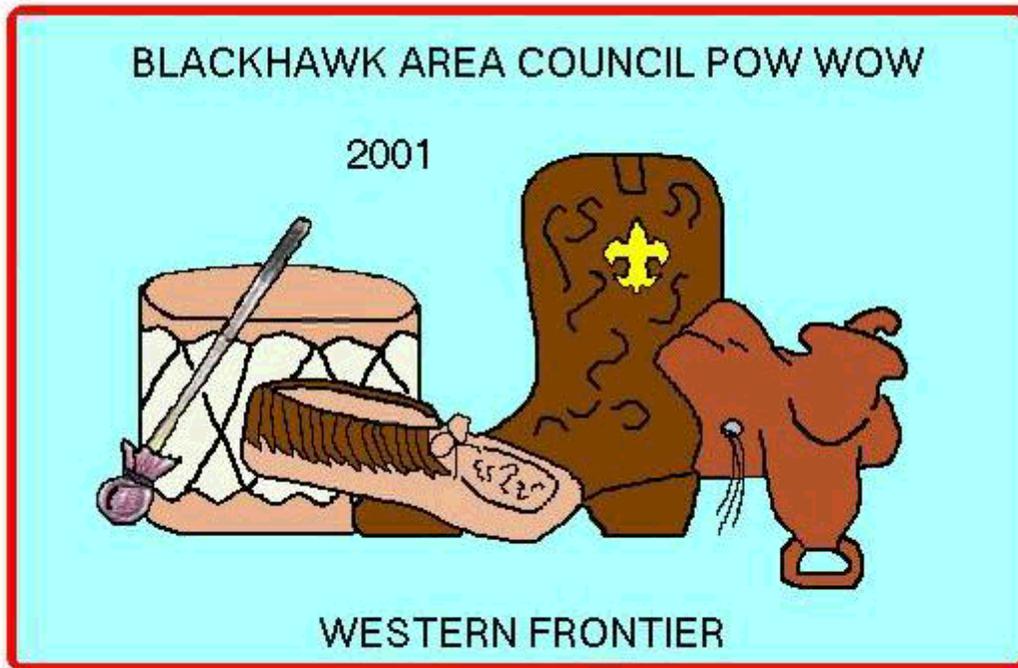


POW WOW 2001

THE WESTERN FRONTIER



Saturday, November 10, 2001
8:45 - 3:30 p.m.
St. Bridget School
604 Clifford Avenue
Loves Park, Illinois

Arrowhead, Sycamore, Wetassa, Wanchanagi, White Eagle

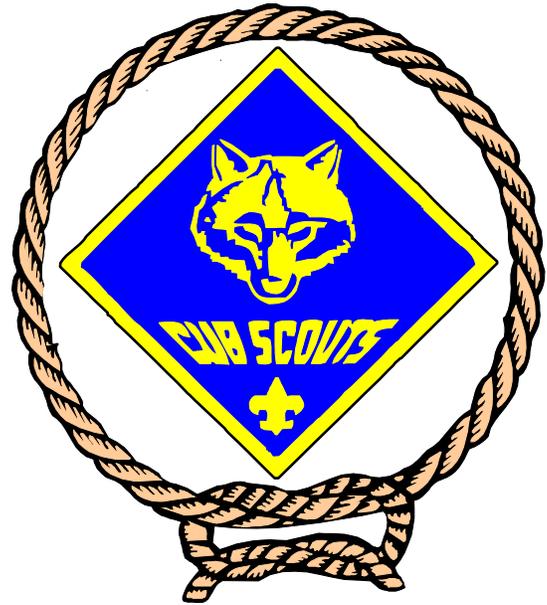
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**BLACKHAWK AREA COUNCIL - POW WOW 2001
THE WESTERN FRONTIER**

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BOY SCOUTS OF AMERICA

BLACKHAWK AREA COUNCIL

1800 Seventh Avenue • P.O. Box 4085 • Rockford, IL 61110 • (815) 397-0210 • Fax (815) 397-7306

November 10, 2001

Dear Cub Scout Leader:

Thank you for volunteering your time to help kids! Volunteerism is one of the things that make our country great.

Thank you for volunteering to be a Cub Scout leader. Boys in grades one to five want adult leadership. They want limits, guidance and heroes. If you use your Cub Scout Program Helps to deliver well-planned, fun meetings, and you care about your boys – you'll be that hero they listen to.

Thank you for giving of yourself for others. It is a high calling to the important work of training up young Americans to be future leaders with good values – something America has always, and will always, need.

I hope you will set some goals for yourself and your den or pack, along the lines of helping every boy learn, advance, have fun, and graduate to the next level in the program, because you've made it too much FUN to quit.

Good character grows one drop at a time. Everything you do with your Scouts is like a small bank deposit: the flag ceremonies, the advancement ceremonies, the fun games, the outings, the learning – no one thing seems real important. But just like a bank balance slowly and steadily grows, so too will good character, values and citizenship grow steadily...because of you!

No one stands so tall as when they stoop to help a child. Be their hero, and help change the world!

Sincerely,

Alan Anderson
Council Scout Executive

AMA/vgr
adminselltrsvcsidsr2001

Serving youth in Boone, Carroll, Jo Daviess, Lee, McHenry, Ogle, Stephenson, Whiteside and Winnebago counties in Illinois, and Grant, Green and LaFayette counties in Wisconsin.



A United Way Agency

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Dear Scout Leader,

WELCOME to POW WOW 2001 – THE WESTERN FRONTIER!

You have made a wonderful choice in purchasing the pow wow book and/or CD-ROM this year. As it is the first year that Blackhawk Area Council is offering the CD-ROM, we would like to know what you think! Please be sure to complete the book evaluation form found at the end of the book/CD-ROM and mail it as it is addressed or drop it off at the Blackhawk Area Council Office in Rockford.

I have been given a great opportunity to again chair this fun event and work with wonderful Scouters. You will have the opportunity to meet the outstanding and well-trained staff that are participating this year during the pow wow day. Many have completed sections in this book, as noted in each section.

This event would not have occurred but for the extensive efforts of many people. I would like to thank publicly: John Kaney, for arranging St. Bridget School; Kathy Parker, Bonnie Smith, Linda Bowers, Mary Ann Bushaw and Sue Morris for the OUTSTANDING Blue and Gold Banquet and program; Laura Werner for assistance with the trading post; Mike and DeAnn Pierson for printing the pow wow book; David Whiteside for ‘burning’ the CD-ROM; and Chuck Bickerstaff, our Professional Advisor. I truly appreciate their help, time and efforts for this program!

This event was designed not only for the new Scouter, but also the ‘experienced’ Scouter. I hope each and every one of you will learn at least one new piece of ‘fun’ to share with another person, may it be an adult or a child. If even just one person can be reached, our goal has been accomplished.

In this day and age, we, as Americans, are facing an uncertain world. Scouting provides a stable environment for our children to enjoy. Scouting teaches and guides our children to be not only a better person and citizen, but a person with good moral values and a self - confidence that will carry them through the future. They are America’s future. Guide them well.

“Whatever you do may seem insignificant, but it is most important that you do it.”

- Gandhi

Your friend in Scouting,

Carol L. Conderman
Pow Wow Chair

Who's Who in Blackhawk Area Council

Council Officers:

President - Dr. John Inman, Monroe, WI

Commissioner – Harlan Nelson, Crystal Lake, IL

Treasurer – Thomas H. Scoville, Rockford, IL

Vice-Presidents –

Membership/Relationships: Bill Relilly, Belvidere, IL

Program: Denny Pratt, Darlington, WI

Properties: Robert Gingras, Dixon, IL

Finance: Pat Morrow, Roscoe, IL

Development: Larry Strohman, Rockford, IL

Volunteer Resources: Keith Syfert, Rockford, IL

Administration: Bill Witcher, Rockford, IL

Marketing and Public Relations: Kris Tumilowicz, Rockford, IL

Immediate Past President – Charles Walneck, Cary, IL

Scout Executive, Alan M. Anderson, Rockford, IL

Council Training Chairmen:

Boy Scout Training Chairman – Mike Gentry

Cub Scout Training Chairman – D.A. Huff

Wood Badge – Dave Savone

Pow Wow – Carol Conderman

Webelos Den Leader Outdoor Training – Mary Anne Rounds

Commissioner Conference – Sharon Fanucce

Council and Ranger District; Venturing-Exploring – Bill Lovitt

	Wetassa	Sycamore	White Eagle	Wanchanagi	Arrowhead
District Chairman	Bob Dommel	Robert Eft	Jim Say	Dale Emerick	Matt Urban
Administration	Doug Toepfer	Wayne Kemp			Randy Iverson
Finance		Robert Eft		Allan Carlson	
Human Resources		Jack Heisler	Sharon Fanucce	Stephen Balogh	
Program	Dolly Mathias	Verne Schults			
Activities-Cub Scout	Dave Watter	John Jennings		Marty Mosca	David Wisnefske
Activities – Boy Scout		John Jennings		Marty Mosca	David Wisnefske
Advancement	Mike Kloeping	Marian Walters	Ray Gruber	Virginia Hammer, Jean Wurtzel	Peg Gobeli
Camping	Bob Boyer	Gail Krec	Ken DeArvil	Ken Mosny	Beth Scott
Cub Scout Day Camp	Linda Anderson		Laura Werner, Jeff Dewey	Sue Morris	
Training – Cub Scout	Patrick & Pamela Dunlavey	Penny Dybal	Carol Conderman	Fran Waller	Vicki Flynn
Training – Boy Scout	Bill Determan	Dave Savone	Oris DePuy	Tom Siefken	Joan Stackpole
Religious Emblems	Robert Worrall	Blanche Stebbins & Dick Wantuch			
Popcorn Kernel	Gwen Zimmerman	Harry Harman	Margie Baker & Hans Kruger	Ida Bolen	Mike Egli
Membership	Beth Watter	John Ferraro	John Larson	Kathi Corbett	Jim Munro
Uniform Exchange	Linda Simons				Cathy VanNatta
District Commissioner	Richard Reid	Jeff Moritz	Linda Larson	Chuck Pelman	Ella Ellefson
Roundtable – Cub Scout	Debbie Scoles	Gail Krec	Lisa Remmers	Linda Bowers	Dee Woolf
Roundtable – Boy Scout	Pamela Dunlavey	Bob Menard	Bill Runnion	Vicki Furlough	Gary VanNatta
District Executive	Chris Zarda		Chuck Bickerstaff	Shannon Ross	Doug Dewey
Webelos to Scout Transition		Paul Hager	Don Fane & Greg Kraft	Amy Ramos	Dan Case
District Director		Marty Richards		Andy Murray	
FOS Chair(s)			Al Segneri, Jennifer Slaney	Loretta Heberlein, John Sutherland	Jud Kindschi, Denise Platenberg, Greg Johll
Roundup Chair (School Nite)			Stephani Gloria & Susan Dirks		John Grochola
Tiger Cub Resource			DeeDee Morgan	Monica Seymour	

THANK YOU TO ALL THESE WONDERFUL SCOUTERS FOR THEIR TIME AND EFFORTS TO PROMOTE THE BOY SCOUTS OF AMERICA!!!!

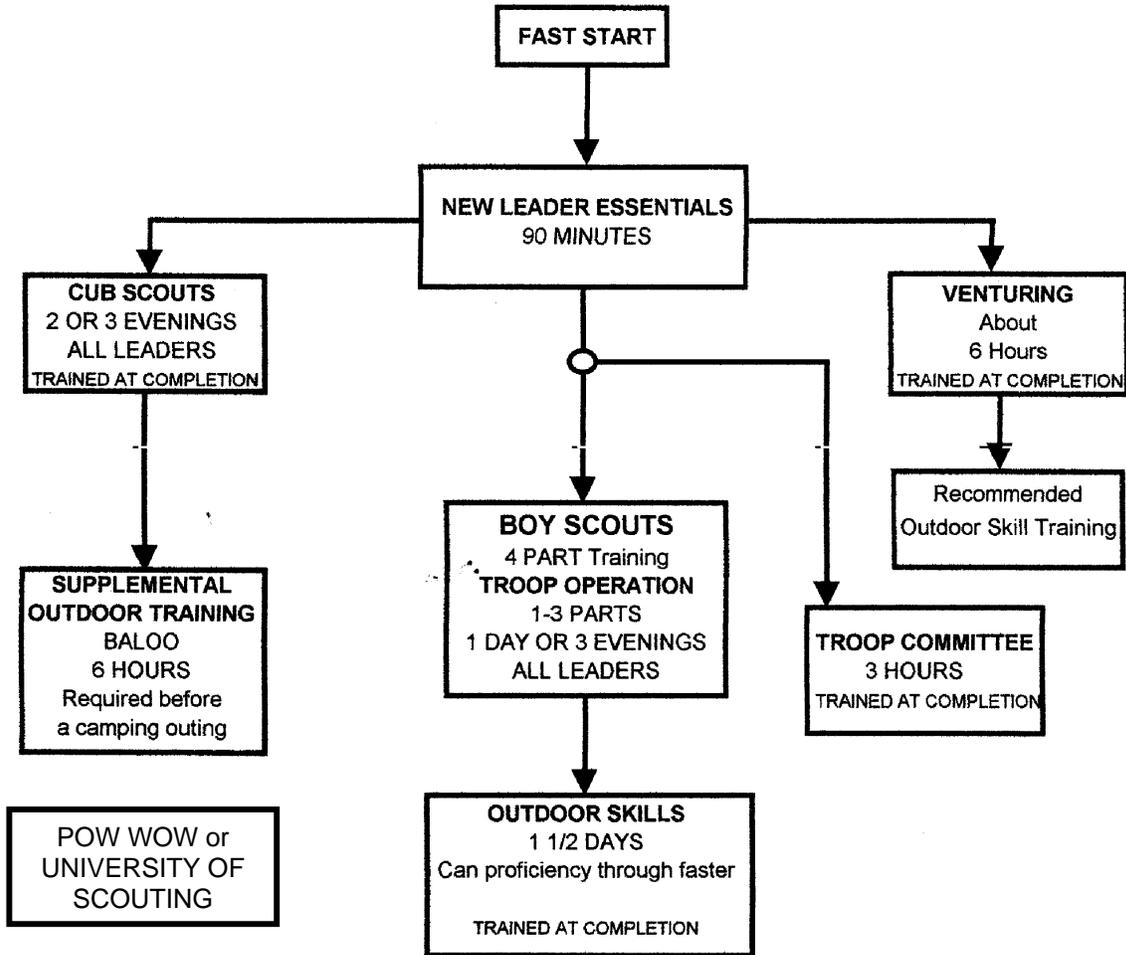
POW WOW 2001 Ranch Hands

SESSION/RESPONSIBILITY	SCOUTER
Adult Recognitions	RANDY EKSTROM
Astronomy	GEOFF HEBERLEIN
Basic Scouting Paperwork	SUE SCHROEPFER
Behaviorally and Physically Challenged Scouts	BETH WATTERS
BLUE & GOLD TEAM	KATHY PARKER, LINDA BOWERS, BONNIE SMITH, MARY ANN BUSHAW
Book Printing	MIKE AND DEANN PIERSON
CDROM 'burning'	DAVID WHITESIDE
Ceremonies	JOHN KANEY
Character Development and Core Values	MARY ANNE ROUNDS
Computer Resources- to include internet	DAVID KELLER
Computerized Pack Records	DAVID KELLER
Cooking – Webelos Scouts	BRENT WRIGHT
Cooking – Wolf & Bears	VIRGINIA HAMMER & RAMONA GRAUPNER
Crafts – Tigers, Wolf & Bear	KATHY SAY
Crafts – Webelos Scouts	KATHY SAY
Den & Pack Pizzazz including Songs	STEVE SQUIER
Den Doodles A	BILL MORRIS
Den Doodles B	BILL MORRIS
Derbies	ED BLONDIN
First Aid – Wolf & Bear (How To Teach it)	PATRICK ROZHON
Games – Tigers, Wolf & Bears	GAIL KREC
Games – Webelos Scouts	GAIL KREC
How To Conduct a Committee Meeting	SANDY SCHWARTZ
How To Conduct a Den Meeting	ED BLONDIN
How To Conduct a Pack Meeting	PAUL HAGER
How to Conduct the Pack Annual Planning Conference include Unit Money Earning	JIM SAY & JOHN LARSON
Knots	DIANE GRANT
Leadership Skills	DENNY KUNTZELMAN
Leather working A (2 sessions long)	LISA & DAVID DUNAWAY
Leather working B (2 sessions long)	JUDY HAGEMANN and BARB ADAMS
Magic how to teach Scouts – Hands On	BETH WATTERS
Neckerchief Slides	MARY ANN BUSHAW
Open Forum – Cubmaster's/Committee Chair and Pack Administration	SUE SCHROEPFER
Open Forum – Tigers, Wolf/Bear Leaders	JEAN WURTZEL
Open Forum – Webelos Scout Leaders	SHARON FANUCCE & LISA REMMERS
Physical Arrangements	JOHN KANEY
Program Enhancements	MARY ANNE ROUNDS
Puppets	PAMELA & PATRICK DUNLAVEY

Recruiting and Retaining Youth	BILL RUNNION
Recruiting, Retaining and Recognizing Adults	BILL RUNNION
Religious Emblems	VIRGINIA HAMMER & SUE SCHROEPFER
Resources – what are they & how to use them	BLANCHE STEBBINS
Skits	CAROLYN MCBRIDE & CAROL FRITZ
Team Building for Scouts and Scouters	DEB WHITESIDE
Tiger Cub Program – NEW	NANCY BRESNAHAN
Trading Post Coordinator	LAURA WERNER
Webelos – Scout Transition	MARY ANNE ROUNDS
Webelos Scout Technology Group	BILL REYES
Where to Go, What to Do include Summertime	TAMMY PIERSON
Wood Crafts Beginner	FRAN WALLER
Wood Crafts Intermediate	BILL MORRIS
Working with your Den Chief	DA HUFF AND RAY WARREN
Youth Protection Training (2 sessions long)	JEFF MORTIZ



B.S.A.
A Training Continuum
for 2001

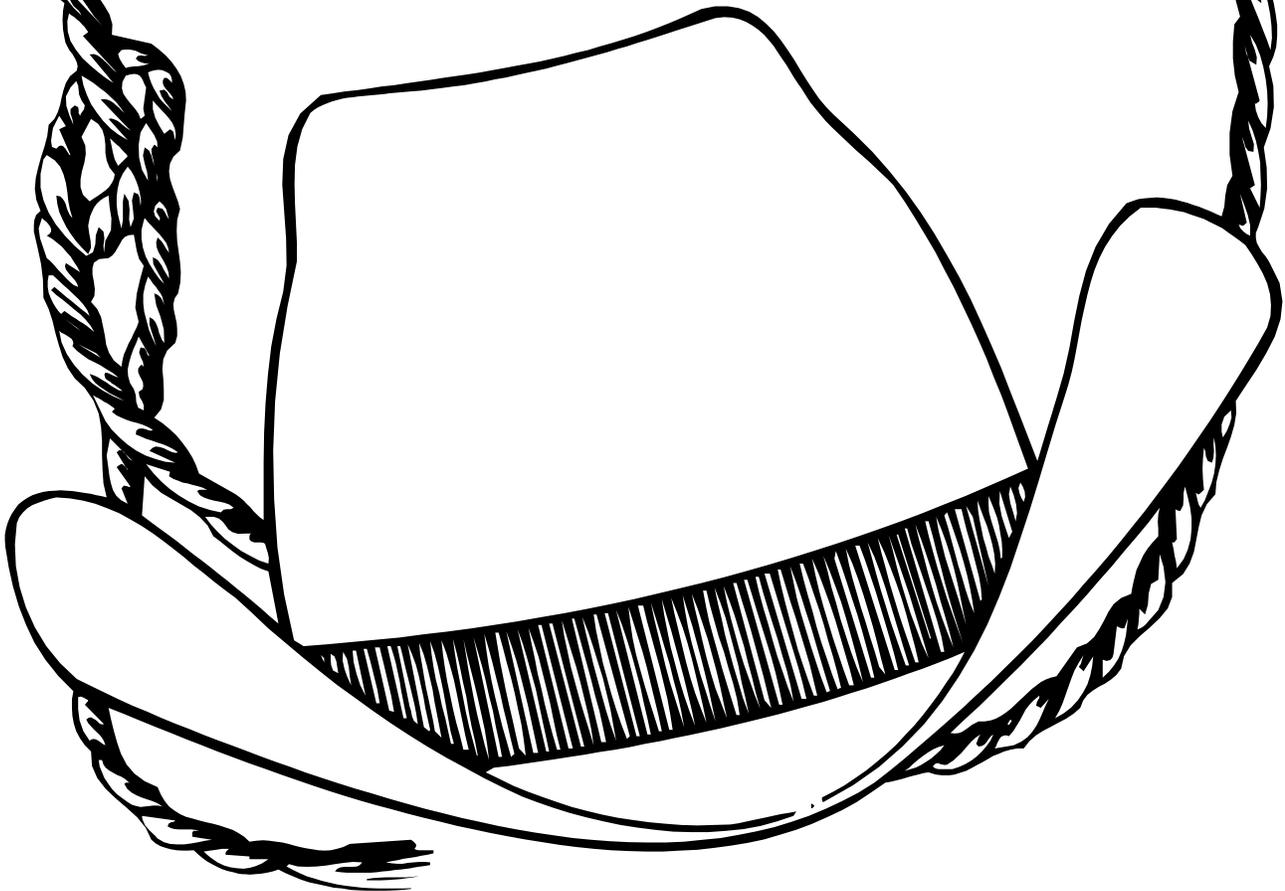


WOOD BADGE
6 DAYS OR
2, 3 DAY WEEKENDS
Available after Completion of Training

CONTINUING EDUCATION
ROUNDTABLES, ETC.
Encompasses all segments of Training



Adult Recognition



Lord, I'm a Den Leader, now what do I do?
Surely I'm dreaming, and soon I'll come to.
Does it make any sense when you can't stand kids,
To take eight little cubbies? Lord, I've flipped my lid!
But they said I was needed, so I'll do my best
To help my young Cubs pass each and every test.
We'll meet each week to play and to learn
And talk of achievements that we can learn.
Some days will be trying, of this I am sure,
And I know that I'll wonder if I can endure.
But when I can see my Cubs progress in ranks,
Lord, I will have received my thanks.



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Adult Recognitions

By Randy Ekstrom and Carol Conderman



A leader is made of super stuff,
But they're just a diamond in the ruff.
Corners and edges have been polished,
Some troubles and problems have been abolished.

For many, many years Pow Wow has tried,
To give our leaders a sense of pride.
Experienced Scout leaders are vastly needed,
Many thanks to all whom have heeded.

Who do we recognize?

Scouts, Leaders, Chartered Organization, Parents, Supporters, Community Leaders

Why do we recognize?

Special Achievement, Job Well Done, Service Over and Beyond Duty

Where do we recognize?

Pack/Troop meetings, Committee Meetings, Chartered Organization Meetings, Telephone Calls, News Media and Community Programs

How do we recognize?

Serious Awards: BSA Supplies, Plaques, Medals, Certificates, Trophies, Pins
Not So Serious: Ribbons, Stickers, Homemade Items
Puns and Fun: Use materials on hand, Funny Items, Play on Words

Leader's Knots

Leaders can earn awards along with their boys. Each has minor requirements to complete. It is important for boys to see their leader earn awards, because as leaders we see the example. To find out more information about the knot awards, and their requirements, consult the most current edition of the Boy Scouts of America Insignia Guide, the Cub Scout Leader Book, 2001 printing or contact the Council Service Center.

CHANGES TO THE CUB LEADER RECOGNITION PLAN

After extensive review by a National Cub Scout Committee task force, the Cub Scout Leader Recognition Plan has been significantly updated. The new requirements are listed in the latest *Leadership Training Committee Guide* (No. 34169D) and will be included in the next printing of the *Cub Scout Leader Book*.

Major changes include the following:

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- Youth Protection becomes required training for all six awards.
- The tenure requirement for the Tiger Cub Coach Award, the Cub Scout Den Leader Award, and the Webelos Den Leader Award is now one year. It remains at two years for the Cubmaster Award, the Den Leader Coach Award, and the Cub Scouter Award.
- The Cub Scouter Award may be earned only for registered service in a Cub Scout pack. Because district and council positions now have their own recognitions, requirements related to those positions have been eliminated from the Cub Scouter Award.

Additionally, the pendant and ribbon awards will be eliminated as current stocks are depleted, with the square knot insignia and certificates remaining as recognition items for the awards. The new requirements became effective Sept. 1. Leaders registered before that date have the option to continue using the previous requirements until Sept. 1, 2001.



VETERAN UNIT BAR - 25 YEARS

A silver embroidered bar worn by boys and adult leaders in packs that have been chartered twenty-five years. Worn directly below council patch, above and touching the pack numeral on the left sleeve.

TEMPORARY INSIGNIA

Any insignia authorized by the local council for a particular purpose, such as Scoutoramas, Cub Scout day camp, roundup programs, etc. worn by Cub Scouts and Webelos Scouts centered on the right pocket of the uniform shirt. Only one temporary patch in addition to the immediate recognition or compass point emblem may be worn at a time. Additional temporary patches may be placed on a red vest that may be worn except during inspections.

QUALITY UNIT AWARD

Embroidered cloth strip worn by boys and leaders in packs who meet the criteria. (See Quality Unit Award Application.) Worn centered on the right sleeve, 4 inches below the shoulder seam. Only the most recent award may be worn.



EMBROIDERED SQUARE KNOTS AND PIN DEVICES



Square Knots are always oriented with the loop of the embroidered knot that comes in *front* of the standing part (known as the 'loop' or 'bight') to the wearer's right. Another clue to correct orientation is that knots are worn with the distinguishing color (not white) towards the wearer's right.

Square knots are worn centered above the left uniform pocket, in rows of three. There is no particular order in which they should be worn, but it is suggested that the knot deemed most important by the wearer be worn on his own right.

HONOR MEDAL

Awarded to a youth member or adult leader who demonstrates unusual heroism and skill in saving or attempting to save a life at considerable risk to his own. In cases of exceptional skill or resourcefulness and extreme risk of life, the medal is awarded with crossed palms.

HEROISM AWARD

Awarded to a youth member or adult leader demonstrating heroism in saving or attempting to save a life at minimum risk to self.



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WILLIAM T. HORNADAY AWARD

For Cub Scouts Packs this award is available (at the Unit-level) in the form of a certificate for 60% Unit participation in a conservation project. The Hornaday Gold Medal is also available to nominated adult (Cub) Scouters for outstanding service in natural resource conservation and youth education on a multistate or national basis. The Hornaday Badge, the Hornaday Bronze, and the Hornaday Silver Medals can additionally be earned by qualifying Boy Scouts, Varsity Scouts, and Explorers. Our thanks to Doug Newsom for the use of this image.



CIVILIAN DRESS EMBLEMS

Detachable emblems are worn on the left pocket (left lapel for women) of dress uniform to indicate the program phase of the wearer. Universal, No. 00355; Cub Scout, No. 00350; and Boy Scout, No. 00251

RELIGIOUS EMBLEMS

Religious emblems received by adult leaders are worn centered above the left uniform shirt pocket. Medals should be worn only on formal occasions such as those described above. An embroidered square knot may be worn to represent the religious emblem.

Other adult recognition knots available include:

- CUBMASTER AWARD KNOT
- CUB SCOUTER AWARD KNOT
- DEN LEADER AWARD KNOT
- WEBELOS DEN LEADER AWARD KNOT
- MEDAL OF MERIT KNOT



HONOR AWARDS FOR OUTSTANDING SERVICE – more information on these awards can be found by contacting your local council service center.

George Meany Award – presented to labor union members who have been unusually effective in giving leadership to youth.

Whitney Young Jr. Award – presented for promoting Scouting in the poorest areas of the country.

District Award of Merit - presented to Scouters at the district level for unusual dedication and service.

Silver Beaver - presented to Scouters at the council level for unusual dedication and service.

Silver Antelope - presented to Scouters at the regional level for unusual dedication and service.

Silver Buffalo - presented to Scouters at the national level for unusual dedication and service.

Silver World – presented to Scouters who have supported Scouting on a worldwide basis.

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Adult leaders can also earn the **Polar Bear Award**. There is not a ‘national standard’ for this award; it is guided by the local council’s standards. Contact your local council service center for the most up-to-date and accurate requirements for this award.

Fun Recognition!!!!

Everyone loves to be recognized for a new job assignment or for a job well done. The pack meeting is the place to do this for the adults as well as the boys. Don’t just hand a new leader their patch; present it with a ceremony.

Certificates can make recognition memorable. Use colored paper or linen for special look. Use a heavy paper found at the copy stores if they are to be given alone. If using regular copy papers, buy inexpensive wood frame from a discount store to make it ready for hanging. You can even mat this in a neutral color.

If you have a dad or mom in the pack who are handy with wood, ask if they could cut and stain for you a supply of small plaques to use throughout the year. Boys can receive plaques with simple items attached.

Order of the Level	For the person who is half a bobble off. A small level.
Top Award	Small toy tops. For the person who is “TOPS”
Match Award	For a leader who may be getting burnt out. Two matches, one lit the other not. Cover so they stay together and mount saying “Stick with it, don’t get burned out of Scouting.
Pear Award	For a great “pair” of adults, usually a husband and wife team. A plastic Pear.
Raise in Pay	For the person who deserves a “raising” pay. Mount a box of raisins.
Lifesaver	For the person who saved the day (or you) mount a lifesaver candy roll or toy lifesaver ring.
Candle	For the person who really lights up. Mount a small candle.
Band-Aide	For the person who fixes anything or gives you aid (help). Mount a bandage.
Bug Award	For the leader who “bugs” you when you needed it. Make with chenille sticks and moveable eyes.
Heads Award	For the person who is “heads” above the rest. Mount a small woodenhead.
Crutch Award	For the person on who you can always lean on. Mount a small crutch.
Heart Award	For the person who is all heart. Give a large heart – plastic, wooden, cardboard, etc.
Heart and Soul	For the person who put their heart and “sole” into their work. Small heart on a leather sole of shoe.
Basket	For the person who carried more than their share of the load. Small basket glued to ribbon.
Genuine Diamond Stick Pin	A special award for a group activity. Give to each participant. Mount a dime and a stickpin together.

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Silver or Gold Spoon	For the person who really digs in to help. Spray paint a plastic or wooden spoon.
Whisk	For the person who is un'bear'able at 'whisking' away our troubles. Small Whisk
Top Banana	For the person who is in charge. Plastic banana or dole banana sticker
Kiss	For the person who deserves a big 'kiss'. Mount candy kisses (and hugs)
Helping Hand	For the person who is willing to lend you his. Mount a small hand or cardboard cutout
Write On	For the person who is on the 'right' trail. Pencil with ribbon pennant put on top.
Order of the Nut	For the person who is a little nuts. Mount metal nuts or use edible nuts.
Apple	For the person with great appeal. Use a real or plastic apple
YDG	For the person 'Ya Done Good' Cut out letters from vinyl or leather.
Fire Hat	For the person who came to your rescue. Small fire hat.
Wooly Mitten	For the person who participated in a winter activity. Cut mitten shapes from fur and attach thong.
Cone	For the person who can lick any job. Ice Cream Cone
Broom	For the person who sweeps all the mistakes away. Small broom
Top Hat	For the person we must take our hats off to. Top hat glued on ribbon.
Go Getter	An inflated balloon full of hot air for "Go Power for the Go Getter"
Wet Sponge	A good award for the new den leader so the leader can soak up all the ideas and energies of the many people with whom the leader will come in contact.
Good Egg	For the person who always helps or is especially good about helping out. Use a piece of white felt and cut a yolk from yellow felt.
Golden Egg	For the person who one 'egg' above the rest, helping all out. Wooden craft egg painted gold.
Bounce	A sheet of 'Bounce' clothes softener for the den leader to give them bounce and soften their hearts.
On the Ball	For a person in the pack that always seems to have everything together. Glue a ball to board and on top of the ball glue a figure.
Bright Award	Spray a light bulb gold and attach a plaque. Present this to the person who always has good ideas.
Banquet	For the person who chairs a banquet or dinner. Spray a large wooden spoon and paint it blue and gold. Tie a ribbon on it.
Picnic/Outing	For the person who organized an outdoor activity. Mount a large plastic insect to a plaque.
Link to Scouting	For the person who has prepared the Webelos for Boy Scouts attach a few chain links to a plaque.
Pinewood Derby Chair	Attach a toy car or finished Derby car to a plaque.
Purple Heart	For the person who received an injury at an event. Make from wood or material and color/label accordingly.
Sunburn	For the person who received a sunburn while on a Scouting event. Use a yellow poster board and make a big bright sun.
Golden Knot	For the person who has it all tied together. Use rope and spray paint

Blackhawk Area Council – Pow Wow 2001

	gold.
Spark Plug	For the person who gives the unit its spark. Mount a spark plug to a plaque.
Taxi Service	For the parents who always provide transportation. Mount a small taxi.
Head Above Water	For the treasurer or Committee Chair. A fish bobber.
Well Done	A burnt slice of toast for the person who does a great job.
Thanks a Million	Just to say thanks. Play money – lots!
Dog Biscuit	For the hard working person. A Dog Biscuit.
Plunger	For the person who jumps right in and helps. Mini plunger.
Rose	For the person who ‘rose’ to the occasion. Small silk rose.
Ringy-Dingy	For the person who spends a lot of time making phone calls. Two cans on a string.
Cubby	For the person who gave an “Outstanding Performance.” Like an Emmy – cut out a cub Scout’s head or Wolf/Bear decal on a plaque.
Old Fossil	For the person in the Pack who has been in Scouting or in the Pack the longest – A rock or arrowhead attached to a cord of leather thong to wear around the neck.

Recognition Ideas – Some Easy, Some Quick, All Great!

1. Fill a baby food jar with munchies. Decorate lid as desired – cover with a fabric cap, plastic clay, etc.
2. Using a normal certificate, glue an appropriate patch or pin on it.
3. Find an inexpensive gavel (mini gavels may be given out at the courthouse). Nail on a lapel pin appropriate to the occasion.
4. Tool a certificate on leather, woodburn it on wood or embroider it on fabric.
5. Give a live plant in a distinctive planter, or paint the info on a clay pot.
6. Take a candy bar and carefully remove the outer wrapper, leaving the foil on the candy. Replace the wrapper with your own creation.
7. Write the important information on an iron-on tag. Attach to an interesting hat or shirt.
8. Have a T-shirt made up of the event.
9. Have each Cub in a Den or Pack write on a T-shirt or bandana as a gift to the recipient.
10. Toy sports figures can be repainted in Cub Scout colors and used as sports trophies. These are often found on the clearance racks.
11. Glue the pages of an old scout book together (or remove the cover and wrap around a proper size piece of wood). Drill a wide, shallow hole to hold a small clock face.
12. Use a body-part casting kit (hobby shops) to cast a hand in the Scout sign. Paint to look like stone, mount.
13. Make a collage.
14. Make a “Magic Wand” certificate. On the back of a white paper certificate, glue a piece of black paper so it touches the 2 11’ long edges, but comes about 1 ½” short of the two short edges. Roll the paper up the long way to the black shows, seal with a bit of tape. When rolled, it will look like a magic wand.
15. Have a nametag engraved. A generic plate can be jazzed up with an appropriate lapel pin.
16. Handmade or weird beads can be used to add pizzazz to a bead recognition program.

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17. Marbles can be glued to a plaque to represent the solar system. A half of a clear plastic egg makes the sun, and a touch of paint on a blue marble becomes the Earth. The award is for being the “Best in the Whole Universe”. With a little more effort, a small light bulb could be placed inside the sun.
18. Small stuffed animals can become nice gifts with pins or jewelry added, patches sewn on, etc.
19. Miniature totem pole.
20. Miniature rocking chair for retiring Scouts.
21. Neckerchief slides or bolo ties make great awards for Scouts and Scouters. Bought or made and appropriately labeled.
22. Engrave a small metal flashlight or pocketknife as a handy and useful recognition.
23. Have the Cub Scouts draw a recognition. Provide them with some samples and a heap of crayons. Leave the “To” and Signature” blocks blank. Choose a few winners, write in the names, laminate and award.
24. Build an attractive kite from scratch or a kit. Paint the info directly on the kite.
25. Write on a pennant using markers or fabric paints. Attach a pin or patch for more embellishment.
26. Add a voice chip to a trophy that recites a good quote.
27. Adopt a Unit Charity – something like helping save wildlife, etc. Donate money in the recipient’s name and award them a nice certificate explaining the charity.
28. Embroider the award on the appropriate neckerchief.
29. Paint on ceramic mugs or bowls.
30. Find a supply of nice rocks, like river rocks. Hot glue them into animal shapes, add details like goggle eyes, and glue onto a plaque. Bigger rock sculptures for bigger recognitions.
31. Using a hand-held grinder (like a Dremel tool) you can etch a message into a rock.
32. Make a simple design out of Play Dough or homemade modeling dough. Decorate as desired and attach to a plaque or base.
33. “Person of the Year” Award – cut out or fabricate a magazine cover for the person. Insert the recipient’s picture or a small mirror.
34. Purchase a notepad holder. Decorate the holder appropriately, such as sticking on an embroidered sticker, sew/glue on a patch, have the recipient’s name imprinted on it.
35. Engrave a whistle, make a nice lanyard to hang it on.
36. A simple bank will make a nice gift for several purposes.
37. Old copies of Boy’s Life, Scouting or Scout handbooks can provide a lot of art to decoupage onto plaques or wooden boxes. The old art can also be mounted or framed.
38. Odd trinkets, such as key chain toys or Christmas tree ornaments can make great additions to a trophy or plaque.
39. Glue an old 78-rpm record to a plaque for “Setting a Unit Record” You can make a new label for the record quite easily.
40. Make award buttons by painting over old buttons or making new.
41. Color certificates can be made by taking a bright wrapping paper that is both appropriate and light enough to read black writing on, and using this as a background. Print or copy your certificate on a transparency and frame it/ laminate it on top of the wrapping paper.
42. Dedicate an item in their name to a library, etc.
43. Make a memory book – ask for pictures from anyone you know!

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A True Legend

Tonight, in closing, I would like to tell a story about someone. There are a lot of blanks in my story. It isn't very specific, but I'm sure you will be able to figure out who this person is if you think real hard.

This person doesn't have any particular name. It could be Richard or Bob, or Nancy or Susan. This person may or may not have a job. He might be a construction worker or a scientist, or the guy who delivers your pizza on a Saturday night. She could be a teacher or a pilot, or the cafeteria lady. Or maybe this person works at home. He gets you up each morning and make sure you get a good breakfast before you leave for school. Maybe she spends the day cleaning the house, doing the laundry, and washing the windows (well sometimes), and cooking your meals. Maybe this person works 9 to 5, or maybe he works the midnight shift.

But, no matter how busy this person is, she still takes the time to do something very special. A few times each month, this person puts on a uniform, and becomes a mentor. This person takes a few hours away from the TV, or a good book, or a soothing bath, to prepare you for adulthood. And do you know what is really special about this person? He isn't getting paid for helping you. In fact he sometimes has to take time off from his "paying" job to be with you.

Why does she do this? Because she cares about your future. She wants to help your parents make sure that, when the time comes, you will be able to survive in the adult world. He wants to see you succeed in whatever you decide to do. And she wants you to remember what you have learned, and she hopes you will pass it on to others as you make your way through life.

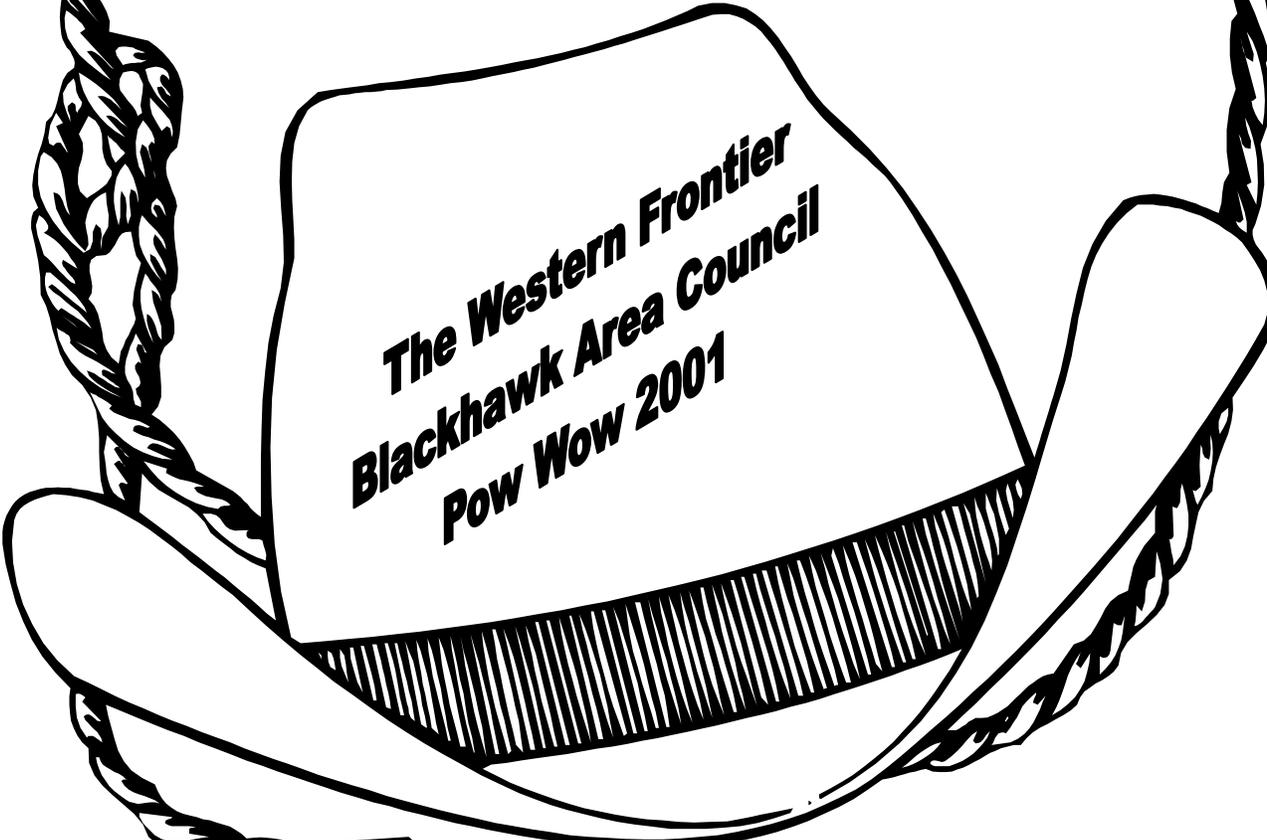
Have you figured out who this person is? I'll give you a hint. Before you leave this evening, shake your den leader's hand, and say "Thank You". For some people, that is the only payment that is needed.

- Dated December 20, 1999

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Blue and Gold Ideas



***The Western Frontier
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BLUE AND GOLD IDEAS

By Kathy Parker, Bonnie Smith, Mary Anne Bushaw, Sue Morris, and Linda Bowers

The Blue and Gold Banquet can be the highlight of a Cub Scout's program year. This is where the pack celebrates the birthday of the Boy Scouts of America, sometimes with a banquet, reception, cook out or other 'family type gathering'. At this celebration, awards, advancements and recognitions for both Scouts and adults are given. Look into the Cub Scout Leader Book for more information about the history of Scouting, and planning the celebration.

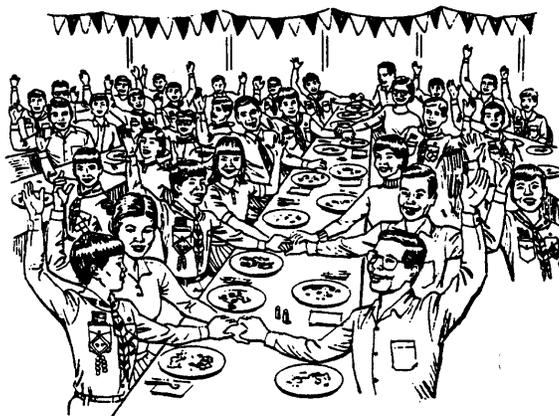
Our founder, Lord Baden Powell, lived to see his beginning “Wolf Cubbing” program grow and develop into an exciting movement for younger boys. When he retired at the age of 80, he was pleased with the things that were happening. In 1937 he returned to his beloved wife, from Africa, Lady Baden Powell and lived his remaining days in Kenya. He died January 8, 1941.

The following was on the early directions or messages to Wolf Cubs from the founder:

“You have wandered through the jungle and your eyes have been opened to see many wonderful things. Now you go forward on your journey into the greater land of Scouting, and Akela and the pack speed you on your way with a cheery call “Good Hunting”. You will never forget your days with the pack. One day, it may be that you will return to it, and help other Cubs to open their eyes to the jungle. ‘Good Hunting!’”

Lord Baden Powell

In this section you will find ideas specific to this year's pow wow theme – The Western Frontier. There are many resources available to help plan your celebration, including the roundtables in your district.



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A Cowboy's Christmas Prayer

I ain't much good at prayin', and You may not know me, Lord...
I ain't much seen in churches where they preach Thy Holy word,
But You may have observed me out here on the lonely plains,
A-lookin' after cattle, feelin' thankful when it rains,
Admirin' Thy great handiwork, the miracle of grass,
Aware of Thy kind spirit in the way it comes to pass
That hired men on horseback and the livestock that we tend
Can look up at the stars at night and know we've got a Friend.

So here's ol' Christmas comin' on, remindin' us again
Of Him who's coming brought goodwill into the hearts of men.
A cowboy ain't no preacher, Lord, but if you'll hear my prayer,
I'll ask good as we have got for all men everywhere.

Don't let no hearts be bitter, Lord; don't let no child be cold.
Make easy beds for them that's sick, and them that's weak and old.
Let kindness bless the trail we ride, no matter what we're after.
And sorter keep us on your side, in tears as well as laughter.

I've seen old cows astarvin', and it ain't no happy sight;
Please don't leave no one hungry, Lord, on Thy good Christmas night –
No man, no child, no critter on four feet-
I'll aim to do my best to help you find 'em chuck to eat.

I'm just a sinful cowpoke, Lord-ain't got no business prayin'...
But still I hope You'll ketch a word or two of what I'm sayin':
We speak of Merry Christmas, Lord-I reckon you'll agree
There ain't no Merry Christmas for nobody that ain't free.
So one thing more I'll ask of You, Lord: just help us what you can
To save some seeds of freedom for the future sons of man!

-O.S. Omar Barker

(This prayer was used before the pow wow blue and gold dinner on November 10, 2001)

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Decorations found on the banquet tables:

INDIAN DANCE STICK

YOU NEED:

- Stick (measuring 1/2 x 24")
- Yarn
- Fur scrap
- 2 jingle bells
- 12" suede cord
- 4 pony beads
- 2 feather
- tacky glue
- scissors

INSTRUCTIONS:

Cut a piece of fur 1" x 2". Wrap it around the end of the stick. Use tacky glue to secure it. Spread a little glue at the end near fur.

Wrap yarn tightly around stick adding more glue as needed. Cover about 5" of the stick changing the color if desired.

Tie Suede lace near the bottom of the yard wrap. Lace through bells, knot again. String 2 pony beads onto each end. Tie off and trim.

Slip feather ends up through beads with a little glue to secure.

KEY RING DREAM CATCHER

YOU NEED:

- Embroidery floss
- 30 mm (1-1/4") king ring
- Thread for web
- 7 mm wee pony beads
- Super glue
- Glue gun
- Scissors

INSTRUCTIONS:

Insert floss into split in key ring to hold. Leave approximately 1-1/2" tail.

Tightly wrap floss completely around ring being careful not to twist the floss. Cut floss approximately same size end as beginning end.

Tie a tight square knot to hold wrapping in place (May wish to put a small amount of super glue to secure knot).

Knot ends to make the hanger on the dream catcher. One skein of floss makes 4 dream catchers. Then using remaining for 3 dangles per dream catcher.

Cut approximately 16" of thread for web. Tie the thread on one side of hanger. Stretch across hanger and tie on ring with half hitch knot. Tie half hitch knots approximately every 1/4" round the ring.

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Then begin tying half hitches in the middle of the thread you already added. Continue until you complete the web. Knot thread in the center of webbing then seal with a spot of super glue.

For dangles. Cut 3, 6" long pieces of floss. Fold each piece in half and secure to wrapped ring with a half hitch. Add beads on the two ends, knot ends and secure beads with hot glue gun.

CORK HORSES

YOU NEED:

5 pieces of whole cork (used wine corks work great)
piece of felt approximately 1-1/2" wide x 3" long
piece of ribbon approximately 1" wide x 2" long
glue gun
glitter glue

1/8" ribbon approximately 8"
knife
doll hair
yard

INSTRUCTION:

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Glue two pieces of the cork together into a L shape.

Glue two pieces of cork end to end. Glue L shape and end to end together so that L becomes back leg and body, ends become front end and neck.

Glue last piece of cork long onto top of neck to become head. Tie 1/8" ribbon onto head for bridle.

Glue 1" wide ribbon onto felt. Use glitter glue around end edges of the ribbon.

Glue felt to cork horse over the body like a saddle blanket.

Cut approximate 1/4" round slice off piece of cork. Cut slice into 8 pie shaped pieces. Take two pieces glue onto head for ears.

Glue doll hair on a mane.

Glue yard on for tail.

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Western Wagon Table Helper from Crafting Traditions/ June 2000

The pattern that we have given you is what we started with. Our Builder then figured out how to make it so we could improve on the plan and use less wood.



Before you begin

Materials needed: □ Patterns on pages 22 and 23; □ tracing paper; □ scissors; □ graphite paper; □ stylus; □ 6-foot length of 1/2- x 6-inch aspen or pine (real dimensions are about 7/16 x 5-1/2 inches); □ wood dowels—two 6-1/2-inch lengths of 1/4-inch for axles, 2-1/4-inch length of 1/8-inch for draw bar hitch and four 1/2-inch lengths of 1/2-inch for dowel caps; □ scroll saw; □ table saw; □ sandpaper; □ tack cloth; □ eight metal washers to fit 1/4-inch wood dowel (to use as wheel spacers); □ small wood clamps; □ brown wood stain; □ small foam brush; □ soft cloth; □ drill or drill press with 5/16- and 1/8-inch bits; □ 1/2-inch wood screw; □ screwdriver; □ 48 inches of 10-gauge copper wire; □ wire cutters; □ wood glue.

Finished size: Wagon is 9 inches high x 13 inches long x 7-1/2 inches wide.

Directions: Refer to "Before you begin" above for materials needed, etc.

CUTTING: Cut wagon parts from the 6-foot length of lumber, following cutting layout at far right.

Using table saw, cut 1/8-inch-wide x 1/4-inch-deep dadoes on one side of each side piece and the front piece where shown on cutting layout. Referring to photo above right, also cut a same-size dado along one long edge of each side piece and the front piece.

On inside front edge of each side piece, cut a 1/2-inch-wide x 1/4-inch-deep rabbet to receive front of wagon. On bottom of seat

piece, cut a 1/2-inch rabbet on each short end to receive the sides of the wagon.

Trace shaker holder, axle block and wheel patterns onto tracing paper. Place graphite paper between patterns and remaining wood. Retrace patterns with a stylus, transferring them onto wood as directed on patterns. Cut out with scroll saw.

Trace tailgate/center support template onto tracing paper and cut out. Center straight edge of template along one 4-inch edge of tailgate piece and trace around its shape. Repeat on center support piece. Cut out with scroll saw.

Drill 5/16-inch holes through each wheel

and axle block. Drill same-size blind holes into one end of each 1/2-inch length of 1/2-inch dowel (do not drill through dowel pieces).

Drill an 1/8-inch hole through narrow side of draw bar 3/4 inch from one end. Sand this end of draw bar round.

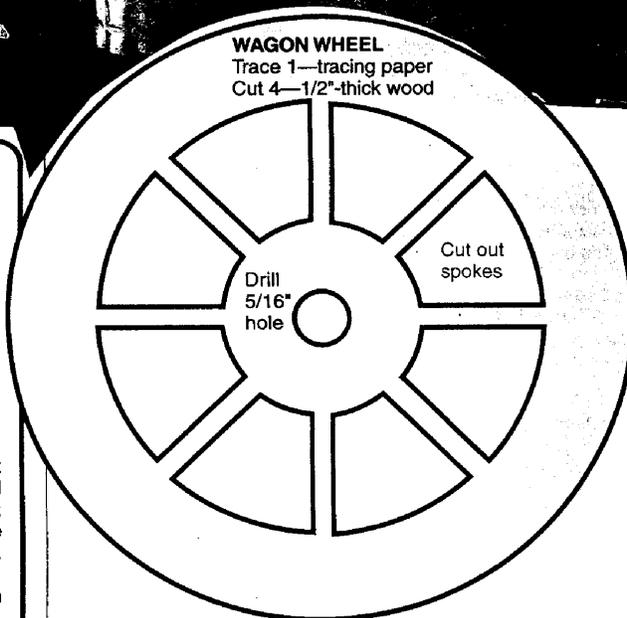
Drill an 1/8-inch pilot hole through wide side of draw bar 1/2 inch from opposite end.

Drill 1/4-inch-deep 1/8-inch holes where indicated on assembly diagram for top and side copper wire hoops.

Smooth all wood pieces with sandpaper. Sand top corners of seat back, one corner of each armrest and top inside corners of tailgate and center support, rounding edges as

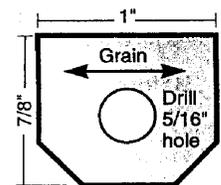
WAGON WHEEL

Trace 1—tracing paper
Cut 4—1/2"-thick wood



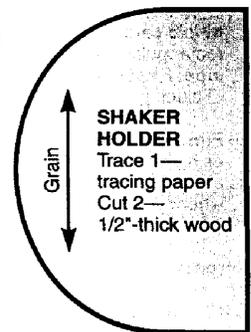
AXLE BLOCK

Trace 1—tracing paper
Cut 4—1/2"-thick wood



SHAKER HOLDER

Trace 1—tracing paper
Cut 2—1/2"-thick wood



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ASSEMBLY DIAGRAM

TAILGATE/ CENTER SUPPORT TEMPLATE

Trace and cut 1—tracing paper

← Grain →

CUTTING LAYOUT

shown in photo. Clean with tack cloth.

ASSEMBLY: Referring to assembly diagram, place side pieces upright on a flat surface with rabbets facing and dadoes matching around outside. Glue front piece to rabbet end of each side. Glue bottom piece inside frame and tailgate to other end of sides. Insert center support in the middle of wagon as shown in diagram. All edges should be flush. Clamp as needed to hold. Let dry.

Glue back of seat centered along one long edge of top of seat bottom (side without rabbet ends). Glue an armrest to each short end on top of seat bottom. All edges should be flush. Let dry.

Turn assembled wagon upside down. Referring to diagram, glue shaker holders to center along each side of wagon. Let dry.

Apply wood stain to all pieces with foam brush. Wipe off excess with soft cloth. Let dry.

Center 1/8-inch dowel in drilled hole of draw bar for hitch. Insert screw in hole at other end of draw bar. Fasten screw into bottom of wagon where shown on diagram.

Insert one 6-1/2-inch length of 1/4-inch wood dowel through two axle blocks. Place two metal washers on each end of axle for spacers. Add a wheel to each end. Glue a dowel cap over each end of axle. Repeat, adding axle and wheels to remaining axle blocks.

Turn wagon box upside down. Glue flat side of one set of axle blocks to rear of wagon about 1-1/8 inches in from the back, making sure wheels clear the shaker holders and sides of wagon. Glue other set of axle blocks to front of wagon in the same way. Let dry.

Turn wagon right side up. Glue seat bottom to sides at front of wagon.

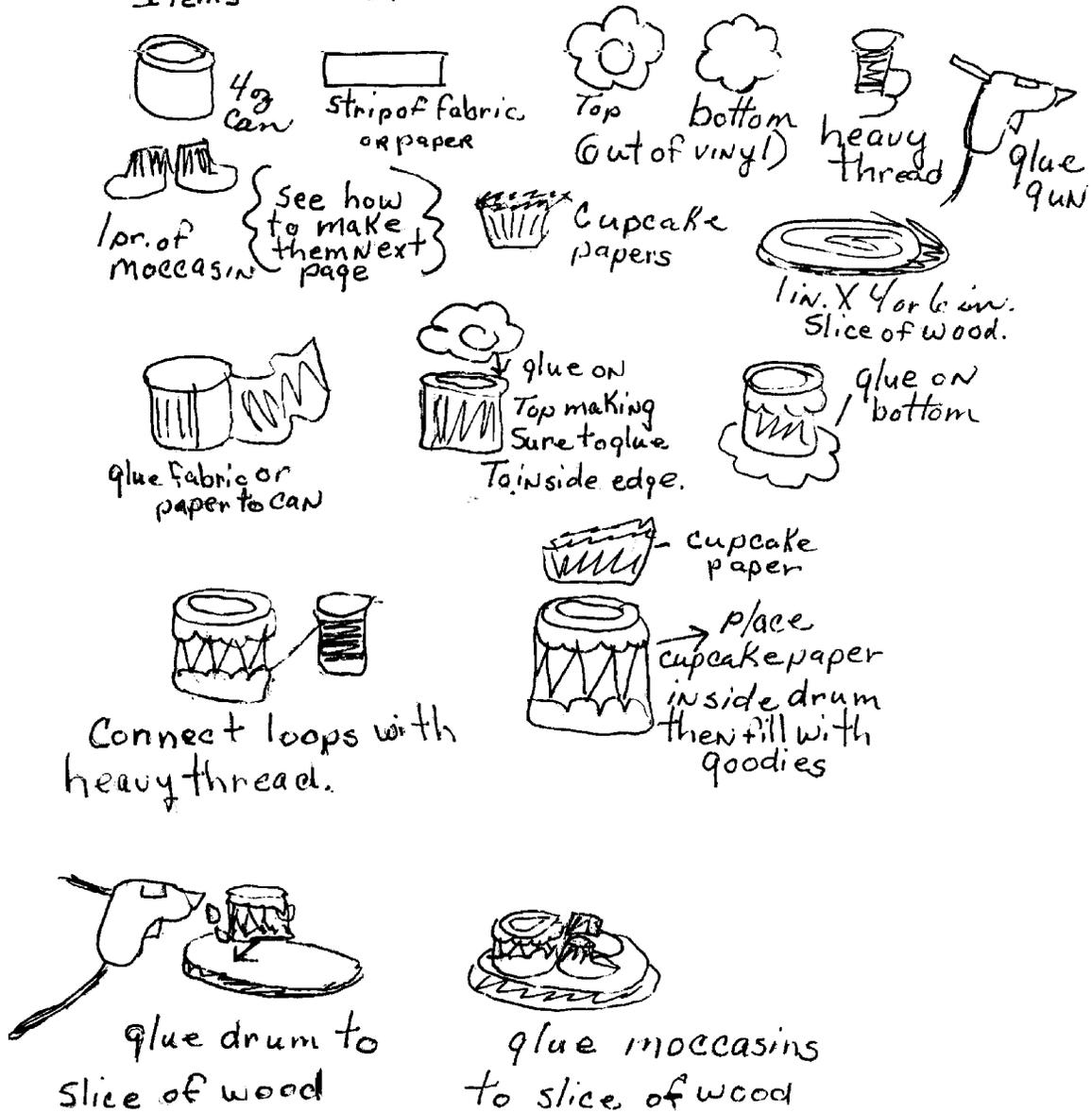
Cut three 11-inch lengths of copper wire for hoops. Bend each around a 4-1/2-inch-diameter circular shape, forming a U-shape. Dip ends in glue and insert in drilled holes on top edges of wagon sides. Let dry.

Cut two 5-1/2-inch lengths of copper wire. Bend each around a 2-1/4-inch-diameter circular shape, forming a U-shape. Dip ends in glue and insert in drilled holes above shaker holders. Let dry. ♥

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Moccasin/drum nutcup:

Items needed:



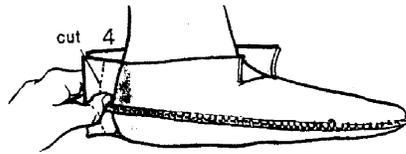
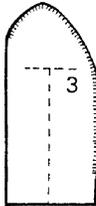
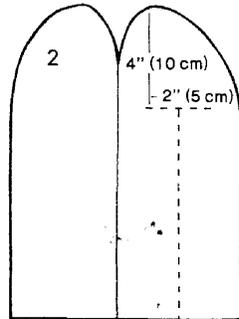
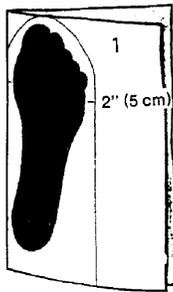
You also can fill moccasins with wrapped candy, if you wish

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1. When you make the moccasins, you can make them large enough to fit real feet. Or for this project I cut out a 3 inch foot print. (Any thing smaller gets real hard to sew.) Before I sew together the moccasins I glue or sewed on the decorations. Just follow the directions that are here. I like my moccasins with fringe, so after I finished the pattern, I trimmed the tongue so that it was even with the rest of the moccasin. Then I cut a strip of felt about 1 inch wide and long enough to go around the top edge of the moccasin. I then used an mattress stitch to sew the strip into place. Then I simply cut the fringe.

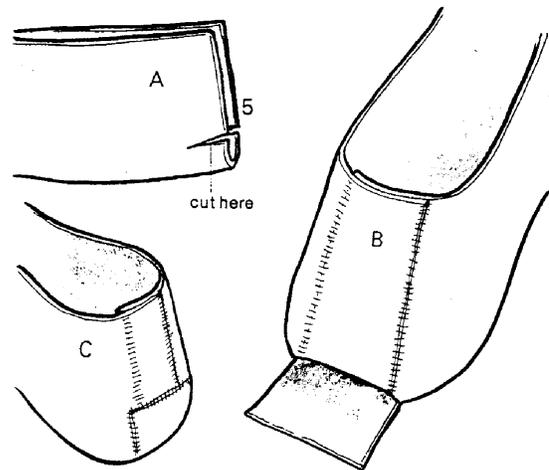
Moccasins

Moccasins are a lot easier to make than they look. Ordinary leather is the best material to use, but felt, suede or even old carpet will do.

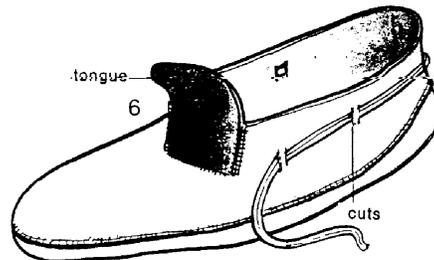


1. Put your foot on a folded piece of paper, next to the fold, and draw around it.
2. Unfold the paper. Draw and cut round the shape on your material. Draw in the dotted lines.
3. Fold in the middle and sew around the edge with strong thread. Open the fold and cut along the dotted lines on the top side.
4. Slide your foot in and mark where the heel comes to. Cut away the material $\frac{1}{4}$ " ($\frac{1}{2}$ cm) behind this mark.

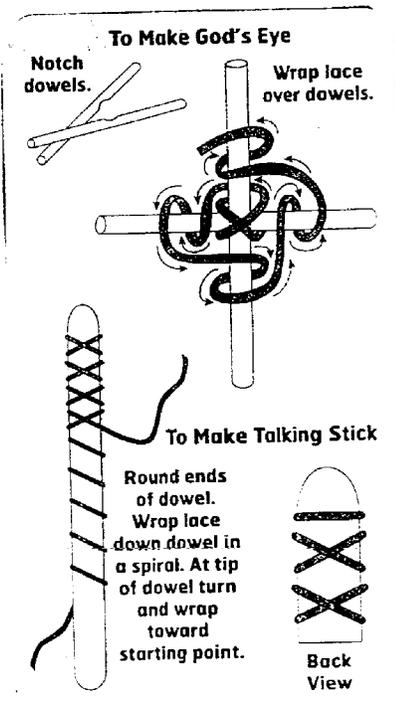
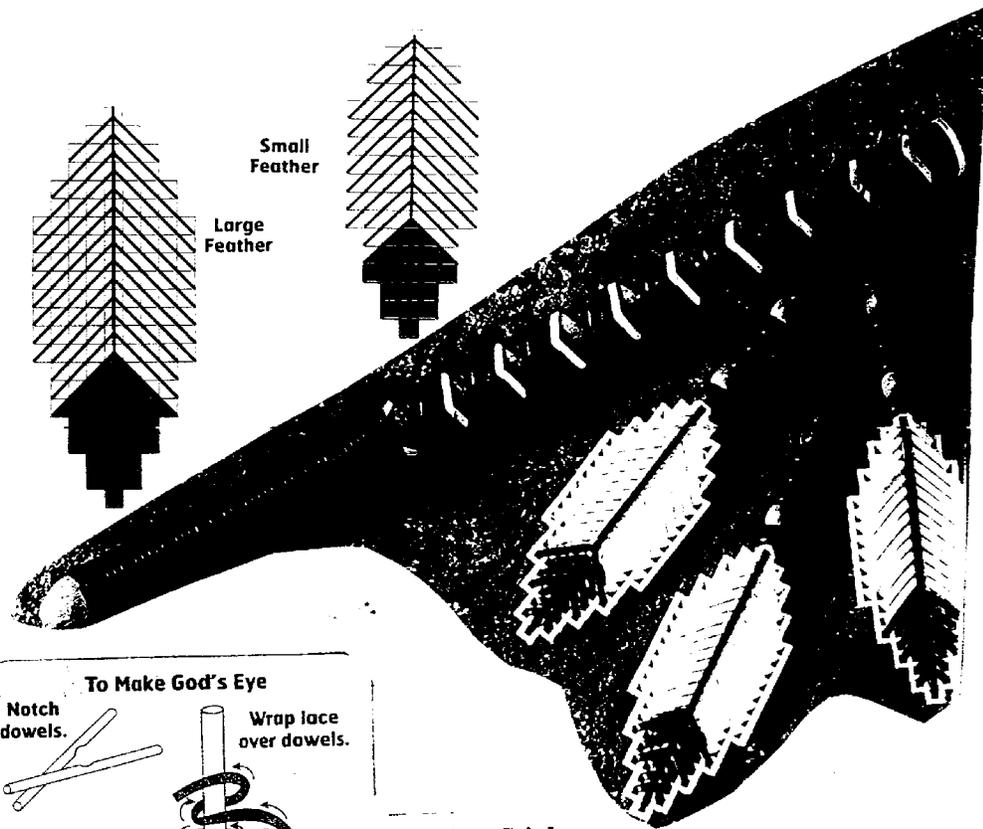
*Moccasin/Drum
Nutcup*



5. Sew up the heel in stages A, B and C.
6. Sew in a tongue 2" (5 cm) wide. Fit a lace. Now make a shoe for the other foot.



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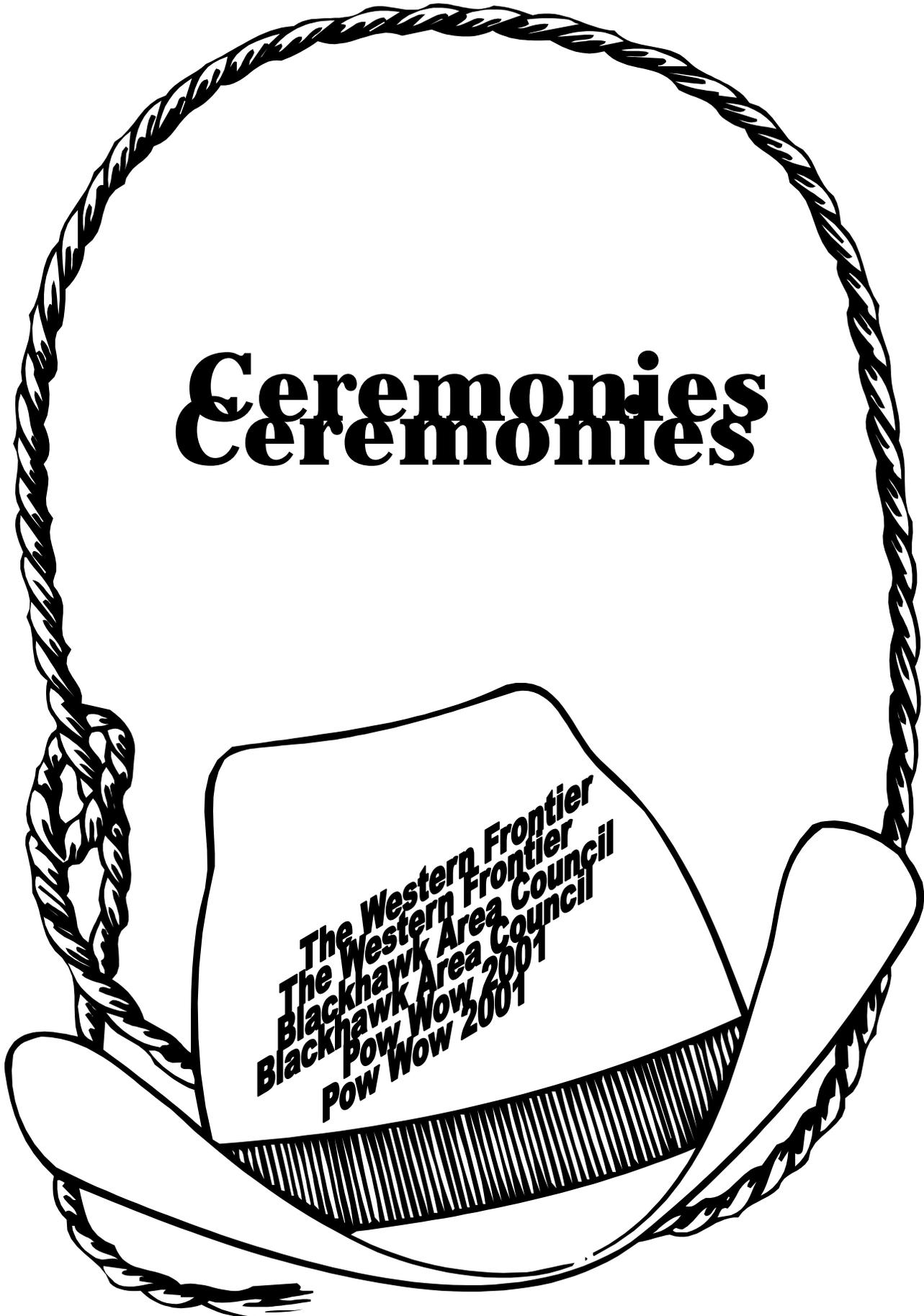
Talking Stick

MATERIALS:

- 18 feet of Black, 4 feet of Red, 4 feet of Turquoise and 7 feet of White 1/8" plastic craft lace
- 9 Black, 6 Red and 6 Turquoise 6mm x 9mm pony beads
- 12" of 5/8" wood dowel • White 7-count plastic canvas
- GOOP Adhesive • Craft knife

INSTRUCTIONS

Use knife to carefully round the ends of dowel.
 Cut 4 feet of each color of lace. Tape one end of White lace 4 1/2" from end of dowel. Wrap lace around dowel in a spiral. At the tip of dowel, turn and wrap toward starting point. Lace should form 2 'X' designs on opposite sides of dowel. Tape lace end to dowel. Repeat this step wrapping Black, Red and Turquoise lace around dowel. Edges of lace should touch.
 Cut 8 feet of Black lace. Wrap lace down dowel, turn and wrap back to the starting point. Continue wrapping a solid Black handle. At the end of dowel, tuck lace end under previous wraps.
 Following diagrams on page 19, cut 3 large feathers from plastic canvas. Using diagrams, thread lace end up through a canvas square. Wrap lace across top of canvas then thread lace down through a square. Wrap lace across back of canvas and thread lace up through canvas to start the next stitch. To secure lace, weave beginning and ending lace ends through 2 or 3 canvas squares. Tie 12" of Black lace to the top of each feather. Thread beads on laces. Tie laces to end of dowel.



Ceremonies Ceremonies

**The Western Frontier
The Western Frontier
Blackhawk Area Council
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Pow Wow 2001**

ATTITUDES OF ADVANCEMENT

Successful is are the DEN LEADERS who inspire boys to welcome new challenges, for their boys will be better prepared to meet each future challenge.

Successful are the PARENTS who encourage and help their son advance in Cub Scouting, for they shall be proud of their boy's growth in mind and body.

Successful is the CUBMASTER who provides imaginative and inspirational recognition for each Cub Scout's achievements, for he/she has inspired other Cub Scouts and parents to move upward.

Successful are the WEBELOS DEN LEADERS who emphasizes activity badge work by their 10-year-olds, for they will develop boys better prepared for life.

Successful is the PACK COMMITTEE who inspires the Cub Scout to do his best, for they are strengthening the desire for excellence.

Successful is the CUB SCOUT who participates fully in the advancement program, for he shall find fulfillment of his need for achievement and recognition.

Successful is the SCOUT who wears the Arrow of Light, for he is better prepared to learn in his Scouting years.

Successful is the CUB SCOUT TRAINING TEAM that teaches Cub Scout Leaders the importance of advancement, for they shall see Cub Scouting at its best.

Successful is the CUB SCOUT ADVANCEMENT CHAIRMAN who leads others to carry out a full advancement program, for he will be rewarded by the increasing levels of achievement.

Successful is the CUB SCOUTING VICE PRESIDENT who spotlights advancement in the council's Cub Scout program, for his leadership will result in fulfillment of the goals and purposes.

REJOICE AND BE GLAD all you advancement - oriented Cub Scout Leaders, for the United States of America will have better men in the future through your efforts and foresight.

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Ceremonies

By John Kaney

The high points in men's lives have always been marked by ceremonies. Look back on your own life. In many instances, the important happenings were marked by ceremonies...your graduation from high school or college, your wedding, joining the church, joining a club a sorority, the christening of your children...all of these were probably recognized by some type of ceremony.

So it is in scouting...the highlights are marked by ceremonies. Joining the pack, receiving badges, graduating from Cub Scouting into Scouting...all of these are marked by ceremonies.

We take ceremonies in our lives for granted. They just seem to happen, or naturally fit into the activities which are high points. In Scouting, we can't take ceremonies for granted. Without effort in planning and execution, they don't happen. Ceremonies can be easily omitted, and when they are, a very important part of Scouting is left out.

What a Ceremony means to a boy

Let's take a look at pack ceremonies. A boy has worked long and hard to complete the requirements for his Wolf badge. Do you think he is impressed if the Cubmaster simply hands him his badge? Of course the badge is important to a boy, because it is a visible means of showing others what he has done. But use your creative imagination for a moment and think how many impressive ways it can be presented. For instance, the theme is Halloween...imagine the Cubmaster dressed in a white sheet, drawing the badge out of a black and boiling cauldron...can't you just see that boy's eyes widen? Or perhaps the theme is Pirates, and there stands Peg Leg Pete on the bow of a pirate ship, ready to present the award...if the boy will walk the plank! Wow! In the eyes of an 8 or 9 year-old boy, that would be a night to remember. Sure, you're right...it does take time and effort to plan such a ceremony. But think of the rewards...think of the long-lasting benefits...and think of the excitement and inspiration for the boy to work hard for the next badge, cause who knows what might happen next.

Then there's the most important occasion in the life of a Cub Scout...his graduation into Scouting. How much meaning do you think it has for him to simply stop attending pack meetings? Maybe some of the other guys say "Where's Jimmy?" and someone replies "Oh, he joined the troop." Big deal! What kind of a picture is this for the younger Cub Scouts? He might as well have just disappeared into the fog.

One of the main purposes of Cub Scouting is to prepare a boy for Scouting. It is a proven fact...statistically...that boys who have been Cub Scouts stay in Scouting longer and are more successful. So it is a big deal. Cub leaders should do their best to make it a big deal for the boy. Don't underestimate the importance of ceremonies. They are important to a boy.



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Types of Ceremonies

Three basic ceremonies should occur in every pack meeting...indoors or outdoors. They are as follows:

*Opening – The opening ceremony gets your meeting off on the right track. Use the American Flag! It sometimes seems like our organization is the only link boys have to patriotism and citizenship and flag ceremonies can provide an important reminder of our heritage and our future.

*Advancement – The main goal of cub Scouting is advancement. What is advancement? Just another word for growth...but growth is a positive direction. The advancement ceremony is important to the younger boys in the pack. A good ceremony can create incentive to progress.

*Closing – A sometimes overlooked (particularly on outings), but very important part of your meeting. The last part of a pack meeting is frequently the longest remembered. An effective way to leave boys...and parents with a good attitude and spirit, is to immediately precede your “Cubmaster’s Minutes”...a few words to inspire enthusiasm and dedication.

Always remember...it is easy to develop a ceremony that is meaningful for adults. It is a little more difficult (but more fun) to develop something meaningful to 7, 8, 9 and 10 year old boys. Keep it simple, make it fun, and above all, have FUN.

Hints for Ceremonies

Here are some points to remember when developing your ceremonies:

- Base your ceremony on Cub Scout ideals...the Promise, Law of the Pack, Motto.
- Plan the ceremony to build Cub Scout spirit.
- It should inspire and have color, but should be sincere.
- It should be well planned and staged to avoid delays and mix – ups.
- It should instill high regard for patriotism and citizenship.
- Use candles, campfire, flag or Cub emblem as a focal point.
- If specific speaking parts are required, have them read from a script with the speaker out of sight of the audience. Be sure he can be heard. Ceremonies are lifeless if the speaker can’t be understood.
- A good ceremony can be measured by the Cub Scout yardstick...FUN!
- Each person involved should have a copy of the script. Have extra copies in case you need someone to pinch-hit at the last minute.
- Homemade costumes enhance the ceremony and mean much to parents and boys.
- Ceremonies mean more to Cub Scouts who help make the “Props”.
- Careful consideration should be given to the place where the ceremony will take place. Ceremonies can be changed, but often your location cannot.
- Make your ceremonies dignified. Rule out horseplay. Avoid situations, which will create laughs or yawns. Never sacrifice dignity for fun.
- Every sound, action, and prop has meaning. This is symbolism. When you put it all together, you have a ceremony.
- Avoid mass ceremonies for presentation of awards. Each boy is an individual, and should be recognized as such.
- Always give immediate attention.

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Ingredients for Ceremonies

Action	Use as many people as possible. Force them to move about by having them use ceremonial props.
Adventure	Relate the ceremony to the theme of the month, if possible. Have the participants identified with the theme through action, narration, and costume.
Coordination	Plan ahead, anticipating each step in the ceremony. Anticipate the props which will be needed and start work on them as soon as possible. Take nothing for granted. Explain the WHO, WHAT, and WHEN of the ceremony.
Delegation	Don't try to do everything yourself. Rely on others to help, but be sure to have a handle on the entire planning.
Dignity	Do not permit any horseplay or other action, which will detract from the dignity of the occasion if you want to hold the attention of your audience.
Imagination	Get showmanship into the act. If the Cubmaster doesn't have a dramatic flair, rely on someone else to produce the ceremonies.
Improvisation	Use materials easily found, low – cost materials, recycle some would-be trash items for props.
Inspiration	Help the participants and audience understand the spirit of Cub Scouting and the theme by your preparation of the ceremony.
Mood	Set the stage. Use lighting, make an announcement, music or a prop. Don't string it on the audience cold.
Participation	Get the parents involved with their son; the Den Leaders with their den; outside persons to compliment the theme. Get as many people as appropriate to participate in the ceremony. It is through participation that boys develop poise, self-reliance and confidence.
Simplicity	KISMIF. Keep it simple, make it fun.
Symbolism	The proper use of props can provide symbols of deeper meanings and values you want to instill. A lighted candle can represent the ideal, an individual, etc. A paper chain can represent unity, strength.
Proper Staging	Always face the audience. Elevate so everyone can see. Make sure everyone can hear.
Variety	Avoid repeating the same ceremony meeting after meeting, either in the den or pack. No matter how well it is received the first time, it may be a bore the second time.



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Ceremonial Props

A few attractive props help set the scene for an impressive ceremony. A little “showmanship” along this line shows the boys and their parents that your pack really cares that they came to the meeting, and that you are prepared for it.

Many props can be made from scrap material. They need not be expensive to impressive. The following are some basic pieces of equipment that your pack may wish to acquire.

A Tablecloth – A blue and gold tablecloth will add color to your head table, which holds the badges and other ceremonial equipment. Make the table cloth to fit from yellow fabric, and trim with blue binding. Or sew together old Cub Scout neckerchiefs. Washable fabric is easy to care for.

Electric Candles – Made from discarded electric candle-type Christmas wreathes. Run the wiring through a piece of conduit or heavy cardboard tubing for the candle part. Cover with blue or gold foil gift-wrap. Posters to correspond with the rank being awarded.

Indian Headdress – Most Cubmasters think the time and effort in making an Indian headdress are worthwhile. With careful storage, a headdress will last for years. Transferring the headdress from the outgoing to the incoming Cubmaster is a beautiful act. The headdress alone, worn with the Scout uniform is adequate, unless you wish to make other Indian costume parts.

Campfire – A log cabin or teepee type fire can be nailed to a plywood base and lined with yellow, orange or red cellophane. Use a small string of individual Christmas lights underneath. Taking care in using flameproof materials.

Bridge – A bridge can be built from scrap lumber, using doweling for poles and white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge to be met by the Scoutmaster of the troop they have chosen to join. It is a good idea to build the bridge so that the poles can be removed for storage.

Arrow of Light – Cut from scrap plywood, paint yellow, and mount atop another piece of plywood for the base. Holes can be drilled to hold candles.

Costumes – It is impressive for the Cubmaster to wear a costume fitting the monthly theme. You won't want to do this every month, of course, but on special occasions, such as Christmas, or themes such as Circus, Indians, or Knights, Cub Scouts will enjoy receiving their awards from Santa Claus or an Indian Chief or King Arthur.



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Ceremonies you can use

BOBCAT INDUCTION CEREMONY

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 the 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 the 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 boys 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.

(handing pins and badges to parents) Parents, as Akela, I am content to lead your sons in Cub Scouting activities. You are truly their inspiration and it is my great honor to have you pin your badge on your son's pocket flap. Pin it on upside down. This will be a reminder for the boys that they must do a good turn that is approved by you before they can have their badge sewn on right side up.

Pack ____, let's give a hardy welcome to our newest pack members and our newest Bobcats. *(you can add a cheer or applause)*

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Ceremonies you can use

OPENING CEREMONY

The US Flag and a pack flag are carried to the front by the color guards. They face the audience. The lights are turned down and a Cub Scout stands in between the flags. A spotlight is turned on the setting. A good reader, reads the following verse.

He's just eight years old
He's made of the following ingredients:
Noise, energy, imagination, curiosity and hunger.
He's the "cut little boy down the street"
That "spoiled imp next door", or
"My son," ...depending on who you are.
He's something to be kept fed, clothed, healthy, happy and out of trouble.
But.....
He's something else, too.....
He's tomorrow.
He's the future we've been fighting for.
He's part of the world's most important generation.
Our generation must also win the peace.

OPENING CEREMONY

THE MANY SIDES OF A CUB SCOUT

DEN LEADER: We will try to show you the many sides to the little boys we so proudly call son, but remember, these are all one boy.

- 1st CUB: I'm the one all full of dirt, so very sure that soap & water will hurt.
2nd CUB: I'm the one who lives in his dreams, always off on a cloud, at least that's how it seems.
3rd CUB: I'm the show-off and athlete, I just can't stand to get beat.
4th CUB: I'm the pouter, sensitive, and shy, but I try to make people think I'm a real tough guy.
5th CUB: I'm the angel, neat and obedient. Mom wouldn't trade a day with me for all the money in the mint.
6th CUB: I'm the Cub Scout, the one we boys like best. That's cause I'm different from all the rest. So everyone please join us as we say the Promise we try to live by every day.

Audience and boys say the Cub Scout Promise...

DEN LEADER: (or DEN CHIEF) They're all these boys and even more. There are lots of surprises for you in store. So love them, protect them, and try to understand. It's a very hard job growing up to be a man!

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CLOSING THOUGHT

“Did you ever notice how pleasant it is to be around people who have a cheerful attitude? On the other hand we sometimes avoid a person who is grumpy and looks on the dark side of things. Some things we can't avoid being sad or unhappy when things go wrong, but even then it's best to try to be cheerful. Cub Scouts who have a cheerful attitude not only make life easier for themselves but spread that attitude to others.”

CLOSING CEREMONY

A narrator hides behind the stage to do all the speaking. One Cub Scout dials a play phone or a large cardboard cutout phone and holds the receiver up as if for the audience to hear. Seven other Cub Scouts hold up large traffic signs at appropriate times as the narrator mentions them.

The first boy comes on stage with the telephone and dials a number, he holds the receiver toward the audience.

Narrator:

You have just dialed a THOUGHT FOR THE DAY, brought to you courtesy of DEN ___ PACK ___.

Sometimes you may have trouble in communicating with those you meet, and you may feel you have come upon a DEAD END street. (Cub Scout comes out and holds up sign)

But when that happens, you'd better take CAUTION you see. (Next boy comes out holding cardboard traffic signal which has colored tissue paper glued in proper place over the three lights. He holds a flashlight behind the yellow.)

Then STOP (Next boy comes out, takes traffic signal and holds flashlight behind red) and think a while. Is the trouble with him or me?

Do you always GO (Next boy shines light on green) on and on about the things that interest only you?

Or do you YIELD (Next boy comes out carrying 'Yield' sign) some time to him, so you can hear his thoughts too?

So let's not go through life, not communicating because we're going the WRONG WAY (Boy comes out with the 'Wrong Way' sign)

Just remember to say U-TURN O.K.? (Next boy carries 'U-TURN' sign) When you're talking instead of listening to what he has to say.

CLOSING THOUGHT

One song can spark a memory
One flower can waken dreams
One tree can start a forest
One bird can start a friendship
One handclasp can lift a soul
One star can guide a ship at sea
One speech can set a goal
One vote can change a nation

One sunbeam can light a room
One candle can erase the darkness
One laugh can chase the gloom
One step must start each journey
One word must start each prayer
One hope can raise the spirits
One prayer can show you care
One can make a difference; you can!

Generic Ceremonies Creator

Directions for use:

Choose one or more phrases from each list. Add your own personal words for each occasion. Assemble the props called for as you choose. Conduct the successful ceremony!



Would the following (Scouts/Leaders/Special Event Coordinator/Parent/Den/Special Guest) please come forward: “(names)”

“Before you is/are”: _____

- | | | | |
|-----------|--------------|--------------|---------------|
| a candle | a bridge | a bucket | a branch |
| a drum | a flashlight | a Scout Book | a neckerchief |
| a tripod | a car key | Akela | your leader |
| a picture | a trail | a leader | a box |

“This represents”: _____

- | | | | |
|------------------------|-------------------|----------------------|-------------------|
| The spirit of Scouting | The world | Your accomplishments | Character |
| The family | Our church | Our Pack | Goodwill |
| Your future | Fun and Adventure | Our dedication | Your advancements |
| Our Community | Good deeds | | Your den |

“You have earned this award by”: _____

- | | | | |
|-------------------------|--------------------|-------------------|-------------------|
| Completing Achievements | Helping with _____ | Helping boys grow | Being the best at |
| Having a birthday | Selling the most | Doing your best | Serving for _____ |
| | Helping others | Being a denner | |

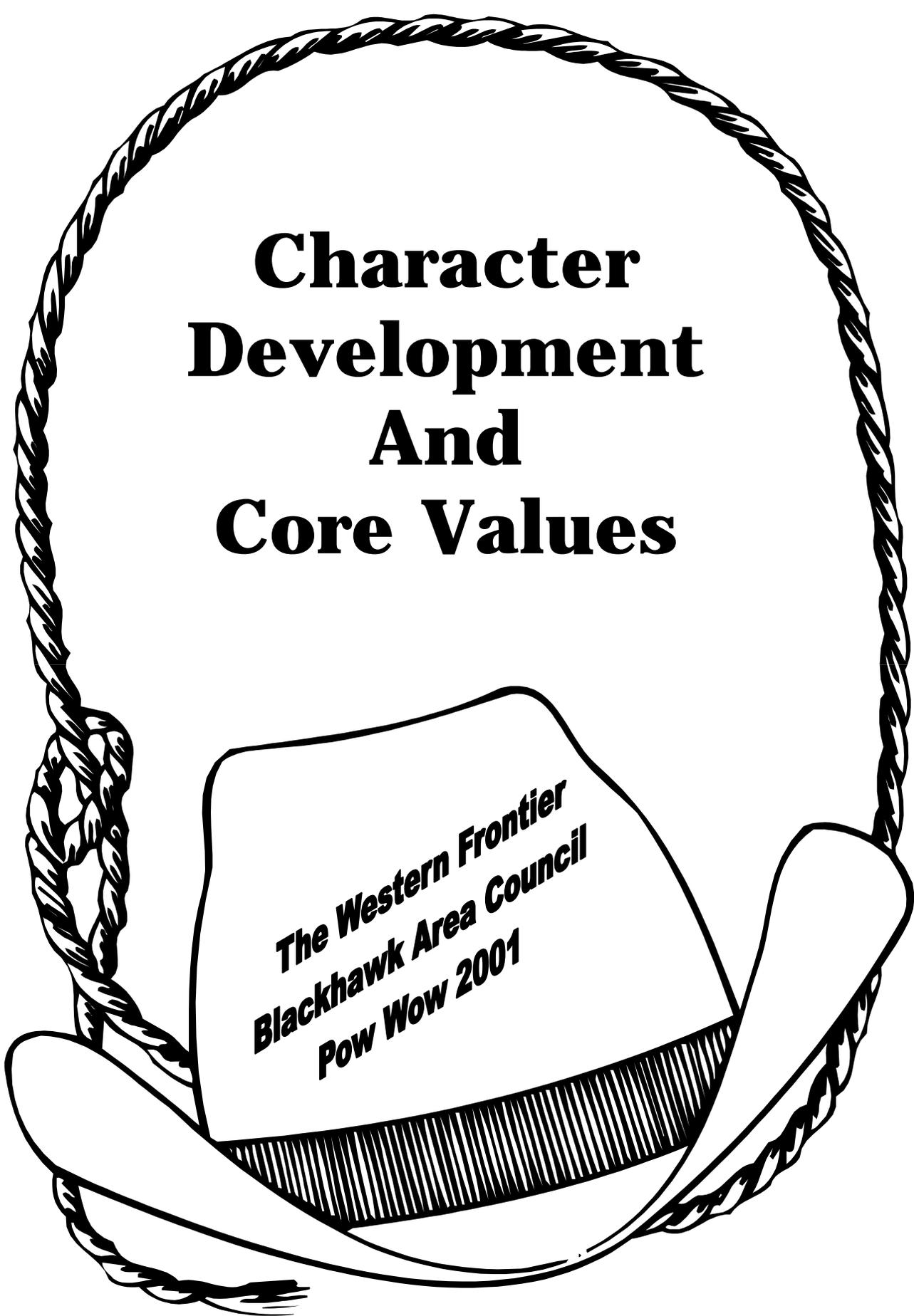
“Please accept this award and continue to”:

- | | | | |
|------------------|---------------|------------------|---------------------|
| do your best | follow Akela | help the pack go | be the best you can |
| work hard | help your son | give goodwill | grow strong |
| come to meetings | | | |

“Would the rest of the Pack join me in congratulations for this Award.”

(Do a tasteful applause)





**Character
Development
And
Core Values**



***The Western Frontier
Blackhawk Area Council
Pow Wow 2001***

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Cub Scout Character Development

By Mary Anne Rounds

Cub Scouting's twelve core values are being introduced this year in the revised *Cub Scout Leader Book* and the new *Tiger Cub Book*. As other books are revised, the core values and character connections will also be included. This will also include *Cub Scout Program Helps* beginning next year.

How can you, as a leader, incorporate them into your den and pack meetings now? Almost everything you do in a den meeting or pack meeting will probably touch on one or more of these core values. Your responsibility as a leader is to take advantage of these times and discuss them with your Cub Scouts. No lectures—just a little chat about how what they have just done or learned has helped them learn something related to these core values.

The “Character Connections” of thinking, feeling, and behavior can also be incorporated into everything that you do in den and pack meetings, as well as at home. As part of the achievements in the *Tiger Cub Book*, specific questions related to the three character connections will be included and must be discussed as part of earning the achievement. These will also be incorporated into the advancement program in all of the handbooks as they are revised.

The three logos of the head, the heart, and the hand will help leaders identify what kind of question will follow.

Examples:

When closing your den meeting, have the Scouts form a circle. Then ask the question, “What have you done this week to show that you are a good citizen?” Go around the circle and have each boy give one example. If necessary, start the answers yourself. Use a different core value each week or every two weeks.

You can also ask how each boy has “done his best,” or “followed Akela,” or other question related to the Cub Scout Promise or Law of the Pack.

Use your den meeting as the example for some questions related to the three character connections. “When you were working on the wood project today, what did you learn? Do you think you did your best? How can you use this skill in other projects?”

Summary

Use every opportunity to help boys “internalize” what they are learning in Cub Scouting. They aren't just learning to make a craft, they are learning to take turns, to be fair, to be honest, to be cooperative, to use resources wisely, to stick with something until it is finished, and the like.

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CHARACTER DEVELOPMENT

Since its origin, the program of the Boy Scouts of America has been an educational experience concerned with values. In 1910, the first Scouting activities were designed to build character, physical fitness, practical skills, and service. These elements were a part of the original Cub Scout program and continue to be part of Cub Scouting today.



Since character development should extend into every aspect of a boy's life, so should character development extend into every aspect of Cub Scouting. Den leaders and pack leaders should strive to use Cub Scouting's **twelve core values** throughout all elements of the program – service projects, ceremonies, games, skits, songs, crafts, and all the other activities enjoyed at den and pack meetings.

Program support for ideas will be available through *Cub Scout Program Helps* and at your monthly roundtable meetings.

Cub Scouting's Twelve Core Values

1. **CITIZENSHIP:** Contributing service and showing responsibility to local, state, and national communities.
2. **COMPASSION:** Having consideration and concern for the well-being of others.
3. **COOPERATION:** Working together with others toward a common goal.
4. **COURAGE:** Doing what is right regardless of how hard it is or what the consequences are.
5. **FAITH:** Inner strength or confidence based on our trust in a higher power.
6. **HEALTH AND FITNESS:** Being personally committed to care for our minds and bodies.

7. **HONESTY:** Telling the truth and being a person worthy of trust.
8. **PERSEVERANCE:** Sticking with something and not giving up, even if it is difficult.
9. **POSITIVE ATTITUDE:** Setting your mind to look and find the best in all situations.
10. **RESOURCEFULNESS:** Using human and other resources to their fullest.
11. **RESPECT:** Showing regard for the worth of someone or something.
12. **RESPONSIBILITY:** Fulfilling our duty to take care of ourselves and others.

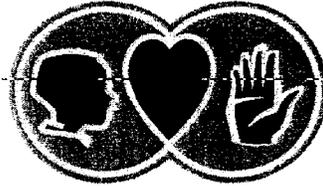
- Core values are the basis of good character development.
- Character must be broadly defined to include thinking, feeling, and behavior.
- Core values should be promoted throughout all phases of life.



Character can be defined as the collection of core values possessed by an individual that leads to principled moral commitment and action.

Character development refers to the processes by which these values are practiced.

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CHARACTER CONNECTIONS

Character Connections

The twelve core values will be integrated throughout the boys' handbooks and advancement programs, in an effort to make character development an integral part of the Cub Scout program.

Character development should not be viewed as something done occasionally as part of a separate program, as part of only one area of life. For in reality, character development is a part of everything a Scout does. There are character development lessons to be gained from every aspect of the Scouting experience.

When it comes to developing character, the complete person must be considered. Character development involves at least three critical areas:

- 1) thinking,
- 2) feeling, and
- 3) behavior.

In the Cub Scouting program, using these three critical areas and relating them to values will be referred to as **Character Connections**.

Character Connections will ask the Cub Scout to consider:

KNOWLEDGE:



Character development includes developing of moral knowledge, and moral reasoning. For example, children must understand what honesty means, and they must understand about and interpret what a situation calls for and decide how to apply the principles of honesty.

What do I think or know about the core value? How does the context affect this core value? What are the historical, literary, or religious examples representing the core value?

COMMITMENT:



Character development also includes attention to moral motivation. Children must be committed to doing what they feel is right. They must be able to take the perspective of others, consider how others feel, and develop an active moral conscience.

What will it take to live out this core value? Why is the core value important? What makes living out this core value difficult?

PRACTICE:



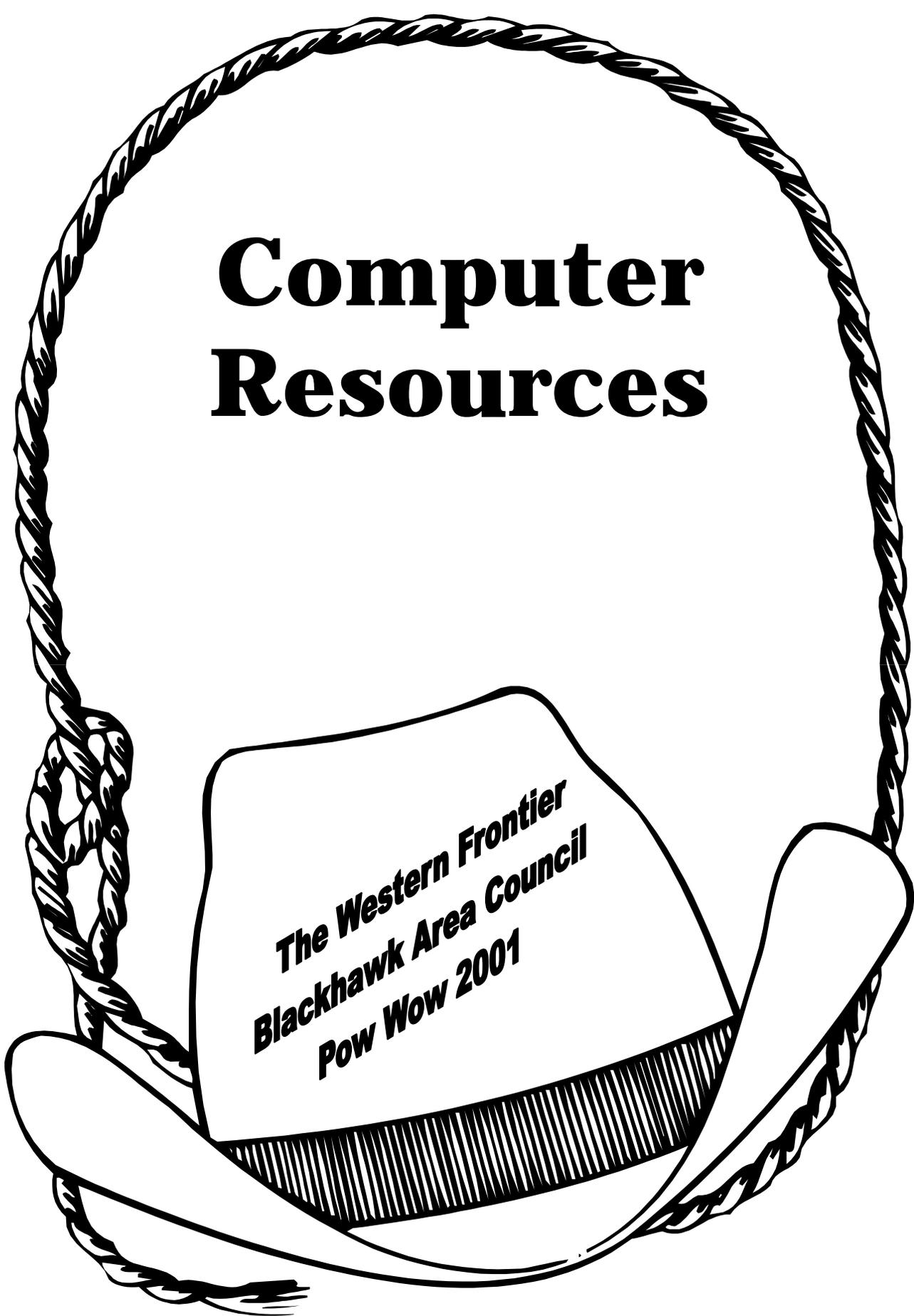
Character development also includes attention to the development of moral habits through guided practice. Children need opportunities to practice what is good, to do what is right but difficult, and to experience the core values as they live in the world.

How can I act according to this core value? How do I live out this core value? What skills are required? How can I practice this in the future at school, at home, with my friends?

The goals of the Cub Scout leader are:

- to seek out and maximize the many opportunities to incorporate character development, and
- to convince the young Cub Scout that character is important to the individual, to his family, community, country, world, and ultimately, to God.

No. 13-323A
2001 Printing



Computer Resources

***The Western Frontier
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Pow Wow 2001***

Me? A Scout

By Robert E. Besecker

Me? A Scout?

That's what I want to be.
A shirt of orange, a Tiger Cub,
Just Mom and Dad and me.

Me? A Scout?

I'm a 2nd grader now.
I'll work real hard to be a Wolf,
If you'll just show me how.
Cub Scouting's fun! I'm now a Bear.
A pocketknife to show!
Time to make my pinewood car,
Dad'll help, I Know.

Me? A Scout? A Webelos Scout,
And all my best friends too!
Learning 'bout so many things,
And so many things to do.

Now its time to cross the bridge,
It should be quite a night
It's really hard for me to think Me?
The Arrow of Light!

Me? A Scout? A Boy Scout
So many skills to learn.
Tenderfoot, Second Class, First Class,
So many ranks to earn.
I'll work real hard through Star and Life,
and work in Cheerful Service too.
Seems so long since I was Cubbing,
When everything was new.

Me? A Scout? An Eagle Scout!
I'm surely flyin' high.

A scout is what I'll always be,
The Spirit shall not die

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Computer Resources

By David Keller

In today's world of technology there are many computerized resources available to scouters everywhere. The largest place to look of course is on the World Wide Web. There are literally thousands of web sites that have something to do with scouting. Packs, Troops, districts, and councils have web sites that feature ceremonies, games, activities, skits, etc. The best way to find something specific is to use a search engine, such as Yahoo.com, Dogpile.com, or Lycros.com. Put in the search area what you are looking for such as: Cub Scout Ceremonies, Cub Scout Games, etc. This will allow you to then select the site you would like to view. Once you have found a good site, be sure to add it to your favorites, and share it with your friends.

If you are interested in keeping pack records on the computer there are many software programs that will allow you do that, you can keep advancement records, budgets, general pack information, etc. I have listed a couple of the programs below with a description of what it will do.

Pack Master 2000 – This program will track everything you need to know about a scout, the pack and your leaders. You enter personal information about the scout, then keep it update as he progresses through the cub scout path all the way to Arrow of Light and then you can even pass the information on to the Boy Scout troop he joins. It also will interface with Council Net 2000 for rechartering. It will make rechartering very easy. This program comes from TroopMaster. www.troopmaster.com

Pack Ledger 2000 – A program to manage the financial end of the pack.

Other programs can be found in the back of the Scouting Magazine. Many of them have websites for you to download and look at a demo.

I have listed below some websites for different areas of interest in Scouting.

Official Boy Scouts of America Sites:

Boy Scouts of America - www.bsa.scouting.org

This is the official BSA Site. It contains information about councils, the program, events, news, etc.

Cub Scout Fast Start Training (BSA) - www.bsa.scouting.org/cubscouts/faststart

This site contains the Fast Start Training information for all positions in the pack. It is an alternative to the Video Tape.

National Forms - www.bsa.scouting.org/forms/index.html

This site contains the official forms for BSA requirements such as, Tour Permits, Medical Forms, Advancement forms, etc.

Scout Stuff Catalog - www.scoutstuff.org

This site is the official scout catalog site. It contains information about uniforms, camping gear, pinewood derby, etc.

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General Scouting Websites:

These websites contain a variety of information regarding scouting and have many links to other sites. These are NON-Sanctioned sites of the Boy Scouts of America. When in doubt about the information contained on these sites, please contact your local council office for verification of any policies, procedures or safety issues.

US Scouts Service Project - www.usscouts.org

Mac Scouter - www.macscouter.com

The Virtual Cub Scout Leader's Hand Book - www.geocities.com/Yosemite/9152

Scouter Website - www.scouter.com/

Useful files and links for Scouting - www.lighthouse-district.org/links.htm#Cub

Pow-Wow Online - www.powwow-online.net/index.htm

This site is not linked to the Blackhawk Council Pow- wow.

Wanchanagi Round Table - www.geocities.com/wanch_roundtable

Baloo's Bugle - <http://usscouts.org/bbugle.asp>

Ceremony Websites:

These sites contain information for ceremonies from advancement to leader induction.

1995 Suffolk County Pow-Wow Ceremonies - www.wtrfrd.com/pack339/339cere.htm

Cub Scout Ceremonies - www.geocities.com/Yosemite/1081/Ceremony/cerecub.htm#bobcat

Scout Ceremonies - www.isd.net/stobin/d-ceremony.html#Cub%20Scouts

The Ceremony Table – <http://my.dmci.net/~dmanchester/default.htm>

Skit/Song Websites:

The Creative Campfire Hand Book - www.isd.net/stobin/campfire/Campfires/campfire.html

Campfire Chaos - <http://freespace.virgin.net/mre.davis/campfire.html>

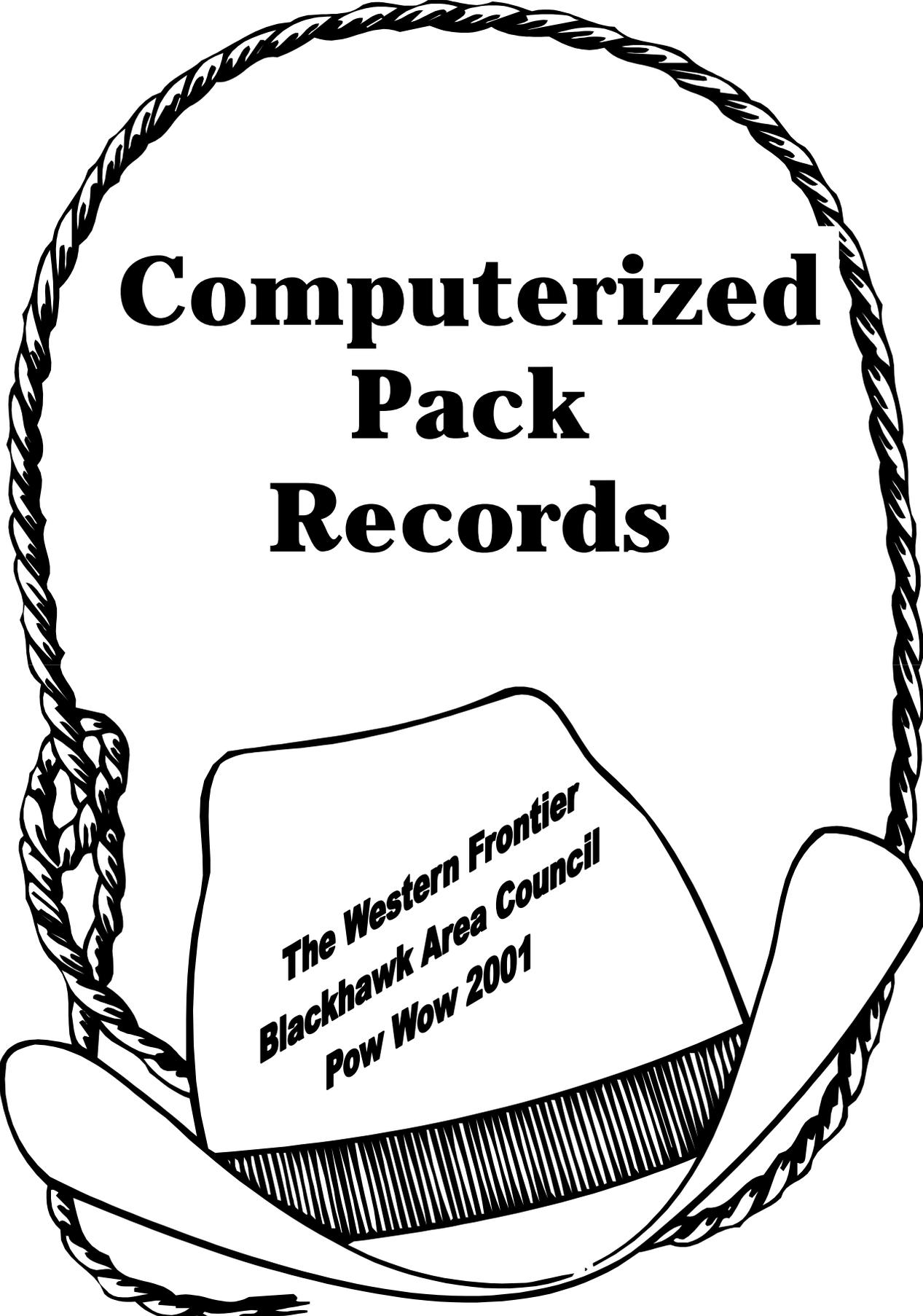
Becky's Campfire Song Book - www.geocities.com/EnchantedForest/Glade/8851/index.htm

Cheers and Applause's:

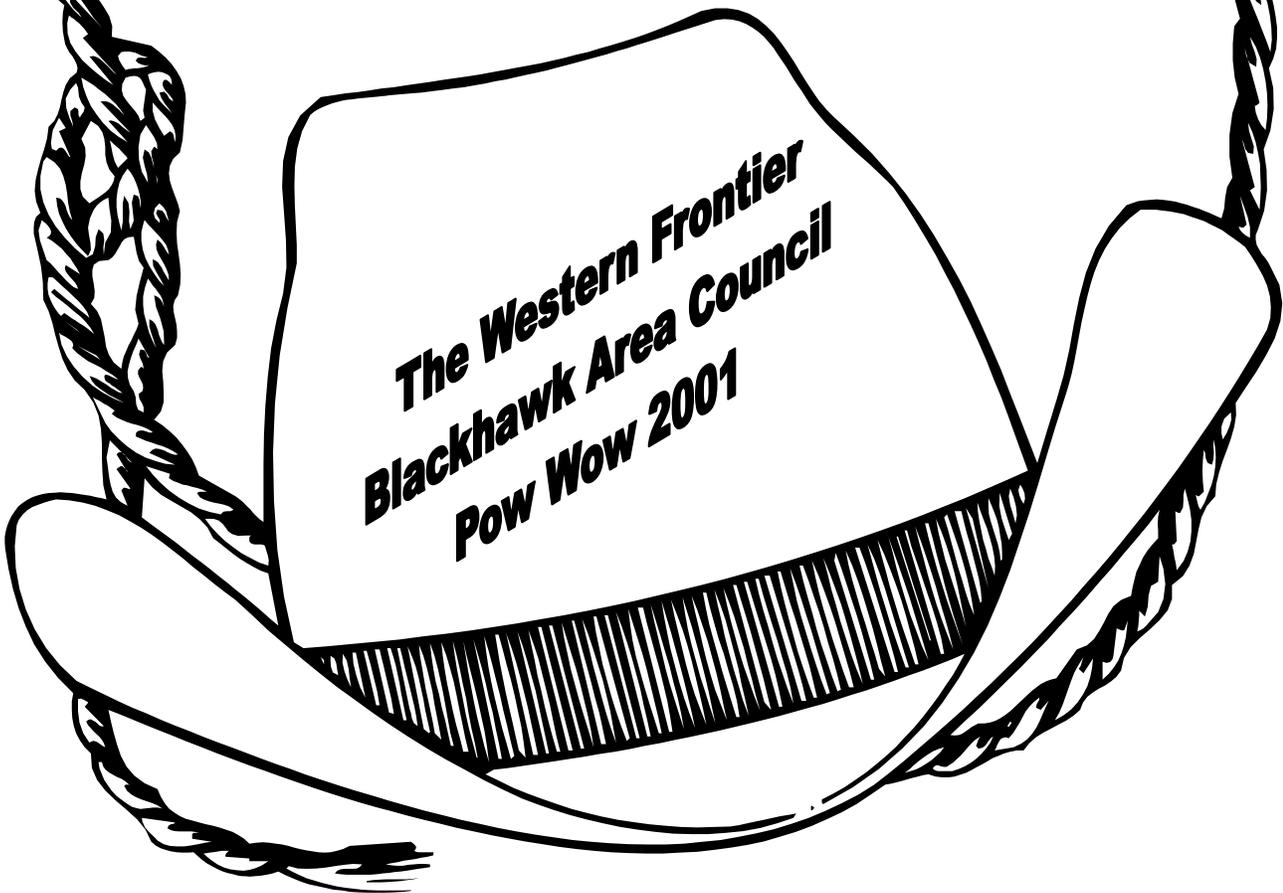
Cheers, Yells, and Applause's - www.isd.net/stobin/campfire/cheers2.html

Crafts and Games Websites:

Pack 114's Library - www.creighton.edu/~bsteph/pack114/library/packcamp.html



Computerized Pack Records



***The Western Frontier
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Computerized Pack Records

By David Keller

There are many different ways to use a computer to keep track of the things going on in your pack. Listed below are some resources that I have used or heard about through my experiences.

The first one is keeping track of the boys' advancements through out their tenure in scouting. There are many different ways to complete this, I will cover a couple of them here.

The one that is probably most popular is Pack Master. This off the shelf program available either as a download or at the Scout Service Center is a very good program for keeping track of everything your pack does. It will track a boys attendance, rank badges, other activities. It will even track your leadership and what they have earned and learned. One of the biggest advantages to Pack Master 2000 is that it interfaces with ScoutNet 2000. This means that you can complete your re-chartering through the software, turn in a disk with a print out and your are done with re-chartering, it will save you hours of headaches. Pack Master will allow each den to keep track of its own records then as needed it can be uploaded into the master copy for advancements and updates. It even has a calendar feature where you can put in your yearly activities and track attendance to each activity for both the scouts and leaders. Pack Master has many options with it and can be very great program if you spend time with it to learn it and use it. Like any other software if you put garbage in, you will get garbage out.

Another option would be a simple database, using something like MS-Access or MS Works. You could set up the database with all the vital information in it and then add advancements as you go through out the year. This is a great cost saver if you have someone in your pack that uses databases and can create one. The functionality would be very limited, but if you were just looking for something simple then this would work.

The simplest solution that would work at the den level and is available from the web is a spreadsheet solution. This would be great just to track advancements for each boy in the den as they go through the year. It is an easy way to have a quick look at seeing what each boy needs for his next level. It could also be turned into your advancement person to order the advancements.

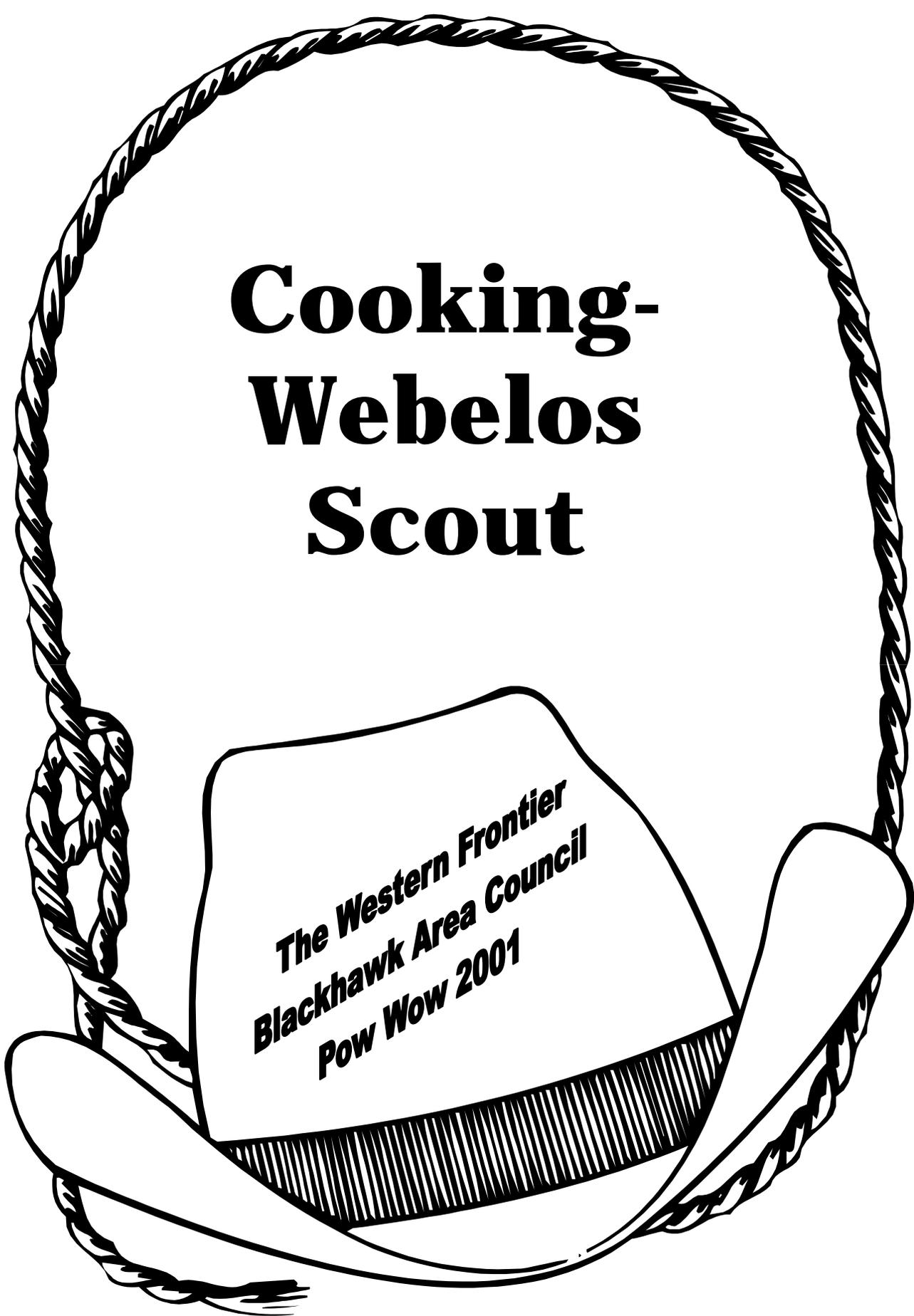
Other than keeping track of advancement records there are many other ways to use a computer to keep track of pack records. Some other things that you could use a computer to track things are a budget, your monthly agendas, committee minutes, etc.

Pack budget is a great way to plan your yearly finances and see where you are spending your money and how much you will need to run the pack for the upcoming year. A great way to do this is to use a spreadsheet program and put in a planned expense based on the number of scouts, then after the activity put in your actual and see what the difference is.

You can computerize your monthly agendas for both pack and committee meetings. This will allow you to cut and paste items that carry over from month to month, plus it will give you a common format for your agendas so you other leaders know what to expect each month.

If you publish a monthly newsletter, you could use a software program to create it and then keep the same format month after month, and just cut and paste the new information.

There are so many ways to computerize your pack. A good place to start is on the web at usscouts.org. This web site will lead you to many other web sites that have computerized pack record forms and programs.



Cooking- Webelos Scout

***The Western Frontier
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COOKING WITH THE WEBELOS SCOUT

By Carol Conderman

As a Webelos Scout, the boy is beginning to learn more responsibility and will want to do more things on their own. That is where teaching safe and good cooking skills can be helpful as they grow up.

Outdoor cooking will be used extensively as a Boy Scout. Many of the basics are taught in the Webelos Scout program. The Outdoorsman Activity Badge has the most use for the activities listed here, but you can also plan them just 'for fun!'

Remember to ALWAYS plan ahead and be aware of any food allergies in your group, including adults.

Let the boys make their own mistakes, while you keep them safe. When in doubt about planning any of your activities, consult your "Guide to Safe Scouting", or call a Boy Scout professional. Your number one priority is the boys, having SAFE fun!

COOKING IN THE CAMP

Practically everything that can be cooked in a pan can be cooked in aluminum foil.

FOIL COOKING TIPS:

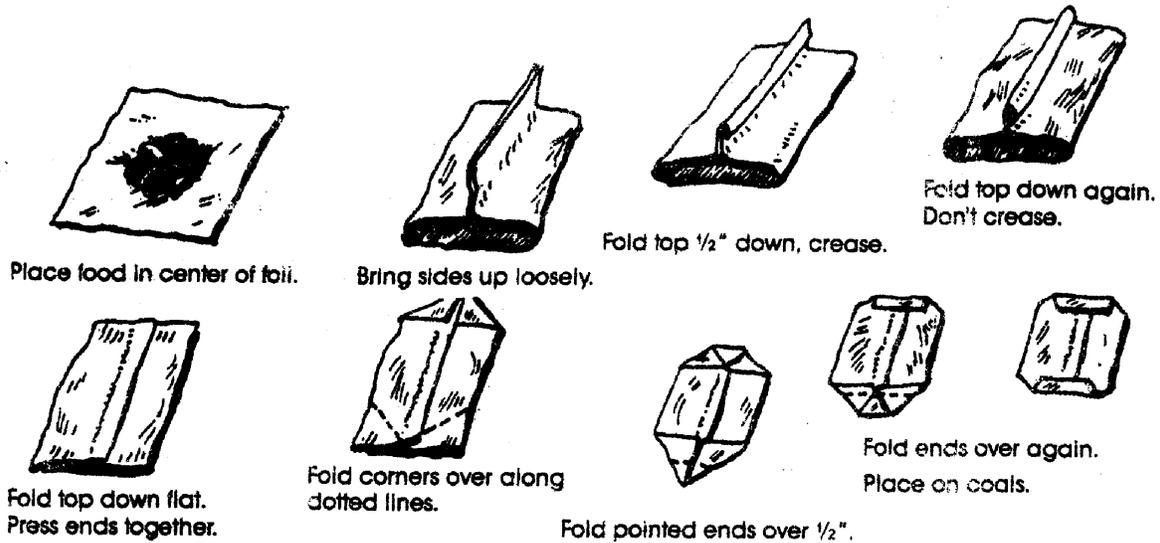
- Must have air space – as it cooks, it will retain it's juices
- Bed of hot coals, never a flaming fire
- Wrap the food and seal the foil air tight to keep the moisture in – cooking by steam
- Follow the recipe time table as close as possible
- Use the foil as your plate

Cooking Time Table

Apple (whole)	20-30 min.
Banana (in skin)	8-10 min.
Beef, 1" cubes	20-30 min.
Carrots	15-20 min.
Chicken pieces	20-30 min.
Corn ears	6-10 min.
Fish (whole)	15-20 min.
Frankfurters (hot dogs)	5-10 min.
Hamburger	8-12 min.
Pork chops	30-40 min.
Potatoes (sliced)	10-15 min.
Potatoes (whole)	45-60 min.

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There are many types of foil available on the market, including foil specifically made for 'foil wraps'. Experiment and find the type that works best for your group. Take in consideration your pack/den budget – it may not cover the more expensive kinds! Heavy weight aluminum foil will be the most economical.



Cut foil large enough to seal food completely. If you use regular weight foil, double it. You can put a Scout's name on the foil packet with black permanent marker. After arranging packet on the coals, be sure to watch for overcooking or burning. During cooking, turn packets so all are cooked evenly. Use tongs so the package isn't punctured.

Food Hints:

Carrots AND Potatoes– wash, then peel. Shred into a bowl of water. Use handfuls out of the bowl (leave the moisture in them) in foil meals.

Meats - use pre-cooked meat such as ham, meatballs, sausage, canned chicken, etc. If using raw meats, make sure it is cut in SMALL bite size pieces or patted into a thin layer so it will cook all the way through.

Rice – try using instant rice in your meals – be sure the seal is water tight and add plenty of water so the rice won't be crunchy.

Some of these recipes can be prepared ahead of time with your Webelos Scouts and frozen until the big cookout.

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Chicken Cordon Bleu Supreme

6 whole chicken breasts, or skinless/boneless breasts	¼ teaspoon salt
5-oz. Pkg. Sliced ham	dash pepper
4-oz. Swiss cheese	¼ cup margarine, melted
½ teaspoon thyme	½ cup bread crumbs
	4 strips bacon

Skin and bone each chicken breast if needed, then flatten to 1/8" thickness by pounding with flat side of meat mallet or a rolling pin. Place one slice of ham over each breast. Cut cheese into thin strips and cover ham. Sprinkle with thyme, salt and pepper. Roll chicken and ham around cheese, tucking in ends and pressing to seal well. Roll in melted margarine, then in breadcrumbs to cover. Wrap a slice of bacon around the chicken and put toothpicks through both sides to secure. (Clip the ends of the picks so they won't puncture foil.) Wrap in foil. Place on wire grill two to three inches above glowing coals, or insulate the foil package and place directly over the coals for 15 minutes on each side.

(Insulating – wrap food with the 'drugstore wrap' method, then wrapping with several layers of newspaper, then wrapping again in foil.)

Trout in Foil

1 trout	juice of ½ lemon
1 tablespoon butter	salt and pepper to taste

Remove fins and head of the fish. Rub with butter, salt and pepper. Place on a sheet of 12" x 18' heavy-duty foil. Wrap, and place on wire grill two to three inches above glowing coals. Cook for about 20 minutes on each side. Serve with lemon juice. Deboning a trout – after trout has been cooked in foil, take a knife and cut along the backbone of the fish. Carefully lift both sides of the fish away from the bone. Firmly hold the tail and lift it up carefully, letting the meat drop away from the bone. If the trout is well cooked, the fish will come clean of the bones.

Bread on a stick

2 cups Bisquick mix	1 tablespoon vegetable oil
½ cup water	Filling

Mix Bisquick and water to form soft dough. Pinch off a small portion of dough and mold it into a long patty. Wrap it around the end of a 1" thick stick. Be sure dough covers end of stick. Roast over coals slowly. When done, slip off stick and fill hole with: butter & jelly, pie filling, diced ham & grated cheese, peanut butter, or our own creation.

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Hawaiian Banana Boats

6 bananas
1-cup pineapple chunks

½ cup brown sugar
½ cup shredded coconut

Cut a long wedge-shaped section on the banana. Peel back the peeling, but leave it attached. Eat the edge, then fill the cavity with 4-5 chunks of pineapple, leaving a space between each chunk. Fill half the spaces with brown sugar and the rest with coconut. Pull the banana peel back over the filled wedge, wrap in foil and place over the coals. Cook for 5 minutes, until the brown sugar is melted.

Variations: fill the cavity with chocolate chips and miniature marshmallows OR butter scotch chips and miniature marshmallows.

Apple on a Stick

1 apple per person
2 cups sugar

2 tablespoons cinnamon
melted butter/margarine

Mix cinnamon and sugar together. Peel and slice apple into chunks, roll first in melted butter, then in cinnamon-sugar mixture. Place on skewer and toast over glowing coals.

Wham-N-Ham

Ham, Pineapple, mixed vegetables – have all cut to bite sized pieces. Place in foil and place on coals. Ham is pre-cooked, so leave on coals about 5-10 minutes.

Fajitas – marinated fajita meat (sliced thin), onions, and green peppers. Serve on tortillas with all the fixings.

Stuffed Potatoes

small potatoes
sausage or wiener, pre-cooked

Core small potatoes; insert the sausage. Wrap in foil and set in hot ashes to bake for about 45-90 minutes, depending on size of potato and how hot the ashes are.

Hobo Popcorn

1 teaspoon cooking oil
1 tablespoon popcorn

In center of 18" x 18" square of foil, place oil and popcorn. Bring foil centers together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over hot coals. Shake constantly until all corn has popped. Season with margarine and salt to taste.

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Hot Dog Plus – slit side of a wiener, insert wedge of cheese, wrap with bacon. Broil over coals until cheese melts and bacon is crisp. Serve in bun.

Kabobs – on skewers, place cubes of meat, alternated with quartered onions and thinly sliced potatoes. Broil over coals until meat is browned and potatoes tender.

Eggs in an Orange Cup – Slice top off an orange, eat the pulp with a spoon and save the empty rind. Toast slice of bacon on a stick, curl it in bottom of orange cup and gently break an egg on top. Put sliced off top of orange back on. Set in ashes to cook for 8- 10 minutes. Peel and eat.

ALUMINUM EGGS (FOIL BREAKFAST)

Sausage
Egg

Hash brown potatoes
Salt, pepper and spices to taste

Place potatoes, scrambled egg (doesn't need to be cooked) sausage patty and spices in foil. Wrap securely. Place on coals for 15 minutes.

PIZZA POCKET

I have seen a pizza pocket dinner, made with those packages of 'flat' dough (those tubes from The Dough Boy). You take the flat dough, and fill the center with pizza sauce, pepperoni, cheese, with optional mushroom, olives etc. Fold it over to enclose the 'goodies' and wrap in 2 layers of foil. 'BAKE' 10 minutes on each side, and you might have a pizza pocket.

DINNERS WITHOUT FOIL

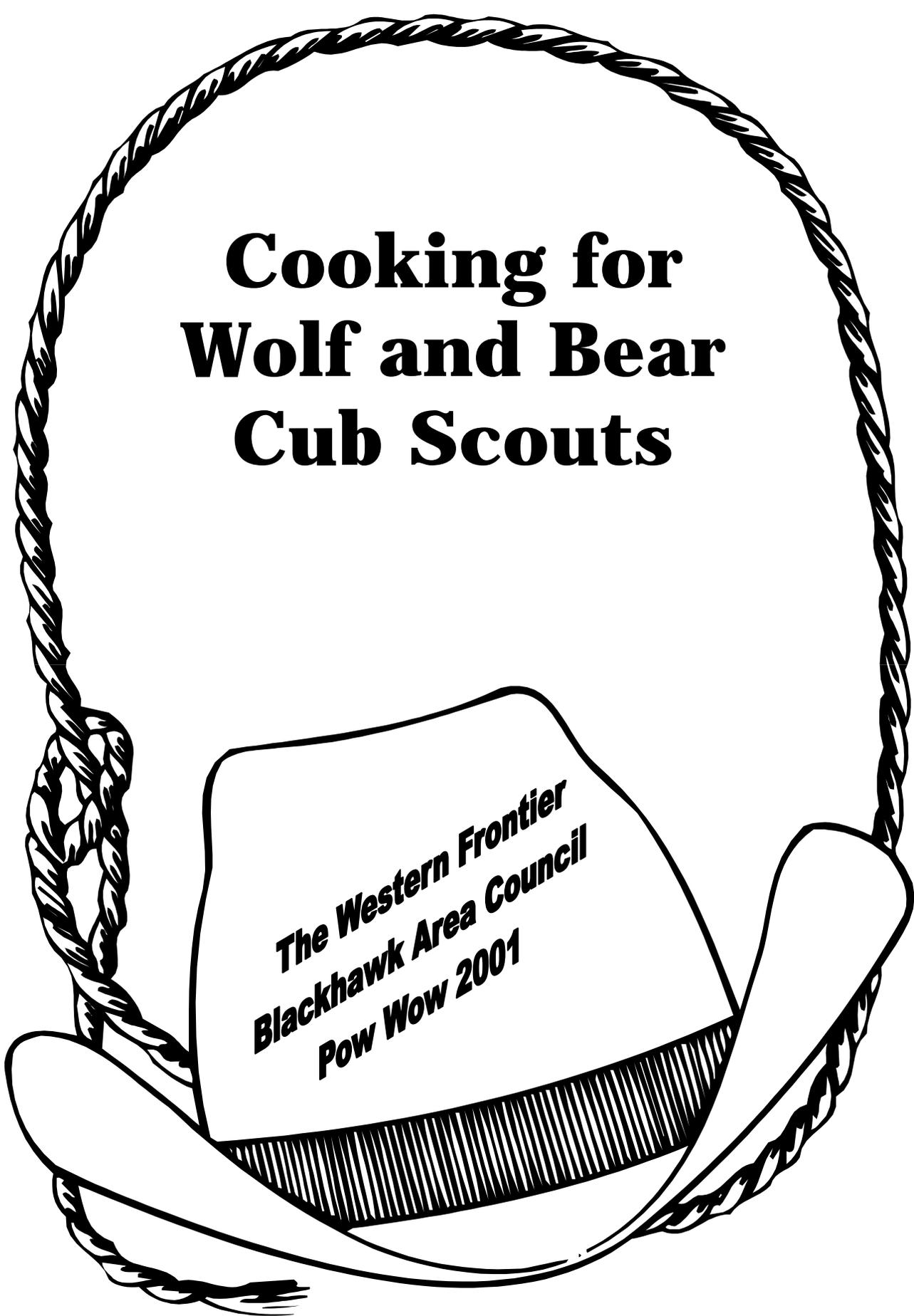
How about baking muffins in half an orange with the pulp removed (and we hope eaten).

Eggs in onion half with all but outer few layers removed.

Meat loaf (I use recipe on Quaker Oats oatmeal box) cooked in onion half (mound it up as it shrinks while cooking).

MAKE A DEN RECIPE BOOK

Ask the boys to think of their favorite recipes, anything from peanut butter and jelly to candy apples – and lasagna. Create recipe cards, and make their own Den Recipe Books. Have the boys complete the cards in their own handwriting and turn them in at one of the den meetings. Between meetings, have the recipes copied and have them at the next meeting for the boys to make covers and put them together.



Cooking for Wolf and Bear Cub Scouts



**The Western Frontier
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Thank you God for little things

*That often come our way -
The things we take for granted
but don't mention when we pray -
The unexpected courtesy,
the thoughtful, kindly deed -
A hand reached out to help us
in the time of sudden need -
Oh make us more aware, dear God,
of little daily graces
That come to us with "sweet surprise"
from never dreamed of places.*

- Helen Steiner Rice



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Cooking for Wolf and Bear Cub Scouts



Written and Compiled by,
Virginia Hammer, Wanchanagi,
Ramona Graupner, Wanchanagi
Selective editing by Carol Conderman

Wolf and Bear Cub Scouts are just beginning to learn the responsibility of fending for themselves in the kitchen. Both the Wolf and Bear Cub Scout Handbooks have achievements geared towards these skills. A Wolf Cub Scout den leader can find in their handbook achievement number 8, which details the basic food groups, planning healthy meals and fixing parts of a meal. They also touch on an outdoor meal. A Bear Cub Scout den leader would look to achievement 9, which details making cookies, snacks, preparing part of their meals for a day, healthy eating habits and again an outdoor cooking experience.

Use the Wolf and Bear Cub Scout handbooks, the Cub Scout Program Helps and other publications to help plan for these achievements.

PIE IRON RECIPES

RUEBENS

2 slices rye bread & butter
1 tsp. Sauerkraut, drained
1 slice cooked corned beef
1 slice Swiss cheese
Trim crusts and cook about 4 minutes

SLOPPY JOE'S

Bread & butter
1 lb. hamburger
Chopped onion
1 can condensed cream of tomato soup

Brown hamburger and onion in a skillet; drain off grease. Stir in tomato soup. Use approximately 2 tbs. Sloppy Joe mixture. Cook 3-4 minutes.

S'MORES

Hershey's Candy bar or chocolate chips
Miniature marshmallows

Place the candy or chips and marshmallows on bread. Cook over medium coals 3-4 minutes.

PUDGIE TURTLES

Bread & butter
Caramels
Chocolate chips
Coarsely chopped pecans

Place the caramels, chips and pecans on bread. Cook over medium coals 3-4 minutes.

PIZZA POCKETS

Bread & butter
Shredded mozzarella cheese
Pizza sauce
Pepperoni

Spread pizza sauce thinly on bread, and top with cheese and pepperoni. Cook over medium coals until heated through. Top with additional heated pizza sauce and Parmesan cheese for a double-decker treat.



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APPLE CINNAMON PIES

Bread & butter
1 apple, diced
Cinnamon sugar
Plain or chunky unsweetened applesauce

Place 1 tbs. Diced apple on bread. Sprinkle with cinnamon sugar. Add 1 tbs. Applesauce. Cook over medium coals 3-4 minutes.

RICE KRISPIE CANDY

Melt 6 squares of white chocolate. Add 2-c. peanuts and 2 c. Rice Krispies. Drop on waxed paper to set.

PEANUT BUTTER LOGS

1 c. peanut butter
2 T. margarine
1 ¼ c. powdered sugar
3 c. Rice Krispie cereal

Mix peanut butter, margarine and sugar together. Slightly crush rice KRISPIE cereal. Add to peanut butter mixture. Shape into 3 logs. Store in refrigerator, slice to serve.

SCOTCHIES

12 oz. Butterscotch morsels
4 c. chow mien noodles
1 c. peanut butter

Melt morsels and peanut butter over double broiler. Mix in noodles. Drop by teaspoon on wax paper. Let set.

STUFFED GARLIC BREAD

Garlic salt or powder
Chunky spaghetti sauce
Shredded mozzarella cheese

Sprinkle garlic salt on bread then top with 1 tsp. each of spaghetti sauce and cheese. Cook over medium coals 3-4 minutes.



QUICK COOKIES

1 pkg. Ritz or Hi-Ho crackers
ready mixed frosting
peanut butter for center

Make cracker sandwiches. Frost, sprinkle with colored candies if desired.

CARAMEL APPLE DIP

8 oz. Pkg. Cream cheese
¾ c. brown sugar
¼ c. white sugar
2 tsp. Vanilla extract

Mix all ingredients with mixer until well combined and creamy. Chill. Serve with seedless apple wedges.

MINIATURE KABOBS

Cut raw veggies or fruit into chunks, poke a hole through each with a toothpick and gently skewer onto thin pretzel sticks.

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KOOL-AID PIE

1 can Eagle Brand Milk
1 pkg. Kool-Aid (any flavor)
1 regular container Cool-Whip
1 graham cracker pie crust

Mix the package of Kool-Aid and milk together. Mix in the Cool-Whip. Pour mixture into piecrust. Freeze until frozen, serve.

VEGETABLE PIZZA

1 pkg. Crescent rolls
8 oz. Cream cheese softened
dill weed – to taste
1 tbsp. Mayonnaise
chopped raw vegetables – tomatoes, broccoli, cucumbers, zucchini, mushrooms, onions, etc.
½ c. shredded mozzarella cheese

Flatten out the crescent rolls and bake until golden brown, following package directions. Mix together remaining ingredients. Spread on to rolls. Sprinkle with vegetables and top with mozzarella cheese. Serve.

BIRDSEED

Make as much as you want!
1 part sugarcoated cereal, 1 part candy-coated chocolate, 1 part roasted peanuts.
Put in self – sealing plastic bag, mix and munch!

NUTS AND BOLTS

¼ lb. each raisins, peanuts and chocolate bits
broken graham crackers

Mix together and put in self – sealing plastic bags.

SALAD

1 large apple per person
Chunky peanut butter
Seedless raisins

Mix peanut butter and raisins together. Cut off top of apple. Core out center almost to bottom. Fill with the mixture and serve.

CRAB DIP

8 oz. Cream cheese softened
2 tbs. Ranch dressing mix
4 oz. Crab meat
2 green onions, cut fine

Combine and serve on crackers. If mixture is too stiff, add milk.

BANANA POPS

Dip a peeled banana in yogurt, roll in crushed cereal and freeze.

FRUIT SHAKEUPS

½ c. low fat fruit yogurt
½ c. cold fruit juice

Put the yogurt and juice in an unbreakable container with a tight lid. Shake and pour into cup.

POTATO CHIP DIP

1 env. Lipton onion soup mix
16 oz. Sour cream
8 oz. Cream cheese, softened

Mix all ingredients. Chill. Ready for chips or put on crackers.

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DIRT CAKE (serves 24)

12-16 oz. Oreo Cookies
2 c. milk
1 pkg. Instant chocolate pudding
8 oz. Cream cheese, softened
1 large container cool whip

Crumble cookies using rolling pin. Prepare pudding according to package directions. Mix softened cream cheese with cool whip. Layer the above mixtures. First cookies, pudding, then the cool whip. You can use one large bowl or individual serving dishes.

EASY WRAP SANDWICH

1 8 in. flour tortilla 1 lettuce leaf
3 slices of lunch meat
1 tbsp. Mayonnaise
2 slices of cheese 1 dill pickle spear

Spread tortilla with Mayo, top with the rest of the items and roll up your sandwich.

NO BAKE COOKIES

¼ c. cocoa ¼ c. butter
½ c. milk 1 c. peanut butter
1 tsp. Vanilla 2 c. sugar
3 c. quick Quaker Oats

Mix and boil 1 minute the coca, butter, sugar and milk. Add the peanut butter, vanilla and oats. Drop by teaspoon on waxed paper. Let cool before serving.

NO BAKE LOLLIPOPS

2 Ritz crackers peanut butter
semi-sweet chocolate chips, melted

Put peanut butter between crackers. Insert plastic stir straws into peanut butter. Dip into chocolate to coat. Hold to let chocolate harden.

STRAWBERRY SMOOTHIE

12 large strawberries, hulled and cut up
1 c. crushed ice
2 c. club soda
3 tbs. Strawberry jam

Place strawberries in blender, add ice, soda and jam. Cover blender and blend on high until smooth. Enjoy.

ORANGE JUICE SPRITZER

1 ½ c. cold unsweetened orange juice
3 c. cold 7-Up
¾ c. mandarin oranges, cut up

Put oranges and 1 c. orange juice into blender and blend until smooth. Add rest of the orange juice and 7-Up, mix until blended.

CHICKEN SALAD

3 c. cooked chicken, cubed
3 hard-boiled eggs, quartered
1 tsp. Salt
1 ½ c. celery, diced
3 sweet pickles, chopped
Mayonnaise or salad dressing

Mix ingredients together, using Mayo to moisten.

BLT SPREAD

½ c. sour cream
½ c. mayonnaise
½ lb. bacon, cooked & crumbled
1 small tomato, diced
Small lettuce leaves
Toasted snack bread or crackers

In a bowl combine sour cream, Mayo and bacon. Mix well. Stir in tomato. Serve with lettuce on bread or crackers.

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FRUIT AND VEGETABLE SALAD

1 tomato
3 tbsp. Salad dressing
3 bananas
½ c. sugar
3 apples, peeled
½ head lettuce
salt

Cut tomatoes into slices and chop lettuce into fine pieces. Cut apples and bananas into pieces. Add sugar, pinch of salt and salad dressing. Stir and serve.

TOOTSIE ROLL CANDY

2 c. powdered sugar
4 tbs. Melted butter
2 c. powdered milk
12 oz. Chocolate chips
1 c. Karo light syrup

Put into a large self sealing, strong bag and mix together.

SAUSAGE PUFFS

1 lb. pork sausage
1 lb. grated cheddar cheese
2 ½ to 3 c. Bisquick

mix all ingredients. Form into balls the size of walnuts. Bake in 400-degree oven for 15 minutes. Serve hot. Makes 8-10 servings.

CHEESE AND HAM ROLLS

3 oz. Cream cheese
5 or 6 chopped stuffed olives
½ tsp. Mustard
2 tbsp. Mayonnaise
4 slices boiled ham

Mix cream cheese, olives, mustard and Mayo. Spread on ham slices and roll like jelly rolls. Slice and serve on crackers or put party pick in each and serve.

FARMERS SALAD

1 cucumber, sliced
1 tomato, cubed
1 bunch green onions, chopped

Dressing – pour over above ingredients:
½ c. sour cream
1 teas. Cider vinegar
1 ½ teas. Sugar
1/8 teas. Mustard
½ teas. Salt & pepper

BISCUITS ON A STICK

2 ¼ c. Bisquick
2/3 c. milk

Place mix and milk into mixing bowl and stir together. Turn out onto lightly dusted surface and knead three or four times, until manageable. Take desired amount and twist around a stick. Hold stick over fire and brown.



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A FOIL MEAL (per person)

1 large peeled potato, sliced long into 4 pieces
1 med. Onion, sliced
2 carrots, sliced
¼ lb. ground beef
salt & pepper
1 14 inch square of heavy duty aluminum foil

Put half the vegetable slices flat in the center of the foil. Salt and pepper to taste. Shape ground beef into patty and put on top of the vegetable slices. Put rest of the sliced vegetables flat on top of the patty. Salt and pepper to taste. Seal the foil package with the two-handed wrap**. Put the package on a bed of coals, for 10 minutes each side.

The Drugstore Wrap:

Place food in the center of heavy-duty foil large enough to allow for folding at the top and sides. Bring the two long edges together above the food. Fold down loosely in a series of locked folds allowing for heat expansion and circulation. Fold the short ends up and over. Crimp to seal.

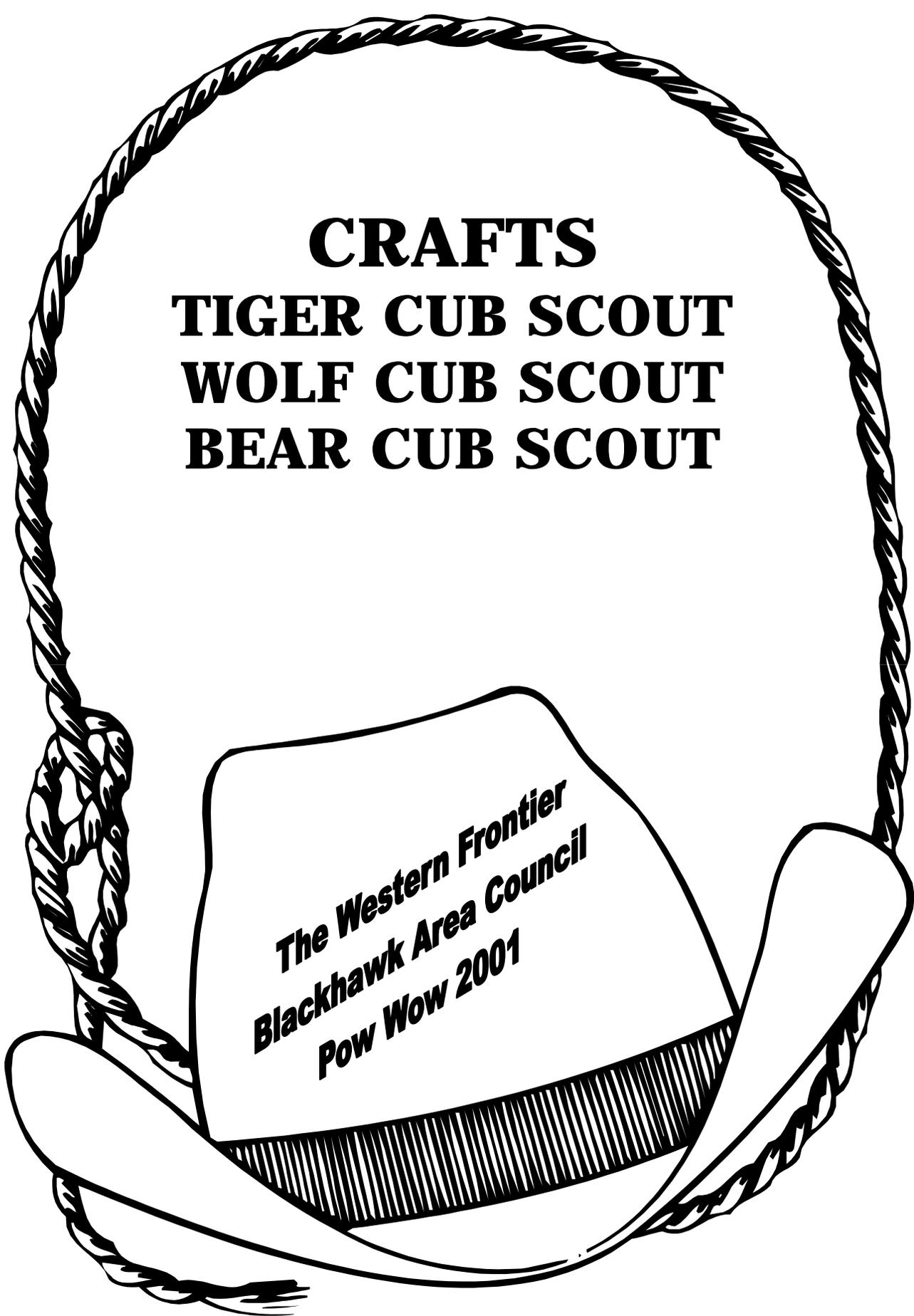
**The Two – Handled Wrap:

Follow directions for the drugstore wrap to fasten the two long edges together. Twist each of the ends together to seal and provide handles.

The Bundle Wrap:

Put food in the center of foil. Bring the four corners up together in a pyramid shape. Twist the ends together to seal, but allow room for heat and expansion.





CRAFTS
TIGER CUB SCOUT
WOLF CUB SCOUT
BEAR CUB SCOUT



*The Western Frontier
Blackhawk Area Council
Pow Wow 2001*

Check List for Successful Leaders

Communication

Good listening is required.

Motivation

People quit because they don't feel appreciated.

Integrity

Internal values needed.

Stamina

Physical and psychological health are vital.

Respect

Means genuinely valuing people and minimizing status differences.

Openness

Intellectual flexibility is required.

Self-Control

Emotions strongly affect followers.

Crafts for the Tiger Cub, Wolf and Bear Cubs

By Kathy Say and Carol Conderman

Many resources can be found to create wonderful craft activities for any Cub Scout, may he be in first grade or fifth grade. One of the main things to remember is that the craft needs to be age

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appropriate for the group you are working with. Scouting is a progressive program and the boys need to have something more challenging to look forward to in the next year.

In planning your craft activities, ALWAYS make a sample. This ensures that the directions ‘work’, the products used ‘work’ and the time – frame allotted for the activity ‘works’.

Plan what to do if a boy completes his project before others, and always have a plan ‘B’ in mind. You will never know what can happen!

Creating a *Den Craft Box* is a great way to store your basic craft supplies. It should include:

Scissors (enough for each Scout in the den)

Glue

Paper – Construction, writing, scraps

Glue sticks

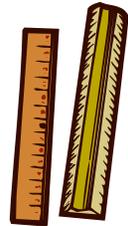
And any artsy/craftsy items you feel Scouts can be creative with!!

Markers

Crayons

Colored pencils

Erasers



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Readers' Digest Christmas Tree

Materials Needed:

Readers' Digest Magazine

Scotch Tape

Spray Paint – green, white, gold, or silver



1. Starting with the first page, fold the top corner down to meet the center crease, making sure the page is folded sharply.
2. Continue folding all the pages to the center crease. It works best to do one page at a time, although the boys will want to take a short cut and fold multiple pages.
3. Fold the front and back covers last, using Scotch tape to secure them together in a tree formation.
4. Spray it with green, white, gold or silver paint. You could even glitter the ends of the tree while the paint is still wet. I would suggest spraying the tree on a newspaper outside if possible.

NOTE: This takes some planning to save up enough *Readers' Digest* for your den. Check with doctor offices or dentist offices to see if you can use their old ones. This is a very easy but fun craft. Even the youngest ones can do this.



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FLAG SUNBEAD

Materials Needed:

6 inch dowel – drill 16 holes	Tape
8 – 27-inch cords	1 suction cup (if desired)
Pony beads	
123 White (W) 33 Blue (B) 84 Red (R)	

1. Take one piece of cording and knot it tightly one inch from the end. Wind the cording through the loop twice as shown before pulling it tight. This will prevent the beads from slipping off.
2. Roll a small piece of tape tightly around the other end of the cord, about an inch from the end. This helps keep the cord from raveling.
3. Starting at the left side of the graph, string the first row of beads from the bottom to the top.
4. After you've finished stringing the first row of beads, thread the cord up through the first hole in the hanger bar and down through the second hole. String the next row of beads going from the top to the bottom.
5. Lay the project flat. To tighten both rows, lift the second row straight up and push the last bead firmly toward the hanger bar. Secure the rows by tying a knot like the one described in step 1 as closely as possible to the last bead.
6. Repeat steps 1-5 until your design is completed.
7. To create the hanger, tape both ends of the remaining length of cording and trim the ends into points.
8. Going from the top to the bottom, thread one end of the cording through the first hole in the hanger bar and knot it tightly around the end of the bar.
9. Repeat step 8 at the other end of the bar.
10. Trim all the excess cording to whatever length you like.
11. You may hang your finished "Flag" from a suction cup.

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Please use the color code below and follow the instructions.

W – White W W W W W W W W W W W W W W W W W

B – Blue W B W B W B W B R R R R R R R R R R

R – Red W B B B B B B B W W W W W W W W W

W B W B W B W B R R R R R R R R R R

W B B B B B B B W W W W W W W W W

W R R R R R R R R R R R R R R R R

W W W W W W W W W W W W W W W W

W R R R R R R R R R R R R R R R R

W W W W W W W W W W W W W W W W

W R R R R R R R R R R R R R R R R

W W W W W W W W W W W W W W W W

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CINNAMON SPICE ORNAMENTS

Materials:

$\frac{3}{4}$ cup ground cinnamon
1 Tbls. Allspice
2 Tbls. Ground cloves
1 Tbls. Nutmeg
1 cup applesauce

Bowl
Wax paper
Cookie cutters
toothpicks
Ribbon for hanger



1. Mix $\frac{3}{4}$ cup of ground cinnamon, 1 Tbls. Allspice, 2 Tbls. Ground cloves, 1 Tbls. Nutmeg, and 1 cup applesauce in a small bowl.
2. Pat out the spice mixture onto wax paper to a $\frac{3}{8}$ inch thickness.
3. Cut out shapes using cookie cutters. Peel away excess dough.
4. Make a hole in the top of each ornament with a toothpick.
5. Let ornament dry on wax paper, uncovered for four or five days.
6. Thread ribbon through the hole and make a hanger.
7. If edges of the ornament are rough, smooth them with an emery board.

Note: I had the boys each bring in different ingredients. These ornaments have a great fragrance and we even painted them with names and dates. I used fabric paints. They last for years if you wrap them carefully.

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PONY BEADS FOR KEY CHAINS

Materials:

Pony Beads: Variety of colors

Cord: 3mm rattail cord or 1/8 inch ribbon

Key Ring

1. Cut cord, find center and mount on key ring or lanyard hook.
2. Follow directions.
3. After beading is complete, tie cord ends in 1-2 overhand knots to secure beads.
If beads are added to ending cord, tie another knot to secure added beads.

NOTE: Pony beads are perfect for crafting with kids! They are bright, colorful and large hole size makes them easy to string. We made several and then sold them as a fund-raiser. This would be great right before the Blue-and-Gold banquet as parents and grandparents would want to buy their boys creation.

WIGGLY WONDER

Ingredients:

1 tsp. Sodium tetraborate (Borax)

1 Tbsp. White glue

water

Food coloring (optional)



Formula:

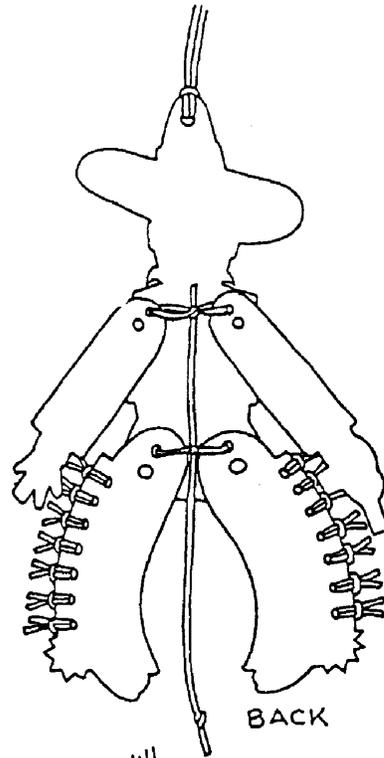
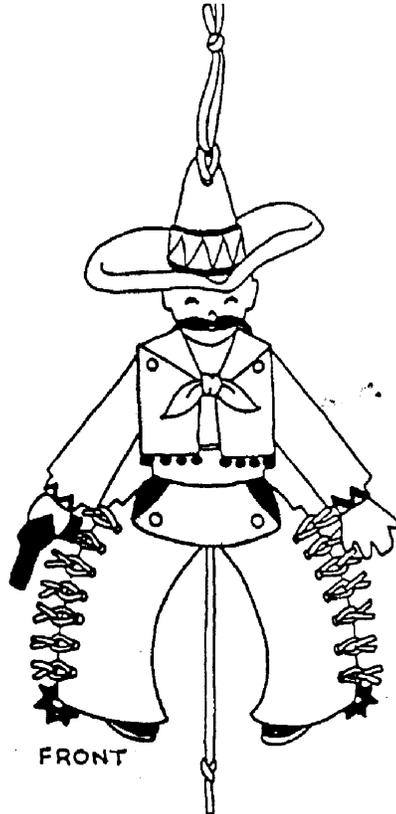
Mix 6 Tbsp. Water with 1 tsp. Borax. In a separate bowl mix 1 Tbsp. White glue with 1 Tbsp. Water. Add 1 or 2 drops of food coloring to make it really disgusting. Stir 2 tsp. Of Borax solution into the white glue solution until the mixture thickens.



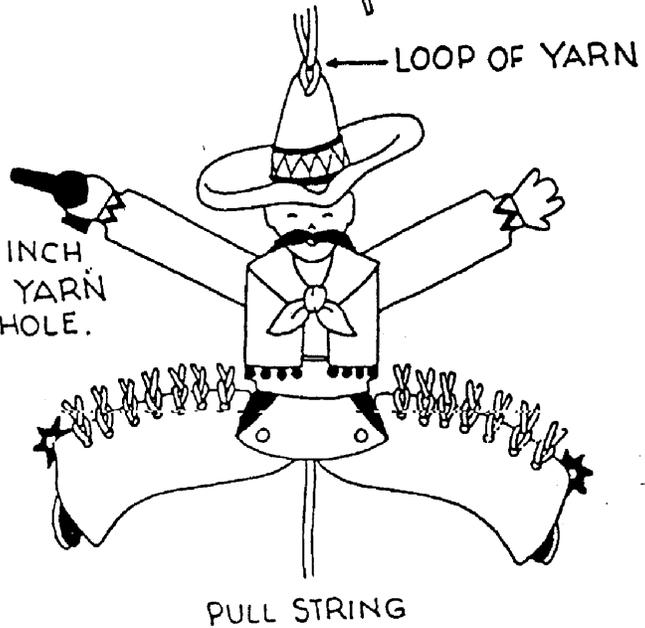
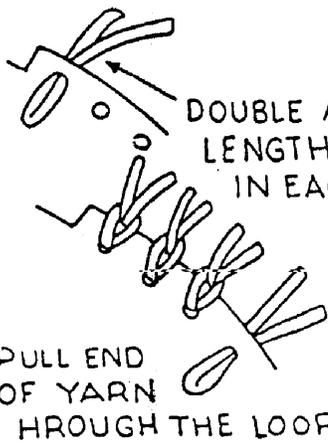
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JUMPING JACK

Enlarge pattern to fit on an 8½" x 11" piece of white cardstock. Let the boys color with crayons or markers. then put together.



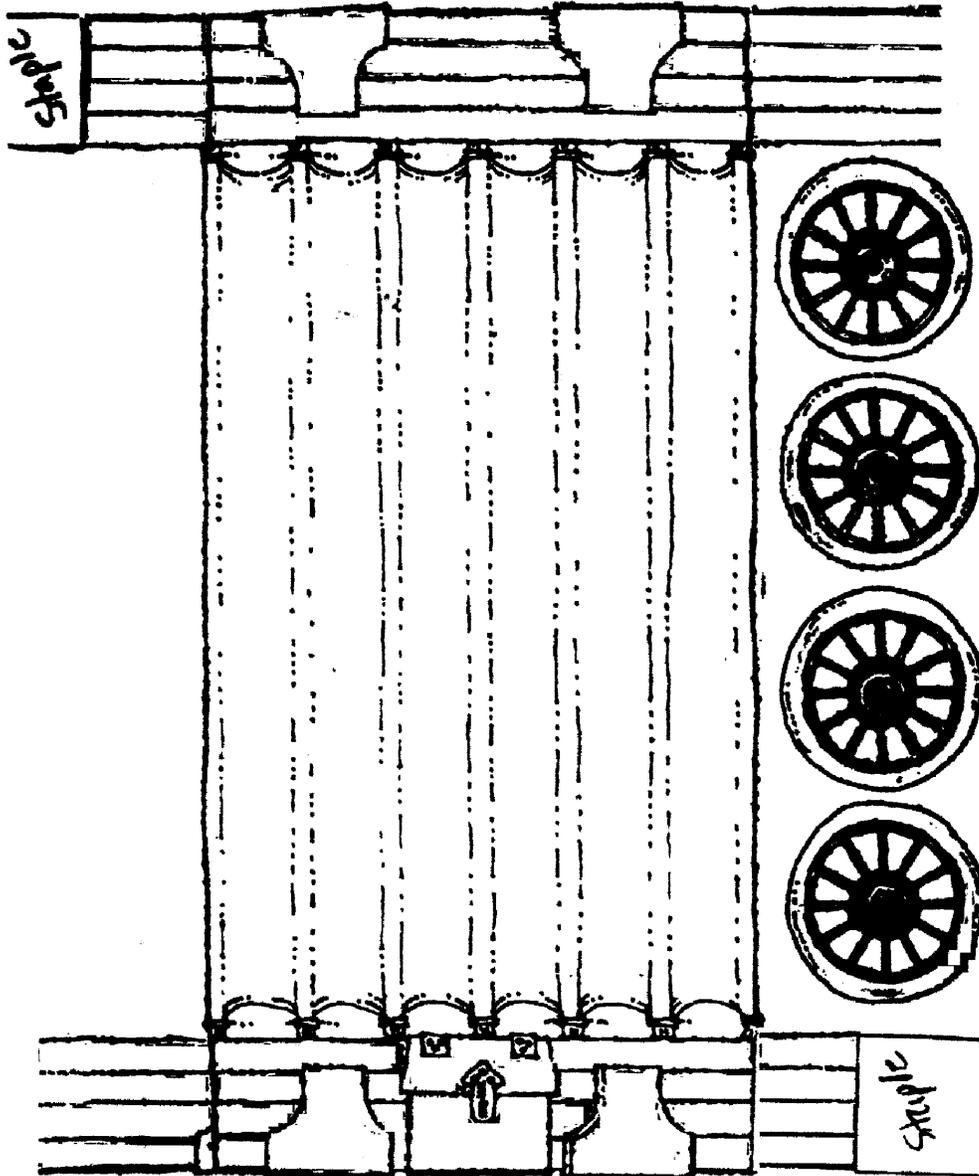
CUT OUT ALL PARTS
AND PAINT.



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COVERED WAGON

Enlarge to fit a standard size piece of white cardstock. Cut out the wagon and wheels. Let the boys color as desired. Fold and staple or tape covered wagon ends. Wheels can be glued or taped onto the sides of the wagon.



CRAFTS

WEBELOS SCOUT

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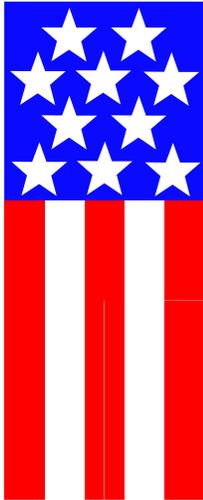
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Crafts for the Webelos Scout

By Kathy Say and Carol Conderman

A craft activity for a Webelos Scout needs to be challenging yet fun. Fun with a purpose of teaching or re-enforcing a new skill he has learned. Craft activities need to be age appropriate for the group you are working with.

Scrounging for materials can be accomplished through the den, pack and pack families, local stores and your community. These projects do not need to be expensive!



Stars and Stripes Wind Sock

Materials Needed:

12 x 18 inch blue nylon fabric	glue gun
12 x 18 inch red nylon fabric	scissors
3 squares of white felt	white twine
1 5-in. ring	

Directions:

1. Use a low-temperature glue gun to attach the 18-inch sides of the blue and red material together, allowing a 1-inch overlap with the glue edge on the top side.
2. To make streamers, cut the red material into 1-inch strips starting at the unglued end, cutting to where the blue material meets the red.
3. Glue top part of the blue fabric to the outer rim of the ring, overlapping one inch of the blue fabric to make a side seam. Glue the blue side seams together down to where the blue material meets the red.
4. Cut eight to ten 2-inch stars from white felt. I found the project went easier if I had these cut out and ready for the boys. They had a difficult time tracing and cutting these. Glue them to the blue portion of the wind sock.
5. Cut three pieces of 36-inch white twine. To make a hanger, cut a 1/8-inch slash in the blue material just under the ring at three points of equal distance around the ring. Poke one piece of string through each hole, and tie securely around the fabric and ring. Tie the three loose end strands of the string about halfway up and again about two inches from the ends.
6. Hang wind sock.

DREAM CATCHERS

Materials:

1 5-inch hoop

Multi-colored pony beads

5 brown

7 red

7 green

Leather lacing-about 11 feet

Assorted decorations

glue

waxed cord-about 15 feet

7 assorted colored feathers



Directions:

1. Starting with the entire length of leather lacing, knot one end to the hoop. Start winding the lacing around the hoop.
2. As you wind the lacing around the hoop, pull excess and slide the lace together so lacing is tight against one another.
3. Keep winding the lacing around the hoop continually pulling it tightly.
4. As you wind to the end, knot the lacing at the same spot where you started to lace.
5. Now for the netting: Tie one end of the Waxed cord to the hoop with a double knot.
6. Loop the cord at one inch intervals all around the hoop. Pull loops tight but leave some slack in between. Continue looping the cord around the hoop every inch. When you reach the double knot, start a second row by looping the cord in the middle of the slackened area. Continue making more rows of netting until you reach the middle. As you wind to the center of the hoop, you may add several beads, approximately seven, to form a circle. Complete the netting by leaving an open space about $\frac{1}{4}$ inch in diameter in the center and tying a knot to secure netting in place.
7. Locate the leather lacing and cut a piece approximately 6 inches long. Feed the end through the hole in one of the decorations. Knot or glue end to side of lace and wait to dry. Slip on about 3 beads from other end of the lace and place aside.
8. Cut another piece of leather lacing approximately 6 inches long. Glue end of feather to end of lacing and wait to dry. Slip on about 3 beads from other end of the lace and put aside.
9. Cut another piece of leather lacing approximately 6 inches long. Tie a double knot around the arrowhead as shown and add a dab of glue to hold in place. Slip on about 3 beads from other end of the lace and put aside. You can be as creative as you like, just use your imagination.
10. Glue the ends of about 3 feathers to the hoop. Next place one of the ornaments over the feathers and tie in place using any cord. Tie the decorations you make earlier to the bottom and sides of the Dream Catchers, using a knot.

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Milk Carton Ice Candles

Materials:

Pint-size milk carton

Cooking oil

10-inch twine or cotton wick

scissors

Paraffin

ice cubes

double boiler

food color

pencil



Directions:

1. Wash and dry a pint-size milk carton. Cut off the flaps. Lightly coat the inside of the carton with cooking oil.
2. Make a small hole in the bottom of the carton with the point of the scissors. Tie a 10-inch piece of twine or cotton wick with a pencil, which will rest on top of the carton. Pull the string taut from the outside bottom of the carton, and tie a knot to secure the wick in place.
3. Next melt paraffin in the top of a double boiler. You can use a metal coffee can, being careful of the hot wax. You can add food coloring to the melted wax if desired. When the candle hardens, the color will lighten.
4. Fill the milk carton with ice cubes, then carefully pour the melted wax into the milk carton. Allow the candle to cool for about two hours or until completely hardened.
5. Unmold the candle over the sink so that the water from the melted ice cubes goes down the drain. Gently tear off the sides of the carton. Trim the twine (attached to the pencil) to candlewick length. The candle will be filled with interesting holes and tunnels where the ice cubes once were.

Pony Beads for Key chains

Materials:

Pony Beads: Variety of colors and

Key Ring

Cord: 3mm rattail cord or 1/8 inch ribbon

4. Cut cord, find center and mount on key ring or lanyard hook.
5. Follow directions.
6. After beading is complete, tie cord ends in 1-2 overhand knots to secure beads. If beads are added to ending cord, tie another knot to secure added beads.

NOTE: Pony beads are perfect for crafting with kids! They are bright, colorful and large hole size makes them easy to string. We made several and then sold them as a fund-raiser. This would be great right before the Blue-and-Gold banquet as parents and grandparents would want to buy their boys creation.

Cub Scout

Materials

- Two yards cord or 1/8" wide ribbon
- Pony beads: 38 blue for uniform; 14 skin color; 6 yellow for hat and tie; 4 hair color; 6 black for belt and shoe
- Key ring or lanyard hook
- Thick craft glue, scissors

Instructions

1 Get started. Follow instructions in Steps 1 and 2 of "Girl Scout With Sash and Hat", making the following change in Row 1: substitute uniform beads for two yellow hat beads (*Note: Substitution is not necessary.*)

2 Make the Scout. See Chart. Refer to Row 1 and Figure 1 of "Girl Scout With Sash and Hat" substituting beads as indicated on chart to complete rows. For arm (see Row 7), use *one* cord to thread on two uniform beads and four skin beads (*Option: For long sleeves, thread five uniform beads and one skin bead*). See Figure 2. Thread cord back up arm. Repeat same for other arm. Pull up cords. For belt, leg, and shoe (see Rows 11 - 17), use one cord to thread on two black beads, ten uniform beads, and two

black beads. See Figure 5. Thread cord back up. Pull up, adjust, and tighten cording. Cord will end in center. Repeat same for other belt, leg, and shoe. Work one loose cord from center through other belt. Repeat same for other loose cord. Tie knots at sides of belt using side row of body cord. Pull up, tighten, make another knot. Apply glue on knots to secure. Trim excess cord.

Have lots of fun making these Scout key chains to look like you!

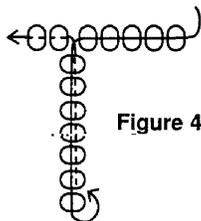
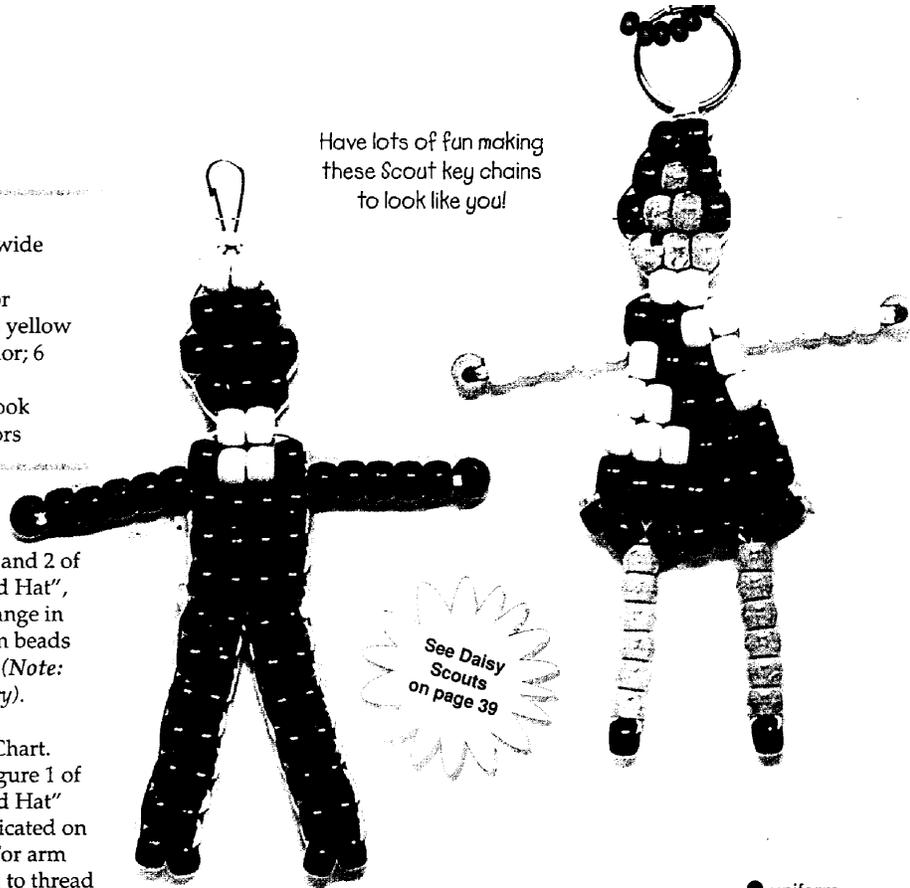
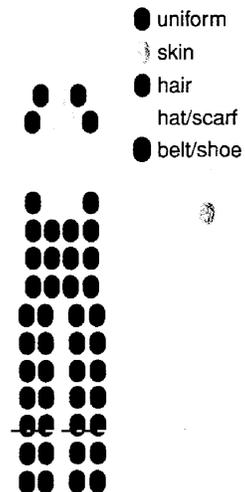


Figure 4



Figure 5

- row 1
- row 2
- row 3
- row 4
- row 5
- row 6
- row 7
- row 8
- row 9
- row 10
- row 11
- row 12
- row 13
- row 14
- row 15
- row 16
- row 17



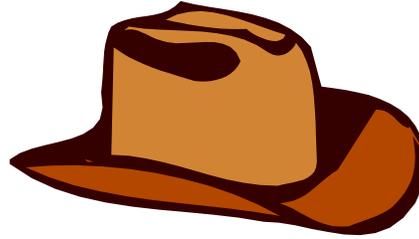
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COWBOY HAT STAND

A great way to recycle Pringles cans!

Materials:

- Empty Pringles can
- Sisal type rope
- Epoxy type glue
- Large dowel (suggest ¾")
- Hot glue and gun
- Exacto knife

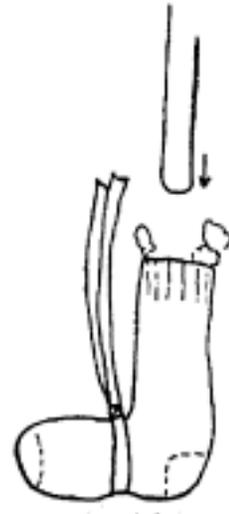


1. Cut dowel to be approximately 14 inches in length.
2. Take lid of Pringles can and make an "X" with Exacto knife, slide dowel through the "X".
3. Put glue on the bottom of dowel and replace lid on to can. Make sure the bottom of the dowel is pressing against the bottom of the can. Let set until glue is dry.
4. With rope, beginning at the top of the can (over the lip of the lid), hot glue the rope onto the side of can, wrapping it around as you go.
5. At the bottom, finish off and cut the rope. It is a good idea to put hot glue on the cut ends of the rope to help them from fraying.

SOCK HOBBY HORSE

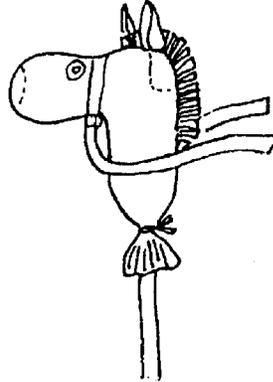
Materials:

- 1 sock
- cotton stuffing
- 1" dowel (broom handle)
- wide ribbon
- felt scraps
- yarn
- hot glue gun



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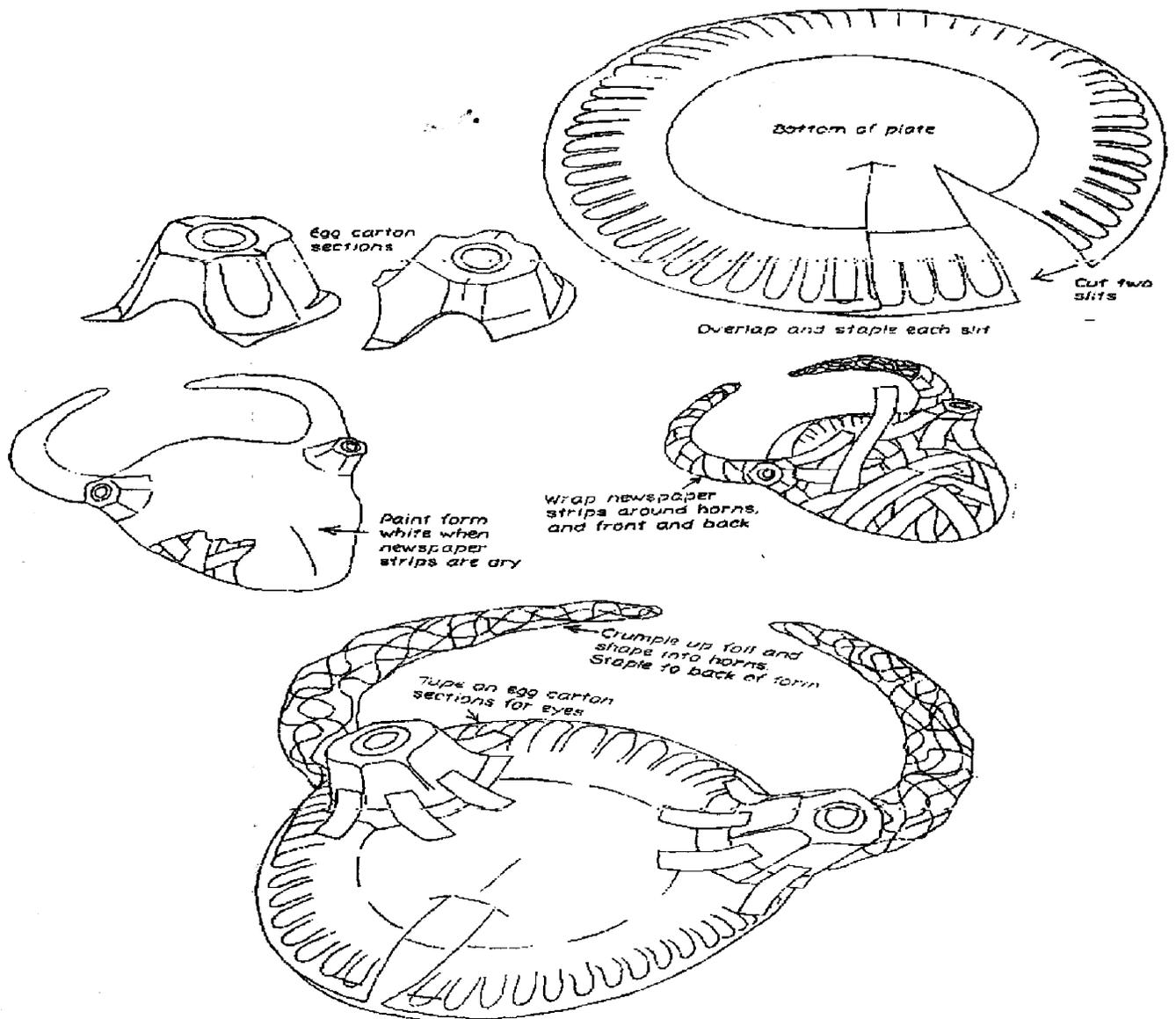
1. Stuff sock to heel.
2. Tie with ribbon to make face. Leave the ends of the ribbons long for reins.
3. Put in dowel and stuff all around the stick to fatten the horse's neck.
4. Tie off bottom with yarn
5. Use hot glue to attach felt ears and eyes, and yarn mane.



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SUN DANCE SKULL

- Materials:
- Paper mache paste
 - Newspaper strips
 - White 9" paper plate
 - Egg cartons, 2 egg sections
 - Aluminum foil
 - Tempera paint in white, black and red
 - Yarn for hanging
 - Paintbrush
 - Masking tape
 - Stapler
 - Scissors
 - Feathers
 - Scrap pieces



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SUN DANCE SKULL continued

DIRECTIONS:

Cut two slits in the paper plate and staple so that the plate bends in the middle.

Tape the egg carton section on for the eye sockets.

To make the horns, shape two pieces of foil to about 8" long. Staple each horn to the back of the paper plate at the top.

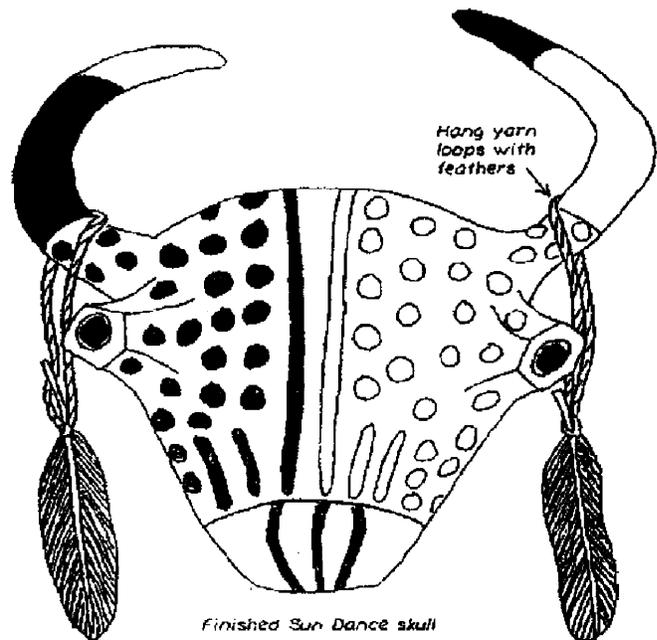
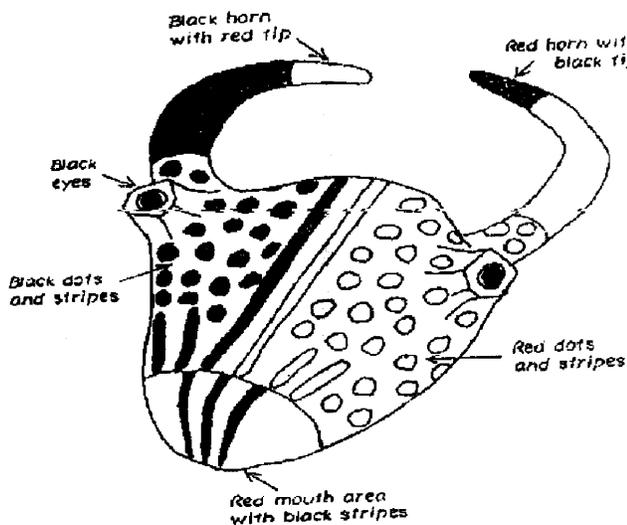
Place crumpled up newspaper under the paper plate for support while you work. Cover the skull form, front and back with one layer of newspaper strips (except for the tops of the egg carton sections). Let dry overnight.

Add a second layer of newspaper strips and let dry overnight

Paint the skull with two coats of white tempera paint on the front and back. Let dry

Paint dots and stripes with red and black paint, as shown. Let paint dry.

Tie a loop of yarn to each of two feathers and hang one from each horn. To hang finished skull, staple a piece of yarn to the back.



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Suncatchers - Cub Scout Pack or Boy Scout Troop Numbers

Display your pack or troop number at home in your window or from your car window.
Make this as a present for your leader!

What You Need

- Pattern (see below)
- Drinking straw
- Clear plastic lanyard (Rexlace)
- Scissors
- Red transparent beads (7mm) (See Note)
- Clear transparent beads (7mm) (See Note)
- Tacky glue
- Suction cup (with a hook or with a slit)



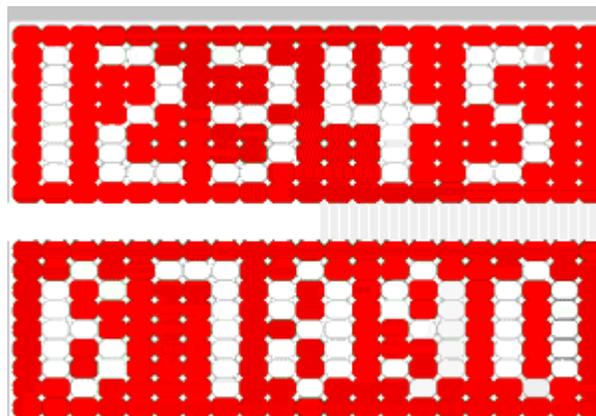
How To Make It

Note: See pattern layout. Choose the numbers from the pattern for your troop number and count the number of clear beads. You need enough red to go around the numbers and to put 1 row of red between each number.

1. Cut strips of clear Rexlace, one for every row in the pattern, that are 10 inches long.
2. Fold each strip of clear Rexlace in half so that they curve towards each other. (Rexlace has a natural curl in it.)
3. Fold each strip around the straw and string the beads over both layers of clear Rexlace in the order the beads go on the pattern. Do one column at a time.
4. After each column is finished, tie a knot at the end.
5. Put a drop of tacky glue in each knot to help it stay.
6. Let all of the knots dry and then cut off the extra clear Rexlace at the ends.
7. Trim the straw so that it is a little longer than the suncatcher on both ends.
8. Run a piece of Rexlace through the straw and make a loop to hang the suncatcher from. Tie a knot at the end and put a drop of glue in the knot.
9. Hang it from the suction cup and enjoy!

This project was contributed by:

Sharon Mehl, sharon@kidsdomain.com, 04/01



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Cub Scout Bulletin Board

What should you do with all those patches you earn before they are sewn on your brag vest? How about last year's Quality Unit patch? Where should you put that the shooting range page you did in camp? How about making a Cub Scout Bulletin Board to display everything?

Parental supervision is recommended.

What You Need

- Bulletin board
- Bright blue spray paint
- Newspapers
- Warm but not too windy day
- Cub Scout memorabilia
- Tacks
- Hammer
- 2 Nails
- 2 Picture hangers
- Level (to help hang pictures evenly), optional



How To Make It

10. Take the bulletin board outside.
11. Lay the newspapers out on the grass.
12. Lay the bulletin board on the newspapers.
13. Using a sweeping motion, lightly cover the bulletin board on the top and sides with spray paint.
14. Let dry.
15. If needed, spray a second coat and let dry.
16. Attach picture hangers to the top of the bulletin board, close to the outside edges, equally spaced.
17. Find a wall in your bedroom (be sure to ask your parents!) to hang your bulletin board.
18. Hammer in one nail, but leave about 1/4" away from the wall.
19. Place one of the picture hangers on the nail.
20. Place the level on top of the bulletin board. Move the opposite corner of the bulletin board up a little or down a little until the **bubble** is in the center area. Use the nail to make a tiny mark where you should hammer (make sure it lines up with the middle of the picture hanger).
21. Set the level and the bulletin board down.
22. Hammer in the other nail, but leave about 1/4" away from the wall.
23. Hang up your bulletin board.
24. Use tacks to attach your patches and other memorabilia to the bulletin board.
Note: It's also a good way to avoid losing your pins!

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This project was contributed by:

Sharon Mehl, sharon@kidsdomain.com, 04/01

Camping Buckets

Our Cub Scout Pack makes these buckets every year to take to Day Camp. The boys decorate them to match the Camp "theme". The boys can bring their rain ponchos, bug guard, sun screen, etc. and place them in their own bucket. The buckets also provide something to sit on at a table.

Parental supervision is recommended.

What You Need

- 5 gallon new (empty) paint buckets with lids (see tips below)
- Permanent markers or "Painters" paint markers
- Paints and sponges, optional
- Pliers, optional



How To Make It

25. First thing you need to do is remove the tear strip from the lid! If you can't pull it off by hand you can use the pliers to help you get a firmer grip.
26. Let the children use markers or paint and sponges to decorate their paint buckets in the Camp theme. Note: Our theme this year is Cubs Around the World.
27. Give each child a list of supplies they need to bring to camp and have them bring it in their bucket.

Tips

Purchase the paint buckets through your local Home Improvement or Paint Store.

Note: The paint and markers being applied to a slick surface is likely to chip. If you would like to mix in equal parts of Plaid Folk Art paint with Glass & Tile medium the paint may adhere better. Generally though, the buckets were made just to decorate camp for one week and did just fine enduring the week of being bumped around.

The buckets come in handy to hold an individual child's projects, such as lanyard projects, in and they don't get mixed up. It is also an easy way for them to bring everything home on the last day of camp.

This project was contributed by:

Sharon Mehl, sharon@kidsdomain.com, 04/01

The 7 - Ups

Wake Up - *Decide to have a good day.*

Dress Up - *The best way to dress up is to put on a smile. A smile is an inexpensive way to improve your looks.*

Shut Up - *Say nice things & learn to listen. We have been given two ears and one mouth so we can do twice as much listening as talking.*

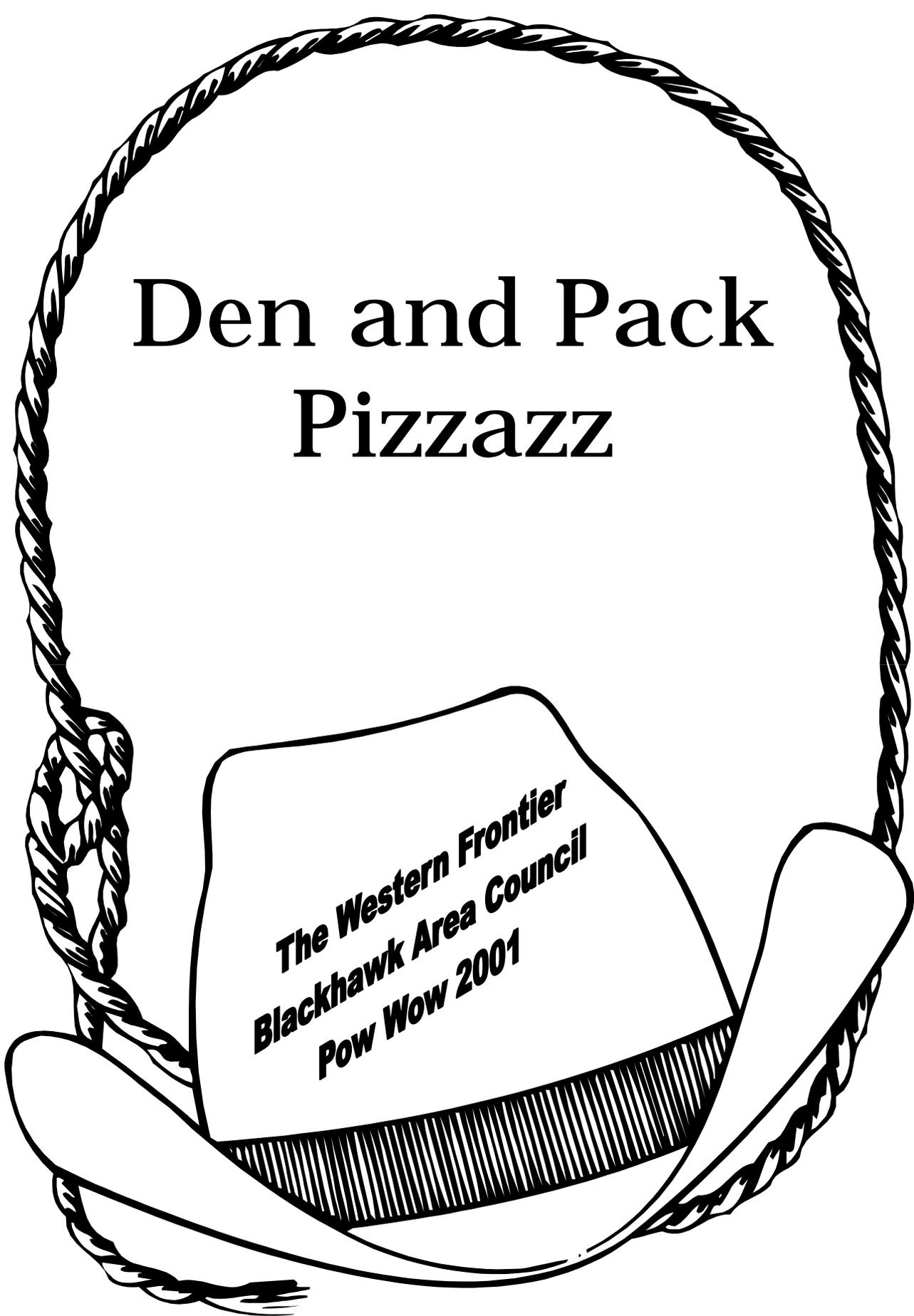
Stand Up - *For what you believe in. Stand for something or you will fall for anything.*

Look Up - *To our higher power who gives us strength to do everything through Him who gives me strength.*

Reach Up - *For something higher. As Jiminy Cricket sings "High Hopes" Always try to better yourself.*

Lift Up - *Your Prayers. Do not worry about anything; instead pray about everything.*

Have a great day and remember the 7-ups of life.



Den and Pack Pizzazz



**The Western Frontier
Blackhawk Area Council
Pow Wow 2001**

Den and Pack Pizzazz

Steve Squier, Wanchanagi District

Blackhawk Area Council, BSA

What is Pizzazz?

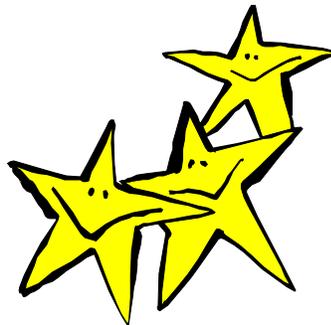
- Fun
- Excitement
- Participation
- Energy

Why is Pizzazz important?

- Pizzazz keeps your Cub Scouts' motivation high
- Pizzazz helps to increase parent participation
- Pizzazz assists in maintaining a cohesive leadership/committee group
- Pizzazz keeps attendance high, and fewer Scouts drop out of the program
- Pizzazz increases the value of any Cub Scout program
- Pizzazz ensures that Scouting ideals/values are more readily accepted and retained
- Pizzazz demonstrates the attractiveness of your program to other potential Scouts
- Pizzazz at pack meetings will carryover the spirit into the den meetings
- Pizzazz is just plain FUN

How difficult is it to add Pizzazz?

- The level of Pizzazz added depends on the effort expended
- Simple additions to your meeting can provide substantial benefit
- There are multiple resources available – not just Scouting resources
- No special talent is required to inject Pizzazz into your meetings
- Some minimal preparation and planning will go a long way
- Time and creativity are your best allies in generating pizzazz



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Activities for Pizzazz

The idea of pack meeting Pizzazz shouldn't stop with just the addition of a skit or a stunt. For a real “pizzazz” of a meeting, a more holistic approach should be considered. The following ideas and suggestions are meant to spark creativity and provide ideas for pack meeting improvements that naturally blend together and make the entire meeting fun for all.

- Remember you have two audiences - boys and parents. Good attendance depends on pleasing both groups. Boys will want to come if it's fun; however, if the parents are bored, they will either drop off their child (not good) or just not come despite their boy's feelings (even worse). Ensure that the meeting is well planned and fun for all.
- Use recognition freely. Give out pack meeting (or den meeting) segments as attendance prizes. Den doodles can be used to display beads given out for dens that participate each month in skits, songs, etc. Parent attendance ribbons reward those dens with the best ratio of parents to boys at each meeting. Honor den ribbons or beads can be awarded to the dens that behave best at each meeting.
- Insert songs periodically in your meetings - action songs with motions are best to keep spirit high. If songs have not previously been an integral part of meetings, it may take a while for the boys (especially the older ones) to get in the groove and accept that singing is fun. But if the songs are well chosen and entertaining, they will soon participate.
- Audience participation skits can take several forms. The standard "repeat noise after word is mentioned" are familiar and work well to get everyone involved, but there are a variety of ways these skits can be modified to add uniqueness to the meeting. For example, have everyone learn all responses and rotate from group to group when a key word is mentioned (this works best with small number of groups). Or simply have everyone perform the sound effects together as a group for a narrated story.
- Action stories such as the old faithful "Goin' on a Bear Hunt" and multiple motion stories like "Cub Scout in a Toy Shop" work well, even with a large group. These also work to get the “fidgeties” out of the Scouts early in the meeting.

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- Yes, you *can* play games at a pack meeting, regardless of your group's size! Choose "group" games that require motion and participation from every boy. Stay away from "spectator" games that involve only a few Scouts. Game rules must be simple and easily explained. Relay races work best with smaller groups and can be modified to adjust to larger groups. Solicit parents to help if necessary, and be sure to give them explicit instructions of what they are supposed to do.
- Examples of large group games: "Barnyard Mixup" (Communication theme); "Big Bang" (Space theme); "Santa's dilemma" (Christmas theme). The same type of game can be developed for any given theme with very little additional work. If desired, give out small favors to all participants.
- Costuming can set the tone for the evening, help establish the theme and keep it visible throughout the meeting. Encourage assistants and den leaders to “dress the part” also. This can be nothing more elaborate than an appropriate hat or other simple prop.
- Make announcements fun. For example, if relating information for an upcoming bike trip, ride up to the front on a bike ringing a bell. For a pinewood derby announcement, "drive up" in a cardboard derby car cutout. For a Christmas caroling activity, get a few leaders to sing a song. Use your imagination!
- Use applause stunts liberally. Make them active (stand up, shout, wave arms, etc.). These do not have to be short, they can last up to a minute - you can gauge the length by the response of the boys. Be creative - make them up keeping with the theme! Anything will do!
- Try a refreshment table, with each den providing the goodies for a month. The boys certainly enjoy it, and because this gives a reason for the families to stay after the meeting a little longer, it gives leaders a chance to visit with parents before they all hustle out.



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Planning for Pizzazz

Pizzazz requires having the entire meeting agenda worked out ahead of time; with experience you will know how long things take. Have all props ready and in place. Have leaders or assistants selected and briefed before the meeting begins so the flow is not disrupted as you move from one event to the next. Plan for longer than the required time, in case things move more quickly than expected (which rarely happens!)

- ┆ Be sure to open the meeting with a Bang! This sets the tone for the evening. Don't open with announcements or speakers (beyond the normal welcomes). Use a song or a skit to get the meeting moving. Taking roll call using Den Yells is another way to let loose some early energy.
- ┆ The boys have a lot of energy. You can not expect them to contain it for the entire meeting. So keep it focused and channeled as best as you can into the pack meeting activities. Allow several controlled (in a sense) outbursts during the meeting to let off steam (for example, den yells, games, applause stunts).
- ┆ Use variety. Don't stick to the same format for every meeting. Juggle things around. Use a song in place of a participation stunt; put together a leaders' skit for fun. Look for opportunities to be different (and of course - come to Cub Scout Roundtable for ideas!).
- ┆ There are always parts of any meeting that drag. Intersperse slower moving activities (for example, awards, speakers, announcements, leader/parent recognition, uniform inspection) with more exciting ones (skits, games, cheers, applause stunts, run-ons). Don't dwell longer than about 10-15 minutes on "slow" events. However, even slower events will hold interest if kept moving and presented enthusiastically. Have your more polished and enthusiastic parents and leaders perform "guest speaker" duties occasionally.
- ┆ Try to keep advancement ceremonies near the end of the meeting. These have special significance and meaning, and it provides a good wind-down for the Scouts and gives them something to reflect upon and leave with.
- ┆ Use guests and guest speakers to add variety. No one wants to see the same person up front all of the time. However, remember you have little control of the time they take, once they are center stage. Choose carefully those guests who have worked with school age children frequently and who have experience with what kids find interesting. Work them into advancement ceremonies if possible.

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- ✦ Even the most interesting subject can be boring if poorly presented. Ensure that any presentation is structured for your appropriate age group. Be mindful of subject matter - certain subjects or demonstrations (for example, a kick boxing demonstration) may not be appropriate for Scouting functions. Let the Pack committee assist in selecting and approving outside guests and subject matter.
- ✦ Plan out monthly themes well in advance, typically at the yearly planning meeting with the pack committee. Remember that the themes listed for each month in the BSA literature are suggestions – feel free to change the order or substitute themes as desired. Occasionally the summer themes have much better “fun” potential than those during the school year, and you may wish to use them to replace a less
- ✦ appealing theme. However, be mindful that roundtables and Boy Scouts of America national magazines and Program Helps stick to the listed themes for resources and activities.
- ✦ Keep the meeting moving. Don't give your audience time to lose contact with what's happening in front. Follow each activity with something else promptly (be prepared!)
- ✦ A good pack meeting Master of Ceremonies (MC) has the respect and commands the authority of the boys, but can still be silly and have fun. With the necessary authority, the MC can control the tempo and flow of the meeting, and can quiet the Scouts down when necessary. There is a delicate balance between exercising this authority and developing the required camaraderie simultaneously. If the meeting is run too strictly, there is no fun. If the meeting is only loosely organized, there is no control. Experience with your particular group is the best teacher. Find the right balance and your meetings will be the talk of the town!
- ✦ Get the boys involved in the pack meeting. Use older (Webelos) Scouts to provide run-ons at appropriate times (written out ahead of time on index cards). Use older boys (Webelos) in leader skits and in advancement ceremonies for younger Scouts – this keeps the older Scouts in attendance at pack meetings and gives them the additional responsibility that the younger ones will look forward to. The pack meeting should be participatory, not spectator-oriented!

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- ✦ Use parents occasionally to keep them involved in the meetings:
 - ✦ • Include them in skits (for example, “The Night Before Christmas” poem)
 - ✦ • Have them lead songs (for example, the conduit chimes)
 - ✦ • Ask them to help monitor games
 - ✦ • Don't allow them to always be spectators - get them involved in the fun!

- ✦ Experiment! Try different things - sometimes they work, sometimes not, but don't be afraid to add spice and variety. No one will say your meetings are predictable!

- ✦ You can find ideas for pizzazz in the *Cub Scout Leader How To Book*, *Sparklers*, *Boy's Life* and *Scouter Magazines*, on-line, the library, joke books, pow wow books and other leaders.

Logistics for Pizzazz

- ↪ Start the meeting on time! Do not wait for all stragglers to arrive. You have only a certain amount of time, and you must finish on time even if you start late (bedtimes, and all that). It is not fair to those who came early to sit and wait. By starting on time you show you are well organized and intend to keep to the schedule. Parents will learn to arrive on time. You want the meeting to seem too short rather than too long! The meeting should be over before they are ready or expect it!

- ↪ The meeting must close at the scheduled time! If the meeting is scheduled for one hour, then keep it to an hour, even if it means cutting out some of the activities you had planned to include (for example, a song or audience participation stunt). Nothing reduces the enjoyment and impression of the meeting more than a significant time overrun. However, DO NOT eliminate any activities that the dens have prepared for (for example, a den skit or song).

- ↪ Establish control of the group - Sign up, mouth shut. Do not compromise on this. Set the tone for the year at the first meeting and show you mean what you say. If it takes three minutes to get everyone quiet, so be it - it will take less time after that. This goes for parents, too. This is your main control of the group - be firm. Do not capitulate and go on even if only a couple of boys are talking. If the pack meetings are fun and full of pizzazz, the boys will gladly cooperate to continue, and peer pressure will work.

- ↪ With large groups in large rooms (e.g., gymnasium) use a microphone. Even the loudest voice is lost in the back and attention wanes. If no one can hear, they tune out, and even the most hilarious skit is a failure.

- ↪ Have boys sit up front in groups BY DENS. Keep parents behind. Allow boys as far front as possible without disrupting the action - this keeps their attention focused. Having them sit on the floor is usually the best. It provides the ability to get them closer to the action.

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- ↳ Consider using a pack newsletter to inform everyone of details of upcoming events. This reduces the announcement time during the meeting to a minimum (basically just an acknowledgement of the event and referral to the newsletter). Also awards can be printed in the newsletter - boys like to see their name and it gives parents something for their scrapbook. Den news can also be printed - let the denner write the news story (boys rather than den leader). This of course requires a little additional organization at the pack level.



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Cubby Scout's Thanksgiving

A Cub Scout Mad Lib[©]
Steve Squier, Wanchanagi District

Cubby Scout looked up from the table after grace had been said and noticed all the things he was thankful for. Sure, he was thankful for all of his toys – the shiny red noun that he got last Christmas, the action figures of famous person and famous person, his very own noun that says exclamation when you squeeze it, and his most favorite – the brand new noun that he kept in a box under his bed.

But there were other things Cubby was thankful for as well. His family, all gathered here at his house for Thanksgiving, made him feel happy, safe and secure. Friendly Uncle proper name worked at Wal-Mart in the noun department, and prided himself by the number of pl noun that he sold to the many people that shopped there. Great Grandfather proper name used to work on the railroad as a(n) occupation and Cubby would always enjoy hearing him tell stories about wild pl noun and what life was like when Great Grandfather was only number years old. Aunt proper name was nice, too, but Cubby didn't care much for the way she would pinch his body part and say "What a adjective adjective boy you are getting to be!" every time she visited.

Cubby looked at the food on the table and his body part began to water. What a adjective meal that his Mom had prepared for everyone! The glistening food was sitting in the middle of the platter, stuffed with food and surrounded by several food. A big steaming bowl of food was sitting next to a molded food salad, and a large basket of buttered food gave off the delicious scent of fresh pl noun. Everyone was adjective, as you could tell by the sounds of exclamation and exclamation around the table.

Yes, Cubby quietly gave thanks for everything he had, as he grabbed his tool and hungrily dug into his heaping pile of type of rubbish.

THE END

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The Bug Lecture

An audience participation skit
Steve Squier, Wanchanagi District

Cubby Scout awoke with a start as his *alarm* went off. He was in a bad mood as he came down for breakfast. “Why so glum?” asked his mother as she continued to stir eggs, *sizzling* in the skillet. “Today is the day we have our bug lecture at school,” Cubby *snorted*. “It’ll be soooo boring!” as he sat down with a *plop*. “Well,” replied his mother as the toast popped up with a *boing*, “why don’t you wait and see how it turns out before you make up your mind?” “I suppose,” Cubby *sighed, mumbling* to himself as he *gobbled* up the last of his breakfast.

On the walk to school, Cubby’s spirits lifted somewhat as he could hear birds *singing* in the trees. He found his friend Wally at their usual meeting place by the construction site. “Hi Cubby!” said Wally, cheerfully and loudly *chewing* his gum. The construction workers were already busy. Several men were using *power saws*, a woman was breaking up concrete with a *jackhammer*, and dump trucks, as they drove around the site, seemed to be *coughing and gasping*. “Hi Wally,” said Cubby as the dust made him *sneeze*.

After lingering a little too long listening to the construction foreman *barking* orders at his crew, the boys ran off for school, barely getting to their classroom as the last school bell *rang*. Kids in the classroom were still *shuffling* about, and you could hear the sounds of desk tops *creaking*, chalk *scraping* on the blackboard, and girls in the back of the room *giggling*.

“Quiet down children,” said Ms. Roberts, *clapping* her hands quickly. “Today we have a special visitor. Mr. N. Tom Hology from the museum is here to talk about bugs and things.” The class let out a *groan*. Mr. Hology entered *shuffling* his feet and carrying a huge wooden tray, which he set on Ms. Roberts’ desk with a *clatter*. On the tray were several glass jars containing live specimens of all sorts of bugs.

Before speaking, Mr. Hology pulled out a large handkerchief and gave his nose a long *blow*. “Bugs are fascinating creatures,” he began in a very slow monotone voice. He continued speaking, and before long, even Ms. Roberts nodded off and began to *snore*. As Mr. Hology reached again for his handkerchief, he accidentally leaned on one edge of the wooden tray, toppling it onto the floor with a *crash!*

Before anyone could move, all of the bugs were loose in the room! A horsefly *buzzed* up Ms. Roberts’ dress, causing her to emit a high-pitched *squeal*. Into the

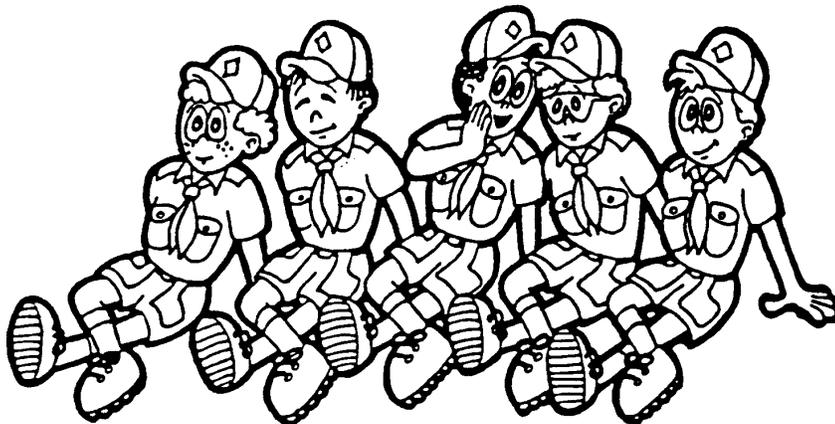
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drinking fountain jumped a noisy brown *cricket*. A huge spider crawling on the floor had many of the children standing on their desks *screaming*. A big black beetle had crawled up Wally's pant leg and he was trying to shake it loose by *stomping* his feet on the floor. A bumblebee had gotten trapped inside Mr. Hology's shirt, and all you could hear was a *buzz*, a *slap*, and an "*Ouch!*" from Mr. Hology, over and over.

When Cubby returned home after school, he was all smiles. He grabbed an apple off the table and gave it a big *crunch*. He could hear his mother in the den *clacking* the keys on the computer, as he walked in and plopped into the beanbag chair with a *squish*. "I guess your lecture turned out OK", his mother asked as she *slurped* her coffee. "You bet!" exclaimed Cubby, *snapping* his fingers. "It didn't bug me as much as I thought!" And they both *laughed*.

THE END

[For the above audience participation skit, everyone in the audience is allowed to perform the sound effects that occur in the story. The story is narrated so that everyone can easily hear. Whenever the narrator reaches a bold, italicized word, he/she pauses to allow the audience to fill in the appropriate response.]



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Y2K Computer Upgrade Cheer

An audience participation cheer
Steve Squier, Wanchanagi District

In the new millennium, the older computer systems we are familiar with may just not be appropriate for the advanced programs and applications sure to appear on the horizon. Therefore, to celebrate this communication and information processing breakthrough, we must upgrade our old computer system with one more capable of managing the requirements of the next century.

On our old computer system, the primary input device was the manual KEYBOARD, files were stored on myriads of FLOPPY DISKS, and output was relegated to the snail-like DOT MATRIX printer. Our computers were managed by the revolutionary but somewhat quirky operating system MS-DOS. We communicated by TELEPHONE CALLS, and information searches were handled through visits to our PUBLIC LIBRARY.

In the year 2000 and beyond, we will control computer input using VOICE RECOGNITION, and huge amounts of information will be stored on rewriteable CD-ROMs. Any hard copy output required in our “paperless” offices will be accomplished through high speed LASER PRINTERS. Primary communication will be on-line through E-MAIL, and all of our information requests will be handled via the INTERNET. This whole, complicated interconnecting system of components will be ably managed with our improved, sophisticated operating system, WINDOWS 2000.

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Instructions for Y2K Computer Upgrade Cheer

As a gathering activity, create individual cards (in the shape of some recognizable computer device such as a monitor or a mouse) that can be given to each person on arrival – these can double as nametags if desired. Each card will contain either the first or second part of one of the combined computer terms listed below. The person must find the other part of their particular term and form a group with others having the same computer term. The sounds for each term should be listed on the back of each card.

Once everyone has collected in their respective groups, have the “old” computer system groups move to one side of the room, while the “new” computer system groups move to the opposite side. Then begin the audience participation cheer as described on the previous sheet. As each computer term is read within the “old” system paragraph, that group should respond with their sound and keep it up until all sounds for that system are occurring simultaneously. Then repeat for the “new” system paragraph. To ring in the New Year, have the cheer leader conduct all sounds simultaneously so that the old system is loud at the beginning, and fades away as the new system sounds replace them and gather volume.

Old Computer System:

<i>First Card</i>	<i>Second Card</i>	<i>Sound</i>
Key	Board	“clack clack”
Floppy	Disk	“clickity chunk”
Dot	Matrix	“”dit dot dat”
MS	DOS	“crash and burn”
Telephone	Call	“ring ring”
Public	Library	“ssshhhhhh!”

New Computer System:

<i>First Card</i>	<i>Second Card</i>	<i>Sound</i>
Voice	Recognition	“file save”
CD	ROM	“whirr whirr”
Laser	Printer	“ZZZZZZZZZZZ”
E	Mail	“you’ve got mail”
Inter	Net	“zip zip zing”
Windows	2000	“crash and burn”

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The Big Bang

A Pack meeting Game

Steve Squier, Wanchanagi District

Materials:

Several lengths of rope or cord, approximately 15-20 feet long

Circles cut from construction paper, one for each scout in the Pack in multiples of 9 (round up to the nearest multiple of 9)

Preparation:

Tie a loop about 4 inches long approximately every foot along each rope – the Scouts will use the loops to hold on to. Each rope length should have ten, equally spaced loops.

Write the names of each planet in our Solar System on the circles, one planet per circle, so that there are several complete sets of nine each. The planets, in order, are:

Mercury; Venus; Earth; Mars; Jupiter; Saturn; Uranus; Neptune; Pluto

Set-up:

Ask for Scout volunteers (preferably from the second-year Webelos dens) who know all of the planets in the correct order – there should be several hands up for this. Choose as many as you have sets of circles (and number of ropes). These Scouts will be the “Suns”. Give each of them one of the ropes. Distribute the planet circles to all other Scouts (one each). Make sure that there is a spot for every scout in the Solar Systems, even if you have to recruit some parents or siblings to complete a planet “set”. Have these boys go to the center of the room, and get as close to each other as possible. The Scouts with the ropes (the “Suns”) should be spaced out in a wider circle around the “condensed” group of planets. Recruit parents to help keep the planets from escaping too early!

Play:

The object of the game is to complete a Solar System in the fastest time, but also in the correct order! On the signal “BANG!”, all of the boys in the center are free to run around and find a spot in any Solar System for their specific planet. The “Suns” are responsible for making sure that they have only one of each planet, and that their planets are in the correct order as shown above. The first group that completes a correct Solar System is the winner. Give small prizes to everyone, if desired.

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Den Yells

Which den is really fine?
Which den in only mine?
Den nine, den nine, den nine!

Den on! Den !
Is there a better den? None!
What den has the most fun? One!
Den one! Den one!

We're the Cub Scouts from Den 3,
And no Cubs could be prouder!
If you can't hear us now,
We'll yell a little louder!
(repeat twice, louder each time)

One, two, three, four,
Which den do you cheer for?
Which den can you hear more?
Den Four, Den Four, Den Four!

Which den is really alive?
Which den ahs all the drive?
Den Five! Den Five! Den Five!!

T-H-R-E-E
The den that's best for you and me!
Watch us go and you will see!
It's T-H-R-E-E! Den three! Den three!

Clap you hands,
Stomp your feet,
Den number XX
Can't be beat!

Bing-alacka, binga lacka;
Bing, bing, bing, ching-a lacka, ching-a-
lacka,
Ching, ching, ching!
Bing-a-lacka! Ching-a-lacka!
Who are we? Den XX
Yes Sir-r-ee-e!

Stand'em on their heads,
Stand 'em on their feet!
Den number XX
Can't be beat!

Squirt, squirt, squirt, mooo.
Tie your shoe, we are the Scouts of
Camp Den Twoooo!

We'll do our best for the gold and blue!
We are the best!
Den Two! Den Two! Den Two!!

Den nine, den nine,
Our den is really fine.
Den nine, den nine
Trustworthy, loyal, helpful and kind!

Webelos are great, they can't be beat!
So let's give a yell,
Webelos are swell!

Valleys are flat
Mountains are tall
Den XX is best of all.

Den XX is great,
Den XX is swell
All for den XX
Stand up and yell!!

Strawberry shortcake,
Eskimo pie,
Den XX is the best and
That ain't no lie!

We are the woodcutter's tall and mean.
We always get dirty and we never get clean.
Because cutting trees often occurs
And the rest of the time we have plenty of
wood!
ARRRRR!!!!

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Razzle, dazzle, never frazzle,
Not a thread but wool.
All together, all together,
That's a way we pull.

Rip, rap, rap!
Rip, rap, ree!
Loyal happy Cub Scouts are we!

Cub boots are big,
So when Cubs jump,
Cubs' big boots go
THUMP, THUMP, THUMP!



Call out in unison, jumping
Noisily in time with the THUMP

Pre Opening activity:

String Maze

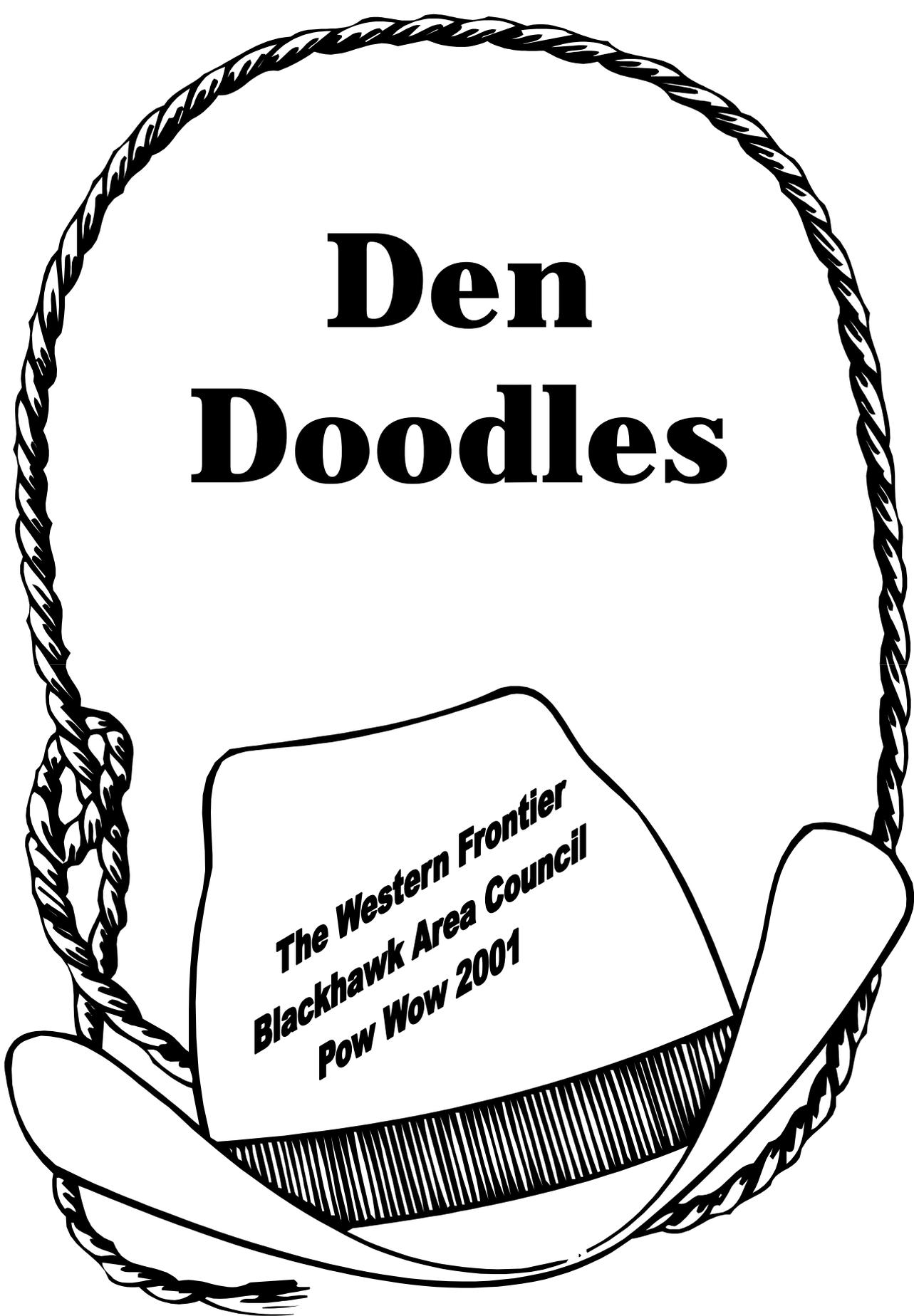
You will need for each player (or Team):

- A different colored ball of string or yarn
- A pencil
- A prize (optional)

Preparation: tie the prize to the end of the string. Hide the prize somewhere in the room. Unwind the ball of string completely, passing over, under and around table legs, furniture and other objects in the room. Tie a pencil on the remaining end of the string. Repeat this with each ball of string, don't worry about crossing the strings; this will add to the fun.

To Play: give each boy (or team- could be a den) a pencil and tell him there is a prize at the end of the string. Have them wind the string around the pencil as they work their way around the room to find the prize.





Den Doodles



***The Western Frontier
Blackhawk Area Council
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A child is a person who is going to carry on what you have started.

He is going to sit where you are sitting, and when you are gone, attend to those things which you think are important.

You may adopt all the policies you please, but how they are carried out depends on him.

He will assume control of your cities, states, and nations.

He is going to move in and take over your churches, schools, universities, and corporations... fate of humanity is in his hands.

Abraham Lincoln

Den Doodles

By Carol Conderman

Den doodles make an excellent den project and serve a double purpose. They are interesting to make and can be used as a continual incentive for Cub Scouts to earn their advancements.

A den doodle is an emblem – a figure chosen by the den and placed on a stand or hung on a wall to show each boy's advancement status. Using leather thongs, strings or shoelaces, suspend circles of cardboard, wood, tin, beads or other devices from the totem as achievements are earned. Doodles can also be used as an incentive to remember those uniforms, books, and attendance at meetings and special events.

Den doodles are simple to make. First, your den needs to prepare the 'head' of the doodle – the place to hang each Scout's recognition's from. This could be as simple as a half moon shape, square or circle, or the intricate cut out for any appropriate shape. The "Head" could be the symbol for the den. A group picture could be added for unity.

The doodle can be a floor or tabletop model, depending on its design. Be sure it is stable and safe!

To make a doodle to attach to an individual scout's 'totem' –

First cut out and prepare the doodle, drill a hole in the top and bottom of each item, and thread the thong or string through the holes. Attach it to the stand. Cub Scouts will like to make den doodles and watch their string of conquests grow. Boys falling behind take notice of their bare strings and will work harder for their advancement. Den doodles should be on display at each pack meeting.

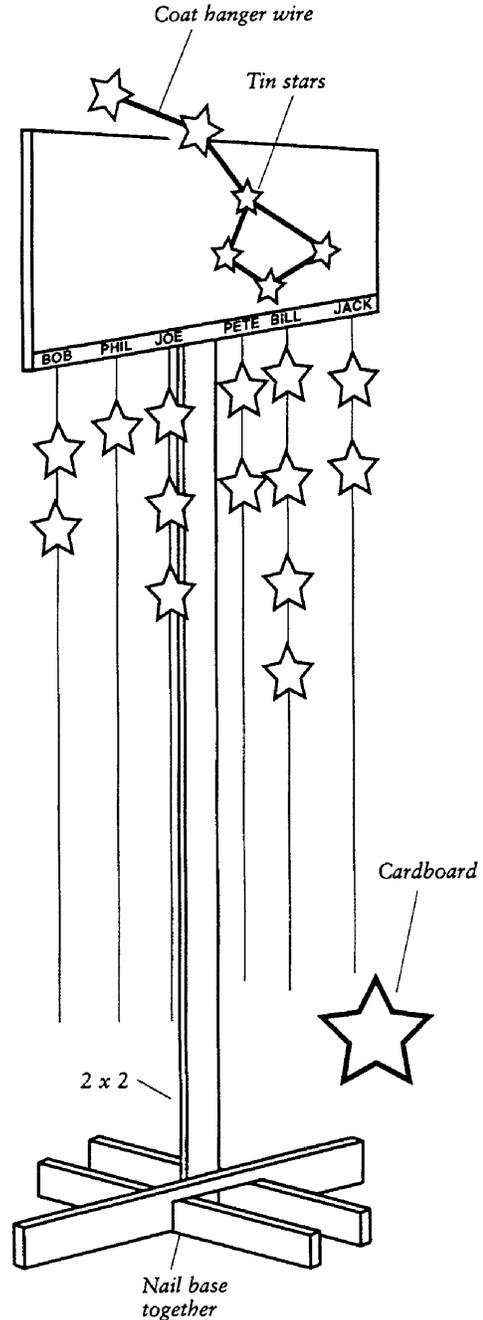
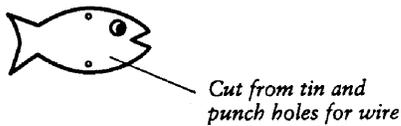
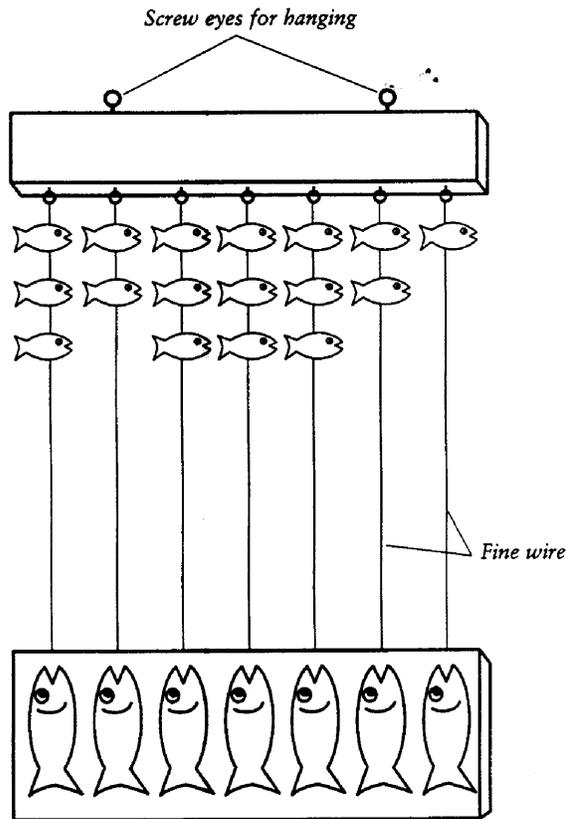
Along with checking out the Cub Scout Leader How To Book and the Staging Den and Pack Ceremonies book, other ideas you can use:

A den bulletin doodle board can be made from a 2-foot section of pegboard, decorated with colorful paint. Nameplates for each Cub Scout in the den are attached to the bottom of the board. Colorful beads can be snapped into the board and to one another to show and advancements for each boy.

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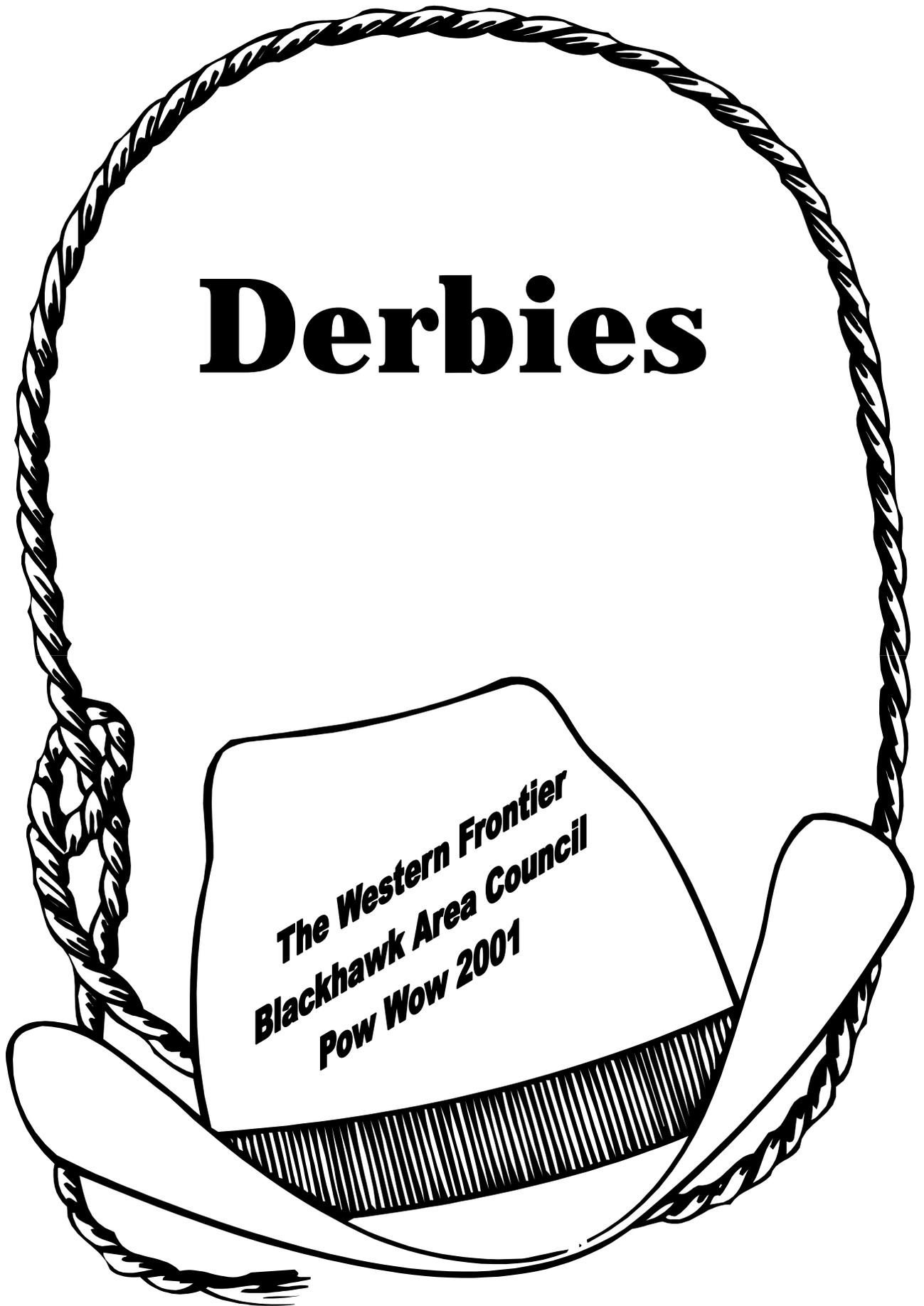
Den Doodles and Your Den

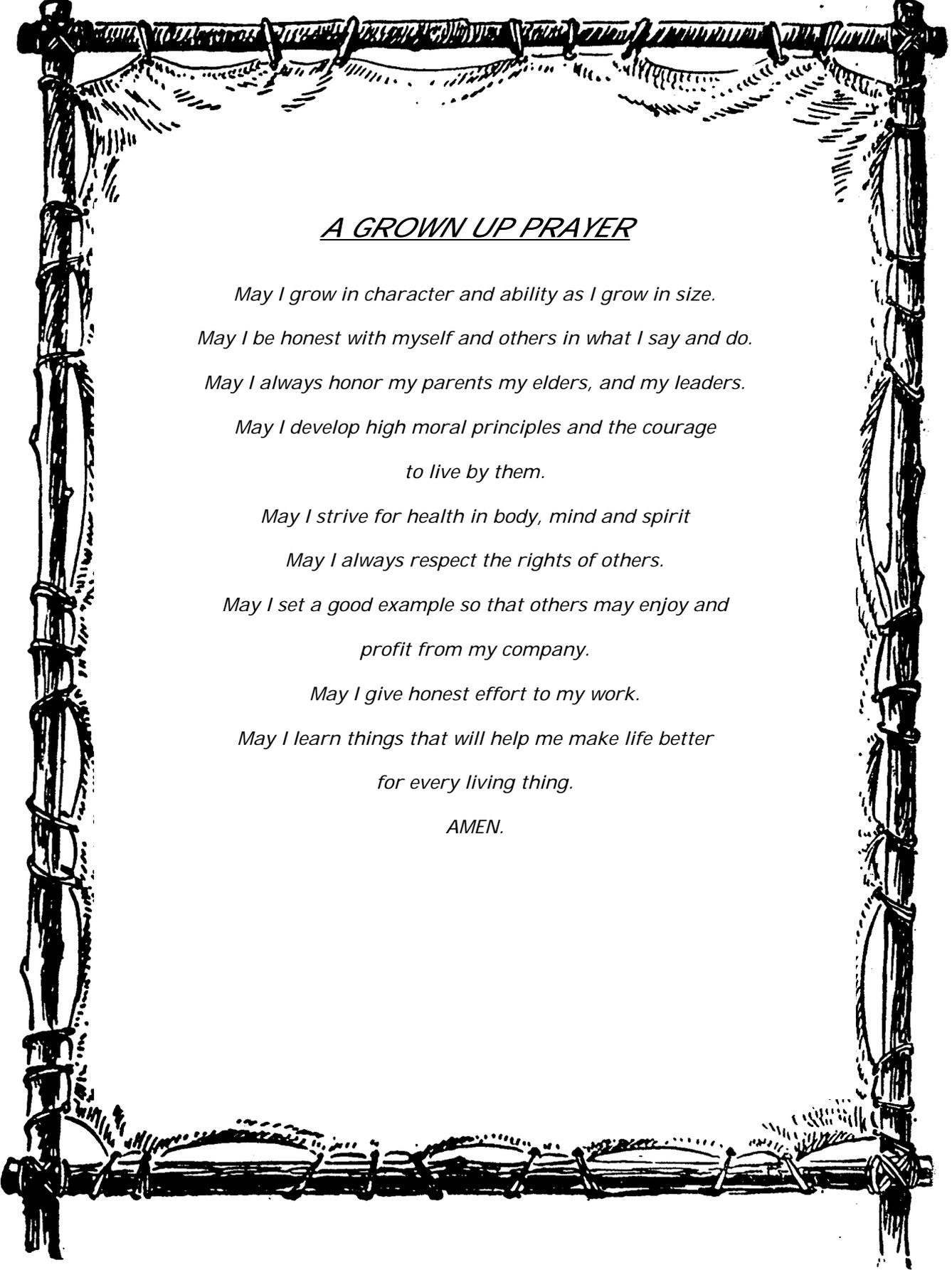
One of the things a good Den Leader is continually trying to do is to develop den spirit. Once the spirit of "All for one and one for all" is established, the den is on its way - it's the best outfit in the Boy Scout council. To get this spirit going, the Den Leader does a number of things - has a den flag, a den yell, maybe even a den song. Here is another way to develop spirit - the den doodle. This is sort of the signature of the den, the boys are proud of it and it helps stimulate their advancement. The ones on this page may stimulate your den's thinking to make your own.



Derbies

**The Western Frontier
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A GROWN UP PRAYER

May I grow in character and ability as I grow in size.

May I be honest with myself and others in what I say and do.

May I always honor my parents my elders, and my leaders.

*May I develop high moral principles and the courage
to live by them.*

May I strive for health in body, mind and spirit

May I always respect the rights of others.

*May I set a good example so that others may enjoy and
profit from my company.*

May I give honest effort to my work.

*May I learn things that will help me make life better
for every living thing.*

AMEN.

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Conducting a Derby

By Ed Blondin

Introduction

In the sporting world, a derby is a race of three-year-old horses. But for Cub Scouts, the derby is much more than a race. It is an opportunity to prepare for competition and to learn the value of being a good winner. There is no better way to teach a Scout the true meaning of “Do Your Best” than to let him make a racer using his own skills and to try it out against other Scouts.

Types of Derbies

There are many possible derby themes. Anything that can be built and raced by a Cub Scout is a potential theme. The derby doesn't even have to be a race. Catching fish allows for competition between contestants and can be used as a theme. Some of the most common derby themes are Pinewood Derby, fishing derby, Soap Box Derby, Space Derby and Rain Gutter Regatta. The purpose of the derby is not to establish winners and losers but to expose the boys to competition and give them a sense of accomplishment. Later in life, there will be situations in everyone's life that do not turn out like we would like. Learning to be happy with your effort because you “did your best” is part of growing up and is the goal of any derby. I will mainly focus on the Pinewood Derby since this is the most common theme and the one that I am most familiar with. However, the same basic information can be applied to any of the others.

Parent/Scout involvement

Boats to race in a rain gutter regatta can be built with a little help by all but the youngest Scouts. I would encourage adults to let the boys work on their own to the extent possible. For more complicated vehicles such as Pinewood Derby cars, more adult involvement is required. My experience shows that the more work the boy does on his own, the less likely he will be upset when he doesn't win. I believe the reason for this goes back to the “do your best” theme. When an adult does most of the work on the car, the Scout can blame the failure to win on someone else and can feel let down. When he knows that *his* work created the car and *he* did all that he could to make it fast, he is more satisfied with the result. I think this is a very important part of growing up.

A suggested layout and description of the race planning and the race day are discussed below. These are the things that our Pack has found to be successful.

The beginning

At the first pack meeting in September, we ask for volunteers for the Pinewood Derby Committee. The more people that you can get to sign up, the better. A minimum of eight people is recommended to spread the planning and work out. The committee chairman should buy the Derby cars at this time, since the size of the Pack is known after the fall recruitment. If you buy the cars early, you don't have to worry about being short later. There will be a big run on cars in the spring. Another important thing to take care of as early as possible is to reserve the race location. Some packs may meet at locations that

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aren't large enough to hold the track and the audience. School gyms and church basements are popular locations for many groups to hold activities. Don't wait and be too late!!

Three months before race day

The chairman should call all of the committee members and set up a planning meeting. At this meeting, there are a number of decisions to be made. Some questions that need to be answered are:

- Who can act as a judge?
- How long can each person stay during race day?
- Who will plan the food? (if your pack does this)
- Who will buy trophies?
- Who will make plaques? (if your Pack does this)
- Who can bring tools and help at the repair table?
- What other equipment will be needed?

Responsibilities should be divided so that one person is not overburdened. If someone is too busy, there is a greater chance that something will be forgotten.

December Pack Meeting

Our pack holds the Pinewood Derby in January before our second year Webelos Scouts transition into Boy Scouts. The car kits are passed out to the Scouts in the December pack meeting to give everyone a month to work on their design. Our pack wraps them like Christmas presents to give the Scouts a little extra fun. At this meeting, the chairman should go over the rules and requirements for the race. Go into some detail so that there are fewer problems down the road. The following items are some problems that seem to come up every year. I go over these in detail at the meeting.

- The car in the kit is longer than the allowable length for the race. Make sure the block of wood is trimmed to the proper length.
- There is a lot of variation between scales. Try to leave the car a little light. It is generally easier to add some weight than to remove it.
- Make sure not to round over the edge of the wheels.

The point is to make sure everyone understands the rules and what is expected. The surest way to get someone upset is to inform him or her of a rules violation on the day of the race. The rules I have gone over are specifically for Pinewood Derby but similar rules would be applicable to any other type of derby.

The week before

The committee meets at the storage location for the track, assembles it and tries it out. It is amazing how many light bulbs burn out on our finish line! Verify that the food plans and equipment are all ready to go. Decide how the track will be moved from the storage location to the race location if required. Any problems with the track can be corrected at

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this time. Better to have a week to fix something than to find out the night before the race!

The night before

The night before the race, the committee meets at the race site to set up the track and ensure that everything is still working. Our pack allows the Scouts to come for a “trial run” on the track. We do not allow any racing between Scouts and we limit the trials to twice per car. The advantage of the trial run is that it cuts down on the number of race day modifications to the car. Clearance problems are apparent and can be fixed before the day of the race. We also have the scale, length and wheel gauges available for use. All the chairs and tables are set up and ready to go for the next day.

Race Day!

Check in

As Scouts arrive, they check in their cars and have them inspected. The actual inspection is discussed below. It is important to have tools and work space available so that last minute modifications can be made prior to the race. We encourage our Scouts to arrive at least one half hour before race time to make sure they can make changes if they need to. Once the cars are officially checked in, they are placed in an area that is “off limits” to all but the race committee. This prevents accidental damage and unfair modification after the judges have accepted the car.

Judges

The judges are the most important adult volunteers. A race needs the following judges:

- Check in judges – Our pack has one judge at each check-in table to compare the cars against the accepted rules. The car rules are fairly standard and are included in the Blackhawk Area Council *Courier* and in the derby car box. The first judge checks weight and length, the second makes sure all four wheels touch the surface and that there are no illegal items such as special wheels, lubricants, bushings, etc. These judges must be familiar with the rules and confident in enforcing the rules.
- Race judges - One judge assists the Scouts at the starting line to make sure the wheels are on the track correctly and the cars are aligned. More help is needed for the younger Scouts. You will likely see the older Scouts precision align their cars on the track without any help from the judge. Two other judges watch the finish line. Even though most Packs have some type of electronic finish system, there are always races that must be called by the judges. We are careful that the judges for a particular race do not have children in the den that is racing. If possible, these judges should be part of the Pack Pinewood Derby committee so that they will have time to become familiar with the race rules and will have a part in the planning of the activities.
- Design judges – Our Pack awards a best design category. These judges select their favorite car from the entries.

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Announcer

It is important to have a race announcer who will inform the Scouts and the spectators of the race rules, the schedule of events and the need to good sportsmanship. The announcer should call the racers to the track and announce the fastest car for each heat. It is a good idea for the announcer to have an assistant to keep track of the order of finish.

Racing Schedule

Our pack has experimented with different formats for the race day. The one we have settled on is to race the different ranks at different times throughout the day. We found that, unless the Scouts are racing, they tend to get bored. When boys get bored, we all know what happens. To eliminate this problem, the race is held on a Saturday and the races are scheduled at staggered times. The Tiger Cubs race first. While they are racing, the Wolves are checking in and doing modification as needed. While the Wolves race, the Bears check in and so on. This makes for a long day for the race committee, but it is worth it in the long run. We start the day at about 9:00AM and are finished by about 2:00 PM. After the Scouts are finished racing, they are free to leave or they can stay and watch the later races. The fastest finishers need to come back at the end of the day for the fastest in the pack race.

Food and refreshments

Since our race day is so long, we take advantage of the time to serve food as a fund raiser to cover the cost of trophies. We serve donuts and beverages at the early races and hot dogs, chips and pop during the later races. We do well with this and have made enough profit to pay for the trophies. The people in charge of arranging the food are a subset of the Pinewood Derby committee.

Winners and Trophies

At the beginning of the race our pack emphasizes that every participant is a winner since they were able to complete their car and present it for racing. Instead of announcing the winner of a race, the announcer should be careful to say the “fastest” car is We award a trophy to the first and second place cars in each rank as well as an overall “fastest of the pack”. The trophies are presented at the Blue and Gold Banquet for our Pack but could be presented at any Pack meeting depending on when your Pinewood Derby is held. We purchase trophies for the fastest cars but other awards could be given such as plaques or ribbons depending on the finances of your pack.

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Best Design

Our pack provides a trophy for best car design. This trophy is the same size as the fastest in the pack trophy and is intended to reward the Scout with the most original design. Our judges are instructed to select a car that was obviously built with little adult involvement. We want to teach that creativity is important.

The race match ups

The type of racing tree that you develop will depend on the number of cars that race at one time on your track. Most Pinewood Derby tracks race three cars at one time. The races are set up as double elimination. This means that every boy is guaranteed to race in at least two heats. In each heat, every car is allowed to race on each lane one time. For example, if the track has a blue lane, a yellow lane and a red lane, the Scouts would race as follows;

		<u>Race 1</u>	<u>Race 2</u>	<u>Race 3</u>
Heat 1	Scout A	Red	Yellow	Blue
	Scout B	Yellow	Blue	Red
	Scout C	Blue	Red	Yellow

This ensures that minor variations in the track do not give one contestant an advantage. The fastest car in each race is awarded three points, second place gets two points and third place gets one point. At the end of the three races, the car with the most points is the fastest car for that heat. The fastest car from the heat stays on the left side of the bracket while the slower two cars move to the consolation bracket. An example of a small racing tree is shown below. Just add more brackets to accommodate more Scouts.

For this example, six Scouts are racing.

Heat 1 Jim and Rick are the fastest cars.

	Race	1	2	3
<u>Jim</u>	3	3	2	
<u>Joe</u>	1	2	2	
<u>John</u>	2	1	1	
<u>Ray</u>	1	1	2	
<u>Ron</u>	2	2	1	
<u>Rick</u>	3	3	3	

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Heat 2

Joe and John are eliminated from the competition.

	Race	1	2	3
<u>Jim</u>	3	2	3	
<u>Rick</u>	2	3	2	

	Race	1	2	3
<u>Joe</u>	2	2	2	
<u>Ray</u>	3	3	3	

<u>John</u>	2	2	3	
<u>Ron</u>	3	3	2	

Heat 3

Ray and Ron are eliminated from the competition.

	Race	1	2	3
<u>Ray</u>	2	1	3	
<u>Ron</u>	1	2	1	
<u>Rick</u>	3	3	2	

Heat 4

Jim eliminates Rick and is the fastest.

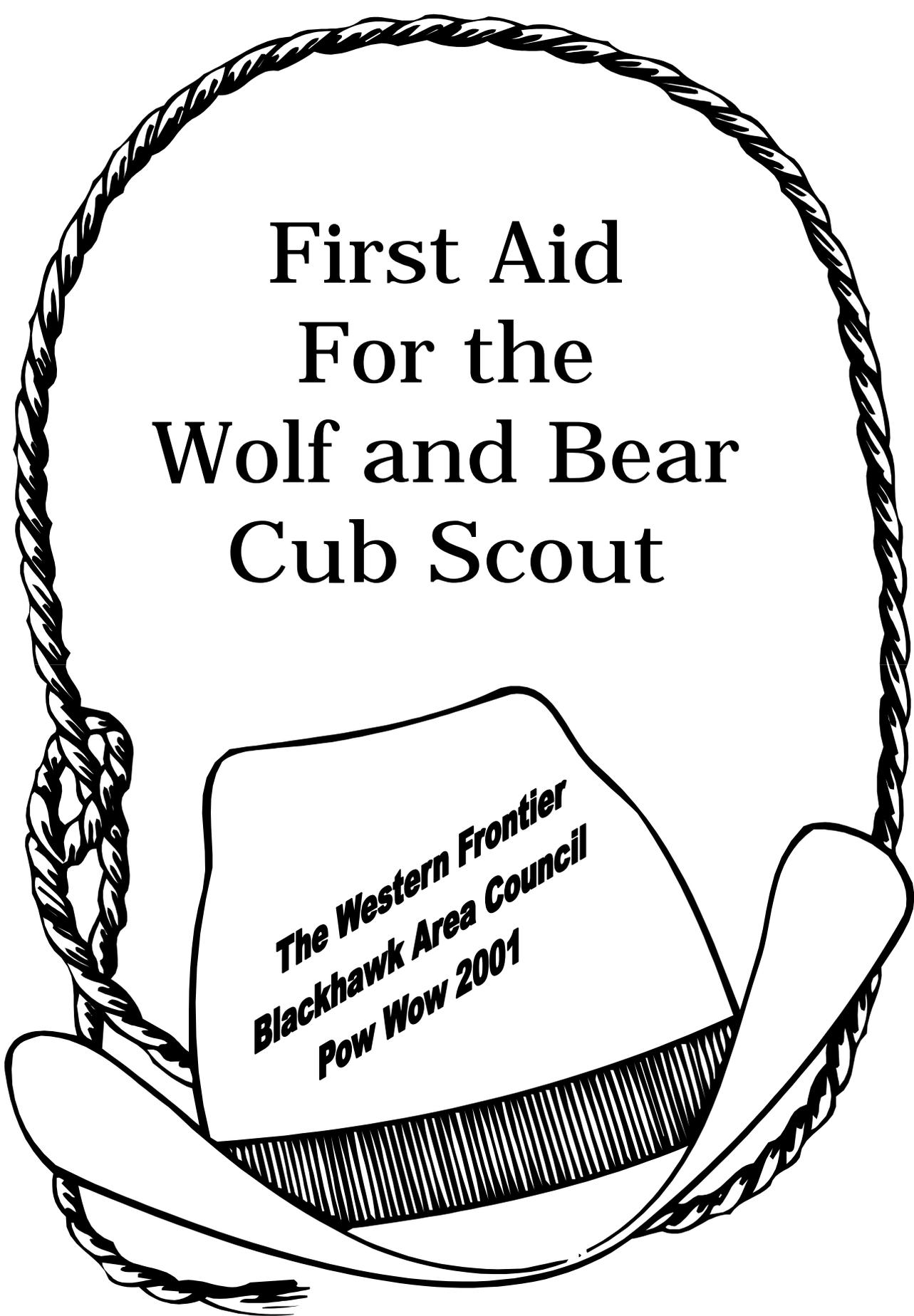
	Race	1	2	3
<u>Jim</u>	3	2	3	
<u>Rick</u>	2	3	2	

Good sportsmanship

It is essential to stress good sportsmanship. Our pack stresses that the audience cheer equally for all Scouts and not play favorites. All contestants take an “oath” before the race. The Scouts promise to be good sports, to not get mad if they don’t win, to have fun, and to do their best.

Conclusion

With proper planning and preparation, a derby can be the highlight of the year for the pack. To make it work requires the involvement of adult volunteers to oversee and coordinate the many activities that go on behind the scenes of the actual race. Just as the Scouts are taught to do their best when they work on their entries, the adults should allot the time to do the tasks they have volunteered to do. It is essential to divide the workload so that one person does not become burned out. It is much easier for several people to each carry out one small task, that for one person to complete several tasks. Recruit volunteers early and get everyone involved. This will ensure a successful program that the Scouts will remember.



**First Aid
For the
Wolf and Bear
Cub Scout**



***The Western Frontier
Blackhawk Area Council
Pow Wow 2001***

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CUB SCOUT FIRST AID

By Patrick Rozhon

This section is a quick overview on HOW TO TEACH first aid to Scouts.

DO NOT BECOME A VICTIM YOURSELF! - #1 Rule

Demonstrate contacting help.

At home

At school

Out playing

“What would you do if...”

Do you know how to call for an Ambulance? Leaders, play / pretend with an old phone. Pretend to be 911 operator and have Scouts call “911”

Blood Isolation precautions

Gloves, gloves, gloves

Blood is icky

If it is wet, and it is not yours, DON'T TOUCH IT!

Take the time to learn CPR!

How many of you know how to perform CPR or have taken a CPR class?

Stop bleeding

ALWAYS WEAR GLOVES!

Leaders, you can use Tempera paint to simulate bleeding

Pressure, lift extremities, ice

NO TOURNIQUETS, Tourniquets are no longer used under any situation that you may find.

“What would you do if...”

You and a friend are walking along. Your friend cuts her foot on a piece of glass. Can you help her? Yes, you can.

Fractures

Gloves

Do not move the injured limb

Typically self splinting

Support injured limb

Ice is nice – at home, use frozen peas – when away from home use ice packs

“What would you do if...”

You and a friend are bicycling on the roadway. Your friend doesn't see the pothole in the roadway. He falls off of his bicycle and his leg is twisted funny. Can you help him? Yes, you can.

Safety at campfires

2 methods to extinguish a campfire

Stop, drop, & roll if your cloths catch on fire.

How many times do you roll on the ground? Until the flames are OUT!

Cub Scouts should honor any campfire borders and stay out of the fire ring until given permission by a Leader to enter the ring.

Cub Scouts not allowed to use camp axes

Safety on hikes

Tell people where you are going

Hike in groups of no less than 4 people

1 person stays with victim, 2 go for help

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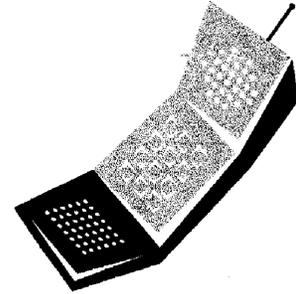
Safety swimming
Buddy system
Get help fast
Reach, Throw, Go with support
First Aid kits
Purchased
Made
Tie slides

1 Rule of First Aid:

DO NOT BECOME A VICTIM YOURSELF!

Contacting help:

at Home -
Dial 911



- at School
Tell a Teacher

Out playing -
Tell an Adult



- On a Hike
Carry a Whistle
Use a Cellphone
Use a 2-way Radio

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ADDRESS: _____

PHONE:

MOM'S NAME:

MOM'S WORK:

DAD'S NAME:

DAD'S WORK:

CELL PHONE:

PAGER NUMBER:

FAMILY DOCTOR:

OTHER IMPORTANT INFORMATION:



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PAGER NUMBER:

FAMILY DOCTOR:

OTHER IMPORTANT INFORMATION:



What not to do at a campfire!

How many things can you find wrong with this picture?

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What's Your Firesafety IQ?

Fire kills more than 5,000 in the United States each year, most of them in their own homes. Sadly, the vast majority of those fire deaths are preventable.

Help the Chicago Fire Department spread the word about firesafety by giving this quiz, designed by the National Fire Protection Association, to your family, friends, and business associates. Remember - education is the key to preventing fires

1. What is the leading cause of home fires?

- A. smoking materials
- B. arson
- C. heating equipment
- D. electrical equipment

2. What is the number one cause of home fire fatalities?

- A. lightning
- B. smoking materials
- C. cooking equipment
- D. electrical equipment

3. Where do the majority of fire deaths occur?

- A. school
- B. home
- C. work
- D. vehicles

4. The least firesafe roofing material is...

- A. untreated wood shakes
- B. asphalt
- C. slate
- D. tile
- E. treated wood shakes

5. When do the largest number of home fires and associated fatalities occur?

- A. spring
- B. summer
- C. fall
- D. winter

6. Which of the following time segments accounts for the largest number of home fire deaths?

- A. midnight to 4 AM
- B. 4 AM to 10 AM
- C. 10 AM to 6 PM
- D. 6 PM to midnight

7. In what room do the largest number of home fires start?

- A. closet
- B. utility room
- C. kitchen
- D. attic

8. Most fire deaths result from burns.

- A. true
- B. false

9. If a fire were to occur while you were sleeping, the smoke would awaken you.

- A. true
- B. false

10. If your clothing catches on fire, you should:

- A. run to the bathtub or shower
- B. sit still, yell for help
- C. stop, drop and roll
- D. put baking soda on it

11. If a small grease fire starts when you're cooking, you should NOT:

- A. escape and then call the fire department
- B. pour water on it
- C. slide a lid over the pan
- D. turn off the heat

12. If you receive a mild burn while cooking, you should:

- A. pack it with ice
- B. smear butter on it
- C. run cool water over it

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Answers

1. **C** - Heating equipment accounts for nearly one-fourth of all home fires in the U.S., with most of these fires caused by portable heaters, other space heaters, and related equipment (such as chimneys). Avoid a fire by properly using and maintaining heating equipment: never leave the equipment unattended, and keep anything that can burn at least three feet away.

2. **B** - Smoking materials cause more than 200,000 fires and 1,200 deaths each year in the U.S. More than 90 percent of these deaths involve careless use or disposal of smoking materials. Use deep ashtrays and douse butts with water before discarding. Check under cushions for smoldering butts. Never smoke when drowsy. Keep matches and lighters out of reach of young children.

3. **B** - About 80 percent of all fire deaths occur in the home. Install smoke detectors on every level of your home (particularly outside of sleeping areas), test them monthly, and change batteries at least once each year. You may also want to purchase fire extinguishers and learn how to use them safely and effectively.

4. **A** - Untreated wood shake roofs are a major cause of fire spread, especially in heavily wooded areas. Use a non-combustible or fire-resistant roofing material such as asphalt, slate, tile, or treated wood shakes. If you live in a wooded area, remove debris from gutters, eaves and roof. Store firewood away from structures. Make sure your home's address is clearly visible for responding fire fighters.

5. **D** - The months of December, January and February are dangerous because of the increased use of heating equipment. Holiday fire safety is also an issue during this time. Choose a fresh tree and keep it watered, and don't place it near heat sources or near exits. Use only tested and approved electric lights and don't overload outlets. Never leave candles or lights trees unattended.

6. **A** - Nearly one-third of all home fire deaths occur between midnight and 4 AM. This underscores the importance of smoke detectors, which can provide you advance warning of a fire and provide extra time to escape. Develop and practice a home fire escape plan that includes two ways out of every room and an outside meeting place.

7. **C** - The kitchen is the leading room of fire origin, but many fires also start in bedrooms and living rooms. In the kitchen, never leave cooking unattended. Don't store combustible items on or over the stove top, turn pot handles toward the back of the stove, and keep sleeves rolled up to avoid dragging them over the heat.

8. **B** - False. Smoke inhalation accounts for most fire deaths. If you encounter smoke when exiting a fire, use an alternate exit. If you must escape through smoke, crawl low under it - the air will be cooler and cleaner at floor level. Practice your home escape plan at least twice a year. Smoke can disorient you, so the more you practice your escape, the less likely that you will be confused in an actual fire.

9. **B** - False. Smoke probably will not awaken you and may very likely put you into a deeper sleep. Therefore, it is vital to have working smoke detectors in your home. Make sure your family knows the sound of the smoke detector and the correct way to respond.

10. **C** - "Stop, drop and roll" is the phrase to remember. Stop where you are, drop to the ground and cover your face with your hands, and roll over and over to extinguish the flames. If some else's clothing catches on fire and you can't convince them to stop, drop and roll, knock them to the ground and smother the flames with a rug or heavy coat. Remember, running will only fan the flames.

11. **B** - Never pour water on a grease fire. Your only safe option may be to escape and call the fire department from a neighbor's home. If you have a small pan fire, you can try to extinguish it by sliding a lid over the pan and turning off the heat. You may also want to learn how to use a fire extinguisher and keep one in your kitchen.

12. **C** - Cool a burn under cool water for at least 10 minutes. A burn that is red, blistered, white or charred should be cooled with water and emergency medical treatment should be sought immediately.

For more information, contact the Chicago Fire Department Public Education Unit at (312) 747-6691, or write to us at 1010 South Clinton Street, Chicago, Illinois 60607.



Richard M. Daley

Mayor



Raymond E. Orozco

Fire Commissioner

Hiking With Scouts



- Plan A Time Of Return
- Always Tell Someone Where You Are Going
- All Scouts Should Carry a Whistle And A Rain Poncho
- Do Not Simply Wander, Know Where You Are Going
- Go in Groups Of No Less Than Four And With A

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* Always Use The Buddy System *

* If You See Someone In Trouble Get Help Fast! *

* Cub Scouts Can Only Go Swimming With An Adult Supervising *

* To Help Someone In Trouble... *

* Reach...*

* For The Person With Something, Like A Stick.*

* Throw...*

* Something That Floats To The Person. *

and Finally, If All Else Fails...

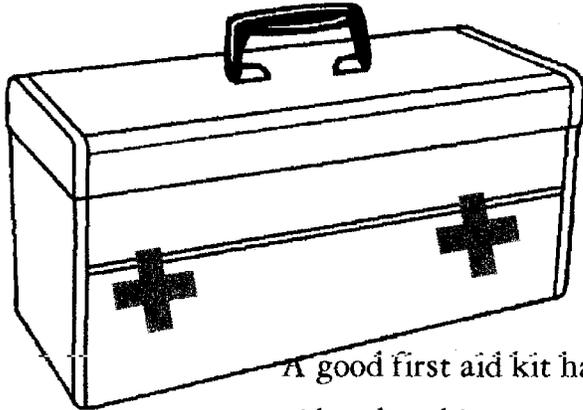
* Go...*

* With Support. The Best Support Is With A Rowboat Or Surfboard. *

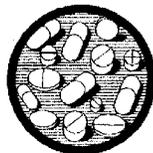
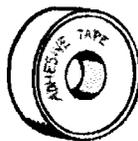
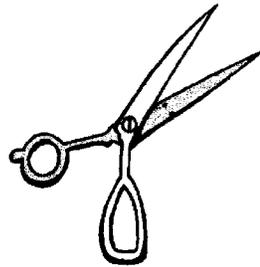
But Never, Never Put Yourself In A Dangerous Place!!!

BSA adds "ROW"
after Throw and
Before Go in the
Safety Afloats
Training.

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A good first aid kit has only what is needed for emergency aid and nothing more. Some examples are:



Scissors

Tweezers

Latex Gloves

Gauze Kling Rolls

Gauze 4x4 Dressings

Instant Ice Packs



Band aids

Water for Wound Irrigation

Plastic Baggies

Triangular Bandages

Thermometer

Medical Tape

Calamine Lotion

Syrup of Ipecac

Things to avoid:

Over the Counter Medications

Such as Tylenol, Advil & Cough Medicines

Burn Ointments & Other "Goopy" Stuff

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Down and Dirty First Aid Kit

Purpose: Initial First Aid for minor to moderate lacerations.

Contents: 2 – 4 x 4 gauze dressings, 1 – 3” Kling, 2 pair vinyl gloves, 10 – Band – Aids, 1 – instant ice pack (optional), 1 roll – 1” tape, 1 – 1 qt. Zip-loc style baggie.

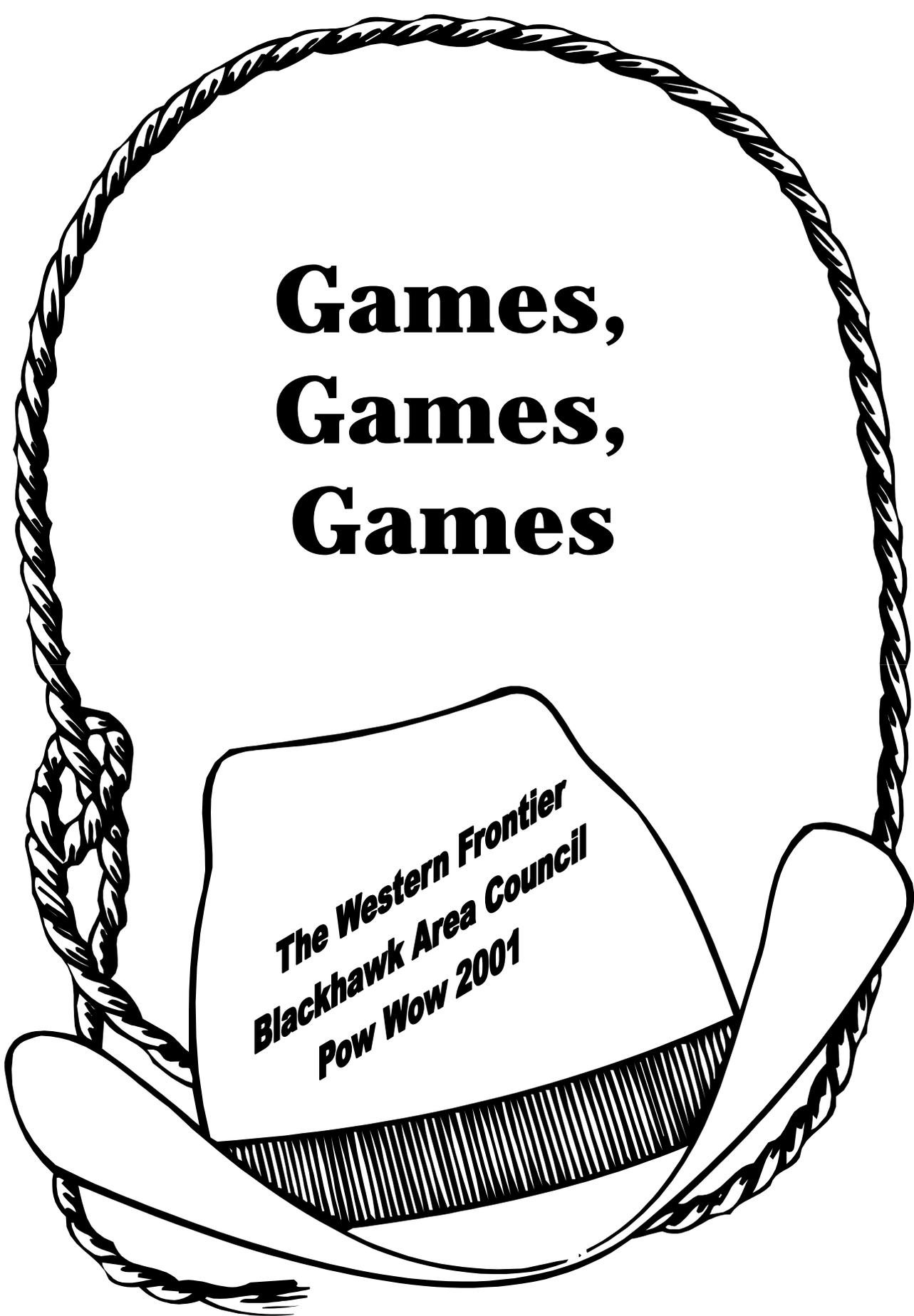
Rational: While on the trail during hikes, it is essential for Scouts, Scouters and parents to keep everything as lightweight as possible. For this reason, the Down and Dirty First Aid Kit was intentionally made to leave a lot out of it. By itself, it is not large enough nor is it made to help more than one person. But, if your group all carries a little first aid kit in each backpack, then, you can see that there would be more than enough to handle any minor emergency. You, as parents, will not be expected to treat a wide variety of injuries or ailments. This kit is simply a stop gap measure until more advanced aid arrives. If you wish to add stuff to your kit, feel free. BUT, you must not add medications (i.e. Tylenol, Motrin) for dispensing to other people or Scouts. That is called “Practicing Medicine”, and you are not a doctor.

The thinking for this kit is to keep blood loss at a minimum, not comfort. Any suspected broken bones should be left in position of comfort and treated by staff as appropriate.

So, if it is bleeding... Cover it up! Afterwards, if you have bloody bandages or open wrappers, use the Zip-loc bag to discard the garbage.

All of these items in this kit can be purchased fairly inexpensive at any supermarket or variety store (i.e. Jewel Foods or Wal-Mart)

And above all else ...BE SAFE!!



Games, Games, Games



***The Western Frontier
Blackhawk Area Council
Pow Wow 2001***

We Are Only Leaders

We are not experts. We're your next-door neighbors. We're not perfect; we are just parents like you. We don't have any more spare time or energy than you do, we all work full time and juggle our families and our schedules and try to keep it all together as best we can.

The only difference between us is that we believe in what Boy Scouting and Cub Scouting has to offer. So much so, that we contribute our time, our miles, and our talents to help our sons and your sons grow in Scouting. We complete authorization forms, budgets, and registrations, and fill our homes with boxes of paperwork and supplies that you will never see. We are required to take 13-20 hours of training the first year, as well as attend roundtable meetings every month, so that we can meet our greatest challenge – providing a variety of programs which meet the needs and interests of very individual boys.

We try to involve parents who want us to understand that they don't have the time to drive on outings or help at meetings. We rejoice at the generosity of others. Sometimes we find ourselves going in too many directions. We may run out of steam. We have memory lapses. Communication lines break down. Time slips by. But that doesn't mean we don't care.

So many evenings we spend on the phone, seeking advice and support from other leaders when disappointments or problems occur. "How do I keep my boy's attention?" "What are your ideas for the ceremony?" "How do you work with boys in three different grades?" Our dining tables are covered with bits of rope, agendas, tour permits, and advancements for each and every boy in the pack. A couple of them won't show up, and don't think to call and let us know. Sometimes we feel unappreciated.

Yet, these boys can fill us with pride at their determination and accomplishments. Their smiles light up a room; and when they say "Thank You" it makes it all worth it. We help these boys build relationships. Some struggle more than others. Trustworthy, loyal, helpful, friendly, doing one's best, being prepared... is encouraged by both the Scout Oath and Law and the Cub Scout Promise and Law. And sometimes we too must learn these lessons over and over again with the boys. But we are willing to keep learning.

Please be patient if we appear distracted or frustrated or overwhelmed at times. Forgive us, if we are not the kind of Boy Scout or Cub Scout Leader YOU WOULD BE IF YOU HAD THE TIME. Instead, provide us with encouragement or offer your help. Keep us in your thoughts and prayers. We are, after all, only mentors...role models...leaders. Volunteers who have taken an oath to give these boys, YOUR BOYS, the most precious gift we have to offer – the gift of time.

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GAMES

By Gail Krec

What are games? Games are **Lessons** without teachers, Body builders, Mind stretchers, Friend makers, Building blocks, "User Friendly", and most of all, games are **FUN!**

Although games are usually considered the fun part of a den or pack meeting, the den/pack leader uses games for various reasons. The games are not just a fun thing to sandwich in between work periods of the meetings. It is a vital part of the Scouting program - the game of Scouting. Almost everything Cub Scouts do can be done or learned or practice (or all three) as a game.

While playing games, Cub Scouts learn to listen to directions, follow rules, take turns and respect the rights of others. Games stimulate both mental and physical growth, as well as providing an outlet for excess "boy energy".

GUIDELINES FOR GAMES

- Games must fit your group. The size and makeup of your group will differ from that of another, so what your group may thoroughly enjoy, another group may not. Try out several different types of games to see what works best for you. Never quit trying new games and methods.
- Everybody should be an active participant. Cub Scout games are not spectator sports for a few to play and many to watch. Those who are left out will soon find their own entertainment, and the leader might not like their choice of amusement.
- The den is a team. There is no team like a den. It is already formed and it needs to work together. Don't break up dens at a pack meeting to play games. Keep them intact and strengthen them through game playing. In relays it may be necessary for small dens to compete twice to equalize the team membership.
- Let boy leaders lead. It is good leadership experience to lead a game. Pass the opportunity to lead games to as many boy leaders as you can.
- Try an assortment of games. Don't throw out a game because it "doesn't sound good". You may be overlooking a game that could become a favorite with your den.
- Consider physical arrangements and equipment needs when selecting a game.

WHEN LEADING A GAME

- Know the game 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.
- Introduce the game, name it, demonstrate it, ask for questions, then start it.
- Run the game. Be sure to stick with the rules that were announced. Always insist on fair play.
- Try to avoid games that cannot be explained in less than 2 minutes. If it takes more time than that, the game is too complicated for use in a den or pack meeting.
- If a game is going badly, stop it, explain it again, then try the game once more.
- Stop the game before it loses its novelty or the boys tire of it. Be alert to overexertion.
- Have an appropriate cheer or applause for all the players.

HOW TO GET EQUAL SIZE/WEIGHT TEAMS

In many games where there are two teams, it is a good idea if opponents are similar in size. An easy way to achieve this is to line the boys up in a straight line from tallest to shortest. Have the boys count off in twos. All the ones are a team and all the twos are another team. In some situations, it may be important for similar sized boys to compete against each other. In this case, simply realign each team according to height.

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CHOOSING SIDES

Choosing up sides among the boys is not always easy. There are several ways that this can be done. Try to draw straws, go in alphabetical order, or select two captains to choose alternately. Games can be used to teach fair play, promote good sportsmanship and build character. This should especially be emphasized if the boys choose their own teams.

HANDLING THE "OUT" PLAYERS

It is sometimes a problem in games where the people who are "out" lose interest in the game and start to amuse themselves in other ways. One way to alleviate this problem is to line up a few chairs outside of the playing areas. As each person is "out", they go and sit in the first vacant chair in the line. When the line of chairs is filled up, the next person "out" goes to the end of the chair row. The first person returns to the game and the remaining "out" players each move forward one chair.

CHOOSING A LEADER

If a leader is needed, try drawing a name out of a hat. Another great method is to have the Scouts answer trivia questions, such as "What is our next pack event?"

IT'S TIME TO PLAY, BUT I FORGOT THE RULES!

It is a great idea to have more than one game ready to play at any given time. One way to make sure that you don't forget a rule (or equipment) is to make up a file on index cards (similar to a recipe file). Before each den meeting, choose two to six games from the card file and collect the necessary equipment to play the game. By being prepared to play several games, there is always a "Plan B". This can be quite handy when there is a sudden change in the weather, when a parent or two is late to pick up their sons, when a project takes less time to complete than anticipated, etc. It is best to have several different types of games selected (such as relays, quiet games, skill games, etc.).

RESOURCES

There are some excellent places to find ideas for games. One obvious resource is the Cub Scout Leader How-To Book. There is a large selection of books at the library (look in the card catalog under either games or parties). There are lots of great ideas on the Internet under both "Scouting" and "Kids".

TAG GAMES

Spongeball Tag: (Must be played outdoors.) Similar to regular tag, except that "it" tries to tag other players by throwing a wet sponge at them. Any player hit by the sponge is the new "it".

Shadow Tag: This is an outdoor game that can only be played on sunny days. "It" chases the other people around and tries to stop on someone else's shadow. When he has done this, he calls out the name of the person he has caught, and then he becomes "It".

Three-Step Tag: "It" is blindfolded. The remaining players scatter about the room. When "It" says, "stop", all players must freeze in place. Any player who is in danger of being tagged as "It" gropes around the room may take one, two, or three steps. The idea is not to use a step unless necessary because when the three steps are used, the player must remain still. When a player is tagged, he becomes "It".

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Balloon Tag: “It” is given an inflated balloon, which he throws in the air. At this point, all the other players run around, because they must avoid “It’s” touch while the balloon is in the air. If caught, a player becomes the next “It”. When the balloon touches the ground, everyone is safe until “It” throws it up again.

Fox and Geese: This game can be played in the sand or in the snow. Make a large wheel with spokes on the ground. “It” (called the fox) tries to tag the others (called the geese). Players must stay within the wheel and spokes.

Dakpanay: (A game for the Philippines) Make three small circles on the floor, each with room for one or two players to stand in. One player is the Chaser; the others are circle players. The Chaser must stay out of all circles. The circle players may run between circles. Circle players are safe as long as they are in a circle. When one is tagged between circles, he becomes the Chaser.

RELAY RACES

Balloon-Knee Relay: Teams stand in a straight line. The first player is given a deflated balloon. On signal, player blows up balloon, ties a knot, places it between his knees, and runs with it to a box at the opposite end of the room. Here he drops off his filled balloon and takes a deflated balloon. He places the deflated balloon between his knees and runs to the next person in line, giving that person the balloon. He fills the balloon and play continues.

Potato Roll: Form two teams with the players lined up behind one another. On the starting signal the first player of each team tries to roll a potato across the room and back using two pencils. Nothing else can touch the potato. Pass pencils on to the next player.

Over and Under: Players stand in a straight line. The first person in line holds the end of a roll of toilet tissue (don't let go) and passes the roll over his head. The second person passes the roll under (between) his legs. The third person passes the roll over his head, etc. to the end of the line. Then return the roll the same way to the front of the line.

Bottle Filling Relay: (It is best to play this game outside.) Place a pop bottle about 15 feet in front of each team. Behind them are pails filled with water. Object of the game is to fill the soda bottle with water by carrying paper cups of water from the large container. First team with its pop bottle filled, wins.

Bead Stringing Relay: (A good pack meeting game.) Each den lines up single file and a chair is placed about twenty feet away. On each chair is a container of plastic beads and a long round lace they will fit on. When the signal is given, the first person runs to the chair and strings a bead. He runs back to touch off the next player. This continues until all beads are strung.

Train Relay: First player runs to turning point, comes back, and touches next player who hitches on by holding the waist of the first person. They both run to turning point, come back, touches next player, etc. The last player to join the train is the “caboose” who must hitch on backwards.

Kangaroo Hop: Players line up in lines. There is a chair in front of each team at the opposite end of the room. The first boy grips a ball between his knees and hops around the chair and back to his place. He hands the ball to the next player who repeats the process.

Work Glove Pick-up: Give each team a pair of large work gloves (the bigger the better), an empty pop bottle and five dried beans. On signal, the first player on each team puts on the work gloves, picks up the beans one at a time and drops them into the bottle. When finished, he touches off the next player, who spills the beans from the bottle, puts on the gloves, and repeats the action.

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Feather on a Yardstick: Give first in each line a yardstick and a feather. On signal, he places the feather on one end of the yardstick, and holds the other end at arm's length while proceeding to the goal line and back. If the feather falls off the yardstick, the player must put it back on the yardstick before continuing. The first team finished wins. To speed up the game and for variation, use paper plates instead of yardsticks. You could even try to balance paper plates on the end of the yardstick.

Bottle Balance Relay: Stand a milk bottles at one end of the room, right side up. The first team members run to their bottles, and balance it upside down (on its neck). Then they rush back and the second member runs up, stands the bottle right way up, and so on. If the bottle falls as a player is racing back to his team, he must go back and stand it up properly

Shoe Scramble: Everyone takes off their shoes and throws them into a jumbled pile. Then players form into two teams and line up along a starting line. The first player of each team runs to the pile of shoes, sorts out his own pair and puts them on. Then he runs back to his team and the second player takes over. First team wearing footwear again wins.

Plate and Marbles Race: Teams stand one behind the other in lines. The leaders are given a shallow plate with four marbles on it. They must pass the plate of marbles back down the line over their heads. When the plate reaches the end it is passed back under the player's legs. If any marbles drop off the plate, they must be replace before continuing.

Baggage Car Relay: Give each team a suitcase filled with like clothing in each one (old hat, trousers, shirt, jacket or overcoat – make sure that these are quite large in size). On signal, the first boy races with the suitcase to the center of the room, puts on the clothing, and scrambles back with the suitcase to the starting point. He then takes off the clothing and re-packs it in the suitcase. The second boy repeats the performance and so on until all have finished.

Box Relay: Have three cardboard boxes of roughly equal size for each team. On signal, first two boys on each team grab one box each and then picks up the third box by pressing it between the other two. They run to a turning line and back; the next two boys on their team repeats the action with the same boxes, and so on until all boys have run. The middle box may not be touched with the hands. If it falls, the team must stop and pick it up with their boxes before continuing.

Varps: (A game played by Vikings) This game is similar to horseshoes. Drive a peg into the ground 65 feet away from the players' line (for younger boys, place the peg 25 feet away). The object is to toss a flat stone weighing two or three pounds as close to the peg as possible. Score one point for the stone nearest the peg after all have been thrown in turn. All players then retrieve their stones and pitch again. Continue until one player has three points (or more, if desired).

Magnetic Hike: Players line up in pairs - in relay formation. Each pair should be facing each other with toes touching and arms at their sides. On signal, the first pair of each team moves forward with their toes "magnetized" - walking with toes touching at all times. Each pair hikes forward to the other end of the room and back to their team. Second pair repeats the action and so on. First team to complete the course is the winner.

Quicksand: First boy in each team is given two sheets of paper. The runners advance by putting one piece of paper on the floor, stepping on it, then putting the other on the floor and stepping on it. He then reaches back for the first paper to place it ahead of the other for the next step.

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Potato Push: Players use only their noses to push a potato to the turning line and back. Hands can only be used to turn the potato when it needs to be straightened out.

Thimble Race: Each player is given an ordinary drinking straw, which is held in the mouth. The first player of each team has a thimble placed on the end of his straw by the leader. On the word “Go” the thimble is passed down the line and back again from straw to straw.

Balloon Relay: Place a blown-up balloon on each of two rows of chairs and form two teams. Each player stands behind a chair. At the word "Go", the first player in the team dashes around his row of chairs, and when he returns to his original chair he sits down on the balloon. He must burst it before the next player takes his turn. The winning team will be fully seated with a burst balloon under each one.

Bat the Balloon: Teams line up with members standing side by side, separated by the distance obtained when players stretch their arms sideways. Fingertips should touch between players. The first player in line takes an inflated balloon, and bats it towards the second person in line, who bats it to the third person, on down the line and back again. The only rule is that once the players have taken their stance, they may not move their feet in an attempt to reach the balloon. If someone moves his feet in an attempt to reach the balloon or if the balloon falls to the floor, the first person in line must run and get the balloon, and take it back to the starting line to begin again.

Balloon Obstacle Relay: Lay out an obstacle course using chairs, tables, boxes, rope, etc. The runners must go under, over, and around these obstacles. Each runner goes through the course, batting a balloon in the air. He must keep the balloon in the air at all times, even when he has to go under an obstacle. If the balloon touches the floor, he must repeat the previous obstacle before continuing. If the balloon bursts, he gets a new one without penalty. Game may be run as individuals or as a group activity.

Genius Scramble Relay: Write the letters GENIUS on separate pieces of paper, making two sets of them. Mix up the letters. Divide the den into two teams. At a given signal, the first member of each team races to where the letters are placed. He picks any letter desired and writes a word beginning with the letter he picked on the paper. He then tags the next player on his team who repeats the process. They all take turns doing this until all the letters have at least one word written on it. If a boy cannot think of a word beginning with one of the letters not yet used, he may write a different word than has been used on some previously used letter, however, he cannot return to his team until he has written a word. The game continues until every letter has at least one word written on it. The first team to do so and lay the word GENIUS out in a line thus showing that each letter has at least one word on it is declared the "Genius" team of the day. To make it harder, you can require two or three words per letter. You may also give a minimum word length.

Penny Pass: Players stand in a straight line with a plastic spoon in their mouths. Pass a penny with the spoon (no hands) to the person next to him. Continue to the end of the line and back to the start. If the penny is dropped, pick it up and place it on the spoon of the person that dropped it.

Waiter: First player holds an upside down pie plate on his fingertips. Place a glass on top of this. Place a towel over the same arm. Player then walks quickly, without dumping the glass, to a turning line and back. Hand articles to next player.

Leg Tunnel: Players stand in a straight line, spreading their legs wide to form a tunnel. Last player crawls on his belly through the tunnel to the front of the line and stands to become part of the tunnel. Second person crawls and stands. Group is finished when the group is in the same order as in the beginning.

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SKILL GAMES

Cub Scout Salute Race: *(A great game when Scout are trying to earn their Bobcat badge.)* Each player runs to a designated judge, gives a proper "Cub Scout Salute" and touches off the next player. The team with the most "proper" salutes wins.

Target Bounce: Place an egg carton on the floor. Stand the players about six feet away, and give them ping pong balls to bounce off the floor and into one of the egg carton compartments. The compartments can be numbered and score kept.

Button Baseball Game: Use a box lid, approx. 12 x 10 inches. Draw a baseball diamond. Cut out circles at each base so that small muffin papers or nut cups will fit in them. Each player has three buttons for each turn at bat. Standing about six feet away, he tosses them at the holes. If he misses all the holes, it is an out. If played as a team game, "base runners" advance the appropriate number of bases for each hit. If played by individuals, player scores one for a single, two for a double, three for triple, and four for a home run.

Tower of Cups: Using only one hand, see how many paper or foam cups you can stack bottom to bottom and top to top before they fall.

Shoot the Dice: Players form a large circle. In the center place one die. Using a tennis ball, each player in turn bowls at the die. If he hits it, he scores the number of points shown when it comes to rest. If he misses, he subtracts from his score the number already showing on the die. Highest score out of three turns wins.

Baseball 500: Use a baseball or softball, bat, and gloves. Batter tosses the ball up and bats it toward the other players. A fielder scores 100 points for catching a fly ball, 75 for catching a ball on one bounce, 50 for two bounces, and 25 for a grounder. When a fielder reaches 500 points, he becomes the batter and scoring starts over. A fumbled ball reduces a fielder's score by the number of points he would have scored if he had caught it.

Penny Roll: Two books are placed at one end of the room about two inches apart. Competitors bowl pennies along the floor from eight or ten feet away and try to roll the penny between the books. The one who gets the most pennies through the gap wins.

Roll in the Bowl: Each team is given a fruit bowl containing a marble. The first player starts the marble rolling around the rim of the bowl and then passes it on to the next player. The bowl must be passed right down the line with the marble always on the move. If the marble flies out of the bowl the player must retrieve it before passing on the bowl.

Cub Scout Promise and Law Game: Prepare the words of the Cub Scout Promise and Law on note cards - one word per card. Mix cards up. Boys must take the cards and put them in order on the table for the Cub Scout Promise and Law. Once the boys can do this easily, two sets of cards can be created and a relay race can be run. To do this, each boy on the team will take one card and put it in place on the table. The next player then picks another card and puts it in place. Play continues until the team has completed both the law and promise.

Knot Race: *(A great game for Webelos Scouts working on their Outdoorsman Activity Badge.)* Each team is given a long length of rope. First player ties the designated knot (such as a square knot) and passes rope to the next player. First team to complete one knot per player wins. This can also be played in reverse - each player is to untie a knot. Reverse is usually more difficult.

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QUIET GAMES

Subconscious Observation: Have a display of ten or fifteen objects such as rocks, leaves, bark, etc. on a table in the center of the room. Do not call attention to them. Sometime during the session, cover the table and have each person list the objects from memory.

Drop and Guess: Players sit with their backs to the leader, who drops any number of small articles on to a table from a height of about six inches. Players must guess what article was dropped from the sound it makes. Some suggestions for objects to be dropped: coins, buttons, a thimble, boxes of matches, paper clips, etc.

Ad Guessing: Place around the room approximately 36 advertisements cut out from various papers and magazines with the product name removed. Divide the players into teams and stand them all together in the center of the room. The leader then calls out the name of a product, and it is up to the members of each team to find the corresponding advertisement. The winner is the team that has collected the most advertisements.

Draw the Line: Give each boy a copy of the same newspaper article. On signal, each player draws a line under the top line of print and then continues down the column from right to left and left to right under each line of print. The first person to reach the end of the column is the winner.

Film Canister ID: You will need several 35mm film canisters (not the kind you can see through). Into half of these, place a marble or other object that will make noise when the canister is shaken. Use about 24 canisters. The boys sit in a circle with the film canisters in the middle. The boys take turns picking up two canisters at a time. If both the canisters rattle when shaken, the boy keeps them. If both canisters do not rattle, then they are both returned to the place that they were picked up from. The game gets more difficult as more of the canisters are removed, as there are then more empty ones left in the game than ones that rattle. The winner is the person with the most film canisters.

Toothpick Castle: Give each boy ten flat toothpicks. Have boys take turns placing one toothpick each on top of an empty pop bottle, thereby making a "castle". The boy whose toothpick causes the "castle" to fall gives his remaining toothpicks to the next boy. The one with the most toothpicks at the end of a given time wins.

What's Missing: Collect several items and cover them with a cloth. Gather all the players around the table and explain that they will have one minute in which to study the pile of articles. Remove the cloth and, when the time is up, replace it again. Now slip your hand beneath the cloth and remove one item, taking care that the players do not see it. Remove the cloth once more and ask the players to write down which item has been removed. Repeat the procedure ten times. The player with the most accurate list of missing items wins.

Shadows: Hang a sheet across the room in front of a strong lamp. Turn off all other lights. Divide the players into two teams. Each team passes behind the sheet, one at a time, disguising their appearance as much as they can, by wobbling, wiggling, and so on - while the second team must guess who the shadow belongs to. The light is only turned on when the person is behind the sheet.

Penny Dropping: In a bucket, place a dime and cover it with about six inches of water. Each player is then given six pennies and takes a turn dropping them into the bucket. The object is to cover the dime with the pennies. First lucky player to do this wins the dime.

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Sound Effects: This is a game that requires the boys to listen carefully. Make an audio-tape of different sounds (such as a dog barking, brakes squealing, a door slamming, a doorbell, etc.). Be sure to include some difficult sounds such as a music box or submarine sonar (many libraries have these sound effects on record or tape). Leave some "dead" space between each sound. Have a list for yourself so that you know what each sound is. This game can be played in two different manners. 1) Play a single sound and have the boys raise their hands when they know what the sound is. The first person with his hand up that can identify the sound correctly gets a point. The player with the most points wins. 2) Give each player a pencil and paper. Have them number their paper for the number of sounds on the tape. Play the entire tape while the boys write down what they think the sounds were. When done, rewind the tape and tell them what each sound was while they check their papers. Winner is the one who correctly identified the most sounds. (This game can be really fun using "spooky" sounds at a Halloween party.)

How Many Ways: *(A great game for Webelos Scouts working on their Traveler Activity Badge.)* Each player is given the same state or regional map. They are then given the name of two cities that are located fairly far apart on the map. Using crayons, players try to trace as many different routes as possible that connect the two cities - without duplicating a road in any of the routes.

Hide the Clock: Hide an alarm clock with a fairly loud tick in the room. The first player to find the clock and touch it wins the game.

Cub Scout Spell Down: Make a game board on a piece of cardboard. Draw letters on the cardboard spelling "Cub Scout". Make 30 small squares from cardboard. On each of these squares, write one letter. You will need 6 small squares for each of the following letters: C, U, O and 4 small squares for the following letters: B, S, T. Place all letters in a small bag. The object is to reach into the bag of letters and pull out one letter at a time and place it on the game board. Player continues to take letters out of the bag, trying to spell CUB SCOUT, while a timer is running. Each player is given one minute to complete his turn.

Stop Me if I'm Wrong: Write the following story out and give a copy to each player. Have the boys read the story and write down everything that he finds wrong in the story. Score a point for each error found. The story: "Cub Scout, Tommy, wasn't in a hurry, so he came down the stairs only three at a time. He was headed for his weekly pack meeting held each Tuesday morning at the den chief's home. Tommy was a Bearcat Cub Scout, 15 years old. He was eating all he could these days, because his Cub Scout Promise said something about being round. Tommy wanted to be a Boy Scout someday so that he could be a Webelos Scout. He kept saying over and over, 'The Cub Scout leads Akela. The Cub Scout helps the pack eat. The pack helps the Cub Scout play. The Cub Scout gets goodwill.'"

Story Telling: Sit in a circle. Have some object that can be thrown easily from one to another. One person begins telling a story. After one or two sentences, he quickly tosses the object to someone else who must continue the story.

Add On: Use a theme such as Christmas. First player says a word related to the theme. The next player must say a related word that begins with the last letter of the word the first player said. Continue until play becomes difficult. Repeated use of words is not allowed. (Ex: Christmas, Santa, Angel, etc.)

My Ship Is Loaded: One player starts rolling a ball to another player and says, "My ship is loaded with cars" (any cargo he wishes). The player that receives the ball repeats what the first player said and adds a new item as he rolls the ball to another player. Each player adds a new item. When a player fails to repeat all the "cargo", the ball is given to a player on his right who starts a new game.

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NATURE GAMES

Tree Tag: Leader touches a tree or holds up a leaf and tells players to run and touch one like it. Those who do and can identify the tree scores a point for their team.

Nature Sounds: The groups sit silently for a few minutes and at the end of the time, each tells the noises that were heard and can be identified (Ex: rustle of the wind in the leaves, bird song, cricket, frog, and waterfall).

Nature Stunts: 1. See who can throw a leaf the farthest without breaking it. 2. See who can hop like a grasshopper (watch one and find out how). 3. See who can make the best nature speech (in a specific length of time). 4. See who can stand on one leg the longest, naming birds while doing so. 5. Create your own stunts.

Spotting: Use this game to develop nature and conversation skills, alertness, and observation. Tell players to watch for "round things", "rough things", or "brown things", etc. Write them down. Player with the most items wins.

BICYCLE GAMES

Circle Test: Chalk two circles on the ground, the inside one seven feet in diameter, the outside one nine feet. In turn, enter circled path on bike, drive around it without touching lines, and exit where entered.

Slalom Relay: Set up five to twelve highway cones about six feet apart in a straight line. Weave through the course and return to the starting line. Add five seconds to player's time for each cone touched.

Straight Line Driving: Using chalk or string, mark a lane 50 - 60 feet long and 6 inches wide. Each player drives the lane at any speed, trying to avoid the lane lines. Each time a wheel touches a line, score one point. Player with the least points is winner.

GAMES FOR LARGE GROUPS

Go Forth: Give everyone a pencil and paper when he arrives. Tell him to "Go forth" and get acquainted with 20 people, to ask them their names and to write them on his paper. When all have their 20 names, ask everyone to tear them off and give each slip of paper to the person whose name is written on it. Check up to see how many players can rid themselves of all their names.

Pass the Bag: Form a circle with an even number of players. Every other person is on the same team. Give one beanbag to a player on one side of the circle and a second beanbag to a player on the other side on the opposite side of the circle. On signal, the bags should be passed from one team member to the next in the same direction around the circle. The first team to have its bag overtake the other wins the game. *(This is a good game for a pack meeting. Use parents on one team and Cub Scouts on the other.)*

Radar: The dens line up with their den leaders about 10 yards ahead of them. The first player in each den is blindfolded. The leaders then change places and proceed to call the blindfolded boys by their den number to bring them in by radar. The first boy "airplane" to "fly" home scores four points, the second three points, and so on. The next boy in the den is then blindfolded, the den leaders change again and the game proceeds until all the "airplanes" are safely home.

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Stone: This is a baseball-like game with two teams. You may use a kickball, bat and ball, a Frisbee, or anything else you can think of. The batter hits or kicks the object to the outfield and begins to run the bases (use as many bases as you like). The fielders must pass or throw the ball (Frisbee, etc.) among themselves until ALL of the outfielders have touched it. The last person touching it yells "stone" and the runner must stop running wherever he is until the next batter hits. At this point, runners continue around the bases, scoring a point when each returns home. The runner keeps running the bases until everyone has "batted". When every person has "batted", the batters become the fielders.

Who Am I: Provide pictures of characters (or names on slips of paper) from nearly any category (TV, sports, cartoons, etc.). Pin a picture on the back of each person, instructing him to mingle with the group and, by asking questions, determine what character his is. Only questions calling for "yes" or "no" answers may be used. Once a person has identified himself, he may remove his picture.

Musical Mixers: Have a set of cards with song titles on them. As people arrive, distribute the cards with instructions for everyone to find others with the same song title. When the singing groups are formed, they are to get acquainted and rehearse their songs. Call on each group to perform. (Ideal group size is 10 people to a group.)

Towel Volleyball: Divide the participants into pairs. Each pair has a towel that they use to catch the ball and in turn send it back over the net to the other team. All other normal volleyball rules apply. A great variation of this for a hot summer day is to use water balloons instead of a volleyball.

MISCELLANEOUS GAMES

Musical Clothes: Fill a bag with an assortment of old clothing (hats, shirts, shoes, stockings, belts, suspenders, slips, etc.). Players form a circle. Give the bag to one of the players. On signal (start music), he passes the bag to the player on his left, and he to the next, and so on around the circle. As the bag is being passed around, someone stops the music (or blows a whistle, or says, "stop" if music is not available). Whoever is holding the bag must reach inside, take out an article of clothing (without looking into the bag) and put it on. Play continues until all clothing is being worn.

Time Test: Ask the group to stand and remain standing for 49 seconds without looking at a watch or clock. As each person thinks 49 seconds has passed he sits down. Give special notice to anyone who sits down when exactly 49 seconds has passed or comes closest to that time.

It's In The Bag: Place several common household items in a brown paper bag. Each player is given a chance to feel the objects inside the bag with one hand. He is not allowed to look at the items. (Allow a designated amount of time for each player.) At the end of his time period, he is to write the identity of as many objects as possible. Winner is person with the most correct items.

Santa's Helpers: Two large identical outlines of Santa Claus are cut from pieces of cardboard. One outline is attached to the wall, while the other is cut up so that each player gets a piece of it (a nose, beard, belt buckle, etc.). Each player is blindfolded and spun around several times. He then tries to pin his appropriate part of Santa cutout onto the Santa on the wall. The player who comes the closest is the winner.

Hungry Santa: Draw a colorful Santa Claus head on a paper plate. Cut a large hole for the mouth. Suspend the plate from a doorway and give each player a supply of "snowballs" (table tennis balls or crumpled napkins). Object is to toss the snowballs into Santa's mouth.

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Taking In The Wash: Tie a length of string to the back of two chairs. Pin about a dozen clothespins to the string (the "clip-type" works best). Each player takes a turn to collect up as many pins as he can, using only one hand. The player who collects the most without dropping any is the winner.

Musical Flashlight: As this game is played with the lights out, it is ideal for a Halloween party. A leader takes charge of the music (a radio or recording) and the rest of the players stand in a circle. A flashlight is handed round from player to player, each person holding it just under his chin for a moment to light up his face in a rather eerie manner. Whoever is holding the flashlight when the music stops is out.

Indoor Balloon Ball: Two teams sit opposite one another in chairs and an umpire throws a balloon into the middle. Each team member then tries to tap the balloon over the heads of the opposing team so that it falls to the ground behind their row of chairs. The balloon must be kept in the air. If it falls to the ground, the team who was due to hit it loses a point.

Threading Popcorn: This game could be used at a Den or Pack meeting to trim the tree. A large supply of popped corn is placed in a bowl and placed in the center of a large table. Players are grouped around the table, each with needle and thread. On signal, each player tries to thread as many pieces of popcorn as he can. After a given time limit (3 to 4 minutes) the player with the longest string of popcorn is the winner. When the game is over, all of the popcorn strings are tied together and used to decorate the Christmas Tree.

Circle Peanut Hunt: Mark a large circle on the ground (about 20 feet in diameter). Scatter a number of small objects (small toys, peanuts, bottle caps, wrapped candy, etc.) inside the circle. Give each player a paper bag to collect his prizes in. Blindfold each player. On signal, the Scouts get down on their hands and knees and grope for the small objects. At the end of three minutes, they remove their blindfolds and count to see who has collected the most. Players keep what they have collected.

Snake Eating Contest: Give each player a long strip of black licorice candy. Each one puts one end of the candy into his mouth and stands with his hands behind his back. On signal, each contestant begins to eat his way toward the other end of his candy. Winner finishes his candy first.

Pumpkinhead Race: *(A great game for Tiger Cubs and their adult partners.)* Players line up in teams of two behind a starting line. Each team receives a small pumpkin, which they place between their foreheads. On signal, all teams try to cross the room and return without dropping the pumpkin. They may not use their hands, except to replace pumpkin between their foreheads. First team to complete round trip wins.

Hula Hoopla: Have the participants form a circle and join hands. The leader has a hula-hoop resting on his arm. Without breaking hands, he passes the hoop to the next player and it continues around the circle. The leader then invites the players to pass two players through the hoop at the same time, without breaking the handgrip. Then try with three players, four players, etc. Watch how the players develop a strategy for getting a large group through the hoop.

Balloon Race: Inflate several balloons. Two boys select a balloon, place it between their shoulders, back to back, and walk or run to a designated place, touch it, and return to the starting line in the same manner. If the balloon pops, they must begin again. Each team of 2 boys is timed. The pair with the best time is the winner.

Forty Ways: Each boy is given a chance to move across the front of the room in any manner he wishes. Once a boy has used a "walk", "hop", or whatever movement, no one following may copy that movement. Any novel way of moving is acceptable.

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Spud: Use a soft rubber ball. All players are numbered. The leader throws the ball into the air and calls a number. The player with that number gets the ball while the others scatter (within definite boundaries). When the player has the ball, he calls "Halt" and all must stop immediately. The player with the ball then throws it at one of the other players, who may dodge but must keep one foot in the same place. If he is hit, a "spud" is scored against him. If not, a "spud" counts against the thrower. When a player is hit, he retrieves the ball while others scatter. He calls "Halt" and the game continues. When a player has three "spuds" he is eliminated.

Bat the Balloon: Divide the group into two equal teams. The teams sit on the ground facing each other with the soles of their shoes touching. All players place one hand behind their backs. The team that lets the balloon touch the floor has a point scored against them. Team with least points, wins.

Cup Capers: Place a row of paper plates at one end of the room and line the players up about six feet away from the plates. Each player is given a paper cup, which he balances on one of his feet. He must then try to walk to a plate and put the cup on it. It helps to take your shoes off for this one!

Musical Parcel: Choose a small prize - such as a bar of chocolate, or a small toy - and wrap it in many different layers of paper. The parcel is passed round from boy to boy while music is playing. Each time the music stops, whoever is holding the parcel takes off one of the layers of wrapping paper. The lucky player who takes off the last wrapping keeps the prize.

Zoo Hunt: Write the name of a zoo animals onto slips of paper – you need two slips for each animal. The slips are then shuffled up and handed out to players. They must imitate the sound of the animal and join their partner. Noisy, but fun.

New and Good: The players are seated in a circle. The leader has a ball. He invites the players to think of one thing that is new and good in their lives. The leader begins the game by sharing a “new and good” and then rolls the ball to a person who is raising his hand. The new person shares his story and passes the ball to another player until everyone who wants to share has had a turn.

Race to a Tie: Set the stage for any sort of race you can think of and be sure to have a clear finish line. The catch is that the players must cross the finish line at exactly the same time. If not, they must run the race again and again until they learn to race to a tie.

Bump and Scoot Volleyball: This is a fun variation on the traditional game of volleyball. Each player hitting the ball over the net must go under the net and join the other team, doing this only once per player. Play until the teams have reversed positions.

Slow Race: Set up a simple race with a start and finish line. Just before you yell, “Go”, as an afterthought, tell the players that the LAST person to cross the finish line is the winner.

Ping Pong Football: Two teams are chosen and each has a goal at opposite ends of the room. Then, getting down on their hands and knees, an ordinary ping pong ball is placed in the center of the field of play and the players try to blow the ball to their opponents' goal. ONLY blowing is allowed. If the ball touches any part of a player's body, the other side gets a free blow from the center of the field.

Measuring Worm Race: Players lie on their stomachs at the starting line. On signal, they draw their legs up under their bodies and fall forward on their hands. Continue in this inchworm fashion to the finish line.

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Snapping Fish Game: You need a fishing pole with a sinker and a piece of foam rubber attached to the end and a mousetrap set to spring. The object of the game is to set off the trap by hitting it with the foam rubber without getting the line caught by the trap. Can be played as a race if you have pole and trap for each contestant.

Lost in Space: In turn each player is blindfolded, turned around three times and told to walk through a doorway some distance away. Time each boy. Winner is the one who finds his way through door in the fastest time.

Miniature Golf: Arrange nine numbered cups on a table or the floor. Use buttons as in tiddlywinks to follow the course. Keep score for each hole as in golf.

Thumbless: Give each boy two six-inch strips of adhesive tape. Have boys help each other to tape thumbs and forefingers together, immobilizing both thumbs. Have them do things such as: untie and retie their shoelaces, peel an orange, tie a neckerchief around a partner, etc.

Puzzles: Cut pictures (magazine, illustrations, etc.) into a number of pieces. Pass the puzzles to Scouts as they arrive and ask them to complete his puzzle while waiting for others to arrive at the meeting.

Tangle: Stand in a circle. Join hands with two boys opposite you (grab any two hands – do not grab two hands from the same boy). Try to untangle into a circle while still holding hands.

Data Processing: Divide the group into two teams. Give the teams directions such as, “Line up in the order of your birthdays, beginning in January”, “Line up lightest shoes to darkest shoes”, etc. First team done wins.

Props: Choose two teams and give each group a paper bag containing a variety of odd things. The teams are given five minutes to concoct a little play introducing every one of the items in some way. The stranger the assortment of objects the better.

Rhythm: All players start hand clapping to a regular beat. On the fourth beat, the first player says a word. Four beats later the player next to him must say a word that is associated in some way, such as “cat”, “dog”, etc. Each player takes a turn every four beats. If someone falters, breaks the rhythm, or says an odd word he is eliminated. When each player has had his turn, the words are spoken on every third beat, then on the second and finally on every beat. This soon eliminates just about everyone. Last person in is obviously the winner.

Paper Catch: Someone stands on a chair, holding several sheets of ordinary writing paper. One by one, he lets them float to the ground, having challenged other players to catch the sheets using their finger and thumb only. It’s not quite as easy as it sounds.

Mirror Drawing: Set up a mirror on a table and give player a simple maze drawn on paper and a pencil. They are asked to follow the maze while looking into the mirror. If desired, time each player.

Snap: Deal out a deck of cards between the players. Each throws down a card in turn. When two cards of the same denomination go down consecutively, the first player to shout “Snap” wins all the pile. The winner is the one who snapped up the most cards.

Spider Race: Divide group into sets of two boys each. Tie each set of boys together at belt loops. With four arms and legs, they are now spiders. Have the boys compete in a race across the playing area. They must travel with just their hands and feet touching the ground. This format can also be used in a tag game setting.

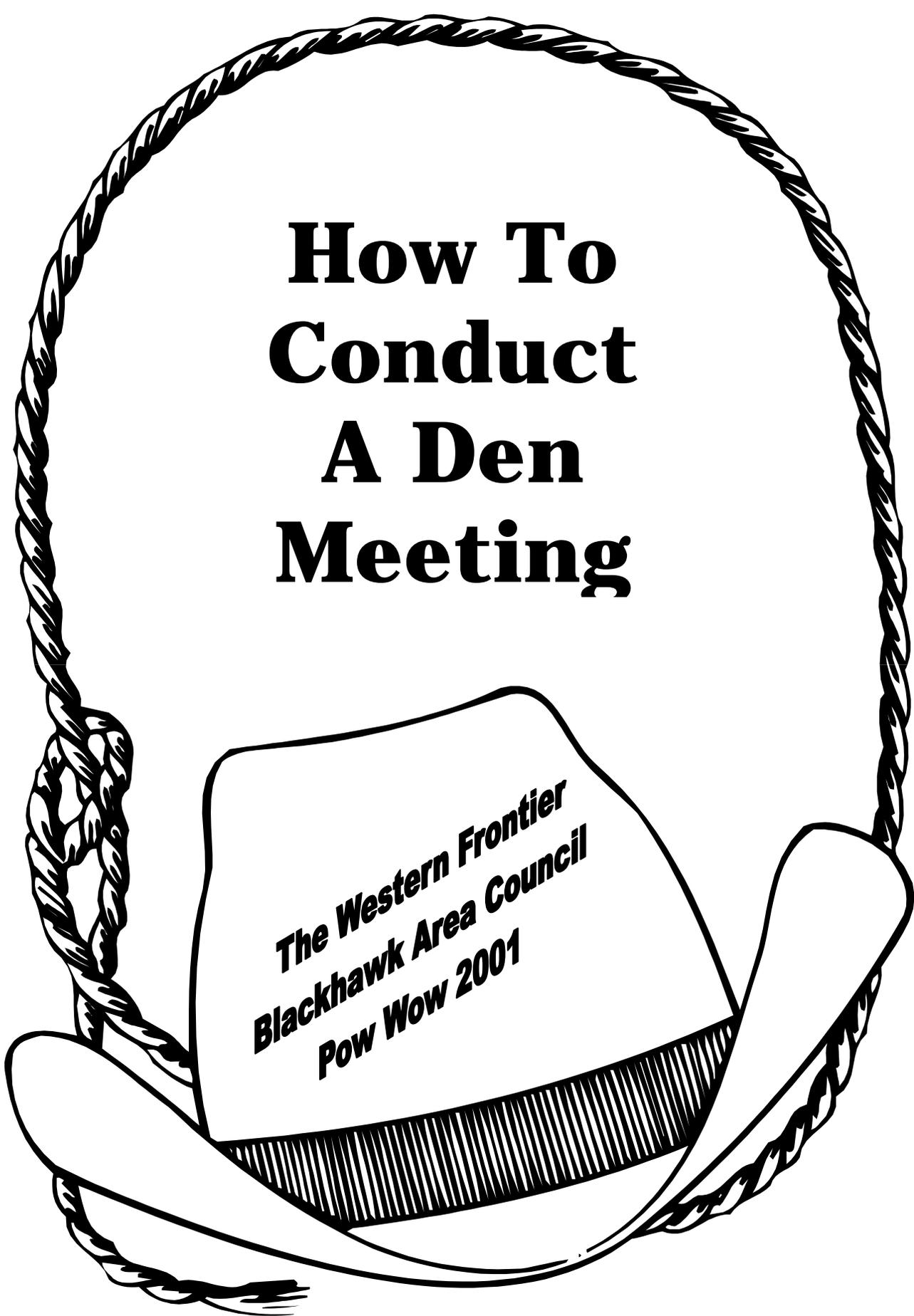
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Trick or Treat Trials: Boys sit in a circle. Each boy, in turn, closes his eyes and reaches into a bowl in the center of the circle and pulls out a slip of paper. Slips are all marked either “trick” or “treat”. If the paper reads “treat”, the boy receives a piece of Halloween candy. If the paper reads “trick”, he must obey the instructions given to him by the den leader, and then he gets a piece of candy. Examples of tricks are hop on one foot across the room, hoot like an owl, howl like a cat, bow three times, etc.

Pumpkin Roll: Make two straight chalk lines the length of the floor. Place a pumpkin on each line at the starting point. Give each of two boys a stick. The one who succeeds in rolling his pumpkin the length of the line, without letting it leave the line or touching it with his hands wins. This could be used as a relay game for the group.

HAVE A GREAT TIME WITH YOUR BOYS!





How To Conduct A Den Meeting



***The Western Frontier
Blackhawk Area Council
Pow Wow 2001***

Conducting a Den Meeting

By Ed Blondin

Meeting Place

The first requirement for a den meeting is a good place to hold it. It must be always available on the nights that you need it. It must be big enough to hold all of the Scouts as well as provide room for games and activities. It must be quiet enough so that your meeting won't be disturbed by other activities and on the other hand, and it must let your meeting get loud without bothering others. Some good potential meeting places are schools, churches, fire stations and community centers. Since you will be meeting there at least three times a month during the school year, it is important that the meeting place be available at no cost. Your den and pack will have enough expenses to cover without paying for the meeting place. If you choose a school, you must reserve your dates with the Principal as soon as possible to avoid conflicts with other after school activities. The same is true for a church and community center. It is not recommended to meet in your home since there are too many distractions (phone calls, other children, spouse, etc.). It is best to go to a place where you can concentrate on your meeting alone.

Meeting night

It will be next to impossible to find a night that will not interfere with an activity that one of your Scouts is involved in. The best that you can do is to find a night with as few conflicts as possible. The meeting time should be chosen to allow time for the children to get home from school, do home work, eat dinner and reach the meeting place. The meeting should end early enough to allow Scouts to get home and have plenty of time to make their normal bedtime.

Length of meeting

I have found that 1.5 hours gives time to get all activities complete and have time for a game and treat at the end. It may seem like 1.5 hours is a lot of time to fill, but the opening, announcements and attendance all take up more time than you would expect. You can always keep a couple of "standby" games ready in case you finish too early.

Preplanning

Any well-run activity requires planning far in advance. You can't open the book on Wednesday to plan for your Thursday meeting unless you like to court disaster. I suggest getting together with the assistant den leaders at least once every six months to develop an outline of what your den will be doing over that time frame. Layout the advancements to be worked on, what requirements you will select to complete, what materials you will need, what parents may have skills that you can use, what field trips will be pertinent and who will be in charge of detailed planning. Try to finalize as many details as possible at this meeting. Once the six-month outline is complete, keep in touch with your assistants to make sure the detailed plans are progressing. When planning outdoor events, keep the amount of daylight available in mind so that you won't run into problems with darkness. Also make a backup plan in the event of bad weather.

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Now that you have arranged the meeting place, picked your meeting day and time and planned your activities, you need to think about the details of each meeting. You need to establish a flow that will become familiar to the Scouts so that they can get into a routine each week.

Pre-meeting activity

It is a very good idea to have a game or puzzle for the boys to work on before the meeting starts. As the boys gather, they have a tendency to run around if they are not occupied. Many of the Webelos Scout achievements have one or two requirements that can be converted into a fill in the blank or matching puzzle. The Discovery Channel has a good Internet site that can be used to create puzzles to fit your needs.

Opening

The meeting opening is traditionally a ceremony starting with the Pledge of Allegiance to the flag. It is a good idea to alternate boys to lead the pledge each meeting to give everyone a chance. We use the denner to lead the pledge in our den meetings. A flag ceremony where the colors are presented is also a good opening. Participation in a flag ceremony is also a requirement for all the ranks.

To help the boys learn the Cub Scout Promise, Cub Scout Law, Cub Scout slogan and Cub Scout motto, dens can repeat one or all of these as a group during the opening. This allows the boys to hear and gradually memorize these sayings without being put on the spot to do it alone. For Webelos Scout, you can gradually change over to the Boy Scout versions to get them ready to join the Troop. Learning the Boy Scout Promise, Law, Slogan and Motto is a Webelos Scout requirement.

Announcements

Now that you have everyone's attention, it is a good time to make any announcements that you may have. Try to keep this to a minimum so that you can keep the boys attention. For longer announcements, I use handouts that can go directly to parents.

Attendance

I let the denner take attendance for the meeting and collect the dues. It is a good way to teach responsibility and gives the Scout a feeling of accomplishment. I have preprinted sheets made up with everyone's name. The denner marks if the Scout is present, if he is in uniform, if he has his book and if he has his dues.



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Dues

Unless you are independently wealthy, or your pack has money to burn, you will need to collect dues to pay for materials needed for your meetings. Markers, glue, paper, pencils, wood, etc., etc., are required for many of the projects that the boys will be completing. The dues can be collected monthly or weekly. My den collects dues weekly as part of the attendance routine. I think that remembering dues teaches the boys to be more responsible. They receive recognition (a bead) for remembering their dues. I collect a dollar a week for dues. Be sure to consult your *Cub Scout Leader Book* for the proper guidelines on how to collect and distribute den dues throughout your pack. Fair and equal distribution is necessary to have a quality and fun program!!

Recognition

Some recognition is given at the den level. To encourage the boys to wear their uniforms, bring their book and pay their dues, our den awards beads to the boys. Each boy has a bead holder where they can watch their total increase. Handing the beads out during the meeting encourages all of the boys to participate. You might think that a bead is a small prize, but you will be surprised as how important it becomes to get the most beads possible. This has really helped get our boys into uniform and to bring their books and dues to every meeting.

Main activity

The main portion of the den meeting is devoted to working on requirements for the advancements. Coming up for ideas that are fun, educational and meet the requirements of the book is made easier by using the many resources available. There is no requirement, but a guide for deciding what advancements to work on is included in the annual, planning calendar issued by the Council Office in the Blackhawk Courier, and also can be found in “Cub Scout Leader Program Helps.” It is broken down month by month and gives ideas for openings, closings, games and other activities. Scouting magazine also includes this information. There are many Internet sites that are aimed at Scouting. Some of them even give ideas organized by specific advancement. The old fashioned, but efficient, way to get ideas is to ask den leaders who have gone before you. The new Wolf den leader can get a lot ideas from the Bear den leader and so on. Roundtables and pow wows also will give you ideas and opportunities to meet people and exchange ideas. At the beginning of the year, take a look through the Scout book and see what the advancement requirements are. Jot down the ones that seem like they might go together, what ones need to be done indoors, what one will require field trips, etc. Many times you will find that an activity meant to satisfy a requirement for one advancement can be slightly modified to meet another requirement for a completely different advancement. When you are planning your program, keep in mind that kids like activity and will only sit at a quiet task for a short time. Try to break up the quiet tasks with a more active game.

Treat

I ask the denner to bring treats for the meeting. The treat can be used as a reward for good behavior during the meeting.

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Closing

The closing can simply be a short reminder of the announcements from earlier in the meeting and a more elaborate ceremony such as retiring the flag. This depends on how much time you have left.

Field Trips/Outings

Many of the advancement requirements involve visits to other facilities. If possible, schedule these visits on the same day and time as the regular meeting to avoid confusion. Try to have an outing once per month if your schedule permits.

Discipline

Lack of discipline can ruin a meeting. The Scouts that want to listen are frustrated that they can't and the leaders are frustrated because it seems no one wants to listen. The first step to establish a good atmosphere in the den meetings is to have a pack discipline policy. The pack committee should set the policy. There are a number of examples available on the Internet. Once the policy is in place, the discipline code should be presented to the Scouts and parents during a den or pack meeting. Our pack asks that the parents and the Scout sign a form that they have received and understand the code. This is similar to what many schools do.

At the den level, there are several approaches that I have tried with varying success. Overall, it seems that new approaches need to be tried all the time because the boys get tired or used to one method and the leader has to implement another. I will discuss some of the things I have done in more detail:

Den rules - I allow the Scouts to set the rules in the den. After editing, I list the rules on a large sign and post them at the den meetings. I found this to work well and was surprised that the boys came up with rules that were very similar to what I had hoped for. The Scouts seem to be more willing to follow rules that they have developed themselves. The downside of this is that some boys act like self appointed police and constantly report rule breakers. I would still recommend giving this a try.

Rewards - There are several variations on this system. I have used a "marble jar". Tell the Scouts that good behavior will be rewarded by adding a set number of marbles to the jar. When the jar is full, they will get a reward. If there is bad behavior, marbles are removed. Keep the jar in plain view during meetings so that the boys can see their progress. Other leaders have done the same thing using a candle. As long as the behavior is good, the candle is left to burn. The candle is put out when behavior is bad. (I heard that you should freeze the candle or it will burn too fast). The drawback to this is that there is no instant recognition for good behavior. The reward takes awhile to earn and it is not always uppermost in the boy's minds.

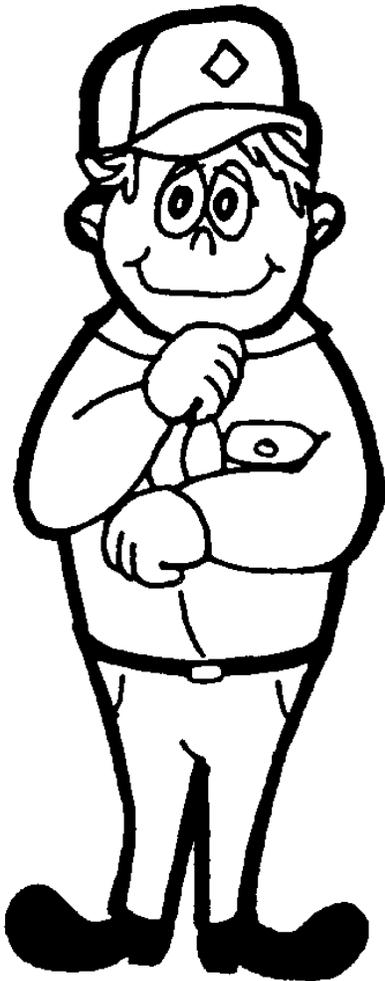
Treats - The use of treats provides an instant reward for good behavior. Each Scout is presented with a ticket at the beginning of the meeting. He can turn in his ticket at the end of the meeting for a prize or treat. A leader can take his ticket if his displays inappropriate behavior during the meeting.

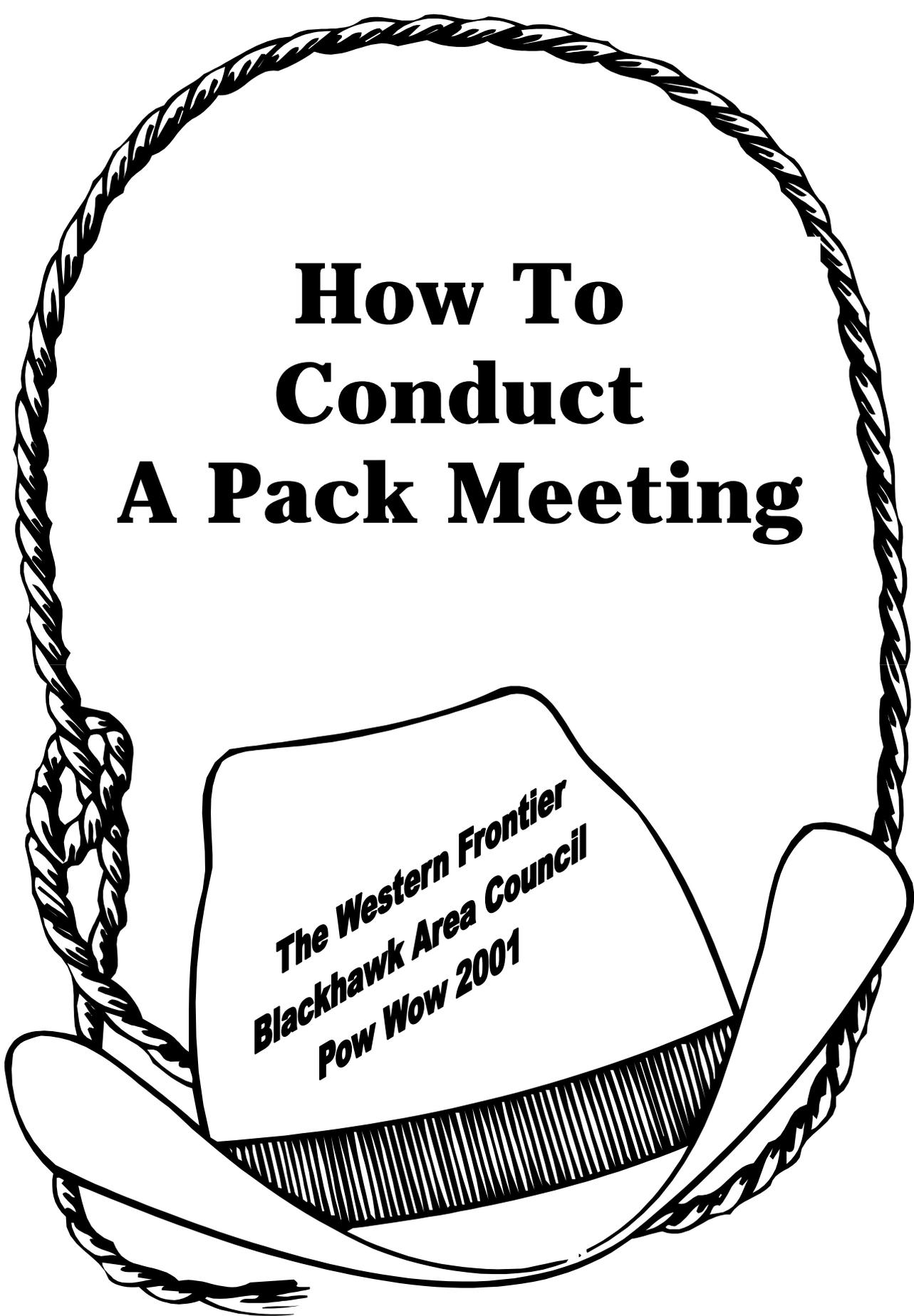
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Time-out - If the behavior is too bad, removing the offending Scout from the group and putting him in time-out can work. We use this as a last resort in our den meetings. If there is repeated bad behavior in meetings by a Scout, our Pack Discipline Code allows the den leader to request the parent to stay with the Scout during the meeting. The Scout is not allowed to come to the meeting without the parent.

Conclusion:

Hopefully I have provided an outline and some basic information that you will find useful in conducting your den meetings. Asking advice from experienced den leaders seems to be the best way to avoid repeating mistakes. Hopefully, after a few weeks, you will find a routine that works best for you.





How To Conduct A Pack Meeting



**The Western Frontier
Blackhawk Area Council
Pow Wow 2001**

Planning and Staging Pack Meetings

By Paul Hager

The Worst Pack Meeting

It was 8:30 and the pack meeting was already an hour and a half old. An unhappy buzz was coming from the parents seated at tables around the cafeteria. The Cubmaster, Mr. B., was in the process of calling Tom C. forward to receive his sixth activity pin of the night. After presenting the pin, the Cubmaster announced that there were no more awards to be presented. The mood of the crowd improved quickly, but that improvement was short lived. Mr. B. was introducing Mr. J from troop 17 who would be conducting a Webelos graduation ceremony for Billy K. who had received his Arrow of Light at last month's Blue and Gold Banquet.

As the ceremony started, parents began taking their boys and leaving. By the end of the twenty-minute ceremony, over half of the boys and their parents had left. The remaining parents were complaining about school tomorrow and how this would be their last pack meeting.

Introduction:

The pack meeting described above is not fictitious, nor is it unique. For the sake of brevity many parts have been left out. By the time Mr. B. stepped down, the pack had shrunk by almost a third.

Pack meetings are a key component of the Cub Scouting program, yet many Cub Scouts and their parents would describe them as the worst part of their scouting experience. Good pack meetings are essential to the health and growth of a Cub Scout pack.

Purpose of a pack meeting

When working on any project, it is essential to identify the project goals first. For pack meetings, these goals are:

- 1) Having fun!
- 2) Recognize boys who are advancing
- 3) Provide a forum for dens to show off their skills and crafts.
- 4) Having more fun!
- 5) Provide a forum for communicating with the unit families.
- 6) Create a unit identity.
- 7) Having lots more fun!
- 8) Encourage the boys to continue their scouting experience.
- 9) Having even more fun!

From the list above, it is clear that FUN is one of the most important parts in any pack meeting. Unfortunately, fun is the last thing considered when many pack meetings are planned. **ALWAYS REMEMBER TO PLAN FOR FUN IN ANY PACK MEETING.**

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Steps to a good pack meeting.

There are several steps that must be followed if a Pack is to present good pack meetings. These steps are:

- 1.Evaluation and Planning
- 2.Set up
- 3.Implementation
- 4.Evaluation
- 5.Contingency plans

By focusing on these simple steps, a pack will be well on their way to presenting entertaining, informative and successful pack meetings.

Evaluation and planning

Evaluation is the first step of the planning process. When planning the next meeting, or next year's meeting themes, it is always helpful to review which activities were successful, which needed improvement and which should be discarded. Only after that, can planning begin.

Planning pack meetings requires two types of plans; the annual plan and the plan for the next pack meeting. In the annual plan, the pack committee and den leaders identify the themes they intend to use for each pack meeting. The committee decides when these pack activities will occur and assign the dates. Remember to include pack program items like the Blue and Gold banquet, Pine wood Derby, Rain Gutter Regatta, Space Derby, Friends of Scouting, Bobcat presentations and rank graduation ceremonies. Take time to assign basic meeting responsibilities to the dens. By doing this, the den leaders can plan their den calendar. When the annual plan is complete, make sure that all members of the pack receive a copy.

Planning for the individual pack meeting should occur about three weeks before the meeting. This provides time for the participants to prepare. With the exception of announcements, the Cubmaster and other participants should know who is doing what when this plan is complete.

Many Cub Scout packs assume that all pack meetings should be the same. This couldn't be farther from the truth. Successful packs have discovered that an occasional roller-skating party or other similar activity can be more effective than a traditional pack meeting. Pack meetings can be built around a picnic or summer family camp. Creativity and originality will prevent your pack meetings from becoming boring.

When planning your pack meeting, there are several mandatory components. These are:

- ◆ opening ceremony
- ◆ closing ceremony
- ◆ awards presentations

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(If any boy has earned a rank award or activity pin, it must be presented at the next pack meeting.) Beyond this, use your imagination. Remember to make it fun for boys ages 6 to 11.

Set up

Prior to setting up for a pack meeting, it is necessary to know what the planned activity will be. A pack carnival will obviously require a different setup than a pack meeting with an awards focus. Make sure that there is sufficient open space for the Cub Scouts to sit as dens while leaving seating for parents and guests. If available, chairs are the best seating option for both the scouts and parents. Cafeteria tables & benches are among the worst possible seating since it allows the audience to sit face to face with friends. It will be difficult to conduct a meeting over their conversations. If possible set up only the benches and don't use the tables. The *Cub Scout Leader Book* has many good suggestions for room set up and layout.

Other considerations affecting set up include room temperature, lighting, and seating arrangements for siblings. If ceremonies are planned make sure you can access the lighting and that the lighting recovers quickly when turned back on. Check on the rules concerning candles and open flames. Microphones and speakers are often a requirement for large packs, be sure that wires are secured in some way to prevent tripping. At least once a year, use the meeting room evaluation checklist in the *Guide to Safe Scouting*.

Implementation

Producing a quality pack meeting requires a group effort from the Cubmaster, assistant Cubmaster(s) and the den leaders. The Cubmaster is responsible for the meeting and serves as the master of ceremonies. This job includes opening the meeting, closing the meeting, presenting some awards and introducing the other participants in the meeting. The Cubmaster should not be expected to do everything during the meeting. This gets real boring really fast. Having a variety of people in front of the pack keeps the meeting interesting.

Prior to the start of a meeting, it is a good idea to select a den to set up the room. The room setup should follow the written plan made by the pack committee earlier. A second den can be employed as greeters for the arriving scouts and their families. This den can pass out meeting programs or newsletters. It can also encourage the new arrivals to participate in an "ice breaker" or gathering time game.

During the setup time, the Cubmaster will be setting up the awards and any program related props needed for the meeting. This is not the time for people to interrupt him with announcements, additional awards or other issues. These things can be handled by an assistant Cubmaster or the committee chairman. Interrupting the Cubmaster will only delay the start of the meeting.

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When everything is ready, the meeting can start. The Cubmaster should welcome everyone and then introduce the den performing the opening ceremony. The opening ceremony should be something that includes the Pledge of Allegiance (or other patriotic activity like singing the Star Spangled Banner) and a flag presentation. It should involve the audience.

After the opening ceremony, the Cubmaster will introduce any special guests and make any brief administrative announcements. These announcements relate to the operation of the meeting and should be very brief. For example; "There is a sibling table set up in the far corner for younger brothers and sisters."

Many packs use the time following the opening to make their announcements. Announcement abuse is probably the number one complaint that scouts and adults have about pack meetings. This doesn't have to be the case. Let your pack committee set the rules for announcements. Limit each announcement to no more than 1 or 2 minutes and keep the number of announcements to 5 or 6 of the most important. Have the responsible person make his or her own announcement. Make sure each announcement covers only the highlights. Put the details in the pack newsletter. Finally if someone can't stick to the rules, have someone else make their announcement for them.

The Cubmaster should introduce each person as they come forward for their announcement. He should stand near the person making the announcement and lend support. He should try to raise interest in the announcement as he introduces the speaker. For example, if the announcement is about the Woods of Webelos campout, the Cubmaster can ask the boys if they like to camp and then introduce the speaker by referring to the camping opportunity that is coming up.

Make announcements more interesting by breaking them up, a few now and a few later. Embed a word of the day in an announcement and challenge the audience to catch it. Look for ways to make the announcements more interesting. Be creative. Make announcements informative and fun.

Awards ceremonies are another way to spice up a meeting. Nothing is less interesting than watching a boy walk to the front of the room, shake the Cubmaster's hand and then sit down. Ceremonies should be interesting and appropriate for the award being presented. They should involve the recipient his parents and the audience. Choose different ceremonies for each pack meeting. Try to involve the Tiger Cub dens whenever possible.

When awarding activity pins, try to cover all of the awards for a given boy in one trip. If a lot of pins are being presented call the boys up by den. Do not let this part of the meeting bog down, since the Tiger, Wolf and Bear Cub Scouts probably aren't too interested in activity pins.

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Skits and songs are the heart of the "typical" pack meeting. They allow the dens to show off their skills and receive recognition for their hard work. When planning, a pack meeting, try to allow as much time for skits as possible. If the dens are willing, let them do "run on" jokes during the announcement or awards presentation to make the meeting more interesting. Encourage the dens to call on their favorite adult leader or parents to be the "victim" or straight man for a skit or joke. Include the audience in songs. Work with the dens to make this part of the meeting fun. One warning though, do not be afraid to pull the plug on a skit or song that is not appropriate for Cub Scouts.

Attendance awards and uniform inspections are another part of pack meetings. These are covered in the *Cub Scout Leader Book*.

The closing ceremony can be assigned or delegated to the Cubmaster or a den. It should include a ceremony to retire the flag. Inspirational thoughts or songs are appropriate for the closing ceremony.

After the meeting, a den should have the responsibility to clean up the meeting room. This will involve sweeping the floor and returning the chairs and tables to their proper places. Leaving the room cleaner than you found it will make it easier for you to use the room the next time you need it.

Evaluation

An evaluation of the meeting should be completed within 24 hours. This allows you the opportunity to record those parts of the meeting that went well and highlight which items need improvement. Use the evaluation at your next planning meeting.

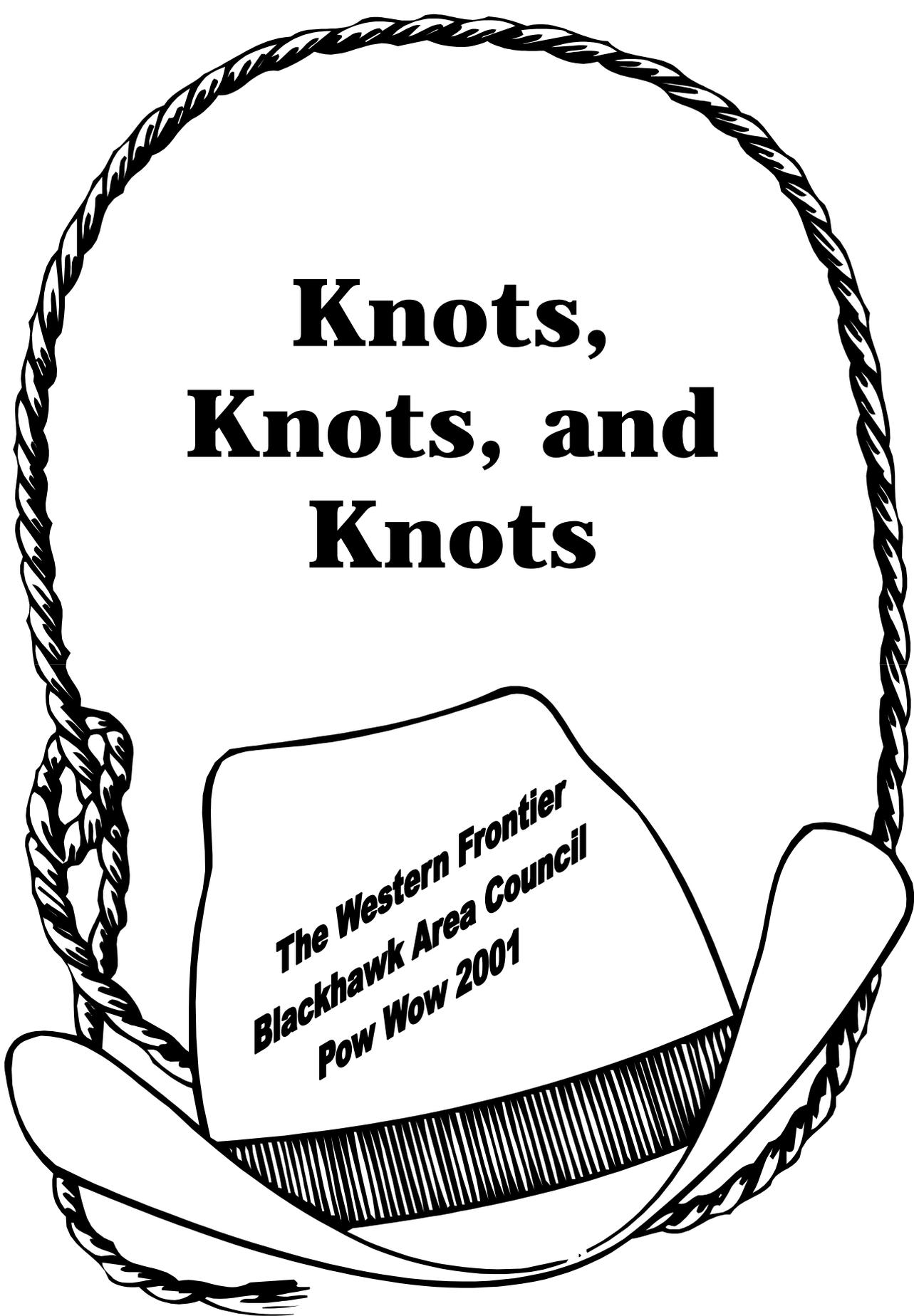
Contingency plans

A wise man once said "The best laid plans of mice and men oft go astray." This is true of pack meetings. The Cubmaster may become sick at the last minute, or the school may announce an unplanned school activity in the cafeteria on your pack night. Plan ahead for situations like these. These plans should include a phone tree, an alternate meeting place and designated replacements for key people. To quote the Boy Scouts; "Be Prepared!"

Summary

Quality pack meetings occur when there is a determined commitment on the part of the Cubmaster and pack committee to make them fun and keep them simple. It is not hard, it only requires planning and efficient resource use.





Knots, Knots, and Knots



***The Western Frontier
Blackhawk Area Council
Pow Wow 2001***

Knots

By Diane Grant

A **knot** is an intertwined loop of rope, cord, string or other flexible material, used to fasten two such ropes to one another or to another object.

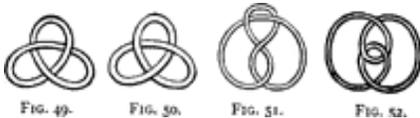
Knots, Bends, Hitches, Splices and Seizings are all ways of fastening cords or ropes, either to some other object such as a spar, or a ring, or to one another. The **knot** is formed to make a knob on a rope, generally at the extremity, and by untwisting the strands at the end and weaving them together. But it may be made by turning the rope on itself through a loop, as for instance, the *overhand knot*.



A **bend** and a **hitch** are ways of fastening or tying ropes together, as in the *Carrick bend* or round spars as the *Studding Sail Halyard Bend* and the *Timber Hitch*.

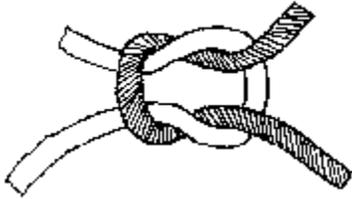
A **splice** is made by untwisting two rope ends and weaving them together.

A **seizing** is made by fastening two spars to one another by a rope, or two ropes by a third, or by using one rope to make a loop on another, as for example the *Racking Seizing*, the *Round Seizing*, and the *Midshipman's Hitch*. The use of the words is often arbitrary. There is, for instance, no difference in principle between the *Fisherman's Bend* and the *Timber Hitch*. Speaking generally, the **Knot** and the **Seizing** are meant to be permanent, and must be unweaved in order to be unfastened, while the **Bend**



and **Hitch** can be undone at once by pulling the ropes in the reverse direction from that in which they are meant to hold. Yet the *Reef Knot* can be cast loose with ease, and is wholly different in principle, for instance, from the *Diamond Knot*. These various forms of fastening are employed in many kinds of industry, as for example in scaffolding, as well as in seamanship. The governing principle is that the strain which pulls against them shall draw them tighter. The ordinary **knots** and **splices** are described in every book on seamanship.

Reef Knot (Square Knot (A.E.))



The knot everyone knows!!?! This is a knot for tying the ends of a piece of rope or string together, for example when tying up a parcel. Remember this is called a knot NOT a bend, as it should not be used for tying two ropes together, especially when your life depends on it, as it is easily spilt.

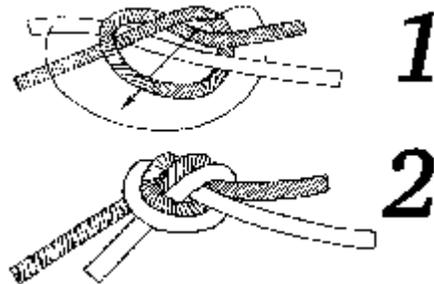
Fisherman's Knot



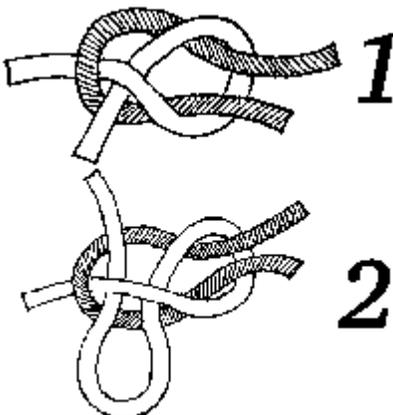
For stiff ropes and cords you shall use the Fisherman's Knot. Easy to make, difficult to untie, so don't use it on a good rope, especially if there is a lot of strain on it. You should make it double on cords of nylon, or it will not last.

Water Knot

A third knot for tying two ropes of the same thickness. Very strong knot, but difficult to untie. Good for tying grasses, wet rope, and rubber together (e.g. for repairing swimming goggles).



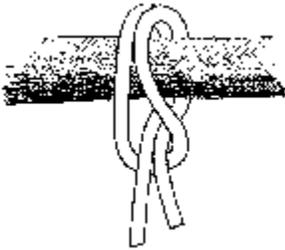
Sheetbend



1. Normal Sheetbend
2. Slipped Sheetbend

The Sheetbend is a knot that you use to tie two ropes together. Good both for thick and thin ropes. Easy to untie. Use the Sheetbend (Becket Hitch) when you hoist a flag, and the loop already exists. The Slipped Sheetbend is even more easy to untie, just snatch the right end.

Lark's head

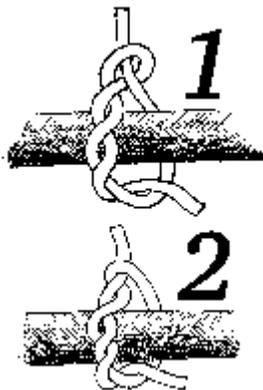


Very easy to do, it can be done even if both ends are tied. Both ends should have the same load, otherwise it will not be reliable. Use it when you want to tie a tarpaulin, where the holes exist.

Timber hitch

1. RIGHT!

2. WRONG!!!

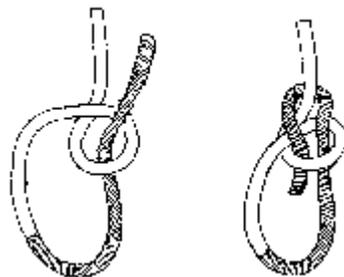


Another knot that is easy to do. It is important that you twist the free end around itself. Check this by trying to adjust the size of the loop. If it is impossible, you have made a mistake!

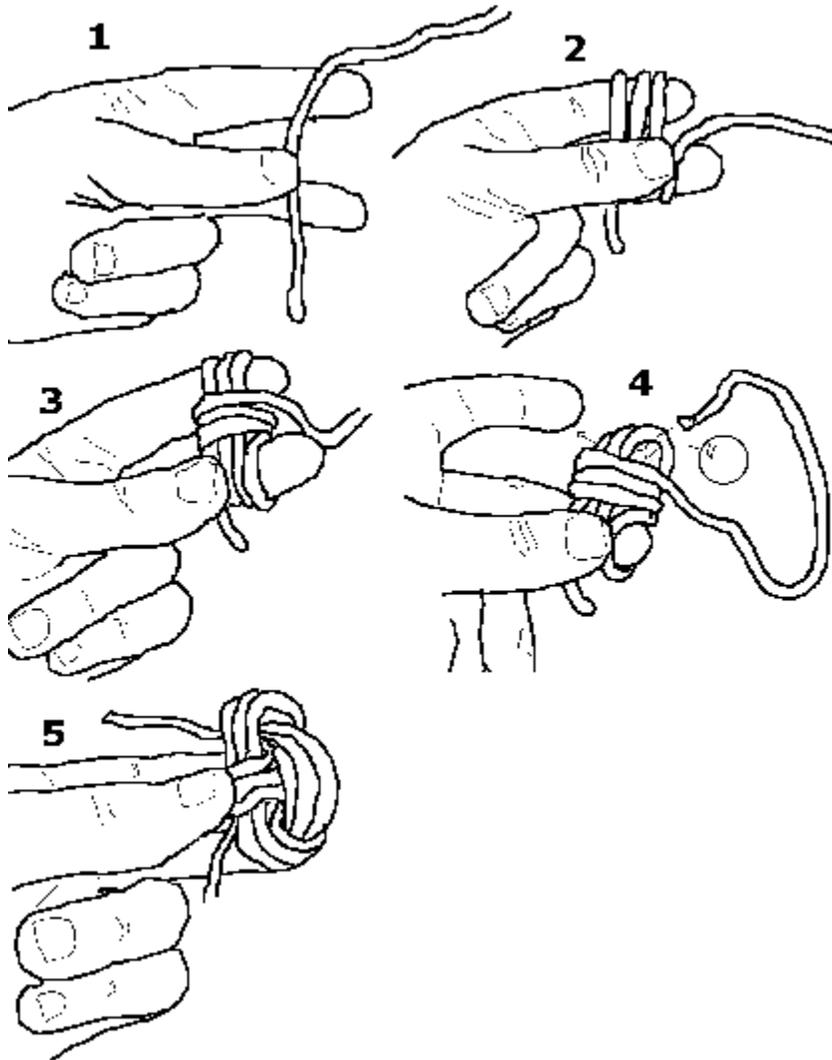
Bowline

A fixed loop, very safe. You can use it when climbing and lifesaving etc. If your life depends on this knot, you should do an extra knot to make it safer. Otherwise it will not be safe enough, especially if the rope is new. Often learned by thinking of the end as a rabbit, and the loop as its hole, and as Elma Fudd would say:

The wabbit gows up, out of his hole, wound the back of the twee, and back down into his buwwow.



Monkey's Fist



This is a knot primarily for decoration. For example you can have it in your key ring to impress your friends...

1. Take a string (or thin rope) approx. 1 meter long, and hold it as shown on the picture.

2. Make three turns around your fingers.

3. "Turn" in between the two fingers, and make three turns around the three previous turns. Do not tighten too much, there should be a little space in the middle.

4. Remove your index finger from the rope. Put something hard, for example a marble, in the space

inside the knot. Now put the end of the rope into the hole where your index finger used to be.

5. Remove the other finger and let the string go through the hole where the finger was. Continue until you have made three turns, until there are three turns here also.

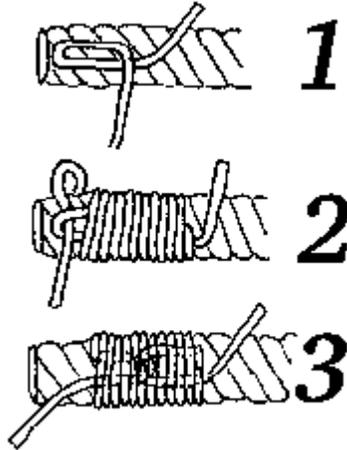
Now you are almost done with the knot. Before you finish it, you should check that there are three turns all around the knot, it is easy to miss a turn. Start at one of the ends of the rope, and tighten the rope around the marble. Do not pull to hard, it is better to tighten two or three times, then the knot will be much more symmetric.

The knot can be done with various number of turns and different thickness

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of the rope. All depending of how big marble you have.

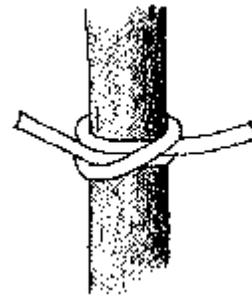
Whipping

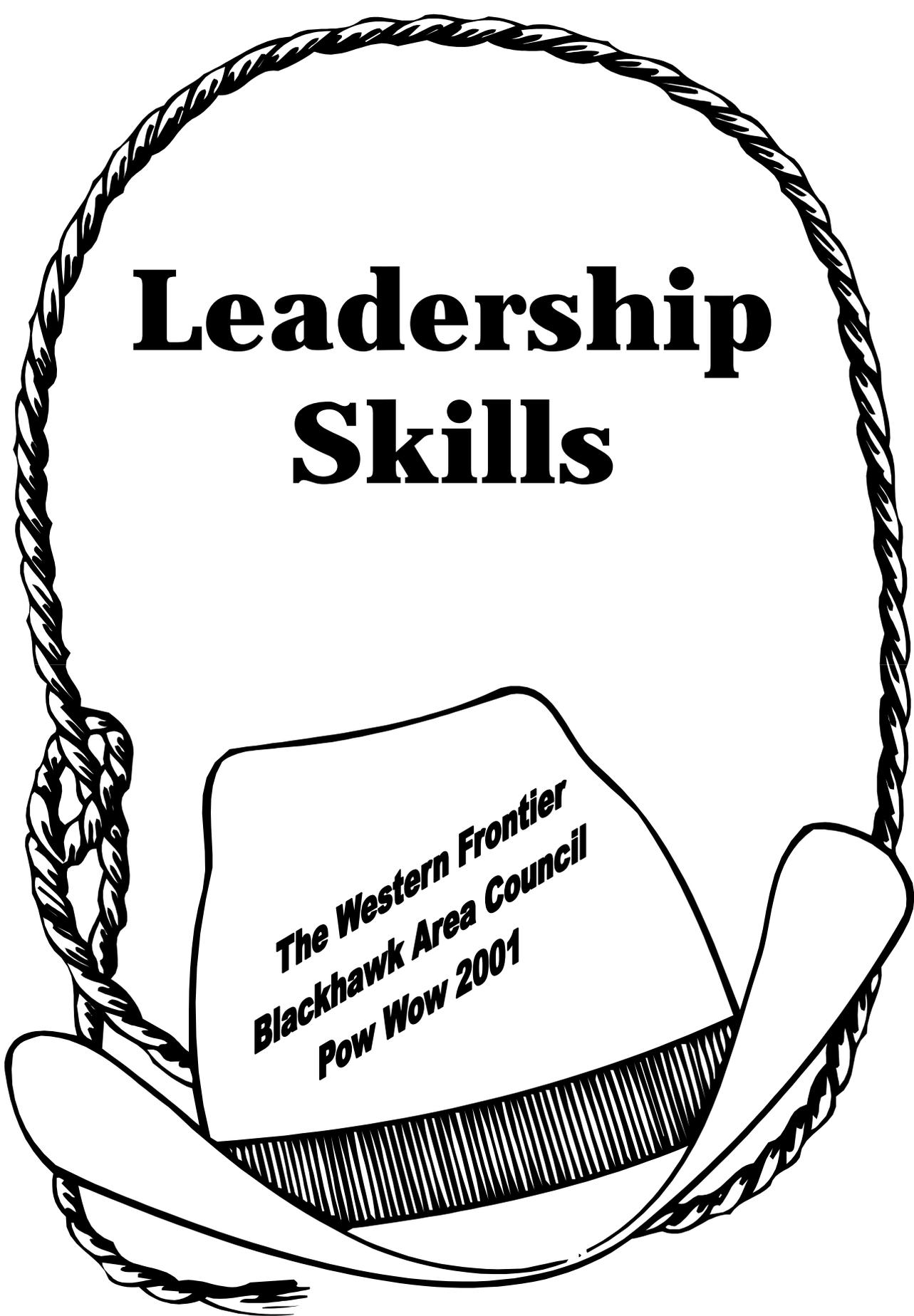


Whipping is a good start if you want to learn about knotting. Use a thick thread, with different colors at each end of the rope. You need about 50 cm thread/end.

Clove hitch

A knot that is easy to make. Usable when you want to moor a boat. Do not use to tie something to a square post as it can easily come off.





Leadership Skills



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A HEAP OF WORKING

It takes a heap of working with a boy to make a man:

A heap of care and patience, and you've got to understand

That he won't be any better than you were as a lad,

Unless a spark is kindled to show him what is bad.

He looks to you for guidance, and he looks to you with
pride.

It's up to you to demonstrate; you can't just let it slide.

For with that eager mind of his, he watches you each day,

And judges you by what you do, not just by what you say.



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Leadership Characteristics and Skills *By Denny Kuntzelman and Carol Conderman*

Leadership Skills –The Basics

- Lead by Example
- Knowledge
- Resources
- Enjoyment of Position
- Fun Loving / Humor
- Respectful
- Helpful
- Training
- Delegates
- Open to Suggestions
- Relax
- Listen
- Positive Attitude
- Organized
- Honest
- Community Minded

Leading by Example – Every leader is a representative of the Boy Scouts of America and is expected to be a good example in ALL situations, not only when in uniform. As Scouting is a community group, leaders are exposed to people from all walks of life. Leaders need to show enthusiasm about Scouting in all situations. When wearing the uniform, wear it properly. Always strive to be on time and conduct oneself in a ‘Scout-like’ manner.

Knowledge and Training – A good leader will have taken the time to participate in any training offered through their district and council, and if possible, nationally. They will know the responsibilities that their position offers them, will understand and follow proper safety rules for the activities they will be involved in, will know where to find additional resources for any activities they are planning. Training will help any leader be organized to help plan a quality, fun program for everyone.

Resources – a leader should know what resources are available to them – other leaders, community leaders, district and council professional staff, printed literature, their Scout families, etc.

Enjoyment of Position and Fun Loving with a Good Sense of Humor – any leader needs to get along with others. Having a good ‘disposition’ and a ‘good attitude’ about their position is essential for a good leader, in any situation. Attending training will help a leader be organized and happy with the position they are in and they will know many ways to promote a positive attitude throughout their Scouting program. Having a good time in Scouts is essential to keep the boys interested. Learning songs, skits and stories is a great way to use your resources!

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Respectful – everyone needs to be respectful of others. Learn to listen to others, be open to suggestions. Watch your thoughts, words and deeds; others are watching. Do Your Best.

Helpful – Lead by example with a positive and respectful attitude, no matter what the task is. Relax when the going gets tough, be organized and listen to others when giving and receiving information and instructions. You can't be helpful if you haven't heard the request!

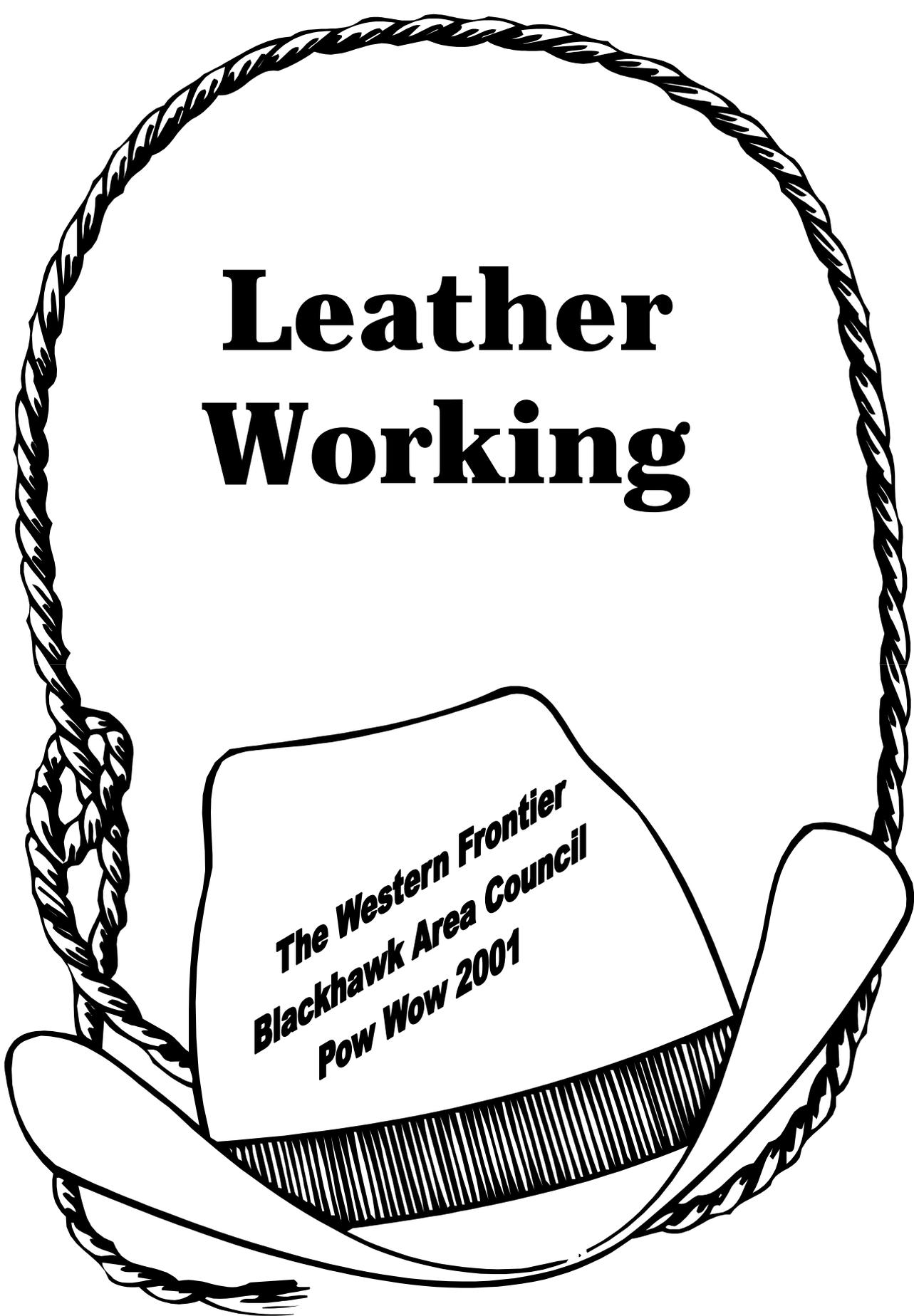
Delegate – very important for any leader. A good leader can delegate many tasks out to others. They need to remember to lead by example and follow up with any 'tasks' that were assigned to others. Delegation takes a lot of the work off of the shoulders of a good leader so nothing can get lost in the "busyness" of life. Be a good listener when delegating, and be sure that the task is assigned to a 'capable' person for that task. All you can do is 'ask', be specific about the task and follow through with a 'thank you' at the end!

Open for Suggestions – every leader needs to be a good listener and open to suggestions. Change can be good, if it is explained and implemented well. Change can be very hard for the seasoned Scouter, so be honest with your opinions, ask for resources to consult when in doubt.

Community Minded – Scouting is the future of the community. If good Scouts are raised in the community, good and respectful adults will return to the community as community leaders. Use your local community resources wisely!



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Leather Working



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THE STORY OF LEATHER

By Lisa and David Dunaway

Leather is one of mankind's oldest natural resources; a foremost gift to man from Mother Nature.

Without it, man might not have survived. There is vivid evidence of its outstanding importance dating back across the centuries of civilization; back beyond the era of domination of the Romans. Modern archaeology has uncovered leather articles and artifacts in an excellent state of preservation from cultures dating back over 33 centuries.

Man's dependency and appreciation of leather coupled with his instinctive drive to create beauty led him to use leather as a medium of utility and adornment. From the fashioning of crude protective footwear to the creation of unbelievably beautiful articles, human beings have reaped a great harvest of benefit and pleasure from leather.

Quality of genuine leather is not determined by surface appearance alone. More important to the finished product is the inner structure of the leather. Animals exposed to radical changes in weather and adverse environments develop inner structural strength and consistency.

The natural range markings on the surface of leather are the best proof that it is real leather. A large part of the pride and fulfillment we derive from carving and stamping leather comes from our utilization of the natural markings into interesting elements of the design.

As a modern leather worker you derive pleasure and profit from a rich heritage. No other activity offers the advantages and creative fulfillment available through leather work.

Leather working with Scouts provides something new and different for the boys to learn. It provides something that they made themselves, that will last forever, and will be treasured. They will learn how to handle and use various tools, use their imagination and creativity, and also practice following directions. Leather crafting is a hobby that many boys may carry into adulthood.

There are various resources a leader can go to for more information on leather working. They include: Cub Scout Leader How To Book, Cub Scout Fun Book, Pow Wow Books, the BSA Leather Working Merit badge book, other organization publications such as Awana, Girl Scouts, Religious Youth Groups, and various other publications as found in the Boy Scouts of America catalogs, magazines, the local library, and the Internet.

Use your imagination and the vast resources available. Be sure to follow safety guidelines for your Scouts. They are outlined in various publications as to the best way to guide the Scouts along.

Leather work can be very enjoyable and rewarding for both, you and your scouts. However it can become very costly. Start off with a small set of tools and add to it gradually. There are a variety of beginner craft sets available at a moderate cost. It is best to start with simple projects like tie slides, key chains, bookmarks, bracelets, and coasters. Let the boys work their way up to more difficult items such as wallets or belts.

Leather Craft -- The Basics

Terms

Flesh side of leather: Rough side of the leather.

Grain side of leather: Smooth side of the leather.

Casing: Preparing the leather for tooling by dampening it.

Carving: Cutting a pattern on the leather with a swivel knife.

Embossing: The process of tooling around a carved design.

Stamping: Tooling leather with stamping tools to create a pattern.

Skiver: Sharp knife-like tool used to cut or thin leather.

Types of Leather

Leather is available in a variety of types. The type you choose depends on the project you have selected. If you have chosen a precut leather kit, then this has been done for you. If you are working with bulk leather, then you will have to choose the type of leather you wish to use. The types of leather most widely used by amateur leather crafters are cowhide, steerhide, calfskin, and manmade leather called vinyl.

Steerhide and cowhide are very much the same. They are heavy, coarse grained and used for bigger articles like purses, book covers, holsters, knife sheaths, chair backs, etc. They are very good for tooling, stamping, and carving. They are mostly natural in color, but take tints and dyes well.

Calfskin is probably the best all-around craft leather you will ever use. It is fine grained, lighter in weight than the cowhide and has a very close texture. Calfskin is very good for tooling, stamping, and carving, like the cowhide, but calfskin is also excellent for embossing. Embossing leather is the process of tooling around a carved design in such a way that the design actually stands out from the rest. Calfskin is primarily used for smaller projects, like coasters, key fobs, billfolds, fancy belts, etc. It is obtainable in natural as well as a variety of shades and colors. It also accepts natural dyes well.

Vinyl is a man made substitute for leather. It works very well for small projects, like the ones your scouts may be doing. It is usually cheaper than natural leather and often available as scrap from companies who make chairs and other commercial furnishings. It comes in a wide variety of weights and colors. However, vinyl cannot be tooled.

Decorating Leather

After selecting the type of leather to be used, you may start decorating it. This is done by carving, tooling, stamping, burning, staining, or dyeing the leather. Carving, tooling, and stamping are done with specially designed tools obtainable at leather craft and hobby stores.

After selecting your design, it is then copied onto a lightweight paper, such as tracing paper. The leather is then moistened by casing it. Be careful not to use too much water. Trace your design onto the dampened leather by means of a tracing tool. This tool leaves an impression on the leather, which is then cut into the surface with a swivel knife. Shading tools and decorative stamps are then used to finish the design. Burning is done with a large pencil shaped tool called a leather branding iron. This tool has changeable tips for different effects.

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Coloring and Finishing

After the leather is completely dry and all tooling and decorating is complete, you may use stains or dyes to further enhance your design. Permanent markers or paint made for leather may be used to add color. Stains, dyes and coloring are followed with a finish coat to seal the design. Be sure the finish you use is compatible with your paint selection. The finish coat helps to prevent your project from becoming scuffed and also prevents water from being absorbed into the leather, which may cause rotting or cause the design to lift. Always remember, water is leathers worst enemy. Leather must be kept dry at all times except while it is being worked or tooled. After the finish is dry then assemble your project.

Lacing

There are several different kinds of lacing. The most popular are waxed cord, vinyl, and natural leather. Waxed cord is used mainly by beginners. It is easy to work with, but is less attractive than the vinyl or leather. Vinyl is fairly easy to work with and comes in a wide variety of colors. It is more affordable than natural leather, but it is not as strong or as long lasting. Natural leather lacing is harder to work with than the other types of lacing, but is much more attractive, stronger and longer lasting. It also comes in many different colors or shades.

The main styles of lacing are running stitch, single whip, double whip, and double cordovan. The single whip and double whip styles are widely used by beginners. The double cordovan style is with no doubt the most popular stitch, and most difficult of all. It is recommended for all lacing except thick edges. Lacing instruction are provided on the following pages.

With this basic information you should be ready to enjoy the wonderful art of leather working.

BASIC REMINDERS:

- Use a hard surface as a base such as a piece of marble or hardwood.
- Dampen all leather completely through before working on it.
- Re-dampen leather from the flesh side if it dries out before you complete the project.
- if stamping, dampen on flesh side only. Do not soak it.
- If embossing, dampen leather on rough side. Use tracing film or tracing paper on the grain (smooth) side, and trace the design with a stylus. This will outline the pattern on the leather with a slight indentation.
- Take your time as you put a project together. Think about how it will all go together. If changes are needed, plot how to make them BEFORE you begin.
- If using beads, it may be easier to bead the project before it is sewn together.

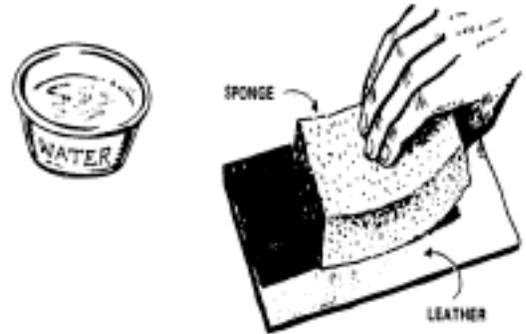
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PREPARING THE LEATHER

Before you can work leather, you must moisten it with water. As you wet the leather, the fibers swell and soften. Vegetable tanned leather, properly moistened, is like modeling clay. You can mold it, model and shape it.

How do you wet the leather? By CASING it. Casing simply means rubbing a DAMP (not wet) sponge to the flesh side, letting it soak to the grain side as evenly as possible. When it begins to return to its natural color, begin carving.

If some areas begin to dry, wipe your sponge over these areas to keep them damp enough to carve. If your leather is too dry, it will be too hard for you to cut with the swivel knife. If your leather is too wet, your cuts will not remain open. If leather is properly cased, your carving cuts will remain open.



CAUTION: Always use glass, porcelain or enameled containers for water. NEVER use metal containers. The slightest contact with these will produce dark stains on your dampened leather, stains that are almost impossible to remove. Be careful to keep all filings or steel dust from grinding wheels, etc., completely away from your leather. Unnoticed by you until you have dampened your leather, such particles will mar or stain your leather.

Your sharp swivel knife blade will cut easily and smoothly, and your stamping tools will imprint clearly and firmly into the leather ONLY when you have moistened the leather to the proper degree. Your best guide to moistening leather is through practice. You can try testing the leather by holding it against your cheek. If it's dry, it will feel warm, if it's damp, it will feel cool and that's when you can begin carving or tooling the leather. Another test is color. The leather will darken as it is moistened. When the color is even, but the leather does not have standing water, it should be ready to tool. With practice you will soon know instinctively when to begin working with your leather.

TRANSFERRING YOUR DESIGN

All but the simplest of designs should use a tracing pattern. Study the following steps carefully before transferring your design from the pattern sheet to the cased leather.

A tracing pattern is a drawing of the outlines of a design, including the lines to be cut with the swivel knife. Even when the design is an original creation, a tracing pattern is necessary. Decorative details or uses of the stamping tools are usually not shown on the tracing pattern.

MATERIALS REQUIRED FOR TRACING PATTERNS:

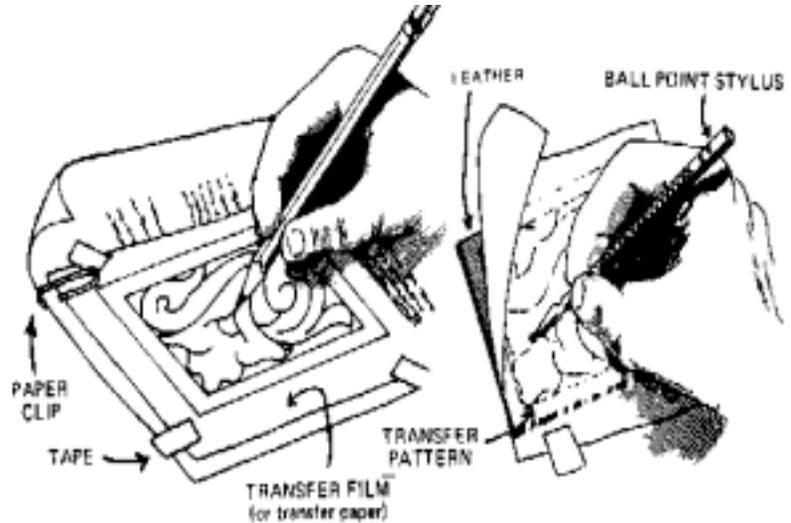
Tracing film is recommended for making tracing patterns. Use the side with a glossy, waterproof surface next to the damp leather when transferring your design. Tracing film will outlast tracing paper, but either is satisfactory. Never use carbon paper on leather.

Review the instructions for casing leather. Test your leather. Is it damp enough? Make sure your leather is "just right" for carving before transferring pattern.

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HOW TO MAKE A TRACING PATTERN

Place a piece of Tracing Film (glossy side down) or Tracing Paper over the Tracing Pattern and tape or clip it in position. With pencil, carefully trace over all of the lines of the Tracing Pattern Design, just as they are shown on the pattern. Draw the flower first, then fill in with the stems and leaves. Erase incorrect lines and redraw them, if necessary. The Tracing Pattern is now ready to transfer to the cased leather.



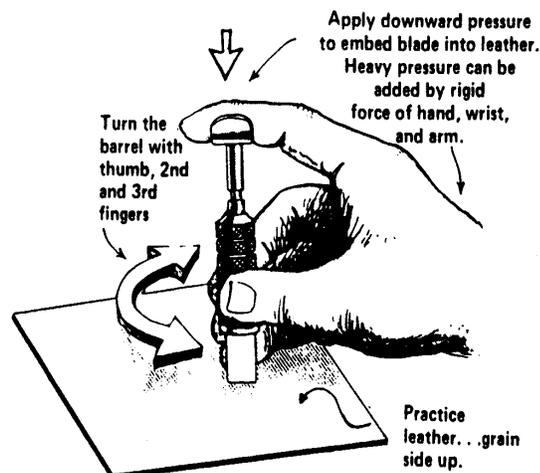
HOW TO TRANSFER THE PATTERN

Carefully place Tracing Pattern (pencil marks up) over the leather and tape in position. With a ball-point Stylus (or any dull-pointed instrument) re-trace all the lines of the design, beginning again with the flower, then with the stems and leaves. Press firmly, but not too hard and the lines will be transferred beautifully to the leather. Before removing tape, lift one corner of the pattern and check to see if you have traced all the lines.

CAUTION: Cased leather is highly sensitive to marks. Be sure your hands are clean, free of pencil lead and other foreign matter. Protect your leather from improper tool marks and fingernail scratches.

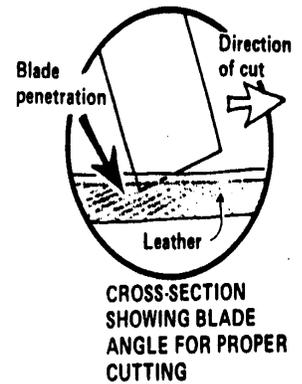
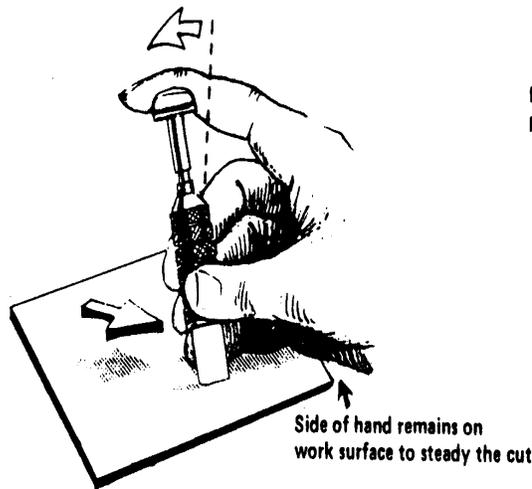
HOW TO USE YOUR SWIVEL KNIFE

As soon as you have learned how to control and use your swivel knife for freehand carving, you will begin to enjoy the real thrill and rich satisfaction which leather carving offers. You cut straighter lines, more graceful curves and scrolls, in leather with your swivel knife than you can draw free-hand with pencil and paper. To achieve control of the swivel knife takes patience and concentrated practice. Relaxation is your key to successful control. Many students try too hard and become tense and strained which makes the swivel knife difficult to control if not impossible. Learn to relax. Be comfortably seated, and be sure to have excellent light freedom from eye strain and lack of shadows in your working area.



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Case a few practice pieces of leather. If necessary, review the instruction for Preparing the Leather. Hold the swivel knife as shown. Raise the blade slightly from the leather (keep side of hand on work surface) and turn the barrel of the knife back and forth with the thumb, second and third fingers. The little finger plays no part in turning the knife. It acts only as a pivot to aid in controlling the cuts. Press the blade into the cased leather with pressure from the index finger on the yoke. Keep the finger, hand and wrist straight, in line with the forearm, and apply additional pressure with the arm. This is how you control the depth of the cuts. The design should be cut about halfway through the thickness of the leather.



GETTING TO KNOW YOUR OTHER LEATHER WORKING TOOLS

Now you are ready to develop the design with STAMPING tools. To stamp leather, it must be placed on a tooling board or other hard, solid surface.

Stamping Tools: STAMPING TOOLS are designed to obtain specific effects in the development of the design. Some of the most used Stamping tools are described on the following pages. They can be used in countless combinations to enable you to be creative and original in your development of a design. However, each basic tool is available with variations in size, serration pattern, curve and slope.

Background: These vary from dowels shaped into dots, to nails filed into many designs, such as flowers, stars, squares, circles, etc. Many shapes are in purchased leather kits.

Shader: Use this tool when depressed areas are required. The angle at which you hold the tool determines the size and depth of the depression. When using shader, strike it with a good firm blow with your striking stick or mallet.

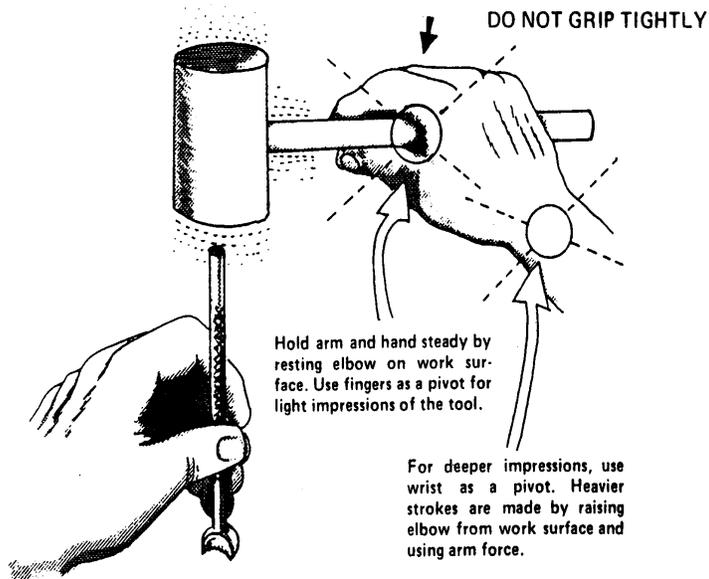
Bevelers: Large ones can be used on long cuts and the small ones on all sharp turns. To get a raised effect, depress the leather on the outside of the design, except on curves. Place the beveler on the cut lines and hold it in an upright position. Give the beveler light taps with the wooden mallet as you move it forward with each stroke. Start depressing the cut edge.

Venires: Make flowers, leaves, and ornamental designs with these tools. Hold the venire in an upright position. Start at the base and work toward the point of the leaf. Lean venire to the right or left depending on the design.

2D & 3D Stamps: Larger, complete pictures of objects such as animals, plants, cars, trucks, and many other items.

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Mallet: The mallet is used to strike the top of the stamping tool to obtain its impression in the leather. CAUTION: NEVER STRIKE STAMPING TOOLS WITH METAL FACED HAMMER THIS WILL CAUSE PERMANENT DAMAGE TO TOOLS.



The stamping tool is generally held in a perpendicular, or upright position when struck with the mallet. The mallet is held as shown in the illustration. The mallet handle should be held securely, but in a relaxed manner. Do not grip the handle tightly. It is held with the finger rather than the palm of the hand. Note also, the handle is held almost in the center for best balance. Held in this manner, the fingers or wrist serve as a pivot (a turning point) for striking

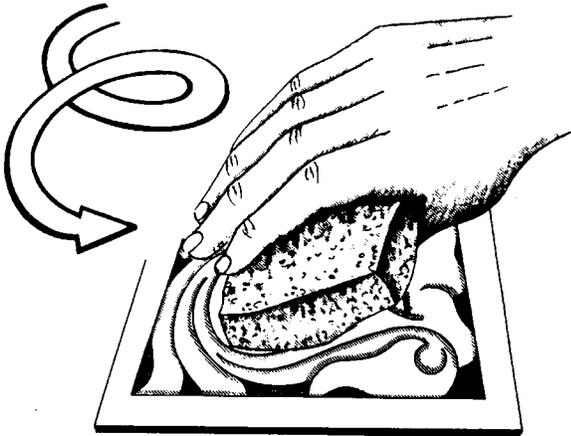
the mallet against the stamping tool. The elbow should rest on the work surface during most of the striking action. When deep tool impressions are desired, hold the handle more tightly towards the end. Lift the elbow from the bench for more force. In any case, hold the mallet in the most comfortable position for you!

FINISHING FOR LASTING BEAUTY

A leather finish is applied to protect the leather and preserve the qualities and appearance of genuine leather. Before applying the finish there are several points that you should know.

1. All tooling of the design must be completed before finish is applied.
2. Be sure that the surface area is clean and free of any dirt, dust or other matter.
3. Leather must be dry.
4. Leather finish must be applied prior to assembly. It is difficult to get a smooth even coat over a curved structural surface.
5. Remember to follow manufacturers' directions.

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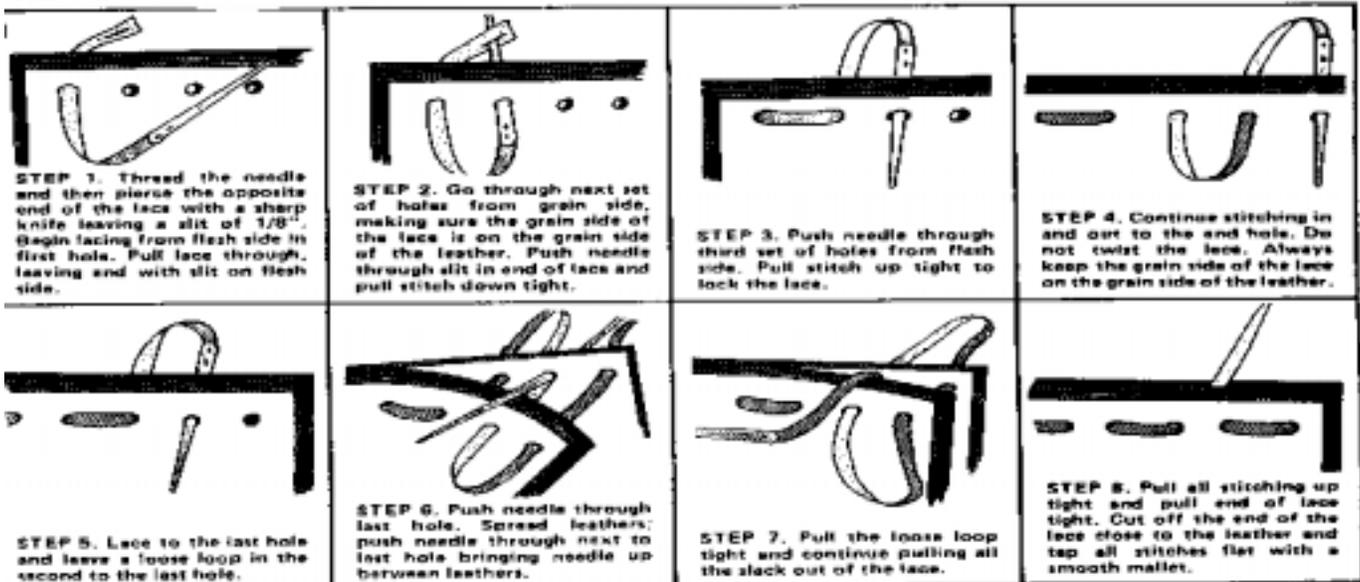
METHOD OF APPLICATION FOR PLAIN, NATURAL CARVED SURFACES;

Using a lightly dampened sponge, press sponge to the top of the bottle of leather finish and tip bottle so a little finish flows into the sponge. Apply a light coat of leather finish to the carved side of leather, moving the sponge in a circular motion over the leather. Work finish into cuts and impressions. Let dry thoroughly and apply a second light coat. Let dry.

If a high gloss is desired, buff leather with a piece of wool skin or a clean, soft, lint free cloth.

Lacing

Lacing is the last step in creating your leather project. The amount of lacing required is determined by the type of stitch you have chosen. If for some reason you should come up short while lacing a project, or a project requires a large amount of lacing, another piece of lacing may be spliced onto the first piece to finish the project. For larger projects, splicing three or more times may be necessary. To splice pieces of leather lacing together, you use a skiver to scrape part of the thickness of the two ends of the lacing away. Then glue them together. By scraping both ends of the lacing, you create the same thickness as the original lacing.



Running Stitch:

Lacing needed will be about 1 1/2 times the distance to be laced.

The running stitch is the simplest of stitches. It is used to hold multiple layers of leather together in a very basic fashion.

Whip Stitch:

Lacing needed will be about 3 1/2 times the distance to be laced.

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The single whip stitch can be used on articles that have a fairly smooth and narrow edge, yet need to be covered or where two pieces of leather have been cemented together and need a binding to hold them together permanently.

Start lacing by taking one stitch, then inserting the loose end between the two pieces of leather (Fig. 3): or if one piece of leather is used, place the loose end



under the first loop, pull down snug and continue lacing as shown in Figures 4 and 5. In lacing around a corner, go through the corner hole twice. End the lacing in the same manner as the beginning.

Double Whip Stitch

Lacing needed will be about 5 times the distance to be laced.

The double whip stitch may be used where it is desired to cover more of the edge than the single whip. However, the method of lacing is the same as the single, except you go through each hole twice (Fig. 6). Another method is to go through each hole once, left to right. Then go back through each hole again from right to left. This way a two color lace job may be had by using a different color lace each time. Begin and end in the same manner as the single whip.

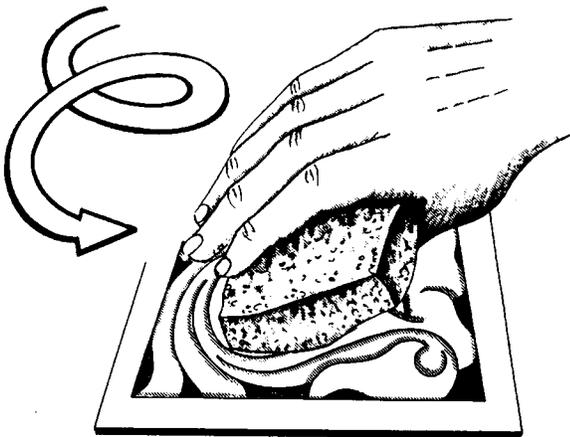


Double Cordovan

Lacing needed will be about 7 times the distance to be laced.

Double Cordovan – lacing needed will be about 7 times the distance to be laced.

The double cordovan style is with no doubt the most popular stitch of all and is recommended for all lacing except thick edges. It is also the most difficult. The double cordovan creates a very 'finished look'. The following twenty two steps explain how to do the double cordovan.



METHOD OF APPLICATION FOR PLAIN, NATURAL CARVED SURFACES;

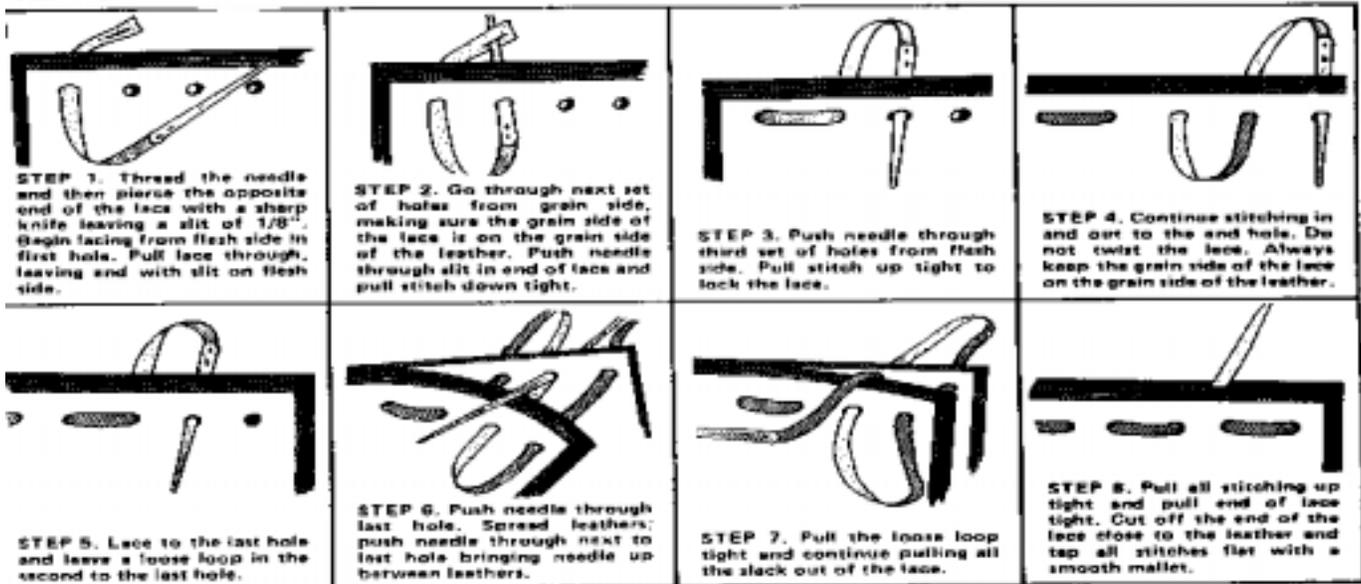
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Running Stitch:

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Whip Stitch:

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Double Whip Stitch

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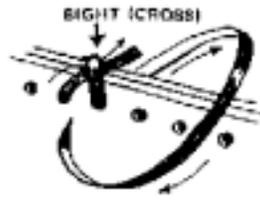
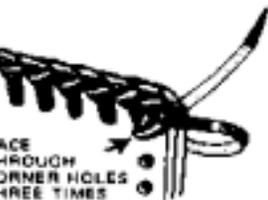
Double Cordovan

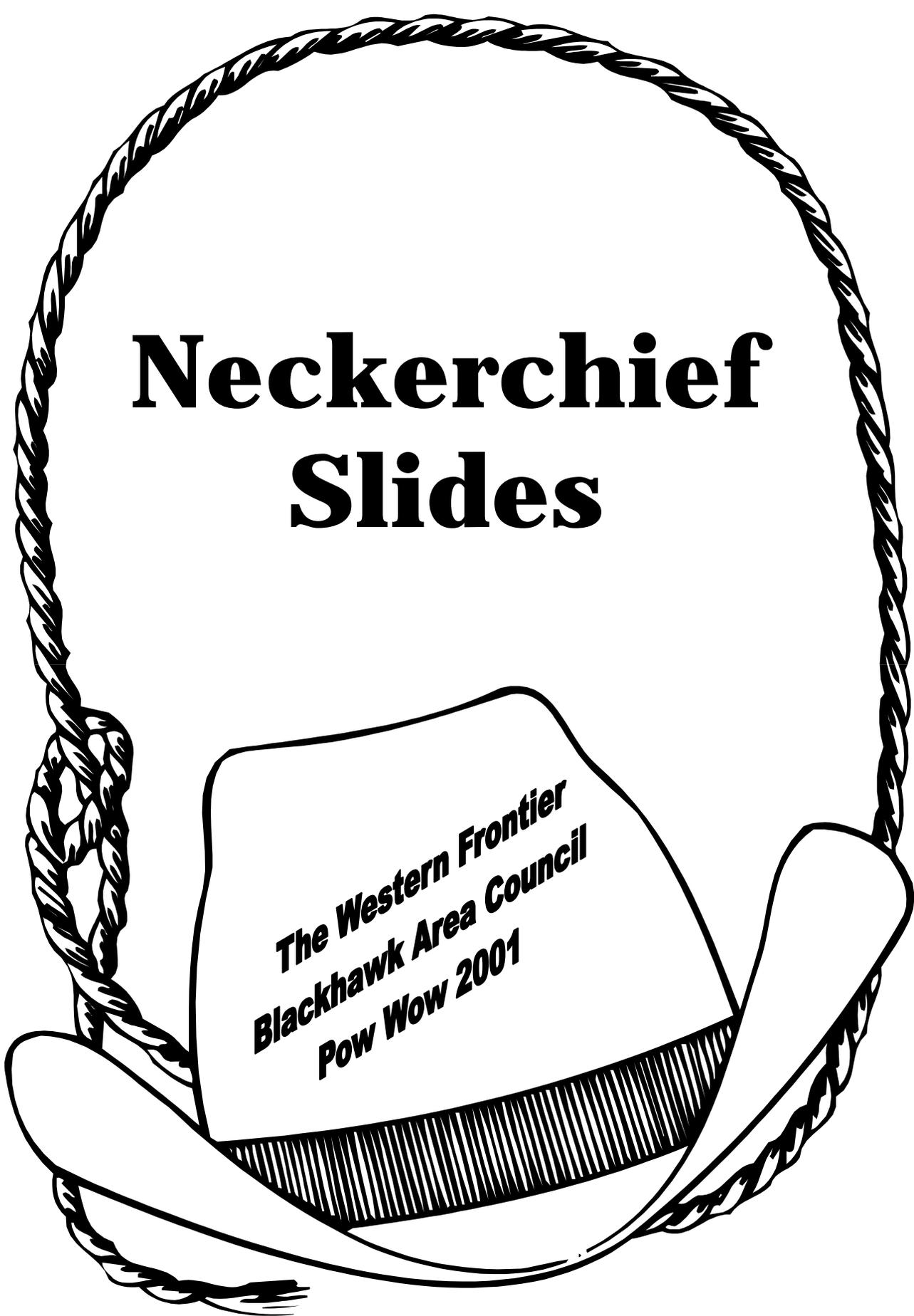
Lacing needed will be about 7 times the distance to be laced.

Double Cordovan – lacing needed will be about 7 times the distance to be laced.

The double cordovan style is with no doubt the most popular stitch of all and is recommended for all lacing except thick edges. It is also the most difficult. The double cordovan creates a very ‘finished look. The following twenty two steps explain how to do the double cordovan.

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 <p>STEP 1. Beginning on front side of project pull the needle and lace through the 1st hole. Leave about 1/4" of the lacing end and go on to lace the next hole.</p>	 <p>BIGHT (CROSS)</p> <p>STEP 2. Pull the stitch tight; lacing over the end you left free. This forms a cross or "bight".</p>	 <p>HOLD END OF LACE DOWN WITH FINGER</p> <p>STEP 3. Push the needle under the cross or bight. Hold the end of the lace down on the opposite side.</p>
 <p>CONTINUE HOLDING DOWN END</p> <p>STEP 4. Pull the stitch under the bight snug but not tight. Lace through the next hole.</p>	 <p>STEP 5. Follow the same procedure as in Steps 1 and 2 making a cross or bight. Once again go under the bight and pull the stitch snug.</p>	 <p>END OF LACE CAN BE RELEASED</p> <p>STEP 6. Lace through the next hole. The end of the lace can now be released as it is now locked in place.</p>
 <p>LACE THROUGH CORNER HOLES THREE TIMES</p> <p>STEP 7. When lacing a corner, stitch it three times instead of just two. Be sure to go through bight on corner stitches.</p>	 <p>"APPROXIMATELY 5"</p> <p>STEP 8. Lace until only 5" or 6" of lacing remains. You will now have to splice with a new length of lace. (See splicing instructions.)</p>	 <p>STEP 9. Continue lacing to starting point. Use modeling stylus to pull end of lace free of stitches.</p>
 <p>STEP 10. From back side pull the end of lace out of the hole.</p>	 <p>LOOP</p> <p>STEP 11. From front side, pull end of lace out of the loop.</p>	 <p>MAINTAIN LOOP</p> <p>STEP 12. Push stylus down between leathers and hook it over the end of the lace.</p>



Neckerchief Slides



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Do Something

By Baden Powell



"You should not be content with sitting down to defend yourselves against evil habits, but should also be active in doing good.

By 'doing good' I mean making yourselves useful and doing small kindness to other people – whether they are friends or strangers.

It is not a difficult matter, and the best way to set about it is to make up your mind to do at least one 'good turn' to somebody every day, and you will soon get into the habit of doing good turns always.

It does not matter how small the 'good turn' may be – even if it is to help an old woman across the street, or to say a good word for somebody who is being badly spoke of. The great thing is to do something."

NECKERCHIEF SLIDES

By Mary Ann Bushaw

Basic Supplies

Film canisters	Molds
PVC pipe	Scrap wood
PVC pipe cutters (about \$10)	Vinyl
1-1¼ inch bone curtain rings	Staples & stapler
Sock locks (best for plaster tie slides)	Brass fasteners
Wire /pipe cleaners	Permanent markers
Scissors	Paints /paint pens
Glue gun/glue sticks	Varnish /Modge Podge
Colored pencils/crayons	Small clothes pins
Clear tape-packing kind	Jazz it ups
Drill bits	Buttons
Plaster of Paris	Cardboard for patterns
Ink Pad	Paper punch

There isn't an activity or an event that you can't dream up a tie slide for. Think in terms of the skill, theme, belt loop, or holiday and you'll be sure to come up with an idea. Teach the boys that they can help you come up with ideas or that they can mark each activity with a tie slide. You'll be amazed at all the ideas they'll come up with on their own

Remind your boys put their initials and the date on their tie slides in permanent marker.

CAMPBELL SOUP –Take a film canister and drill a hole through the top and the bottom. Then using the generic Campbell label have the boys color it. Attach the label to the film canister with clear tape. Their tie goes through the center of the film canister and out the bottom.

FIRST AID- Drill 2 holes in the upper back of the film canister for the wire or pipe cleaner. Have the boys cut 2 pieces of red duct tape and make a cross on the front of the canister. Fill according to the boy's level of understanding. (i.e. band aids, alcohol swabs, matches, needle, Neosporin mini packets)

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ADULT HELPER/SCOUTER FIRST AID AWARD- same procedure
See the suggested items for the inside.

FISHING – follow the same directions as the first aid. Have the boys color the label with colored pencils. Then tape the label to the front of the canister with the tape. Fill with a sinker, fishing line wrapped on a piece of cardboard, and sinker. Great for after earning the fishing belt loop.

FIRE BUILDING- Again using the film canister attach the wire for the slide. Have the boys color the label and put their initials on it. Fill with the items on the flier with the label.

JAZZ IT UPS/CERAMIC BUTTONS- They may be found in most fabric/craft stores, especially after a holiday. Attach a PVC ring with hot glue.

VINYL CHAPS-Cut out the top and 2 leg pieces. Using the pattern mark the holes to punch out. Put together with brass fasteners. The tie only goes through the top of the small chaps. Using the large chaps allows the tie to go through each leg hole.

BAT-Cut the pattern out of black vinyl. Roll the body and staple it together. Attach the wings to the body.

TURKEY- Cut the pattern out of 4 different colored scraps of vinyl. Draw the eye and mouth on the head. Make the slits for the strap to go through the feather pieces. Staple the strap together.

TIGER HEAD- Cut the 2 head pieces out of orange and black vinyl. The strap should be black. Using a permanent marker add the eyes, ears, and facial lines. Put the strap through the orange piece, over the black piece and back through the orange piece. Then staple the strap together. We have made our own TIGER scarves with stamps so the TIGERS could wear their own tie slides.

WOLF/BEAR –Cut patterns out of contrasting colors (browns and grays work best). Assemble and add details with a permanent marker.

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WEBELOS-Cut out the 2 pieces out of different colored vinyl. Punch holes in the strap. Glue the 2 pieces together and connect the strap with a fastener.

TURTLE- Cut pattern pieces out of vinyl. Make 2 slits in the body piece for the strap. Run the strap through the slit and glue. Take ½ of an emptied walnut shell and glue over the center of the vinyl. Glue the eyes on.

OWL COIN HOLDER- Cut the pattern pieces out of brown vinyl. Make 2 slits in the back of the back piece for the tie to go through. Make 2 smaller slits on the front for the nose. Stitch the 2 pieces together. Glue the eyes on and slide the nose into the small slits for closing.

CANOE- Cut out pattern and decorate. Stitch the end with lacing. Slide tie through slit in canoe.

EGGS'PERT- Glue a small plastic egg onto a PVC ring.

DYNAMITE-Cut 3 1 ¾ inch pieces of dowel and paint them red. Take a 2-3inch piece of cording and glue it to one of the dowels with it sticking only sticking out on one end. Then glue the remaining dowels to one another in the shape of a bundle. Wrap at the top and bottom with white cording and glue the ends down. Attach a PVC ring to the back with hot glue.

BUNNY RABBIT- Paint white a mini clothespin. Turn the clothespin upside down. Draw the face on with a permanent marker. Use pink marker or paint to fill in a little streak for the ears. Glue a tiny pompom on for the tail on the back at the bottom. Midways down the back attach the PVC ring with hot glue.

REINDEER HEAD- Paint brown a mini clothespin. Using bouncing eyes glue them in place. Finish drawing on the mouth with marker. Add a small red pompom for the nose. A sprig of evergreen or a little bow can be added. Glue on the PVC ring.

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PINEWOOD CARS- Take a wooden ice cream spoon and glue a wheel on at each end. Write a car number on the body and attach a strap to the back.

Take apart a spring clothespin and glue the opposite sides together. When glue is dry, paint the clothespin. Have the boys write their car number on the car with a paint pen. Glue black washers on for the wheels.

Using a precut wooden wheel, have the boy paint the outer part black, and the inside of the wheel white. (Small raised hub)

When paint is dry use a paint pen to write the words PINEWOOD 2001. Now glue on the PVC ring.

PLASTER - Make up only the amount of plaster that you and your scout can use in a very short time. Candy and magnet molds work well for this kind of tie slide. Make sure the plaster is not too runny. Add curtain ring as it starts to dry. Let cure for 24 hours. Then paint.

Sock locks can be found with search engine google.com
Garage sales are the best place to get these handy items.

SCULPTY CLAY – Place sculpty clay in soft mold. Then remove from mold. Bake according to directions on clay package. Remove from oven and let cool. Paint and glue PVC on the back.

BARBELLS – Take two wooden disks and one dowel pin. Add a small amount of glue to the holes in the disk, and insert pin into holes. Let dry. Paint. After short drying period attach PVC ring.

RAILROAD CROSSING SIGN – Cut a round disk. Paint entire disk yellow. Using a black paint pen, draw a ring on the outside edge of the disk. Using the black pen make an (X) across the face of the disk inside the black circle. Make two capital (R's). One on each side of the X.

ICE CREAM BAR – Use cutout of ice cream bar and paint orange or brown. At bite spot paint white. Attach Popsicle stick to back. Glue PVC ring to back of ice cream bar.

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NECK BONE – Boil neck bone of turkey until all meat falls off of bone. Remove and let dry. Use a small section of neck bone for each slide. Paint ring to back of ice cream bar.

NECK BONE – Boil neck bone of turkey until all meat falls off of bone. Remove and let dry. Use a small section of neck bone for each slide. Paint brown. Use jewels or bouncing eyes, for eyes. Glue them into the insets of the bone. Attach PVC ring. The slide will look like a wolf head.

ACORN SLIDES- Collect acorns and pick out those that look dried. Take a pocketknife and scrape out the center of the acorn from the top down. When it's hollowed out to your satisfaction coat the acorn with a varnish to seal it. Tie will go through the acorn.

DOUBLE ACORNS- Turn acorn on it's side and hollow it out. Repeat the process on the 2nd acorn. Seal the acorns -with varnish. Then glue them together side by side. Take one neckerchief piece through each acorn. These acorn slides were the designs of BOY SCOUTS Tony Freeman & Ryan Murphy of Troop 163 of Marengo, IL. Thanks for sharing

COMPASS- Spread glue around a small compass and press a leather thong into the glue around the outside of the compass. Tie a knot at the bottom of the compass letting the tails hang down. Slide pony beads up each end of the leather. Add a dab of glue under the beads and slide a feather up inside the bead. Attach a PVC ring to the back of the compass.

WOOD BLOCK – Take a slice of wood and staple a strap of vinyl to the back of it. ON the front of the slide add a used postage stamp, a sticker, a mini picture the scout has drawn or an ink stamp (permanent ink only). Then seal with varnish, mod Podge, matte sealer, or clear nail polish.

DEER ANTLER- Cut the deer antler into slices approximately $\frac{3}{4}$ inches long. Then drill out the center to pass the tie through. Drill a tiny hole into the front of the slide and screw in an eye screw. Run a piece of leather through the eye screw. Decorate the leather with pony beads. Add a dab of glue at the bottom of the bead lines to prevent them from falling off.

PUZZLE PIECE –Frankenstein-Paint puzzle piece green. At the top use black paint and give him hair. Paint in eyes, mouth and stitches. Attach a PVC ring.

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SPIDER WEB - Paint background all one color. Let dry and then using a paint pen draw a web and 2 spiders. Add the ring to the back.

RUBBER STAMPS- Give the boys 3-4 pieces of card stock cut to the size of the stamp they will use. Using a permanent inkpad, stamp the cards. Using colored pencils, color the stamped area. Now cut out around the stamped design, glue the layers with white glue, and let dry. Seal the top with clear nail polish and let dry. Attach the ring to the back.

DOLL PIN STANDS- Using 2 doll pin stands glue them together according to the picture and paint. One will be a Cub Scout and the 2other is a tent.

SPOOL SCARECROW, FRANKENSTEIN & SNOWMAN- Cut a wooden spool down the middle from top to bottom. Follow the suggested painting guide.

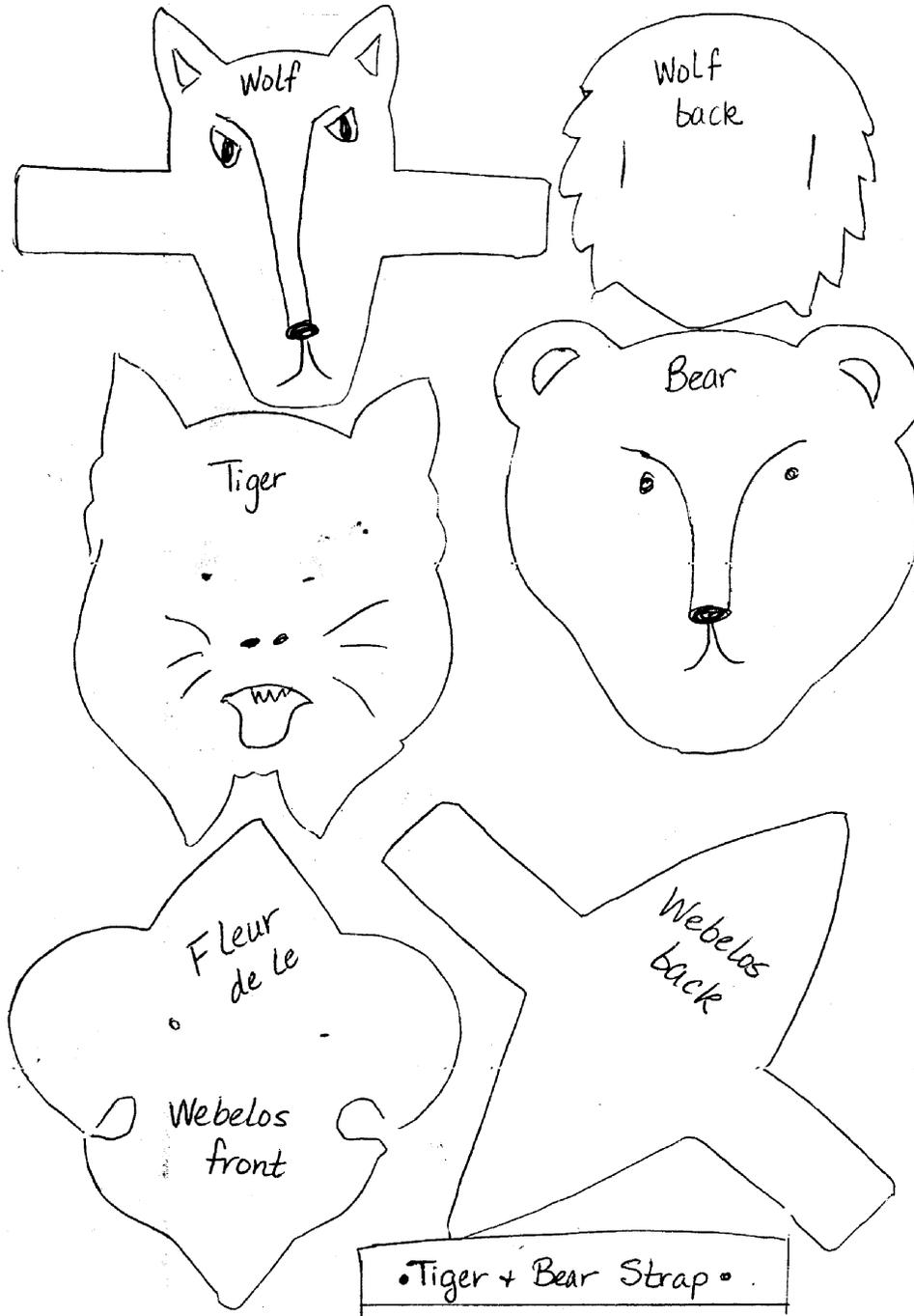
BIRDHOUSE- Using scrap wood make a roof. Drill a hole for a perch and a hole for an entrance. Glue in the perch (toothpicks work well here). Paint and attach a PVC ring.

HOLE IN ONE- Place a golf ball in a vice grip and drill a hole through the ball. These are great for the boys who earn their golfing belt loop.

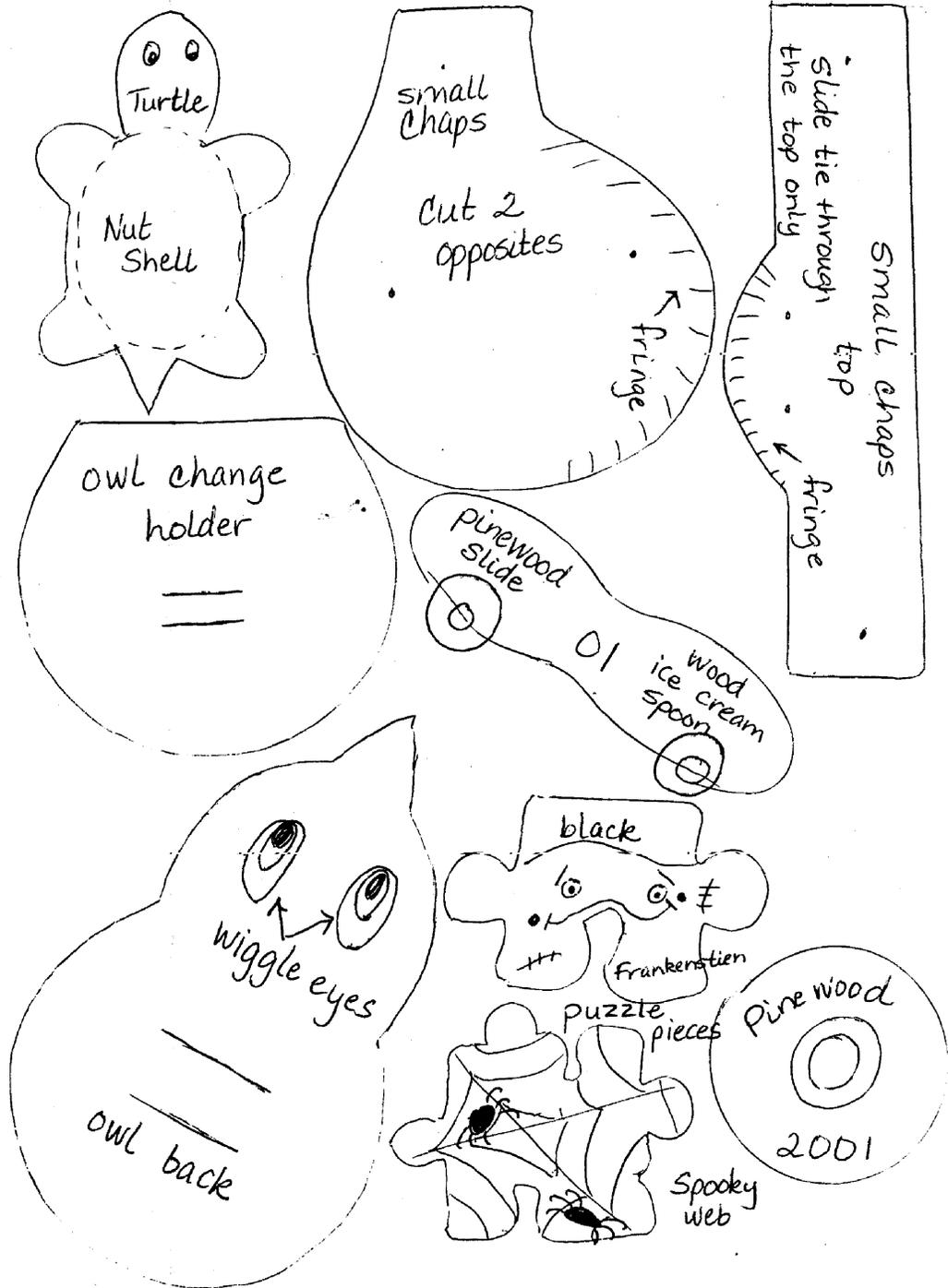
TIE SLIDE HOLDER- Using a clean tuna can fill it with plaster of paris and stand a dowel (about 12 inches) or a chop stix in the middle of it as it dries. Cover the can with a strip of contact paper. When dry just slide your tie slides on it.



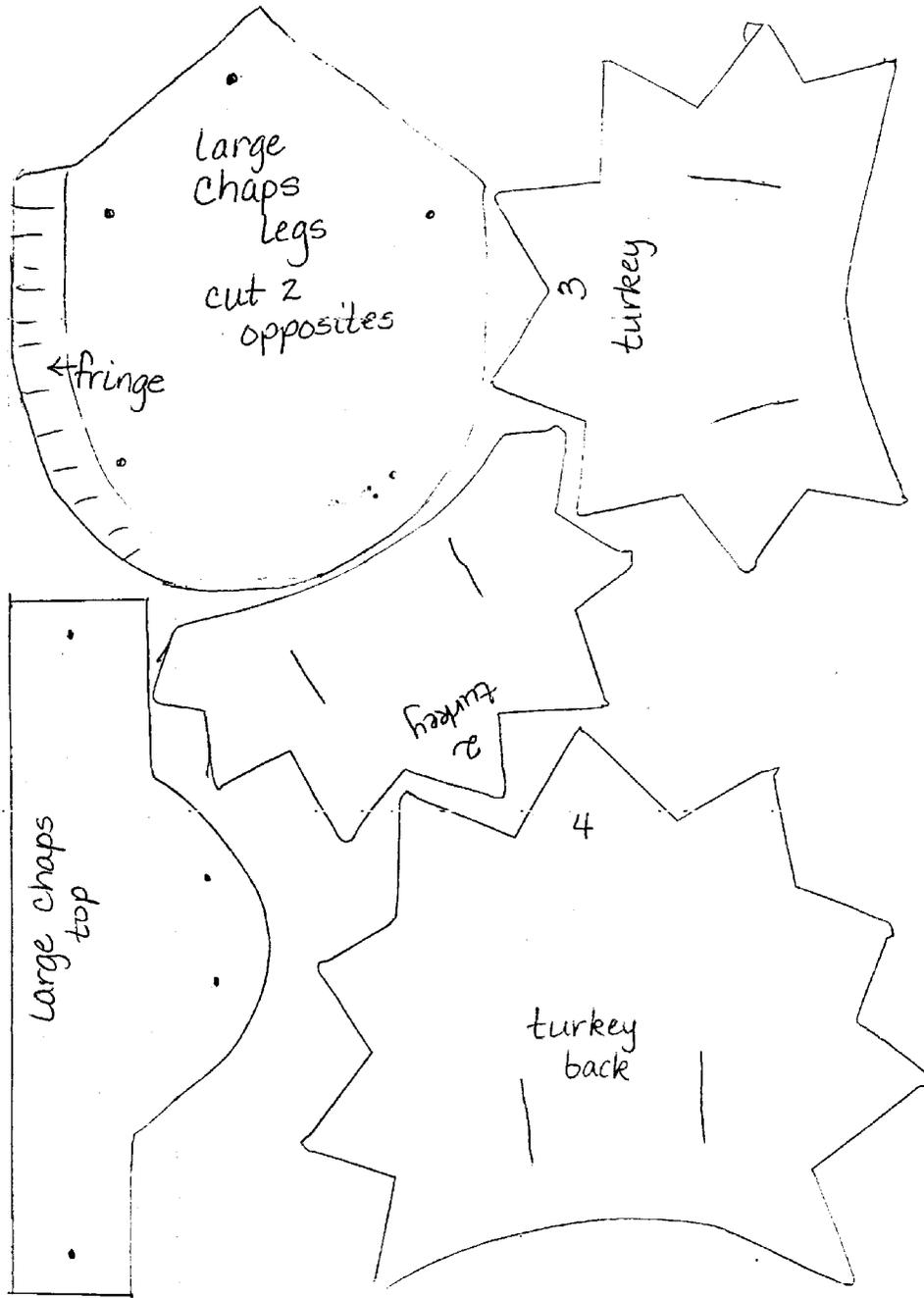
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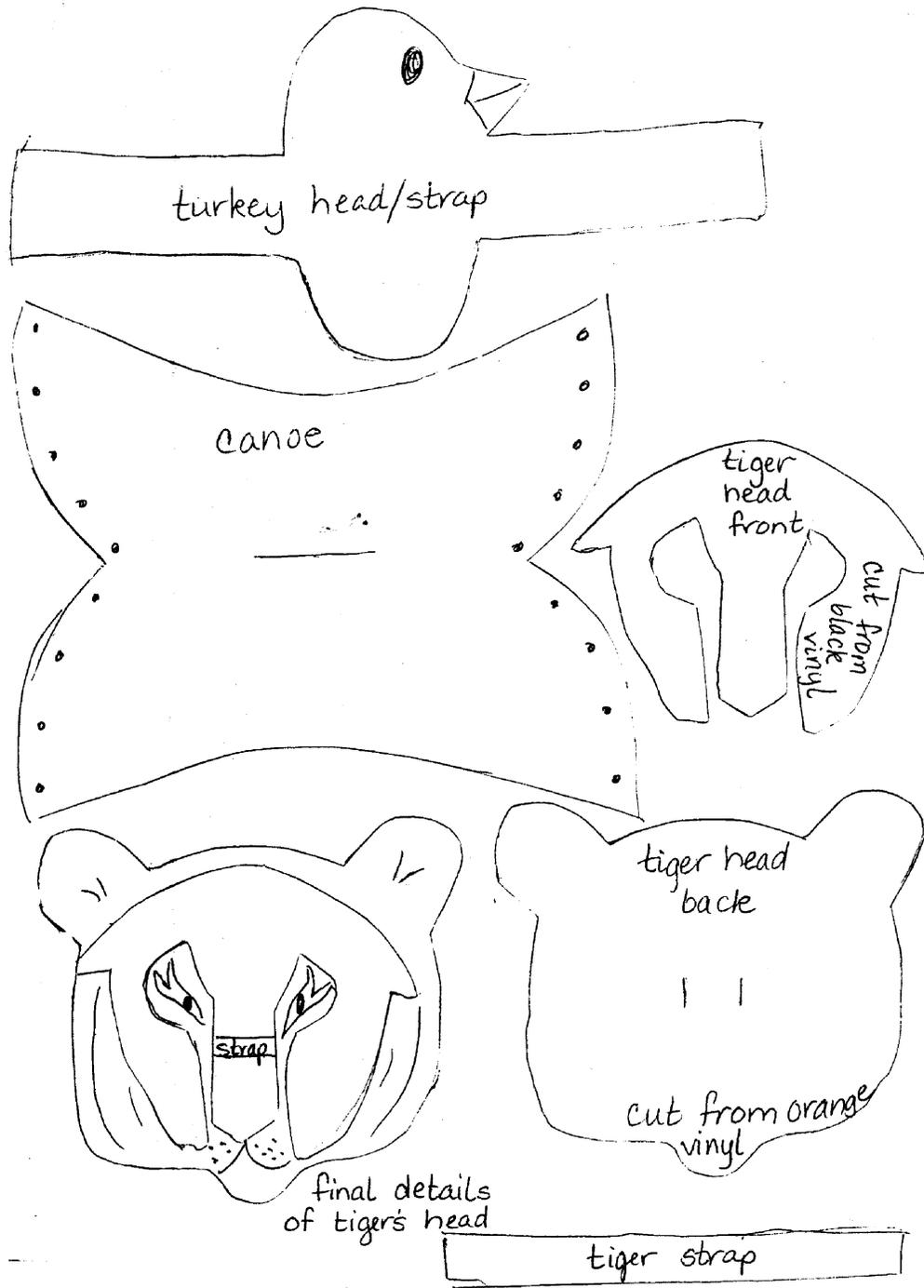
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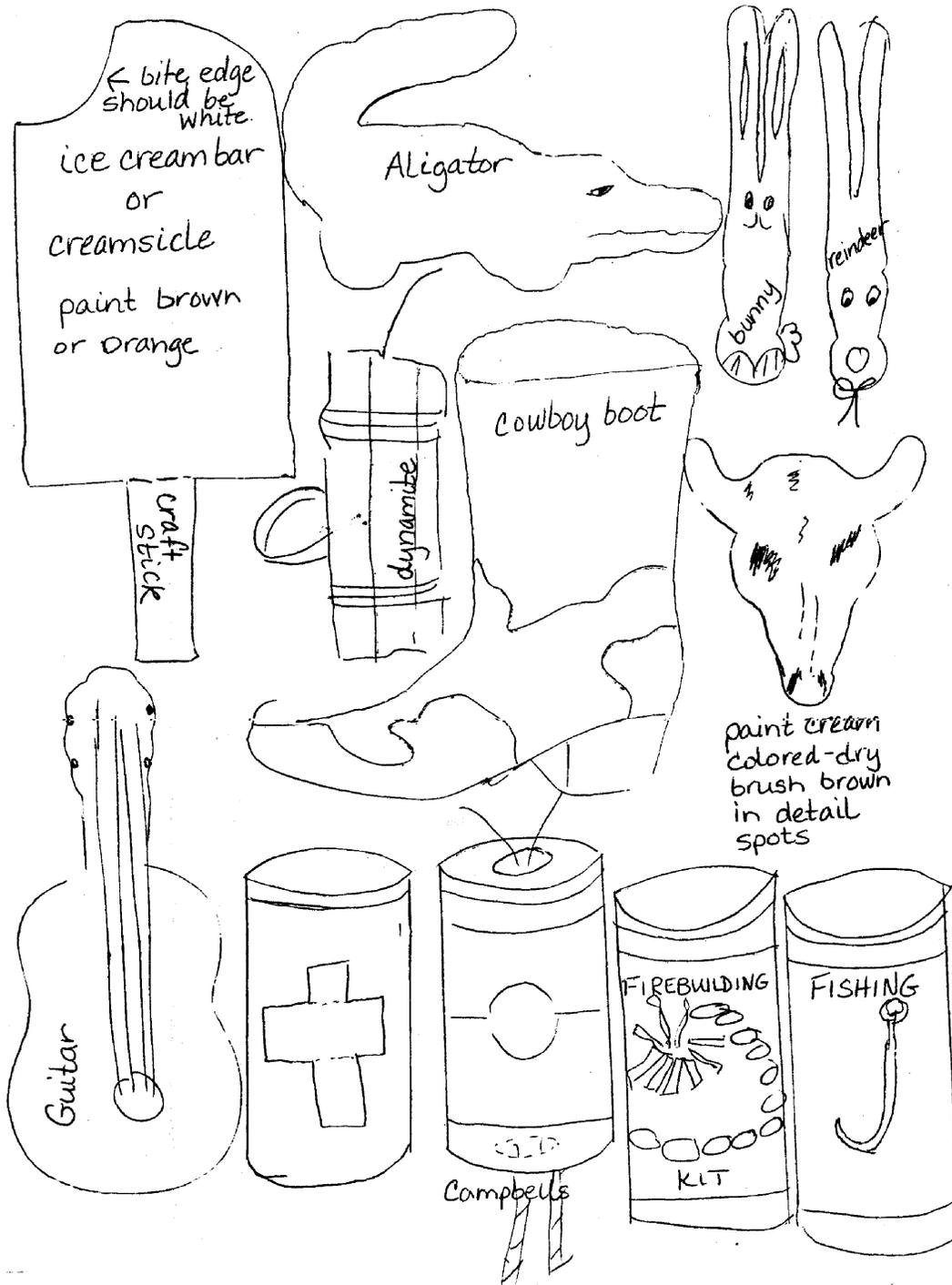
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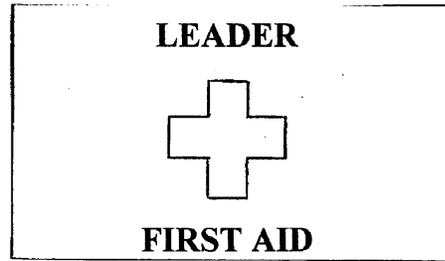
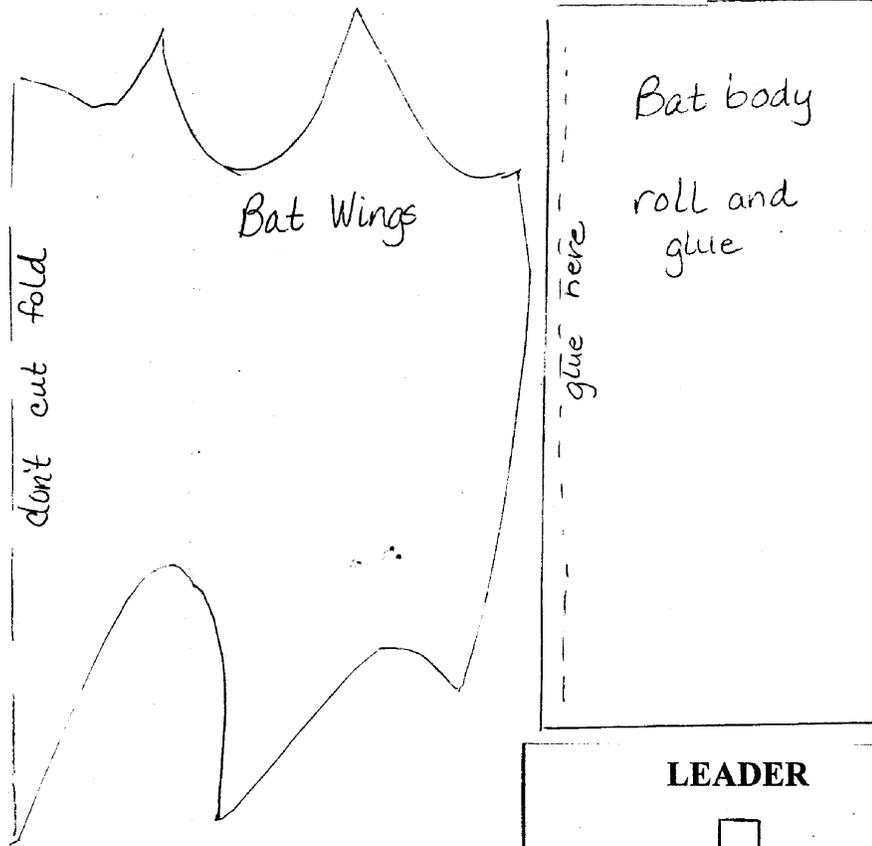
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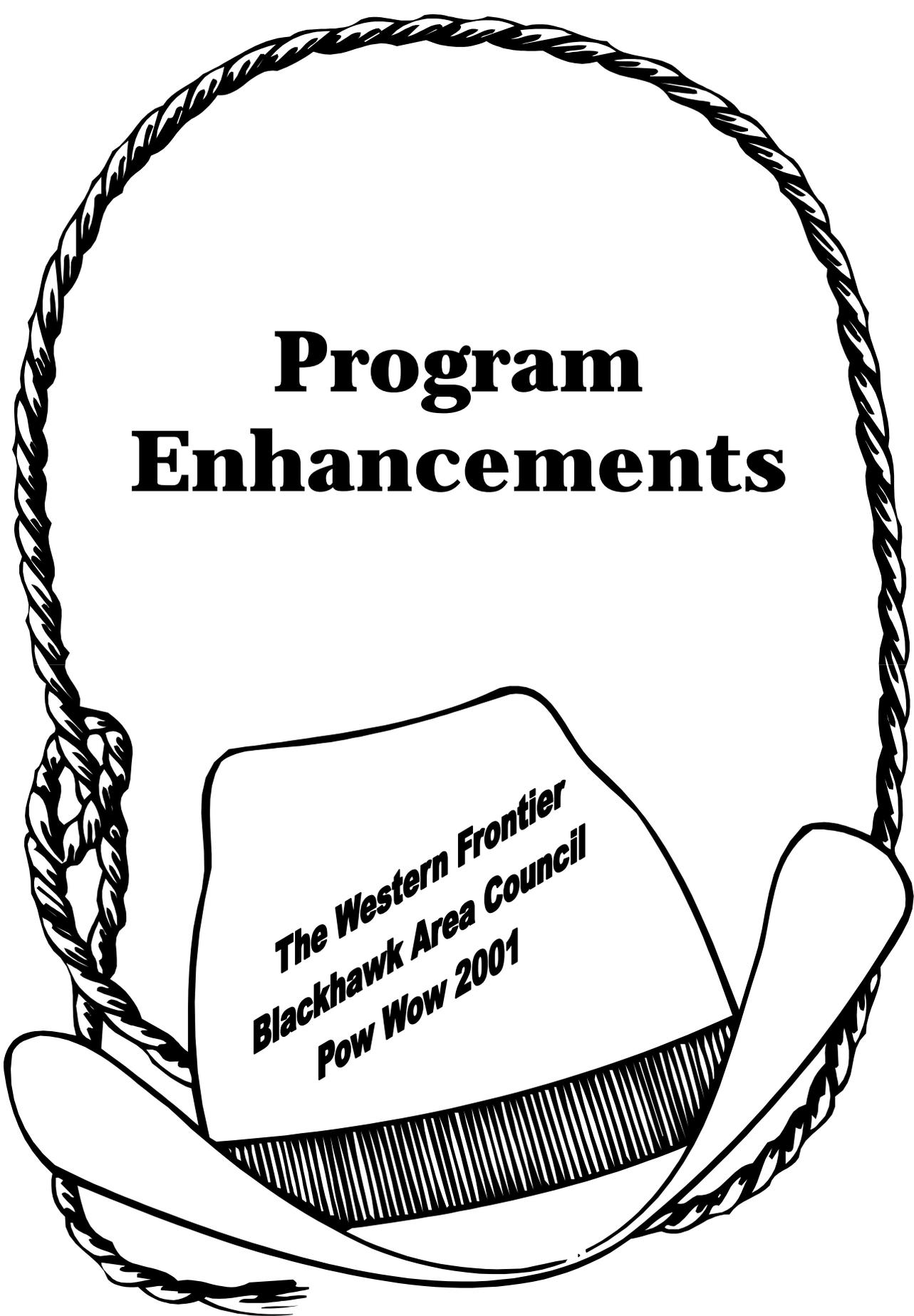


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Program Enhancements



**The Western Frontier
Blackhawk Area Council
Pow Wow 2001**

Program Enhancements

By Mary Anne Rounds

Cub Scout Academics and Sports

Cub Scout Academics and Sports is a recent book with a completely new approach to the Academics and Sports program. The new requirements and features will make it easier for dens and pack to use these in their programs. Additional topics are under consideration for inclusion in future printings of this book.

Let's look at the Academics and Sports program:

-  There is only one book to purchase. **All** of the requirements for every Academic and Sport subject is included. Also included is a guide to using the program.
-  Each of the Academics or Sports can be earned in a family, community, school, den, or pack event. They do not have to be done exclusively in Cub Scouting.
-  Adults do not earn **any** awards in the new program.
-  Tiger Cubs **must** work on the Academics and Sports with their adult partners. The adult partner might be a coach in a sport, or help to explain the rules to him and work with him on techniques.
-  The focus is on scholarship and sportsmanship, not winning.
-  There is a pocket certificate available.
-  The belt loops and pins are being kept. A letter "C" (for Cub Scouting) is available to put the pins on. It is not an earned award, but simply a place to put your pins. Pins are not worn on the uniform.
-  Belt loops are earned by doing the first three requirements. Pins are earned by doing five of the next 8-12 requirements (this varies by individual Academic subject or Sport).
-  Belt loops and pins may be earned more than one time. Some Webelos activity badges require that a belt loop or pin be earned as part of the activity badge requirement. These must be earned **as a Webelos Scout**, not carried over from earlier years.
-  It is recommended that leaders encourage boys to complete requirements for the pins which were not done the first time.
-  Two Sports are **not available** except as part of Cub Scout day camp or resident camp under the leadership of certified personnel. These are BB-Gun and Archery.

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Let's look at the book:

- ✎ The first section explains the concepts of the Academics and Sports program. It is used to **supplement** the existing programs, and is not a replacement for other parts of the program.
- ✎ There is a section to help your pack determine how to implement the program in your own pack.
- ✎ There is a guideline for adaptations for individuals with disabilities.
- ✎ The book includes a Den Recognition Report form which can be photocopied.
- ✎ There are sections for planning a Cub Scout Academics Fair and/or a Pack Sports Program.
- ✎ Each Academic subject or Sport has a two-page listing. On the front side are the requirements for the belt loops and pins. On the backside are resources such as national organizations which can help you, as well as some tips on techniques.

Each den should have a copy of the book, as well as a pack copy for use by the pack committee. It is easy to photocopy individual pages for use by the parents of boys involved in home, community, or school programs. The book is written so that parents may want their own copy to use at home.

BSA Family Program

The basis of this program is the *BSA Family Activity Book*, a complete revision of the earlier program.

The purposes of the BSA Family Program are to:

1. Strengthen families
2. Encourage family involvement in Scouting

The book is divided into **five categories**, each of which has many suggested activities for families. These activities include going on field trips, telling stories, doing arts and crafts projects, playing games, participating in family discussions, or making lists, charts, or scrapbooks.

To earn the BSA Family Award:

Complete 10 activities within a 12-month period. The family chooses one activity in two topics in each of the following categories:

- a. Learning through fun and adventure
- b. Strengthening family relationships
- c. Developing character
- d. Teaching responsibility
- e. Handling difficult situations

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There is a "Family Progress Record Sheet" in the book. **I recommend photocopying it first.** The book can be used for several years, and you may not want to mark up the only record sheet in the book.

Paying for the awards:

The pack is encouraged to include the cost of the BSA Family Program recognition items in their annual budgets.

However, packs must make a firm policy -- and make it available in writing to all families -- of who pays for what.

Since the award can be earned by all family members, including siblings, every year, how much does the pack want to pay for?

- a. Only the boy's award?
- b. The boy and one parent?
- c. What???

The awards:

The patch is available for all members of the family who participated in the activities to earn the award. Scouts can wear the patch in the temporary patch position (right pocket).

Instead of patches, family members may choose to receive the pins.

After the first year, pins could be placed on the patch.

They can earn a pin and certificate each year it is earned.

Presentation:

Ideally, presentation of the awards would be at a pack meeting. If only a few families earn the award, the pack may wish to set aside some time at a pack committee meeting or a pack meeting to let those who have earned it tell about what they did to earn it.

Other Program Enhancements

Cub Scout World Conservation Award

This award can be earned only once in a Cub Scout's career. Each level has its own requirements, but all include a den or pack conservation project.

The recognition for this award is a patch.

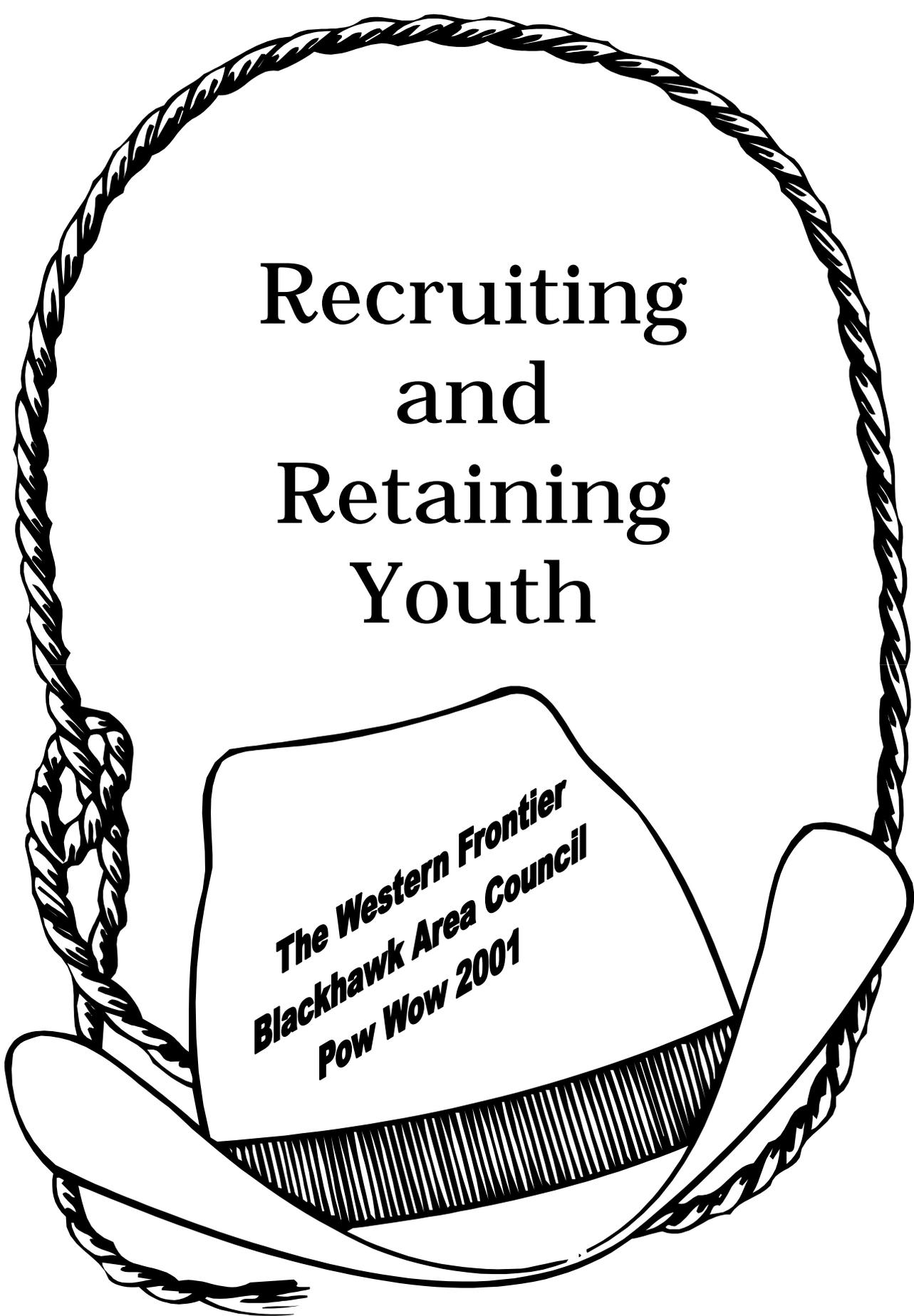
Religious Emblems Program

Virtually all churches and religions have a program for youth to earn religious emblems. These are not done as a den, but it is up to the pack and den leaders to let parents know about the programs and how to go about earning them.

The recognition (a square knot) can be worn on the Cub Scout uniform.

Service Projects

Giving service -- to help other people -- is a cornerstone of Scouting. It is an optional item on the Quality Unit Award application. **It is a requirement for the National Den Award.**



Recruiting and Retaining Youth

***The Western Frontier
Blackhawk Area Council
Pow Wow 2001***

RECRUITING AND RETAINING YOUTH –

By Bill Runnion

EVERY BOY DESERVES A SCOUTING CHANCE. LEARN IDEAS FOR RECRUITMENT AND RETAINING THOSE BOYS.

Let us start by acknowledging that it is difficult in the Cub Scout program to separate the boy from the parent (or other adults), but since recruiting and retaining adults will be covered separately in a follow-up session we will attempt to concentrate this session around boys.

So – always – the first question asked is:

“WHY DO BOYS JOIN CUB SCOUTING?”

The answer – always – is to have FUN? (and adventure and outdoors sports).

Now – how do we make it happen? The answer is, of course, by providing a program that delivers all the elements that appeal to the boy (and his parents) to the extent he does have fun, adventure and outdoor activities, all gauged to age related abilities.

A very large portion of a Pow Wow Event is given to sessions designed to share ideas for den and pack meetings in order to help leaders in their pursuit of delivering quality programs. For the boys another large portion of the Pow Wow is providing help and training for adult leaders in a variety of subjects so the leaders develop the knowledge and skills needed for their position in scouting in order to insure the entire Cub Scout program meets the expectations of the boys and parents.

All of the above creates the type of scouting environment which keeps boys interested and active. Add to this age-related advancement opportunities and impressive ceremonies when presenting earned awards and we have the foundation for retaining our youth.

The Boy Scouts of America have long recognized the basic needs of boys and are constantly re-evaluating programs in order to keep them relevant to today’s boys needs and desires. All of the above has been said many times and in many ways,

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but the fact is that if boys do not enjoy the program, they won't stay in the program. The pack and den must strive to always give the boys a program that keeps them coming back.

So, what about recruiting boys to join the pack? Here we shall deviate from the normal routine of discussing “School Nights for Scouting” or “Roundup”. (We will come back to these programs.)

Most people and organizations think of planning as short-range (today – this week – this month) or long-range (annual or 12 months). These types of planning are covered in other sessions being presented in this year's Pow Wow.

A third type of planning is called strategic planning, and looks at planning at a more elevated level than the nuts-and-bolts of annual – monthly – weekly planning. It is not more important than other planning but should be considered at the very beginning of planning.

So what are we talking about here? At this level (strategic) we look at our pack and evaluate exactly what we do have. Now comes some decision time. How “large” do we want (wish) our pack to be? Would we have enough meeting space for pack meetings? How many dens? How many den leaders? What about budget? What other problems would our plans and decisions reveal? And so on.

This is a big step. It helps you set objectives and goals. Be forewarned, accomplishing your goals will require WORK.

And now, with this word WORK, let us return to School Night for Scouting.

The Boy Scouts of America supply each pack with a packet of information, data, and promotion materials in order to assist the pack in their recruitment of Cub Scouts. The past several years we have used the Garfield cartoon character as the mascot for Cub Scout recruitment. This should be the last year we will use Garfield as our mascot.

Another change, very minor, is the attempt to drop the well-recognized name of “School Night for Scouting” to “Round-up”, which is actually more correct because Round-ups occur in more than just schools.

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Since these packets are in the possession of every pack we will not attempt to review them for content. This has already been done at a Cub Scout Roundtable. What is important, is to know of all the existing support that is available to every unit, all year long.

There are two groups of people at the district level whose whole purpose for being is to help units succeed. One group is called “Commissioner Service”, the other is “District Committees”.

Let’s start with Commissioner Service. In its most basic definition, Unit Commissioners serve units, Roundtable Commissioners present monthly Roundtables. In the absence of a Unit Commissioner for your Unit, the service responsibility lies with an Assistant District Commissioner or the District Commissioner. A Unit should never be without Commissioner service. Please make your Commissioner welcome. They are there only to help you succeed.

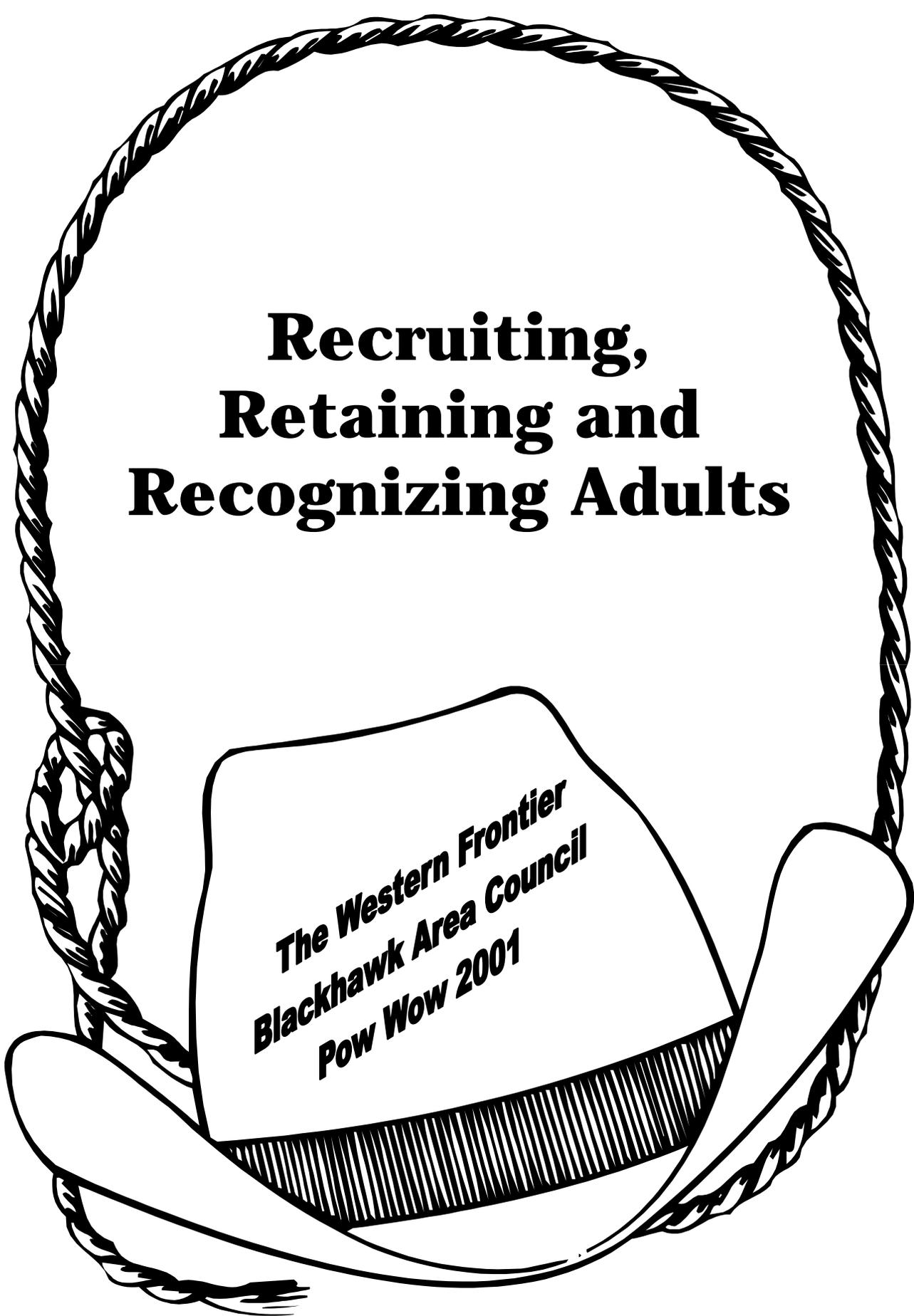
When we come to district committees, there are several ways a given committee and/or the District Executive can give you assistance in your efforts to recruit boys for your pack. One of these is that they can advise you of the total potential boys available in the area where your pack is chartered, school-by-school, grade-by-grade. Having this information allows you to determine how many boys you are serving, how many may still be available, and helps you in your goal setting and other plans.

Other areas which might be of help are persons from the Membership Committee, which include the Cub Scout School Night Chair and Cub Scout Spring Recruitment Chair.

In all cases, if you have questions or need help, get in touch with your Unit Commissioner. If he or she can’t help directly, they will get to the person who can help.

I have always liked this line:

**OUR CHILDREN ARE OUR FUTURE;
THEY JUST DON’T KNOW IT YET.**



**Recruiting,
Retaining and
Recognizing Adults**



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LEADERS SURVIVAL CHECKLIST

- ✓ When the pack won't pay attention and you feel like blowing your top, count to ten.
- ✓ So you tied the flag on upside down. Smile knowingly like you planned it that way, praise the Cub who saw it.
- ✓ Accept the boy for what he is. If that's impossible, just be thankful he isn't your son.
- ✓ Learn to laugh at yourself. The Cubs probably think you're hilarious anyway.
- ✓ Too many Cubs and not enough leaders? What a compliment. It must be YOU they like!
- ✓ When everything goes wrong remember Job. At least you don't have boils.
- ✓ Remember you're a human, no matter what the boys might tell you.
- ✓ Running a meeting is a breeze? You're in trouble. Go take a Supplemental Training course.

RECRUITING, RETAINING AND RECOGNIZING ADULTS

By Bill Runnion

IDEAS FOR RECRUITING, RETAINING, TRAINING AND RECOGNIZING ADULTS TO BROADEN AND STRENGTHEN YOUR PACK'S PROGRAM.

Before we begin to recruit an adult it is necessary to determine what positions need to be filled and to define the responsibilities of that position. This is best done by writing a brief position description. Once we know what we need, then we can recruit a volunteer based on his/her ability to get the job done.

In Cub Scouting our volunteer pool of prospective volunteers overwhelmingly come from the parents of the boys who have become Cub Scouts. Nothing new here. The problem is in how to get them interested enough to want to participate in the Cub Scout program. Most parents have no idea what Cub Scouting is really all about.

Just what are people's goals and interests that would motivate them to volunteer? They are a mixture of altruistic and self-interest. Both types are valid and acceptable.

Altruistic feelings include:

- . Helping youth grow into useful citizens.
- . Guiding the spiritual growth of youth.
- . Trying to improve society, or solve some community problem(s).
- . Doing something for a cause.

Motives of self-interest include:

- . Belonging to a group, being part of a team.
- . The personal satisfaction that comes with working with youth.
- . Making new friends and associating with the kinds of people not normally found in one's job or other endeavors.
- . Fun and fellowship.
- . Sharing in the Scouting experience with one's son or daughter.
- . The recognition that comes with working with youth.

What an adult so often finds is that they get more out of Scouting than they contributed. The Scouting spirit becomes a personal way of life for themselves.

So the best way to recruit adults is to present a program that appeals to the altruistic feelings and motives of self interest, as well as insuring their understanding of how important it is to understand that boys cannot advance without the help of parent or guardian. Parents play a differing role at different stages of the program, due to advancement requirements being age-related. It is amazing the growth in a boy in just a few short years, and parents should be a part of that growth.

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Retaining adults in the Cub Scout and Boy Scout programs will only happen if the adult volunteer feels the time and effort are worth the cost. The volunteer must have a job that they are comfortable with and in which they are making a positive contribution.

In the world we live in today it is very difficult to reach the minds and hearts of people who don't care to read very much, and whose sense of accomplishment of their child is only in some athletic ability, etc. and yet they sense that something is missing in the parent/child relationships of their family.

It is only when, through some means, that the realization of what the ideals of Scouting, and the methods used, do for a youth that the desire is kindled in parents to make the Boy Scouting program a part of their family life.

Making an adult volunteer “comfortable” in their job comes with experience, training, and support. The need to take training when offered can never be understated. When taking training the volunteer is getting the benefit of the many years of experience the instructors have, and the warm feeling of the comradeship of fellow Scouters. Completing training is one of the requirements in pursuit of earning an award for your position, which indicates to all just how far you have come, and the respect, given by all of us for this accomplishment.

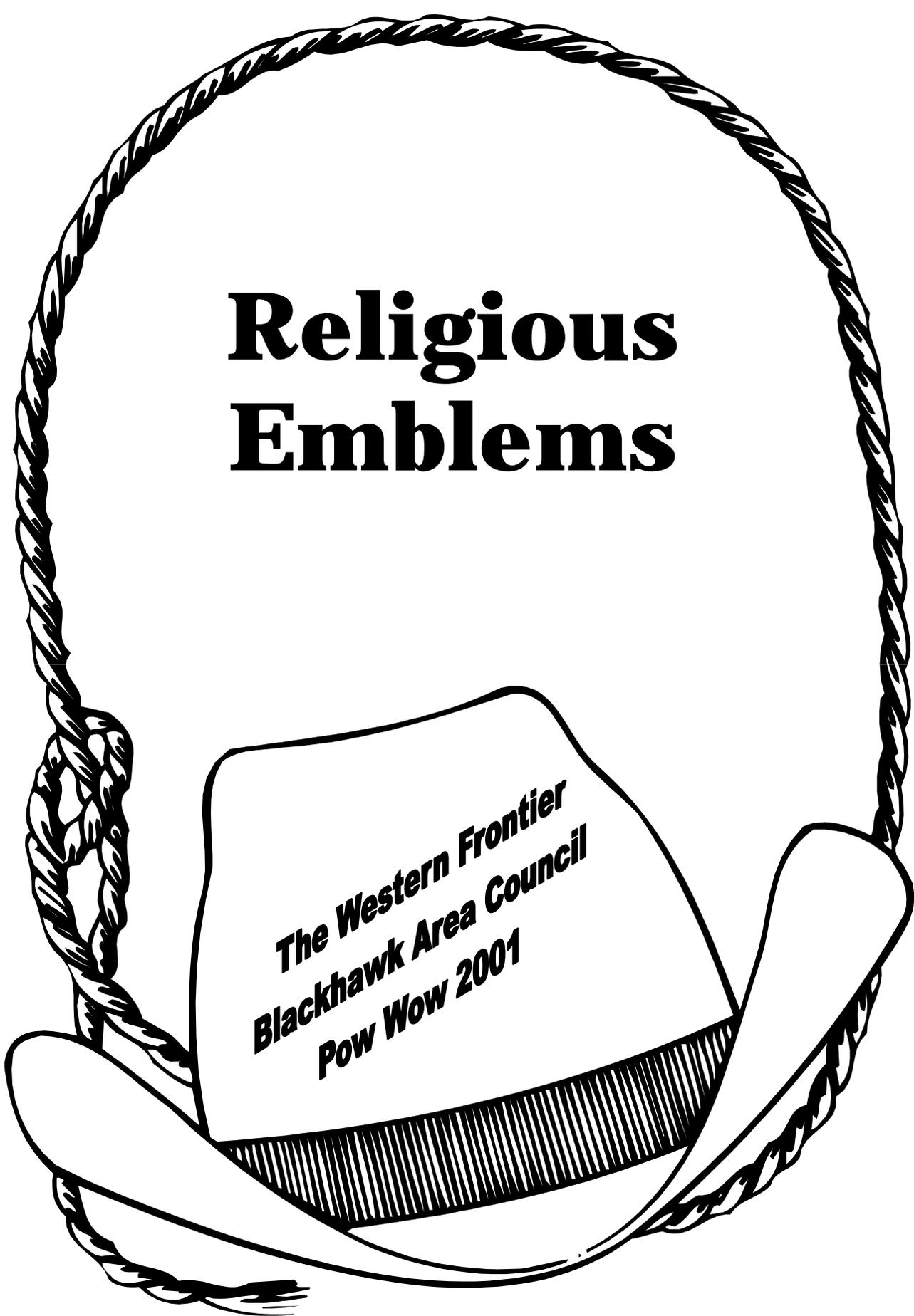
Many times I have heard the comment of Cub Scouting being a baby-sitting service. For a while I felt this way too. Then, one day, I realized the great blessing and honor I was being given by parents in having the opportunity to help young people develop lifetime values and in this manner I was performing a service to God and country.

This understanding stays with me to this day.

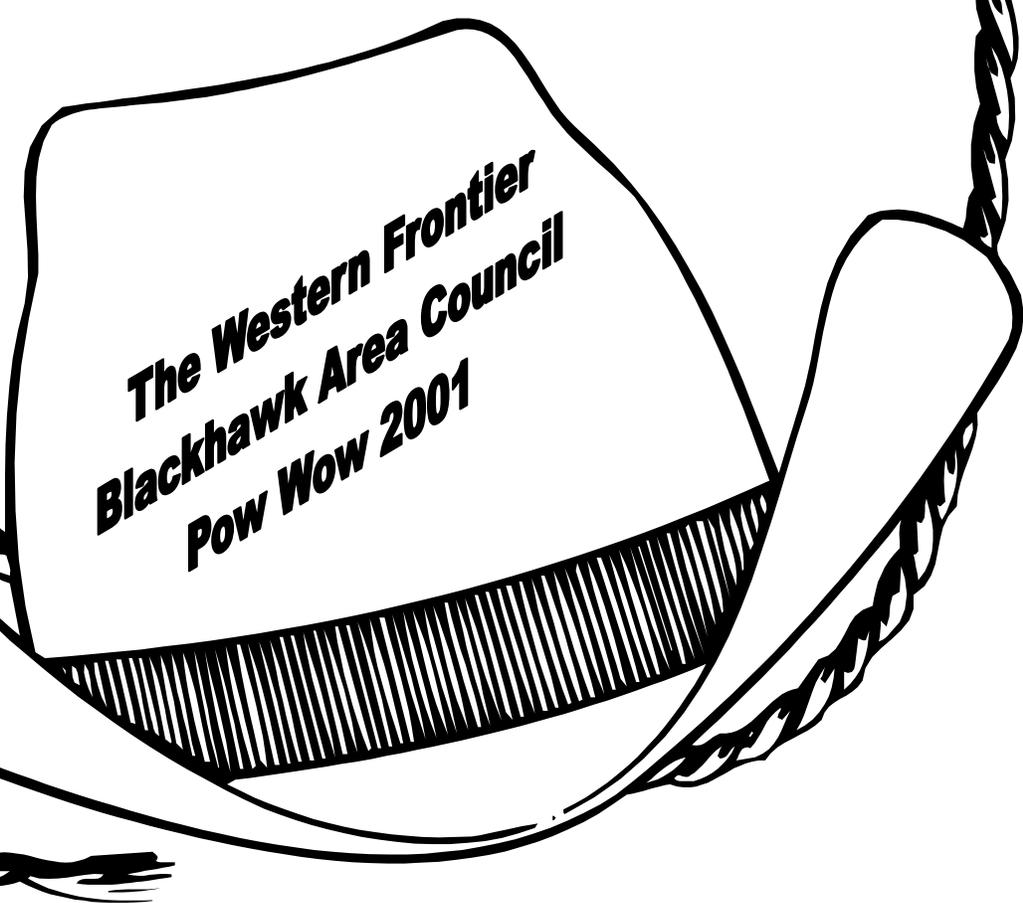
Remember:

**LEADERS DON'T CREATE FOLLOWERS,
THEY CREATE MORE LEADERS.**

Tom Peters
in
“Fast Company”



Religious Emblems



**The Western Frontier
Blackhawk Area Council
Pow Wow 2001**

Tribute to a Volunteer
Greater St. Louis Area Council

The more you give, the more you get,
The more you laugh, the less you fret.
The more you do unselfishly,
The more you live abundantly.
The more of everything you share,
The more you find that others care.
The more you love, the more you'll find,
That life is good and friends are kind.
For only what we give away,
Enriches us from day to day.

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Religious Emblems



Written and compiled by,
Virginia Hammer, Wanchanagi District
Carol Conderman, White Eagle District

What is the ‘Religious Emblems Program?’

They are programs that have been created by the various religious organizations and committees, not by the Boy Scouts of America. These programs encourage members to become more active in their own faith groups, and they encourage spiritual development by providing specific religious instruction.

Boy Scouts of America recognizes the religious emblem program by offering the emblems that are approved for wear on the official uniform of the Boy Scouts of America.

“Emblems earned by the Cub Scout or Webelos Scout are worn centered above the left uniform shirt pocket. Medals are worn only on formal occasions such as official uniform inspections, blue and gold banquets, troop courts of honor, etc.”

~ Cub Scout Leader Book, c. 1997

Religious emblems also promote many of the same values that are the basis of the Cub Scout, Boy Scout and Venturing programs. They help develop wholesome lifestyles in youth members. Research shows that young people who are members of both a Scouting unit and a religious institution made better moral decisions than those who are members of only one organization.

There are **four basic** steps involving the religious emblems program for the Scout and his family.

- ❖ Youth members must obtain the specific booklet for their religion. This booklet contains the information needed to complete the lessons and service projects. Some programs also offer adult manuals for counselors and mentors.
- ❖ Parents will need to review the specific guidelines for their program. Some programs require that the youth member be an official ‘member’ of the local religious institution. Age and grade requirements vary among the programs. Some programs will require clergy to serve as counselors. Parents will need to check the specific guidelines for their particular program.
- ❖ Families will need to speak with their religious leaders and, if possible, show them the booklet before beginning a program. Many of the programs require that they be completed under the auspices of that religious organization, and require the signature of the local religious leader.

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- ❖ Youth members must complete the requirements, obtain the proper signatures and follow the instructions to order the emblems. These emblems are not available in the local council store.

Religious emblems should be presented in a meaningful ceremony, preferably in the youth's religious institution then again in the unit. Scout Sunday/Sabbath, in February, is a perfect time to recognize youth members who have earned their religious emblems during the past year.

Promoting the religious emblem program within your units is necessary. Parent/guardians may not know that this program is available. To assist with promotion, a *Interfaith Quick Reference Chart* and *Frequently Asked Questions* (No. 5-879) is available to distribute to every youth in your unit. This brochure includes a chart of all the different religious emblems, lists the addresses, phone numbers and web pages for the religious organizations, and explains how to get started. You may obtain the chart at your local council office. Your district executive can also guide you to the people within your district or the council that will be able to attend a pack meeting to promote the program.

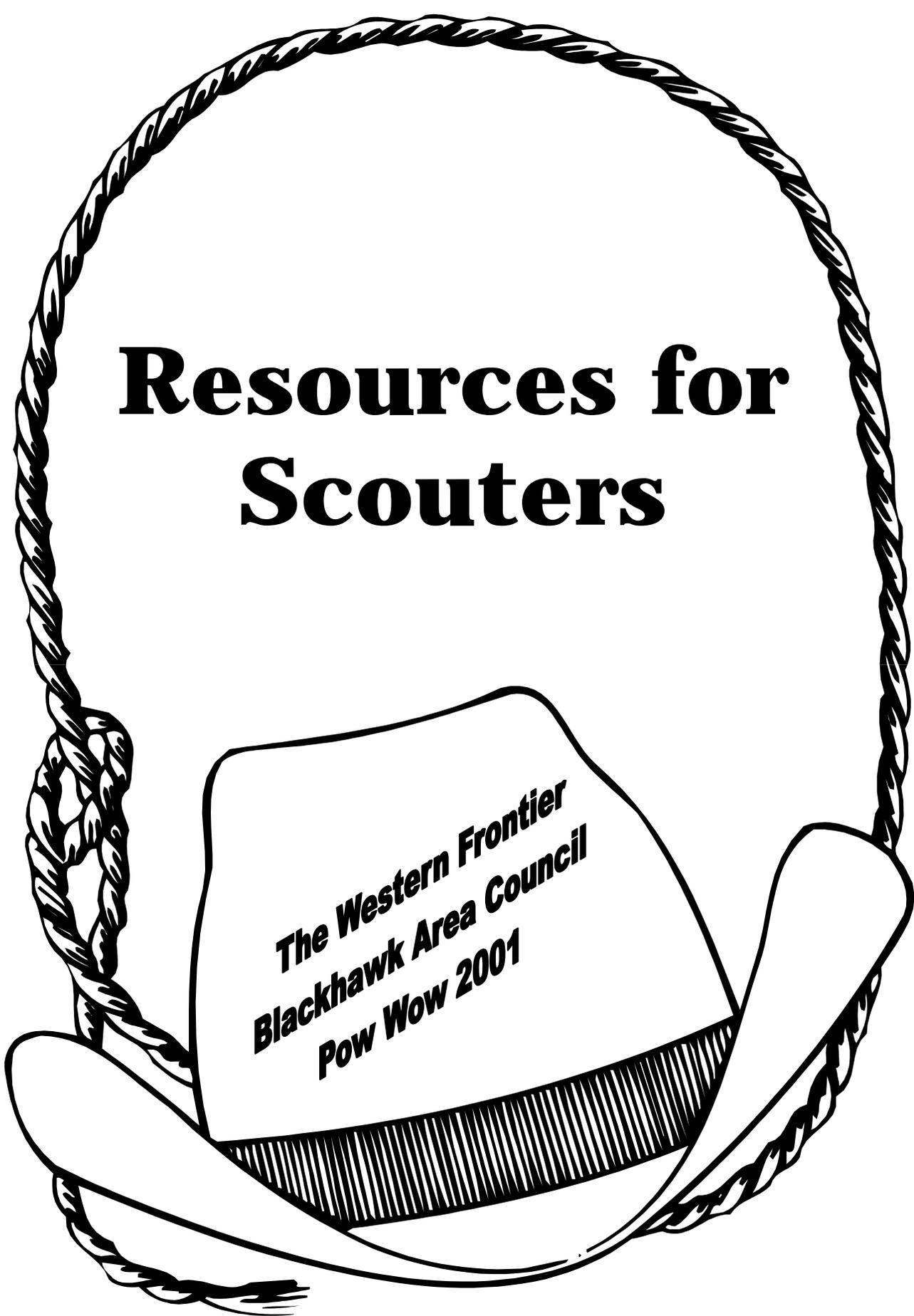
Keeping a record of all youth members who have completed a religious emblem and posting it in a visual place will also promote the program. Along with this record, completing the form *Notification of Religious Emblems Completed*, and returning it to the local council office will ensure that the youth member's achievement is recognized by publishing their names in our monthly newsletter, the *Courier*.

Another resource for religious emblems may be obtained by writing to the BSA's Relationships Division, 1325 West Walnut Hill Lane, PO Box 152079, Irving, Texas 75015-2079; telephone 972-580-2110. Request *A Scout is Reverent*, No 5-206A.

“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.”*

~ From Pow Wow 2000, “Get Aboard the Pow Wow Express, Northwest Suburban Council, IL



Resources for Scouters



**The Western Frontier
Blackhawk Area Council
Pow Wow 2001**

Resources for Scouters

By Blanche Stebbins and Carol Conderman

There are many resources at hand for all positions in Cub Scouting: from assistant den leader up to Webelos Scout den leader. It is just a matter of isolating the resource you need and putting it to use.

The first that come up are:

- *Cub Scout Program Helps* – printed annually
- *Webelos Leader Guide* – new in 1999
- *SCOUTING Magazine* – registered Scouters receive this bi-monthly
- *BOY'S LIFE Magazine* – registered Scouters can receive this monthly, if they choose (or read your son's!)
- *Cub Scout Leader's How To Book* – printed through national council, current edition available November 2001
- *Cub Scout Leader Book* – (the 'bible' of Cub Scouting books, printed through national, current edition available late fall 2001)
- *Uniform inspection sheets* – these are handy for new Scout families to use to put the badges on.
- *Individual Cub Scout Record* – a great resource to keep track of each Scout's advancements in the den.
- *Pack Record Book* – a handy way to keep track of your pack!
- *The Blackhawk Area Council Courier* – registered leaders should receive this newspaper monthly. Extra copies are available at the council office.

All those above are available through your local Scouting supplies distributor, the Boy Scouts of America catalog (registered leaders will receive this in the mail) or you may contact the Blackhawk Area Council Trading Post at 815-397-0210.

Pack Libraries – your pack should get a current edition of any new publication that can be used by the leaders in your pack. The 'experienced' editions should stay in the pack library. Much of the

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information, especially craft and game type publications, can be used over and over.

There are ‘people’ resources available to Scouters, to name a few –

- *Your pack family* – cubmaster, committee chair, chartered organization representative, other den leaders
- *District Executive* – this is the ‘professional’ who gets paid to have fun in Scouting
- *District Training Chair* – coordinates training throughout your district
- *District Roundtable Commissioner* – coordinates roundtables in your district
- *Unit Commissioner* – acts as an ‘advisor’ to the pack and helps the program run smoothly
- *Council Office* – this is where you can call – 815-397-0210 – ask your question – and they will find the answer!
- *Other packs, troops and crews* – they all have skills and resources available to them, that a pack might not!
- *Schools, colleges, conservation centers* – all these have certified staff that are qualified to teach specific areas

Some of the less obvious resources available are:

- *Old (experienced) Scouting and Boy’s Life Magazines*
- *Old (experienced) Pow Wow Books*
- *The Old New Cub Scout Fun Book*
- *The Old How To Book*
- *Old Cub Scout Highlights*
- *Old Yearly Planning Charts*
- *Old Cub Scout Program Helps* – these include Webelos Scout ideas
 - *Craft magazines*
- *Kids magazines*
 - *The Internet*

Just because an item is outdated, doesn’t mean they are out of use. One thing to be careful of – be sure what you are going to ‘do’ follows the CURRENT “GUIDE TO SAFE SCOUTING” publication.

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Another excellent resource is the Parent Talent Survey. Is there a dad who is a pilot? He would make an excellent speaker for a pack meeting. The Talent Survey can be found at training's, in the latest (2000) printing of the Cub Scout Leader Book. Or, make up your own for your pack.

How about having a religious award coordinator making a presentation? Call your district executive to find out who that is.

There are many beautiful places in Northern Illinois to visit. Check with the McHenry County Conservation District. What a great place for a den meeting (don't forget permission slips) or a pot luck pack meeting.

Maybe a coach or a PE teacher could come to a meeting and work with the Cub Scouts on physical fitness or just plain fun.

Never overlook a nearby Boy Scout Troop. These Scouts need to work with the younger boys.

DO NOT FORGET:

Roundtables –

This is a terrific place to learn skills, share experiences, and meet new people, all with the same dilemma as you: How to fill a one hour den meeting or run an outstanding pack meeting.

There is NO substitute for training along with the yearly program kit that comes from council each fall.

If you really put your mind to it, you find many more resources outside of the Scouting family to provide you best pack program.

And by all means –

HAVE FUN!!!

Skits

**The Western Frontier
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SKITS

By Carol Frits

The Big Wheel

Divide the audience into four groups to respond to the following words.

Big Wheel = Spin, spin

Canoe = Paddle, paddle

Airplanes = Zooom

Cars = Rattle, rattle, bang

Man has invented many different things which go and have provided him with transportation down through the years. The Indian made his CANOE which took him from place to place and served his purpose well. Men like Henry Ford invented CARS which today is the most popular type of transportation. There were men like the Wright Brothers who pioneered the invention of the AIRPLANE. And then there is a group of people called the BIG WHEELS who really don't go any place or do anything, but they like to feel important.

This story is about one of those BIG WHEELS who just sat and spun his wheels and felt so important while he was doing nothing at all. Everyone around him was working on new and better types of CANOES, designing new and more efficient CARS, and designing and testing new and faster AIRPLANES. But our BIG WHEEL just sat around feeling important, not doing anything to help anybody, while everyone else was doing the work.

Somehow he always seemed to get by and fool people into thinking that he was important because everyone around him was making progress. The BIG WHEEL depended on their brains and energy to make him look good. Finally, one day something happened that changed things overnight for the BIG WHEEL.

Everyone who had been working on the CANOES, the CARS, and the AIRPLANES decided it was time to teach BIG WHEEL a lesson. They were tired of him doing nothing except acting important. So they all became very busy and didn't pay any attention to him. When something came up, the BIG WHEEL found he couldn't rely on the others to answer questions and make him look important. Finally, the BIG WHEEL realized that he could not accomplish anything without help from others. He realized he was making no contribution to the world at all. He was just sitting there spinning his wheels while the others accomplished a lot of CANOES, CARS, and AIRPLANES. BIG WHEEL felt very bad.

It was a terrible feeling when BIG WHEEL finally realized something he should have known all along. If you're going to get any place in this world, you can't expect other people to do all the work. You must learn to do your part and paddle your own CANOE.

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Parade of Presidents

PROPS: Four poster board cards with holes in center and decorated like a one dollar bill, a five dollar bill, a twenty dollar bill and a fifty dollar bill.

ONE DOLLAR BILL appears and says:

Hi, I'm a one-dollar bill, and I'm so lucky, I have the first president of the United States printed on me. He was a great general in the Revolutionary War.

FIVE-DOLLAR BILL rushes on, jumps next to the one-dollar bill and says:

Well, I'm a five-dollar bill and I'm better than that wimp, I have the sixteenth president, Abraham Lincoln, on me. He was president during the civil War and he freed the slaves!

TWENTY-DOLLAR BILL rushes on, jumps next to the five-dollar bill and says:

Those two have nothing compared to me! I have Andrew Jackson on me. He was the 7th president and he opened politics to the common man.

FIFTY-DOLLAR BILL rushes on, jumps next to the twenty and says:

I'm a fifty-dollar bill and I'm the greatest. I have Ulysses S. Grant on me. He was the 28th president and a famous general for the union during the Civil War.

BOY rushes in, grabs all the money and announces:

You might have all the presidents, but I have all the cash!!! Let's go get pizzas!!!

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.)

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Operation Santa Claus

(good skit for parents)

SCENE: Kris Kringle County Hospital on Christmas Eve

CHARACTERS: Bent Tracy, Resident Surgeon, Dr. Absorba, Medical Advisor, Dr. Will Dare, Intern, Dr. Jellesky, Head of Staff, Santa Claus, Several other nurses and interns

PROPS: Stretcher, doctor and nurse uniforms/hats, knife, fork, spoon, pinking shears, sticky tape, needle, thread, several toys, Santa toy bag, fabric

As scene opens, interns and nurses are bustling about getting operating table ready.

Nurse #1- Is busy calling out “Emergency!! Emergency!! Calling Dr. Will Dare! Calling Dr. Will Dare! Dr. Bent Tracy, report to surgery! Dr. Bent Tracy, report to surgery!”

Interns bring Santa Claus in on a stretcher. He is lying on his stomach and is covered entirely with a sheet except for his head. He still has his red cap on. Under the sheet in the spot where Santa’s toy pack would be is a huge hump. The interns place the stretcher on the operating table.

Dr. Will Dare and Dr. Bent Tracy rush in, examine the patient, keeping activity under sheet.

Dr. Will Dare – “Dr. Absorba, please come give us your opinion!”

Dr. Bent Tracy – “Dr. Jellesky, please come give us your opinion!”

The doctors examine Santa. The four doctors shake their heads in a serious manner.

Dr. Absorba – *to Dr. Bent Tracy* – “You’ll have to operate.”

Dr. Jellesky – “Yes, that is the only way to go!”

Dr. Bent Tracy begins the operation as Dr. Will Dare assists him. Other doctors are standing by.

Dr. Bent Tracy – “Knife, (pause) fork (pause) spoon (pause) pinking shears (pause) sticky tape (pause) needle (pause) thread!” A nurse has these items on a tray and hands them to Dr. Tracy as he calls them out.

Dr. Bent Tracy – to Dr. Will Dare – “Santa will need a transfusion.” Dr. Will Dare hands him several toys one at a time. Dr. Tracy places them under the sheet one at a time.

When operation is over:

Dr. Absorba and Dr. Jellesky – rave about what a tremendous success it has been. Dr. Bent Tracy removes the sheet.

Santa jumps from the operating table shouting “HO HO HO!! Thank you boys, I’ll see that you each get a new needle in your Christmas stocking. If you hadn’t sewn up the pack, I would have lost all my toys!” He turns around and displays toy pack to which there has been sewn a huge red patch.

(All the action should be performed under the sheet as the skit progresses, so that the audience is surprised at the end. Place patch on pack before the skit begins.

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A Visit from St. Nick

This is best used with a fairly large group. It calls for a narrator, who reads material, and for having different people in the audience to spring to their feet and read the phrases capitalized, when their number is held up. (This means there must be 27 cards to hold up at the appropriate time.)

NARRATOR READS:

'Twas the night before Christmas, when all through the house,
Not a creature was stirring...(1) **BUT THE COOK MIXING COOKIES!**

The stocking were hung by the chimney with care,
In hopes that St. Nicholas...(2) **WOULD DARN ALL THEIR HOLES!!**

The children were nestled all snug in their beds,
While visions of sugarplums (3) **MADE THEM DROOL IN THEIR PILLOWS**

And mama in her kerchief, and I in my cap,
Had just settled our brains... (4) **BY VISITING A PSYCHAIATRIST!**

When out on the lawn there arose such a clatter
I sprang from the bed... (5) **TO TELL THEM TO PIPE DOWN!**

Away to the window I flew like a flash
Tore open the shutters...(6) **AND THREW THEM ON THE DYING FIRE!**

The moon on the breast of the new fallen snow,
Gave the luster of midday...(7) **ON THE BICYCLE WE FORGOT TO PUT IN!**

When what to my wondering eyes should appear,
But a miniature sleigh ...(8) **WITH HYDROMATIC DRIVE!**

With a little old driver, so lively and quick,
I knew in a moment it (9) **WAS THE FULLER BRUSH MAN!**

More rapid than eagles his coursers they came,
And he whistled and shouted ...(10) **AND RAISED HIS BLOOD PRESSURE!**

Now Dasher! Now Dancer! Now Prancer and Vixen!
On Comet! On Cupid ...(11) **ON SAUERKRAUT AND WEINERS!**

To the top of the porch, to the top of the wall,
Now dash away! Dash away!...(12) **AND A DASH OF TOMATO CATSUP!**

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As dry leaves that before the wild hurricane fly,
When they meet with an obstacle (13) PILE UP IN THE CORNER!

So up to the house top the coursers they flew,
With a sleigh full of toys...(14) AND SOME BUBLE GUM TOO!

And then in a twinkling, I heard on the roof
The prancing and pawing...(15) OF A TELEVISION REPAIRMAN!

As I drew in my head, and was turning around
Down the chimney St. Nicholas came...(16) KNOCKING SIX BRICKS LOOSE

He was dressed all in fur, from his head to his feet,
And his clothes were all tarnished...(17) AND READY FOR THE CLEANERS!

A bundle of toys he had flung on his back,
And he looked like a ...(18) BOY SCOUT ON HIS FIRST CAMP OUT!

His eyes how they twinkled, his dimples, how merry!
His cheeks were like roses...(19) BUT NOT SO SWEET SMELLING!

His droll little mouth was drawn up like a bow
And the beard on his chin...(20) NEEDED TRIMMING A LITTLE!

The stump of a pipe he held tight in his teeth
And the smoke it encircled his head ... (21) LIKE A CIGARETTE AD WREATH!

He had a broad little face and a round little belly,
That shook when he laughed ...(22) LIKE A TELEVISION PICTURE!

He was chubby and plump, a right jolly old elf,
And I laughed when I saw him ... (23) MY WOOL UNDERWEAR TICKLED ME!!

A wink of his eye and twist of his head
Soon gave me to know ... (24) HE'D GOTTEN A CINDER IN HIS EYE!

He spoke not a word, but went straight to his work
And filled all the stockings...(25) EXCEPT THE OLD ONE WITH HOLES IN THEM!

He sprang to his sleigh, to his team gave a whistle
And away they all flew...(26) LIKE CUB SCOUTS AFTER REFRESHMENTS!

But I heard him exclaim, ere he drove out of sight,
“Merry Christmas to all” and...(27) AREN'T YOU GLAD THIS IS OVER??

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OUR FEATHERED FRIENDS

Characters: Robin, Blue Jay, Mockingbird, Song Sparrow, Woodpecker, Goldfinch, Wood Thrush, and Cardinal. All birds wear plastic bottle masks. Any characters can be added or eliminated to fit the number of boys in the den.

Setting: Outdoor scene, with trees and bushes. Birds enter one by one, flitting around, waving arms. Each boy can speak his own lines, or a narrator can read the script. Be sure boys can be understood behind the masks, if they speak their own lines.

ROBIN: Before the spring has time to wake, and daffodils are yellow, my black and russet red appears. I'm quite a cheerful fellow. Who am I?

BLUE JAY: I make a sound like tinkling bells or raise my crest and scold; my blue coat's trimmed with black and white, I'm a handsome robber bold. Who am I?

MOCKINGBIRD: Demurely dressed in gray and white, my nature's one of fun; I love to tease my feathered friends, and mimic them one by one. Who am I?

SPARROW: My cousins chirp in city streets, but I dislike the town; In spring you hear me sing, and see my dark breast streaked with brown. Who am I?

WOODPECKER: Rat-tat-tat. Rat-tat-tat. I beat a loud tattoo. My back is black, my front is white, my red cap's in full view. Who am I?

GOLD FINCH: For me, no cage inside the house, as I dart there and back; I wear the tint of precious ore, smartly trimmed in black. Who am I?

THRUSH: I hide among the shrubbery, with spice-brown colored coat; and poets praise my evening song, that springs from spotted throat. Who am I?

CARDINAL: My name suggests great dignity, my colors the brightest hue, in summer or in winter, I bring Christmas red to you. Who am I?

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WILD AND WOOLY WEST

Audience Participation – divide the group into six parts.

HORSES – Neigh

SHOTS – Pow Pow

HOPPY – Hurrah

DIRTY VILLAIN - Hiss

MINNIE – Ahh –h –h

FRIENDLY INDIANS – How How

This is a story of the old west, in the days when men were men, women were women, **HORSES** – were **HORSES**, and the folks aimed to keep it that way.

In the same country grew up a small boy, the Wild West Weakling. He sent off for a muscle-building course and became the strongest man in the country. His name was **HOPPY** Long. They called him that because of his peculiar hop, caused by dropping a muscle builder on his foot. He had a **HORSE** named Ivory and they became as close as brothers. You could always tell them apart because the one with the long tail was the **HORSE**. Among their best friends were the **FRIENDLY INDIANS**.

In the same country were some **DIRTY VILLAINS**, and they were stinkers! They never bathed and furthermore, they stole **HORSES**.

Our hero's girl was the lovely **MINNIE** Ah Ah, the daughter of old Chief Pow Wow. The **DIRTY VILLAINS** were afraid of our hero, but one day when he went to the city to get a store-bought suit, they decided to steal in at night, steal the **HORSES** and steal away. **MINNIE** overheard them making plans, so she sprang on her trusty **HORSE** and started off to warn her lover. In a moment the **DIRTY VILLAINS** captured her and rushed her to their hideaway.

Two **FRIENDLY INDIANS** saw it all and they rode to warn **HOPPY**. Would he get back in time? When he heard he said, "Why, those **DIRTY VILLAINS**. I'll lick em' single handed." As he rode on he said, "No, I'll use both hands." When he neared the **DIRTY VILLAINS** camp, he yelled to **MINNIE** "I'll save you!" The **DIRTY VILLAINS** took a **SHOT** at him. **HOPPY SHOT** back. Then he **SHOT** again. Things got lively. The **DIRTY VILLAINS SHOT** and **SHOT!** **HOPPY SHOT** and **SHOT!!** Soon they all ran out of **SHOTS** and one of the **DIRTY VILLAINS** called out "Boys, we're all washed up!" **HOPPY** and his **HORSE** Ivory did the trick!

That's about all. **MINNIE** helped **HOPPY** take the **DIRTY VILLAINS** to jail where they got what was coming to them. Soon afterward, **HOPPY** rewarded the **FRIENDLY INDIANS** and then he gave his trusty **HORSE** some sugar. And of course, no good western ends without having the hero give the heroine a nice big juicy kiss.

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THE BIRD WATCHERS

CHARACTERS AND SETTING: The players are two groups of children who have come to the woods with their leaders to study nature. They can wear uniforms or casual clothes. To suggest the woods painted cardboard trees may be fastened to hat racks. Add a wood stump, if possible.

As Curtain opens, group I enters, headed by LEADER I, who is a dedicated bird watcher, complete with bird guide and field glasses.

LEADER I: Now children, we must be very quiet. Let's sit down and wait for the little birds to come to us. (Offstage, there are twittering sounds; LEADER I twitters back. She sits on a stump; CHILDREN around her.)

CHILD I: Look, Mrs. Davis, there's a bird over there.

LEADER I: Oh, it must be one of the many migrating warblers we're here to watch. Let's see its brown and black and white (she consults bird guide). Oh, dear, what's the matter with me...it's just an English sparrow!

(They continue their vigil. One of the children snaps bubble gum in boredom, another tosses a pebble up and down; two boys begin to punch each other. LEADER peers into field glasses, intently.)

CHILD II: Mrs. Davis...

LEADER I: Not now, Johnny. I see something. I do believe. Yes, it must be a Magnolia warbler. I can't seem to get it in focus, but I can see the black and yellow coloring (CHILDREN look upward, in vain.)

CHILD II: But Mrs. Davis....

LEADER I: No Johnny, not now. I don't want to miss this. Don't you see it, children? (They shake heads and SAY – No.) Right over there. It's black and yellow. (She looks without glasses.) Where did it go?

CHILD II: I've been trying to tell you, Mrs. Davis, there's a big black and yellow spider on your field glasses. (LEADER shrieks, jumps up and shakes glasses, then sits down again. Offstage warbling is heard.)

LEADER I: There, children. I know THAT'S a warbler. I wonder if it could be a chestnut-sided warbler. People say it sings, "I wish to see Miss Beecher." (Make this call by pursing the lips and making the "S" sounds whistle: "I wee-sh to zhee miss-s bee-churr.") As she calls, the same sound is heard faintly off stage.

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LEADER I: There, did you hear that, far away? Perhaps if w all answer, it will come closer. (CHILDREN and LEADER continue to repeat the call and each time echo is closer.) Isn't this exciting? It really seems to be answering us, doesn't it? (They call once more; answer is very loud.) It must be right around that thicket. (Peering around, GROUP II enters from direction GROUP I is looking.)

LEADER II: (Noticing LEADER I): Oh, Hello Grace. Quick, where is it?

LEADER I: Where is what?

LEADER II: (very excited): Why, there must be a chestnut-sided warbler right around here. We've been calling to it as we came down the path, and it's been answering us just a s plain as can be!

(Everyone remains in motionless tableau as curtain falls quickly.)

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?"

The Sneeze

A line of Scouts comes on stage marching. The scout in the back sneezes. The leader turns to the second in line and asks, "did you sneeze?" The second in line says "no". The leader says, "liar" and hits the second in line. He falls to the side. The line of Scouts continues marching. The scout in the back sneezes. The leader turns to the new second in line and asks, "did you sneeze?" The new second in line says "no". The leader says, "liar" and hits the second in line. He falls to the side. This continues until there is only the leader and one other Scout. They continue marching. The other Scout sneezes. The leader turns and says, "did you sneeze?" The other Scout says, "ahhhh yea". The leader says, "gazoontight" and pats him on the back.

Songs

**The Western Frontier
Blackhawk Area Council
Pow Wow 2001**

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Songs

By Carol Conderman

HUMPTY DUMPTY

Chorus: HUMP—TEE, DUMP—TEE
HUMP—TEE, DUMPTEE, DUMPTEE.
DUMPTEE, DUMPTEE.

*Motions: slap thighs, clap hands, kick heel out alternating feet in rhythm to song.
(Repeat chorus with motions as many times as needed to get group doing it all together. Then
add a nursery rhyme. Between each rhyme use chorus.)*

Mary had a little lamb
Whose fleece was white as snow.
And every where that Mary went
Her lamb was sure to go

It followed her to school one day
Which was against the rules
It made the children laugh and say:
WHOOOAAA!!! AIN'T THAT FUNKY
NOW!!!

*Motions: Whoa! = hold up hands, fingers
wide, shaking. Ain't = Egyptian type dance.*

Chorus

Jack and Jill went up the hill
To fetch a pail of water.
Jack fell down and broke his crown
And Jill said:
WHOOOAAA!!! AIN'T THAT FUNKY
NOW!!!

Chorus

Chorus

Little Miss Muffet sat on her tuffet
Eating her curds and whey.
Along came a spider and sat down beside
her.
And said:
WHOOOAAA!!! AIN'T THAT FUNKY
NOW!!!

Humpty Dumpty sat on a wall
Humpty Dumpty had a great fall.
All the kings horses and all the kings men
Said:
WHOOOAAA!!! AIN'T THAT FUNKY
NOW!!!

Chorus

Little Jack Horner sat in a corner
Eating his Christmas pie.
He stuck in his thumb and pulled out a plum
And said:
WHOOOAAA!!! AIN'T THAT FUNKY
NOW!!!

Chorus

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OLD MR. FORD

Tune: John Browns Body

Old Mr. Ford had a puncture in his tire,
Old Mr. Ford had a puncture in his tire,
Old Mr. Ford had a puncture in his tire,
And he patched it with a wad of chewing gum.

Motions:

Mr. Ford (arm motion backwards, saying Umph)

Puncture (make a slit sound)

Tire (make circle with arms above head)

Chewing gum (pretend to chew gum)

WAY DOWN YONDER

Chant

Way down yonder and not far off, (*Audience Repeat*)

Blue jay died of a whooping cough.

(*Audience Repeat*)

He whooped and he whooped and he whooped all day. (*Audience Repeat*)

He whooped and he coughed his tail away. (*Audience Repeat*)

Second verse, same as the first.

A little bit louder, and a little bit worse.

Repeat as many times as the roof will allow –
louder, softer, like mice, like hungry buffalo!

ITSY BITSY SPIDER – Cub Scout Style

The itsy bitsy spider crawled up upon my shirt.

I smashed him with my hand, then threw him in the dirt.

When he stopped a squirming, I put him in my stew,

‘cause itsy bitsy spiders taste good to me and you!!

UP THE CUB SCOUT MOUNTAIN

Tune: Clementine

Rocky Mountains, Appalachians,
And Sierras climbing high.
Cub Scouts climbing up the mountain,
Striving hard to reach the sky.

First the Tigers, with their partners,
Learning as they climb along.
Then the Wolf den hits the Cub trail,
Hear them as they sing their song.

Now the Bears are climbing upward,
Heading up the trail they chose.
As they climb their hearts are set on
The next hike as Webelos.

Webelos set their mark higher,
Headed to the Arrow of Light.
Now they dream of Scouting’s Eagle
As they sleep at camp tonight.

GLAD I AM A MEMBER OF THE CUB SCOUTS

Tune: Oscar Meyer Weiner Song

Oh, I’m glad I am a member of the Cub Scouts,
That is something that I’m proud to be.
And, since I am a member of the Cub Scouts,
Something great will surely come of me!



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JOY TO THE CUBS

Tune: Joy to the World

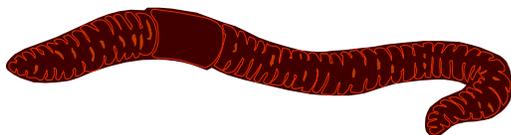
Joy to the world, our Cubs are here.
Let all the pack rejoice.
Their badges they have earned today.
Award them now without delay.
Let all the pack now cheer.
Let all the pack now cheer.
For those Cub Scouts who advanced today.

LITTLEST WORM

This is one of those "I sing it" then "you sing it" then "we sing it all"

LEADER: The littlest worm
GROUP: The littlest worm
LEADER: I ever saw
GROUP: I ever saw
LEADER: Was stuck inside
GROUP: Was stuck inside
LEADER: My soda straw.
GROUP: My soda straw.
ALL: The littlest worm I ever saw
Was stuck inside my soda
straw.

He said to me - Don't take a sip
'Cause if you do - I'll surely flip
I took that sip - And he went down
Down through my pipes - He must have
drowned.
He was my pal - He was my friend
And now he's gone - And that's the end
But then I burped - And he came up
He came right up - Into my cup
He said to me - That wasn't nice
You did it once - Don't do it twice.
The moral of - This little tale
"If you see a worm - Just don't inhale."



BLUE AND GOLD BANQUET EATER

Tune: Purple People Eater

Well we saw this thing comin' through the
door,
He must have weighed a thousand pounds or
more.
He waddled up to me and with a voice that
smelled,
Said, "Is this where the Blue and Gold
Banquet is held?"
Chorus: It was a half-ton, twelve-chinned
Blue and Gold Banquet eater,
Half-ton, twelve-chinned Blue and Gold
Banquet eater,
Half-ton, twelve-chinned Blue and Gold
Banquet eater, Sure looked huge to me.
Well he started in eating, and as you might
guess,
The serving table turned into an awful mess.
His mouth couldn't keep up but he still was
fed,
Suckin' cole slaw and baked beans thru' the
hole in his head.
Chorus:
Well he ate all the food, the plates and
silverware.
Then he started chompin' on the tables and
chairs.
Then he looked at me, I thought I'd be
dessert,
He said, "I never eat Cubs, they make me
burp."
Chorus:

AMERICA, MY HOMELAND

Tune. You Are My Sunshine

You are my homeland, you are a great land.
You make me happy, you make me free.
Your flag I'll honor, I'll pledge allegiance.
The USA is good to me.

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FROSTY, THE MELTED SNOWMAN

Frosty the Snowman, can be found in any
lake.
He's been gone for months, haven't missed
him once,
Cause he really was a flake.

Frosty the Snowman, left a brown spot in
the yard.
Seems his eyes of coal killed the grass and
rolled,
'Cross the lawn and now it's scarred.

There must have been some poison in that
old gray hat we found,
Cause when he melted to the lake, all the
fish began to drown.

Frosty the Snowman, hope he comes back is
our wish.
In six months we'll see if good old Frosty
Smells like rotting old dead fish.

SHIVERY BELLS

Tune: Silver Bells

We're on sidewalks, we're on porches,
Dressed in costumes to scare.
Through the city we're ringing your
doorbells.
Trick or treating, candy eating,
Goey stuff in our hair,
But the most fun is shrieking out loud,
"Shivery yells! Shivery yells!"
That's the Halloween nitty-gritty.
"Moan and Groan. Leave us alone.
Halloween's just once a year."



CUB SCOUT MARCHING SONG

Tune: This Old Man

This young Cub, number one,
He sure likes to get things done.

Chorus: (Repeat after each stanza)
With a knick knack paddy wack
Give a Cub a chore
This he'll do and ask for more.

This young Cub, number two,
He will do odd jobs for you.

This young Cub, number three,
Full of humor, full of glee.

This young Cub, number four,
Follows rules and knows the score.

This young Cub, number five,
He has courage, he has drive.

This young Cub, number six,
He'll make things with ropes and sticks.

This young Cub, number seven,
Becomes a Boy Scout at eleven.

This young Cub, number eight,
Gives goodwill that sure does rate.

This young Cub, number nine,
He's so pleasant all the time.

This young Cub, number ten,
Sings the chorus once again.

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BAD WEATHER

Tune: If You're Happy

If you're wet and you know it,
Clap your hands.
If you're wet and you know it,
Clap your hands.
If you're we and you know it,
Then your drippy clothes will show it,
If you're wet and you know it
Clap your hands.

If the mud is only knee deep,
Stamp your feet.
If the mud is only knee deep,
Stamp your feet.
If the mud is only knee deep,
And you wish that it was hip deep,
If the mud is only knee deep,
Stamp your feet.

If the wind is really blowing,
Shake your head.
If the wind is really blowing,
Shake your head.
If the wind is really blowing,
And your bald spot it is showing
If the wind is really blowing,
Shake your head.

If the temperature is falling,
Do all three.
If the temperature is falling,
Do all three.
If the temperature is falling,
And your spirits should be soaring,
If the temperature is falling,
YOU will FREEZE!! (shout this line!)



CUB SCOUT TRAIL

Tune: Reuben, Reuben

Cub Scout, Cub Scout, I've been thinking,
What a grand world this would be
If the boys would all come join us
As we hike the Cub Scout trail.

THE GOLDEN RULE

Tune: Auld Lang Syne

Do unto others as you would
Have them do unto you.
This rule for happy living
Is called the Golden Rule.
It's Golden because if you live
According to this rule,
You'll make the world a better place
For me and you and you.

PUMPKIN BELLS

Tune: Jingle Bells

Dashing through the streets,
In our costumes bright and gay,
To each house we go
Laughing all the way.
Chorus:
Oh, pumpkin bells!
Pumpkin bells!
Ringing loud and clear.
Oh, what fun great Pumpkin brings,
When Halloween is here!
Halloween is here,
Making spirits bright,
What fun it is to trick or treat,
And sing Pumpkin songs tonight.

Repeat chorus.

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GOLD RUSH FEVER

Tune: Oh, Susanna

They came to California
With wash pans on their knees,
With dreams and wild ambition,
Their fortune here to seek.
With gold dust shining in their eyes,
They headed for the hills,
To stake their claim to fortune,
Their fantasies fulfill.

Chorus:

Gold Rush Fever,
It gives a grown man chills.
"We're on our way, do not delay.
There's gold up in thar hills!"

THERE ARE 50 STARS ON OUR FLAG

Tune: London Bridge is Falling Down

50 Stars are on our flag, on our flag, on our
flag.
50 Stars are on our flag, my dear country.
13 Strips on our flag, on our flag, on our
flag.
13 Strips on our flag, my dear country.
7 are red and 6 are white, 6 are white, 6 are
white.
7 are red and 6 are white, my dear country.
Hoist it high and let it wave, Let it wave, let
it wave.
Hoist it high and let it wave, o'er my
country.

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!"

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Follow Me Boys

(Robert B. Sherman and Richard M. Sherman From the Walt Disney Film "Follow Me Boys")

Follow me boys, Follow me!
When you think you're really beat,
That's the time to lift your feet,
And follow me boys, follow me!
Pick them up, put them down,
And follow me.

Sergeant Reilley said, There's a fight to win!
Follow me boys, follow me!
And it won't be done till we all pitch in.
Lift your chin with a grin and follow me!

Follow me boys, follow me!
When you think you're really beat,
That's the time to lift your feet,
And follow me boys, follow me!
Pick them up, put them down,
And follow me.

Shout: Pick them up, put them down, pick
them up!

It's a long long time, but we've got the will.
Follow me boys, follow me!
When we reach the top then it's all down
hill.
Till you drop, don't stop, and follow me!

Follow me boys, follow me!
When you think you're really beat,
That's the time to lift your feet,
And follow me boys, follow me!
Pick them up, put them down,
And follow me.

Though the journey's end is beyond our
sight.
Follow me boys, follow me!
If we do our best then we've done all right.
Pack you load, hit the road, and follow me!

Follow me boys, follow me!
When you think you're really beat,
That's the time to lift your feet,
And follow me boys, follow me.
Pick them up, put them down
And follow me.

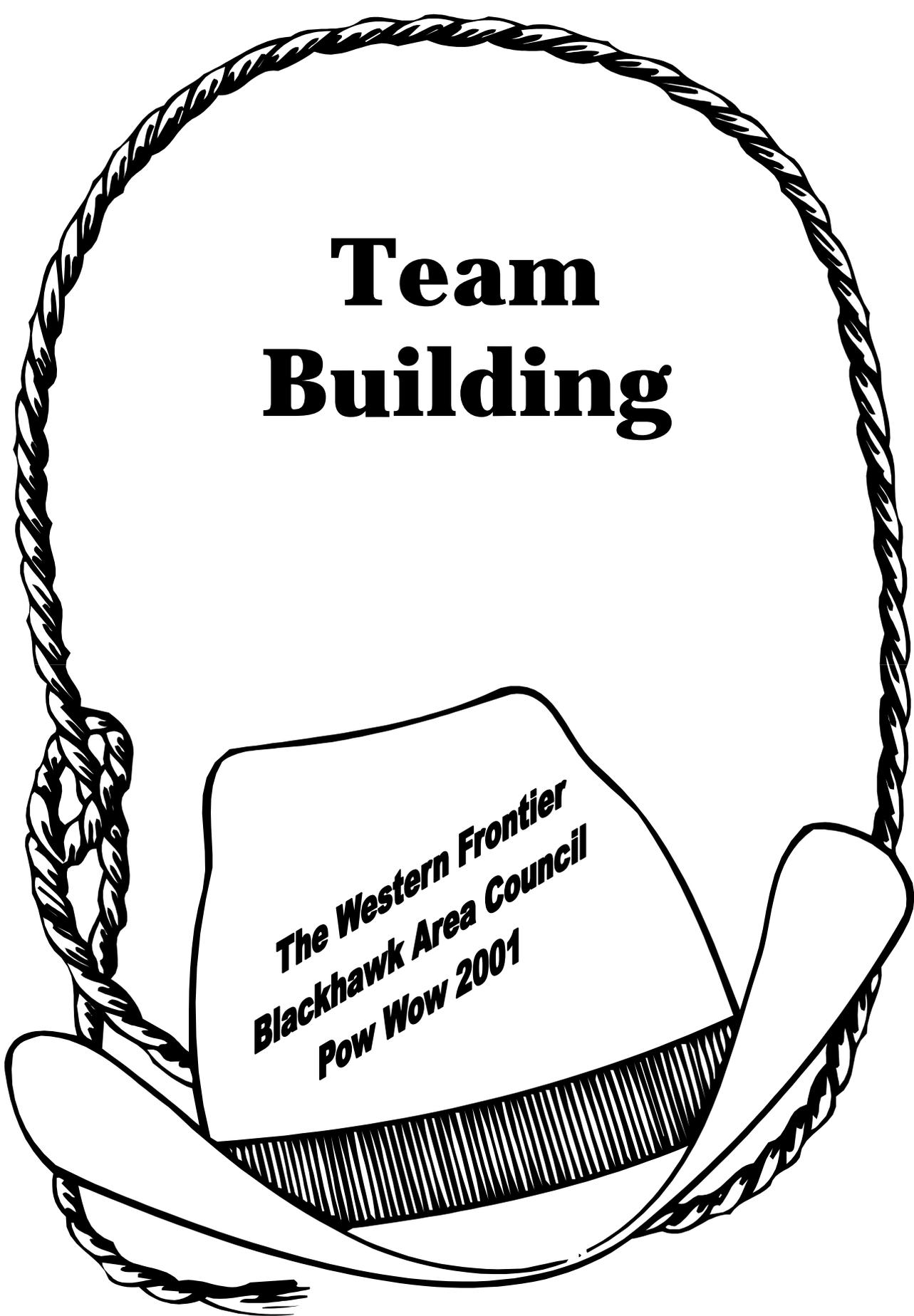
Shout: Pick them up, put them down,
pick them up!

We were all packed in when the sergeant
said,
Follow me boys, follow me!
We got off our backs and prepared our
attack,
When our sergeant hollered, Follow me!

Follow me boys, follow me!
When you think you're really beat,
That's the time to lift your feet,
And follow me boys, follow me.
Pick them up, put them down
And follow me.

There's a job to do, there's a fight to win,
Follow me boys, follow me!
And it won't be done till we all pitch in.
Lift your chin with a grin, and follow me!

Follow me boys, follow me!
When you think you're really beat,
That's the time to lift your feet,
And follow me boys, follow me.
Pick them up, put them down
And follow me. [return to top]



Team Building



**The Western Frontier
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TEAM BUILDING

By Deb Whiteside

The philosophy of team building is to provide for positive growth to occur in an atmosphere of fun. The focus is on cooperation not competition. The team building activities are clearly defined problems. They are designed so that each group must attempt to work out it's own solution. This problem-oriented approach can be useful in developing each participant's awareness of decision-making, leadership, and the obligations of each member within a group. Participants work on the problems in groups in order to take advantage of the combined strengths of the team. These group problems can also be used to promote a participant's sense of his own competence as an individual.

Goals

-To increase the participants sense of personal confidence.
-To increase mutual support within a group.
-To develop an increased level of agility and physical coordination.
-To develop an increased joy in being with others.

Safety PEEP checks

Safety of all participants, both physically and emotionally, is the most important concern when facilitating team-building activities. This can be easily accomplished by doing a series of four checks before beginning any team building activity. These checks can be easily remembered by using the word PEEP when implementing the checks.

P – PERSONAL This check focuses on keeping participants personally safe. All participants should remove any jewelry, clothing, or personal items that may cause injury to themselves or someone else.

E – EMOTIONAL This check focuses on keeping participants emotionally safe. All participants should be checked with to see how they are feeling emotionally. If someone is preoccupied, angry, depressed, overly excited, etc, they might have difficult time focusing on the challenge at hand and therefore effect the safety of themselves or the group. All participants should agree to staying focused on the challenge presented.

E – ENVIRONMENTAL This check focuses on keeping the group physically safe by removing all potential dangers from the area being used for the activity. The group also needs to be aware of all things in their environment that cannot be removed, i.e., sun, wet or uneven ground, insects, trees, noise, other people, etc.

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P – PHYSICAL This check also focuses on keeping the group physically safe. All participants must be aware of any injuries, soreness, allergies to things like bees of all group members. By doing this all participants will be able to better plan their approach to the challenges to assist group members with injuries successfully complete the challenge.

S – SPOTTING Spotting should be used any time participants are off the ground. The proper use of spotting will reduce the chance of injury. The spotter should keep a balanced stance with their knees bent and one foot place forward and the other foot back for stability. The spotter's hands must be held at chest or shoulder height and be ready to break a fall. Head must be up with eyes on the participant and an attentiveness to what and how they are doing. It is the responsibility of the spotter's to protect the head, neck, shoulders and back of the participant. It is the spotter's responsibility to break falls and not to aid the participants attempt to complete the activity.

Presenting Group Problem Challenges

-----Choose a problem suited to the age and physical ability of the group.

.....Choose an area large enough and free from potential hazards to ensure safety.

.....Make all ground rules and procedures clear to the participants before they attempt the problem.

.....Present the situation and rules, then step back and allow the group to work (or perhaps stumble) through the problem. Very little good will come from interrupting the problem solving process by giving hints or indication to participants of a more efficient or "right" way.

.....Stop the group if it appears someone will get hurt. Attempt to regroup before beginning.

.....Select a method of presentation which is comfortable for you, and suitable for the particular group. Some present a highly fanciful situation, while others present the situation exactly as it is.

.....As the group attempts to complete the problem, situations may arise when a participant will (usually inadvertently) break a ground rule. Whether to employ a penalty and the extent to which they are used depend on the instructor's approach.

.....After the group has completed (or tried to complete) a problem, it should be discussed by all who were involved. The discussion should focus on the process the group just went through (REFLECTION). They can examine what decisions were made and by whom. Who had ideas that did not come out or did come out and were not heard. The discussion may also focus on the roles of various group members. The discussion may compare the just completed experience to real life situations at school, home, etc.

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.....When leading a discussion, it is a good idea to have the participants sit or stand so they can see every one else in the group. Ask the participants to agree not to interrupt, not to put down or to ridicule others. Make sure everyone knows they have the right to pass.

.....It is important to allow participants plenty of time to answer. Ask open ended questions and wait for discussion to follow. Describe what you saw occasionally without judging and try to summarize what has been discussed or learned at the end.

.....BE ENTHUSIASTIC.

.....HAVE FUN.

TEAM BUILDING ACTIVITIES

BLIND POLYGON

Goal: While eyes are covered, a group of any size is to form a shape that has been previously specified (i.e., square, triangle, octagon, etc.) by using a 75' to 150' rope.

Rules: Each participant must have at least one hand on the rope at all times.

Procedure: Use a large, relatively flat, obstacle free area. Ask participants to form a circle and put on eye coverings. Ask each person to grasp the rope and then, as a group, form a specific shape. When they believe the task is accomplished they are to stand in place and remove their blindfolds.

BLIND LINE UP

Goal: While eyes are covered, the group is to line up according to specific directions (i.e., height, age, birth date, foot size, etc.)

Rules: No one in the group may talk. Eye coverings must remain in place throughout the activity.

Procedure: Use a relatively flat, obstacle free area. Ask participants to put on eye coverings. Ask the group to line up in a specific way. When they believe the task is accomplished, they are to stand in place and remove their eye coverings.



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TRUST WALK

- Goal:** One participant guides the rest of the group who have their eyes covered successfully through a predetermined area.
- Rules:** Eye coverings must remain in place at all times.
- Procedure:** All except one group member puts on eye coverings. The sighted member helps the group successfully walk a specific route. Non-sighted members should hold hands.

GROUP SIT

- Goal:** For the entire group to sit on the lap of the person behind them all at the same time.
- Procedure:** Form a circle with all members facing the back of the person ahead of them. All persons must stand very close together. Each person places their hands either on the shoulders or waist of the person standing ahead of them. All at the same time, each member of the group sits back onto the lap of the person behind them. All must get up together too.

HARBOR MASTER

- Goal:** To successfully guide a person whose eyes are covered (the ship) through an area filled with boys (all the other participants) by using only the voice of the harbor master.
- Rules:** The ship must not be touched. Boys may not talk or move. The harbor master must remain at the finishing stop (port).
- Procedure:** One group member covers their eyes (the ship), one group member becomes the harbor master, and others spread themselves around the playing area and become boys. The harbor master must guide the ship through the harbor using only voice directions without touching any of the boys.



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WHAT ARE OUR OBJECTIVES FOR THE SCOUT?

FUN

A chance for happy, satisfying associations with other boys in
Activities that are interesting and adventuresome.



PHYSICAL WELL-BEING

A well-rounded program of healthful and safe activities under the wise
guidance of trained adults can aid in the physical and mental
well-being of each boy participating in the program.



ABILITY TO WORK AND PLAY WITH OTHERS

How to get along with other people is important to everyone. Through his den and pack the scout gains
the knowledge of how to work and play with his fellow members,
to share in the fun, as well as the responsibilities, to make plans
and aid in the realization of these plans and the principles of good sportsmanship.



AN ETHICAL CODE

The Promise and Law of the Pack provide an understandable and workable guide
For everyday living which the scout accepts voluntarily and follows because he wants to.



RESOURCEFULNESS, INITIATIVE AND SELF-RELIANCE

Opportunities to learn the ways of using what is at hand, how to get along without
too much equipment, and what to do in an emergency are some of the
things which will help the scout in the development of these characteristics.



KNOWLEDGE OF AND WILLINGNESS TO GIVE SERVICE TO OTHERS

All children desire to be of help to others. Scouting provides a
constructive program of community service that gives each boy a chance to learn the values
of service and its correct application.



SKILLS

How to do it.....a chance to learn by doing it himself under the guidance of
skilled adults. Useful skills and knowledge will be of value to him all his life
and there is always the possibility that the acquisition of such skills will develop
future vocations or avocations.



FRIENDLY ASSOCIATION WITH ADULTS

The leaders with whom the boys come in contact can aid the boy in his development of
Attitudes and appreciations that are desirable by the example they set for the boy.
These older friends can do much to supplement the teachings of the home
and the school.

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CODE OF ETHICS FOR SCOUTERS

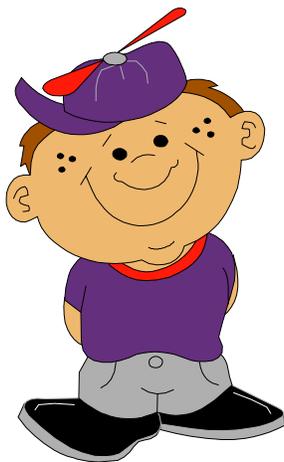
As a volunteer, I realize that I am subject to a code of ethics, similar to that which binds the professionals in the field in which I work. Like them, I assume certain responsibilities and expect to account for what I do in terms of what I am expected to do. I will keep confidential matters confidential.

I promise to take to my work an attitude of open mindedness; to be willing to be trained for it; to bring to it interest and attention. I realize that I may have resources at my disposal that my co-scouters may not have and that I should use them to enrich the project at which we are working together. I realize also that I may lack resources that my co-scouters have, but I will not let this make me feel inadequate, but will endeavor to assist in developing good teamwork.

I plan to find out how I can best serve the activity for which I have volunteered and to offer as much as I am sure I can give. I realize also that I may lack resources that my co-scouters have, but I will not let this make me feel inadequate, but will endeavor to assist in developing good teamwork.

I plan to find out how I can best serve the activity for which I have volunteered and to offer as much as I am sure I can give. I realize that I must live up to my promises and, therefore, will be careful that my agreement is so simple and clear that it cannot be misunderstood. I believe that my attitude toward volunteer work should be professional, and believe that I have an obligation to my work, and to those who direct it, to my colleagues, and to those for whom it is done and to the public.

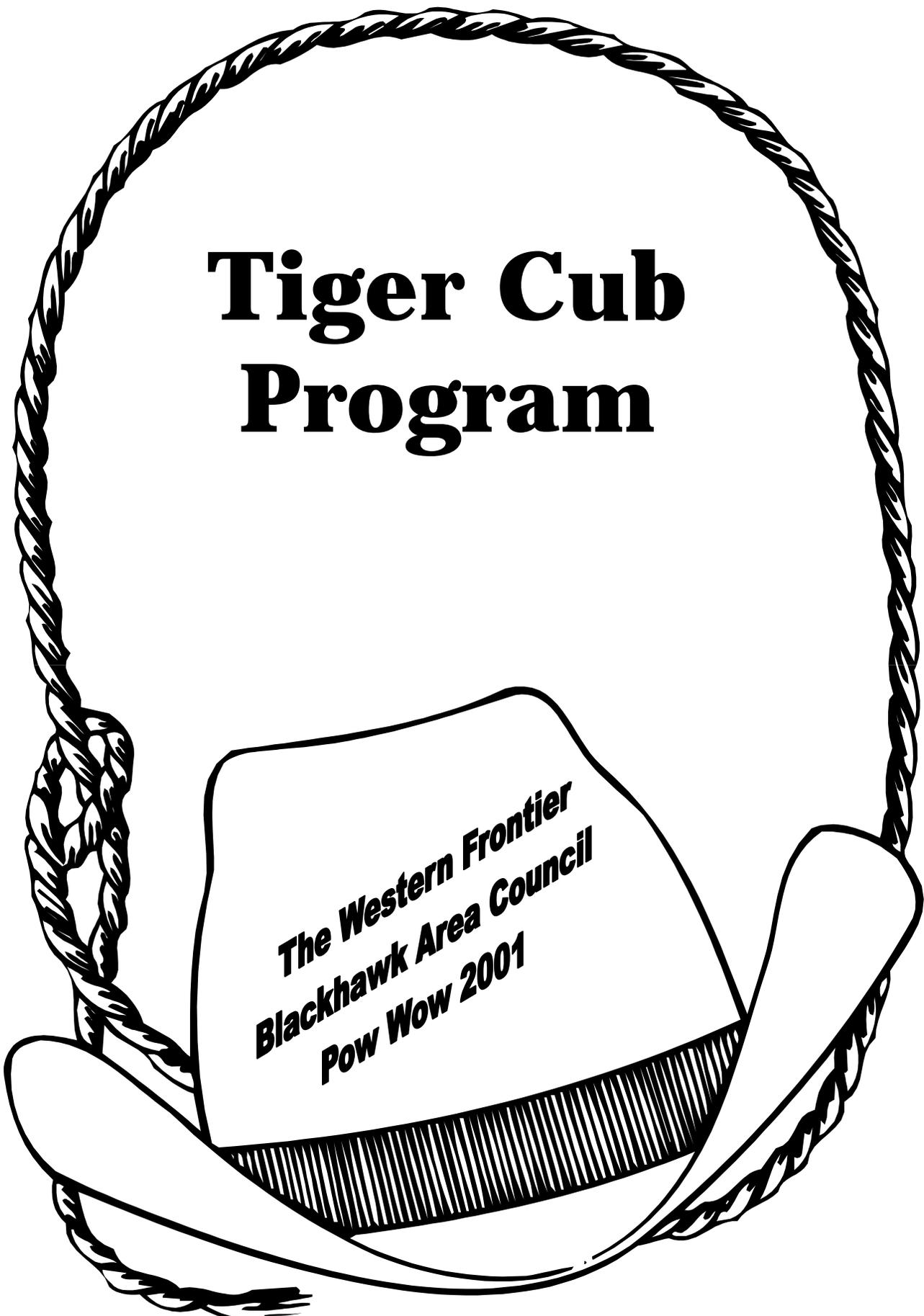
Being eager to contribute all that I can to human betterment, I accept this code of ethics for he volunteer as my code of ethics to be followed carefully and cheerfully.



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A SCOUT LEADER’S ATTITUDE TOWARD OTHERS

- Cooperative Knows how to work with other adults, as well as boys. Sympathetic and sensitive to the difficulties of others. Not absorbed by self-interest.
- Considerate Takes into account all factors involved in the other person’s behavior. Doesn’t jump to conclusions quickly, but is inclined to give others the benefit of the doubt.
- Unselfish Doesn’t crave the spotlight. Remember it’s the boy who counts.
- Patient Corrects mistakes without losing temper, and without embarrassing the person(s) at fault.
- Encouraging Encourages and reinforces boys and other leaders by words of praise, commendation and thanks.
- Believing His/her faith in people. Believes they will respond to what is good if given sufficient opportunity. Believes they have capacity and ability.
- Ambitious Not self-satisfied.



Tiger Cub Program



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He's In Your Hands

*He's in your hands,
That young freckled face lad,
Even if you're not
His mom or his dad.*

*As a Scout leader,
You must measure up to the test,
Have you guided that boy right?
Have you done your best?*

*The impression you make,
Whether large or small,
Will show in that boy,
When as a man he stands tall.*

*Whether your influence comes,
When his Bobcat rank he makes,
Or if you've guided in some way
That boy who the Eagle Charge takes.*

*It matters not at what point,
Your guidance he needed,
But rather that his need
By you, Scout leader, was heeded.*

*Scouting is a lot more than you think,
I'm sure you'll have to agree,
When in the life of that boy,
Scouting's influence you see.*

*So as before you, Scout leader,
That young boy stands,
Think about the impression you're making
For he's in your hands.*

*Joyce Newell
San Diego County Council*

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By Nancy Bresnahan

NOW begins The adventure:

Where do you find excitement and a never-ending supply of energy?

Answer: in a first grade boy!!!

Take that ball of energy and that bundle of excitement, multiply it by the number of Tiger Cubs, and you have the recipe for FUN!



**THE KEY TO SUCCESS?
KISS**

(KEEP IT SIMPLE SCOUTS)

Change the activity the Tiger Cubs are doing every 15 minutes, even if their project or outing requires a lengthy timetable. Providing a “time-out” will help keep them focused in short spans and discourages boredom.

Time-out Ideas:

Pretend like you just remembered something...

Have the Tiger Cubs stop! Stand up!Now, stretch their arms up over their heads. (This not only gives their body a good stretch, it makes their bellybuttons change shape!)

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Have a Tiger Cub adult partner think of a number between 1 and 10. Have the Tiger Cub write the number on a piece of paper with their name. At the end of the meeting, discover the Tiger Cubs with the correct number. You do not have to have a reward system other than praise (it's okay for boys to know that there is a reward in just trying).

Keep those partners interested and happy! Allow them to share the leadership and the activities. Provide partners an opportunity to speak (about where they work, where they grew up, how many kids they have, what their favorite hobby is). This is also a great way to find out which partner is capable of certain things in the future (i.e.: woodworking, sewing, etc).

Take notes! Each Tiger Cub knows their adult partner is special and is so proud when their adult partner is selected to participate.

Divide the den activity into different achievements. You don't have to work on one area of the Tiger Cub Book only. Mix it up, keep it simple, have the Tiger Cubs "Tell It Like It Is" by whispering a sentence one to another. The last Tiger Cub to hear the sentence reveals to the group what he heard...how close did it come to the original sentence? Remember, first graders hear some pretty funny things! Keep the Tiger Cubs interested and focused when you first begin your meeting.

As you await the arrival of all the Tiger Cubs and adult partners, have an activity the Tiger Cubs can enjoy. Tic, Tac, Toe can be played with a sheet of paper and some colorful circles you cut from construction paper. Bring a deck of playing cards – bring balloons and have the Tiger Cubs try to keep them afloat while touching the balloon with their heads only! If you're outdoors for your meeting, have the Tiger Cubs try to find "pictures" in the clouds. Or, have them explore the grass to see if they can find bugs. Spider webs are great finds in autumn!



TIGER CUB DEN LEADER TIPS

Take a look at the Tiger Cub Book. There are activities that should be done *while the weather is cooperative*. Be sure that any outdoor activity has a back-up indoor activity! Be prepared!

Provide your partners with an *agenda of the year's events*. Allow the partners to select, in advance, the month they would like to plan and lead. Remember, human nature creates a resistance to doing something if they are unsure of the scope of the task. Give them some help and confidence up front!

Some planning ideas to make the transition to volunteering easier:



NOTE: If your PACK has materials for you to use, note that in your agenda. Flag information, construction materials, etc.

SEPTEMBER:

This is a great time to go on a hike. Your local park, a walking trail, a river-side meeting. Talk about the weather, look at the wildlife and discuss birds (where they live, what they eat, whether they are endangered).

OCTOBER:

DEN MEETING -

What a great time to do your leaf prints! Then, frame the leaf print and add some acorn tops with glue to add some pizzazz to the frame!

A peeled crayon laid on its side and rubbed over paper that is on top of the leaf is a great way to get a leaf print. Add color from two or three crayons! Maple leaves are beautiful!

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If your pack has a Halloween Party, have the Tiger Cubs and partners attend the event ... usually in costume. If not, create your own Halloween Party. Decorate (paint or carve) pumpkins. Make ghosts from white material or trash bags, stuffing material, black markers, and some string.

Many countries celebrate Halloween for a purpose. It is to honor the dead. Sometimes younger children find death scary and their imaginations provide lots of unusual ideas. In the wake of terrorist attacks, some Tiger Cubs may feel the need to express fears about safety and death. Allow a forum for the Tiger Cubs to talk about their thoughts. It is helpful for younger children to see that adults care about their feelings and that adults have fears of their own.

NOVEMBER:

DEN MEETING - (Requirement 2D)

Citizenship is a great idea. Government campaigns and elections are this time of year. Keep it simple. Use your PACK ceremony flags for the Tiger Cubs to practice the flag ceremony performed at your PACK MEETINGS. Allow the partners to participate, too. Discuss fun facts about the flag. Discuss what good citizenship is – can they identify a good citizen in their community? Practice the Pledge of Allegiance.

GO SEE IT – have the partner selected for this month phone the mayor's office or courthouse and arrange a visit. You may even offer to provide the phone numbers in your agenda.

Ask your Cubmaster if your Tigers can perform the flag ceremony at the PACK MEETING. Have the Tiger Cubs lead the meeting in the Pledge of Allegiance.

DECEMBER:

DEN MEETING -

Holiday Celebrations – at your den meeting, discuss how families celebrate different holidays. Offer information about the diversity of people throughout the world.

(Elective 32 Feed the Birds)

Make an ornament for the birds. This is an important time of year to begin monitoring the birds in your backyard. Help the Scouts prepare for a winter of feeding the birds.

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Pinecone birdfeeder – each cub receives a pinecone. Attach a string to the top of the pinecone. Spread peanut butter mixture (peanut butter with ½ cup oil) on the pinecone petals and roll in birdseed. Hang from the branch of a tree. (Be sure to have paper lunch bags or wax paper to roll the pinecones in for transportation home from the meeting!)

JANUARY:

January is a popular month for PACKS to hold their PINEWOOD DERBY!

Safety First! And MAKE IT!

GO SEE IT - (Requirement 2G) Visit a fire station or police department. (provide phone numbers in your agenda) Hint: have the partner in charge of arrangement send a confirmation letter to the station to confirm the meeting time.

Provide hand-outs to families to take home reminding them to practice the fire drill with safe meeting place, checking smoke detectors in the home, and how to handle being lost. (Requirements 3 f a/b and Elective 28)

DEN MEETING –

Part I ... EMERGENCY!

Practice emergency phone calls (bring a few cordless phones for the Tiger Cubs to practice dialing 911). Practice situations through role-playing. Practice phone manners. Create a chart of emergency numbers to go by the phone. (Electives 26 & 27)

Part II ... MAKE IT – A PINEWOOD DERBY STAND

Send a note to parents at the prior meeting to bring a hammer with them. Have the wood pre-cut and a supply of nails.

FEBRUARY:

This is the month that Scouting celebrates it's birthday by having a BLUE & GOLD BANQUET. Find out from your Cubmaster the date of the Banquet and have your Tiger Cubs attend with their families.

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(Requirement 1D)

Make a family scrapbook for the Tiger Cubs to take to the banquet for display. You can use a three-ring binder, or create an original work-of-art by using construction paper with a three-hole punch, joining the scrapbook together with yarn. Have the Tiger Cubs bring photos, drawings, stickers, etc.

GO SEE IT –

Visit a Library, a senior center or a farm. This is a great month to do an indoor activity! *BURRRR!* (Requirement 1G) Talk about what life was like way-back-when.

MARCH:

GO SEE IT - What's Our Community?

(Electives 13 and 50) Visit a bank (does anyone in your PACK work at a local bank?) or a bakery. Either place can provide a hands-in experience for the Tiger Cubs, from counting change to baking cookies. Just be sure to let the people you are visiting know in advance what you would like to do.

DEN MEETING – (Requirement 2F)

A map of our community. (Ask your local Visitor's Bureau for a map). Have the Tiger Cubs find their street on the map. How close can they get to their house? Have them trace their fingers from their home to the den meeting location.

Also, this is a great time to discuss the Food Guide Pyramid. (Requirement 3d and Elective 25 Snack Time) Bring snack foods that the Tiger Cubs can create into fun, bite-size snacks.

APRIL – COMMUNICATION!

GO SEE IT - (Requirement 4G) Visit a Newspaper Office or Radio/TV Station (does anyone in your PACK work there?)

DEN MEETING – (Elective 30) Plant a seed
Finalize your BOBCAT requirements.

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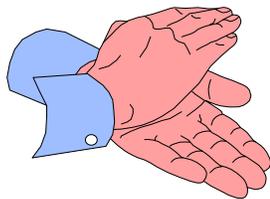
MAY – Usually the Graduation Month...be sure your Tiger Cubs are ready to go onto BOBCAT/WOLF DENS!!! Plan a ceremony of advancement for your PACK MEETING. Throw a party for your Tiger Cubs – let them help plan it!



Congratulations – you have completed your first year of Scouting!

Note: Check with your PACK to determine if you have a BALOO trained leader for camping. TIGER CUBS and their families should be encouraged to camp (at an approved facility only and with the PACK). Encourage your PACK to plan a PACK CAMP-OUT for the spring or summer.

Be sure your Tiger Cubs are ready for SUMMER CAMP!!! Recruit new Tiger Cubs and Cub Scouts NOW! Get them involved with your PACK'S summertime programs and summer camp.



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SONGS TO SING
SONGS TO SING

T – I – G – E – R (to the tune: Bingo)

Chorus:
T-I-G-E-R, T-I-G-E-R, T-I-G-E-R
And Tiger was our name-o!

BSA has a new den, and TIGER is it's
Name-o!
Chorus

It's made up of younger boy's
We are in first grade-o
Chorus

We joined up for lots of fun
Games, and songs, and play-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

GOOD TIGER CUBS ARE WE!
(tune: "Farmer in the Dell")

Good Tiger Cubs are we,
Good Tiger Cubs are we,
Everywhere we march today
Good Tiger Cubs are we.

Tiger's Tail

(tune: If You're Happy
and You Know It)

If you pull a Tiger's
tail, will he yell?
EE-YOW!!!

If you pull a Tiger's
tail, will he yell?
EE-YOW!!!

If you pull a Tiger's
tail, will holler, yip
and yell? If you pull
*a Tiger's tail will he
Yell?
EE-YOW!!!!*

If you stroke a Tiger's
Fur will he purr?

PURR, PURR

If you stroke a Tiger's
fur will he purr?

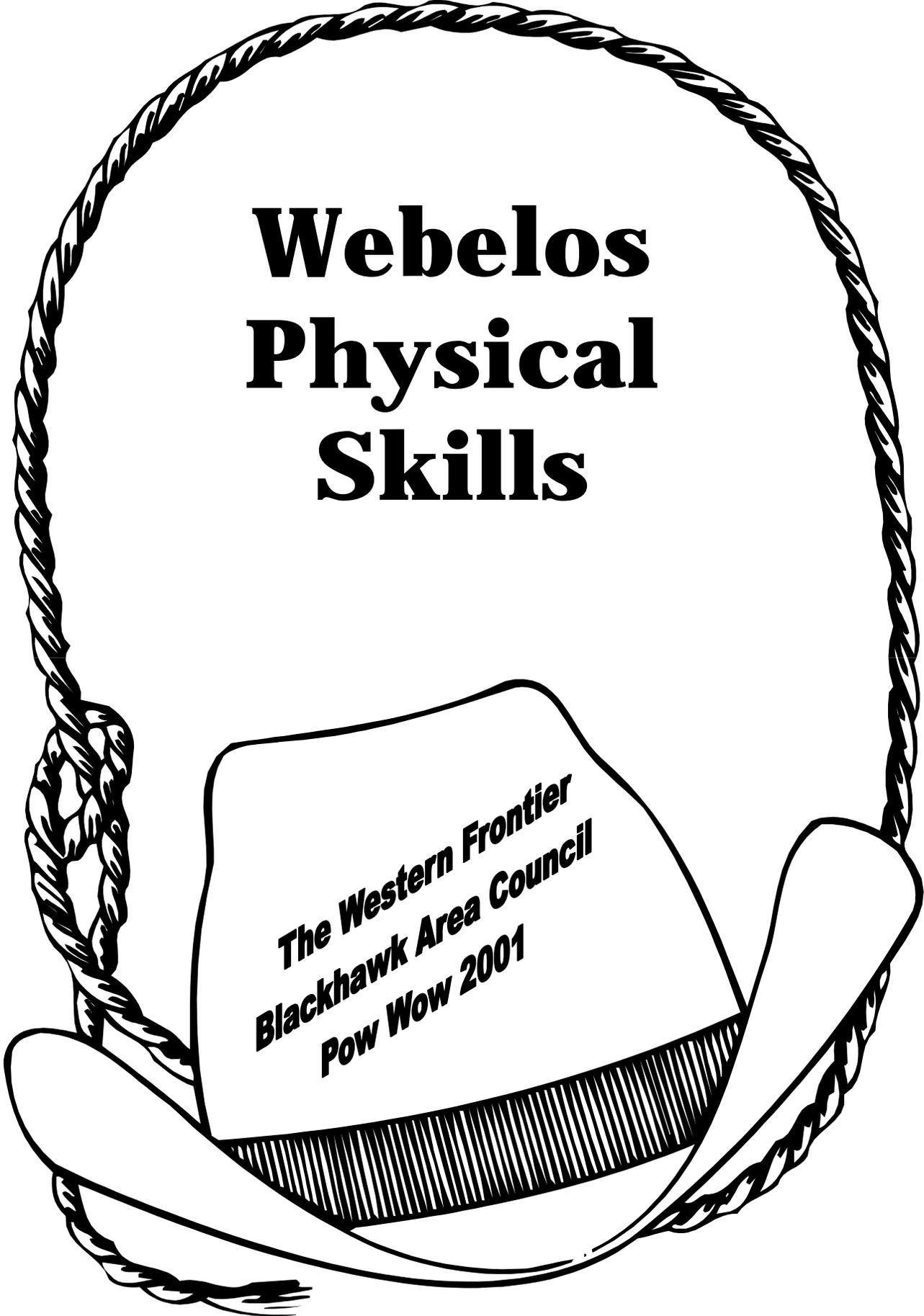
PURR, PURR

If you stroke a Tiger's
fur, will he cuddle up
and purr? If you

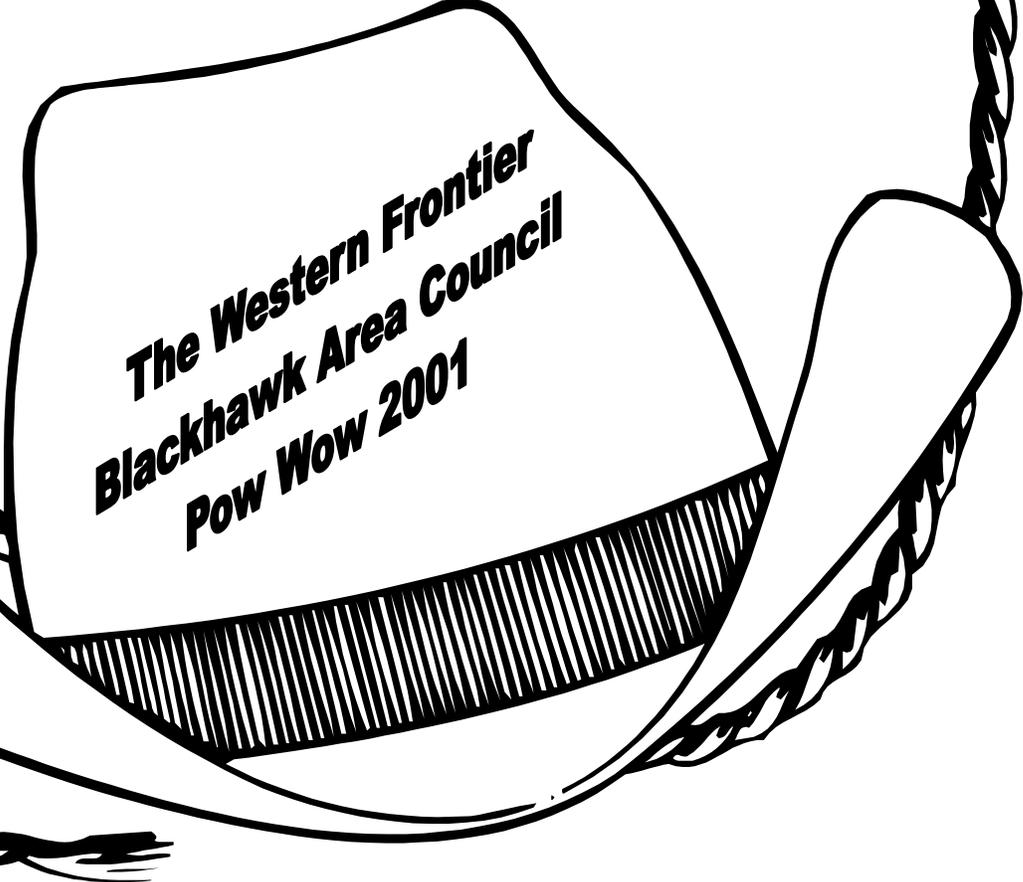
stroke a Tiger's fur,
will he purr?

PURR, PURR!

(These songs were found on the INTERNET under Pack 114's Tigers Home Page – thank you!)



Webelos Physical Skills



***The Western Frontier
Blackhawk Area Council
Pow Wow 2001***



AQUANAUT - Webelos Scout – Physical Skills Group

By Carol Conderman

Swimming and water sports provide the finest exercise a boy can get and the skills involved last a lifetime. The boy who is a swimmer has self-confidence. Learning to swim well is an opportunity for personal adventure as he proudly learns to be an achiever and to never stop trying.

Any Scouting event that will include water activities, such as swimming, will need certified lifeguards and a leader with “Safety-Afloat” Training. Contact your district training chair for more information.

Life Preserver Tie Slide

Materials – White 1 ½” plastic buckle (from a fabric store notions department); red acrylic paint.

Instructions – Use the paint to make rope lines round the life preserver. Let dry before threading scarf through the buckle.

GAMES

Nuts and Bolts – a good way to get used to being underwater is to toss a large bolt with a nut on it into waist-deep water. Scouts bend down to find the bolt and unscrew the nut while underwater. If he can’t finish the job, he must drop the bolt and come up for air. Then he goes down again. Hold up the two pieces when finished.

Yacht Race – Line up the den at one end of the swimming pool, giving each racer a straw and small sailboat. (Make the sailboat out of a flat piece of thin board, upright stick and a paper sail). Make the sailboats as much alike as possible so that everyone has the same chance of winning.

On signal, the swimmers must begin to blow their craft forward by puffing through the straw. No hands! Blow the boats across to the finish line.

Table Waiter Race – Divide den into teams and line up in the water at poolside. Each swimmer has to swim to a specified point and return with a paper plate containing a code on it, held above the water. If the cork falls off, the swimmer may replace it. Repeat until the whole team goes.

Dog Race – Divide the den into two teams and line up at poolside. First racer barks like a dog three times, then jumps in and swims to the other side doing the doggy paddle. When he touches the other side, he barks again like a dog. The next racer answers (barking three times) and jumps in. Repeat until all the “dogs” on one team are on the other side.

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Sing and Swim – Divide den into two teams. Assign an easy song to each team. On signal, the first boy dives in the water and begins to swim...while singing his song out loud and clear. He swims to the other side and gets out of the pool. Repeat with all team members.

STUFF A BAG RESCUE ROPE

This idea is said to have been used by the Navy in World War II. The stuff bag rescue rope keeps 75 feet of line ready to throw at any time. It prevents the line from tangling while stored, transported, or thrown. Best of all, nearly everyone can successfully throw it on the first attempt.

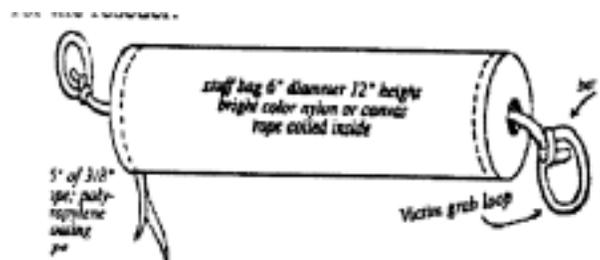
A 6" x 12" bag is made of medium to lightweight canvas or ripstop nylon of a bright color (high visibility orange is fine). A one-inch thick by six-inch diameter disk of plastic foam or cork is placed in the bottom of the bag. There's a hole the size of the rescue rope's diameter in the center of the disk. (A matching hole is cut in the bag's bottom.) The disk is covered with duct tape to keep it from breaking in use.



The disk keeps the line and bag afloat and helps give the bag a shape that is easier to toss. There's a drawstring at the top to partially close the bag thus preventing the rope from accidentally spilling out. Polypropylene rope 3/8" in diameter and 75 feet long is best because it floats and that length is a convenient one to use for most rescues.

Pass one end through the hole in the bag and then the hole in the disk. Make a bowline knot grab loop for the person to be rescued in at that end of the line. The other end of the rope should have a similar grab loop for the rescuer.

To prepare the rescue device for use, simply stuff the rope into the bag from the open end, permitting the rope to coil naturally inside the bag. Keeping the rescuer's grab loop outside the bag, close the bag loosely with the drawstring and tie it off. Now try some practice tosses. It's best to throw into water to get the feel. It also helps for second tries since water inside the bag adds weight for better throws.



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SWIMMING & RESCUE

Using the words from the list below, fill in the correct answer for each description.

Surface

Dive

Crawl Stroke

Backstroke

Go

Sidestroke

Reach

Buddy System

Throw

- _____ 1. Swimming with a buddy is good common sense because you can help each other if one gets in trouble or help each other to improve swimming skills.
- _____ 2. This stroke begins with floating on your back.
- _____ 3. This stroke is done on either your left side or your right side.
- _____ 4. In this stroke your head changes from facing down to facing to the side so you can take a breath of air.
- _____ 5. This skill involves floating face down, then bending sharply at the waist and aiming toward the bottom.
- _____ 6. Rescue method where you extend something for the victim to grab on to.
- _____ 7. This rescue method involves providing a floating device to the victim.
- _____ 8. This is the last rescue choice where you must get to the victim, preferably in a boat or other form of support.



**ATHLETE - Webelos Scout –
Physical Skills Group**

By Carol Conderman



The Athlete badge is one of those activities where the Scout can really ‘do his best’. They are bursting with energy and eager to impress their leaders and friends with their physical prowess.

Remember – When putting boys to any test, the important thing is that they do their best! While some in physical feats do excel, some others in mental abilities do well. So don’t compare and expect the same of all; let each set his personal best goal.

INNER TUBE STRENGTH

Inner tubes are great muscle-builders. It’s possible to get used bike tubes; try them for these limbering-up exercises:

Cut the tube’s circle in half, then loop it behind your hips, gripping the loose ends with both hands. Keep your elbows at your sides, then stretch the tube forward as far as you can. Do this eight or ten times.

If you have two bike tubes, loop both of them around a upright pole, then lie face down and slip each foot through the loops of rubber. Pull against the tube, one leg at a time, with tubes resting just around the heels. A half-dozen tries at this exercise will do as a start. You can increase the number of “pulls” after a week or so.

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.

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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.

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)

1. 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.)
2. 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.)
3. 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.)

SHAPE UP SONG: Tune – Battle Hymn of the Republic

As we walk along the trails and see
nature at her best,
As we climb the mountain slopes to see
the mountain crest.
And we canoe the rivers and the steams
through the east and west
As we have fun, we shape up.

Exercise is what we're doing
Exercise is what we're doing
Exercise is what we're doing
As we have fun, we shape up.



**FITNESS - Webelos Scout
Physical Skills Group
By Carol Conderman**

Fitness is important to everyone. Not only to the boys, but also to the adults. The Fitness Activity Badge teaches what is necessary to maintain a healthy lifestyle. This badge will give the Scouts the awareness that we must take care of ourselves in order to stay healthy.

DAILY EXERCISE- there are many ways to exercise on a daily basis without even being aware that you are exercising. Hiking, games and contests, swimming, rowing, and team sports are all things your Webelos Scout first think of as fun things to do rather thinking of them as lots of exercise.

GOOD POSTURE is in itself good exercise. You use your muscles to keep yourself upright against the pull of gravity. Get into the habit of standing tall and sitting tall. A simple trick to be done at any time to practice good posture is to imagine that you can touch your head to the top of an imaginary ceiling just an inch above your head, your shoulders easily back, your chest out, and your stomach in.

CLEANLINESS may seem like a dirty word to a fourth or fifth grader, but make your Webelos Scout aware that a clean body is a good defense against disease. The skin is more than just a covering of the body. It keeps out germs and helps control your body temperature. Besides, the skin is the largest organ of the body and an important one. So keep it clean. Encourage your boys to bathe regularly – daily is recommended. Encourage them to get into the habit of washing their hands with soap and a nailbrush in the morning and at night. Make sure they know the importance of washing their hands before each meal and after each trip to the bathroom.

SLEEP-The Webelos Scout is nearing the age when his greatest growth occurs and when the most sleep is required. Boys of this age should be getting at least 9-10 hours of sleep each night.

PROTECT YOURSELF AGAINST ACCIDENTS-Learn skills to make you safe. There is a safe way of doing everything; swimming, bicycling, skateboarding, paddling a canoe, playing baseball, etc. Practice the proper use of tools. Learn the rules of sports you like. "Safety through Skill" is a Boy Scout slogan. As a leader, encourage your Webelos Scouts to understand and follow this slogan. They need to know and thoroughly understand what they are doing and the consequences of what may go wrong if directions and warnings are not adhered to.

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EXERCISE

Here's an exercise that's great for your heart and lungs, and great fun too! Some people call it Danceroletics and it can be done alone or with a group of friends. All you need are your running shoes and some fast-paced music. Try doing the following steps to the rhythm of the music. Start slowly, but keep moving!

1. Jog in place for 30 seconds. Keep your back straight, chin up, and arms bent at your sides.
2. Jog forward a few steps and clap two times.
3. Jog backwards a few steps and clap again.
4. Jump up and down on both feet 10 times. Remember to breathe.
5. Jog in a circle and wave your arms
6. Make a circle the other way and wave again.
7. Pretend you are jumping rope. Jump high and make big circles with your arms. Keep jumping for about 30 seconds.

FITNESS GAMES

STICK PULL-The contestant's sit facing each other with the soles of their feet touching. They both grip a broomstick between them. They pull, trying to pull the other off the ground.

BALL FLIP-Hold ball between ankles. Flip it over your head and catch it.

INDIAN HAND WRESTLING-Each contestant places the outside of his right foot against the outside of his opponent's right foot. Both step back one step with the left foot for balance. They grip each other's right hand and try to pull the opponent off balance. The loser is the first to move either foot.

INDIAN LEG WRESTLING-Contestants lie on their backs, side by side in opposite directions. On command, they raise their inside legs to a vertical position three times. On the third lift, they interlock legs and try to twist the opponent over.

INDIAN TUG OF WAR-Opponents stand toe to toe, locking their hands at the wrists. On command, they try to pull the opponent over to their side.

DIZZY-Cub Scouts hold their left ankle in back of their right leg with their right hand. Then they hop, making three turns in place without losing their balance. Then they reverse positions and try hopping on the left leg.

FROG HANDSTAND-Scouts squat and place their hands flat on the ground between their legs. They lean forward slowly, shifting the weight of their bodies onto their hands and elbows until their feet swing free of the ground. They should keep their heads up and point their toes backward. (This is the first step in learning the handstand.)

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ANKLE HOP-Tell Cub Scouts to stand erect and then take a squat position, grasp the ankles, and hop forward four times without breaking the ankle grip. They turn around and repeat hopping back to their original places.

THE NUTRITION CONNECTION

No program concerning physical fitness and health should leave out the subject of Nutrition! Webelos Scout leaders should plan to have some discussion of the importance of good nutrition for proper growth and development.

MILK GROUP- Builds teeth and bones.

FRUIT AND VEGETABLE GROUP-Builds energy and helps your body fight against disease.

PROTEIN GROUP-Builds muscles, bones, and blood

BREAD AND CEREAL GROUP-Quick energy builders, helps to make your body work better.

PARTS OF THE BODY QUIZ

1. A strong box.
2. Something made with whips
3. Part of a shoe.
4. What soldiers carry.
5. Part of a tree.
6. Steps of a hotel.
7. Heard in Congress when a vote is taken.
8. Scholars.
9. Two musical instruments
10. Places to worship.
11. Two measures.
12. Not thrifty.
13. A very “in” person.

ANSWERS TO “PARTS OF THE BODY QUIZ”

1 chest, 2 lashes, 3 heel, sole, tongue, 4 arms, 5 limb, 6 insteps, 7eyes, nose, 8 brains, 9 drums, windpipe, 10 temples, 11 feet, hands, 12 waist, 13 hip.

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FITNESS CIRCLE GAME

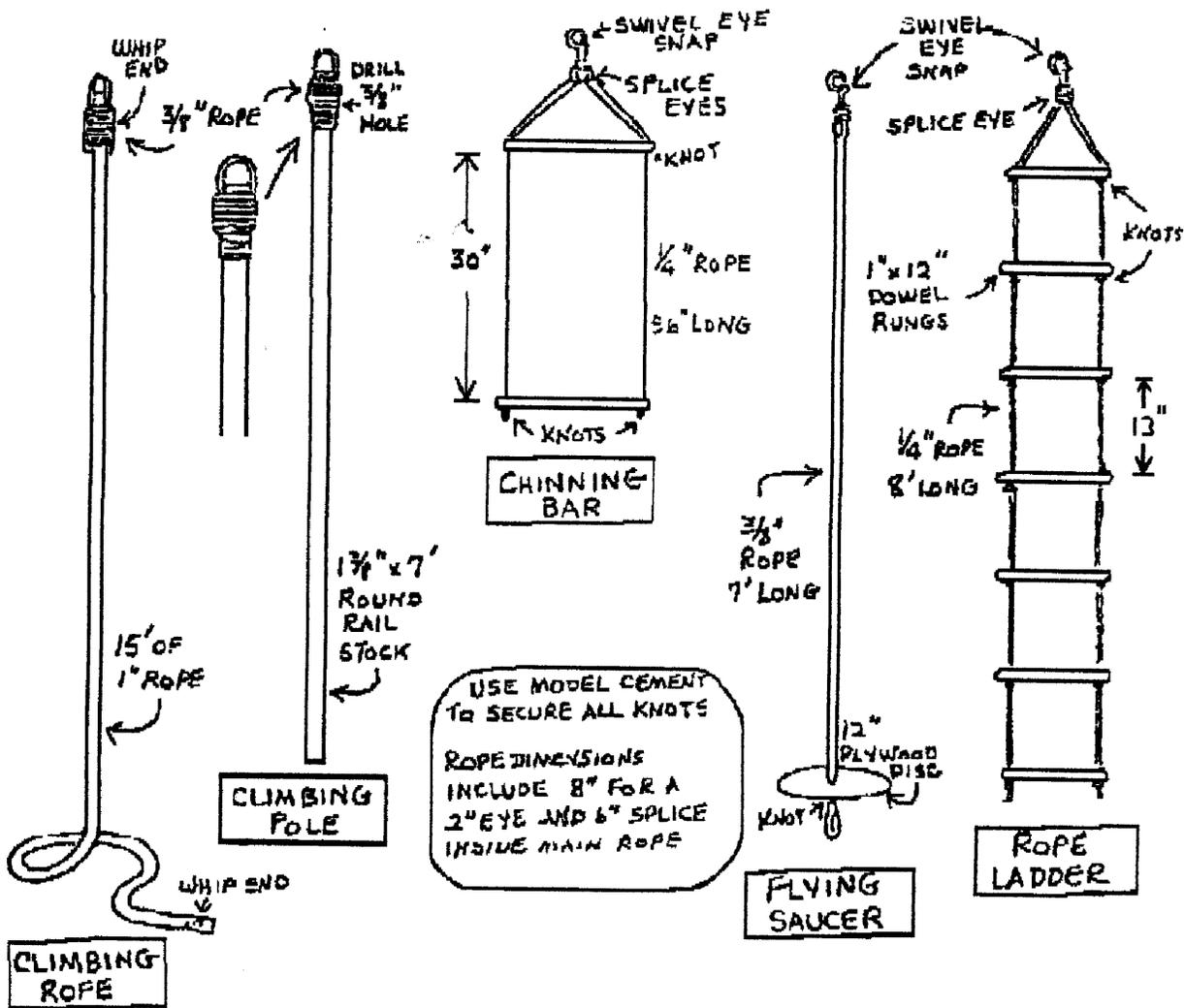
Form a circle as large as the room permits with all Cub Scouts facing the same directions. Give instructions for various activities as follows:

1. Start walking in a circle and keep walking between the exercises.
2. Start hopping.
3. Make yourself as small as possible and continue walking.
4. Make yourself as tall as possible and continue walking. Now reach your hands high over your heads.
5. Bend your knees slightly, grasp your ankles, and continue walking.
6. Walk as if the heel of one foot and the toes of the other were sore.
7. Walk stiff-legged.
8. Squat down and jump forward from that position.
9. Walk on hands and one foot with the other leg held high, imitating a dog with a lame foot.
10. Walk forward at a rapid pace (don't run) while swinging your arms vigorously.
11. Take giant steps
12. Walk forward, raising your knees as high as possible with each step.
13. Run, lifting your knees high.
14. Walk on your hands and feet.



SKY HOOK GYM

With this sky hook gym, you can set up your own physical-fitness program. The apparatus can be interchanged just as fast as you can unsnap one piece of equipment and snap-fasten another of your choice in its place. The gym is designed for indoor or outdoor use. For outdoor use, all you need is a suitable tree limb from which you can hang a large pulley and suspend the sky hook line. For indoor use you can use a garage doorway which has an eight foot clearance. All equipment is designed to be hung from a heavy-duty overhead hook or screw eye eight feet above the ground. Remember to use a mattress or pad underneath the line if there is concrete or hard paving underneath. Braided polypropylene rope is used because it is 40 percent stronger than Manila and it is so easy to splice. Two sizes of rope are used - 3/8" and 1/4". The swivel eye snap hook is used.



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SPORTSMAN - Webelos Scout – Physical Skills Group

By Carol Conderman

To be a good sportsman is more than just playing games. A sportsman knows how to conduct himself with good sportsmanship. The Sportsman Activity Badge is a great way to introduce the Webelos Scout good sportsmanship skills and to expose them to many types of sporting adventures.

BE A GOOD SPORT

You hear a lot of talk about being a “good sport”, but just what does it mean? A “good sport” learns the rules so he will not break them. He competes with all his heart, striving to outclass his competitors. If he wins, he doesn’t act smug, but instead compliments the losers for the fine job they did. If he loses, he should accept that facet and find out why. Maybe he can win the next time. A good sport takes pleasure in the game right to the end, even if he is not winning, for the purpose of the game is not merely to win but to find joy and strength in trying.

THE PENALTY BOX

MATCH THE OFFICIALS’ SIGNAL CALLS TO THE CORRECT SPORT

Pass Interference

Illegal Dribble

Technical Foul

Holding the Face Mask

Kneeing

Time-in

Slashing

Time-out

Charging

Fair Ball

Offside

Substitution

Ball

Hooking

Corner Kick

Incomplete Pass

Strike

Touchdown

Penalty Kick

Out

Delay of Game

Holding

Clipping

Foul Ball

Safe

Unsportsmanlike Conduct

Traveling

Tripping

Illegal Motion

Foul

FOOTBALL

BASKETBALL

BASEBALL

SOCCER

HOCKEY

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GAMES FOR SPORTSMAN

BUCKETBALL

Two-bushel baskets or other containers are placed on the ground at opposite ends of the playing field. 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.

BOWLING ON THE GREEN

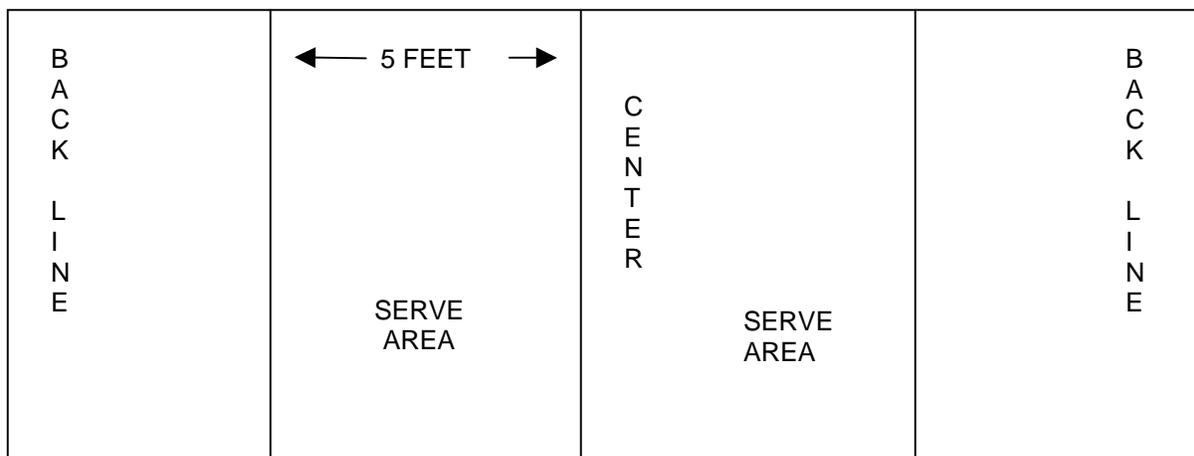
Use old bowling balls and old pins and bowl on a smooth section of grass or lawn.

FOUL SCORE

Divide the den into two teams. The leader gives the signal for a foul or violation on any of the three sports-baseball, football or basketball –and calls on a boy to name the sport and the foul. If he gets both right, he scores four points for his team. If one of his two answers is right, he scores two. Any other member of his own team can try to correct the wrong answer and earn one point. If no one on his team can answer, the opponents can earn one point for a correct answer.

SIDEWALK VOLLEYBALL

All that is needed for this game is a volleyball, basketball, or a tennis ball and a section of sidewalk. Use four squares, each five feet long. To play, server stands behind his back line, bounces ball behind line, and hits it with palm of his hand so that it bounces in opposing Serve Square. Opponent hits it back and the game continues until someone misses the ball or hits it outside. After serve, ball may be played in air or on first bounce.



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OLYMPICS FOR A RAINY DAY

Shot Put Each boy is given 10 navy beans, which he attempts to throw into a quart jar from a chalk line on the ground.

Discus Throw A paper plate is thrown from a chalk line. Plate must be held flat in hand and not sailed with thumb and fingers.

Twenty Foot Dash Roll lemons or hard boiled eggs down the course and back, touching off the next man. Use a stick to roll the object.

Fluff Carry feathers on a plate. Boy must pick up any that drop and start over.

Bean Relay Carry beans one at a time between matchsticks or toothpicks to opposite end of the course.

Balloon Blowing Give each boy a balloon to be blown up. First balloon to break wins.

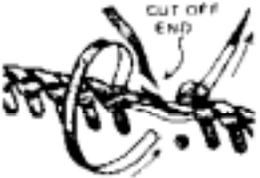
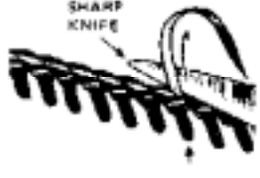
FOOTBALL RIDDLES

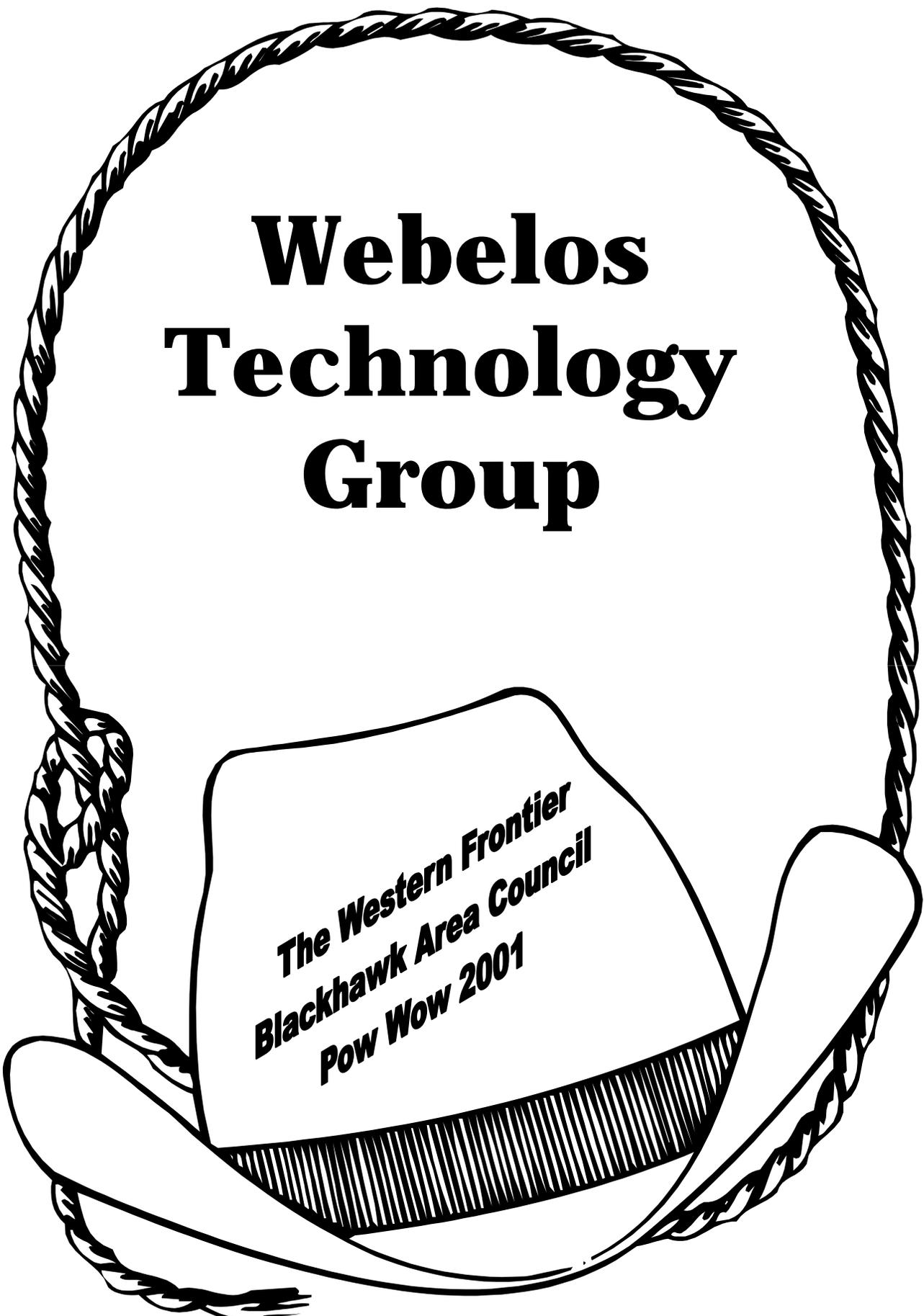
How many teams can you name by these descriptions?

1. Seven squared. (49ers)
2. American gauchos. (Cowboys)
3. A 747. (Jets)
4. Suntanned bodies. (Browns)
5. Lubricant. (Oilers)
6. Six rulers. (Vikings)
7. Rank of Boy Scouts (Eagles)
8. Credit Card users (Chargers)
9. A dollar for corn (Buccaneer)

Keep the rules.
Keep faith with your comrade.
Keep your temper.
Keep yourself physically fit.
Keep a stout heart in defeat.
Keep your pride under control in victory.
Keep a sound soul, a clean mind, and a healthy body.

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 <p>STEP 13. Pull end of lace out of hole and up between leathers. Two empty holes should appear on the front side; one on the back.</p>	 <p>STEP 14. Cut off the end of the lace you have pulled out and tuck the end of the lace between the leathers. Lace through the next hole.</p>	 <p>STEP 15. Pull stitch tight and lace through loop from the back side. A holes on the back side should be filled.</p>
 <p>STEP 16. Lace under the bight. ...do not pull this stitch tight.</p>	 <p>STEP 17. Carefully cross over as shown, ... and push needle down through the loop.</p>	 <p>STEP 18. Pull needle through. Push lace edges together to adjust starting loops for easier completion.</p>
 <p>STEP 19. Pull any slack out of the first loop and adjust lacing with fingers to make all your stitches appear equal.</p>	 <p>STEP 20. Pull the end of the lacing down right. Make sure all stitches appear even and equally spaced.</p>	 <p>STEP 21. Push needle through the hole as shown. Bring it up between lacing.</p>
 <p>STEP 22. Carefully cut off the end of this lacing. Top lacing flat with a mallet or roll flat with a wooden dowel.</p>		



Webelos Technology Group

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Webelos Technology Group – Scientist

By William Reyes

The Scientist Activity Badge will teach some the basic laws of science. Everyone likes to experiment.

This badge will introduce boys to some basic laws of physics.

Requirement 1 of the Scientist Badge requires the Webelos Scout to read Bernoulli's Principle and show how Bernoulli's Principle works.

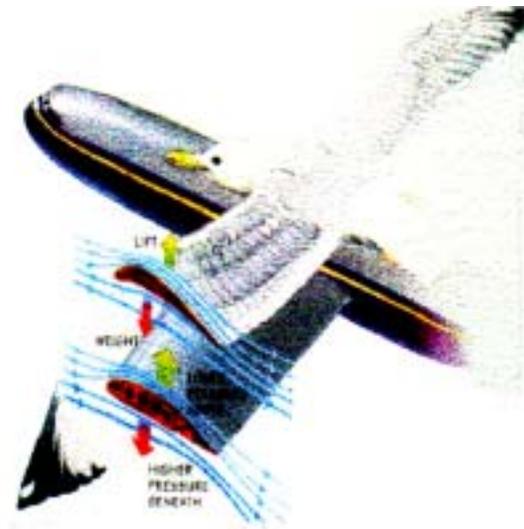
BERNOULLI'S PRINCIPLE

A Swiss scientist Daniel Bernoulli (1700-1782) discovered that the pressure of a moving gas decreases as its speed increases. Air is a gas. Gases and liquids are fluids. He observed that water flowing through a pipe moves faster when the pipe's diameter is reduced. Since it travels faster, some force must be acting on it. That force Bernoulli reasoned, must arise from differences in pressure: The slower fluid in the wider part of the pipe must have higher pressure than the faster-moving fluid in the narrow part.

That would mean that the pressure of a liquid or gas is lowest when its velocity is highest and vice versa. Application of such a principle gives lift to aircraft and it also explains how baseballs move in flight.

GIVING A BASEBALL THAT CERTAIN SPIN

When a pitcher throws a 70-mph curve, the ball rotates about 17 times in its 60-foot journey to home plate. As it revolves, its 216 raised stitches drag a thin layer of air around the ball. If the ball spins counterclockwise (as seen from above), the side toward third base travels against the main flow of air, while the side toward first base moves with it. Thus the speed of the air relative to the ball surface is different on each side. That causes the air pressure to be relatively lower on the first base side and relatively higher on the third-base side. As a result, the ball curves toward first – a striking demonstration of fluid dynamics.



When gases are not contained and gases expand, the molecules are farther apart. The gas is less dense and not as condensed or less heavy on objects thus less pressure per square inch. At the aircraft wings the air pressure above a moving wing is less than the air pressure below it. The faster a fluid moves (air over the wing), the lower its pressure thus creating lift. Birds accomplish the same thing (lift) by adjusting their primary feathers

While gases expand and diminish with temperature and pressure. A simple demonstration experiment maybe be observed the next time your WEBELOS Scout turns on the warm water in the shower. It will help explain the Bernoulli Principle while the Scout still completes his shower if he is short on time. Just observe the shower curtain billows in when the hot or warm water is turned on and creating a warming effect on the air inside the shower curtain causing the air to expand creating less pressure on

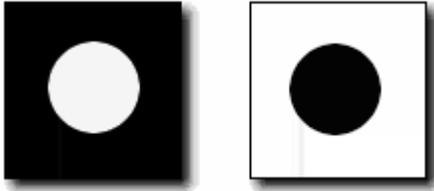
the air inside the shower curtain.

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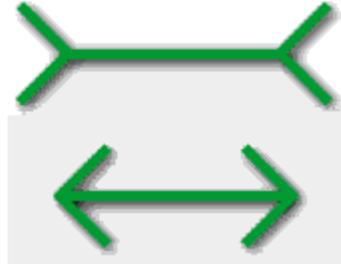
In requirement 12 : What is meant by an optical illusion?

Check out the following illusions. Optical illusions are amusing, but they also teach us a lot about our brain. The brain works in conjunction with our eyes to create vision. But sometimes our eyes deceive us, and what we see is only what our brain expects to see

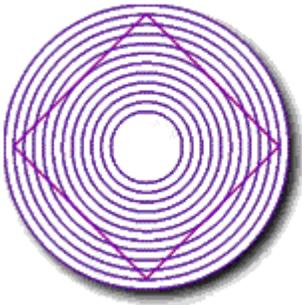
Which circle is larger???



Can you tell which line is longer?



Is the square a “true” square?



Remember the Scientist Activity Badge is a “doing” badge, not a “Watching” badge. For best results, follow this procedure:

- Demonstrate the experiment.
- Explain the experiment.
- Ask questions to test understanding.
- Allow WEBELOS Scout to do experiment.
- Have each boy log the experiment.

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Fill in the words to the crossword puzzle using these clues.

ACROSS

2. B _____ developed the principle that explains how a plane can fly.
5. Air has W _____ in it, but the molecules are so small you don't always feel the dampness.
7. The force that keeps us from floating is called G _____.
8. The P _____ in the center of each eye adjusts in size depending on how much light is available.
9. P _____ discovered that pressure in a closed container of gas or liquid is equal in all directions.
11. An O _____ illusion is something you "see" that really isn't there.
13. The blanket of air around the earth is its A _____.
14. Your eyes are very much like the L _____ of a camera.
16. We learn all about these laws, principles, and phenomenon in the S _____ Activity Badge.
17. I _____ is a phenomenon that says things in motion tend to stay in motion and things at rest tend to stay at rest.

DOWN

1. Some liquids when they get solid, form shapes called C _____ that are all the same shape.
2. Your B _____ enables you to stand steadily, and it's also a mechanical tool that lets you weigh things.
3. Mixing cool air into warm air causes a mist of F _____ to appear.
4. An educated scientific "guess" is a H _____.
6. A scientific task that tests a hypothesis is an E _____.
10. C _____ air used in machines like air pumps and jackhammers helps do work.
12. Air pressure at sea level is about 15 pounds per square inch, but in higher areas it decreases so the pressure is L _____.
15. The R _____ in the eye focuses an image of what you're looking at.



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Webelos Technology Group – Craftsman

By William Reyes

The Craftsman Badge introduces boys to possible life long hobbies. A favorite of most boys because it offers the opportunity to use real tools and feel the satisfaction of making something useful. This badge will increase the boy's proficiency of tools and knowledge of tool terminology and safety.

Requirement 4 requires making four useful items using materials other than wood that you and your Webelos den leader agree on. The following item involves magnetic material on plastic and quite simple to make.

Personalized magnet from favorite artwork or photos.

Materials required:

- magnetic sheet -any size [3x2] or wallet size if using photo
- double sided sticking tape
- photo or artwork
- Scissors (to cut magnetic sheets)
- Sharpie Markers

These magnetic sheets lets the boys turn school pictures, precious artwork, postcard photos and more into fun, personalized magnets.

If your able to obtain yellow magnetic sheets try funny face magnets to post notes, pictures, memos and more.

GAME:

A nail-driving contest is sure to test each boy;

Each boy has drives nails into 4x4's. Individual or relay race style. Fewest number of strokes, not the "fastest". Safer.

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Place the following words into the crossword spaces above. The first letter of each word is already filled in for you!

Blades	Bookrack	Clay	Dowel
Fire	Glass	Glue	Hammer
Jigsaw	Lacing	Leather	Level
Mailbox	Nails	Paint	Phillips
Plastic	Rope	Rubber	Screws
Shelf	Slab	Styrofoam	Tooling
Toolbox	Woodworking		

You can find many more books in your public library. Look in under “Crafts” in the library card catalog or computer catalog. Or try having the Webelos make their own plans. Have them draw their own plans.

These guidelines should be followed when working with Cub Scouts on crafts:

- Keep crafts simple and low cost.
- Crafts should be practical and if possible, fit the theme. A project that has been made for Mother’s Day along with learning a skill will go along way to doing their best.
- Crafts should teach a skill. Cub Scouts like hands-on learning.
- A variety of materials and methods should be introduced through craft projects.
- Crafts should be completed in two weeks or less.
- Be sure to follow safe guidelines when choosing and planning crafts.
- Let the boys’ do the crafts – not the ‘helpers/parents!’

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Webelos Technology Group - Engineer

By William Reyes

The Engineer Activity Badge gives an introduction to how the big things in our lives work, such as things that we take for granted in our houses and our communities. Webelos Scouts will be introduced to a variety of engineering careers. It might also give them some insight into the kinds of problems engineers solve.

The next several pages will help the Webelos Leader give their Webelos a good start on **Requirements 1., 6., 8., 9..**

Requirement 1 & 6 : Below use the words to fill in the sentences and a diagram of bridges sheet is a good start.

Careers & Bridges

By Barb Stephens

The Right "Man" for the Job!

Use a word from this list to fill in the correct answer.

Aeronautics	Chemical	Computer	City	Agricultural
Electrical	Physical	Industrial	Mechanical	Civil

1.An engineer who designs plants to make water safe to drink - _____.

2.An engineer who designs machines in a factory - _____.

3.An engineer who tests new processes and checks old ones in a chemical plant - _____.

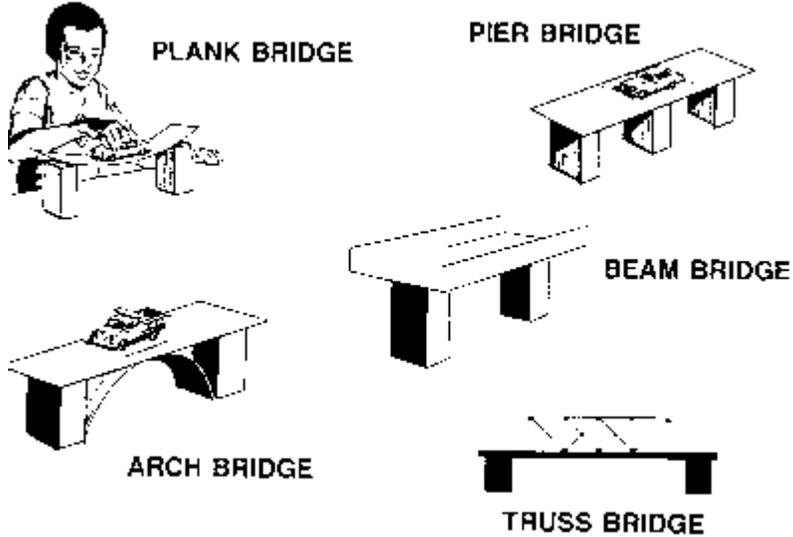
4.An engineer who plans new circuits and directs workers in an electrical plant - _____.

5.An engineer who designs and tests new space techniques - _____.

6.An engineer who designs and tests new techniques for new equipment for industry - _____.

7.An engineer who designs and tests equipment for farmers and ranchers - _____.

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This worksheet will assist in Requirement 6 – the Webelos Scout Leader may want to bring in Lego’s to construct the bridges.

Bridges & Machines

Use a word from this list to fill in the correct answer.

Catapult Pulleys Beam Bridge Plank Bridge Truss Bridge
Arch Bridge Suspension Bridge Levers Block & Tackle Pier Bridge

A flat surface over two supports - _____.

A flat surface over three or more supports - _____.

A flat surface over an arched support - _____.

A flat surface with turned up edges - _____.

A bridge with sides made up of a series of triangles - _____.

A bridge that appears to hang from strong strung cables -
_____.

A pulley(s) and a rope or cable - _____.

A slingshot or other device used to project something -
_____.

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For Requirement 9:

Measure the dimensions of your meeting place and include the locations of doors and windows. Show how to sketch a simple floor plan with these measurements.

For Requirement 8:

Rubberbands & Engineering

By Barb Stephens

Rubberband Strength

One of the requirements for engineer is to make a catapult. This requires the use of a rubber band or two, or a piece of tire inner tube. The rubber band is "elastic" and it stretches, but then returns to it's original shape. Before using materials in building, engineers must know the characteristics. Does it expand or contract? Is it weak or strong? Does it burn or not?

You can try an experiment to learn more of the characteristics of rubber bands and other elastic material. Get a collection of different sized rubber bands. Measure them for length, width and thickness (if you can). Make a chart that shows this information and mark each rubber band clearly so you know which is which. (Using colored rubberbands is best.)

Rubberband	Original			Stretched		
	Length	Width	Thickness	Length	Width	Thickness

With each rubber band, attach one end to a cup hook that is screwed into a board. Attach the other end to a known weight. How far down does each rubber band stretch? Does its thickness change? Does its width change? Which rubberband is the strongest? Which rubberband is the weakest? How can you tell?

Webelos Technology Group – Handyman

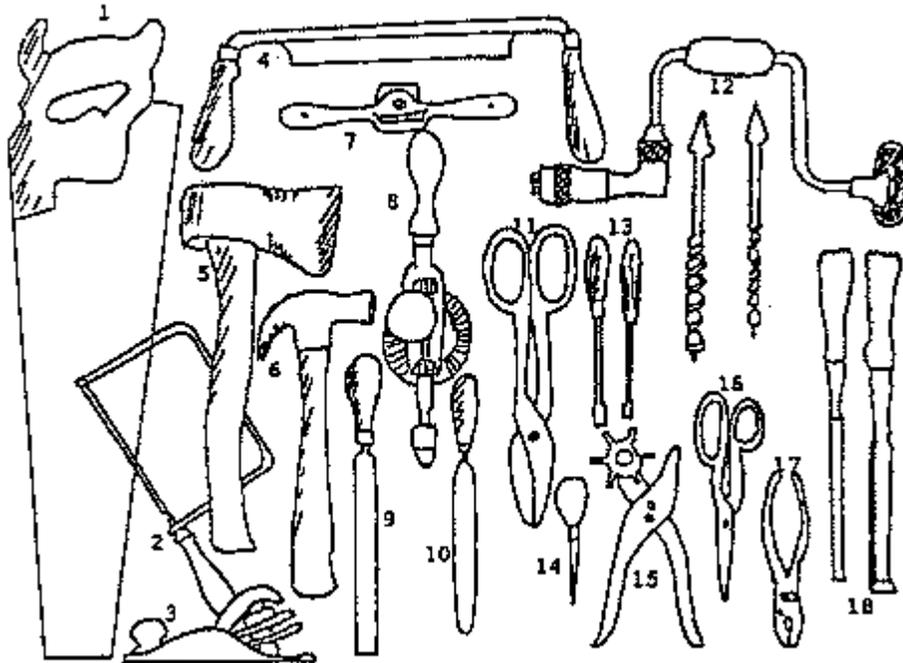
By William Reyes

Handyman is part of the technology group of Activity Badges. Webelos Scouts learn to make minor repairs at home and around the garage. They also learn how to take care of tools and their proper use. The information provided helps in tool identification for storage or marking hand tools.

Requirement 13 and 14 might benefit from the following Tool Identification sheet.

Tool Identification

By Barb Stephens



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 (slip-joint) |
| _____ Ax (hand) | _____ Half-round File | _____ Saw |
| _____ Brace & Bits | _____ Hammer (claw) | _____ Screwdrivers |
| _____ Chisels | _____ Hand Drill | _____ Shears |
| _____ Coping Saw | _____ Leather Punch | _____ Spokeshave |
| _____ Drawknife | _____ Plane | _____ Tin Snips |

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Fill in the words to the Tool Man crossword puzzle using these clues.

ACROSS

4. Bright lights on the front of a car are ____ ____.
6. Cleaners that are ____ are often marked with a skull.
8. When it burns out, the ____ ____ must be replaced in a lamp.
9. The ____ bulb in a turn signal can burn out.
11. One light found on the back of a car is a ____.
14. If a bike chain becomes too loose, you must ____ it.
15. An area where tools are stored is a ____ area.
17. To keep the grass cut, use a ____.
18. Keep household ____ in a safe storage area.
19. The seat on a bike or horse is called a ____.

DOWN

1. Air inside a tire exerts ____.
2. Use the ____ ____ to check the level of oil in your car.
3. The extra tire carried in a vehicle is called the ____.
5. When you put oil on your bike chain, you ____ it.
7. A two wheeled vehicle Scouts can ride is a ____.
10. A nail on the road may cause a ____ ____.
12. You need a ____ ____ to check tire pressure.
13. To add air to a tire, use a pump or air ____.
15. This "horse" is helpful when cutting boards.
16. On Saturday, many people ____ their car.

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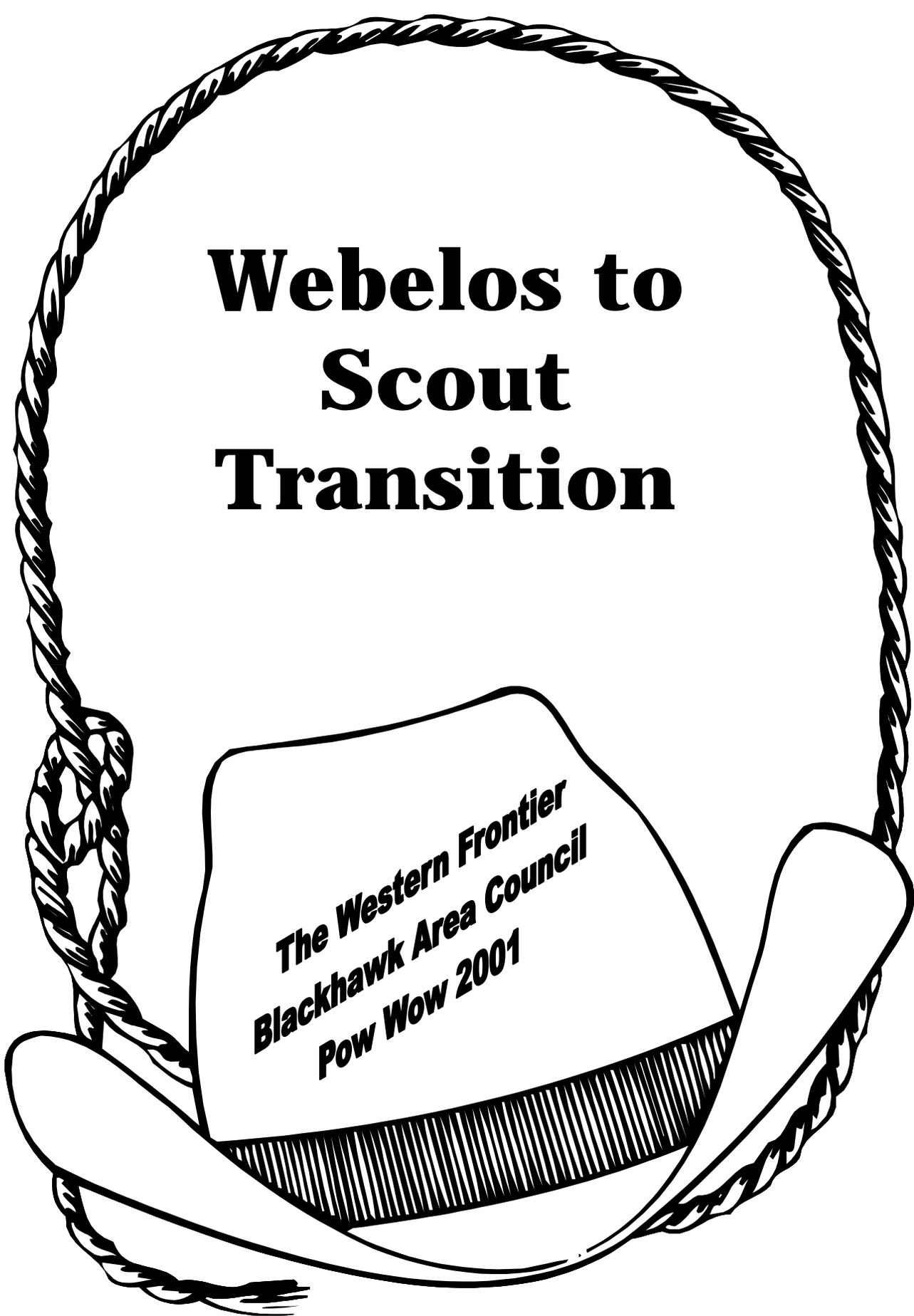
Handy at Home

By Barb Stephens

Place a check in front of each of the following that is covered in the Handyman activity.

- | | |
|---|---|
| <input type="checkbox"/> Wash a car | <input type="checkbox"/> Clean up your toys |
| <input type="checkbox"/> Change a tire | <input type="checkbox"/> Adjust your bike's saddle |
| <input type="checkbox"/> Do the laundry | <input type="checkbox"/> Help mow the lawn |
| <input type="checkbox"/> Replace a lamp's lightbulb | <input type="checkbox"/> Store cleaning supplies safely |
| <input type="checkbox"/> Make a sawhorse | <input type="checkbox"/> Play with your sister or brother |
| <input type="checkbox"/> Make cookies | <input type="checkbox"/> Pick apples |
| <input type="checkbox"/> Plant a garden | <input type="checkbox"/> Inflate bike tires properly |
| <input type="checkbox"/> Tighten a bike chain | <input type="checkbox"/> Check tire pressure |
| <input type="checkbox"/> Rake grass clippings | <input type="checkbox"/> Adjust bike handlebars |
| <input type="checkbox"/> Check oil level | <input type="checkbox"/> Do your homework |
| <input type="checkbox"/> Cook a meal | <input type="checkbox"/> Organize tools safely & neatly |
| <input type="checkbox"/> Lubricate a bike | <input type="checkbox"/> Replace a rear car lightbulb |
| <input type="checkbox"/> Make your bed | <input type="checkbox"/> Empty wastebaskets |
| <input type="checkbox"/> Do the dishes | <input type="checkbox"/> Hang pictures |





Webelos to Scout Transition



***The Western Frontier
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Pow Wow 2001***

Webelos to Scout Transition

By Mary Anne Rounds

Resources for Reference

Webelos Leader Guide
Scoutmaster Handbook, 1998 or later printing
Webelos Scout Book
Cub Scout Cycle

Introduction

For most troops, getting new Scouts from graduating Webelos Scouts is the biggest source of new members. There are several factors which will affect how many boys will make that transition.

Many Webelos Scouts will go on to Boy Scouts with very little help, but a lot of them need to know more about their opportunities for fun and adventure in a troop.

We also must let him know that he is wanted.

Here are some of the **new** guidelines and thoughts on transition.

The Plan

- Every graduating Webelos Scout deserves the opportunity to continue his Scouting experience as a member of a Boy Scout troop.
- Bridging the gap between Webelos Scouts and Boy Scouts results in the following:
 - a. Better-prepared and more enthusiastic new members for the troop
 - b. A strong feeling of success for the pack
 - c. Most important, and outstanding new Scouting experience for the boys.

The purposes of the Webelos-to-Scout transition plan are to:

1. Give every Webelos Scout a sampling of troop program, troop leadership, advancement opportunities, and fun and excitement of Boy Scouts.
2. The Webelos badge and Arrow of Light Award introduce him to the basic elements in Scout skills and the advancement program.
3. Help him learn about the troop through joint den-troop activities.
4. Help him become more confident and enthusiastic about his Scouting future as becomes familiar with the boys and adult leaders in the troop.

The Den-Troop Partnership

The key factor in the transition process is the establishment of a working **partnership** between the Webelos den and the Boy Scout troop that most of the Webelos Scouts will join.

1. Every Webelos den should be linked with a troop.
2. Upon graduation, the Webelos den can move right into the troop as a new Scout patrol.
3. The partner troop may provide Webelos den chiefs for the pack, as well as assistance in planning and conducting outdoor activities.

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Parent Orientation Conferences

This is a new concept. The *Webelos Leader Guide*, page 20, and the *Scoutmaster Handbook*, page 136, have detailed information about these two meetings.

The Scoutmaster (or assistant Scoutmaster) and the Webelos den leader work together to plan a **parent orientation conference** for all new Webelos Scouts and their parents or guardians. The Cubmaster may also be a part of this conference.

The first conference should be held in the fall of the Webelos Scout's fourth-grade year. The conference could be an open house at a troop meeting or a separate meeting. The goal of this conference is to inform parents or guardians how the Webelos Scout program prepares the boy for Boy Scouts. Orientation topics might include:

- How the Webelos Scout program works
- How Webelos dens work with Boy Scout troops
- Participation of family members
- Cost and dues
- The patrol method
- Outdoor and overnight events
- Troop programs
- Preparation for graduation
- Preparation for summer camp

A second orientation conference should be held in the fall of the fifth-grade year.

- Reinforce the den-troop partnership
- Further information on upcoming troop programs, including summer camp
- Preparation for graduation

No Webelos Scout should start his fifth-grade year without a clear path ahead of him that leads to a Boy Scout troop.

Joint Activities

There are many ways for joint activities to happen.

First, the troop should provide **den chiefs** for every Webelos den. The den chief may become the patrol leader when the Webelos Scouts join the troop and form a "new Scout" patrol. So selection of the den chief should become of primary importance to the troop, rather than selecting someone just because he may be available.

The fifth-grade Webelos den and the troop should hold **several activities together**, including one or two campouts. Other activities might include:

- Den-troop campouts
- Attendance at a court of honor (especially an Eagle Court of Honor)
- Campfire program
- Day hikes
- Field trips
- Good Turn (service) projects
- Visiting a camporee or district/council Boy Scout event as **daytime** guests of the troop

The result of these joint activities is that the Webelos Scouts learn about the fun of Boy Scouts and get acquainted with **individual members** of the Boy Scout troop. When he joins the troop, he will step into an already familiar and friendly environment.

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The Arrow of Light Award

Webelos Scouts can join a troop after completing the Arrow of Light. Currently, the suggestion from "national" is that **Webelos Scouts graduate in February** (as part of the pack's blue and gold banquet).

By completing the Arrow of Light Award, a Webelos Scout has learned everything he needs to know to join a troop and can be presented the Scout badge upon joining.

An important element of the Arrow of Light Award is the revised requirement #6:

After you have completed all five of the above requirements, and after a talk with your Webelos den leader, arrange to visit, with your parent or guardian, a meeting of a Boy Scout troop you think you might like to join. Have a conference with the Scoutmaster. Complete and turn in a "Join Boy Scouting" application to the Scoutmaster during the conference.

The revised requirement #6 helps to provide a "seamless" transition to the Boy Scout troop. By holding the Scoutmaster conference before receiving the Arrow of Light, the Webelos Scout has one conference, not two. It gives him a better chance to learn what is expected as a troop member.

New Scout Conference for Webelos Scouts

This conference should be held a month or two before the Webelos Scout graduates into the troop. The conference is conducted by the Scoutmaster (or assistant Scoutmaster assigned to the new-Scout patrol). It is unhurried and in view of at least one other adult. As with all Scoutmaster conferences, help the boy feel at ease.

The Webelos Scout should be encouraged to set both short- and long-term goals for himself.

Other discussion points might include:

- Review the Tenderfoot requirements
- The meaning of the Scout Oath and Law
- The advancement program
- Troop camping
- The patrol method
- Summer camp

The second part of the new-Scout conference should include the parent or guardian. (Refer to page 139 of *Scoutmaster Handbook*).

- Discuss costs, equipment and uniforms needed, and time involvement.
- Provide a troop calendar. Highlight upcoming events.
- Ask what benefits parents/guardians hope their son will gain through Scouting.
- Describe the advancement program. Give overview of the rank requirements.
- Discuss educational values of program.
- Ask them to fill out the Troop Resource Survey Sheet and find out ways they might be able to help.

Graduation

Planning for the graduation should begin in October. The Cubmaster, Scoutmaster, Webelos den leader, and unit commissioner all have important parts in the planning process.

Note that the Arrow of Light ceremony **is not** a graduation ceremony. It is an advancement ceremony and should be given great thought and planning to make it meaningful. Don't attempt to lump the Arrow of Light ceremony with a graduation ceremony.

The graduation ceremony should be held in February, probably at the pack's blue and gold dinner. Scoutmasters, assistant Scoutmasters, unit commissioners, and den chiefs should all be encouraged to attend and participate in the ceremony.

Some troops present the new Scout with the *Boy Scout Handbook*. Others present a troop neckerchief or other token of the troop.

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Webelos Tracking

Every district needs to have a system to identify and track each fourth- and fifth-grade Webelos Scout. A "Webelos-to-Scout Graduation Tracking" sheet should have been provided to every pack and completed by every Webelos den leader.

Commissioners, Scoutmasters, and Cubmasters should make sure every fifth-grade Webelos Scout has joined a troop and been accounted for. If one has not joined, make every effort to try to find him a troop.

If all else fails, find out why he didn't join any troop. The answer might help troops improve their program or help the district and/or roundtables to help prepare the leaders so that boys don't drop out.

Summary

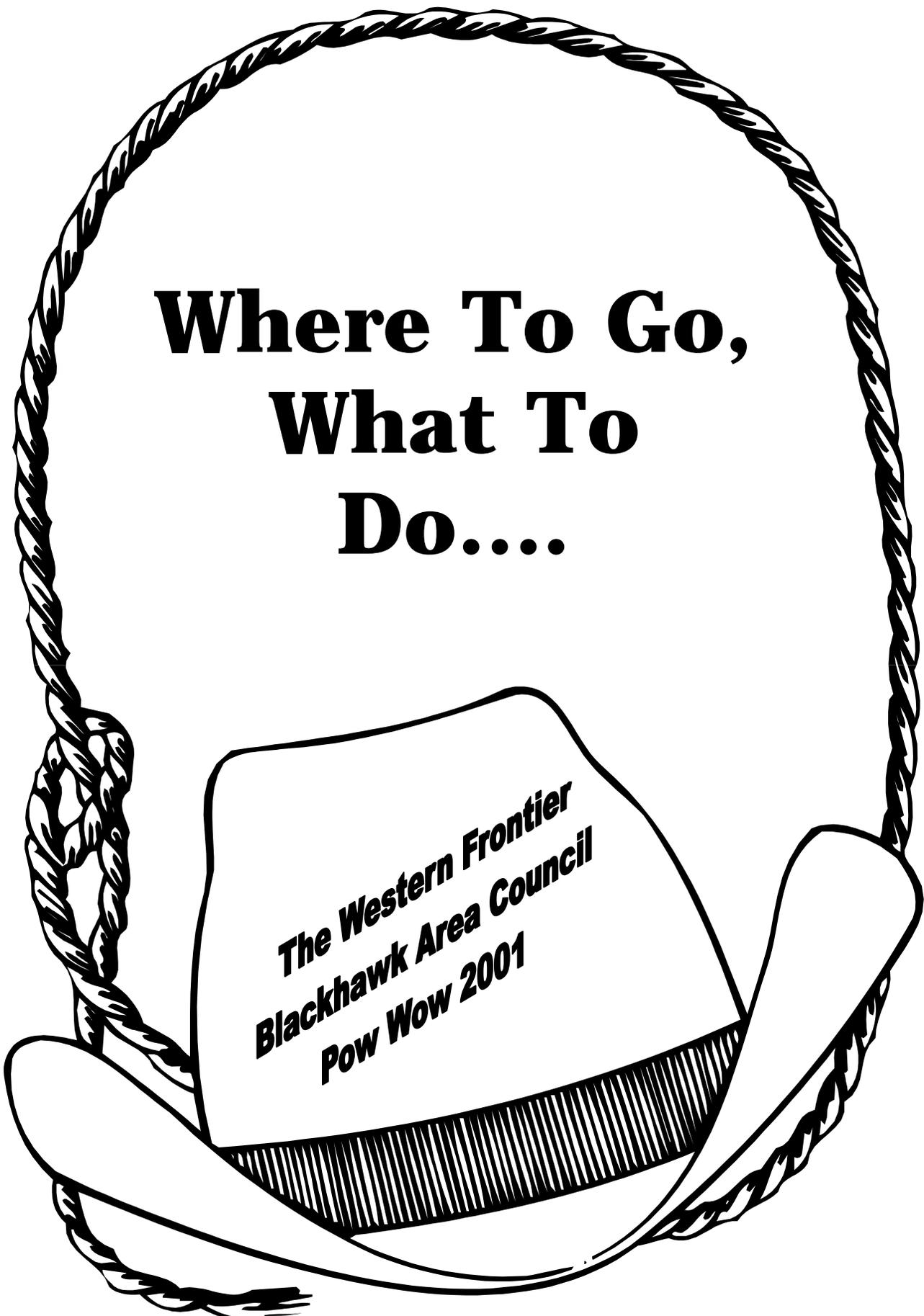
Webelos den leaders, working with the Cubmaster, the Scoutmaster(s) of nearby troop(s), and unit commissioners, have an important responsibility in creating a quality program for their Webelos Scouts. The program should include several contacts with one or more troops in order for the Webelos Scouts to see the fun and adventure ahead.

The Bridge Builder

An old man traveling life's highway
Came at evening, cold and gray,
To a chasm vast, and deep, and wide,
Through which there flowed a sullen tide.
The old man crossed in the twilight dim
The sullen stream no fears for him,
But he paused when he reached the other side
And built a bridge to span the tide.

“Old man,” said a fellow pilgrim near,
“Why waste your strength in building here;
Your journey will end at close of day,
You never again will pass this way.
You've crossed the chasm deep and wide,
Why build you this bridge at eventide?”

The builder lifted his old gray head,
“Good friend, on this path I've come,” he said,
“There followeth after me today
A youth whose feet must pass this way.
This chasm that was naught to me,
To this young lad a pitfall could be.
He, too, must cross in the twilight dim.
Good friend, I built this bridge for him.”



**Where To Go,
What To
Do....**



**The Western Frontier
Blackhawk Area Council
Pow Wow 2001**

Where to Go, What to Do...

Hi There Funseeker,

My name is Tammy Pierson and I have been with Pack 315 out of Stillman Valley, IL for the past 8 ½ years. Here are some of the things we have done and places we have gone to that I would like to share with you. I hope you find a few “nuggets” to take back to your dens and pack. Have Fun. **Tammy.**

Autumn On Parade: Oregon, IL First weekend in October

Rendezvous is a mountain men encampment with all sorts of crafts stemming back to pioneer times. Located on the east side of the river across from the dam. You are likely to see candle making, tomahawk throwing, black powder guns, fur trading, teepees, skin tanning, and authentic costumes. There will also be tasty treats. Be sure to avoid driving through town if you can, as the traffic is thick.

Old English Faire: Stronghold Castle is on Rt. 2, south of Oregon, IL on the west side of the river. It is held the first weekend in October. This is a 1600 period fair with knights, fair maidens, jugglers, storytellers & more. Admission?

Baseball Games: Cubs, 800-THE CUBS; White Sox, 312-674-1000; Brewers, 414-902-4000:

1. Charter a coach bus; (don't take a school bus. We did our first year and it was very uncomfortable for the adults). The kids like to have the ones with the TV/VCR to watch a movie both ways and the parents like having the bathroom without stopping. There are several good bus lines in the Rockford area. Call them a head of time to get an idea of their rates. They may give you a discount for being Scouts. Ask in your pack if there is anyone with “connections” that can help get the best price.
2. Purchase tickets ahead of time and be sure to buy one for your bus driver. The Cubs sell adult and children tickets separately. The White Sox sell one ticket for all (this is much easier for seating once you get there).
3. The schedule normally comes out in March for any of these teams. You will want to start talking to your pack a month ahead to get them pumped up about going. Be sure to arrange for parking of your bus when you order the tickets. The price is around \$30.00. Put the total amount on one person's credit card.
4. Have each person going pay when they sign up so there is no problem with the money in the end.
5. The ballparks do not allow outside food to be brought in, so be sure to eat on the bus, or have families bring spending money. Small coolers are handy.
6. This has been a standing tradition for 8 years between the pack and our local Boy Scout Troops. We'll always have a good time, come rain or shine.

Baseball Miner League:

- Beloit Snappers, 2301 Skyline Dr., Beloit, WI 53511. 608-362-2272. Snappy@sanpperbaseball.com. They have a Scout Night. When the boys wear their uniform, they get free admission and a patch. They also have group rates for the parents.
- Kane Co. Cougars: Geneva, IL. 630-232-8811.

Burpee Museum of Natural History: 737 N. Main St., Rockford, IL 815-965-3433. Lots for the boys to see and do. They offer classes too.

Christmas Caroling: With Christmas pack meetings we have gone caroling close to our meeting place. Just a couple blocks is good enough for the boys. You may want to notify your local newspaper that you plan to do this so that the people will be receptive. If you don't want to go out, just singing in your meeting place can be lots of fun. This may be the only time that some of the boys get to do this during the holidays. Have hot chocolate with cookies and see if you can find a Santa to come in with candy canes.

Corn Maze:

- The Maize near Sterling, IL. Open Sept. through Oct. 815-632-0899: www.cornfieldmaze.com. Check their site for loads of info. Group rates, special features, educational class for field trips.
- The Maize at Jonamac Orchard, Malta, IL on Shabonna Rd. Open August 23rd. thru Oct. 31st. Check their web-site: jonamacorchards.com.

Cubmobile: One of our dens had a Cubmobile Day. The parents had the wood and other things all ready for the boys to assemble. They found a small local hill to run them down and said they had a great time. Check out the plans for one in your Bear Book on page 185. Or do a search on line under "Cubmobile".

Discovery Center: 711 N. Main St., Rockford, IL 61103. 815-963-6769. www.discoverycentermuseum.org. Theme: "Oz" .Camp-Ins. Work on Bear and Webelos Scout advancements. Admission: \$20.00 student, \$15.00 adult. \$35.00 non-refundable deposit for groups.

- ◆ **Halloween Party:** Have at regular pack meeting. Allow time to set up and extra half-hour to run it. Have enough "game/activity stations" to make it fun. If you have 10 dens, try to have that many "stations". Look in old pow-wow books for more ideas. Having a theme for the party can be fun. Encourage a NO weapons rule. Have candy or small toys at each station for the 'trick or treat'. Siblings and parents are encouraged to dress up and participate too!

Example of “stations”:

- Seed spitting (use newsprint to spit on and measure each boy and write name on paper).
- Haunted Hallway, (tell scary, not gross, stories), have a table with soft, gross feeling stuff in boxes that they have to reach in and feel, be sure to have hand wipes or make sure they wash their hands after that.
- Have a balloon and broom sweep around cones relay.
- “Bob” for apples on strings (not in water), or maybe even try donuts (day old may stay on better than fresh.).
- Face Paints could be fun.
- Roach Walk: Try getting some bubble wrap to walk on in Haunted Hallway. Cover with newspaper or something this will surprise them as they walk. The hallway needs to be semi-dark with black lights for effect. Try hanging black plastic sheeting and decorations.

Home Depot: 6930 Argus Dr., Rockford, IL 61107. 815-391-8880 (located at the intersection of E. State and Perryville). The last Saturday of each month they have small classes for the boys. They might make a bird house or napkin holder. You know, something simple. Each boy needs his own adult to help him. These are free.

Ice Hockey: Rockford Ice Hogs, 6200 Daytona Dr., Loves Park, IL: 815-986-6465 Play at the Metro Center in Rockford. They have a Scout Day that is fun to attend. It will be listed in the Courier. This typically takes place in the fall. In 2001 – November.

Ice Skating

- Carlson Ice Arena: 4150 N. Perryville Rd., Loves Park. IL just off I90. 815- 969-4069. Open all year long. Nominal fees.
- Riverview Ice House: 3324 N. Madison, Rockford, IL. 815-963-7465.

Illinois Railway Museum: 815-923-4391 Union, IL. www.irm.org. Look on their website for directions. Tour the many large building housing old trains, ride trains, bring picnic lunches, and a concession stand is there. You can ride trains for hours. Watch the Courier in the Spring for Scout Day.

JOTA – Jamboree On The Air. A weekend dedicated to communicating with people from all over the world by means of Ham Radios. Contact local Ham Radio club members to schedule Saturday or Sunday so you can participate. Will be announced in the Courier. Normally in October. You may be able to use a local park shelter. It is normally cold, so you would want to enclose the area with tarps and have soup or chili for your operators throughout the day. Create a form to record whom you have talked to and where they were from. There is also a patch available to those who participate. The boys and families think this is rather fun.

Kite Making & Derby: Kathy Horn, 815-393-4672. Kathy has been making and flying kites for a very long time. Her personal collection is full of all kinds of kites that she has made or bought and flown in competition. She came to our pack and helped all of the boys one Saturday to make their own kite. We then went outside and flew them. This was a fun and inexpensive way to spend a morning.

Lead Mine: 8885 N. Three Pines Rd., Galena, IL 61036. 815-777-9050. Vinegar Hill is a lead mine that has been run by the same family for generations, the Furlongs. The boys found this quite neat and the parents learned something new. It is located on the west side of Galena. This could be done instead of or along with the other things to do at the U.S. Grant Pilgrimage (found elsewhere). Be sure to get back into town before the parade starts.

Magic Waters: 7820 Cherryvale North Blvd., Cherry Valley, IL 61016. 815-332-3260. This turned out to be one of our most successful outings that we have done. We rented the whole park for three hours along with another pack. Both packs invited their troops and even friends who were not part of either pack or troop. We plan to do it again next year and here are the reasons:

The cost was around \$5.00 a person. Children under 3 are free. The pack did pay for part of the cost so we would have a good turnout. We had 316 people go and so the pack paid \$650.00. The cost for three hours was \$4,050. We split this with the other pack. This might be a good thing to spend your popcorn profits on – for the boys!!!

- ◆ We knew most of the people there.
- ◆ When you go in the evening the sun is not as much of a factor.
- ◆ You can bring in a picnic supper. Do not bring in anything with glass.
- ◆ You do not have to rent inner tubes. Leave yours at home.
- ◆ 500 people is the limit for the three-hour fee. We were just under that.
- ◆ The lines were short for the rides. It wasn't as crowded as during the day.
- ◆ The Staff was very helpful and friendly.
- ◆ Most of all, it was just plain FUN FOR EVERYONE.

Midway Village: 6799 Guilford Rd., Rockford, IL 61107. 815-397-9112. Midway Village is a small town fashioned during the 1800s. There are all kinds of buildings to tour through. During the summer, they have weekends where they do Civil War and W.W.II re-enactments along with 'Wild West Days'. Throughout the year, they offer classes for the kids to do neat things.

Parks:

Belvidere Park District: 960 W. Lincoln Ave., Belvidere, IL 61008. 815-547-5711. Ice Fishing, Picnicking, Plant I.D. Seminars, and Night Walks.

Byron Forest Preserve: 7993 N. River Rd., Byron, IL 815-234-8535. Picnicking, Hiking, Sledding Hill, cross-country Skiing, Nature Classes, Nature Center. They have a wonderful observatory, *Weiskopf Observatory*.

Castle Rock State Park: On Rt. 2 South of Oregon North of Grand Detour. Hiking trails, Camping, Fishing.

Franklin Creek State Park: 1872 Twist Rd., Franklin Grove, IL 61031. www.dnr.state.il.us. Hiking trails, Picnicking, and Creek walking. There is a Grist Mill that you can tour.

Freeport Park/ Krape Park: 1799 S. Park Blvd., Freeport, IL 61032. 815-233-1350. Canoeing, Paddle Boating, Carousel Rides, Mini Golf, Picnicking, Hiking Trails. Very nice park with low fees. Plan to stay the whole day.

Lowden Memorial State Park: Located near Oregon on River Rd. Camping, Hiking, Picnicking, Fishing, Statue of the Eternal Indian (commonly known as the Black Hawk statue), lots of stairs to the river.

Kings Camp: 9560 E. Lindenwood Rd., Chana, IL 61015. 815-645-8277. Lake for swimming, fishing, paddling boating, (still water), Camping, Picnicking, Church Services. Oregon, IL (South of Stillman Valley)

Mississippi Palisades State Park: 16327A IL Rte. 84, Savanna, IL 61074. 815-273-2731. Hiking, Camping, Picnicking. This is by the Mississippi and very beautiful.

Rock Cut State Park: 7318 Harlem Rd., Loves Park, IL 61111. 815-885-3311. www.dnr.state.il.us. Hiking, camping, fishing, picnicking, swimming.

Rockford Park District: 324 N. Madison, Rockford, IL 61107. 987-8800. www.rockfordparkdistrict.org. Biking, Hiking, Concerts, Museums, Swimming, Picnicking, Playgrounds, Camping, Gardens, Excursion Rides.

Starved Rock State Park: P.O. Box 509, Utica, IL 61373. 815-667-4726. Hiking, camping, picnicking. Quite Beautiful.

White Pines Forest State Park: 6712 W. Pines Rd., Mt. Morris, IL 61054. Located between Polo and Oregon on Pines Rd. Camping, Fishing (nice place for a fishing derby), hiking, cabins.

Rockets: For our last Pack meeting in May our fourth grade Webelos Scouts shoot off model rockets. The boys make these in den with their leaders. Check with the parents in your pack to borrow launchers. You will need a nice size field or school yard to shoot them off so you can find them when they come down. After you are done, having ice cream or popcicles is a nice way to end the year.

Rockford Lighting Basketball Games: 4960 E. State, Rockford, IL 815-229-9222. This is fun to take the whole pack to. Patches are sometimes given for attending. We try to go on Scout Day. It will be listed in the Courier. It typically takes place in the winter.

Roller-skating:

- Skateland: 4843 Stenstrom Rd., Rockford, IL.874-6500. Just off by-pass 20 & Alpine (north).
- White Pines Rollers Rink, Polo, IL 946-9988 On White Pines Road. Sat. & Sun. 1-4:00, \$3.00 plus \$1.00 skate rental. www.skatingfun.com.

U.S. Grant Pilgrimage: Galena, IL Check in the Courier in March or April for information. This is a fun day (or weekend) for the whole family. They have special activities all day long on Saturday for the boys. There is a patch and medal the boys can earn by following a map with clues that takes them all over the historic part of town. In the past they have had:

Bucket Brigades, Obstacle Courses, Civil War demonstrations, Patch Trading, and a parade that the boys walk in. We take picnic lunches and meet back at the cars to eat together as a pack. If you like, however, there are many places in town to eat. I personally like going to the candy store and ice cream store. The boys will want to wear their uniform for the parade. If your boys have the red “brag” vest, don’t let them wear them when they roll down the hills. This is a great family day. Be sure to get a picture of your pack before you leave. On your way home, you might want to stop by the **Long Hollow Tower** on Rt. 20. You can see for miles, you might see an eagle! Or go to Vinegar Hill Lead mine (mentioned elsewhere).

Water Olympics/Bicycle Rodeo: Our pack has done this for the past two years and come away wanting to do it again the next year. We like to put both together on the same day.

- The Bicycle Rodeo is done first, because the boys will get wet during the Olympics and you don't want them riding around town wet.
- We go over the rules from the Bear Cub Scout handbook.
- Inspect their bikes for safety.
- They must have a helmet to ride. Be sure to have extras.
- We have several parents ride with them to keep them safe.
- Do some games while they are on their bike after your ride.
- Have them go through slalom course, at one end give him a squirt gun to shoot a Ping-Pong ball off of a parking cone, and then go back to where he started. You could use this as a race. Look through your old pow-wow books for more ideas.
- For the Water Olympics you will need: Water Balloons and a Sling (catapult), Buckets (all the same size), a large pool of water, bubbles are fun and a small wading pool for the little siblings. We do ours in our local fire station's parking lot. They fill their portable pool for us to use for a bucket brigade. You will also need some large barrels or garbage cans to fill up for your race. We created teams with boys and parents. That is without a doubt the most fun.

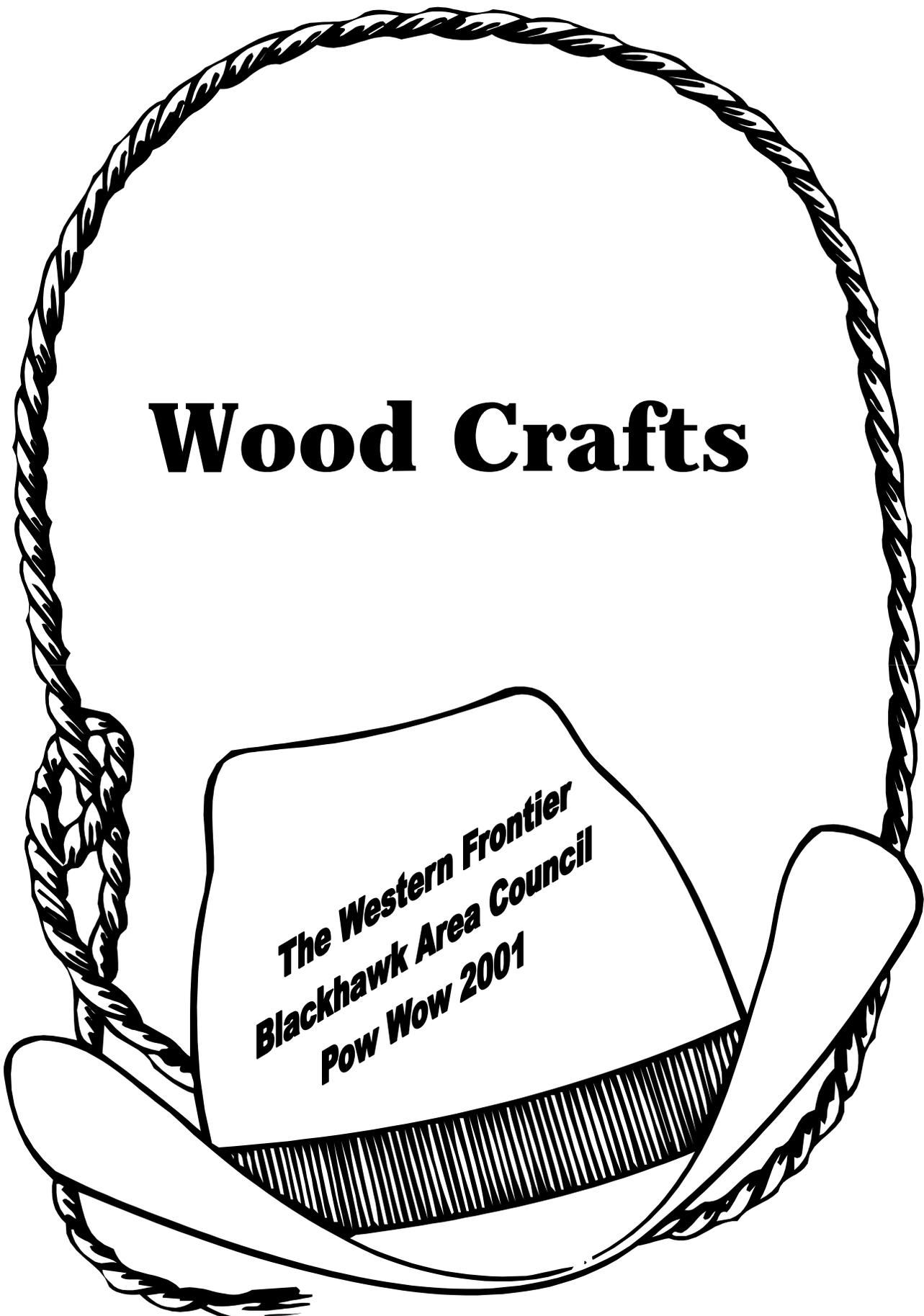
WIFR: 2523 N. Meridian Rd., Rockford, IL 61101. 815-987-5300. WIFR television station will give tours to the boys. This is a good thing to do after school. They can watch a taping. Give Mark Strehl a call AT 987-5330 X 298 Sand he will be glad to set it up for you.

Wild West Town: 8512 S. Union Rd., Union, IL 815-923-9000.
www.wildwesttown.com. This is a fun western town with lots for the boys to do. It is open from Memorial Day to Labor Day.

One last note, be sure to check with the "Guide to Safe Scouting" to make sure whatever I may have recommended is within BSA guidelines. You can get one at the council office, or check for it on-line.



Think Fun!



Wood Crafts



**The Western Frontier
Blackhawk Area Council
Pow Wow 2001**

What is a Cub Scout?

He's patches and freckles, a big wide grin.

A hole in his pant's knees. A Band-Aid on his chin.

A pioneer with a compass, a tuff guy in tears.

An imp full of questions, the wisest in years.

He' is a general, he leads a band of men.

He's a knight in shining armor, Heaven's perfect blend.

So, remember these words, when requested to do a task.

Remember these words, and never let them pass.

He's the heart of your heart, your pride and your joy.

Yes – he's a Cub Scout, but **HE'S YOUR LITTLE BOY.**



Wood Crafts

For Cub Scouts and Webelos Scouts
By Fran Waller, Bill Morris and Carol Conderman

The purpose of wood working with boys in the first through fifth grades is to help them to understand safety practices and take safety precautions where needed, know that sharp tools are a necessity and should be used with care and safety.

When working with the boys, make sure that all the projects are carefully planned before they begin, so the boys will know what they are making. Make a sample to show.

Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.

Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boys. This also applies to parental help.

Watch for signs of discouragement. Help the boys when they seem to be having trouble.

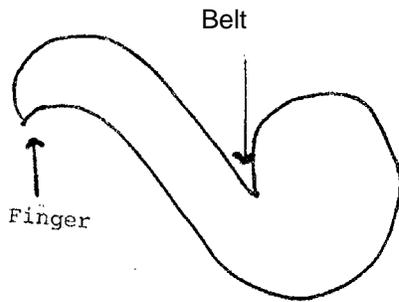
In all the ranks, from Tiger Cubs to Webelos Scout, a review of basic tools, tool safety, storage and how to use them is included in the handbooks. Other resources include, but are not limited to:

- How to Book
- Cub Scout Fun Book
- Game Books
- Webelos Leader Guide
- Pow Wow Books
- Cub Scout Program Help, current and past years
- Internet
- Library
- Roundtables
- Craft/Wood Working Magazines
- Local Home Improvement Stores

As with any Scouting activity, be sure to review the *Guide to Safe Scouting* to ensure that proper safety precautions have been taken.

Blackhawk Area Council - Pow Wow 2001

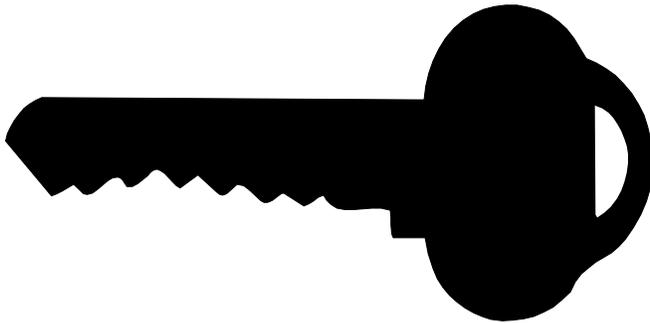
Magic Sky Hook



Ask the boy if he has magic in his finger. Hang a belt in the hook and place it on his finger. You will certainly amaze him. All the boys will want to try this. You can put this in your pocket and use anytime.

Use wood up to 1" thick. Trace pattern onto wood, cut with jigsaw or coping saw. Sand all edges well. Can paint/stain. Boys can personalize it in their own way

Key Name Tag

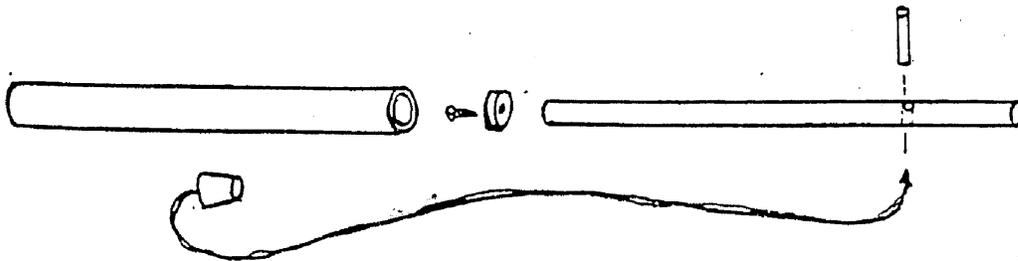


A great gift for anyone. Could be also an ideal recognition for a 'key' person in your pack.

Use wood up to 1" thick. Trace pattern onto wood, cut with jigsaw or coping saw. Drill a 1/4" hole. Can stain or paint. Add persons' name. Depending on actual size that you use, can also be made into a neckerchief slide (be sure pointed end is down).

Whistle Popper

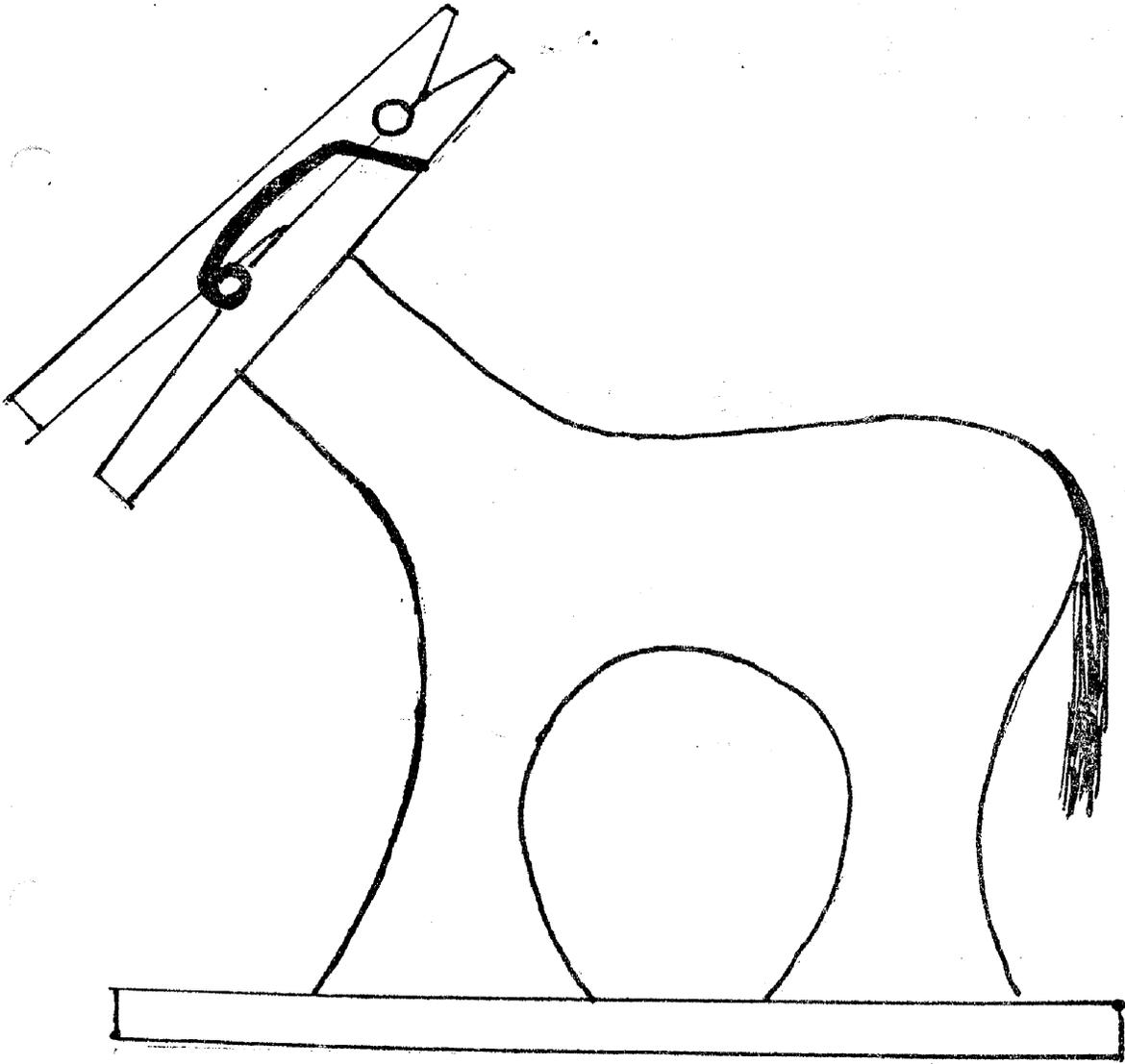
You will need a 3/16" x 1 1/4" dowel, 1/2" x 12" dowel, 18" string, 1/2" PVC pipe 9 3/4" long, 5/8" leather circle, a #6 x 1/2" wood screw, and a small cork. Assemble as shown with hot glue, can be used as a variable pitch whistle or pop gun.



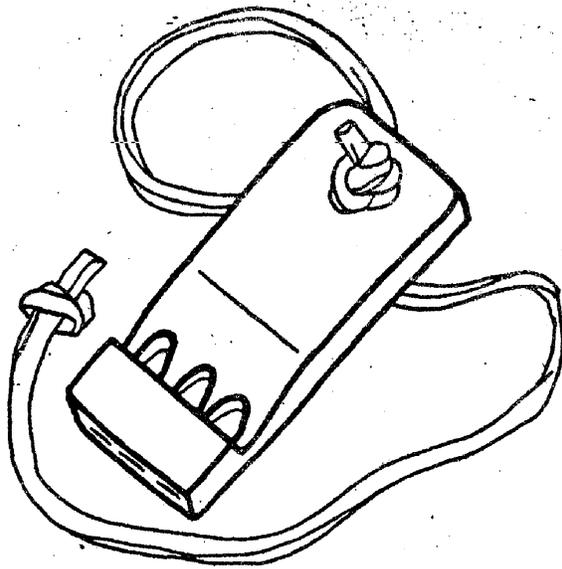
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Horse Message Holder

Trace pattern on plywood and cut out. Sand all edges smooth. Use a piece of wood $\frac{1}{2}$ " x 2" x 6" for the base. Glue and nail the horse to the base. Use a snap clothespin for the head; glue in place. Glue a 2" piece of rope for the tail.

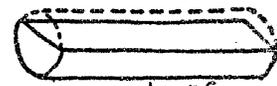
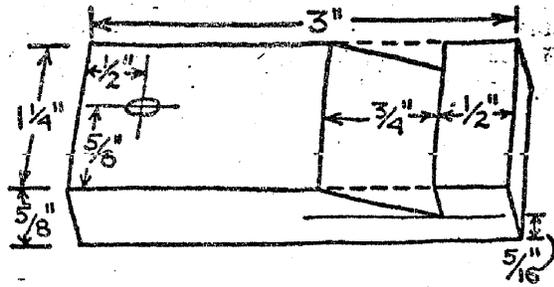


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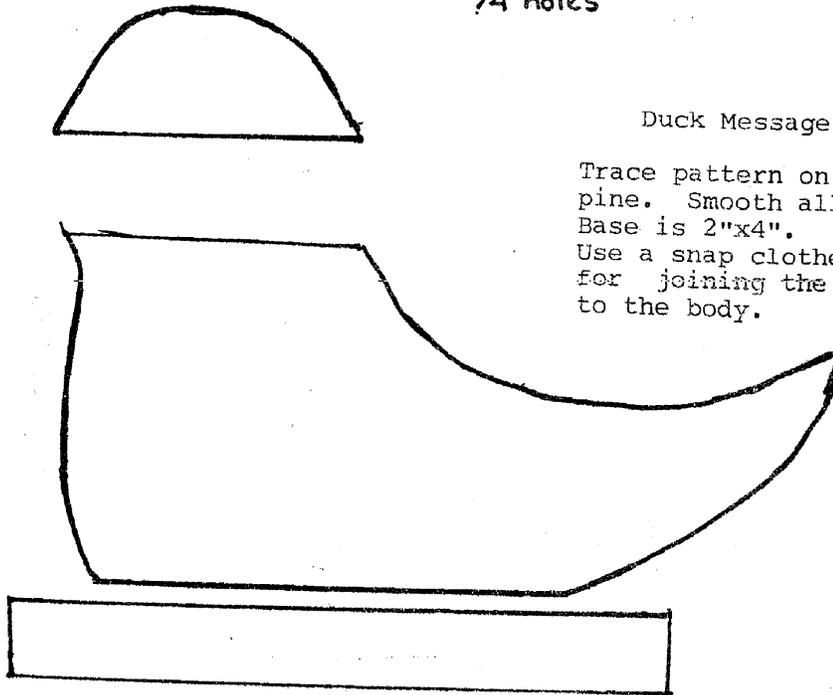
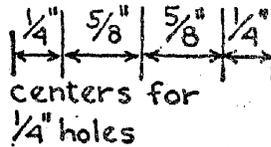
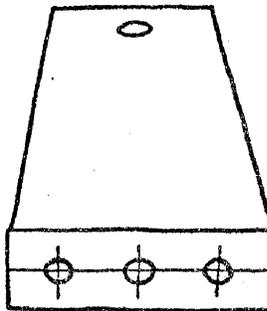


THREE-TONE WOODEN WHISTLE

Blast off with a whistle that is as individual as you care to make it. This one is sharp, yet musical. Decorate it with your initials carved or burnt into the front, or add a decal if you wish. By substituting a small cord loop for the leather thong, you can use your whistle for a neckerchief slide. Happy whistling!



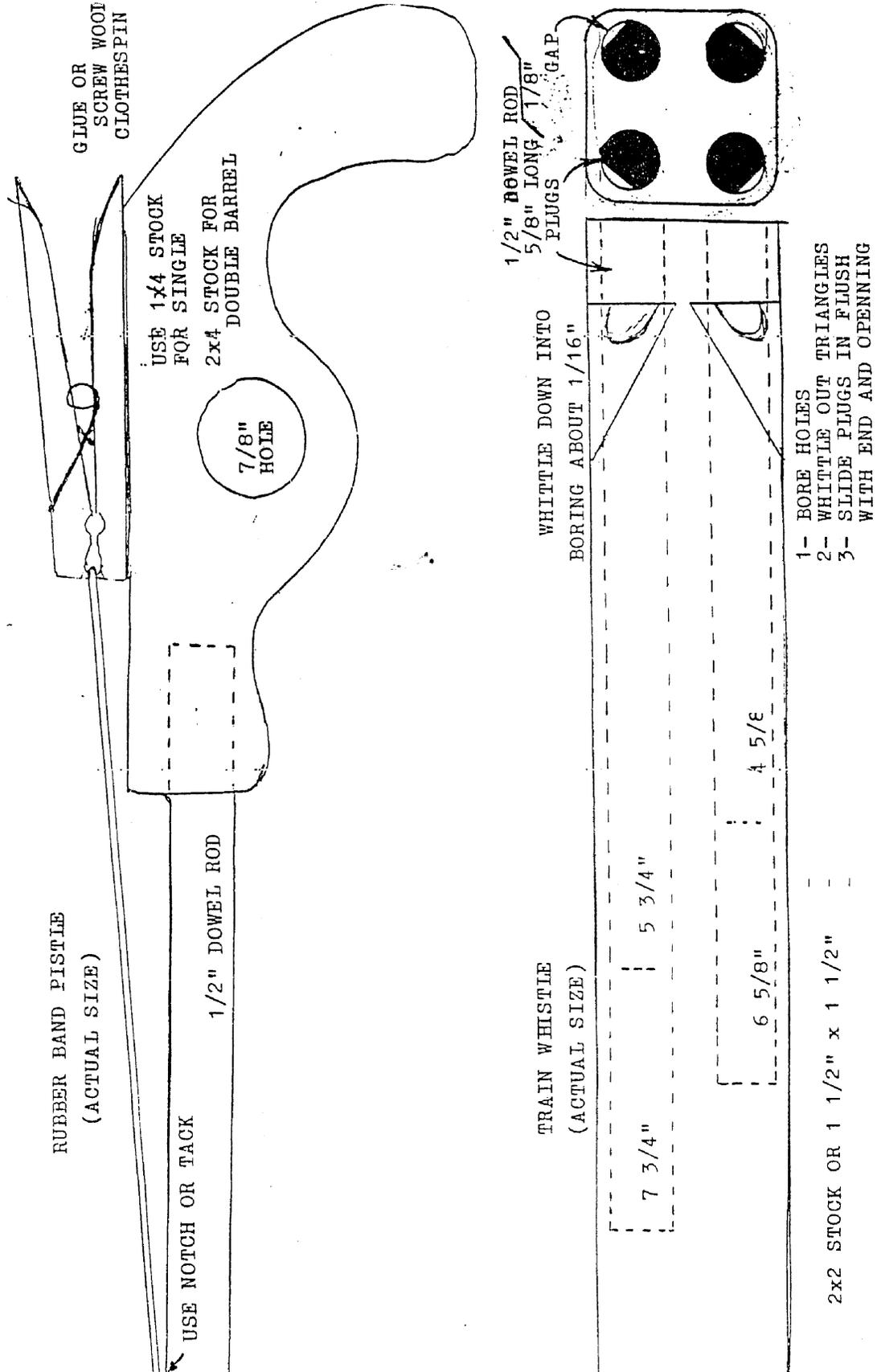
remove $\frac{1}{32}$ " from one side of dowel.



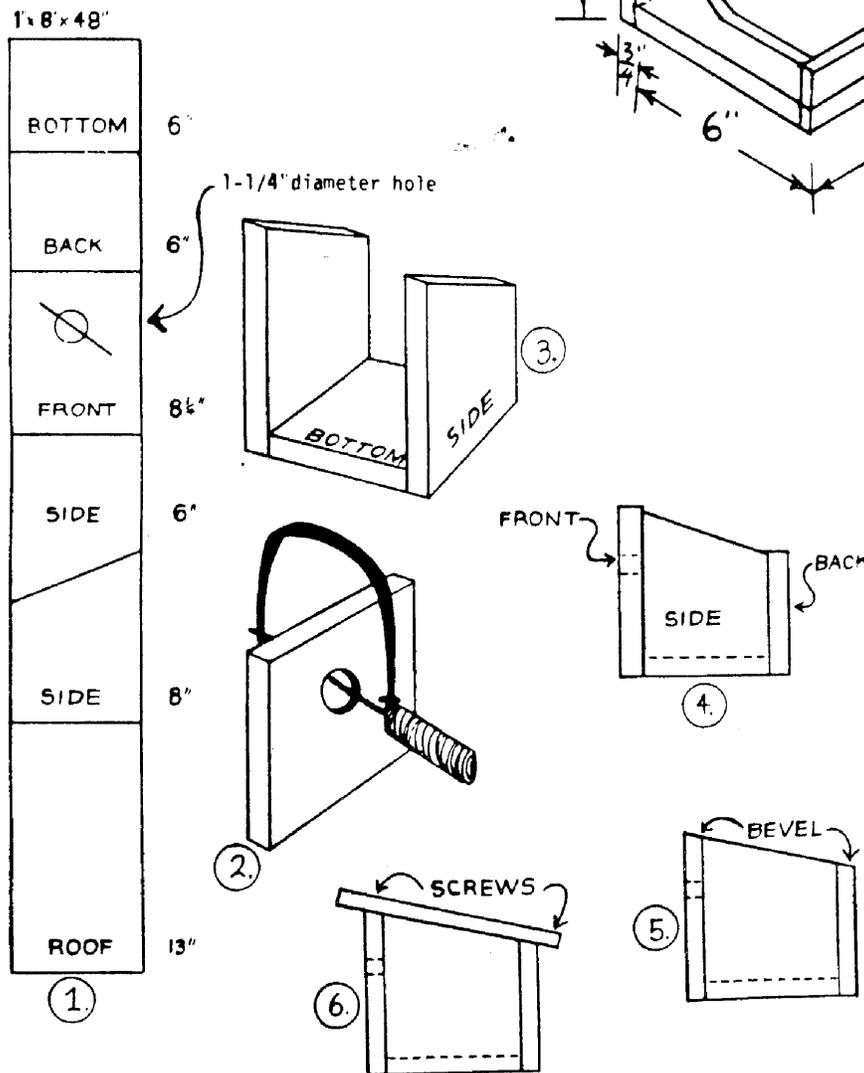
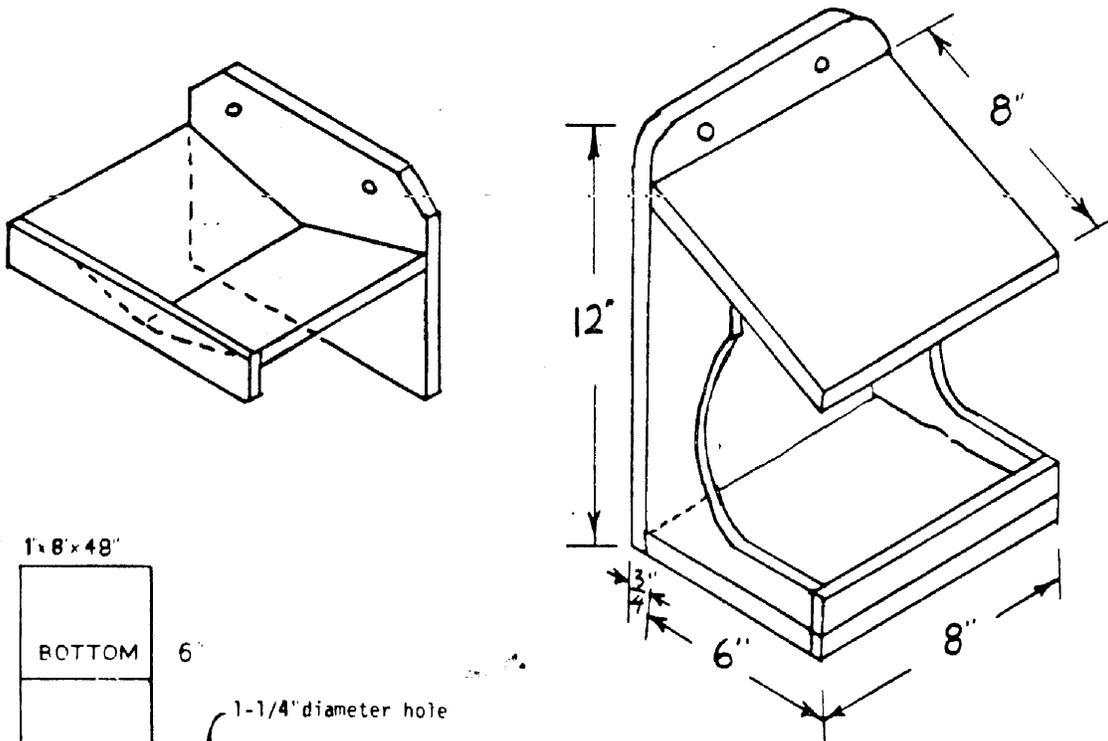
Duck Message Holder

Trace pattern on $\frac{1}{2}$ " pine. Smooth all edges
Base is 2"x4".
Use a snap clothespin for joining the head to the body.

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Blackhawk Area Council - Pow Wow 2001

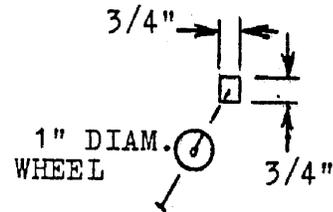
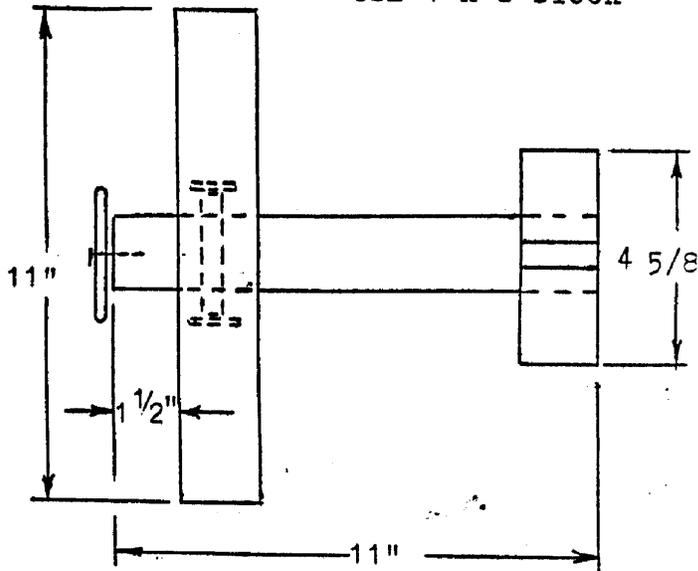


- ONE BOARD BIRDHOUSE**
1. Cut all pieces, bottom first, and roof last, as shown.
 2. Cut entrance hole in front
 3. Nail sides to bottom
 4. Nail front and back to sides and bottom.
 5. Bevel front and back to match slope of sides
 6. Fasten roof on with screws or hinge.

Blackhawk Area Council - Pow Wow 2001

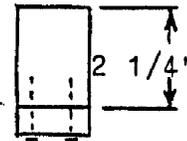
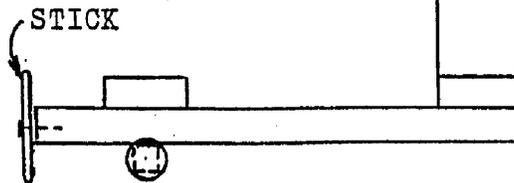
SIMPLE WOOD AIRPLANE

USE 1 x 2 STOCK



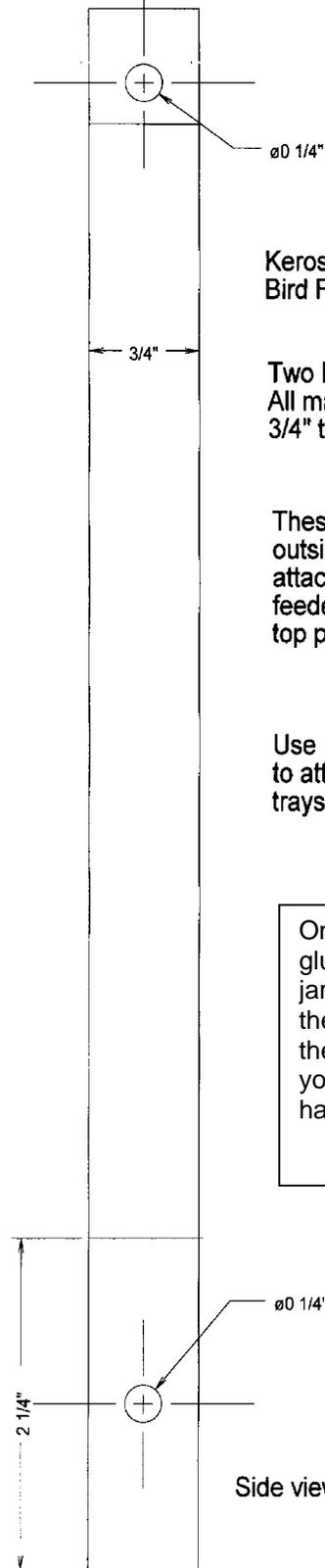
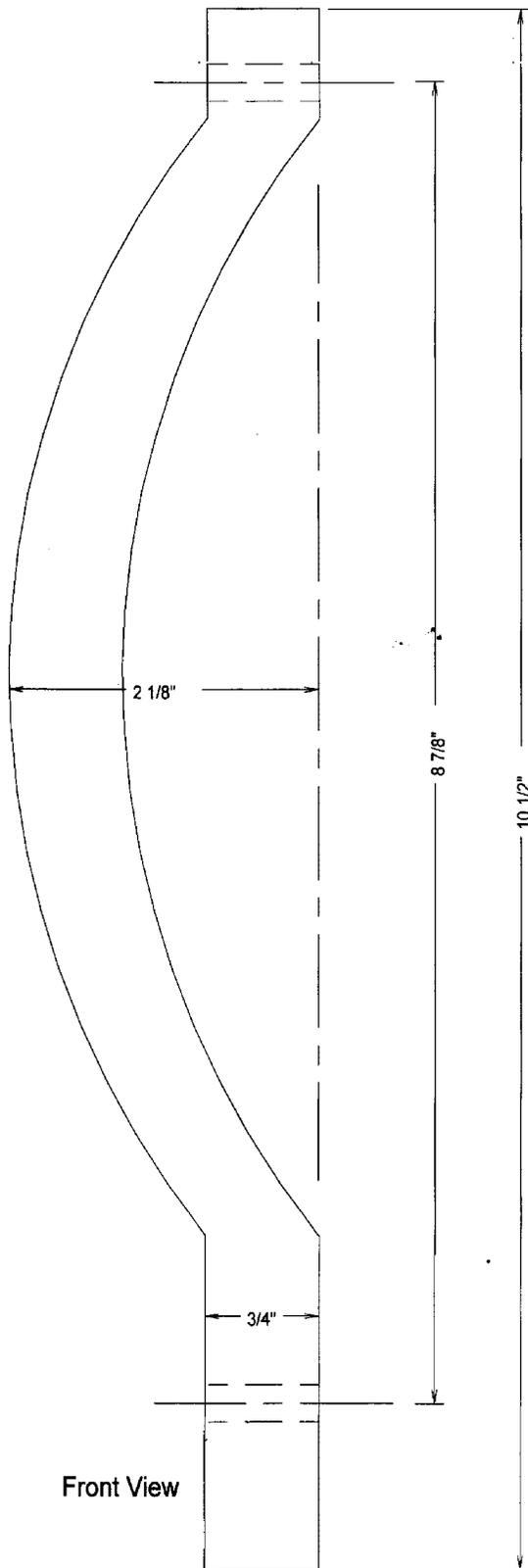
ASSEMBLE WHEELS TO
AXLE THEN MOUNT TO
BODY

PIECE OF POPSICLE



ASSEMBLE TAIL-
PIECE
THEN FASTEN
TO BODY

Blackhawk Area Council - Pow Wow 2001



Kerosene Lamp
Bird Feeder.

Two Parts Needed
All material should be
3/4" thick.

These parts are the
outside braces to be
attached to the
feeder trays and the
top plates.

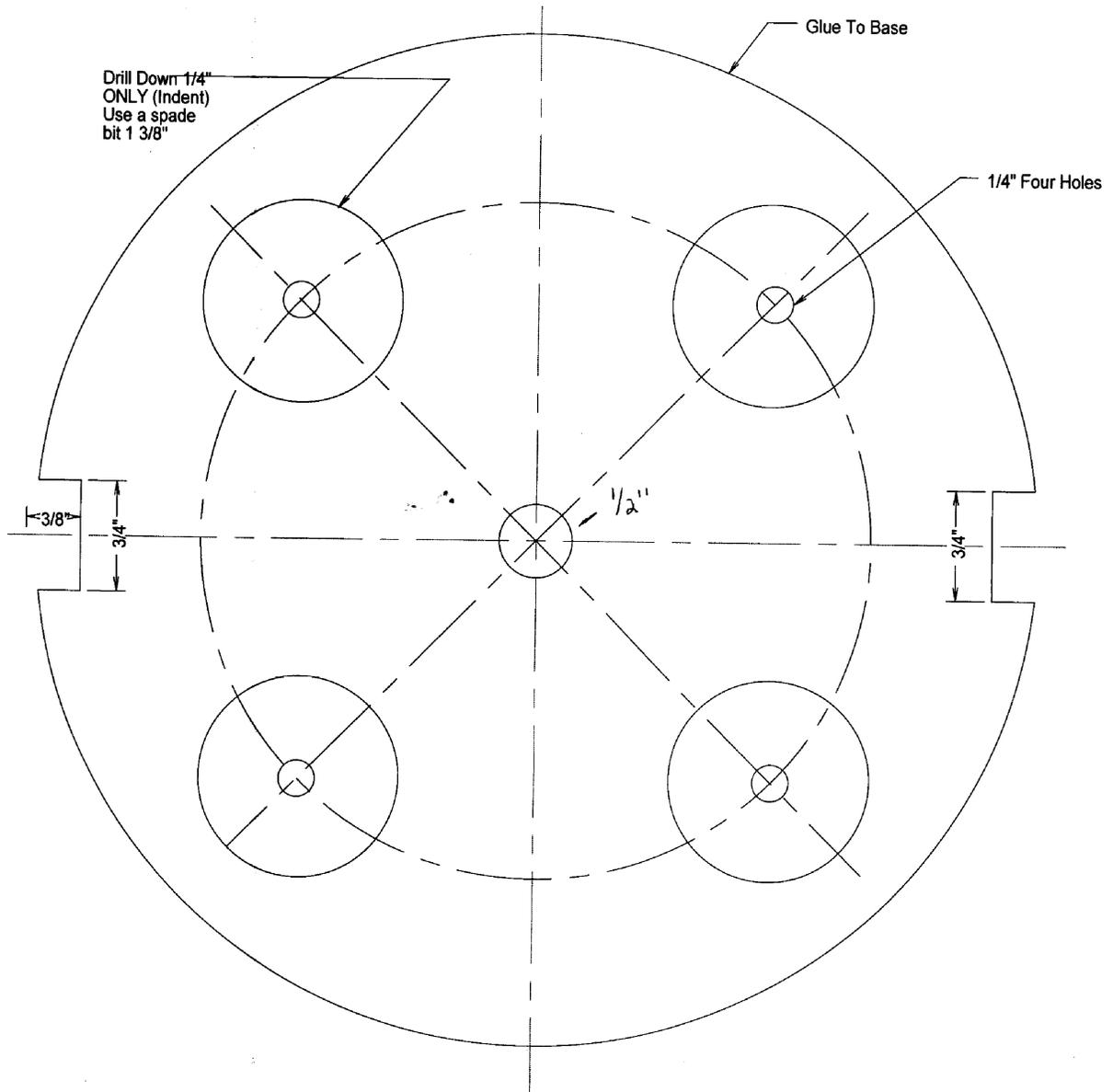
Use 1 1/4" screws
to attach to feeder
trays and top plates

Once all parts are cut and
glued together, fill a 1 quart
jar with birdseed, screw on
the lid that is attached to
the base, turn upright and
your feeder is ready to
hang outside!

Full Scale Drawing

Blackhawk Area Council - Pow Wow 2001

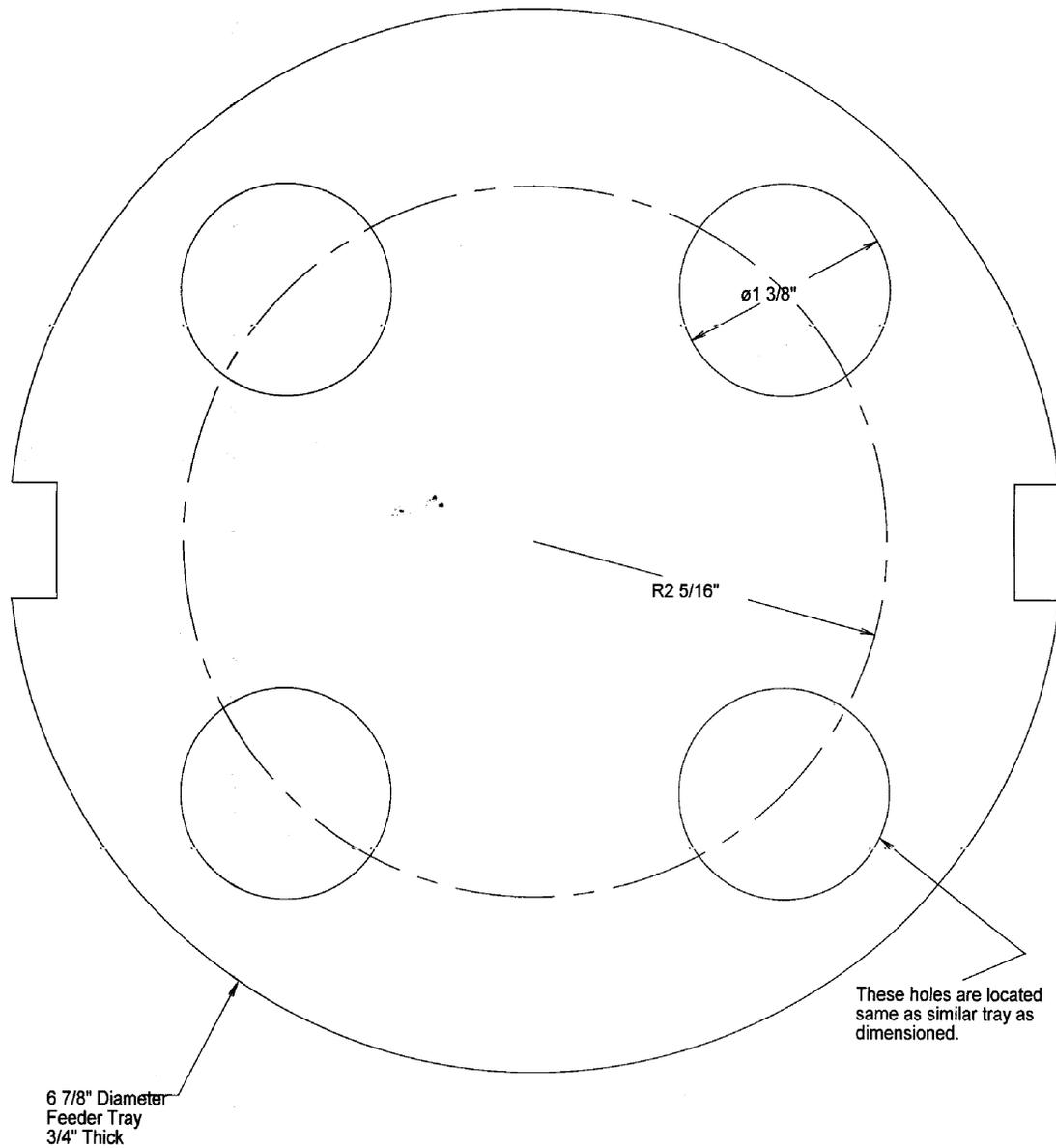
Kerosene Lamp Bird Feeder



Feeder Trays

Full Scale Drawing

Blackhawk Area Council - Pow Wow 2001



6 7/8" Diameter
Feeder Tray
3/4" Thick

R2 5/16"

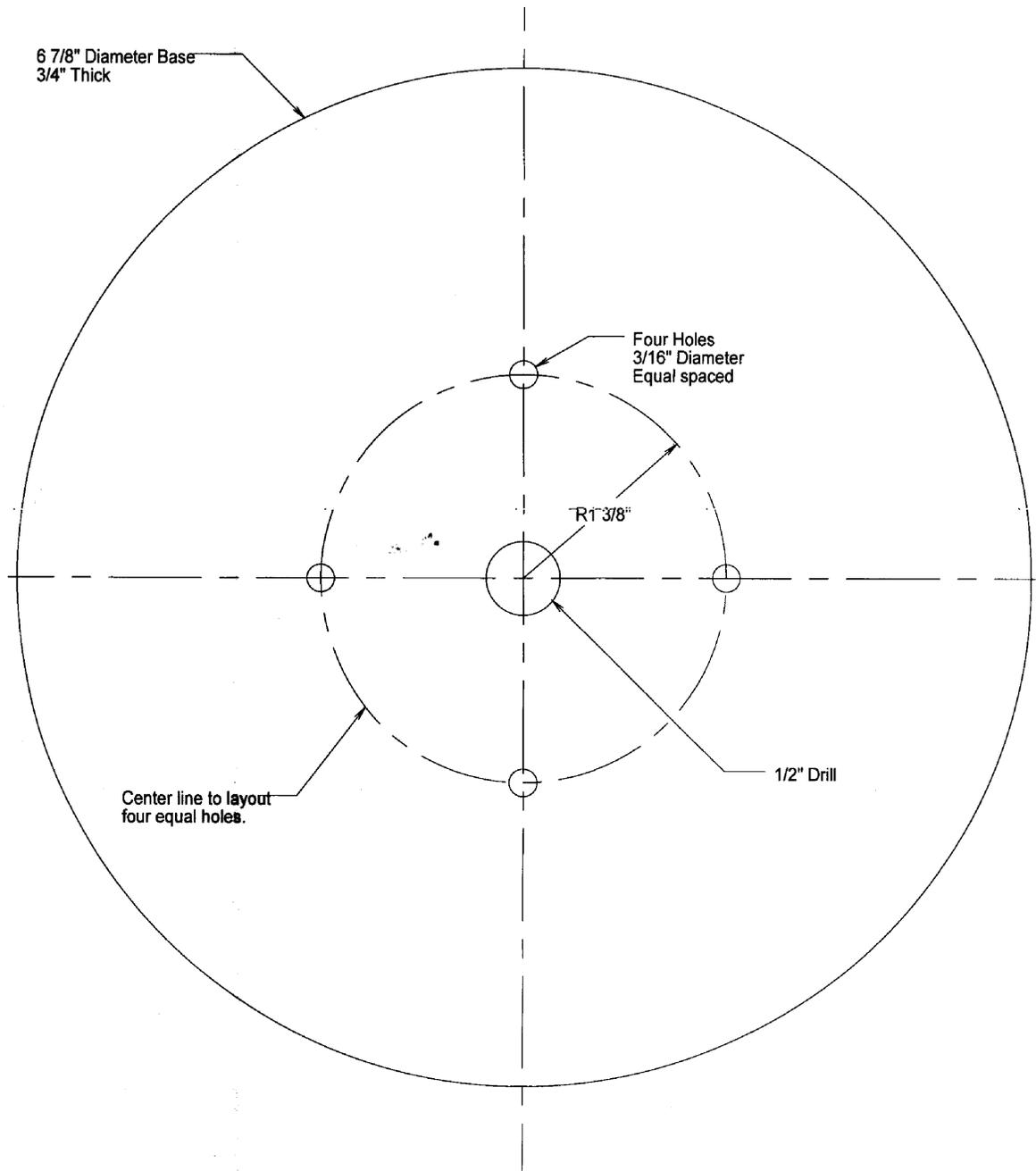
These holes are located
same as similar tray as
dimensioned.

Full Scale Drawing

*Cut a piece of metal screen
and fit between tray plates.
Use 1 1/4" screws to attach on top
of above plate.

* Top of quart jar lid (top cut out)
is glued to tray, even exposing feed
tray.

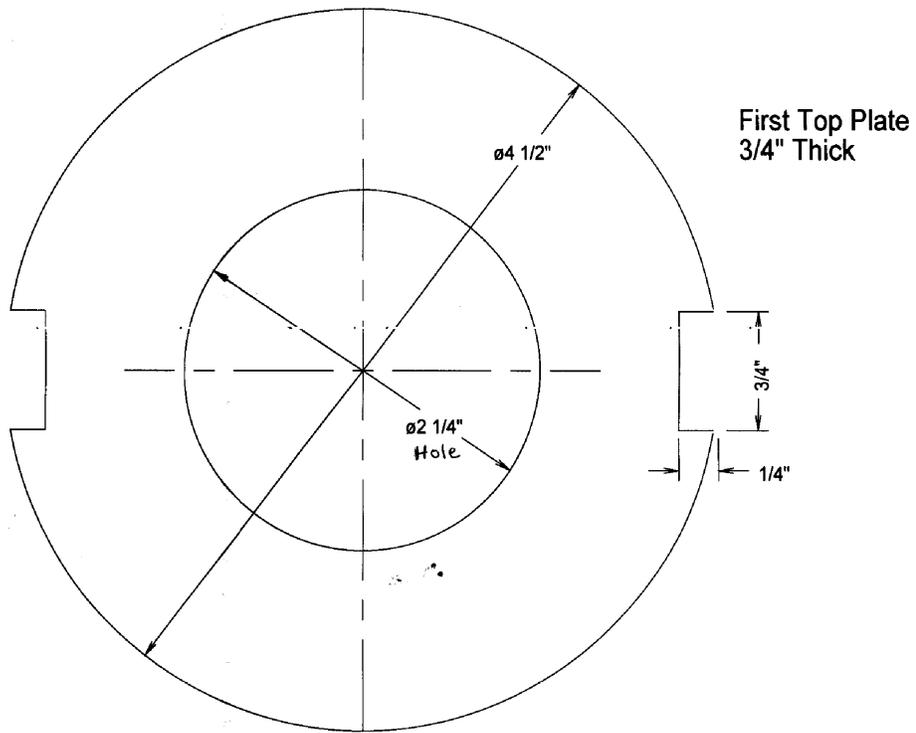
Blackhawk Area Council - Pow Wow 2001



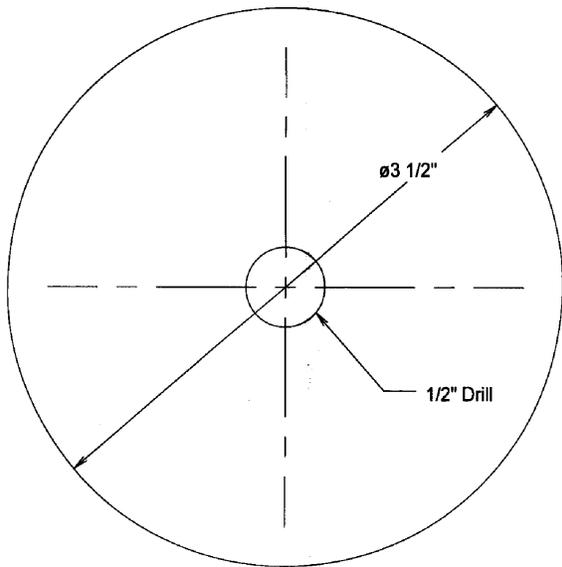
Kerosene Lamp
Bird Feeder Base

Full Scale Drawing

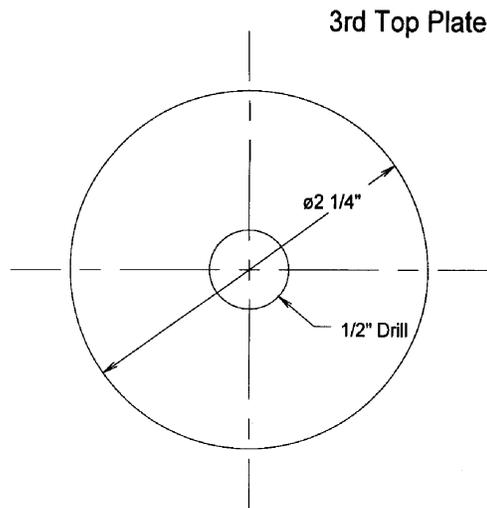
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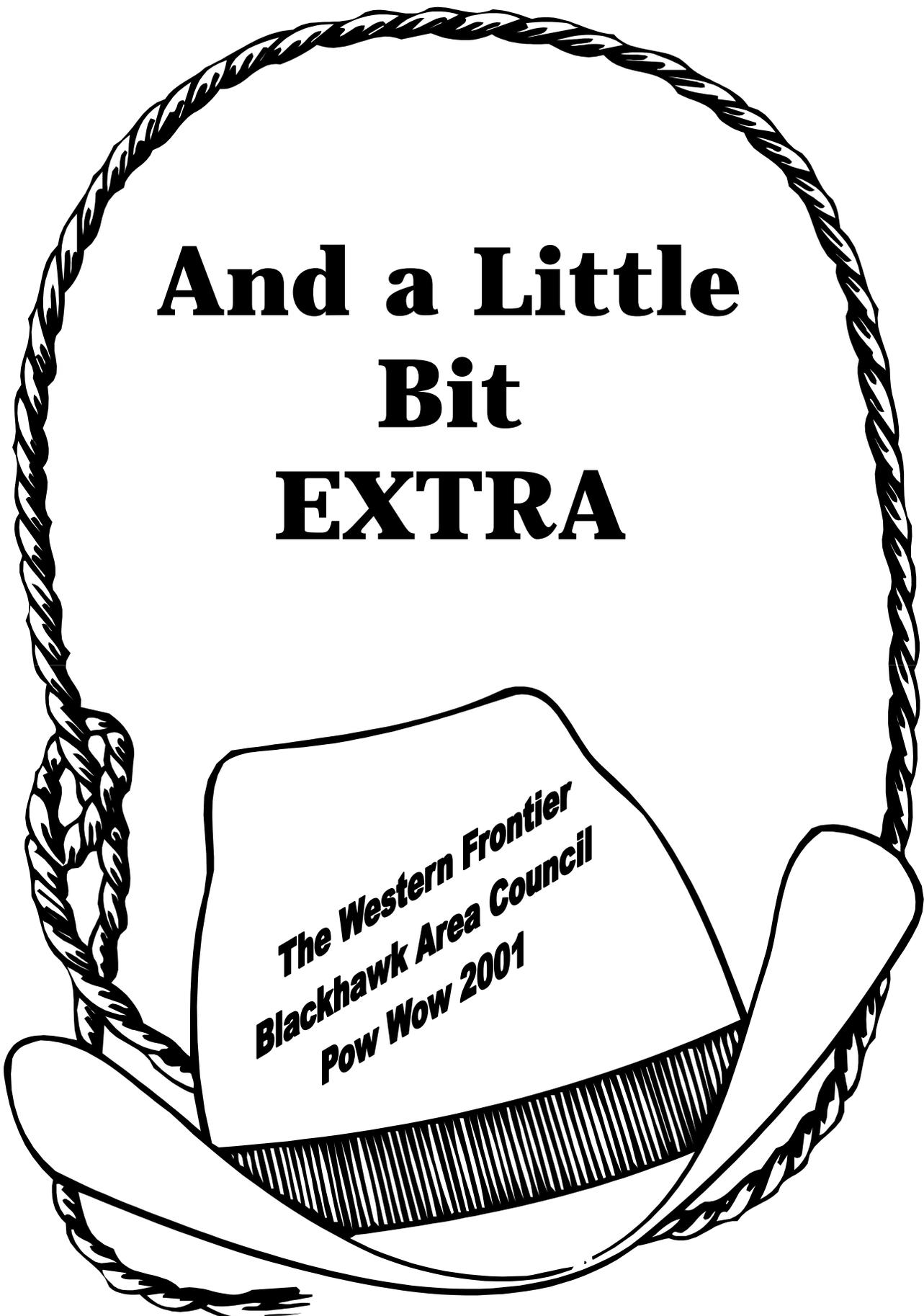
Glue Plates together



2 nd Top Plate



Hang Feeder with 4"x 5/16" Eye Bolt.



**And a Little
Bit
EXTRA**



*The Western Frontier
Blackhawk Area Council
Pow Wow 2001*

And a Little Bit Extra.....

By Carol Conderman

PARTICIPATION - WHAT A CUB SCOUT WEARS ON HIS UNIFORM

HOUSE: Hands extended over head in an inverted "V" saying "Home, Sweet Home."

BEDROOM: Hands together at side of tilted head and make snoring noise.

CLOSET: Pretend to open door and say, "I have nothing to wear."

UNIFORM: Thumbs in armpits and say "I'm sharp looking!"

CUB SCOUT: All Cubs stand and salute and say, "Attention!"

BADGES: Make circle with thumb and fore finger of left hand and say, "I earned it."

SERVICE STARS: Cross forefingers in "X" and say, "They take time."

ARROW POINTS: Make Cub Scout sign with right hand and top the "V" with the forefinger of the left hand,

forming arrow. Have arrow point downward. Say, "These come in gold and silver."

ARROW OF LIGHT: Form arrow as above but have it point right. Say, "Cub Scout's highest rank."

This is the HOUSE. . .where a CUB SCOUT. . .lives. This is the BEDROOM. . .that's in the HOUSE. . .where the

CUB SCOUT. . .lives. This is the CLOSET. . .that's in the BEDROOM. . .that's in the HOUSE. . .where the CUB

SCOUT. . .lives. This is the UNIFORM. . .that hangs in the CLOSET. . .that's in the BEDROOM. . .that's in the

HOUSE. . .where the CUB SCOUT. . .lives.

This is the CUB SCOUT. . .who wears the UNIFORM, that hangs in the CLOSET. . .that's in the BEDROOM. .

.that's in the HOUSE. . .where the CUB SCOUT. . .lives. This is the Bobcat BADGE. . .that is worn on the left

pocket of the UNIFORM. . .that hangs in the CLOSET. . .that's in the BEDROOM. . .that's in the HOUSE. . .where

the CUB SCOUT. . .lives.

This is the Wolf BADGE. . .which a CUB SCOUT. . .earns to wear on the left pocket of the UNIFORM. . .that

hangs in the CLOSET. . .that's in the BEDROOM. . .that's in the HOUSE. . .where the CUB SCOUT. . .lives.

This is the Bear BADGE. . .which a CUB SCOUT. . .earns to wear on the left pocket of the UNIFORM. . .that

hangs in the CLOSET. . .that's in the BEDROOM. . .that's in the HOUSE. . .where the CUB SCOUT. . .lives.

This is the Webelos BADGE. . .which a CUB SCOUT. . .earns to wear on the left pocket of the UNIFORM. . .that

hangs in the CLOSET. . .that's in the BEDROOM. . .that's in the HOUSE. . .where the CUB SCOUT. . .lives.

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This is the SERVICE STAR. . .that he earns every year and wears above the pocket where he wears his BADGES. .

.on his UNIFORM. . .that hangs in the CLOSET. . .that's in the BEDROOM. . .that's in the HOUSE. . .where the CUB SCOUT. . .lives.

These are the ARROW POINTS. . .that a CUB SCOUT. . .earns to wear below the Wolf and Bear BADGES. . . on

the left pocket of his UNIFORM. . .that hangs in the CLOSET. . .that's in the BEDROOM. . .that's in the HOUSE.

. . .where the CUB SCOUT. . .lives.

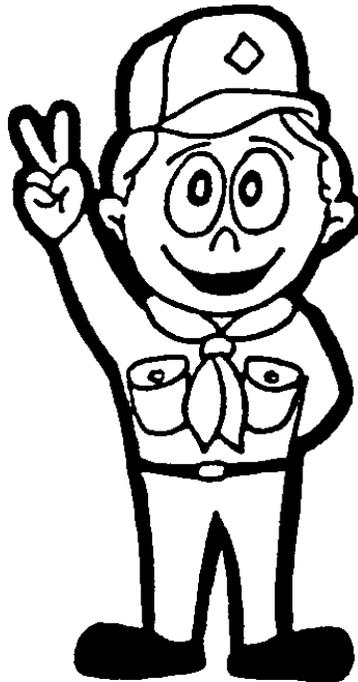
This is the ARROW OF LIGHT. . .that a WEBELOS SCOUT. . .earns to wear on the left pocket flap of his

UNIFORM. . .that hangs in the CLOSET. . .that's in the BEDROOM. . .that's in the HOUSE. . .where the CUB

SCOUT. . .lives.

But look! You're all wearing your UNIFORMS. . . They are not hanging in the CLOSET. . .that's in the

BEDROOM. . .that's in the HOUSE. . .where the CUB SCOUT. . .lives.



Blackhawk Area Council – Pow Wow 2001

I Hope....

I hope I never lose this feeling of sentimentality when I think of all that Boy Scout of America stands for and that I live in a nation where I can be a part of it.

I hope I never lose this feeling of hope for a better world when I hear those fine young men recite the Scout Oath, Law, Motto and Slogan.

I hope I never lose this feeling of joy when I see a young Scoutmaster a new skill for the first time, and watch the beaming smile appear on his face.

I hope I never lose this feeling of giddiness when I look at the Scout who has just re-entered the room after going before a Board of Review; watching him standing there, scratching the sides of his pockets or wringing his hands as he waits to hear the verdict.

I hope I never lose this feeling of pride when I look upon a new Eagle Scout standing tall in front of a crowd of people waiting for the presentation of his new rank. Where once stood a boy, now stands a man.

I hope I never lose the feeling of shedding tears when I watch his Mom and dad pin the medal on his chest and he gives his Mom the customary Eagle Scout kiss; I know just how they feel.

I hope I never lose the feeling of accomplishment when that new Eagle Scout gives his final speech and publicly thanks all those leaders who have helped him along the way, knowing I was honored to be one of those leaders.

I hope I never lose the feeling of being a Wood Badger where a simple hug says it all.

I hope I never lose the feeling of needing to cry when I hear the third verse of Amazing Grace "...Through many dangers, toils and snares, I have already come..." knowing that God will be there to see me through anything that comes my way.

I hope I never lose this overwhelming feeling of patriotism when I hear the drum roll as the National Anthem begins to play or the feeling of camaraderie when I hear Back to Gilwell.

I hope I never lose the feeling of great warmth when I share a campfire with my friends even though the wind chill is zero.

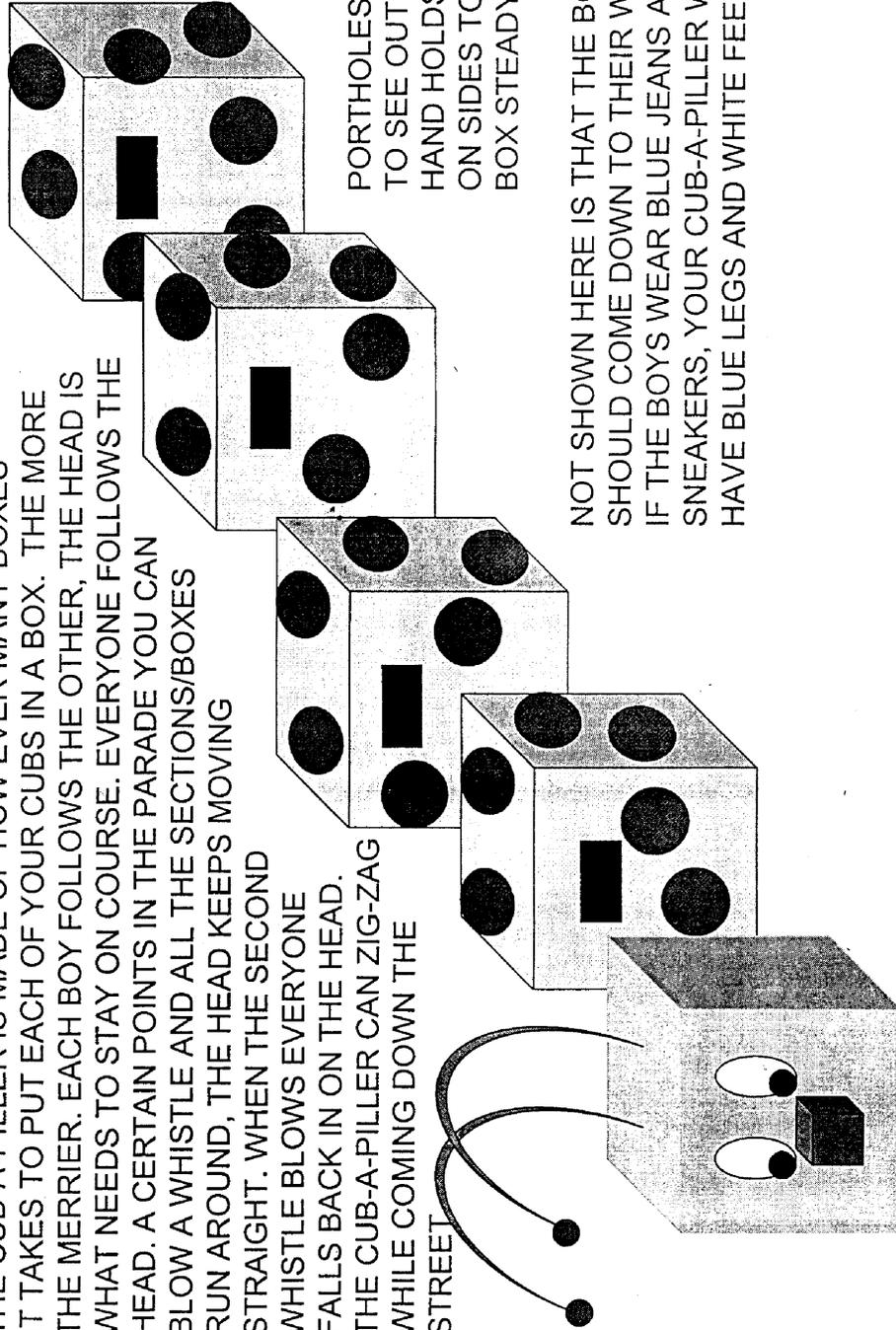
I hope I never lose the feeling of awe when I stumble out of my tent on a brisk morning to see the sun begin to rise and inhale the crisp nip in the air and know that God has granted me yet another day to be a Scout.

I hope I never lose the feeling or ability of crying because some things are worth crying about; and isn't it better to cry happy tears of pleasant memories and warm feelings than never to have experienced them? You know, in fact, I hope I never stop crying.

Becky Henry
Baltimore Area Council

THE CUB-A-PILLER, A PARADE IDEA

THE CUB-A-PILLER IS MADE OF HOW EVER MANY BOXES IT TAKES TO PUT EACH OF YOUR CUBS IN A BOX. THE MORE THE MERRIER. EACH BOY FOLLOWS THE OTHER, THE HEAD IS WHAT NEEDS TO STAY ON COURSE. EVERYONE FOLLOWS THE HEAD. A CERTAIN POINTS IN THE PARADE YOU CAN BLOW A WHISTLE AND ALL THE SECTIONS/BOXES RUN AROUND, THE HEAD KEEPS MOVING STRAIGHT. WHEN THE SECOND WHISTLE BLOWS EVERYONE FALLS BACK IN ON THE HEAD. THE CUB-A-PILLER CAN ZIG-ZAG WHILE COMING DOWN THE STREET



PORHOLE CUT TO SEE OUT OF AND HAND HOLDS PUT ON SIDES TO HOLD BOX STEADY.

NOT SHOWN HERE IS THAT THE BOXES SHOULD COME DOWN TO THEIR WAIST. IF THE BOYS WEAR BLUE JEANS AND SNEAKERS, YOUR CUB-A-PILLER WILL HAVE BLUE LEGS AND WHITE FEET.

Safety Pin Indian Headdress

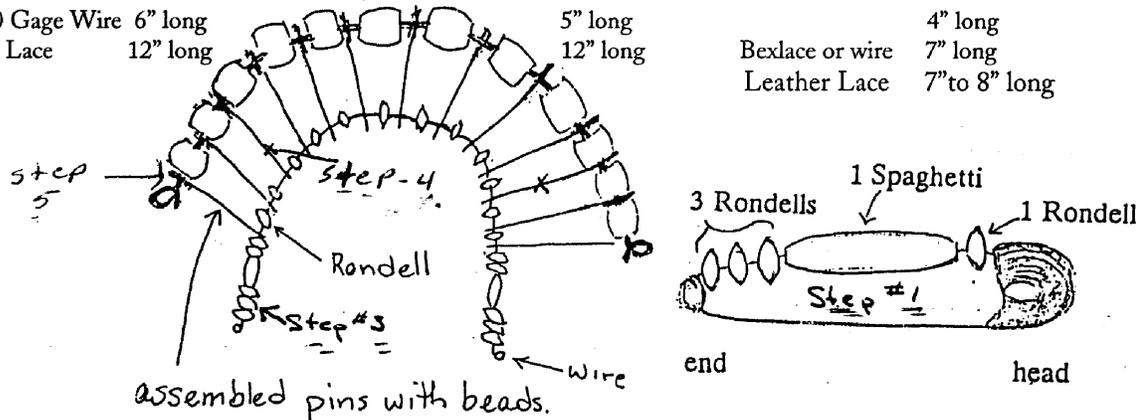
Tools needed:

Wire Cutter Small needle nose pliers

Equipment Needed:

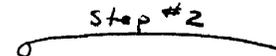
In this craft there are options of how to make this tie slide. I will give you a few ideas of how it can be done. You can use more than one size safety pin and depending upon which one you use will depend on the other equipment you will need and with the beads in many cases you can use others in it's place.

	Qty.		Qty.		Qty.
2" Safety Pin	12 or 14	1 1/2" Safety Pin	9 or 11	1" Safety Pin	9
Rondell Beads	64 or 74	Pony beads 5mm or Rondell Beads	50 or 60	Smaller beads	41
Pony Beads	10 or 12	Pony Beads	8 or 10	Pony Beads Med.	8
Spaghetti 19mm or Oat beads 9mm	13 or 15	Oat beads 9mm	11 or 13	Pony Beads 5mm	11
18 to 20 Gage Wire	6" long			Bexlace or wire	4" long
Leather Lace	12" long			Leather Lace	7" to 8" long



Step 1: Thread the safety pins first. Depending on which size safety pins you are using and which beads will depend on how many you will have on the safety pins. Example 2" might have 3 rondells on the bottom, 1 spaghetti, and 1 rondell on the top and using only 13 or 11. Where the 1" might have 2 small beads on the bottom, 1 pony 5mm, and 1 small on the top.

Step 2: Now take the wire and on one end bend a small loop with needle nose pliers.



Step 3: You are now ready to start to thread the wire again depending on the beads you will either 2 or 3 Rondell or pony 5mm on the wire, then the a Spaghetti or Oat Bead, and 1 or 2 Rondell or pony 5mm. Now you are ready to start putting on the safety pins alternating Rondell or Pony 5mm safety pin. Once you have all the safety pins on you will finish the other end off the way you did the first side just slightly back wards. Clip off the excess wire leaving room to bend the end into a small loop and be sure the beads are as tight as possible when bending the wire.

Step 4: As a neckerchief holder you can use the last of the 2" safety pin as holder and locate it on the 2nd or 3rd pin over from the ends on both sides. For the smaller safety pins use the leather lace that is left over after you do Step 5.

Step 5: Now you are ready to take the Leather Lace or the Bexlace and tie a knot at one end. Tread it through the first safety pin and then alternate a pony bead and safety pin until you are at the end. Be sure the pins and beads are as tight as possible before tying the end of the lace. If you are using the smaller safety pins remember to use the left over lace to tie the back together. For the 1" you will use the leather to tie off the back and the other lace listed above to put through top of the safety pins and beads.

Your beads and pins should now resemble a headdress and stand 3 dimensional on the table.

Rocket Car

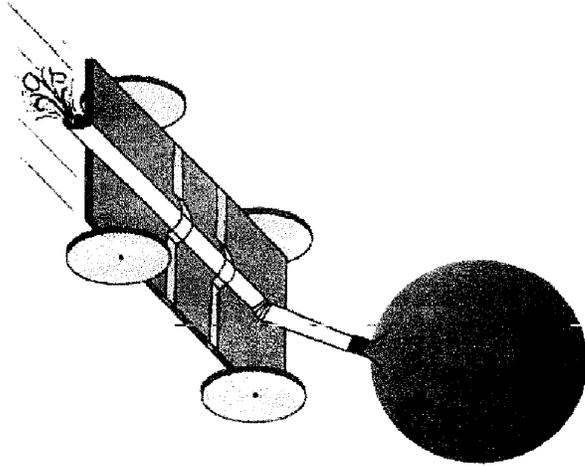
TOPIC: Newton's Third Law of Motion

OBJECTIVE: To construct a car to demonstrate how rockets move by means of action and reaction.

DESCRIPTION: A small car is propelled by the action/reaction force generated by a balloon.

CONTRIBUTED BY: Gregory Vogt, QSU

EDITED BY: Roger Storm, NASA Glenn Research Center



MATERIALS and TOOLS:

- 4 pins
- Styrofoam meat tray
- Cellophane tape
- Flexi-straw

- Scissors
- Drawing Compass
- Marker pen
- Small party balloon
- Ruler
- Emery Board

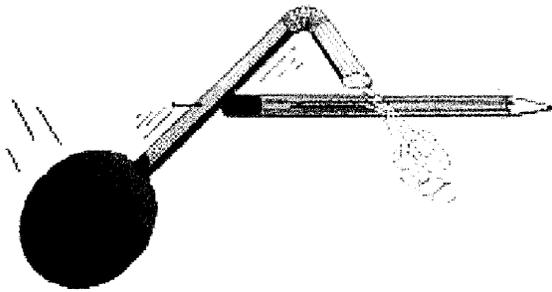
PROCEDURE:

1. Using the ruler, marker, and drawing compass, draw a rectangle 3 by 7 inches and four circles 3 inches in diameter on the flat surface of the meat tray. Cut out each piece. Use an emery board to make the wheels as round as possible.
2. Push one pin into the center of each circle and then into the edge of the rectangle as shown in the picture. The pins become axles for the wheels. Do not push the pins in snugly because the wheels have to rotate freely. Test them to be sure they rotate freely. It is okay if the wheels wobble.
3. Inflate the balloon a few times to stretch it out a bit. Slip the nozzle over the end of the flexi-straw nearest the bend. Secure the nozzle to the straw with tape and seal it tight so that the balloon can be inflated by blowing through the straw.
4. Tape the straw to the car as shown in the picture.
5. Inflate the balloon and pinch the straw to hold in the air. Set the car on a smooth surface and release the straw.

DISCUSSION: The rocket car is propelled along the floor according to the principle stated in Isaac Newton's third law of motion. "For every action there is an opposite and equal reaction." The balloon pushes on the air and the air pushes back on the balloon. Because the balloon is attached to the car, the car is pulled along by the balloon.

Rocket Pinwheel

SUBJECT: Rocketry
TOPIC: Action-Reaction Principle
DESCRIPTION: Construct a balloon-powered pinwheel.
CONTRIBUTED BY: John Hartsfield, NASA Glenn Research Center
EDITED BY: Roger Storm, NASA Glenn Research Center



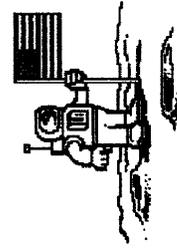
MATERIALS:

- Wooden pencil with an eraser on one end
- Sewing pin
- Round party balloon
- Flexible soda straw
- Plastic tape

METHOD:

1. Inflate the balloon to stretch it out a bit.
2. Slip the nozzle end of the balloon over the end of the straw farthest away from the bend. Use a short piece of plastic tape to seal the balloon to the straw. The balloon should inflate when you blow through the straw.
3. Bend the opposite end of the straw at a right angle.
4. Lay the straw and balloon on an outstretched finger so that it balances and mark the balance point. Push the pin through the straw at the balance point and then continue pushing the pin into the eraser of the pencil and finally into the wood itself.
5. Spin the straw a few times to loosen up the hole the pin has made.
6. Blow in the straw to inflate the balloon and then let go of the straw.

DISCUSSION: The balloon-powered pinwheel spins because of the action-reaction principle described in Newton's Third Law of Motion. Stated simply, the law says every action is, accompanied by an opposite and equal reaction. In this case, the balloon produces an action by squeezing on the air inside causing it to rush out the straw. The air, traveling around the bend in the straw, imparts a reaction force at a right angle to the straw. The result is that the balloon and straw spins around the pin.



Blackhawk Area Council – Pow Wow 2001

For the Webelos Scout GEOLOGIST Activity Badge:

ROCKS AND MINERALS ALL AROUND US

Some common minerals such as **salt**, we take for granted. Others, such as **diamonds** and **gold**, can be very precious and valuable. **Mercury, aluminum, talc, copper, graphite, sulfur, and quartz** are only a few of the many

minerals that are likely to be found in any home.

Unscramble the names in the list of common minerals and products. Then draw a line from each unscrambled word to the correct description of its use. (If you need help unscrambling the words, you'll find the answers in heavy type in the first paragraph).

1. MURCYER

2. PROPEC

3. FRUULS

4. ZUQRAT

5. CLAT

6. ADDIMON

7. TALS

8. LAMMUUNI

9. HITERGAP

10. LODG

A. Edible and flavorful, especially on French fries.

B. Found in stereo needles and engagement rings.

C. Liquid metal used in thermometers.

D. Wraps leftovers and screens out bugs.

E. Writing part of a pencil.

F. Main ingredient of sand and glass.

G. Baby powder is mostly this.

H. Match heads burn when this ignites.

I. Pennies are made of this metal.

J. Yellow metal found in wedding bands and grandma's teeth.

Leaf Piles!

"Then all the trees of the forest will sing for joy." (Psalm 96:12, NCV).

Have you ever jumped in a pile of leaves? One of the things I like best about fall is raking the leaves into a pile and jumping right on top of it!

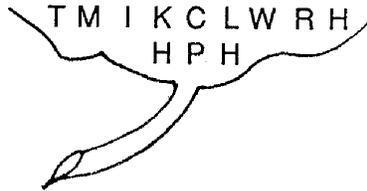
The brown, gold, yellow, and

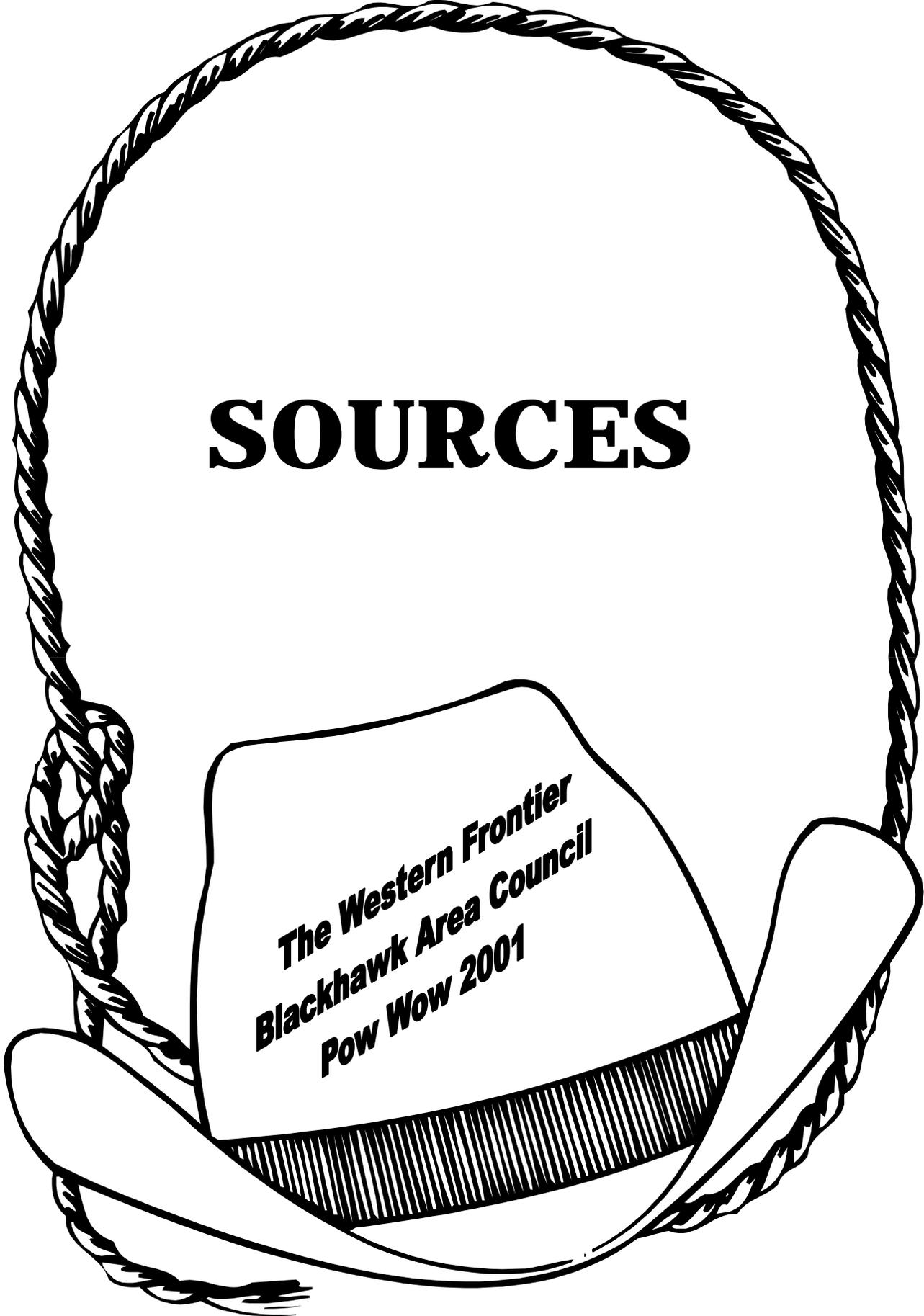
red leaves are soft but still crunchy!.

There are leaves from twenty kinds of trees in this puzzle. Grab your rake and let's find them!

ALDER	COTTONWOOD	LOCUST	POPLAR
ASH	ELM	MAPLE	SASSAFRAS
ASPEN	HACKBERRY	MULBERRY	SYCAMORE
BEECH	HEMLOCK	PECAN	WALNUT
CHESTNUT	HICKORY	PERSIMMON	WILLOW

M
TUT
AULUB
RPP CNBNL DNM
SDEU KTELD OSHN
ARCNGSRAQOYUP
SFAEERWWCRL
ASH ISENHYNAXRH IWO
LTYSMLAYCOMWVERJTPN
OVRMJZFTOEIMBEUOE
COOMBTRLRLSKDPP
UNKOEPAOLTCLS
SCCAECISOQAA
TMIKCLWRH
HPH





SOURCES

***The Western Frontier
Blackhawk Area Council
Pow Wow 2001***

Blackhawk Area Council – Pow Wow 2001

SOURCES

Circle Ten Council, 2000 Pow Wow – Cubopoly

Great Sauk Trail Council Pow Wow – 1998 through 2001

Northwest Suburban Council All Aboard The Pow Wow Express 2000

Baloo's Bugle March 1998, March 1999

Fine Recipes of Outdoor Cooking by Gail Kauffuss and Kathy Woods, Philmont Training Center, Outdoor Program, July 27 – August 2, 1997

Don Izard <http://www.macscouter.com/Cooking/FoilDinner.html>)

FOIL COOKERY HANDBOOK

From: Jess Olonoff

(With Thanks to The Indian Nations Council Pow-Wow Book)

Blackhawk Area Council, Pow Wow 1999, Once Upon a Time Pow Wow Book

Recycling Craft Projects – <http://www.makestuff.com/hatstand.html> (Tracey)

Pow Wow Productions 2001 Songbook – Philmont Training Center, July 2001

Knots : <http://www.2020site.org/knots/>
www.korpegard.nu/knot/ - The Knotting Dictionary of Kännet

BLACKHAWK AREA COUNCIL – POW WOW 2001
THE WESTERN FRONTIER BOOK/CDROM
EVALUATION FORM

Thank you for purchasing this year's pow wow book and/or CD-ROM.

In order to better serve the Scouter's of Blackhawk Area Council in the future, this survey/evaluation form has been included within the book. After you have taken time to review the book, please take a few minutes to complete this form. Your input is needed to help produce a quality book/CDROM that Scouter's in the future will want to have as a resource. Please be as complete and concise as possible.

You may return this to the mailing address listed, at any time. It will be given to the next pow wow chairman.

Thank you so very much for your time!!

Background on **you** – Years in Scouting: _____

Current Position(s): circle all that apply

Tiger Den Leader Den Leader Webelos Leader Cubmaster Pack Committee
Other:

Was this book purchased for: Yourself Your Pack/Unit (circle)

Will this book be copied for others? Yes No Maybe

Is pre-ordering the book, separate from the cost of pow wow, preferred?

Is \$10.00 for the book and \$8.00 for the CDROM a fair price for the product?

Pow Wow books can be arranged by **topic**, i.e. 'ceremonies, games, crafts, etc.' OR by **theme**, i.e. 'Down on the Farm, Scouting Around the World, Bugs and Things, All Aboard'. Which format would you prefer? CIRCLE ONE

THEME

TOPIC

Including a 3 ring binder increases the cost of the book. Any other type of binding method preferred or suggested?

What would you like to see in the book that is not all ready there? (Keep in mind; pow wow books are *supplemental* to any National Boy Scouts of America publication. Therefore, if it is in a current BSA publication, the book committee tries to keep it out of the pow wow book.)

What is in this year's pow wow book, or in past books, that we can do without?

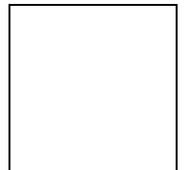
Would you be interested in participating on the pow wow book/CDROM committee for 2002? The theme will be "Knights."

Contact: _____ Unit: _____

Phone: _____ e-mail: _____

Any additional comments – please write them here.

If you wish, you may respond to this survey by e-mail to Carol Conderman – condrmn@aol.com.



**Pow Wow Book Committee
Attn: Carol Conderman
7141 N. Crestview Road
Stillman Valley, IL 61084**

Blackhawk Area Council – Pow Wow 2001



Religious Emblems

Written and compiled by,
Virginia Hammer, Wanchanagi District
Carol Conderman, White Eagle District



What is the ‘Religious Emblems Program?’

They are programs that have been created by the various religious organizations and committees, not by the Boy Scouts of America. These programs encourage members to become more active in their own faith groups, and they encourage spiritual development by providing specific religious instruction.

Boy Scouts of America recognizes the religious emblem program by offering the emblems that are approved for wear on the official uniform of the Boy Scouts of America.

“Emblems earned by the Cub Scout or Webelos Scout are worn centered above the left uniform shirt pocket. Medals are worn only on formal occasions such as official uniform inspections, blue and gold banquets, troop courts of honor, etc.”

~ Cub Scout Leader Book, c. 1997

Religious emblems also promote many of the same values that are the basis of the Cub Scout, Boy Scout and Venturing programs. They help develop wholesome lifestyles in youth members. Research shows that young people who are members of both a Scouting unit and a religious institution made better moral decisions than those who are members of only one organization.

There are **four basic** steps involving the religious emblems program for the Scout and his family.

- ❖ Youth members must obtain the specific booklet for their religion. This booklet contains the information needed to complete the lessons and service projects. Some programs also offer adult manuals for counselors and mentors.
- ❖ Parents will need to review the specific guidelines for their program. Some programs require that the youth member be an official ‘member’ of the local religious institution. Age and grade requirements vary among the programs. Some programs will require clergy to serve as counselors. Parents will need to check the specific guidelines for their particular program.
- ❖ Families will need to speak with their religious leaders and, if possible, show them the booklet before beginning a program. Many of the programs require that they be completed under the auspices of that religious organization, and require the signature of the local religious leader.

Blackhawk Area Council – Pow Wow 2001

- ❖ Youth members must complete the requirements, obtain the proper signatures and follow the instructions to order the emblems. These emblems are not available in the local council store.

Religious emblems should be presented in a meaningful ceremony, preferably in the youth's religious institution then again in the unit. Scout Sunday/Sabbath, in February, is a perfect time to recognize youth members who have earned their religious emblems during the past year.

Promoting the religious emblem program within your units is necessary. Parent/guardians may not know that this program is available. To assist with promotion, a *Interfaith Quick Reference Chart* and *Frequently Asked Questions* (No. 5-879) is available to distribute to every youth in your unit. This brochure includes a chart of all the different religious emblems, lists the addresses, phone numbers and web pages for the religious organizations, and explains how to get started. You may obtain the chart at your local council office. Your district executive can also guide you to the people within your district or the council that will be able to attend a pack meeting to promote the program.

Keeping a record of all youth members who have completed a religious emblem and posting it in a visual place will also promote the program. Along with this record, completing the form *Notification of Religious Emblems Completed*, and returning it to the local council office will ensure that the youth member's achievement is recognized by publishing their names in our monthly newsletter, the *Courier*.

Another resource for religious emblems may be obtained by writing to the BSA's Relationships Division, 1325 West Walnut Hill Lane, PO Box 152079, Irving, Texas 75015-2079; telephone 972-580-2110. Request *A Scout is Reverent*, No 5-206A.

“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.”*

~ From Pow Wow 2000, “Get Aboard the Pow Wow Express, Northwest Suburban Council, IL