the boys show off their talent to their parents.
- Exhibit props used or built such as puppets, costumes, etc.
- Demonstrate talent - musical, puppet show or skits.

These are just a few of the many ideas you can use to put on your big show.

Let the boys, talent stand out and stand back. As they say in show biz BREAK A LEG.

DRAMA

SKITS

Writing a skit is not as hard as it may seem, though it does basically take some imagination. A basic subject or plot, such as the some of the month, will get you started in the right direction. Make tow skit fun for the Cub. To avoid problems in skits, keep the following in mind:

1. Keep the Skit Simple - Don't expect boys at this age to understand complicated plots. If possible, have the boys compose the skit. You may give them ideas, but if they compose the skit they will enjoy it more and also better understand it.
2. Keep It Short - (3-5 minutes). A long, drawn-out skit will make the audience restless.



3. Avoid Long Memorized Dialogue.- Again, boys of this age cannot be expected to memorize long lines of dialogue. Keep the dialogue to a minimum. Have the boys speak slowly and loud. It is a good idea to let the Cubs practice their skit at the pack meeting place in advance of the pack meeting.
4. Use Simple Props - Props can be made from cardboard and signs can be put up to indicate scenery. Costumes can be made by adding appropriate accessories to everyday clothes. Most costumes which are intended to be cut from fabric and sewn can also be cut from crepe paper and glued and/or stapled by the Cubs themselves.
5. Let Every Boy Participate.

HOW TO WRITE A SKIT:

Let's examine what a skit is. Basically it represents the following items:

1. BOY WANTS SOMETHING Friendship, a gold mine, a game trophy, to find a lost world, or something else.
2. BOY STARTS TO GET IT By canoe, plane, horseback, on foot, right at home by using his brain, or some other way.
3. OBSTACLES STOP BOY Crocodile, nature, native head hunters, a secret enemy, a false friend, or other problem.
4. BOY ACHIEVES GOAL Through an act of kindness, bravery, wisdom. magic, unexpected help, or some other way.

HERE ARE SOME IDEAS ON SKITS:

- Act out a favorite story
- Act out parts of a well-liked story such as Treasure Island
- Use new ideas
- Act out poems
- Jokes (from Boy's Life even?)
- Act but songs
- Fairy tales
- Nursery rhymes
- Indian legends
- Trip to the moon by astronauts
- Satirize commercials

MUSIC

SCRAMBLED WORDS

These are all music terms or names of musical instruments.

- | | | |
|-------------------------|-----------------|-------------------------|
| 1. COFISUMLK | <i>Answers:</i> | 1. FOLK MUSIC |
| 2. RUDM | | 2. DRUM |
| 3. LECOL | | 3. CELLO |
| 4. NILOIV | | 4. VIOLIN |
| 5. LETUF | | 5. FLUTE |
| 6. CEVOI | | 6. VOICE |
| 7. TARUIG | | 7. GUITAR |
| 8. MICERULD | | 8. DULCIMER |
| 9. HATUPORA | | 9. AUTOHARP |
| 10. JABON | | 10. BANJO |
| 11. FATSF | | 11. STAFF |
| 12. FELCBELRET | | 12. TREBLE CLEF |
| 13. SABS CEFL | | 13. BASS CLEF |
| 14. PARHS | | 14. SHARP |
| 15. FATL | | 15. FLAT |
| 16. OETN | | 16. NOTE |
| 17. RETS | | 17. REST |
| 18. TANRALU | | 18. NATURAL |
| 19. SICLAMU SUMRENSTNIT | | 19. MUSICAL INSTRUMENTS |
| 20. SEMARUE | | 20. MEASURE |



GAMES

1. **NEWSPAPER MAGIC**...Announce that you can perform a strange feat. You take an ordinary sheet of newspaper, lay it on the floor and have two people stand on it, facing each other. Say they will be unable to see or touch each other. Make your claim come true by laying the paper in the doorway, with the door closed. One person stands on each side of the door.
2. **NAME THAT TUNE**...Record the first line of about 15 different songs on a tape player. The Webelos who can correctly name the most songs wins.
3. **WHISTLING CONTEST**...Divide the Webelos into two teams. Have one team start whistling & see which one can whistle the longest. The other team can try to make the boys laugh, forcing them to drop out of the contest.
4. **MUSICAL CHAIRS**...Cub Scouts move around chairs as music is playing. When the music stops, all must sit in a chair. However, there is always one less chair than there are boys. The boy not seated is out of the game. This game can be done with partners holding hands and remove two chairs each turn. This game can also be played without chairs by having the Cub Scouts sit on the ground when the music stops and having the last one down drop out. To make it more interesting have them balance books on their heads and kneel when the music stops. The last one down and anyone dropping his book is out.
5. **MUSICAL NUMBERS**...Cub Scouts form a ring, join hands and march around the room until the leader calls out a number. The Cub Scouts must form smaller rings containing the same number as the one the leader called. The leader (knowing the number of players) should call a number that will force some to be left out of the game. The remaining players reform one circle again and continue until only two groups remain.

SPORTSMAN ACTIVITY BADGE

Sports are high on the list of favorites of Webelos Scout-age boys. You can be certain of instant interest by most members of your den. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably know enough already about rules, scoring, techniques for several sports so that they could pass those requirements immediately.

But that's not really enough! One of the prime purposes of Cub Scouting is 'encouraging good sportsmanship and pride in growing strong in mind and body'. If your boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then the den - and you - have wasted your time.

Agree on the importance of learning sportsmanship. What does that mean in practice? It means that the least skilled gets just as much instruction and encouragement as the best athlete. It means that the better athletes learn not just to tolerate the awkward boy, but to help him. It means that all boys can win and lose with grace and good sportsmanship.

Your own example will help to achieve these goals. Put stress on the fun of the game, not on winning. When you have intra-den competition, make up the teams so that the strength is about even. If you let boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.

SPEAKERS: Coach, sports player, sport broadcaster, team manager

RESOURCES:

- YMCA or City Youths Sports associations
- Library
- Cub Scouts sports program

DEN ACTIVITIES:

- Explain and discuss football signals, using Big Print posters #26-061.
- Invite a referee or umpire to talk with the den about signals, teamwork, fair play and sportsmanship.
- Dads and sons attend a high school or college sports event.
- Hold a pack sports tournament such as bowling, volleyball, soccer, etc.
- Visit a bowling alley and bowl a few lines or challenge another Webelos den.
- Have a den game night using stations with different card games being taught.
- Invite a team member to talk with the boys about sportsmanship and fair play.
- Have each boy list the sports in which he participated during the past year.



- Make shuffleboard discs and cues as shown in the Webelos book.
- Decide on a sports demonstration for pack meeting.
- Give the Webelos a list of famous sports figures and have them name the sport involved.

The "Spirit of Good Sportsmanship" means being modest in victory as well as accepting defeat gracefully after trying your best.

GAMES:

Unscramble the following group and individual sports.

LABLTKEBSA	(BASKETBALL)
WLGIOBN	(BOWLING)
LLBBAASE	(BASEBALL)
HISNGFI	(FISHING)
CKYHOE	(HOCKEY)
LFGO	(GOLF)
NGIKIS	(SKIING)
BTELA NESNTI	(TABLE TENNIS)

Do You Know Your NFL Teams?

- Army insects _____
- Seven squared _____
- A 74? _____
- Hostile attackers _____
- Helpers to relocate _____
- Various iron workers _____
- Sun-tanned bodies _____
- I.O.U.'s _____
- Toy baby with fish arms _____
- Trained to kill _____
- Lubricators _____
- Six rulers _____
- Opposite of ewe _____
- Class of Boy Scouts _____
- American Gauchos _____
- Loyal Team _____
- Credit card users _____
- Indian leaders _____
- King of beasts _____
- Team of tigers _____
- A dollar for corn _____
- Ocean going barrios _____
- Hot epidermis _____
- Six shooters _____
- Rodeo horses _____
- Translated team _____
- Grumpy person _____
- Game at Al's _____

Answers

- Giants
- 49'ers
- Jets
- Raiders
- Green Bay Packers
- Steelers
- Browns
- Buffalo Bills
- Dolphins
- Falcons
- Oilers
- Vikings
- Rams
- Eagles
- Cowboys
- Patriots
- Chargers
- Chiefs
- Lions
- Bengals
- Buccaneers
- Seahawks
- Redskins
- Colts
- Broncos
- Saints
- Bears
- Cardinals

Bucket balls: Two bushel baskets or other containers are placed on the ground at opposite ends of the playing area. Use a regular basketball, if available. Divide the den into two teams and play basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

Soccer 10 Kicks: The den is divided into equal teams. A soccer ball (or ball ,of similar size) is used. The object is to kick the ball 10 times in succession to teammates. Each player calls out the number (1-2-3-4-etc.) as he kicks. The opponents try to intercept and start their own sequence. Hands may not be used. The team making 10 successive kicks wins.



You may also wish to play shuffleboard, horseshoes, table tennis or volleyball at your den meeting. If you live near a school., you may want to play basketball., touch football or softball. Don't forget Archery, Roller Skating and Ice Skating. There are so many sports. Try to introduce your boys to at least one new one.

TRAVELER ACTIVITY BADGE

Almost everybody loves to travel... Webelos Scouts are no exception. But not everyone has the opportunity for extensive travel. Obviously you can't give your boys that opportunity while working on the Traveler badge. But you can introduce them to some of the joys of travel and perhaps to a means of travel new to them. Through the badge requirements, the boys will learn to read maps and timetables of railroads, buses, or airlines serving this area. They will use this information in planning trips. They will learn the comparative costs of rail, bus or air transportation. They may take some trips with their parents. They will learn to pack suitcases and check to see if family cars have adequate first aid kits.

Earning the Traveler badge will not only help the boys prepare for travel experiences, but it will also enable them to get the most out of any trip they take and to learn more about our country.

Remember that to earn this badge, the boys must be involved in trip planning. The fun is really in the traveling, but with advance planning, you can make the planning periods fun too.

DEN ACTIVITIES:

- Visit county, state or national park with your den families.
- Visit historic site nearby in your city.
- Take a bus or train trip.
- Visit the airport, tour one of the passenger planes.
- Visit a travel agency or automobile club office, and find out what they do.
- Make a map of your neighborhood area w/ a key and have a den member follow it.
- Calculate cost and speed of a plane trip.
- Prepare a first aid kit for the family car, with each boy furnishing his own supplies
- Visit a train depot, bus terminal or airport, to see inside operations.
- Discuss timetables and how to read them.
- Have a speed contest of locating specific destination and how to get there, using maps and timetables.
- Teach proper packing of suitcase, Afterwards, have speed contest, stressing neatness as well as speed.
- Locate points of interest on city and state highway maps.
- Prepare a list of travel agencies and transportation media available in your area.
- Have the boys develop a set of rules for family travel (subject to parents approval) including such things as using seat belts, behavior, responsibilities., etc.
- Be sure to let boys report on family trips ... and get their ideas how the trip could be changed or improved next time.

PACK ACTIVITIES:

Exhibit: Family car first aid kits, enlarged map of area showing points of interest, timetables, snapshots from trips, travel log books.

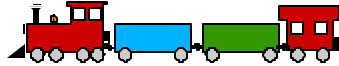
Demonstrate: How to pack a suitcase for a trip; how to determine comparative travel costs. Show slides or movies taken on your den trip, with commentary furnished by denner; oral report on trip.

Safe Driving Tips For Families

- Allow enough time so you don't feel rushed. On long trips allow time for frequent stops.
- Have you car checked - Tires, Brakes, Lights, Turn signals and Wipers to insure proper functioning.
- Use seat belts - they save lives.
- Be alert to hazards - adjust driving speed accordingly.
- Use courtesy abundantly - everywhere - at intersections, while being passed or passing, and at night with headlights.
- Follow the rules of the road - signs, signals, and road markings for a safe enjoyable trip.

Ideas/Activities:

1. How can you present this activity badge to your den?



- a. Have on display road maps and schedule of b-Ts, railroad lines and airlines.
 - b. You can have a stay-at-home travel trip.
 - c. Invite a travel agent rep. to answer questions and explain how to use time tables in planning a long trip.
2. What can be done in the den Meetings?
- a. Plan a trip using time tables.
 - b. STATE MATCH UP

Match each of the states listed below with its state capitol. Any number of states could be used.

- | | |
|---------------|-------------------|
| 1. Utah | a. Helena |
| 2. Washington | b. Carson City |
| 3. California | c. Topeka |
| 4. Delaware | d. Santa Fe |
| 5. Montana | e. Atlanta |
| 6. Nevada | f. Olympia |
| 7. Kansas | g. Frankfort |
| 8. Georgia | h. Sacramento |
| 9. New Mexico | i. Dover |
| 10. Kentucky | j. Salt Lake City |

c. Play the "SCRAMBLE RIVERS" game: This game is a little test of travelers. Write on the blackboard or a sheet of paper the names of some well know rivers. But write them as follows:

- | | | | |
|---------------|------------|-------------|------------|
| 1. HOOI | 4. NODSUH | 7. MUBCIOIA | 10. AABHSW |
| 2. SIMSSSPIIP | 5. DRE | 8. AOODRLC | |
| 3. SOURIIMS | 6. CAPMOTO | 9. WARDALEE | |

The answers to the game are:

- | | | | |
|----------------|-----------|-------------|------------|
| 1. Ohio | 4. Hudson | 7. Columbia | 10. Wabash |
| 2. Mississippi | 5. Red | 8. Colorado | |
| 3. Missouri | 6. Potomc | 9. Delaware | |

3. You can do the following at the pack meeting:
 - a. Exhibit your travel posters, timetables and any literature on exotic places.
 - b. Demonstrate proper packing of a suit case.
 - c. Tell about the highlights of a trip that your den took.
4. What kind of field trips could we take?
 - a. Trips to travel agencies.
 - b. Railroad station, airline and bus terminal
 - c. While planning your trip by time tables in your den, you way want to use the time tables from the Orange County transit district and go on the trip that you plan.

GAMES:

GAS STATION...Have each boy in turn name something that is found in a gas station. If a boy can't think of anything else or repeats something that has already been said, he is "out of gas" and out of the game until only one person is left and you can play it again.

MAP SYMBOLS RELAY...On separate 3 x 5 inch cards, paste road map symbols taken from a standard road map. (Or enlarge them by copying.) On smaller cards, write the proper meanings. Divide the den into two teams, which race separately. Make a jumbled pile of all cards and meanings some distance from the first team. On signal, the first boy on the first team races to the pile and matches any symbol card with the proper meaning card. (Record his starting time.) He then runs back and touches the second boy, who repeats the action. Continue until the team has finished with all symbols and meanings properly matched. Record the team's elapsed time. The second team then does the same. Deduct one second for every improperly matched set. The winning team is the one with the faster corrected time.

Auto License Bingo. Each player writes down 15 numbers on a sheet of paper. They may be any numbers from one to 99 and a player may list the same number several times. When everyone has written down his numbers, the umpire starts the game by calling out the last two digits on the license plate of each car that passes by. If the number called is on his sheet, the player draws a line through the lucky number and shows his sheet to the umpire. The one who crosses off five of the numbers first is the winner and calls "auto bingo" to claim victory.

PACKING RELAY...Be sure each boy wears a bathing suit under his uniform this day.. Have the boys divide into two teams, with an empty suitcase for each team. On the signal, the first boy runs to the suitcase, takes off his clothes, folds them and packs the suitcase properly (the Webelos Leader can approve). If done properly, he may then dress and tag the next boy in line. The first team to finish wins. A variation of this game is to have identical



sets of clothes hanging in two different locations on a clothes line. The first boy for each team runs to the clothes line, takes the clothes off the clothes line, folds and packs them (the Webelos Leader approves), runs with the suitcase to the starting line, runs back (with the suitcase) to the clothes line and hangs the clothes back up on the line, and then races back to tag the next team member.

Different Animals Set a limit of 100 miles and see how many different animals you can observe in that distance. Make it a group project or keep score individually.

Loco Locations. A guessing game everyone in the car can play. "It" dreams up an unusual place to hide in the car (behind the rearview mirror, in the glove compartment, etc.) Then "it" asks, "Where am I in the car?" Everyone guesses and "it" can answer only "yes" or "no". If the guessers have a hard time, then "it" can give clues with "warm", "hot", "red hot", "freezing", etc. The first one to guess becomes "it". Game can also be played at den meetings.



WHERE 2 GO





WHERE TO GO !!

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AMUSEMENT PARKS

Adventure Land 708/529-8882
21 W. Lake St., Addison, IL 60101

Enchanted Forest
US 20 & Indiana 49, Chesterton, IN 46304 219/926-1614

Fairyland Park
3938 S. Harlem, Lyons, IL 60534 708/447-3279

Kiddieland
8400 W. North Ave., Melrose Park, IL 60160 708/343-1050

Marriott's Great America
P. O. Box 1976, Gurnee, IL 60031 708/249-2020

Pioneer Park, Box 595, Rte 3
Galena & Barnes Rd., Aurora, IL 60504 708/896-2398

Racing Rapids
Rtes 72 & 25, Dundee, IL 60118 708/426-5525

Santa's village
Rts 72 & 25, Dundee, IL 60118 708/426-6751

BOTANY

Garfield Park Conservatory 533-1281
300 N. Central Park, Chicago, IL

Lincoln Park Conservatory 549-3006
2400 N. Stockton Dr., Chicago, IL, Call for tour Hrs 9-5

Mitchell Park Conservatory 414/278-4383
550 S. Layton at W. Pierce, Milwaukee, WI, T-Sun, 9-9

Morton Arboretum 968-0074
Rte #53, Lisle, IL

Whitehall Boerner Botanical Gardens (Located at Whitehall Park)
5879 S. 92nd, Hales Corners, WI 414/425-1130

COMMUNICATIONS

Brethren Press
1451 Dundee, Elgin, IL 742-5100

Chicago Daily News & Sun Times
401 N. Wabash, Chicago, IL Advance Reservation, 9 yrs old, 1 hr tour, M-F

Chicago Tribune
444 N. Michigan Ave., Chicago, IL Reservation 2 months in advance, 10 yrs old, max 35 Tour 1 hr, 15 min
with 30 min movie, Tours M-F 312/222-3993

Free Press News Group
250 Williams Road, Carpentersville, IL 426-1600

Paddock Publications
217 W. Campbell, Arlington Hts, IL 1 Mo Advance Reservation, 35 Min. Tours on Sat. Sept – June 708/394-2300

St. Charles Chronicle
Call for tour, 1 wk in advance 584-3873

WFVR Radio
1880 Plain Ave., Aurora, IL 898-1580
WKKD Radio

Pow Wow 2000



All Aboard

1880 Plain Ave., Aurora, IL 898-6668
WLS Radio
360 N. Michigan, Chicago, IL

2 Mo Advance Reservation

Tour W-Th, 9 a.m. - 1 p.m.

312/782-2002

WMRO Radio
620 Eola Road, Aurora, IL 851-0100

WSPY Radio
RR #1, Plano, IL 786-7018, 552-7018, or 553-7018

DRAMA & MUSIC

Center Youth Theatre, Bernard Horwich JCC
3003 W. Touhy, Chicago, IL 312/761-1900

Des Plaines Theatre Guild
700 W. Rand Rd., Mt. Prospect, IL 708/249-5400

Goodman Memorial Theatre
200 S. Columbus, Chicago, IL 312/236-2377

Mill Run Theatre
Golf Rd. & Milwaukee, Niles, IL 708/298-2170

Racine Children's Theatre at Racine Public Library
7th & Lake, Racine, WI; Request "All Around Racine", a library publication for free Sat. Morning programs

Tom Thumb Front Row Center Theatre
2323 W. Devon, Chicago, IL 312/465-2839

Wisdom Bridge Theatre Co.
1500 Howard St., Chicago, IL 312/743-6442

MEDICAL

Bureau of the Blind, 5316 W. State St.,
Milwaukee, WI; 414/771-5311 call to arrange a tour to watch products being made for sale through Lighthouse for the
Blind and other organizations

Chicago Lung Association,
243-2000 they will send out their van to areas in Cook County so you can learn about the Lung

Copley Hospital 844-1000
Lincoln Ave., Aurora, IL

Delmon Hospital, St. Charles, IL 584-3300 Groups of 10 or less

Fire Departments -- contact them in most suburbs, to visit your meeting and show life saving techniques

Hinsdale Health Museum, 21 Salt Creek Lane
Hinsdale M-S 9-5; Sun 1-5 325-1900

International College of Surgeons Hall of Fame
1524 N. Lake Shore Drive, Chicago, IL M-F 9-4; Sat 10-4; 642-3555

Mercy Center Hospital
Highland Ave, Aurora, IL 859-2222

Rush North Shore Medical Center
9600 Gross Point Rd., Skokie, IL contact weeks in advance, 30 min tour 677-9600

Sandwich Community Hospital
Pleasant Ave., Sandwich, IL 786-8484

MUSEUMS

Adler Planetarium
1300 S. Lake Shore Drive, Chicago, IL 312/322-0300



American Indian Center
1630 W. Wilson, Chicago, IL 312/275-5871

American Polish Center & Museum
1130 S. Wabash Ave., Chicago, IL 312/431-0005

Architectural Center
330 S. Dearborn St., Chicago, IL 312/782-1776

Arlington Heights Historical Museum
110 W. Fremont St., Arlington Heights, IL 708/255-1225

Art Institute of Chicago, The
Michigan Ave. at Adams St., Chicago, IL 312/443-3600

Aurora Fire Museum
Michaels St. E. of Garfield Park, Aurora, IL 708/898-3655

Aurora Historical Museum
305 Cedar, Aurora, IL 708/897-9029

Bahai Temple
100 Linden St., Wilmette, IL 708/256-2441

Balzekas Museum of Lithuanian Culture
6500 S. Pulaski Rd., Chicago, IL 312/582-6500

Barrington Historical Society
111 W. Stalton, Barrington, IL 708/381-4224

Batavia Depot Museum
Water Street, Batavia, IL 708/897-1800

Bloomington Park District Museum
108 S. Bloomington Rd., Bloomington, IL 708/980-7650

Brook Stevens Automotive Museum
10325 N. Port Washington Rd., Milwaukee, WI 414/332-2040

Burlington Historical Museum
Burlington, WI

Cantigny Gardens & War Museum
1 S. 151 Winfield Rd., Wheaton, IL 708/668-5161

Cernan Earth & Space Center. c/o Triton College
2000 Fifth Ave., River Grove, IL 312/456-5886

Chicago Academy of Sciences, The
2001 N. Clark, Chicago, IL 60614 312/871-2668

Chicago Architecture Foundation
1800 S. Prairie Ave., Chicago, IL 312/326-1393

Chicago Historical Society
Clark St. at North Ave., Chicago, IL 312/642-4600

Chicago Sports Hall of Fame & Museum
3056 N. Lincoln Ave., Chicago, IL 312/935-6665

Children's Museum & Imaginasion, The
650 W. Higgins Rd., Hoffman Estates, IL 60194 Group Tours may begin at 9 a.m. 708/882-8502

Pow Wow 2000



All Aboard

- Cosley Animal Farm & Museum
1356 Gary Ave, Wheaton IL 708/665-5534
- Des Plaines Historical Society
777 Lee St., Des Plaines, IL 708/297-4912
- DuPage County Historical Museum
102 E. Wesley, Wheaton, IL 708/682-7343
- Du Sable Museum of African American History
740 E. 56th Pl., Chicago, IL 312/947-0600
- East Trouey Museum
2002 Church St., East Troy, WI 414/642-3833
- Express Ways Children's Museum
2045 N. Lincoln Park West, Chicago, IL 312/281-3222
- Fabyan Museum
Rte #25 Between Batavia & Geneva, IL 708/232-2631
- Field Museum of National History
Roosevelt Rd. at Lake Shore Drive, Chicago, IL 312/922-9410
- Fort Sheridan Museum
Building 33, Fort Sheridan, IL 708/926-2173
- Fox River Trolley Museum
Rte 31, South Elgin 708/697-4676
- GAR Military & Veterans Museum
23 E. Downers Place, Aurora, IL 708/897-7221
- Grosse Point Lighthouse & Nature Center
2635 Sheridan Rd., Evanston, IL 312/869-8030
- Hall of Fame
Hwy 31 & 43, Kenosha, WI
- Harmony Hall
6314 3rd Ave., Kenosha, WI 414/654-9111
- Heg Memorial Park
Heg Park Rd. & Loomis Rd., Waterford, WI 414/895-2700
- Historic Society of Oak Park and River Forest, The,
217 Home Ave., Oak Park, IL 708/848-6755
- Hull House
800 S. Halsted St., Chicago, IL 312/413-5353
- Illinois Railway Museum
6821 N. Sheridan, Chicago, IL 312/262-2266
- International Museum of Surgical Sciences
1524 N. Lake Shore Drive, Chicago, IL 312/642-3555
- John Deere Historical Site
RR #3 Grand Detour, Dixon, IL
- John G. Shedd Aquarium
1200 S. Lake Shore Drive, Chicago, IL 312/939-2426

Kenosha County Historical Society & Museum

Northwest Suburban Council

All Aboard The Pow Wow Express

Pow Wow 2000



All Aboard

- 6300 3rd Ave., Kenosha, WI 414/654-5770
- Kenosha Public Museum
5608 10th Ave., Kenosha, WI 414/652-4512
- Kohl Children's Museum
165 Green Bay Road, Wilmette, IL 312/256-6056
- Ling Long Chinese Museum
2238 S. Wentworth, Chicago, IL 312/225-6181
- Lizzardo Museum of Lapidary Art
220 Cottage Hill Ave., Elmhurst, IL 708/833-1616
- May Weber Museum of Cultural Arts
230 E. Ohio, Chicago, IL 312/787-4477
- Mexican Fine Arts Museum
1852 W. 19th St., Chicago, IL 312/738-1503
- Milwaukee Public Museum
800 N. Wells, Milwaukee, WI 414/278-2700
- Milwaukee County Museum
910 N. 3rd St., Milwaukee, WI 414/278-2700
- Mitchell Indian Museum
2408 Orrington, Evanston, IL 708/866-1395
- Museum of Broadcast Communications
800 S. Wells, Chicago, IL 312/280-2660
- Museum of Contemporary Photography, Columbia College
600 S. Michigan Ave., Chicago, IL 312/663-5554
- Museum of Science & Industry
57th St. & Lake Shore Drive
Chicago, IL 60637-2093 312/684-1414
- Museum of Holography
1134 W. Washington, Chicago, IL 312/226-1007
- Naper Settlement
201 N. Porter Ave., Naperville, IL 708/420-6010
- Old Gray Mill & Museum, DuPage County Forest Preserve District, York Rd.,
just N. of Ogden Ave., Oak Brook, IL 708/655-2090
- Olmstead Museum
Depot Street, Somonauk, IL 815/498-2021
- Oriental Institute
1155 E. 58th St., Chicago, IL 312/702-9514
- Peace Museum, The
430 W. Erie St., Chicago, IL 312/440-1860
- Pedals, Pumpers & Rolls
675 W. St. Charles Rd., Elmhurst, IL
Perry Mastodon at Amending Hall on the campus
of Wheaton College
- Pioneer Historical Museum at Illinois Bell
225 W. Randolph, Chicago, IL 312/727-3083



Pioneer Log Cabin
Echo Park on Hwy 36, Racine, WI

Polish Museum
984 N. Milwaukee, Chicago, IL 312/384-3352

Printer's Row Printing Museums
715 S. Dearborn St., Chicago, IL 312/987-1059

Racine County Historical Museum
Main & 7th St., Racine, WI 414/637-8585

Relic Trouey Museum
Rte 31, South Elgin, IL 708/447-2271

Ripley's Believe It or Not Museum
1500 N. Wells, Chicago, IL 312/337-6077

Roselle Historical Museum
102 S. Prospect, Roselle, IL 708/351-5300

Royal London Wax Museum
1419 N. Wells, Chicago, IL 312/337-7787

Seven Acres Antique Village & Museum
Union, IL 815/923-4000

Spertus College of Judaica
618 S. Michigan Ave., Chicago, IL 312/922-9012

Stacey's Tavern Historical Society
557 Geneva Road, Glen Ellyn, IL 707/858-8696

Stone Mill Museum
704 N. Main St., Sandwich, IL 60548 708/552-3359

Swedish American Museum of Chicago
5248 N. Clark St., Chicago, IL 312/728-8111

Telephone Museum
225 W. Randolph, Chicago, IL 312/727-2994

Terra Museum of American Art
2600 Central Park, Evanston, IL 708/328-3400

Time Was Village Museums
US 52 & IL 251, Mendota, IL

Time Museum, The
7801 East State Street, Rockford, IL 815/398-6000

Timke's All American Indian Museum
Haddow & Francisco St., Downers Grove, IL 708/968-1234

Trailside Museum
738 Thatcher, River Forest, IL 708/366-6530

Ukranium National Museum
2453 W. Chicago Ave., Chicago, IL 312/276-6565

Villa Park Historical Society (at Prairie Path)
2205 Villa Ave., Villa Park, IL 708-941-0223



Waubonsie Valley Jr-Sr High School
Planetarium Rte 34 in Aurora 851-7900

Webster House
9 E. Rockwell St., Elk Horn, WI 414/723-4248

Wind Up Musical Museum
Illinois Hwy 31 S. of US 30 Bypass
Montgomery, IL 708/859-1269

Zitelmans Scout Museum
708 Seminary St., Rockford, IL 815/962-3999

NATURE FACILITIES, FOREST PRESERVES & PARKS

Afton, off Rte 23 between Waterman & Dekalb

Binnie Forest Preserve
Binnie Rd., W. of Randall Rd.

Blackhawk, on Rte 31 and the Fox River
between St. Charles & South Elgin

Blackwell Preserve, Butterfield Rd.(Rte
56), « mile W. of Winfield Rd.

Bliss Woods, on Bliss Rd., E. of Rte 47

Burnidge Forest Preserve on Coomiss Rd., W. of Randall Rd.

Cabin Nature Center, 1 mile S. of Irving
Park Rd., 111 S. Wood Dale Rd., Wood Dale 860-1111

Campton, on Townhall Rd., S. of Rte 64

Chicago Portage National Historic Site
Contact the Conservation Dept - 708/771-1330

Chief Shabbona, E. of Shabbona off of Rte 30

Crabtree Nature Center make reservations - 708/381-6592

Dekalb Park District 815/758-6663

Du Page Forest Preserve 790-4900

Elburn, on Rte 38, W. of Rte 47

Fullerslung Woods Nature Center, Oakbrook
Spring Rd., 1 mile S. of 31st St.

Glenwood Path
Rte 25 and the Fox River, S. of Batavia

Great Western Nature Trail, 14 miles of abandoned railway from St. Charles to DeKalb County Line

Green Valley Tricky Tree-Key Trail
W. of Rte 53 between Hobson Rd. & the County line. (Themaerlurd Youth Camp)
Gunnar Anderson, at the Kane County Government Center
Rte 31, S. of Chicago & Northwestern viaduct

Hampshire Forest Preserve
Ketchum & Allen Rds, W. on Rte 47

Harris, near junction of Rtes 71 & 47, S.

Pow Wow 2000



All Aboard

of Yorkville, Reservations -

815/553-5444

Illinois State Game Farm
Yorkville, IL 553-7791

Illinois Prairie Path
Enter Rte 64 & 38 in Elmhurst

Johnson's Mound, on Hughes Rd., E. of Rte 47

Leroy Oaks, on Dean St., W. of Randall Rd.

Les Arends, on Rte 31, S. of Batavia

Little Red Schoolhouse Nature Center, Palos Hills, IL

Lone Gioue, on Perry Rd.

Macqueen, NW of Kirkland

Maple Grove Nature Treasure Hunt, Downers Grove
on Maple Ave., 1 mile E. of Belmont Ave.

Nelson Lake, on Nelson Lake Rd., W. of Batavia
Oakhurst, on 5th Ave. off of Farnsworth, in Aurora

P. A. Nehring, between Sycamore & Dekalb

River Trail Nature Center 708/824-8360

Russell, between Genoa & Kingstown

Rutland Forest Preserve, Big Timber Rd., E. of Rte 47

Sand Ridge Nature Center
15890 Paxton Ave., South Holland 708/868-0606

Sannauk, on Rte 34 between Sandwich & Somonauk, W. of Sandwich Airport

Schaefer's Greenhouse
Rte 31, S. of Aurora, Montgomery, IL 896-1936

Shabbona Lake State Recreation Area
Call: 815/824-2106

Silver Springs State Park, between
Yorkville & Plano on E. Bank of Fox River Reservations - 815/553-6297

Spring Valley Nature Sanctuary
1111 E. Schaumburg Rd., Schaumburg 708/980-2100

Spring Brook Nature Center
130 Forest Ave., Itasca, IL 60143 773-3011

Starved Rock State Park
Box 116, Utica, IL 61373 815/667-4726
Sycamore Park District 815/895-3884

Tyler Creek Forest Preserve, on Rte 31 just S. of the Northwest Tollway

Voyageurs Landing, on Frontage Rd. W. of Rte 30 along Fox River below Tollway

Wa-Kee-Sha Park & Nature Trail, Oswego, IL Write for info



Waterfall Glen Orienteering Area
Cass Ave near Darien

Willowbrook Wildlife Haven, Glen Ellyn Park Blvd. between Roosevelt Rd. & Butterfield

POINTS OF INTEREST

Animal Welfare League
6224 S. Wabash Ave., Chicago, IL 312/667-0088

Animal Kingdom - Tours M-F,
2980 N. Milwaukee, Chicago, IL 227-6410

Anti Cruelty Society
157 W. Grand Ave., Chicago, IL 312/644-8338

Bell's Ferry Ride
Pottawatomie Park, St. Charles, IL 312/584-2334

Bernie Hoffman's Animal Kingdom
2980 N. Milwaukee Ave., Chicago, IL 60618 312/227-6410

Blackberry Historical Farm
Barnes Rd., Aurora 892-1550

Buckingham Fountain operates mid-May – Sept Grant Pk at Congress Pkwy, Chicago, IL 312/294-2200

Chicago Fireboats & Police Boats
Call for tours, Min of 25 312/744-3418

Chicago Post Office 2 hr slide show, no more than 40 people, 1 adult for every 3 children if they are under 10 yrs of age.
312/836-2590

Chicago Fire Academy
558 W. Decode St., Chicago, IL Tours for groups M-F by appt. 312/744-4728

Chicago's Chinatown
22nd St. & Wentworth Ave., Chicago, IL 312/225-0234

Chicago's Water Tower
Michigan & Chicago Aves., Chicago, IL 312/225-5000

Conservation Dept. Forest Preserve District of Cook County
708/366-9420 or 312/261-8400

County Sheriffs Office – the Detective & Canine unit are interesting, check telephone book for #

DuPage County Courthouse Check with County Clerks office 895-2360

DuPage animal Control
120 N. County Farm Rd., Wheaton, IL 682-7197

FBI 219 S. Dearborn,
Chicago, IL 40 min tour & movie, groups 35 or less; Write a letter to above address 1 mo in advance--put tour request lower
left corner of envelope. 312/431-1333

Friendship Park Conservatory
395 Algonquin rd., Des Plaines, IL 60018; Min 2 wks res. for groups of more than 10, max of 30 708/298-3500

Geneva Historical Society
Wheeler Park, Geneva 232-4951

Greenmeadows Farm
Hwy 20, Waterford, WI - 2 hr tour 414/534-2891

Pow Wow 2000



All Aboard

Haeger Potteries

7 Maiden lane, East Dundee, IL; 2 blocks N. of Rte 72, Free tours, open year round, 35 min tour, min. age of 10 708/426-3441

Here's Chicago

163 E. Pearson St., Chicago, IL 312/467-7114

Hinsdale Humane Society, res req for tour

22 N. Elm, Hinsdale, IL 323-5630

Honey Bear Farm

Rte #50, Powers Lake, WI - Boat rides, pony cart rides, winter sports, & animals 414/279-5222

Illinois Air National Guard, Reser. required

Mannheim Rd. at Higgins Rd., Rosemont, IL

Illinois Children's Home & Aid Society

Palatine 397-4580

John Hancock Observatory

875 N. Michigan Ave., Chicago, IL 312/751-0900

Kane County Court House

Geneva, IL; ask for Chief Judge's office 232-2400

Kendall County Courthouse

Check with County Clerks office 553-7573

La Grange Memorial hospital

5101 S. Willow Springs Rd., La Grange, IL Reservation & Uniforms required 352-1200

Lake County Health Dept.

"The Gifts" is an excellent movie showing the abuses that man has done to the three gifts he has been given - air, land and water. They will bring the movie to you and show it. 689-6700

Leaning Tower of Pisa Replica

6300 Touhy Ave., Niles, IL 708/647-8222

Lambs Farm

Rte 176 at I-294, Libertyville, IL 708/362-4636

Maxwell Street-outdoor markets on Sundays

Halsted & Maxwell St., Chicago, IL

Medieval Times

2001 N. Roselle Rd., Box 681579, Schaumburg, IL
60168-1579; M-F 9-4, Sat 9-1 Toll free 800-544-2001 or 708/843-3900

Mt. Emuum Cemetery & Historical Windmill

Grand Ave. at County Line Rd., Elmhurst, IL 834-6080

Navy Pier - "Promenade Deck"

Chicago Lakefront, N. of Grand Ave.

Palos Park Children's Farm, M-S

127th St. & Southwest Hwy, Palos Park 448-2056

Petrillo Music Shell

Columbus Dr. & Jackson blvd., Chicago, IL 312/294-2420

Science Learning center, The

1520 w. Algonquin Rd., Palatine, IL 60067 708/359-7913

Sears Roebuck Observatory

Walker or Franklin entrance, Chicago, IL 312/875-2500



Sycamore Speedway -- special group rates
Rte 64, Sycamore, IL

Tinker Swiss Cottage
411 Kent St., Rockford, IL; Tour -- 815/964-2424

Windy City Balloon Port -- (mailing address) 521 W. Diversey, Chicago, 60614; Fox River Grove,
NW of Barrington on Rte 22, 1 block E. of Rte 14

SPORTS

PROFESSIONAL

Chicago Stadium (Bulls)
1800 W. Madison St., Chicago, IL 312/943-5800

Chicago Stadium (Blackhawks)
1800 W. Madison St., Chicago, IL 312/733-5300

Comiskey Park (White Sox)
Dan Ryan at 35th St., Chicago, IL 312/924-1000

Rosemont Horizon (Chicago Sting)
6920 N. Mannheim, Rosemont, IL 708/635-6600

Soldier Field (Bears)
425 W. McFetridge Dr., Chicago, IL 312/663-5408

Wrigley Field (Cubs)
1060 W. Addison, Chicago, IL 312/404-2827

ICE FISHING

Axehead Lake, Park Ridge
Corner of Touhy Ave & River Rd.

Beck Lake, Des Plaines
Central Rd., W. of Tri-State Toll Rd.

Belleau Lake, Des Plaines
Busse Hwy., W. of Tri-State Toll Rd.

Big Bend Lake, Des Plaines
East River Road, S. of Golf Rd.

Bode Lakes, Hoffman Estates
on Bode Rd., 1 mile W. of Barrington Rd.

Busse Lake (Main & South Pool only), Elk Grove Village
Higgins Rd., W. of Arlington Heights Rd.

Flat Foot Lake, Calumet City
S. of 130th St. on Calumet Expressway
Horsetail Lake, Palos Park N. of 123rd St. on 104th Ave.
Maple Lake, Willow Springs
95th St., « mile W. of 104th Ave.

Sag Quarry, Willow Springs
W. & E. on Hwy 83, 1/8 mile E. of Rte 171

Saganashkee Slough, Palos Hills
107th St., W. of 104th Ave.

Tamplar Lake, Palos Hills
131st St. & Wolf Rd.



ICE SKATING

All Seasons Ice Rink, Naperville
31 W. N. Aurora Rd. 851-0680

Barrington Road Pond, Hoffman Estates
On Barrington Rd., S. of Higgins Rd.

Buffalo Woods, Willow Springs
Kean Ave., N. of 87th St.

Busse Woods, Elk Grove Village
Higgins Rd., W. of Arlington Heights Rd.

Carol Stream Ice Rink, Carol Stream
540-E. Gundersen Dr., 682-4480

Cermak Quarry, Lyons
7600 W. Ogden Ave.

Crawdad Slough, Willow Springs
104th Ave., S. of 95th St.

Deer Grove, Palatine
Quintens Rd., N. of Dundee Rd.

Downers Grove Ice arena, Downers Grove
5501 Walnut 971-3780

Franklin Park Ice Arena, Franklin Park
9711 Waveland 671-4268 or 671-4755

Hambone lake, Palos Heights
135th St. & Harlem Ave.

Hidden Pond East, Hickory Hills
Kean Ave., N. of 95th St.

Papoose Lake, Palos Hills
123rd St., W. of LaGrange Rd.

Polar Dome Ice Arena
Inside Santas Village-call for info 708/426-6751

Powderhorn Lake, Calumet City
E. of Burnham Ave., N. of Brainard Ave.

Schiller Woods, Schiller Park
Irving Park Blvd. & Cumberland Ave.

Wampum Lake, Thornton
Thornton-Lansing Rd., E. of Thornton Rd.

MINIATURE GOLF

Bear Run Miniature Golf, Palatine
2153 N. Rand Rd. 708/934-4055

Four Seasons Indoor Golf, Roselle
1350 W. Lake St. 980-8882

Fresh Meadows Mini Golf & Driving Range
22nd St. and Wolf Rd., Hillside 449-7189

Meadows Link Mini Golf, Rolling Meadows

Pow Wow 2000



All Aboard

Algonquin Rd. & Wilke 708/398-8230

Putt Putt, Elk Grove Village
408 E. Devon Ave. 708/640-7787

Putt-it-in, S. Elgin
345 N. McLean Blvd. 708/741-2351

Tropical Greens Mini Golf & Crazy Kars
405 N. Rand Rd., Lake Zurich 708/438-8088

Villa Golf Range and Mini Golf, Villa Park
900 Rte 83 279-7030

ROLLER SKATING

Coachlight Roller Skate Center, Roselle
1291 W. Bryn Mawr Ave. 893-4480

Elm Roller Rink, Elmhurst
357 W. Roosevelt 834-4100

Lombard Roller Rink, Lombard
201 W. 22nd St. 953-2400

Mainstreet USA, Streamwood
23 W. Streamwood Blvd. 289-8000

SLEDDING

Bernis Woods South, Western Springs
Ogden Ave., « mile W. of Wolf Rd.

Dan Ryan Woods North
87th & Western Ave., Chicago

Deer Grove, Palatine
Quintens Rd., N. of Dundee Rd.

Indian Hills Woods, Chicago Heights
16th St. & Edgewood Ave.

Jenson Sports Area, Chicago
Devon & Milwaukee Aves.

Pioneer Woods, Palos Hills
107th St., « mile W. of La Grange Rd.

Schiller Woods, Schiller Park
Irving Park Blvd. & Cumberland Ave.

Westchester Woods, Westchester
Cermak Rd., E. of LaGrange Rd.

BICYCLE TRAILS

Chicago Park District - has miles of trails for bicycle hikes. For Maps call!
Recreation Dept. - 312/294-4750 North Side - 312/294-2311

DUDE RANCH

White Pines Ranch
Pines Rd., Oregon, IL They welcome Scout Troops for the weekend.815/732-7923

HORSEBACK RIDING

Allmarken Farm Inc., Hayrides & Trail rides
Greenwood Lansing Rd., Chicago Heights 895-1810

Pow Wow 2000



All Aboard

North Shore Stables, (Golf & Harms Rds.)
9543 Harms Rd., Morton Grove 708/967-5060

Prince Crossing Stables
29W070 North Ave, West Chicago 312/231-4913

TRAVEL INFORMATION

Amtrak -- 1-800-872-7245

Chicago & Northwestern --
234-0128 or 322-6777

Metra -- 1-800-972-7000

Milwaukee Rd. --322-6777

RTA -- 1-800-972-7000

RTA (Bus) Elgin --695-6500

AIRPORTS

Aurora Airport Tower
Sugar Grove -- 5 boys-10 min. tour 466-4541

Campliell Airport
Curran Rd., Grayslake, IL 223-2200

DuPage Airport
1 wk in advance 584-2211

Meigs Field
15th St. & the Lakefront, Chicago, IL 312/744-4787

O'Hare Airport
Mannheim & Higgins Rd., Chicago, IL 312/686-2200

Palwaukee Airport
S. Milwaukee Ave., Wheeling, IL 537-1200

Waukegan Memorial Airport
3500 N. McAree, Waukegan, IL 244-0055

BUSSES, TRAINS, & BOATS

American Sightseeing Co.
530 S. Michigan Ave., Chicago, IL 312/427-3100

American Motors Corp; 1 hr tours
5626 25th Ave., Kenosha, WI 414/658-6278

Chicago Motor Coach
5601 N. Sheridan, Chicago, IL 312/989-8919

Chicago & Northwestern Train & Boat Tour; M-Sat,
2 wks adv., Min of 20, 1 « hr. boat ride 454-6565

Chicago Transit Authority
Merchandise Mart Plaza, Chicago, IL 312/664-7200 X3398

Grayline Sightseeing Tour
5 to 6 hr tour, 55 Passenger Bus 329-1444

Greyhound Bus Terminal

Pow Wow 2000



All Aboard

74 W. Randolph, Chicago, IL
Passenger Service -- 312/781-2900 Charter Service -- 312/781-2958

Hoot, Toot, and Whistle Steam Train
4 miles E. of Elgin on Rte #20 741-6370

Keeshin Charter Services Inc.
615 W. 41st , Chicago, IL 312/254-6400

Willett Motor Coach Co.
4552 W. Patterson, Chicago, IL 60607 312/286-7775

ZOOS

Brookfield Zoo; open daily
8400 W. 31st St., Brookfield, IL 312/242-2630

Lincoln Park Zoo
2200 N. Cannon Dr., Chicago, IL 312/294-4660

Milwaukee Zoo
10001 W. Bluemound Rd., Milwaukee, WI 414/771-3040

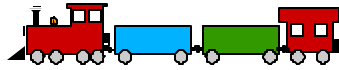
Racine Zoo
Racine, WI

HELPFUL SOURCES

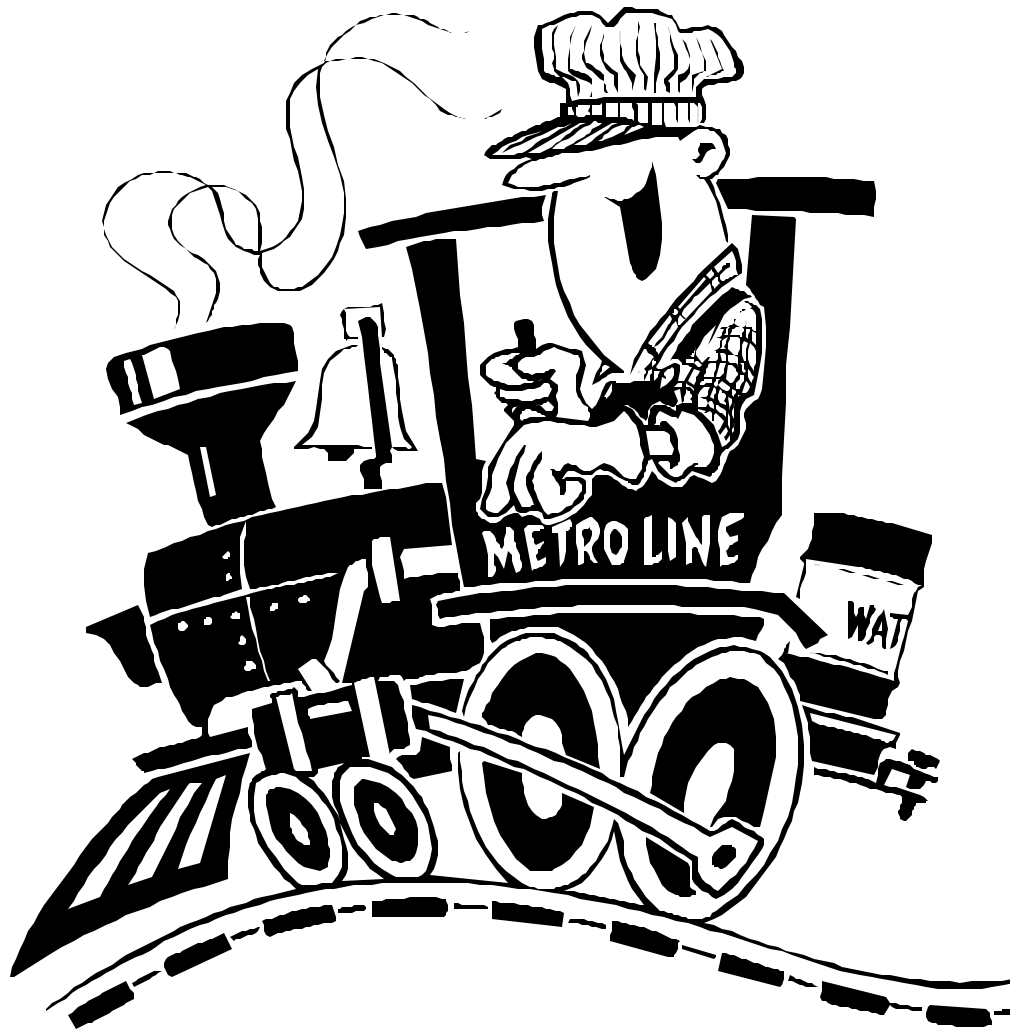
Any Bowling Alley
Argos Products - Genoa
Bell's Apple Orchard - Lake Zurich
Burpee National History Museum - Rockford
Dean's Dairy - Elgin
Ellwood House - 509 N. 1st St., DeKalb 756-4609
Grocery Stores or Bakeries
Kitchens of Sara Lee - Deerfield 708/945-2526
Libraries or Theatres
Local Fire or Police Depts.
McGills(Mouse Trap Factory) - Marengo
Oberweis Dairy - 945 N. Lake St., Aurora 897-0512
Telephone Offices

Important Note:

Please check phone book for possible change in phone numbers.



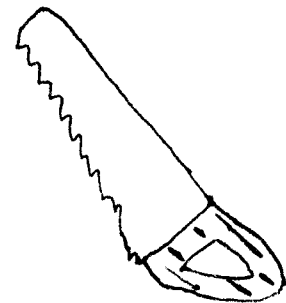
WOODWORKING/ DEN PROJECTS





WOODWORKING AND DEN PROJECTS:

HOW TO PLAN AND STAGE SUCCESSFUL PROJECTS



JULIA & DAVID BART
BLACKHAWK DISTRICT



POW WOW
NOVEMBER 4, 2000



WEBELOS & DEN PROJECTS

WHY DEN PROJECTS?

- They liven up den meetings.
- They teach skills and expose the boys to new experiences.
- They give the boys the opportunity to create something functional and/or beautiful.
- They build self-esteem, confidence, and pride in a job well done.

SAFETY FIRST

Safety is a recurring message through out scouting. Lead by example and always repeat safety precautions before beginning a project using tools.

- No child should operate hand or electric tools without permission and supervision.
- Always wear eye protection. Safety glasses were donated to our den by one of our parents. Garage sales are a good source for these as well as other useful tools.
- Make sure that loose clothing is tucked in and out of the way when using tools.
- We suggest informing parents ahead of time and asking for additional support when using pocketknives or other sharp tools.

**SUCCESSFUL DEN PROJECTS**

The secret to a successful den project is:

PRE-PLAN

PRECUT

PREPACKAGE

PREPARE

PRE-PLAN your project. No need to reinvent the wheel, make use of scouting material, craft magazines or the library. (You can, of course buy kits at a craft store or Scout shop but they are expensive). Never try to “wing it.” Make a prototype. This gives you an opportunity to work out the kinks in the project and lets the boys see what they are trying to create. The project that looks easy on paper may not be easy to manage with a room full of boys. Often, in our experience, the instructions leave out materials or construction steps.

PRE-CUT all your materials. You may think you will have time or that the boys can cut the materials but you may be setting yourself up for a frustrating meeting. The point of the meeting is to complete the project not try to teach the boys how to use a scissors to cut felt. Remember that in a group of 6-10 boys you have varying levels of ability and coordination. Unless the point of the project is learning how to use specific tools do all your cutting in advance.

PREPACKAGE. Making a kit for each boy will greatly reduce the need to run around during the meeting for spare parts, and will also help you to organize your materials. Go through the items with the boys before beginning the project to make sure all the pieces are together and the boys understand what they are about to do.

PREPARE. Know what you are making and how long it will take. If you know that you will need additional adult help for the project ask parents to stay for the meeting. Make sure that your instructions are simple and clear both to your parents and the boys. If you know, for example that one of the boys has trouble using a hammer, have your den chief or a parent work directly with the boy so that he does not get frustrated and is able to be proud of his project at the end of the evening. Remember, this should be fun, if you are pulling your hair out at the end of every meeting something is wrong with the way the meetings are organized. The more prepared you are the more successful your meeting will be.

STAGING THE PROJECT:



- When you put your prototype together you have an idea how long it takes for an adult to put the project together. Often it will take the boys 2-3 times as long to do the same task. As you get to know your boys you will have a better feel for their abilities and for what captures their attention. It is always good to have a filler activity in case you miscalculate your timing. Keep in mind that most groups have a perfectionist that takes twice as long as the other boys to complete each task as well as resident speed-demon who is always “done” first.
- An effective way to stage the project is to set up workstations. Have an adult man each station for each particular task. For example, Station A is the nailing station; Station B is glue Etc. This method keeps the boys and the project moving along.
- In our experience, the boys love working on projects that take several weeks to complete, but keep in mind that you will need a place to store those masterpieces during the week. (Never send home an incomplete project-you will never see it again).
- Have a filler activity (e.g. sanding) to keep the boys occupied between stations.
- Recruit your speed demons to help the other boys.
- Take the opportunity to use each project as a vehicle for teaching the values of scouting. Try to say something positive and individual about each child’s work.

CHOOSING A PROJECT

- Gear your project to your group’s age and skill set but don’t be afraid to stretch a little or recruit parents for extra support. Your boys will be much prouder of something they spend three weeks on then they will of a throw together that they do in 15 minutes.
- Use the Blue and Gold as an opportunity for your den to shine. The Blue & Gold centerpiece is a nice way to show off your den’s talents in a way that their friends will recognize.
- Use neckerchief slides or other small projects as “reward” projects at the end of “book work” meetings.
- Boys love tools - give them a chance to swing a hammer and use a saw.

OTHER TIPS



- Use paper plates as work surfaces for your project. They are easily labeled, keep paint and glue off your tables, and can be taken home even if the projects are not dry yet.
- Use small paper plates as pallets for paints and glues instead of cups. There is less waste and less excess paint/glue on projects.
- Use smaller brushes than you would ordinarily use when painting the same project. The boys tend to be more careful when applying the paint with a small brush
- Use brushes to apply glues instead of squeezing them from the bottle. Less waste less mess.
- Use foam brushes to apply varnishes. This decreases the boys' contact with solvents and spares your painting brushes harsh chemicals.
- Use paper towels to apply stains (Viva is best) this decreases waste and makes for an even application.
- Walk around with your own brush during meetings, smoothing bubbles, catching drips and reinforcing technique. (E.g. reminding them to brush with the grain etc.) Take that time to say something positive about each boy's behavior or project. Remember that projects are as much about building self esteem as they are about building with wood and nails.

A SCOUT LEADER'S TOOL BOX



Though you will need specific tools for specific projects there are some things that you should have on hand. Buy your tools at garage or rummage sales. If you are starting out with a tiger den you will get a good five years out of them-you can always pass them on to the next leader.

- Safety glasses for anyone using tools
- A hammer, scissors and screwdrivers for each scout.
- Thick and thin paint brushes for each boy
- Foam Brushes
- Fabric paints including glow-in-the-dark paint
- Pencils/Crayons/Markers
- Acrylic Paints
- Wood Glue
- Hot Glue
- Drill
- Hand Saw
- Sand paper
- Selection of Nails and Screws
- Pipe Cleaners
- Construction paper
- ¼" PVC pipe for neckerchief slides
- Small and large paper plates
- Masking Tape/Duct Tape

You definitely do not need a full wood shop to host den meetings but some power tools are really useful. If you don't own them ask your den parents. Most are more than happy to let you use them prepare the occasional wood project.

- Cordless Screwdriver
- Palm Sander
- Band, Tote or Scroll Saw
- Wood burner (A good item to be owned by the pack and passed around as needed.)

WHERE DO I GET THIS STUFF?

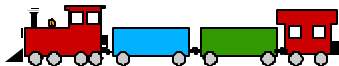


Don't go out and buy ten hammers retail-it will cost you a fortune. You should be able to scrounge materials second hand and through donation. Assume some initial outlay. If you are not comfortable with this, try to get support in cash or materials from your den, pack or community. We have charged \$1 den dues per meeting. This will not cover all meetings but should cover many, especially after the initial year. Here are some suggestions:

- Garage Sales/Flea Markets
- Lumber Yard scrap piles. Some yards have free or reduced prices on remnant wood. Showing your scouting card and asking will often net good deals on lumber
- American Science and Surplus at Milwaukee and Foster in Chicago. This warehouse is a great source of odds and ends from electronic equipment to glass jars.
- Tap into the resources within your own den or pack. Most parents are grateful that you are supplying the program and would be more than willing to let you use a saw or drill if necessary.
- Home Depot offers children's workshops on Saturdays. This is a great program that provides free kits, instruction, tools, refreshments as well as recognition pins and certificates. Check your local store for details.
- The Scout Shop has a variety of kits as well as stickers and patches to decorate your projects. This can be expensive but convenient way to go.



Snowmen



We did the advance prep and used this as a Tiger project.

Supplies:	1 4" Styrofoam Ball	Knife
	1 3" Styrofoam Ball	2 toothpicks
	1 2" Styrofoam Ball	Thick red yarn
	Wire cutters to cut pipe cleaners	Felt Hat to fit 2" ball
	Assorted Pipe Cleaners including Black, Red and Orange	

In advance:

1. We suggest making these pieces in advance though you can have the boys do it depending on age, time, and skills. Fashion buttons, arms brooms, mouth eyes nose out of pipe cleaners for each child. Yes, you can use other materials but they have to be glued on. The pipe cleaners can be stuck directly into the Styrofoam.



6 Buttons/eyes

1 nose

1 Broom

2 Arms

1 Mouth

2. Using a knife slightly flatten the top and bottom of the 4 and 3 " balls, flatten only the bottom of the 2" ball
3. Precut 10" length of yarn

At the meeting:

1. Distribute a set of parts to each scout
2. Push toothpick about half way into the center flattened area at top of the largest ball.
(Reinforce w/ hot glue if desired.)
3. Place 3" ball on top, flattened area down.
4. Affix head in the same way.
5. Have boys decorate the snowman with the pre-made pieces by poking the pieces directly into the balls.
6. Tie red yarn around neck for scarf
7. Top with hat, glue down if desired

Lamb



- Supplies:
- 6 oz Styrofoam cup
 - Cotton balls
 - 4 Small wooden clothes pins
 - Small Googly eyes
 - One Black pom pom
 - Black marker
 - White glue
 - paint brush
 - Black felt -- cut for ears and tail
 - Glue Gun

1. Using a paintbrush, spread a thin coat of white glue on the entire outside of the cup including the bottom.
2. Cover entire surface with cotton balls
3. While glue is setting, use black marker to color the finger ends of all four clothespins. Set aside.
4. Use glue gun to secure eyes and ears to black pom pom
5. Carefully clip the clothes pins to the rim of the cup to form legs
6. Attach head and tail with glue gun

Tiger Plaque



This is a great “first wood project” for the Tigers

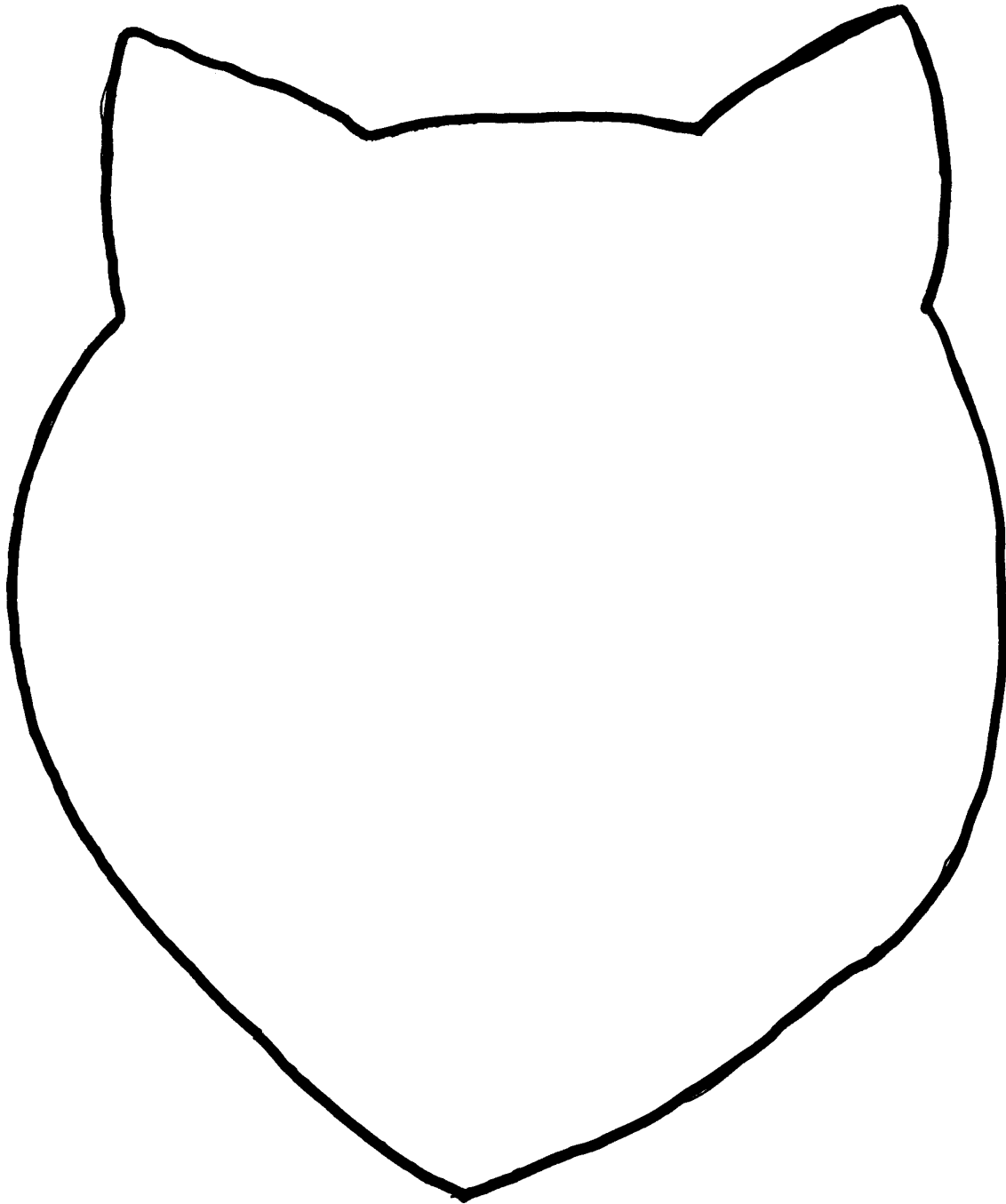
Supplies: $\frac{3}{4}$ ” board cut into tiger shape
 10 large brass upholstery tacks
 2 – 1 1/4 “ washers
 2 – 1/2” wooden or rubber disks
 Black and orange paint
 Hammer
 Glue Gun

1. Cut or precut board into Tiger shape using template provided.
2. Hammer tacks to form mouth and nose
3. Affix washers and disks to form eyes
4. Decorate with black and orange paint
5. TIP: If you don’t want it to turn out mostly black (Like the one in the picture) give the boys wide brushes for the orange and very narrow brushes for the black.

TIGER



**PLAQUE
TEMPLATE**





LIKABLE RECYCLABLES

Egg Carton Critters

WE’VE GOTTEN A LOT OF MILEAGE out of egg cartons — turning them into everything from doll furniture to mini jack-o’-lanterns. So have our readers, who’ve filled them with buttons to play *Mankala* (an African counting game), stocked them with thread spools for a child’s sewing kit, and heaped them with jelly beans for Easter. Sometimes the cartons even take on a life of their own, like the time we asked a class of fifth grade testers to craft these fuzzy-legged critters. The kids quickly went beyond the basic spider model to hatch caterpillars, ladybugs, and snails.

Materials

- Cardboard egg carton
- Tempera paints and
- Glue
- 12 pairs googly eyes
- Hole punch
- Pipe cleaners

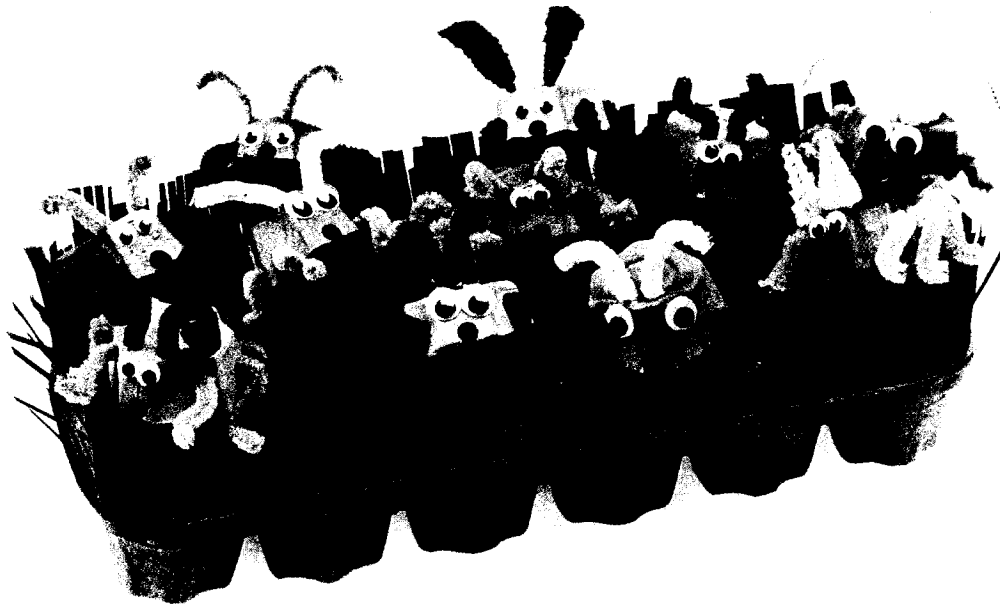


paintbrushes

Cut 12 cups out of the egg carton bottom. Trim the edges and then paint the outsides. Use each cup to create a bug by gluing on eyes and punching a hole for the mouth, centered on the edge. Then, punch three leg-holes in each side.

Cut the pipe cleaners into 4-inch sections. To create each set of legs, insert a pipe cleaner piece through one side hole and out the other side. Bend the center up inside the shell and shape the ends for the legs and feet.

For antennae, poke two holes above the bug’s eyes (use a pushpin or the end of a paper clip). Push a pipe cleaner through one hole and out the other, bending it into shape.





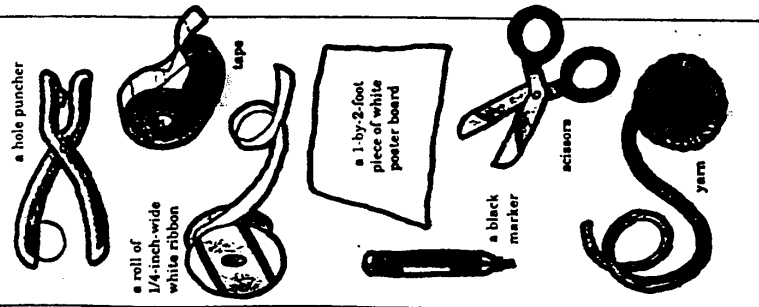
We knew these eggheads were all they were cracked up to be when the Lenz family from South Orange, New Jersey, told us their son, Jonathan, had won third place in the village Easter egg decorating contest. The six-year-old had dubbed his creation Mrs. Humpty Dumpty. To craft an egghead, use a small nail to make a hole about the size of a quarter in one end of an egg, then drain and rinse out the shell. Use permanent markers to draw on a funny face. Spoon soil into the shell and plant with grass seeds. Moisten and cover with plastic wrap, then set in a sunny spot to sprout (generally less than a week). Remove the cover, water daily, and the egghead's hair will grow long and thick.



Here is a spooky ghost to hang outside on Halloween night.

Ghost Wind Sock

You will need:

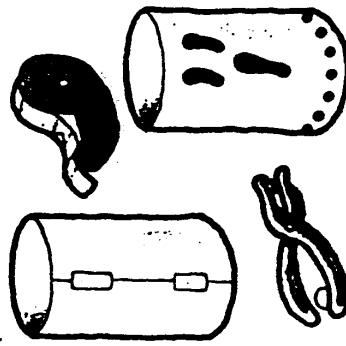


To make the Ghost Wind Sock:

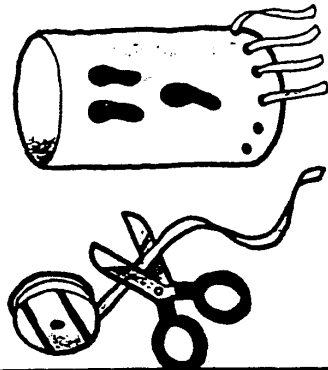
1. Draw the ghost's eyes and mouth in the center of the poster board with the black marker.



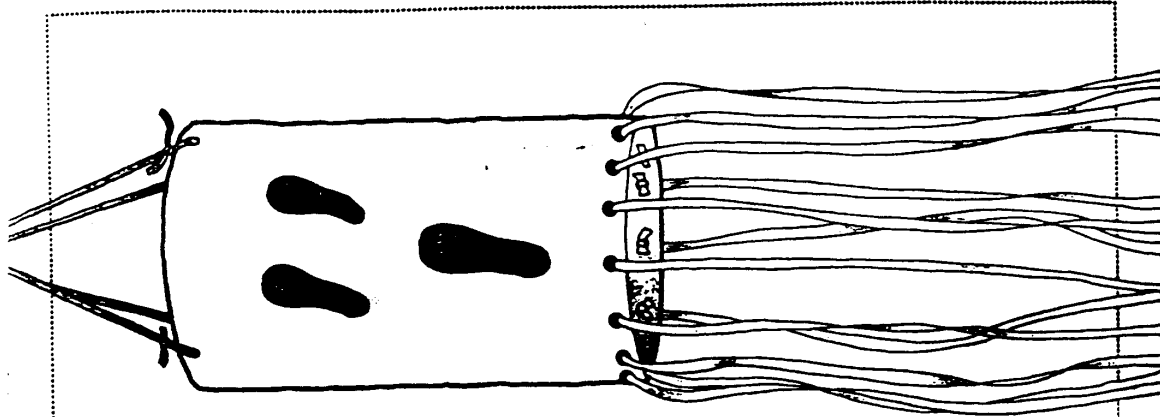
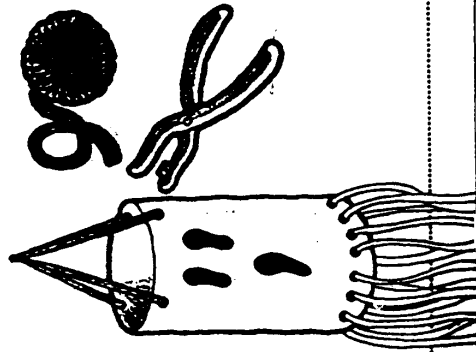
2. Roll the poster board into a tube and tape it shut. Punch holes at regular intervals along the bottom of the tube with the hole puncher.



3. Cut a length of ribbon for each hole you punched. Thread one ribbon through each hole and knot each one on the inside.



4. Punch four holes around the top of the tube with the hole puncher. Tie a length of yarn through each hole. Then knot them all together to make a hanger for the ghost.





Flag Stand

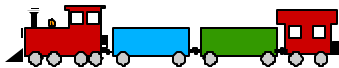


This is a good project for introducing the Citizen material during Wolf year.

Supplies:

- 1- 6" flag
- 1- 2 X 1 1/2 wooden block
- 1- 3 X 2 X 3/4" wooden block
- 2- 1 1/4 " screws
- Drill
- White Glue
- Wolf Rank Sticker
- Paint

1. Cut or precut blocks to appropriate sizes
2. Screw base into top from the bottom
3. Drill hole in center of the top block to snugly fit the flag staff
4. Paint and decorate base
5. Place a drop of glue into drilled hole and push flag into stand



JUNE — NOAH'S ARK

SIMPLE ANIMALS: RABBIT, MOUSE, CHICK, AND LADYBUG

These four animals are a delight and couldn't be easier to make. The five-to-ten age group enjoys them as well, if you make a family of rabbits, mice or ladybugs. To make the smaller animal "babies", draw a 1/2—inch grid over the pattern, and then transfer the design to 1/4—inch graph paper. Use the graph paper outline as a cutting pattern for the smaller animals.

Materials: For each animal

one piece of 1—1/2 inch pine at least 4 x 6 inches.

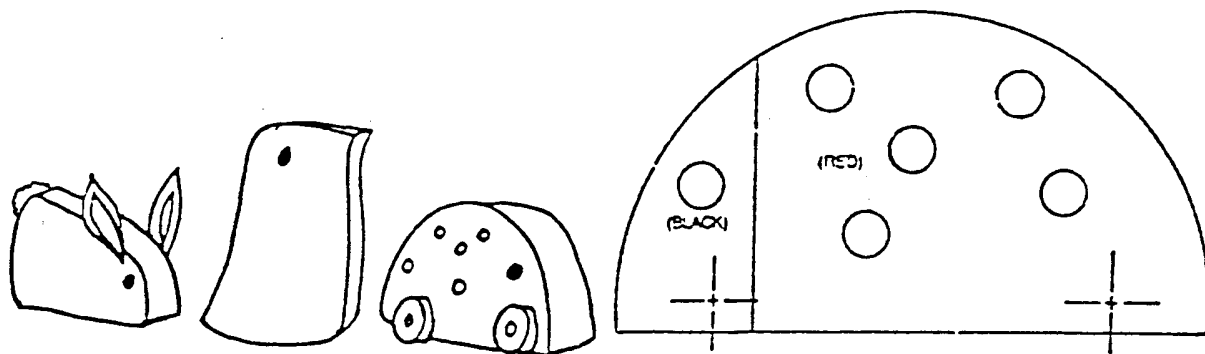
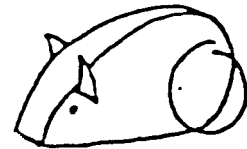
Yarn pompom for rabbit's tail

Scraps of felt, vinyl, or leather for rabbit and mouse ears

Tacks for rabbit and mouse ears.

String for mouse tail

Paint (optional)



Outline the Ladybug pattern on

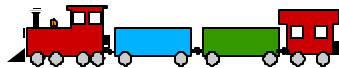
pine and cut out carefully

Construction:

1. Outline the animal shapes on the wood. Use a scroll blade in your saber saw to cut them out.
2. Sand the edges smooth.
3. Drill a 1/4—inch diameter hole through the ladybug for its eyes. If you would rather not paint on the ladybug's spots, define them by drilling 1/4 inch diameter holes through the ladybug's body.
4. Paint or varnish if you wish.
5. Cut out the mouse and rabbit ears from vinyl, leather or felt. Fold the ears in half lengthwise, and tack them to the heads.
6. Glue on the mouse and rabbit tails.

Optional Wheels

Use a 1—inch diameter hole saw attached to your electric drill to cut out four wheels from 1/2—inch—thick stock. Screw two wheels on either side of an animal with No. 10 x 1-1/4 inch panhead self—tapping screws.

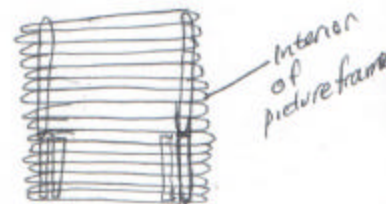


Cub Scout photo Frame



This makes a nice holiday gift. We suggest having the boys come to the preceding meeting in Uniform and taking pictures or using a Polaroid or digital camera.

- Supplies:
- Picture 3 ½ X 3 ¼"
 - 34 craft sticks
 - Rank stickers (available at Scout store)
 - Hot Glue
 - Self Stick magnet
 - Blue Markers or Paint
 - Silver or Gold Paint pen



1. Using a wire cutter, cut 1.25" ends off of 7 of the sticks, set the middle pieces and the end pieces aside.
2. Set down 16 craft sticks so that they touch and their ends are even. Use a straight edge if necessary (see pictures above).
3. Run a bead of hot glue perpendicular to the sticks and set 1 stick plus one of the middle pieces along glue line. This should hold the sticks together. (See picture)
4. Glue a second middle piece next to the first. This will hold the picture in place without glue.
5. Working from the bottom, run a bead of glue half way up and set the top set of sticks parallel to the back.
6. Using the 7 end sticks that you cut, run them on either side of the picture opening.
7. Finish the top with 2 sticks.
8. Paint or color with marker
9. Decorate with rank stickers and date.
10. Slip picture in opening at top.
11. Affix magnet to back



House Key Rack



If you do steps 1-3 ahead of time, this project is a good one for the younger boys. It can also serve as a two week Webelos project if you have the boys do the initial steps.

- Supplies:
- 1-8 X 8 1/2" piece of Plywood
 - 1 Triangle of Plywood 8 " on the side 11" across the base
 - Screw-in brass key hooks
 - Craft sticks
 - 2- 1 1/2 nails
 - Glue Gun
 - 2 eye hooks and wire or string to hang
 - Paint

1. Cut or Precut boards to appropriate sizes
2. If desired, paint a white primer or base coat on boards
3. Run a bead of hot glue along the top of the square board and reinforce with two nails, going in on a diagonal through the roof and into the bottom board.
4. With hot glue affix craft sticks along the roof (See picture)
5. Screw in Key hooks
6. Decorate as desired.
7. Screw eye hooks into the back attach string to hang



Indian Head Band



Old belts are available at thrift stores or the Salvation Army for very reasonable prices. This project fulfills some of the Native American Arrow points.

Supplies: Old vinyl or naugahide belts
 2 – 8" pieces of leather lanyard
 Grommets and Grommet punch
 Feathers
 Scissors

1. Cut the buckle and holes from each belt
2. Size the remaining material to fit around each scout's head about 1-2 inches short. *Don't precut this there is a lot of variation in head size.*
3. Using the grommet punch affix grommets about ½ " from ends.
4. On one end of the belt, make two horizontal parallel slits for the feathers about ½" long.
5. Tie one end of each lanyard through each grommet
6. Lay the belts flat and have the boys decorate with fabric paint using Native American symbols from the scout book.



Tomahawk



This fulfills the Native American Arrow points as well as providing knot-tying practice.

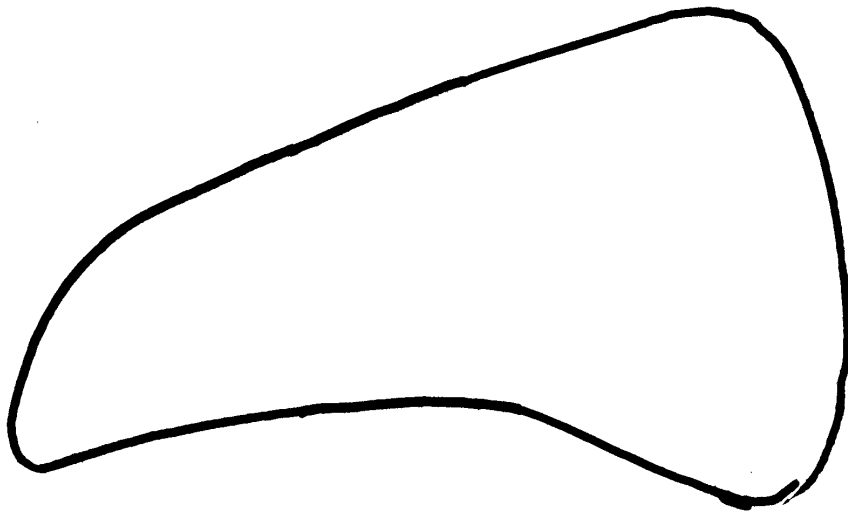
- Supplies:
- 1 1 1/2 " doll rod
 - 3/8 " brown board cut using the template provided
 - Leather lanyard
 - Assorted pony beads
 - Markers
 - Glue Gun
 - Saw
 - Drill

Before the Meeting:

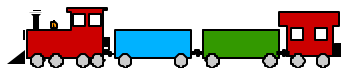
1. Precut tomahawk blade using template provided
2. Precut a 1/4" X 2 " notch at one end of the doll rod
3. Pre-drill a 3/8" hole about 3/4" from the bottom

At the Meeting:

1. Slide tomahawk blade into notch and secure by lashing with lanyard. (See scout book for lashing instructions).
2. Secure ends w/ a drop of hot glue if necessary
3. String 6" of lanyard through bottom hole; decorate with pony beads and tie w/ and overhand knot.
4. Decorate with Native American Symbols



TOMAHAWK
TEMPLATE



BABY-SOCK SNOWMEN

THIS IS A TERRIFIC recycled ornament. The snowmen are made from those baby socks that never really get dirty or wear out. A kindergartner can do this with help, but in a group, this craft is really better for older kids.

1. Fill the foot of a white baby sock with batting. Tie shut just above the ankle with string. Trim off the cuff.

2. Divide the sock ball into body and head by tying a strip of fabric or ribbon (the scarf) around the sock.

3. To make the hat, gather the colored sock together at the ankle and tie with string. Leave enough string for a hanging loop.



of the sock like a stocking cap. Glue or sew on the hat.

4. Next, glue or sew on buttons. Draw on the eyes and mouth with markers. Cut a 1-inch piece of pipe cleaner and poke it in for the nose. For earmuffs, wrap a piece of pipe cleaner around the head and tuck the ends under hat rim. Glue on pom-poms.

Tip: Don't have batting? Use old

Materials

White baby sock
Batting
String
Fabric or ribbon
Colored baby sock (makes two hats)
Glue
Buttons
Permanent markers
Orange pipe cleaner (nose)
Any color pipe cleaner (earmuffs)



Air Dry Clay Pots



This is a great project for a meeting when you don't have the time (or energy) to plan something more elaborate.

Supplies: Mexican Pottery Air Dry clay
20" X 20" posterboard
Gloss Shellac
Paper plates

1. Give each boy a paper plate to build on and a piece of board to roll out the clay. The clay will stick to most tables and also leaves behind a reddish cast so work on the boards.
2. Take a piece of clay and roll it into a ball about 2 inches in diameter and then flatten it to form the bottom of the pot.
3. Demonstrate how to roll an even tube of clay with your fingers. Have the boys coil the clay on top of the base piece in the shape of the pot they would like to create. *There should be no light visible between the coils otherwise the piece will fall apart as it dries.* You can actually smooth the coils so they are no longer visible as you build or just leave a coil look like the picture.
4. Trim away any extra material around the edges of the pot
5. Allow to dry
6. When completely dry (the following week) brush with shellac to seal.

Pow Wow 2000



All Aboard

Northwest Suburban Council Pow Wow 1990 - 1992

USSSP BALOO'S BUGLE

Greater St. Louis Area Council

Santa Clara Council

Circle 10 Council

Heart of America Council

U. S. Scouting Service Project, Inc. Website

The MacScouter's Great Games Resource presented by R. Gary Hendra -- [The MacScouter](#) -- Milpitas, California

Games for Younger Scouts
Compiled by Gary Hendra and Gary Yerkes

Indian Nations Council Pow Wow 1994
"The Greatest Show on Earth"

Rainy Day Crafts & Activities
Louis Weber, CEO
Publications International, Ltd

"Cub Scout Leader's Book"

"Cub Scout Leader's How To Book"

South Eastern Massachusetts Cluster Council Pow Wow 1997

Crossroads of America Council, Pow Wow 1995 & 99

Bay Area Council Pow Wow, 1994

-Pioneer Valley, Pow Wow 1996

Cooking Chapter contributed by Richard Romani
Northwest Suburban Council

Cub Scout Pack 114 Fort Calhoun, Nebraska
Goldenrod District Mid-America Council
MAC Pow Wow 1996, 1997 by Barb & Mike Stephens

Cub Bobwhite
Duty to God chapter contributed by Carole Tsukuno and Robert Smedberg –

Northwest Suburban Council

All Aboard The Pow Wow Express

Pow Wow 2000



All Aboard

Northwest Suburban Council

Grant O'Neil
Swan Valley District, Australia

Simon Kenton Council

Cub Scout Pack 275, Flint, Michigan
Badon Powell district, Tall Pine Council.

Heartfelt Thanks Chapter contributed in part by Mary Anne Greene,
Mecklenburg County Council, Charlotte, North Carolina

Scrapbooking Chapter contributed by Gina Hebda and Elaine Masciale,
Northwest Suburban Council

Northeast Region, Akela Calls 2000

Tie Slides Chapter contributed by Wayne Slover,
Northwest Suburban Council

Webelos Transition Chapter contributed by Linda & Bill Cohn,
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Woodworking & Den Projects contributed by Julia & David Bart,
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