

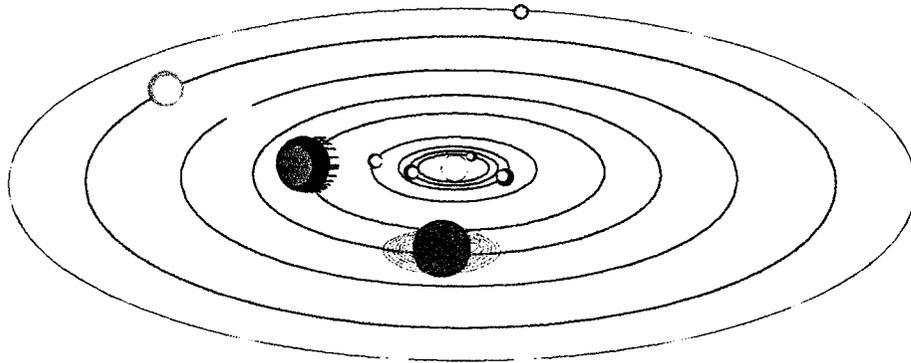
Southern New Jersey Council's
Cub Scout Leader Pow-Wow

2001
A POW WOW
Odyssey



November 3, 2001
Triton Regional High School
Runnemedede, NJ

2001 A Pow-Wow Odyssey



Dear Fellow Scouter:

We would like to take this opportunity to welcome you to this exciting Cub Scout Leader training event. A Pow-Wow is an opportunity to explore areas of knowledge and expertise offered from fellow scouters. It is our hope that you will take home with you ideas and materials which will help you to plan a great program for the boys in both the den as well as pack meetings.

Our staff has worked hard to make this event filled with exciting and entertaining ideas that we hope you will remember. Enjoy yourself, and be "Be Prepared" to have a great time!

Yours in Scouting,

Patricia Leth
Pow-Wow Chairman

2001, A Pow-Wow Odyssey

November 2, 2001



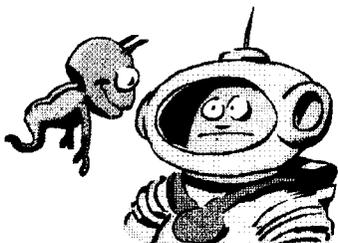
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Webelos Naturalist	- Dave Orleans
Webelos Scientist	- Carol Snodgrass
Den Chief Training	- Lynn Baily & Mary Lou Klinke

2001, A Pow-Wow Odyssey

November 2, 2001



Your Flight Attendants For Your Trip *



Gail Benson

Buddy Bright

Bob Cuneo

Peg Cygal

Tom Fowler

Cathy Goerke

James Goerke

Thomas Goerke

Jack Gomen

Matt Gomen

Bob Hunsberger

Ed Kenyon

Steve Lahotski

Pat Leth

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Barbara Park

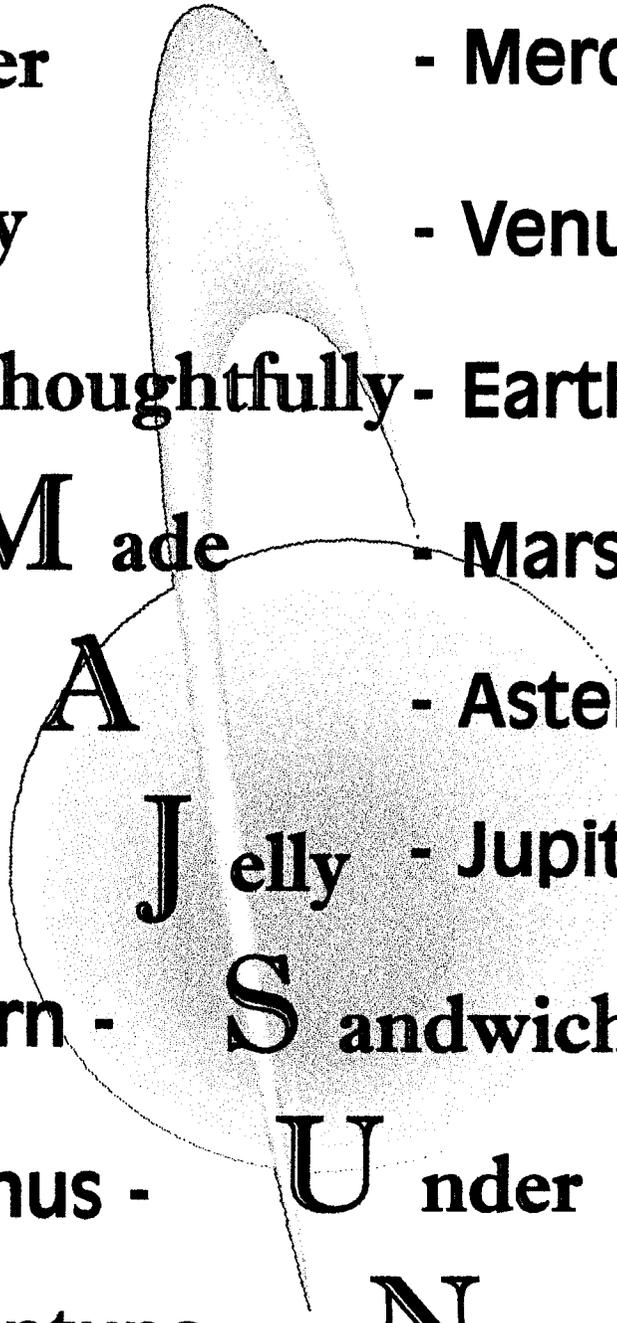
Pat Purdy

George Reese

Chris Runquist

Bill Stauffer

* With apologies to anyone who helped, but whose name was omitted.



M other - Mercury
V ery - Venus
T houghtfully - Earth (Terra)
M ade - Mars
A - Asteroid Belt
J elly - Jupiter
Saturn - **S** andwich
Uranus - **U** nder
Neptune - **N** o
Pluto - **P** rotest

Den Chiefs Available!

Your den can benefit from
the training these mature
Boy Scouts received at
Pow Wow today! Reserve
your Den Chief now!



Contact Lynn Bailey: 856-782-1858

Steve Lahotski: 856-327-1700 or

Pat Leth: 856-346-9116

2001, A Pow-Wow Odyssey

November 2, 2001

Southern New Jersey Council Boy Scouts of America

Triton Regional High School
Runnemede, NJ



Dutch Oven Cooking



Whittling/Tools



Leather Craft for Cub Scouts



New Tiger Leader



Camp Fire Magic



Webelos Scientist



Cub Camping



Field Trips and Outings



Den Leader Review



Knots



Webelos to Scout Transition



Ceremonies

Dutch Oven Cooking

Versatile, Yet Simple



Dennis Burgeson
Keith Burgeson
Bill Wagner
Matt Wagner
Troop 67 Haddon Heights

Pow Wow
November 3, 2001

~~The MacScouter -- Scouting Resources Online~~

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Dutch Oven Cooking -- Introduction

Version 2.3 -- July 1995

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1. Introduction

The reason for this book is to provide reference material for an individual who is planning or cooking a meal for six to ten people. For larger groups, most of the recipes can be easily doubled or tripled and two or more dutch ovens may be needed. Most of the information has been targeted toward the first time dutch oven user, although, the more experienced cook may find a tidbit or two here and there. I hope this book will entice all you potential dutch oven cooks to "give 'er a try" and you will see why I call them "man' best friend".

This book is intended to be reproduced by and for members of the World Brotherhood Scouting. Any other use whether or not used for profit is a violation of international copyright laws. This book is intended as a growing document containing Dutch Oven techniques and recipes. Please let me know which recipes are good, bad or need improvement. If you wish to contribute your favorite recipes for the next issue, please send your inputs to me at the following address and I will give you and your troop credit in the next issue:

John W. Lyver, IV
Herndon, VA

2. What Your Dutch Oven Can Do

Cooking techniques such as roasting, baking, simmering, stewing, frying, boiling, steaming, and many others are easily done on the campfire with only a single utensil, the dutch oven. Think of the possibilities, delicious fresh baked bread that will rise up and lift the lid, cobblers made from berries picked fresh at the campsite, incredible deep-dish pizzas, stews, quiches that melt in your mouth, cornish game hens roasted to perfection and imagine a chocolate cake a foot in diameter. These and many, many more are very possible and sometimes easier than they are at home. With very few exceptions, I have been able to duplicate my home recipes on the campfire using the dutch oven.

All recipes use one of two dutch oven techniques, cooking with your dutch oven or cooking in it. The first is when the food is placed directly in the bottom of the dutch oven. In the second method, food is placed in a second dish and this dish is then placed onto a trivet in the bottom of the dutch oven. The reason for the trivet is to elevate the dish above the bottom of the oven to prevent burning.

3. A Little About the Dutch Oven

Before we get started, we should review some of the things you will need to know before purchasing your first dutch oven. There are literally hundreds of options and size combinations available, so it would be impractical for me to tell you which oven is the one for you. Because each type of oven is designed for a different type of cooking situation, I will go over the various options and you will have to decide which ones you will look for. When shopping for an oven, you should look for one that is obviously well made. Look at the handle, it should be of heavy gauge wire and securely attached to molded tangs on the side of the oven. Ovens that have riveted tabs should be avoided. Most oven handles will lay down against the side of the oven in both directions, but if you look hard enough, you will find some that allow the handle to stand up at a 45 degree angle on one side. This allows you easier access to it when positioning or removing the oven from the fire.

Another area that bears close examination is the handle on the lid. It should be a loop attached to the lid on both ends and hollow in the center allowing it to be easily hooked. Stay away from the ones that have a molded solid tab on the lid for a handle. These are very difficult to grasp and manage with a load of coals. The loop style offers much better control. While examining the lid, check that it has a lip or ridge around the outer edge. This lip keeps the coals from sliding off of the lid. Don't get me wrong, the ridgeless ones can be used but it is difficult to keep coals on the lid and if you are not meticulous in cleaning the ash from the lid each and every time you open the oven, you will end up with ash and/or sand in your food. The lip virtually eliminates the problem and the lid can be lifted even fully loaded with ash and coals with little difficulty.

Another feature to look at is the legs. The most common variety is one with three legs, although flatbottomed ones and four legged ones can also be had. For outdoor cooking legs are a necessity, they maintain the height of the oven above ground allowing air for coals underneath. The flat bottomed ones can be set up on rocks (which are scarce as hen's teeth here in Florida) or up on steel tent pegs. If you figure in Murphy's Law here, flatbottom ovens are best left in the store or on the kitchen stove where they were intended. I highly recommend three legs over four simply for the stability factor. It is much more stable with three legs sitting on rough ground than with four.

The last option to look at is a second handle attached to the lid or upper rim on the oven base. Some ovens are offered with a skillet type handle attached to the lid. This, in the

is a good idea, but in reality they seem to be more in the way than of assistance. The handle does assist in using the lid upside down as a skillet or griddle but when using it as a lid, they get in the way of the bail handle and also misbalance the lid when lifting by the center hoop. They also tend to be in the way during storage and packing situations. Fix handles on the oven base, with one exception, should be absolutely avoided. I believe the theory behind these handles was to make the oven easier to position in a deep fire pit. If you insist on considering the handle, take a couple of red bricks with you to the store and place them in the oven. Then give her a lift by the handle and you will see the uselessness in the handle. A loaded 12" oven can weigh 20 to 25 pounds, a real wrist breaker. The one exception is a small tab sometimes offered which is about 1 to 1-1/2" deep and 2-3" wide on the upper lip of the oven. This tab makes pouring liquids from the oven very easy and its small size has never caused storage or packing problems for me.

When someone mentions "Dutch Oven" most people immediately think "Cast Iron", but dutch ovens are supplied in aluminum also. An aluminum oven weighs only 6-1/2 to 7 pounds opposed to around 18 pounds for the cast iron oven. There are advantages and disadvantages to each.

The most obvious aluminum advantage is weight, 11 pounds lighter. Additionally, because aluminum doesn't rust, care is restricted to simple washing with soap and water. Aluminum tends to heat faster requiring less preheating time but they don't retain the heat very long after the coals are removed. Also because aluminum reflects more heat than iron, more coals will be required to reach and maintain a set temperature. Also on wind days, you will see a greater variation in temperature than one of cast iron. Where weight is very critical, most of the disadvantages can be overcome. For canoeing, backpacking or trips where weight is a problem, aluminum ovens are the answer.

Be careful with aluminum, it will melt! The melting point of aluminum is (cast alloy 43 is 1065 to 1170 deg F Ref Perry's Handbook of Chemical Engineering 6th ed p 23-40 Table 6). Other alloys are higher melting point up to 1200 deg F. The melting point of cast iron is 2100 deg F to 2200 deg F (same reference). It is possible to generate that kind of temperature if the oven is in direct contact with the coals below it or if there are too many coals below the oven.

Personal Note on Aluminum:

With charcoal on and under when a strong wind came up a blast furnace effect caused the bottom to sag and the lid was dripping molten aluminum into the cake! The top held its shape, but there are little metal balls stuck all over the inside of the lid. I always thought they were indestructible until then.

Milt Forsberg, SM, Troop 7, Champaign, IL

Aluminum is ok if properly used. Keep coals from contact with the bottom of the dutch oven. Only use the number of coals needed to prepare the meal. Melting point of aluminum is (cast alloy 43 is 1065 to 1170 deg F Ref Perry's Handbook of Chemical Engineering 6th ed p 23-40 Table 23-6). Other alloys are higher melting point up to 1200 deg F. The melting point of cast iron is 2100 deg F to 2200 deg F (same reference). It is possible to generate that kind of temperature if the oven is in direct contact with the coals below it or if there are too many coals below the oven. Aluminum is ok if properly used. Keep coals from contact with the bottom of the dutch oven. Only use the number of coals needed to prepare the meal. Spread the coals below the oven out to evenly distribute the heat. Train the boys in the proper method of using an aluminum dutch oven. Spread the coals below the oven out to evenly distribute the heat. Train the boys in the proper method of using an aluminum dutch oven.

Ralph Romig, Scouter

When weight is not a problem, the cast iron oven has the upper hand. Cast iron reacts more slowly to temperature changes so don't burn food as easily if the fire flares up and they retain heat for quite a while after the coals have been removed, keeping food warm longer. Also, because they retain heat well, they fair better on windy days with smaller variations in temperature. Cast iron absorbs a great deal of heat, consequently, they require fewer coals to reach and maintain a set temperature. Weight is its obvious disadvantage, but there are others. Clean up is not as simple, but done regularly and correctly, it is not much of a chore. Rust is the other, bare cast iron will literally rust overnight if not protected. This protection naturally must be done each time it is used and is part of the cleanup procedure and fairly simple. After all, I've got Tenderfoot Scouts that are 11 years old that do it like clockwork.

The last thing you must consider is the size of the oven. They range from the tiny 4" to the giant 24" monsters. Personally, I have ovens ranging in size from 6" to 18". For small group or patrol situations, 10"-12" will serve rather adequately for almost all circumstances.

As a review, you should look for a 10"-12" oven that is obviously well made and of good design. It should have three legs, loop type handle and a lip on the lid and a strong bail type handle for the bottom. You can choose other options but those are personal preferences and totally up to the user. Whether to choose cast iron or aluminum should be based on the service conditions the oven is going to be MOST used in.

Now that you have decided the type, style and options, where do you find one? Check your Boy Scout Troop Equipment Catalog or your local Boy Scout Equipment Center. Many good sporting goods or camping supply stores also will carry them. Also, restaurant supply houses may stock them or will have a catalog they can order them from. From my experiences, the restaurant houses typically cost a bit more but the ovens are commercial quality and they usually have a better selection to choose from. Another option is mail order. Companies such as REI, Campmor, etc may carry them but look out for the shipping charges on the cast iron ones. In your shopping around by mail, it is best to request the shipping charges and add that in when comparing to local prices.

If you go into the store armed with information, you should have little problem in selecting an oven for your needs and it will be the start of some long lived happy memories. One word of fair warning, SHOP AROUND! I have seen the same 10" oven by the same manufacturer range in price from \$25 up to their mighty proud \$60, so be careful. Demand quality, a poorly made oven with lots of options is not worth the time to carry it to the camp.

3.A. Other Things You Will Need

A good pair of leather gloves can save time and prove invaluable around a hot fire. A pair of Work Style gloves will do, but I recommend you look at a Fire and Safety Supply house or a store that supplies fireplace accessories and locate a pair of fire handling gloves. Although these typically cost more, they offer thicker leather and an inner insulating lining. They allow you to literally place your hand into hot coals, though I don't recommend doing so. Because of my experience on the Fire Department, the extra protection and quality outweigh the few extra dollars they cost. You will have to weigh the quality against the higher price for yourself.

Something else you will need is a shovel. The standard garden type will be sufficient. It can be used for stirring the coals and lifting them out of the firepit to the oven. The style and length of the handle is up to you, the user. The longer ones are great but not practical for

hikes and canoe trips. While the short "ARMY" folders are great for hiking and canoes, they suffer from short handles, getting you and your hands closer to the fire.

Another item which will prove to be worth their weight in gold is a pair of hot pot pliers. The pair listed in the Boy Scout Troop/Patrol Equipment catalog are probably the best designed for the job. They are inexpensive, well built, and light weight. The pliers have specially designed jaw that grips the oven lid very securely. The handle has a hook that used to grab the bail handle when it is too hot to hold by hand or when it is hanging do in the coals.

3.B. Preparation of Your Oven

For aluminum, your pretreatment is simply washing well with soap and water. Some aluminum ovens are shipped with a protective coating and a simple washing will remove. Since aluminum doesn't rust, no further protection is required, however, I have found that if you treat the aluminum like the cast iron oven, food will not stick near as often as the untreated oven. This pretreatment is at the user's option, so if you just want to wash it a be done with it, you can.

Cast iron ovens, if properly cared for, will last many a generation. I know several individuals that have dutch ovens belonging to great-great-grandmothers, dating back well into the 1800s. Personally, I have an oven that belonged to my grandmother and date back before the turn of the century.

Although this book is oriented toward dutch ovens, the treatment and care instructions applicable to any cast iron skillet, griddle etc.. The secret of cast iron's long life is really secret at all. Constant and proper care beginning with the day it is purchased will keep the oven in service for many years. All quality ovens are shipped with a protective coating that must be removed. This will require a good scrubbing with steel wool and some elbow grease. Once removed, the oven needs to be rinsed well, towel dried and let air dry. While it is drying, this would be a good time to pre-heat your kitchen oven to 350. After it appears dry, place the dutch oven on the center rack with its lid ajar. Allow the dutch oven to warm slowly so it is just barely too hot to handle with bare hands. This pre-heating does two things, it drives any remaining moisture out of the metal and opens the pores of the metal.

Now, using a clean rag or preferably a paper towel, apply a thin layer of saltfree cooking oil. Oils such as peanut, olive or plain vegetable oil will be fine. Tallow or lard will do all but these animal fats tend to break down during the storage periods that typical Boy Scout dutch ovens experience between campouts and are not recommended. Make sure the oil covers every inch of the oven, inside and out and replace the oven onto the center shelf again with the lid ajar. Bake it for about an hour or so at 350. This baking hardens the oil into a protective coating over the metal.

After baking, allow the oven to cool slowly. When it is cool enough to be handled, apply another thin coating of oil. Repeat the baking and cooling process. Again reapply a thin coating of oil when it can be handled again. Allow the oven to cool completely now. It should have three layers of oil, two baked on and one applied when it was warm. The oven is now ready to use or store.

This pre-treatment procedure only needs to be done once, unless rust forms or the coating is damaged in storage or use. This baked on coating will darken and eventually turn black with age. This darkening is a sign of a well kept oven and of its use. The pre-treatment coating's purpose is two fold, first and most important, it forms a barrier between moisture in the air and the surface of the metal. This effectively prevents the metal from rusting.

second purpose is to provide a non-stick coating on the inside of the oven. When properly maintained, this coating is as non-stick as most of the commercially applied coatings.

A Personal Favorite Method of Sweetening:

Another method for "sweetening" dutch ovens is to get some heavy, spicy bacon or sausage and cook it in them. Next, completely cover the inside (and outside if you like) your dutch oven with the grease. Next you will want to bake it in the oven at, oh, say 450 for 20 minutes or so. For a real deep seasoning, and especially for new ones, it's necessary to do this two or three times. If you can get your hands on it, use some really spicy Pennsylvania dutch sausage. By the way, this will not make the pan bake everything real spicy or anything, it just gives it a light flavor.

-- Jim Van Hecke/Jason Keen, Scouters

3.C. Cleaning Your Oven

For aluminum ovens, the cleaning is the same as for ordinary pots and pans. Use soap, water and scrub as usual for your other pans. More often than not, cleaning cast iron ovens is much easier than scrubbing pots and pans. For cast iron ovens, the cleaning process is in two steps. First, food is removed and second, maintenance of the coating. remove stuck on food, place some warm clean water into the oven and heat until almost boiling. Using a plastic mesh scrubber or coarse sponge and NO SOAP, gently break loose the food and wipe away. After all traces have been removed, rinse with clean warm water. Soap is not recommended because its flavor will get into the pores of the metal and will taint the flavor of your next meal.

After cleaning and rinsing, allow it to air dry. Heat over the fire just until it is hot to the touch. Apply a thin coating of oil to the inside of the oven and the underside of the lid. Allow the oven to cool completely. The outside will need little attention other than a good wipe down unless you see signs of rust forming. As a suggestion, it is a good idea to keep a scrub brush for cast iron and never use it with soap.

A Personal Favorite Method of Cleaning:

Add 1 to 2" of clean water and bring to a boil (uncovered) this will loosen the cast iron pot and allow the food to release. Scrape again, if the water is very dirty repeat with fresh water and after boiling pour off 1/2 the water. (trick) wrap up a foot long piece of aluminum foil and use it to scrub the DO. For all of you who now protest, I encourage you to try this because it has never harmed our seasoned DO's. The foil is soft enough that it actually deconstructs as it removes the toughest particles. Rinse the DO and add 1" water and boil. Discard water, dry with paper towels and oil interior with 1T vegetable oil, same for lid.

-- Greg Gough, Scoutmaster Troop 201, Ozark, MO.

3.D. A Few No-No's

- Never, and I repeat, NEVER allow cast iron to sit in water or allow water to stand in on it. It will rust despite a good coating.
- Never use soap on cast iron. The soap will get into the pores of the metal and won't come out very easy, but will return to taint your next meal, though. If soap is used accidentally, the oven should be put through the pre-treatment procedure, including removal of the present coating.
- Do not place an empty cast iron pan or oven over a hot fire. Aluminum and many other metals can tolerate it better but cast iron will crack or warp, ruining it.

- Do not get in a hurry to heat cast iron, you will end up with burn't food or a damaged oven or pan.
- Never put cold liquid into a very hot cast iron pan or oven. They will crack on the spot!

4. Tips on Cooking

Enough about the oven and on to what you can do with it! You can also figure that each charcoal briquette is worth about 25 degrees Fahrenheit. 20 coals will give about 500 degrees.

4.A. Techniques

ROASTING:

The heat source should come from the top and bottom equally. Coals should be placed under the oven and on the lid at a 1 to 1 ratio.

BAKING:

Usually done with more heat from the top than from the bottom. Coals should be placed under the oven and on the lid at a 1 to 3 ratio, having more on the lid.

FRYING, BOILING ETC:

All of the heat should come from the bottom. Coals will be placed under the oven only.

STEWING, SIMMERING:

Almost all heat will be from the bottom. Place the coals under and on the oven at a 4 to ratio with more underneath than on the lid.

THE LID:

The lid can be placed on the fire or stove upside down and used as a skillet or griddle. Using the lid in this fashion, you can make virtually error free pancakes and eggs that run all over. This is because most lids are shaped like a very shallow bowl so things naturally stay in the center, even if the lid is not level.

4.B. Measurements

Here are the abbreviations that will be used here:

oz - Ounce tsp - Tea Spoon
 lb - Pound Tbs - Table Spoon
 pt - Pint c - Cup (8 oz)
 qt - Quart pkg - Package
 gal - Gallon

Here are a few measurement conversions you may need:

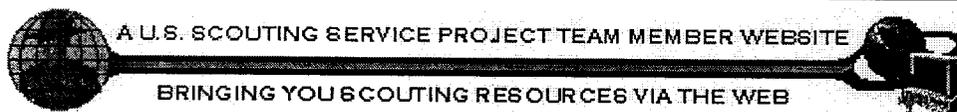
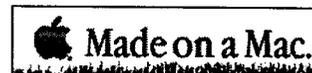
1 Tbs = 3 tsp 1 Stick Butter = 1/4 lb or 1/2 c or 8 Tbs
 2 Tbs = 1 oz
 1/4c = 4 Tbs 1 lb bread loaf = About 17 slices
 1/3c = 5 1/3 Tbs 1 1/4 lb loaf = About 20
 1/2c = 8 Tbs 1 1/2 lb loaf = About 23
 1 c = 8 oz

1 qt = 4 c
1 gal = 4 qt
2 c = 1 pt

Stick butter
Bread loaf, 1-1/4 lb loaf and 1-1/2 lb



The MacScouter Scouting Resources Online web site is provided by
P. Gary Anderson, 514 Ironbark St, Uxbridge, Ontario





WHITTLING CHIP



This certifies that

has completed the Shavings and Chips Achievement 19 in the *Big Bear Cub Scout Book* or read the Outdoorsman section of the *Webelos Scout Book* and has demonstrated knowledge of, and skill in, the use of a personal pocketknife. By completing these safety requirements, he has earned the right to carry a pocketknife at Cub Scout functions.

Den Leader _____

WHITTLING CHIP

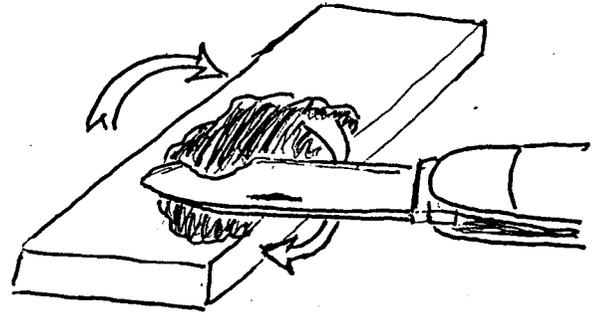
In return for the privilege of carrying a pocketknife at Cub Scout functions, I agree to the following:

1. I will complete the Shavings and Chips Achievement 19 in the *Big Bear Cub Scout Book* or read the Outdoorsman activity badge requirements in the *Webelos Scout Book* until I understand the rules for safe use of a pocketknife.
2. I will handle my pocketknife with care.
3. I will always close my pocketknife and put it away when not in use.
4. I will not use my pocketknife when it might injure someone near me.
5. I promise never to throw my pocketknife for any reason.
6. I will use my pocketknife in a safe manner at all times.

signature

SHARPENING

Sharpening is done essentially the same way as shaping only utilizing a different stone. Two excellent stones to have are called Medium and Hard Arkansas Stones. The lubricant used on these stones is always a light oil (honing oil). Another difference is that on occasion it is OK to work your knife in specific circles to perfect an are of the blade which may need more work. The natural stones will not wear down as fast as the aluminum oxide however they do wear so minimizes the specific use of any one given are of your stone so you don't get groves or hollows. The progression of creating a good edge is from medium stone with medium downward pressure to the hard stone with light downward pressure. See the diagram to the right for circular motion sharpening.

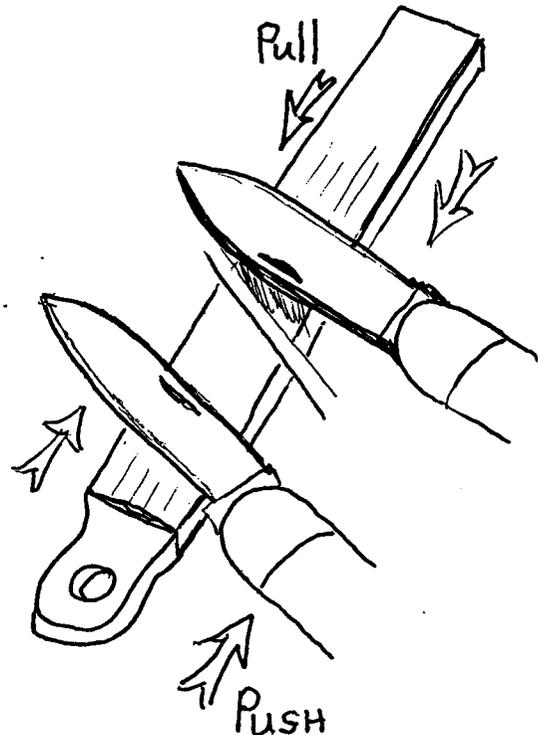


STROPPING

This is actually polishing your edge. A Strop is a piece of leather usually glued down to a wood backing (for carvers). An old belt with the fuzzy side up makes a great strop. Glue it down to a piece of wood the same width as the belt. Make it short enough to fit in a brief case (18 " is good) To improve the strops polishing capabilities a variety of metal polishes are often rubbed into the leather. (The red jewelers rouge or the white medium polish does well) Stopping is like the old barber. The knife is placed flat on the strop with the blade away from you and you drag it up the strop. Than flip it over flat again and push it away always dragging the edge. Downward pressure on the leather is kept light. You'll see the edge shine.

A well sharpened knife should glide through a piece of paper with no difficulty even though your holding it with one hand.

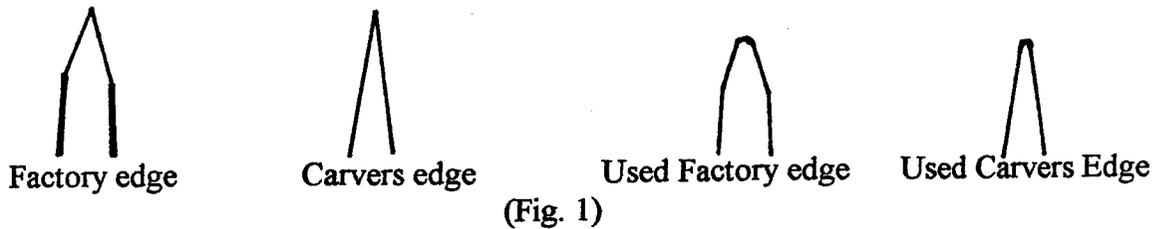
A Few strops each side of your knife every ten or fifteen minutes while carving should keep you going for hours.



SHARPENING

Sharpening is probably the most important craft to master as a beginning whittler. Often our impatience to finish a piece takes over and we figure we'll sharpen later than later comes and we can't wait to send some chips flying so we skip it again. Once you learn the basics and get a truly good edge on your knife you'll wonder why you ever fought sharpening in the first place.

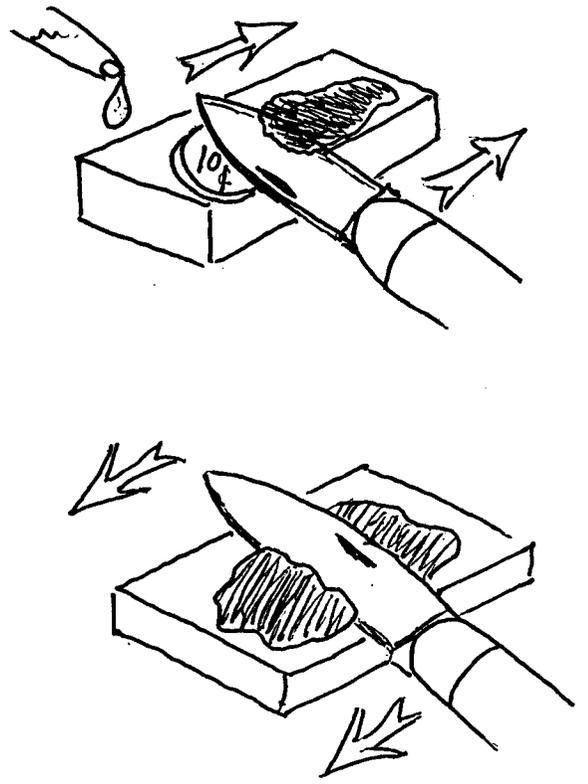
A factory sharpened knife usually comes with a 25 or 30 degree edge (blunt for a carver). We want to thin that down to a 15 degree edge so we have less resistance in the wood. Note the factory edge is sharp but it will give way to a blunt edge quicker than a carvers edge. See Fig. 1 as an example of the cross sections of factory v.s. carvers edges.



The basic tools of sharpening consist of abrasive stones, (Wet Stones); Hard Stones (Oil Stones) and Stropps usually made of leather. Once your good carving knife is properly shaped you may never need to go back to an abrasive stone unless you drop it or otherwise damage the edge. The majority of your sharpening will be on the strop once you've got a carvers edge. The three basic methods of shaping sharpening and stropping are described below:

SHAPING

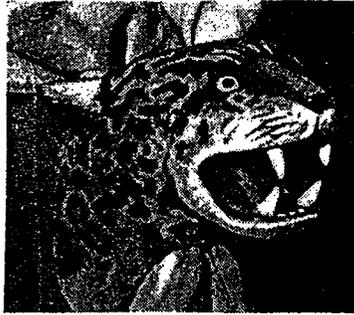
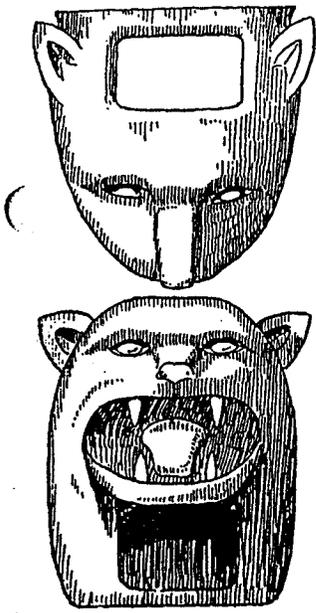
Using an abrasive aluminum carbide stone wetted with oil place the blade flat on the surface at your 15 degree angle. (Use a dime under the blade to get the angle) Push the knife across the stone holding the same angle as if you're trying to cut a thin sliver off the stone. To shape the other side imitate a draw cut by positioning your blade facing you at the other end of the stone and at the proper angle and drawing it towards you. This action is repeated until you have shaped your knife. You may require twenty or more strokes on each side depending on how bad your blade was to begin with. Use only moderate pressure downward as you shape. Use plenty of lubricant and clean your stone and blade frequently during your progress. The diagrams opposite show the motion to be used. Be sure to cover the entire stone so as not to dig hollow spots.



SLIDE OF THE MONTH

By WHITTLIN' JIM

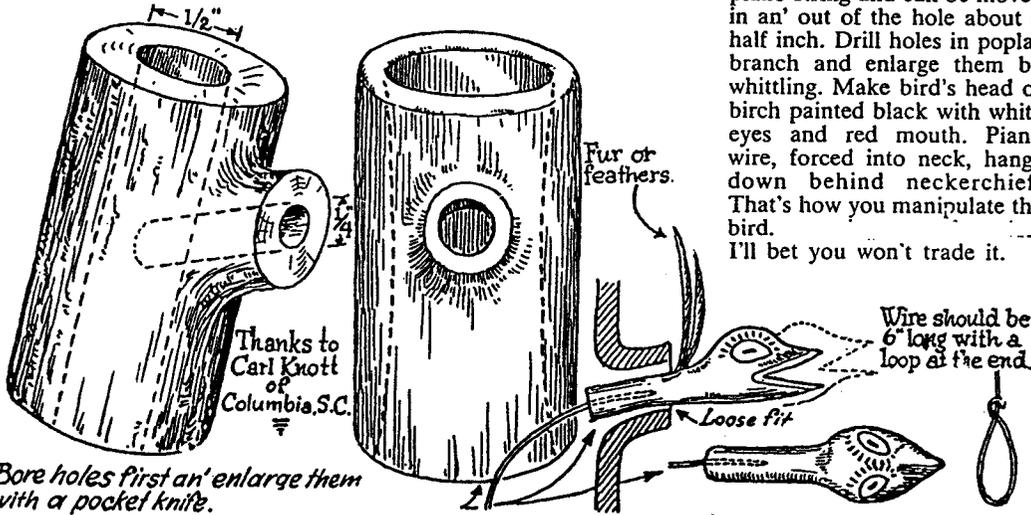
A FEW weeks ago, someone asked for a slide of a jaguar, and this month, I got around to whittlin' one. The drawings at left are slightly less than full size. Saw out a side silhouette and whittle the head. The teeth are made separately. Drill holes for the teeth and cement them into place. When you paint the head, copy from a colored picture of a jaguar.



Slide of the Month

KEY-KEY BIRD • By WHITTLIN' JIM

YOU'LL have a lot of fun showing your hungry friends this slide with the hungry looking bird. The neck is attached to piano string and can be moved in an' out of the hole about a half inch. Drill holes in poplar branch and enlarge them by whittling. Make bird's head of birch painted black with white eyes and red mouth. Piano wire, forced into neck, hangs down behind neckerchief. That's how you manipulate the bird. I'll bet you won't trade it.



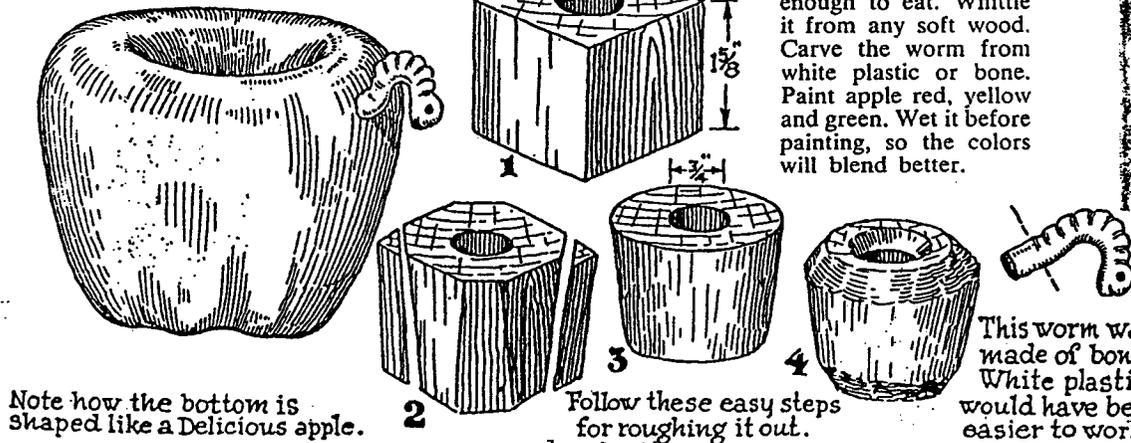
Slide of the Month

WORMY APPLE

By WHITTLIN' JIM

Slides always show up best when worn on contrasting neckerchiefs.

'Cept for that ol' worm this slide looks good enough to eat. Whittle it from any soft wood. Carve the worm from white plastic or bone. Paint apple red, yellow and green. Wet it before painting, so the colors will blend better.



Note how the bottom is shaped like a Delicious apple.

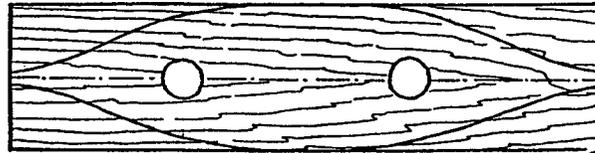
Follow these easy steps for roughing it out.

This worm was made of bone. White plastic would have been easier to work.

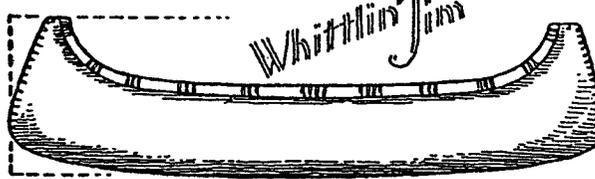
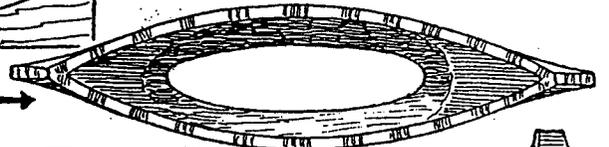
SLIDE OF THE MONTH

I wish you could see this slide on a dark green neckerchief. Using this same method, you could make it a canvas canoe or a Northwest coast canoe slide.

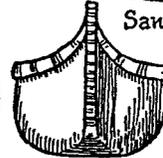
Birchbark canoes are usually made with the inner side of the bark to the outside, which gives it a sort of brownish orange color. The seams are covered with black pitch and the gunwale is left natural. Small "V" cuts are made in the gunwale to simulate the wrappings.



Mark the block and drill two holes. Whittle outside first and then hollow it out like this. →



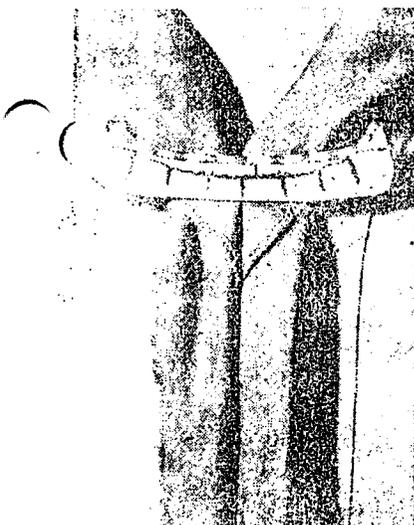
Canoe before painting. Get marking from photograph.



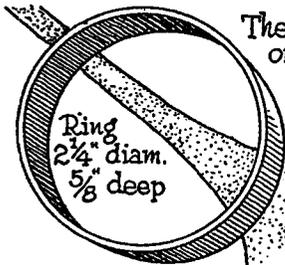
Sandpaper the outside.



This and the sketch above show how inside is whittled.



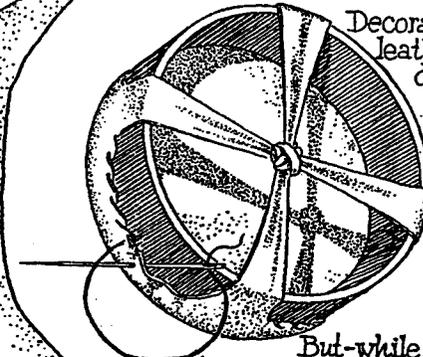
TOM-TOM



The ring can be made of a piece of thin-wall tubing, of copper or brass soldered together or of bent wood. Paint it brown.

Skin is put on wet just like a regular tom-tom, an' the ends are knotted together.

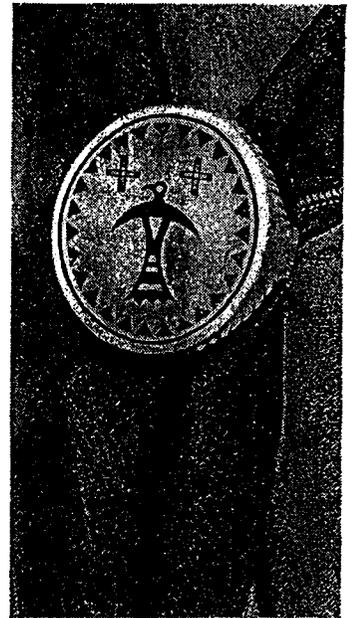
Decorate when leather has dried



But-while still wet, take up the slack with a needle an' thread. Neckerchief slips under ties.

This slide was made of rawhide, but you can use a piece of cheap chamois skin cut about like this. → Leave ends long enough for tying at center.

Whittlin' Jim



OLD MAN

THIS IS SOMETIMES called "chip carving," because it shows where each chip of wood was whittled off. These whittlins are not sanded or finished off in any way. So—each cut must mean something.

I don't expect anyone to copy this slide cut for cut. That'd be foolish. The idea is to make a similar slide, an' no doubt it'll be better'n this one.

Start by roughing out a 2" round piece of soft wood, like the sketch at the lower right. First, of course, drill the 3/4" hole.

Get the small blade of your knife razor sharp and don't fuss too much about detail, such as the eyes. Between the photo an' the sketches you've got a pretty good idea of how to go about it. If you find a piece of 2" green poplar or willow branch, you'll find it whittles easy.

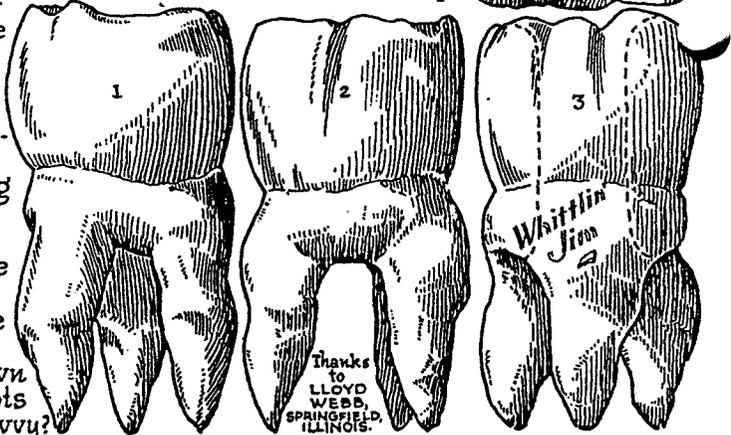


Whittlin' Jim

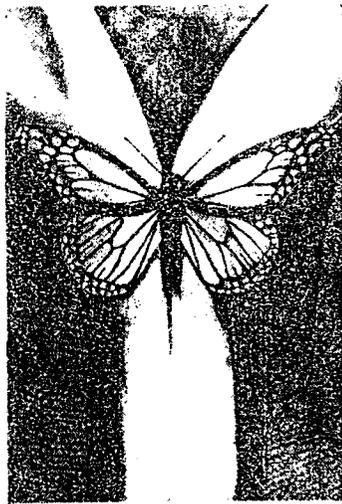
PAUL BUNYAN'S HOLLOW TOOTH



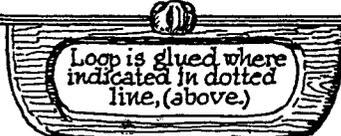
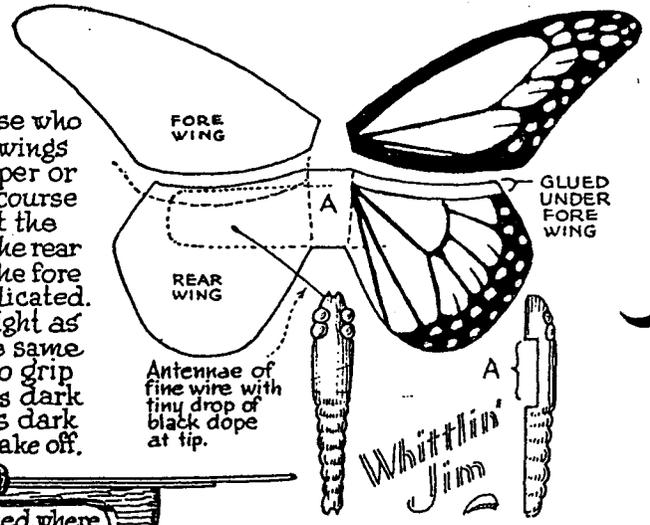
Can you imagine the toothache poor old Paul must have had before they yanked this hollow tooth? With these drawings you can make one, using any soft wood. Drill the hole first, and you can use a coping saw to make it easier whittling the roots. Sand the upper tooth well. Roots can be left a bit rough. Finish with white dope. When dry, smear a little brown oil stain over roots and wipe off. Savvy?



MILKWEED BUTTERFLY

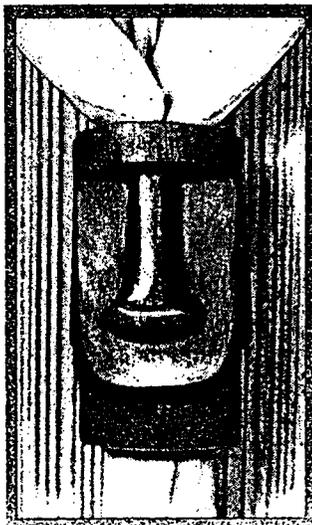


Here's an easy one for those who don't like to whittle. The wings can be made of 1/2 fish paper or press board. The body of course is made of wood. Cut out the fore wings separately and the rear wings in one piece. Glue the fore wings over rear wings as indicated. Then glue the body on. Might as well glue the loop on at the same time to have something to grip while painting. Paint wings dark brown and orange. Body is dark brown. Looks real enough to take off.

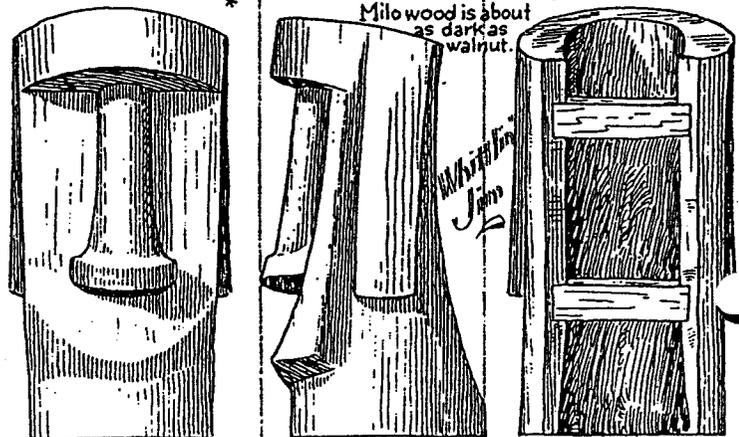


Give wings a coat of white paint first. Then a coat of orange. Now lay out the markings and paint them brown.

EASTER ISLAND STONE FACE



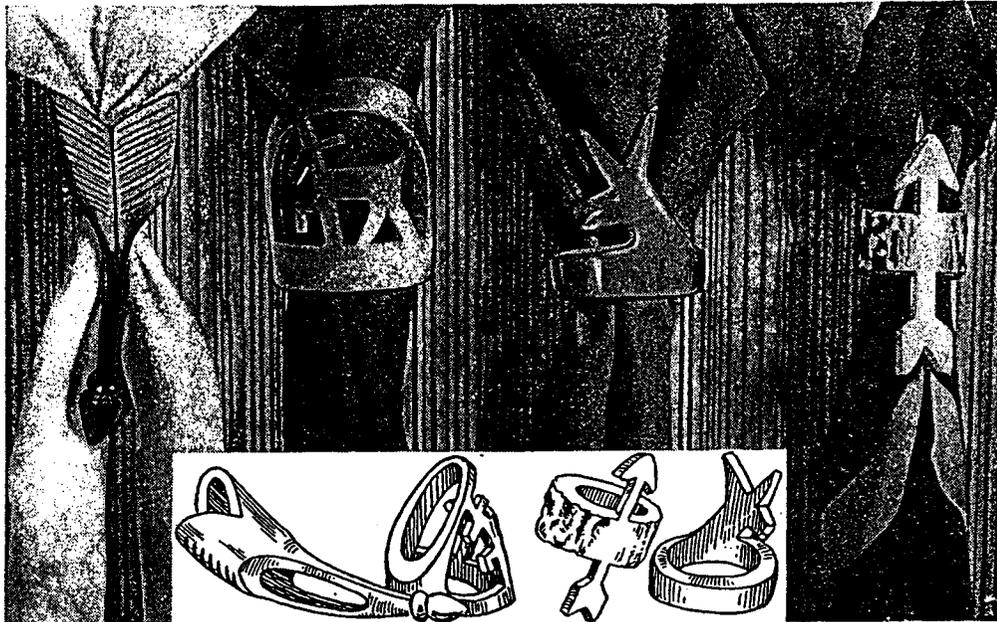
Most of you have read about the mysterious and huge stone faces of Easter Island. I read "AKU-AKU" while in Hawaii last spring and was quite intrigued with it. When I picked up a piece of Milo driftwood, what more natural thing to do than to whittle one of those faces for a neckerchief slide. They are easy to whittle. Use bass wood or birch and after sanding finish with a couple of coats of liquid brown shoe polish. * At your library.



COWHORNS and ANTLERS

8 HITTLIN' JIM

THERE'S AN ENDLESS number of slide designs you can make from cowhorns and antlers. Belton Murphy of Merced, California, made the ones illustrated here. You'll need a coping saw, pocket knife, files, and fine sandpaper. First scrape the outside smooth with your knife. Then draw a design on the horn with a pencil. Saw wherever you can. Whittle or file the rest. Use a flat or round file as needed. Smooth up with a fine file or fine sandpaper. The final polishing can be done on a cloth-buffing wheel, or you can get a high polish with lacquer or plastic canned spray, or with colorless fingernail polish.

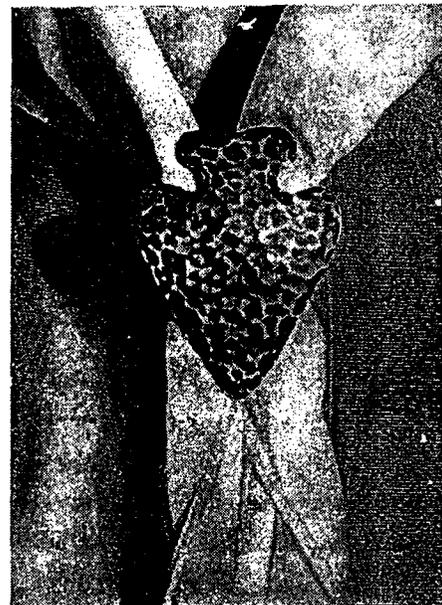
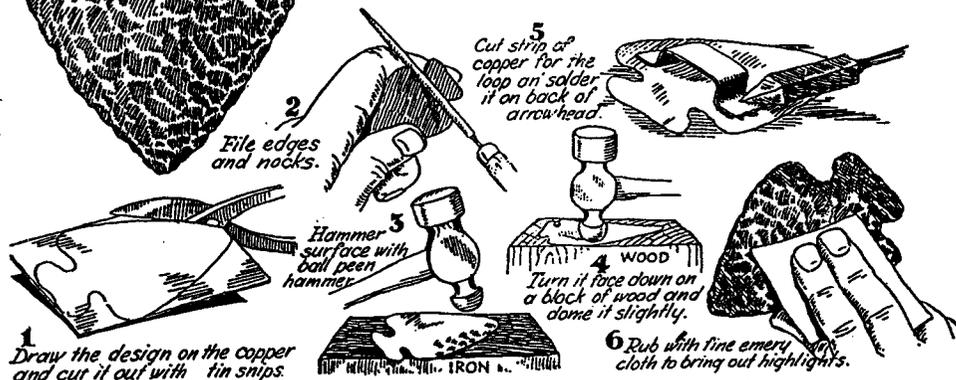


Slide of the Month

COPPER ARROWHEAD

By WHITTLIN' JIM

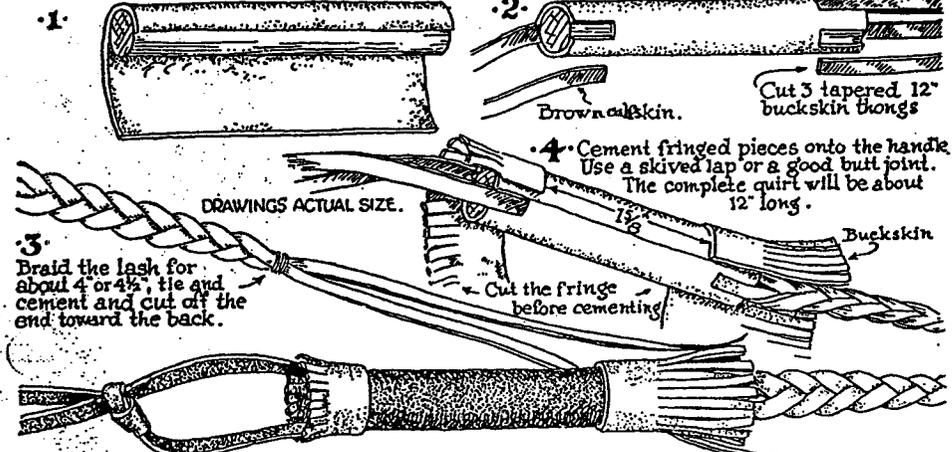
THIS SLIDE LOOKS like a real Indian arrowhead. Cut it with metal shears from 18 or 20 gauge copper. File edges. Solder clean metal, then polish; coat with lacquer.



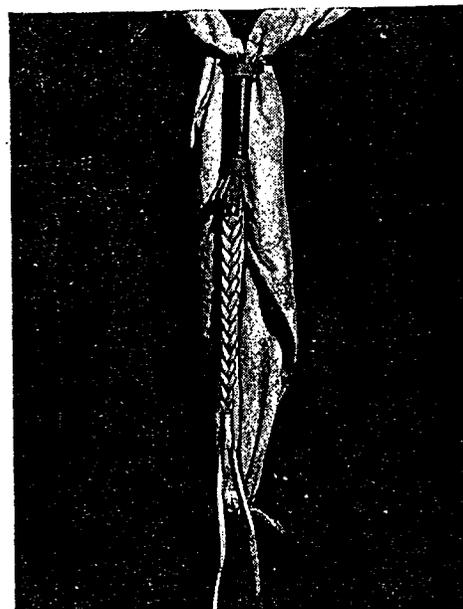
SLIDE OF THE MONTH — RIDING QUIRT

By WHITTLIN' JIM

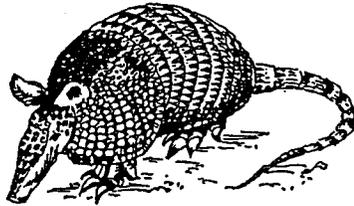
Use a 5/8" dowel or piece of arrow shaft. Wrap with brown calfskin cemented to dowel.



The brown calfskin and the yellow buckskin make a pleasing combination.



ARMADILLO SLIDE



finish with two coats of clear finger nail polish. Two or three slides can usually be made out of one tail, depending on the number of sections used per slide. After drying the joints, stick together and the slides look and feel as tho they were made of plastic. These three-section slides were made from one tail.

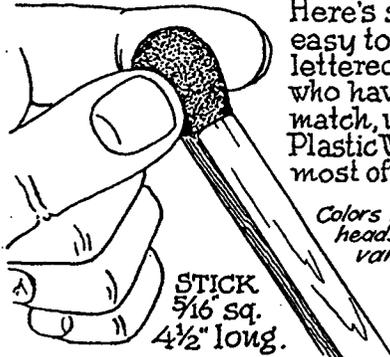
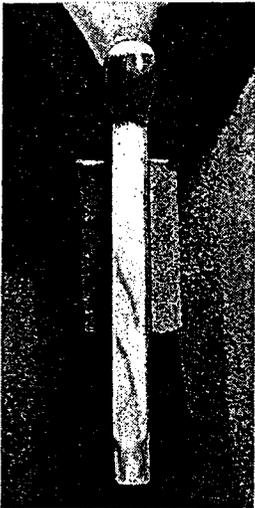
from L.J. Gunter, S.M.
Armadillo Patrol
of Troop #666
Gainesville, Texas.

These attractive black & white slides are easily made from sections of Armadillo tails. Down in the Southwestern States these mammals are often killed by autos on the highways. If they are still fresh, remove the tails and unjoint them in sections of desired length and clean out the shells with a small wood chisel. Then hang them up to dry for a couple of weeks. Polish with fine steel wool and



Sept 61

FOR SPECIAL AWARD

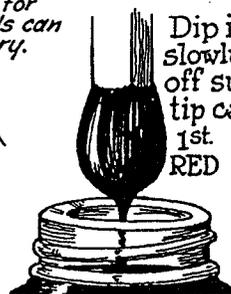


STICK
3/16" sq.
4 1/2" long.

Build up head with 2 layers of Plastic Wood, forming it with your fingers. When dry, file or sand it carefully.

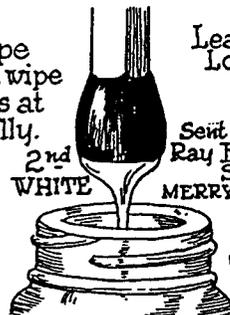
Here's something for Scout Masters, and they are easy to make. These giant matches appropriately lettered by the S.M. are to be awarded to Scouts who have successfully built a cooking fire with one match, under adverse conditions. Waiting for the Plastic Wood and the two dippings to dry takes up most of the time required to make them.

Colors for heads can vary.



Dip in dope slowly and wipe off surplus at tip carefully.

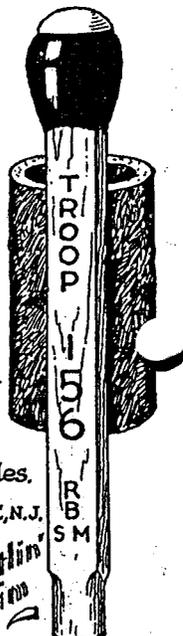
1st RED
2nd WHITE



Leather Loop →

Sent in by
Ray Brandes,
S.M.
MERRYVILLE, N.J.

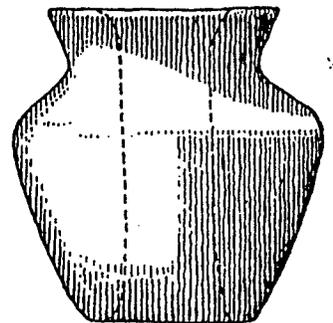
Whittlin' Jim



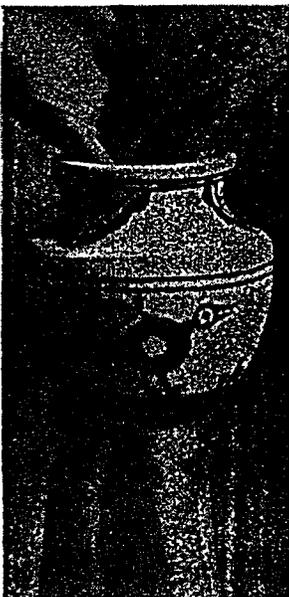
Feb 61

PUEBLO INDIAN POTTERY

Some of you saw me make this one at the Jamboree. Bore a 3/4" hole in a square block and cut off the 4 corners to make it octagonal. Then by cutting off the remaining corners carefully you'll come up with a nicely rounded piece. Now whittle to shape & sand it well. Give it an all over coat of light grey or cream poster color. The ornamentation is done in black or very dark brown. When dry give it a coat of plastic spray or clear lacquer.



Three of these and these Rain Birds spaced evenly



Of course there are many other types of Indian Pottery you can work from.

Tiger Cub _____

Year: _____

Tiger Cub Attendance Record

Den Meetings	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>										
	Sept	Oct	Nov	Dec	Jan	Feb	March	April	May	June	Summ
Pack Meetings	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>									

Other Activities:

1 <input type="checkbox"/>	_____	7 <input type="checkbox"/>	_____	13 <input type="checkbox"/>	_____	19 <input type="checkbox"/>	_____
2 <input type="checkbox"/>	_____	8 <input type="checkbox"/>	_____	14 <input type="checkbox"/>	_____	20 <input type="checkbox"/>	_____
3 <input type="checkbox"/>	_____	9 <input type="checkbox"/>	_____	15 <input type="checkbox"/>	_____	21 <input type="checkbox"/>	_____
4 <input type="checkbox"/>	_____	10 <input type="checkbox"/>	_____	16 <input type="checkbox"/>	_____	22 <input type="checkbox"/>	_____
5 <input type="checkbox"/>	_____	11 <input type="checkbox"/>	_____	17 <input type="checkbox"/>	_____	23 <input type="checkbox"/>	_____
6 <input type="checkbox"/>	_____	12 <input type="checkbox"/>	_____	18 <input type="checkbox"/>	_____	24 <input type="checkbox"/>	_____

Tiger Trail

Tiger Paw Path: Tiger Cub Motto Tiger Cub Promise Tiger Cub Promise Paw Earned _____

Achievement 1: Making My Family Special

- FAMILY: Complete a chore with your partner. DEN: Make a family Scrapbook
- GO SEE IT: Visit a library, historical society, museum, old farm etc. Discover how life was different many years ago.

Achievement 2: Where I Live

- FAMILY: Look at a map of your community DEN: Practice Pledge of Allegiance. Participate in Flag Ceremon
- GO SEE IT: Visit a police station or fire station. Discover how the community helper assists people in your communit

Achievement 3: Keeping Myself Healthy and Safe

- FAMILY: Plan and practice a family fire drill
- FAMILY: Plan what to do if you are lost. DEN: Make a Food Pyramid.
- GO SEE IT: Learn the rules of a sport. Go see a sporting Event.

Achievement 4: How I Tell It

- FAMILY: Participate in a mealtime conversation DEN: Play "Tell It Like It Isn't" (telephone/gossip Game).
- GO SEE IT: Visit a newspaper office, television or radio station. Discover how people there communicate to others.

Achievement 5: Let's Go Outdoors

- FAMILY: Go outside & watch the weather. DEN: Make a leaf rubbing with a crayon.
- GO SEE IT: Go on a den hike.

Other Awards Earned

Belt Loops Earned

Belt Loops and Pins Earned

1 <input type="checkbox"/> Quality Unit _____	1 <input type="checkbox"/> _____ Belt Loop _____	11 <input type="checkbox"/> _____ Belt Loop _____ Pin _____
2 <input type="checkbox"/> Conservation _____	2 <input type="checkbox"/> _____ Belt Loop _____	12 <input type="checkbox"/> _____ Belt Loop _____ Pin _____
3 <input type="checkbox"/> Year Pin # _____	3 <input type="checkbox"/> _____ Belt Loop _____	13 <input type="checkbox"/> _____ Belt Loop _____ Pin _____
4 <input type="checkbox"/> Perfect Attendance _____	4 <input type="checkbox"/> _____ Belt Loop _____	14 <input type="checkbox"/> _____ Belt Loop _____ Pin _____
5 <input type="checkbox"/> Summer Fun _____	5 <input type="checkbox"/> _____ Belt Loop _____	15 <input type="checkbox"/> _____ Belt Loop _____ Pin _____
6 <input type="checkbox"/> Recruiter _____	6 <input type="checkbox"/> _____ Belt Loop _____	16 <input type="checkbox"/> _____ Belt Loop _____ Pin _____
7 <input type="checkbox"/> Religious Emblems _____	7 <input type="checkbox"/> _____ Belt Loop _____	17 <input type="checkbox"/> _____ Belt Loop _____ Pin _____
8 <input type="checkbox"/> _____	8 <input type="checkbox"/> _____ Belt Loop _____	18 <input type="checkbox"/> _____ Belt Loop _____ Pin _____

Tiger Cub _____

Year: _____

Tiger Cub Attendance Record (old program)

Den Meetings	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>											
	Sept	Oct	Nov	Dec	Jan	Feb	March	April	May	June	Summer	
Pack Meetings	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>										

Other Activities:

Den	Pack
1 <input type="checkbox"/>	1 <input type="checkbox"/>
2 <input type="checkbox"/>	2 <input type="checkbox"/>
3 <input type="checkbox"/>	3 <input type="checkbox"/>
4 <input type="checkbox"/>	4 <input type="checkbox"/>
5 <input type="checkbox"/>	5 <input type="checkbox"/>
6 <input type="checkbox"/>	6 <input type="checkbox"/>
7 <input type="checkbox"/>	7 <input type="checkbox"/>
8 <input type="checkbox"/>	8 <input type="checkbox"/>

Tiger Trail

Tiger Paw Path Tiger Cub Motto Tiger Cub Promise Paw Earned _____

Big Ideas

Family Activities

1 <input type="checkbox"/> Getting to Know You _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
2 <input type="checkbox"/> Family Entertainment _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
3 <input type="checkbox"/> Discover Nature and Energy _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
4 <input type="checkbox"/> Family Entertainment _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
5 <input type="checkbox"/> Know Your Family _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
6 <input type="checkbox"/> Know Your Community _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
7 <input type="checkbox"/> Helping Others _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
8 <input type="checkbox"/> Go See It _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
9 <input type="checkbox"/> Getting There _____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____ <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> _____
10 <input type="checkbox"/> Something Special All Your Own _____	10 <input type="checkbox"/> Perfect Attendance _____
11 <input type="checkbox"/> Making Your Family Special _____	11 <input type="checkbox"/> Quality Unit _____
12 <input type="checkbox"/> Make Your Own _____	12 <input type="checkbox"/> Belt Loop _____
13 <input type="checkbox"/> Caring for Your Home & Household _____	12 <input type="checkbox"/> Belt Loop _____
14 <input type="checkbox"/> Family Games, Tricks and Puzzles _____	14 <input type="checkbox"/> Belt Loop _____
15 <input type="checkbox"/> Fitness and Sports _____	15 <input type="checkbox"/> Tiger Patch _____
16 <input type="checkbox"/> Tell It Like It Is _____	16 <input type="checkbox"/> Year Pin #1 _____
17 <input type="checkbox"/> Cub Scouts Here We Come _____	17 <input type="checkbox"/> Summer Fun _____

Tiger Cub _____

Year: _____

Tiger Electives

- 1. How Dou You Celebrate
- 2. Making Decoration
- 3. Fun & Games
- 4. Display a Picture
- 5. Family Mobile
- 6. Song Time
- 7. Play Along
- 8. Your Religious Leaders
- 9. A New Friend
- 10. Helping Hands
- 11. Helping the Needy
- 12. Friendly Greeting
- 13. Making Change
- 14. Reading Fun
- 15. Our Colorful World
- 16. Collecting & Other Hobbies
- 17. Make a Model
- 18. Sew A Button
- 19. Magic Fun
- 20. Get the Word Out
- 21. The Show Must Go On
- 22. Picnic Fun
- 23. What Kind of Milk?
- 24. Help in the Kitchen
- 25. Snack Time

- 26. Phone Manners
- 27. Emergency!
- 28. Smoke Detectors
- 29. Safety in the Sun
- 30. Plant a Seed
- 31. Learn About Animals
- 32. Feed the Birds
- 33. Clean Up Treasure Hunt
- 34. Conservation
- 35. Fun Outdoors
- 36. See a Performance
- 37. Take a Bicycle Ride
- 38. Bicycle Repair
- 39. Go To Work
- 40. Fun in the Water
- 41. Transportation
- 42. Fun at the Zoo
- 43. Pet Care
- 44. Dairy Products
- 45. Fresh Baking
- 46. Healthy Teeth and Gums
- 47. Reduce, Reuse, Recycle
- 48. Go for a Ride
- 49. Your Government
- 50. Banking

Tiger Track Beads:



1st Track Bead _____

2nd Track Bead _____

3rd Track Bead _____

4th Track Bead _____



5th Track Bead _____

6th Track Bead _____

7th Track Bead _____

Bobcat Badge Trail

- 1. Cub Scout Promise
- 2. Law of the Pack
- 3. Meaning of Webelos
- 4. Cub Scout Sign
- 5. Cub Scout Handshake
- 6. Cub Scout Motto
- 7. Cub Scout Salute
- 8. Read Child Abuse Booklet w/ Parent

Bobcat Complete _____

Campfire Magic

Introduction

The Scout Campfire... That's what it is all about. A great Trip allot of fun and now before we retire for the night, a campfire to top off the day. Well not yet. There are some common things you can do to increase your chances for this to be a real success. Certainly, advance planning are suggested. Advance notice to those involved can't hurt either, so they can advance plan as well. As a matter of course, this can be a focal point of your trip. Allow for time to accomplish your plan.

The following pages give just a hint of the possibilities of activities for your camp fire. Some generalizations to keep in mind as you plan are worthy to note: Have a reason for your fire, even if it is a "general celebration". This can give rise to a theme which you can build upon. Remember that boys of different ages will be able to do different things. Get your natural "actors" to participate early to break the ice. Involve as many people, adults as well, to show everyone that participation is expected and O.K. even if they are shy. Pick an M.C. (Master of ceremony) who can carry the show. Try to identify people who can sing and carry a tune, put them to work, the rest of us can fill in with them. Try to have something for every one attending, for smaller groups on an individual basis, for larger groups in patrols, den or other pre established groupings, i.e. this section vs. that section etc.

Your fire starts out with some special lighting magic, tricks are good as well as ceremonial lightings. Try to lay the fire so no wood additions are required. Early activities are ice breakers to a vibrant crescendo as the fire is burning brightly. Slowly the fire burns down and so should the activities to a quiet ending.

Campfire Magic

The Four S's of a Campfire

Point out that there are many kinds of campfires: stunt campfires, songfests, parent or guest nights, courts of honor, Indian lore, and so on. Most troop campfires, however, should have four elements. List these "four S's" of a campfire on the chalkboard as the points are developed.

1. *Stunts and skits.* These can be funny, serious, skill demonstrations, or nearly anything of interest. All stunts and skits should be screened in advance by the Scoutmaster to assure they are in good taste. Stunts and skits usually are put on by patrols.
2. *Songs.* Use fast songs as the fire rises, quieter songs as the fire fades. Again, screening is needed to assure good taste. Try to get the Scouts to aim for real singing, not just yelling.
3. *Stories.* Storytelling can make a real hit. The "Scouts in Action" cartoon feature in *Boys' Life* is a good source of true stories of heroism. Historical, humorous, hero, travel, and certain ghost stories may be appropriate. Take care that younger Scouts are not frightened by ghost stories. Some might be away from home and in the woods for the first time. Always be sure that any ghost story is resolved. Never imply that "something will get you" or the Scoutmaster may find a tent full of frightened Scouts at the first little night noises. Screen stories in advance for good taste.
4. *Showmanship.* The way the fire is lighted, costumes, the flow of the program, and an uplifting ending all contribute to good showmanship. A campfire should be staged—it's a form of theater.

Campfire Magic

Leader Do's & Don'ts

- Do** have something prepared to start things off
- Do** have one or more assistant MC's
- Do** assign a boy from each participating den patrol or unit as "cheer master" for his group"
- Do** work with the boys to assure confidence
- Do** Plan or assign a unique fire lighting ceremony
- Do** have relief for yourself at times during the campfire
- Do** have a written plan and
- Do** follow the plan
- Do** review all boys assignments prior to the nights festivities for appropriateness
- Do** mix up the schedule of allow songs, stunts and cheers etc.
- Do** have a participation story to help loosen up the crowd
- Do** have an adult skit, song or participation
- Do** stop any inappropriate activities immediately
- Do** have fun also
- Do** plan to laugh at yourself
- Do** schedule to slow things down toward the end
- Do** have a solemn closing (taps, vespers, ethical story etc.)
- Do** have a clear end and exit (return for "cracker barrel" is ok)
- Do** have set up for Safety (Distance, water, extinguisher etc.)

- Don't** force boys who "chicken out" to go on "stage"
- Don't** plan a campfire for too long (45-75 min optimum)
- Don't** have boys linger
- Don't** worry if skits don't go as plan-Cheer them anyway
- Don't** interrupt unless inappropriate activities are unfolding

Campfire Magic

The Campfire Planner

Announce that each patrol will have a chance to participate in the evening campfire program. Ask patrol leaders to distribute copies of the Campfire Program Planner, reproduced from the Appendix of this manual.

Campfire Assignments. Ask patrols to accept assignments for the program. Appoint a cheerleader, one or more song leaders, a patrol to open, another to close, a patrol to prepare the campfire area, and a patrol to clean up, and ask each patrol to prepare a stunt or skit. Set a time for patrols to check their stunts and skits with the faculty member serving as campfire adviser.

Include time for patrols to present their recognition "awards."

If possible, arrange for a "headliner." The speaker might come from the training troop or could be specially recruited. A good storyteller is suggested.

Remind the training troop of the time of the campfire and suggest that patrols work on their campfire plans before and during supper.

THE CAMPFIRE PROGRAM PLANNER

How to use this sheet: Be sure that every feature of this campfire program upholds Scouting's highest traditions.

1. In a campfire planning meeting, fill in the top of the Campfire Program sheet (over).
2. On the Campfire Program Planner (below), list all units and individuals who will participate in the program.
3. Write down the name, description, and type of song, stunt, or story they have planned.
4. The master-of-the-campfire organizes songs, stunts, and stories in a good sequence considering timing, variety, smoothness, and showmanship.
5. The master-of-the-campfire makes out the Campfire Program sheet (over).
6. Copies of the program are given to all participants.

Cheer Planner	Spot

Song Planner	Spot

Campfire Program Planner			
Group or Individual	Description	Type	Spot
Opening	Main event		
Closing			
Headliner			
Song leader			
Cheerleader			

5

CAMPFIRE PROGRAM

Place _____

Date _____

Time _____

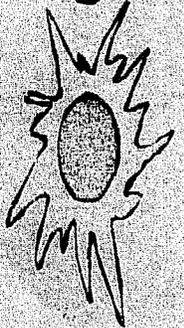
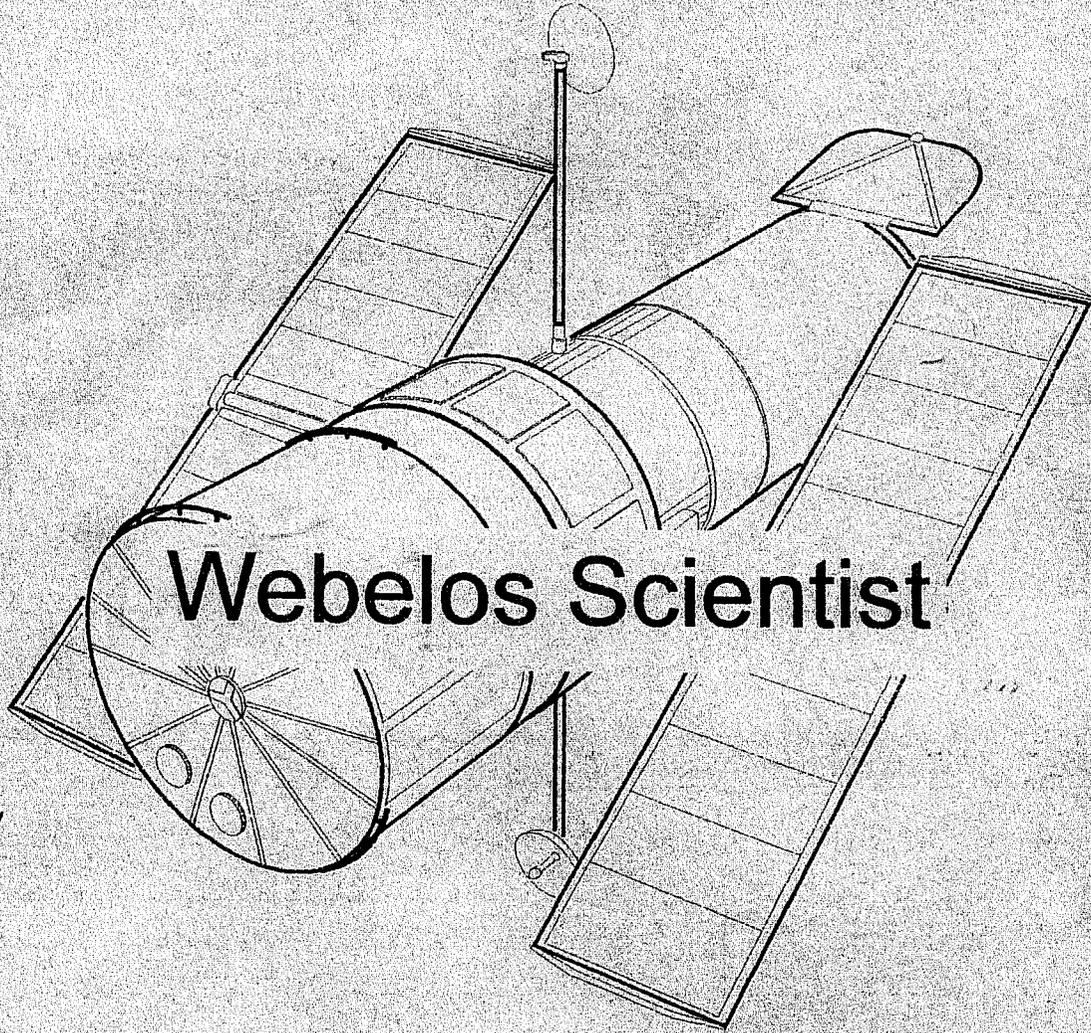
Camp director's approval _____

Campers notified _____	Area set up by _____
Campfire planning meeting _____	_____
MC _____	Campfire built by _____
Song leader _____	Fire put out by _____
Cheerleader _____	Cleanup by _____

Spot	Title of stunt, song, or story	By _____	Time
1	Opening (and firelighting)		
2	Greetings (introduction)	MC	
3	Sing Yell		
4			
5			
6			
7			
8			
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14			
15			
16			
17			
18			
19			
20			
21			
22	Closing		

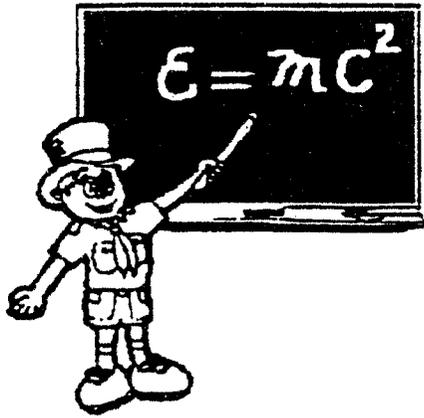
6

Webelos Scientist



SCIENTIST

Ask any boy what a scientist is and he can tell you. A scientist is the guy who sends men to the moon, and who builds space ships that travel to distant planets to send back pictures for them to study. A scientist is a person who builds lasers and atom smashers, and computers. A scientist makes and designs and builds all kinds of neat inventions.



Ask the same boy what makes the scientist any different from anyone else and he may not be able to answer. Perhaps most people wouldn't be able to answer. The answer is that, as a person, the scientist is no different from anyone else, but when he is working he questions everything and makes tests and experiments to be sure things are true. If he can't explain something he makes up a hypothesis and then designs experiments to either prove or disprove his hypothesis. If one hypothesis doesn't work he looks for another, until he finds one that can prove over and over again by experiments.

A scientist uses a procedure often called the scientific method. This consists of five steps:

1. State a problem about some observed phenomenon.
2. Formulate a hypothesis to explain observations.
3. Use hypothesis to experiment and observe phenomenon.
4. Interpret the data observed.
5. Draw conclusions from experiments and observations.

Before a scientist can do all this hypothesizing he must be familiar with some of the basic laws of physics. The Scientist Activity Badge introduces the Webelos scout to some of these basic principles.

If the local school has a science fair or other project oriented science programs it is suggested that this badge is introduced about 2 months before projects are due. This will give the boys some time to think about what they learned and perhaps use the information for a project. Most school principals and science teachers know even before school starts in the fall if and when a science fair is going to be held.



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with gumdrops and
toothpicks.

Believing
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1996 & 1997

ISBN 0-B050-4536 & ISBN 0-8050-4537-6,
\$12.95 each



About the Books...

expl  ratorium

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BERNOULLI'S PRINCIPLE

The following experiments are listed in the order that requirements appear in the Webelos Scout book.

Experiment 1:

Materials: A ping-pong ball, some adhesive tape, 1 ft. thread or string and a faucet.

What to Do: Fix the string to the Ping-Pong ball with tape. Turn on the water to form a steady stream. While holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

What happens: The water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger, as the experiment proves.

Experiment 2:

Materials: Two ping-pong balls, two feet of thread, some mending tape and a drinking straw.

What to Do: Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about 1 ft. below your fingers and about one or two inches apart. Have the boys blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.

What happens: The air current directed between the ping-pong balls reduces the intervening air pressure. Stronger pressure from the far sides pushes the balls together. The strength of the air from the straw will determine how close the balls will come.

Experiment 3:

Materials: A candle and candlestick; two bottles - one with rounded corners, one with square corners; (metal or cardboard containers can be used instead of bottles).

What to Do: Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will go out. Place the other bottle (square) in front of the rest candle and blow hard. The candle will remain lighted.

What happens: With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle, the air currents are dispersed.

Next Step: Using different shaped bottles, and two ping-pong balls on strings place a ball on opposite sides of the bottle so that they are close, but not touching. Blowing against the bottle at right angles to the balls, one ball will come closer to the bottle and the other will move away. The shape of the bottle will determine the way the balls move due to the ease with which the air currents move around the bottle. This is the principle that supports air planes.

PASCAL'S LAW

Experiment 1:

Materials: Coke bottle, balloon, vinegar, baking soda.

What to do: Place about 1/4 cup baking soda in the coke bottle. Pour about 1/4 cup vinegar into the balloon. Fit the top of the balloon over the top of the bottle, and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

Experiment 2:

Materials: A medicine dropper, a tall jar, well filled with water, a sheet of rubber which can be cut from a balloon, a rubber band.

What to do: Dip the medicine dropper on the water and press the rubber bulb so the dropper is partly filled. Test the dropper in a jar; if it starts to sink, eject a few drops from it until finally it floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

What happens: You have prepared a scientific device known as a "Cartesian Diver". The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it, producing the effects of sinking, suspension and floating, according to the degree of the pressure.

Experiment 3:

Materials: Large tin can, tape, water.

What to do: Punch three holes in the can, one near the top, one in the middle and one near the bottom. Tape the holes closed. Fill the can with water to the top. Pull the strips of tape off and measure the length of the streams. The bottom stream will go the farthest due to the added pressure of the air and the water in the can.

What happens: The total pressure in a container of water is the sum of the air pressure and the water pressure at that point.

Experiment 4:

Materials: A rubber balloon, several pins with large heads, a roll of plastic tape.

What to do: Inflate the balloon and affix little squares of plastic tape to it. Suck each pin through the center of the tape and to your amazement, the balloon will not burst.

What happens: The adhesive substance on the tape acts like a self-sealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.

BALANCE

Experiment 1:

Materials: Three baseball bats of similar size.

What to do: Point the handles of the bats together so they form a "Y". Slide the handle of the lower bat over the handle of the bat to the left. Slide the handle of the bat to the right under the handle of the bat on the left and over the handle of the lower bat. The bat should form a low solid stool.

What happens: Due to the interlocking arrangement, each bat supports another, making a simple experiment not only in balance, but also in structural engineering.

(This experiment can also be done with three knives with the blades being the handles: or three pieces of wood of the same general shape.)

Experiment 2:

Materials: Two table forks, a drinking glass, a coin chosen for its size.

What to do: Point the prongs of the forks in an inward direction and thrust them together so that the forks are interlocked. Press a coin between the upper prongs from the inner side. Rest the coin on the far side of the glass rim so the handles of the forks extend in your direction. By properly adjusting the forks, you can make the coin balance on its side, keeping the forks balanced with it.

What happens: The handles of the forks serve as a counter balance for the coin and prongs. Precarious though it looks, it is like adjusting weights on ordinary scales - the only difference being the weight of materials used.

SCIENCE TRICKS FOR FUN

SUBMARINES

Demonstrate the basic principle of the submarine as follows:

1. Put a two-hole rubber stopper in the mouth of a small, wide-mouthed bottle. In the first hole, insert one end of a piece of glass tubing bent to serve as a siphon. In the other hole, place a piece of straight glass tubing with a rubber tube attached to the free end.
2. Place the bottle in a large jar or basin filled with water with the free end of the bent tubing in a second jar of water at a higher level. By sucking on the rubber tubing and siphoning water into the bottle, you can make it sink. By blowing water out, you can make it float again.
3. Explain that the submarine submerges by filling its water tanks and rises by blowing them out with compressed air.

EGG IN A MILK BOTTLE

Putting an egg inside a milk bottle with an opening smaller than the size of the egg is not impossible. To accomplish this trick, place a hard-boiled egg in a jar containing some strong vinegar and allow it to stand for twenty-four hours. If the shell is still hard, place it back in the vinegar for another twenty-four hours. The acetic acid in the vinegar will dissolve the hard portion of the shell so you can force the egg into the milk bottle.

The trick is to get it in and out without touching it. Drop a burning straw or match into the bottle and quickly place egg in bottle opening. The egg should drop into bottle as soon as flame uses up oxygen and air pressure outside pushes it in. To get egg out, blow hard into the bottle, then tip it up so egg will drop into neck. If you blow hard enough, the pressure inside should pop egg out.

MAKING ROCK CANDY

Fill a glass half full of very hot water. Add sugar, stirring until no more will dissolve. Pour the clear syrup into a clean glass. Hang a string down from the middle of a pencil crossbar. Tie a nail to one end of the string, so it sinks to the bottom of the glass. Let the other end hang free inside the glass. After a few days you will notice large sugar crystals forming on the string. These crystals are called rock candy.

FROSTED GLASS

Add epsom salts to a saucepan half full of boiling water until no more will dissolve. Pour in a few drops of liquid glue. Next, apply the hot liquid to the glass you wish to frost, using a small brush. The liquid will begin to evaporate almost immediately and form crystals which give the glass a frosted appearance.

THE OBEDIENT EGG

Use two quart-size fruit jars for this trick. Fill one three-fourths full of water. Fill the other jar with a strong salt solution made by dissolving as much salt as possible in 1 1/2 pints of water.

Place an egg in the plain water and you will see it sink. Put it in the salt solution and it will float. By placing the egg in the correct solution you can make it obey your commands of "float" or "sink".

A FOAMING FOUNTAIN

Place two teaspoonfuls of baking soda in the bottom of a quart milk bottle. Drop a burning match into the bottle. It will continue to burn. Next, pour four teaspoonfuls of vinegar on top of the baking soda and watch what happens. The seething, foaming mass is carbon dioxide, released from the soda by the vinegar.

What happens now to a lighted match? Why? Is carbon dioxide gas heavier than air? Than oxygen? Tip bottle slowly over a lighted candle. What happens? The heavy gas can even be poured so flame flutters and may go out. What common objects in most schools use this scientific principle? Fire extinguishers are a good example.

MAKING SECRET INKS

The juice from an onion or lemon makes good invisible ink. Using a clean pen and the ink, write on a piece of blank paper. Make sure your lines are clear and heavy. When the paper dries, it will be blank. However, if you heat the paper carefully over a light bulb, the writing will appear in distinct brown lines which will not fade.

CENTRIFUGAL FORCE

There is only one solution to solve this puzzle. It's so simple that your friends might bite their nails in trying to solve it. Use a large metal screw-top cover, 4 marbles, and four triangular pieces of wood or stacked cardboard, and cork. Make sure the runway edges are smooth or the marbles will halt. Follow the drawings. For the marble to stay in the corners, make a dent on the metal or the paper and metal which is underneath. The solution is at the end.

Question: Can you get all four marbles to stay at the rim at the same time?

AIR CURRENTS

1. Hang two apples about 1 1/2" apart. Blow between them - as hard as possible - you will discover that the force of breath alone won't blow them apart. Instead, it will cause the apples to bump together.
2. Take a small wad of paper (should be a little over 1# square) and put it about 1" inside the neck of an empty soda bottle. Now lay the soda bottle on its side and blow into the bottle. You would think that the paper would be blown into the bottle, but it will come flying out.
3. Get an ordinary kitchen funnel and blow into it while holding a lighted match opposite the corner of the funnel. Your breath will blow the flame toward the funnel instead of blowing it out or away from you.
4. Line up three glasses. Hold your mouth about 2" in front of the first glass and a lighted match behind the last glass (about 2" from it). When you blow you will be able to blow the match out.
5. How does an airplane lift? Take strip of paper 2" wide and about 5" long. Fold it an inch from one end. Hold the paper with your forefinger and thumb so that the fold is about an inch or two from your mouth. Blow as hard as you can over top of the paper. You reduce the pressure on the paper, allowing it to rise.
6. Sink a ship below the water line without getting it wet... make a ship by putting a sail on a cork. Float the cork in deep pan of water. Turn a glass upside down and push it down. The ship will go to the bottom of the glass but the sail will be dry.
7. Fill a glass with water and place a coin behind it. Now try to look at the coin through the top of the glass so that you can see the coin through the water and the other side of the glass. You won't be able to see it.

8. Blow up a balloon and tie it tightly. Hang it in a window. When the air gets cooler the balloon will shrink; when the air gets warmer the balloon will get larger. Warm air takes up more space than cold.
9. Put a deflated balloon over the neck of a soda bottle. Set the bottle in a pan of very hot water. The balloon will inflate and stand straight up.
10. Stuff a dry handkerchief in the bottom of a glass (snugly). Fill a large bowl with water. Plunge the glass straight down (open end down), below the surface of the water. The handkerchief will remain dry.
11. If you have a can with a screw on top you can do an exciting experiment. You will need a clean salad oil can of the rectangular type. Remove the cap and pour in a glass of water. Heat the can until steam pours from the opening. Using pot holders quickly place the can in the sink and quickly screw on the top tightly. Run cold water over the can. The can will buckle and collapse.

MORE FUN WITH SCIENCE

CRYSTALS -

Bring 1 cup water to a boil and turn off heat. Add 2 cups sugar and stir until dissolved. Keep adding sugar until no more will dissolve. (It may be more or less than the two cups.) Let cool. Tie a string to a pencil and lay the pencil across the glass so that the string hangs down in the glass. Pour the cooled mixture in the glass and let it set somewhere undisturbed for several days. The longer you do not disturb them, the longer they will grow.

FLOAT A NEEDLE -

Water has a skin. Put a needle across the tines of dry fork and lower it slowly to the surface but not touching. Gently let the needle roll off the fork onto the skin of the water. A drop of soapy water on the surface will break the skin of the water and the needle will sink.

TOUCH -

Blind fold a friend and have him cross the tips of his fingers. Touch a pencil to the tips of the crossed fingers. He thinks there are two pencils.

TENSIONS -

Fill a glass to the very brim with water. Start dropping in a variety of small metal objects. The water will not overflow but will raise above the glass. You will be amazed at the number of objects you can put in the water.

MAGNETS -

Make a magnet by rubbing a large needle or small nail along the pole of a magnet, being sure to go in one direction only. The needle is now a magnet. If you strike the needle sharply or heat it you then distribute the molecules in a different pattern and it will no longer be magnetized.

LIGHT -

Hang a nail suspended on black thread inside a bottle. With a magnifying glass focus rays of sunshine onto the black thread holding the nail. The thread will burn and the nail will drop. Now try it with white thread - it won't work.

HEAT -

Place a rubber band against your lips. Then hooking index fingers through both ends of the rubber band, pull ends apart quickly. It feels warm but when you relax the rubber band again, it feels noticeably cooler to your lips.

STATIC ELECTRICITY -

Charge a plastic comb by rubbing it with wool, nylon or fur. Dip it into some Rice Krispies. They will be attracted to the comb. But watch closely - one by one the bits will shoot off. They will start to fly off as though shot from a gun.

WHY THE BALL DOESN'T FALL

Birds and planes fly. Baseball pitchers throw curve balls. Sailboats sail into the wind. And you can make a ping-pong ball stay in the air without touching it.

All these things share an important fact of science: when water or air moves, it has less pressure than the air or water around it. The faster it moves, the lower the pressure.

A Swiss doctor named Daniel Bernoulli (say Ber-noo-YEE) discovered this fact more than 200 years ago. It is called Bernoulli's Principle.

Other easy experiments that show Bernoulli's Principle are in your Webelos Scout Book.

To float a ping-pong ball, remove the cleaning tool from the end of the vacuum cleaner hose. Unplug the hose from the intake hole. Plug it into the outlet hole near the bottom of the vacuum cleaner. (Ask Mom or Dad to help.) Plug the cord into an electric outlet. Turn the vacuum cleaner on. (This will not work on an upright vacuum cleaner.)

Point the hose straight up. Hold it steady. Gently release the ball into the air stream about 10 to 12 inches above the nozzle.

Try balls of different sizes and weights. Can you "float" more than one at a time? Experiment!

Crystal Creations

Grow Spikes of Crystals in the Sun

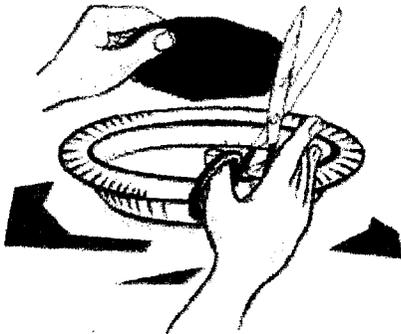


What do I need?

- Black construction paper
- Scissors
- A pie pan, cake pan, or shallow bowl
- Warm water
- Epsom salt (usually near the rubbing alcohol in the supermarket)



1 Use your scissors to cut the black paper so it will fit in the bottom of your pie pan.



Tips for Home Scientists:
This activity works best on a sunny day.

2 Add 1 tablespoon of Epsom salt to 1/4 cup of warm water. Stir until the salt is dissolved.

3 Pour the salty water onto the black paper in the pie pan.



4 Put the pie pan out into the sun. When the water evaporates, you'll see lots of crystal spikes on the black paper!



Try This!

The Mudd family discovered that these crystals look great under a microscope.

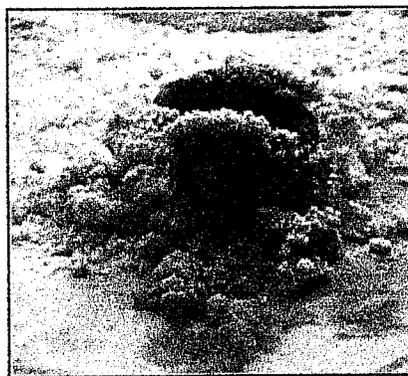
What's Going On?

Why does Epsom salt make crystal spikes?

When you add Epsom salt to water, the salt dissolves. When you leave the pan in the sun, the water evaporates and the salt forms crystals shaped like long needles.

If you tried this experiment with table salt instead of Epsom salt, you wouldn't get crystal spikes. That's because table salt and Epsom salt are chemically different, so the crystals that they form are very different.

The picture on the right shows part of an artwork created for the Exploratorium by Swiss artist Jörg Lenzlinger. He mixed different kinds of salts with water. As the water evaporated, the salts crystallized, making beautiful shapes that kept growing and changing.



To learn more about this salt crystal artwork, visit our [Complexity](#) website.

Return to **The Science Explorer**



This and dozens of other cool activities are included in the Exploratorium's Science Explorer books, available for purchase from our online store.



About the Books...

Published by Owl Books,
Henry Holt & Company, New York,
1996 & 1997

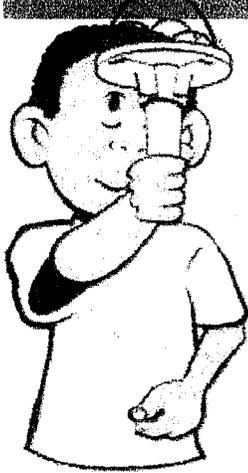
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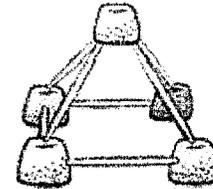
The Science Explorer

An Exploratorium-At-Home Book



New Activities!

Geodesic Gumdrops
Make amazing architecture
with candy and toothpicks.



by Pat Murphy, Ellen Klages
Linda Shore and the Staff
of the Exploratorium.
Illustrated by Jason Gorski



Go With the Flow
Spin the bottle to see
beautiful swirling shapes!

Now you can get more Science Explorer activities and support our museum at the same time. Both Science Explorer books can now be purchased online at our new [Exploratorium Store!](#)

GET MESSY, GET AIRBORNE, GET LOUD, GET SHOCKED! TRY THESE ACTIVITIES.

Blowing, Bouncing, Dramatic Static Hear, Hear!

Bursting Bubbles

Bubble Bomb - Using baking soda and vinegar, you can pop a plastic bag with the power of fizz.

Balloon Blow-Up - Not all bubbles are made with soap!

Bubbularium - Make an observatory to see the amazing colors in bubbles!

It's All Done With Mirrors

Up Periscope! - Build a mirrored tube that lets you see around corners and over walls.

Mysterious Mixtures

Outrageous Ooze - This stuff can't make up its mind -- is it a liquid or a solid?

Go With the Flow - Spin the bottle to make beautiful swirling shapes!

It's Colorific!

Black Magic - Discover secret colors hidden in a black marker!

Reflecting Rainbows - Decorate your white walls with rainbow colors!

Surprising Structures

File Card Bridges - How many pennies will your bridge hold?

Super Sparker - Make very, very, very tiny lightning, anytime you want!

Remote Control Roller - Rub a balloon on your head, then watch a soda can race across the floor!

Seeing the Light

Pringles® Pinhole - Recycle a potato chip can into a simple camera.

Pictures From Light - With a lens, you can bend light to make pictures of the world.

Making a Sun Clock - Before there were clocks, people used shadows to tell time!

Taking Things Apart

Dissect a Disk - Find out what's inside a floppy disk.

Sink Or Swim

Salt Volcano - Make your own miniature "Lava Lite"

Glitter Globe - Make a fantastic toy that shimmers when you shake it.

The Amazing Water Trick - Do hot water and cold water mix?

Seeing Isn't

Believing

Ear Guitar - Share some secret sounds with a friend.

Secret Bells - An ordinary metal spoon can make some astounding sounds!

CANdemonium - Recycle some cans to make after-dinner music!

Rings, Wings, and Other Flying Things

Roto-Copter - This simple paper toy spins through the air like a mini-helicopter!

Spinning Blimps - Become an aircraft designer!

Hoopster - Most paper airplanes are flat, but these paper hoops can really fly!

What Do You Say?

IMOK. UROK. - You can make sentences without words!

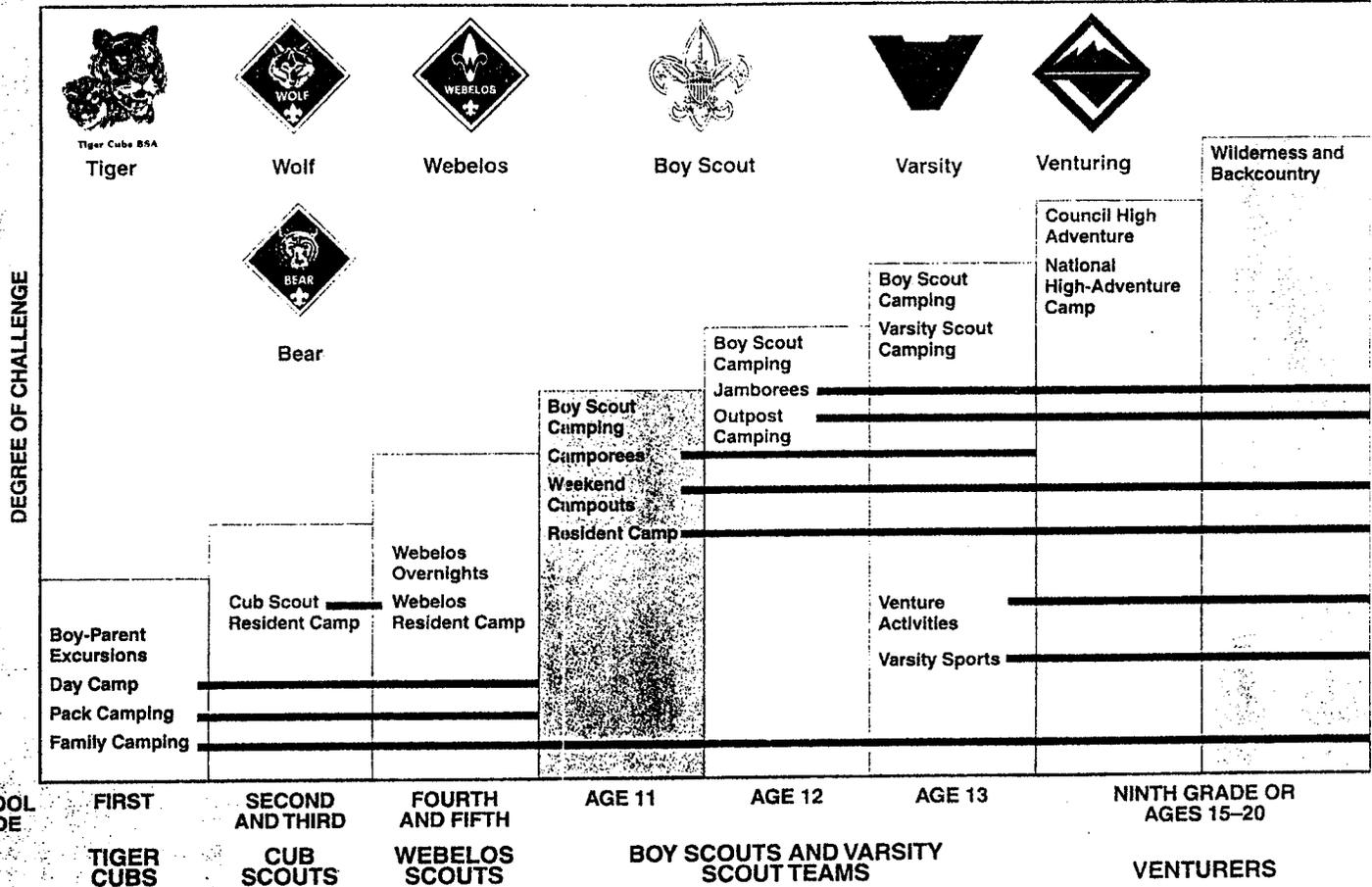
Making Changes

Crystal Creations - Grow spikes of crystals in the sun.

Mold Terrarium - Watch tiny blue, green, and white plants grow on leftover food.

Copper Caper - Watch old pennies turn bright and shiny right before your eyes!

Scouting's Camping Program—Ever-Increasing Challenge Out-of-Doors



Standards for Privacy on Trips or Outings



To support the BSA policy of two-deep leadership on all trips or outings, we must address the sleeping arrangements of male and female leaders.

All leaders are expected to reflect high moral standards established by customs, traditional values, and religious teachings.

Male and female leaders require separate sleeping facilities. Married couples may share the same quarters if appropriate facilities are available.

Male and female youth participants must not share the same sleeping facility. When tents are used, no youth will stay in the tent of an adult other than his/her parent or guardian.

When housing other than tents is used, separate housing must be provided for both male and female participants. Adult male leaders must be responsible for the male participants. Adult female leaders must be responsible for the female participants.

Adult leaders need to respect the privacy of youth members in situations where the youth are changing clothes or taking showers, and intrude only to the

extent that health and safety require. Adults also need to protect their own privacy in similar situations.

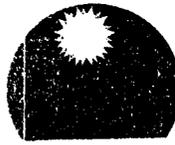
Although it is not mandatory, councils are strongly encouraged to have separate shower and latrine facilities for females. In camps where separate facilities are not available, separate shower schedules for males and females should be posted. Use the buddy system for latrine use by having one person wait outside the entrance, or use Occupied and Unoccupied signs on door latches.

Why Cub Scout Camping?



When a boy and his family join Cub Scouting, they are joining an organization that values the fun and excitement of experiencing the outdoors. Each Cub Scout pack is encouraged to provide its youth members with enriching, positive outdoor experiences. This may be a youth member's first organized camping activity. Keeping this in mind, the following definitions and guidelines are provided to help make it a positive experience:

Cub Scout Day Camp



Day camp is an organized one- to five-day program for Cub Scouts and Webelos Scouts conducted by the council under certified leadership at an approved site. Day camps are conducted during daylight or early evening hours. Day camps do not include any overnight activities.

Certification of the day camp director and program director is provided through the National Camping School. All day camps shall be conducted in accordance with established standards as provided in National Standards for Cub Scout/Webelos Scout Day Camps, No. 13-108.

Reference

Cub Scout Day Camp, No. 13-33815

Cub Scout/Webelos Scout Resident Camp



Cub Scout/Webelos Scout resident camping is a council-organized, theme-oriented overnight camping program. Cub Scout/Webelos Scout resident camp runs for at least two nights and is conducted under certified leadership at a camp approved by the council.

Resident camping typically includes the following outdoor program areas:

- Showmanship
- Sportsmanship
- Craftmanship
- Waterfront
- Fitness
- Campcraft
- Nature

Each year, councils change their overall theme to offer different adventures. Examples of themes include Sea Adventure, Space Adventure, Athletes, Knights, Circus Big Top, American Indian Heritage, Folklore, and the World Around Us.



Certification of the resident camp director and program director is provided through the National Camping School. All Cub Scout/Webelos Scout resident camps shall be conducted in accordance with established standards as provided in National Standards for Cub Scout/Boy Scout Resident Camps, No. 19-108.

References

Resident Camping for Cub Scouting, No. 13-33815
Staff Training and Parent Orientation Guide, No. 13-167

Webelos Den Overnight Camping



Webelos Scout overnights introduce the boy and his parent to the basics of the Boy Scout camping program. These campouts are conducted under the leadership of a trained Webelos den leader. In most cases the Webelos Scout will be under the supervision of a parent or guardian. BSA health and safety and Youth Protection guidelines apply.

Webelos Scout dens are encouraged to visit Boy Scout camporees and Klondike derbies. The purpose of this visit should be for the boys to look ahead with anticipation to their future as Boy Scouts and observe troops they may potentially join. Webelos Scout dens should not compete against or participate in activities designed for Boy Scouts. Webelos Scout dens should not spend the night as participants at the event if the program is Boy Scout-based.

References

Cub Scout Leader Book, No. 33221, "Webelos Overnight Campouts"
Webelos Leader Guide, No. 33853A

Cub Scout Family Camping



Cub Scout family camping is an overnight camping experience other than accredited resident camping. In most cases, the youth member will be under the supervision of a parent or guardian. Family camping should be conducted at a site recommended for Cub Scout family camping by the local council (councils should use approval form No. 13-508). BSA health and safety and Youth Protection guidelines apply. There are three categories of Cub Scout family camping:

Council-organized Cub Scout family camping: A council-organized overnight camping event involving more than one pack at which the local council provides all of the elements of the outdoor experience. This may include staffing, food service, housing, and a complete program schedule. Examples include "parent and pal" or "family adventure weekends."

Certification of the council family camping administrator is provided through the National Camping School. Council-organized family camps shall be conducted in

accordance with established standards as given in National Standards for Local Council Family Camping, No. 13-408.

Pack-organized Cub Scout family camping: A pack-organized overnight camping event involving more than one Scouting family. In some cases, nonmembers (brothers and sisters) may participate if the event is structured accordingly to accommodate them. Adults giving leadership to a pack campout must complete Cub Scout Leader Outdoor Skills orientation. This training teaches pack leaders and adults the importance of implementing Youth Protection policies, understanding health and safety guidelines, and organizing age-appropriate activities. Permits for campouts shall be issued locally. Packs use the Local Tour Permit Application, No. 34426.

Family-organized recreational camping: Many Cub Scout families enjoy camping as a family within a Scouting framework. In support of these families, some councils offer the following resources: camping grounds and equipment for rental at reasonable rates, destination guides, activity suggestions, and training.

References

- Guide to Safe Scouting*, No. 34416
- Family Camping Resources*, No. 13-813
- Camping Program and Property Management*, No. 20-920
- Council Family Camping Staff Training Guide*, No. 13-468

Cub Scout Pack National Quality Unit Award



Each Cub Scout pack must achieve six of 10 requirements to qualify for the award. One of the six required is outdoor activities. To meet this requirement, the pack is to participate in one or more of the following experiences: Cub Scout day camp, resident camp, family camping, pack camping, and/or Webelos den overnighter.

Resource

- Cub Scout Pack National Quality Unit Award, No. 14-220

Cub Scout Trips and Excursions



Trips or excursions by Cub Scout packs under chartered organization leadership are a recognized part of the Cub Scout program. Trips should be conducted in accordance with established procedures.

Permits for such tours shall be issued locally or nationally, depending on the distance traveled.



The National Council has established the following guidelines:

- Trips normally will be one-day excursions.
- Although overnight stays are permitted, they are not encouraged.
- When overnight stops are necessary, participants will stay in private homes, motels, or hotels.
- Lock-ins or overnight programming at local museums may be approved by the local council.
- Den leaders, pack leaders, and parents are expected to accompany the boys on approved trips.
- Tiger Cubs are limited to boy-parent excursions, day camps, or council-managed family camping.

It is the policy of the Boy Scouts of America that trips and outings may never be led by only one adult. Two registered adult leaders or one registered adult leader and a parent of a participant, one of whom must be 21 years of age or older, are required for all trips or outings. It is the responsibility of the chartered organization of any Cub Scout pack, Boy Scout troop, Varsity Scout team, or Venturing crew to stress to the committees and leadership of the unit that sufficient adult leadership must be provided on all trips and outings.

Accident and Sickness Insurance Protection



For questions about current camper accident and sickness insurance, please refer to the latest material sent to Scout executives from the Insurance and Risk Management Service of the Boy Scouts of America.

CUB SCOUT SHOOTING SPORTS

BB-Gun Safety

Many Cub Scouts have BB or air rifles at home, and most will be exposed to some type of firearm while growing up. Parents should understand that safety is as necessary with BB and air rifles as it is in any other aspect of shooting. Training is essential in learning how to shoot well, and safe shooting habits developed early help provide the atmosphere for learning these skills.

Gun shooting sports are not an approved part of the Cub Scout program, except at Cub Scout day, family, or resident camp. At camp, boys might have an opportunity to take part in a BB-gun (rifle) safety and marksmanship program under the direction of a trained and certified BB-gun range officer. These range officers must attend a two-hour training program conducted by a National Camping School-certified field sports director or NRA instructor.

Although gun-shooting sports are not permitted as den and pack activities, leaders can help parents understand the importance of training and encourage attendance of boys at Cub Scout day camps that offer this training.

ARCHERY SAFETY

Archery is similar to the BB-gun safety program in that as of the year 2000 it becomes a camp program. Archery recognition items can be earned only at day camp, resident camp, or council-managed family camping programs. Range officers must attend a two-hour training program.

Although archery programs are not permitted at den and pack activities, leaders can help parents understand the importance of training and encourage attendance of boys at Cub Scout camps that offer this training. (For more information, refer to *Cub Scout Shooting Sports*, No. 13-550.)

CAMPING HEALTH AND SAFETY

Water

Use only tested water for drinking. If the water at your camping spot hasn't been tested, bring water from home in jeep cans, plastic jugs, or similar closed-top containers. If in doubt, boil water for five minutes. Allow enough for drinking water, cooking, and cleanup, and have some extra for fire protection.

Sanitation

If toilet facilities aren't available at the campsite, a slit-trench latrine should be dug. (This is called a straddle trench because of the way it is used.) It should be located away from the camp proper and screened for privacy. The dirt from the

trench should be piled on the side of it and a paddle stuck in the dirt pile. After each use of the latrine, the paddle is used to spread a light layer of dirt over the excrement in the trench. A roll of toilet paper, protected from the weather with plastic foil, or an inverted empty tin can should be placed at the latrine. Be sure to fill in the trench when the group leaves the campsite.

Dishwashing is often a problem when camping. (For a short overnight camp, solve the problem by using paper plates and cups and plastic utensils. When the meal is over, they can be disposed of, leaving only cooking utensils to be cleaned.) Teach the boys to scrape their dishes before putting them in the dishwasher. Use hot water for cleaning pots, pans, and utensils. Sterilize with boiling water and air dry.

Campsite Cleanliness

If there are garbage disposal facilities at your campsite, they should be used for cans, bottles, and wet garbage. If not, then glass bottles and jars should be washed out and taken home for recycling. Tin cans should be burned out in the fire and, when cool, flattened by tromping on them. They too, should be taken home. Wet garbage should be dried beside the fire and burned when dry. Nothing should be buried. Animals will dig it up as soon as you leave, and the clean camp you leave will be a mess by the next day.

Always bring plastic garbage bags. They serve many purposes, especially if trash is to be carried out.

Flammability Warning

No tent material is fireproof, and it can burn when exposed to heat or fire. Follow these rules:

1. Only flashlights and electric lanterns are permitted in tents. No flames in tents is a rule that must be enforced.
2. Liquid fuel stoves, heaters, lanterns, lighted candles, matches, and other flame sources should never be used in or near tents.
3. Do not pitch tents near open fire.
4. Do not use flammable chemicals near tents—charcoal lighter, spray cans of paint, bug killer, and repellent.
5. Be careful when using electricity and lighting in tents.
6. Always extinguish cooking fires and campfires promptly.
7. Obey all fire laws, ordinances, and regulations.

Campfire Safety

1. Before building the campfire, create a firelay, an insulating cushion to protect the soil and help contain the fire so it will not spread. Clear a 10-foot circle of any burnable

Field Trips and Outings

This section contains a partial list of the places for Den or Pack outings. Places we did not specifically include are:

Police departments and fire departments: Most of them have wonderful programs for children. Don't forget 9-1-1 centers in your community. Contact your police department.

Other public facilities: Some cities give tours of their city halls. Some judges are willing to talk to the boys in their chambers. These are great for the Webelos Scouts. Libraries are always fun to visit, especially when they let you see the storage rooms.

Supermarkets and restaurants: Albertsons, Safeway, Costco and many other supermarkets give tours. Children like their big freezers. Carl's Jr., Burger King, and McDonalds are but a few of the fast food restaurants who take the kids behind the counters. Chevy's and other restaurants give tours too.

Many other places do not publicize but give tours to those who request. Others, mostly private businesses, may not have given any tours before but probably would be willing to do so if asked. So if you are working on caring for pets with your Wolves, call a pet shop or your veterinarian. If you need a bicycle expert for the Webelos Handyman badge, just call a bicycle shop in your neighborhood and ask. Ask for specific things; tell them what you need to be covered for a particular achievement or activity badge. Many are more than willing to accommodate you.

City, County, State, and National Parks: We did not include as many outdoor facilities for picnic, hiking and camping as we would have liked. We are lucky to have so many beautiful parks surrounding us. Call County Parks, State Parks and National Parks for information. These services have their own guidelines and publications. California State Department of Parks and Recreation publishes yearly a listing of their special events, programs and activities, from astronomy program and kite festival to poison oak festival and banana slug derby. Call (916) 653-4000 and ask them to send you the 1999 Event Calendar.

AAA has books and maps for the area including those for camping. Ask them for a copy. Boy Scout leaders are excellent resources for hiking trails and camping grounds.

Suggestions for Keeping the "Outing" in Scouting:

1. Go kite flying.
2. Outdoor track meet (standing broad jump, foot race, softball throw).
3. Visit a newspaper office.
4. Visit a factory.
5. Visit the zoo.
6. Kickball game using ball of rags or feathers.
7. Visit a farm or ranch.
8. Den bowling.
9. Take the den to a sporting event (high school or college).

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10. Ice skating or roller skating.
11. Jump rope contest.
12. Backyard breakfast cookout.
13. Weather observation.
14. Cub mobile derby.
15. Treasure hunt.
16. Scavenger hunt.
17. Marble shooting contest.
18. Safety inspection of everyone's bikes; have a bike rodeo.
19. Adventure trail (Wolf book e-18-c).
20. Go fruit picking or berry picking.
21. Games making day – ring toss, box hockey, etc.
22. Use pinewood derby cars – roll on pavement to stop in marked areas for points.
23. Archery at archery range.
24. Hay ride.
25. Fishing in pond at county park for prizes.
26. Visit a historical area.
27. Local geography day – use maps and go to principal civic building.
28. Fly paper airplanes.
29. Visit a state fair.
30. Visit a weather station.
31. Play in the snow.
32. Have a den or pack picnic.
33. Shell collecting at the beach.
34. Woods hike for leaf collection.
35. Trip to fire station.
36. Pack meeting with campfire.
37. Trip to county museum.
38. Visit to police station or highway patrol.
39. Water carnival.
40. Night meeting to study the stars.
41. Visit a 4-H fair.
42. Visit an ambulance station.
43. Visit hobby store – on return, list all hobbies boys can think of.
44. Visit the telephone company.
45. Visit a cable company.
46. Visit the airport.
47. Look for animal tracks – make plaster cast.
48. Visit library; librarian tells what is provided besides books. Each boy gets a library card and takes out a book.
49. Bird watching – contest for most kinds.
50. Play marble golf.
51. Science day with microscope. Look at eater, leaf, dirt, etc.
52. Water balloon toss.
53. Session of first aid.
54. Bait-casting practice (with adult help).
55. Play a game of horse shoes.

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56. Play a game of soccer.
57. Visit a cemetery.
58. Visit a post office.
59. Without a watch, each boy tries to walk around the block in exact number of minutes.
60. Play a game of frisbee.
61. Visit a nursery; find out how different flowers and trees are grown.
62. Make sailboats to race on a pond or kiddie pool.
63. Go rock collecting.
64. Nature craft hunt.
65. Pack have a boat regatta.
66. Play miniature golf.
67. Basketball shooting.
68. Visit a wildlife refuge.
69. Visit your Mayor's office.
70. Visit your 911 communication center.
71. Volley ball (with a beach ball).
72. Catch butterflies.
73. Baseball game with another den.
74. Service project for church or school.
75. Plant a vegetable garden.
76. Visit aquarium (planetarium, botanical garden).
77. Lifeguard or Boy Scout talk and demonstrates water safety.
78. Tour two blocks and look for hazards to boys' safety.
79. Work on a sports belt loop and pin.
80. Make a float and be in a parade.
81. Visit a state park. Talk to a park ranger and learn about his job.
82. Visit a Cub Scout camp or Boy Scout camp.
83. Go to court for a visit.
84. Go swimming at a YMCA.
85. Go to a professional baseball game.

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Outings in New Jersey

All of the following locations may be reached by following the link from www.fieldtrip.com.

Aquaria & Marine-Related	
Brookdale Ocean Institute	Cape May Whale Watch
Discovery Seashell Museum	Marine Mammal Stranding Center
New Jersey State Aquarium	Ocean Discovery Center
The Arts	
Bergen Museum of Art & Science	Grounds for Sculpture
Hiram Blauvelt Wildlife Art Museum	Hunterdon Art Center
Jane Vorhees Zimmerli Art Museum	Mid Atlantic Center for the Arts
Montclair Art Museum	Morris Museum
Newark Museum	Noyes Museum
Princeton University Art Museum	Stedman Art Gallery
Wheaton Village	
Botanical Gardens & Arboreta	
Holmdel Arboretum	Hunterdon County Arboretum
Leaming's Run Garden	Leonard J. Buck Garden
Meadford Leas, Barton Arboretum	Reeves-Reed Arboretum
Children's Museums	
Garden State Discovery Museum	Imagine That!
New Jersey Children's Museum	
Environmental Education/Nature Centers	
Cape May Bird Observatory	Cooper Environmental Center
Edwin B. Forsythe National Wildlife Refuge	Environmental Education Center
Flat Rock Brook Nature Center	Great Swamp National Wildlife Refuge
Great Swamp Outdoor Education Center	Greenbrook Sanctuary
Hackensack Meadowlands Environmental Center	James A. McFaul Wildlife Center
Lorrimer Sanctuary	Rancocas Nature Center
Stony Brook-Millstone Watershed Association	Tenafly Nature Center

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Environmental Education/Nature Centers (continued)	
Tillman Ravine	Trailside Nature & Science Center
Warren E. Fox Nature Center	Weis Ecology Center
Wells Mills Nature Center	Wetlands Institute
Woodford Cedar Run Wildlife Refuge	
Farms, Historical & Interpretive	
Fosterfields Living History Farm	Holcombe-Jimison Farmstead
Howell Living History Farm	Johnson's Corner Farm
New Sweden Farmstead	
Historical Museums, Houses & Sites	
Acorn Hall	American Glass, Museum of
American Labor Museum	Barclay Farmstead Museum
Bridgeton Historical District	C.A. Nothnagle House
Camden Historical Society	Church Landing Farmhouse Museum
Dey Mansion	Drumthwacket
Early Trades & Crafts, Museum of	Edison National Historic Site
Fort Lee Historic Park	Fort Mott State Park
George F. Boyer Museum	Heritage Glass Museum
Historic Speedwell	Indian Heritage Museum
Israel Crane House	John Holmes House
Kuser Farm Mansion	Lakehurst Historical Society
Meadowlands Museum	Miller-Cory House
Monmouth Battlefield State Park	Ocean County Historical Society
Old Swedes Trinity Church	Paterson Museum
Princeton Historical Society	Schoolhouse Museum
State House	Van Bunschooten Museum
Washington Crossing State Park	William Trent House
Lighthouses	
Barnegat Lighthouse State Park	Hereford Inlet Lighthouse
Sea Girt Lighthouse	Twin Lights Historic Site

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Military Museums & Sites	
Fort Hancock Historic District	New Jersey Naval Museum
Old Barracks Museum	US Army Communications Electronics Museum
US Coast Guard Training Center	USS Ling 297
Science & Natural History Museums	
Franklin Mineral Museum	JCP & L Energy Spectrum
Liberty Science Center	Monmouth Museum
New Jersey State Museum	Robert J. Novins Planetarium
Sterling Hill Mining Museum	
Special Interest	
Aviation Hall of Fame	Barnegat Bay Decoy Museum
Cooper Mill	Craftsman Farms
Golf House	New Jersey State Police Museum
Raptor Trust	Wild West City
Transportation	
Black River & Western Railroad	Newark International Airport
Ocean Gate Historical Museum	Toms River Maritime Museum
Whippany Railway Museum	
Villages, Historical & Interpretive	
Allaire Village	Batsto Village
Clinton Historical Museum Village	Tuckerton Seaport
Waterloo Village	
Zoos, Petting Zoos, Game Farms	
Bergen County Zoological Park	Cape May County Park & Zoo
Cohanzik Zoo	Green Meadows Farm, Roseland
Pequest Trout Hatchery	Popcorn Park Zoo
Space Farms Zoo & Museum	Turtleback Zoo

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FOR YOUNG CHILDREN:

Boy Scouts
Girl Scouts
4H Groups
The Zoo
School and Park Playgrounds
Grocery Store (great for math)
Auctions
Museums (on free days)
Pick-Your-Own Farms
Children's Museums
Science Centers
Factory Tours
Farms
Flea Markets
Farmer's Markets
Biking Trails
Hiking Trails
Church/Synagogue Activities
Ideas From Newspaper
Historic District
Nature Centers
Community Festivals
Special Holiday Events
Beaches
The Airport
A Subway Trip
Fire Station
Exotic Pet Store
Free Concerts
Free Puppet Shows
Free Art Exhibits
Star Gazing
Little League
Animal Shelter
Summer Park Programs
Summer Library Programs

FOR OLDER CHILDREN:

All Of The Above Choices
Animal Shelter Volunteer

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Nursing Home Volunteer
Hospital Volunteer
Library Volunteer
Veterinarian Assistant
Lawn Mowing Business

Halloween Party
Visit the Upper Allen Police or Fire Dept.
McCurdy's Tree Farm for a hayride 766-9436
Boiling Springs Fish Hatchery 657-4518
Nature hike
West Shore Humane Society 697-8547
Trindle Bowl and go bowling
Kite flying
Puppet making
State Capitol Building 787-6810
Backyard Olympics and/or obstacle course
PA State Museum/Planetarium
Christmas Caroling
Bike safety inspection and bike hike
Fishing, sledding, roller skating, ice skating
Swimming at the high school
Visit Zoo America
IMAX theater at the Whitaker Center
The Whitaker Center Science Museum
Scavenger Hunt or treasure hunt
Homemade pizza or homemade Christmas cookie making
Make holiday/Mother's Day/Father's Day gifts
Have a ping pong tournament

Zoos

Almost all children enjoy a trip to the zoo. We can use zoos to encourage our child's interest in the natural world and to introduce children to the many fascinating forms of life.

Guessing games can help your child understand structure and function. "Why do you think the seal has flippers?" (The seal uses flippers to swim through the water.) "Why do you think the gibbons have such long and muscular arms?" (Their arms help them swing through the trees.) "Why does the armadillo have a head that looks like it's covered with armor, as well as a body that's covered with small, bony plates?" (The armor and the small, bony plates protect it from being attacked by predators.) As your children mature, they will understand more complex answers to these questions.

Children can learn about organization by seeing related animals. Have them compare the sizes, leg shapes, feet, ears, claws, feathers, or scales of various creatures. Ask them, "Does the lion look like a regular cat?" "How are they the same?" "Does the gorilla look like the baboon?"

Here are a few suggestions to help make your visit worthwhile: Discuss expectations with your children ahead of time. What do they think they'll find at the zoo? Very young or insecure children may go to the zoo with a more positive attitude if they are assured that it has food stands, water fountains, and bathrooms. Don't try to see everything in one visit. Zoos are such busy places that they can overwhelm youngsters, particularly preschoolers and those in primary grades. Try to visit zoos at off times or hours (in winter, for example, or very early on a Saturday morning). This provides some peace and quiet and gives children unobstructed views of the animals.

Look for special exhibits and facilities for children; such as "family learning labs" or petting zoos. Here, children can touch and examine animals and engage in projects specially designed for them. For example, at the HERPlab (derived from the word herpetology) at the National Zoo in Washington, D.C., visitors can learn about reptiles and amphibians by doing everything from assembling a turtle skeleton to locating the different parts of a snake. Plan follow-up activities and projects. A child who particularly liked the flamingos and ducks may enjoy building a bird house for the back yard. One who liked the mud turtle may enjoy using a margarine tub as a base to a paper-maché turtle.

Museums

Museums are designed today to interest visitors of all ages. Science and technology museums, natural history museums, and children's museums can be found in many middle-sized and smaller communities like Bettendorf, Iowa, and Worland, Wyoming, as well as in large metropolitan areas like Los Angeles, Chicago, and New York. Museums vary in quality. If possible, seek out those that provide opportunities for hands-on activities. Look for museums with:

- Levers to pull;
- Lights to switch on;

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- Buttons to push;
- Animals to stroke; and
- Experiments to do.

Natural history museums sometimes have hands-on rooms where children can stroke everything from lizards to Madagascan hissing cockroaches. Many museums offer special science classes. Look for omnitheaters. These enable visitors to see movies on subjects ranging from space launches to rafting on the Amazon projected on a giant screen. The sounds and sights of the experience are extremely realistic. If you are unfamiliar with museums in your area, consult a librarian, the Yellow Pages of your telephone book, a local guidebook, or the local newspapers, which often list special exhibits.

Many tips for visiting the zoo are also helpful when you visit museums or other community facilities. For example, don't try to cover too much on one visit, and do try visiting at off hours when the crowds won't seem overwhelming.

Planetariums

Planetariums have wonderful exhibits and activities for youngsters. There are about 1,000 planetariums in the United States, ranging from small ones that hold about 20 people to giant facilities with 300 or more seats. These facilities are particularly useful for children in urban areas, where metropolitan lights and pollution obstruct one's view of the solar system. Inside planetariums, children often can:

- Use telescopes to view the rings of Saturn;
- See the "sky" with vivid clarity from inside the planetarium's dome; and
- Step on scales to learn what they would weigh on the moon or on Mars.

To find the nearest planetarium, call the astronomy or physics department at a local college, your local science museum, or the science curriculum specialist or science teachers in your school district.

Aquariums

Aquariums enable youngsters to see everything from starfish to electric eels. Children particularly enjoy feeding times. Call ahead to find out when the penguins, sharks, and other creatures get to eat. And check for special shows with sea lions and dolphins.

Farms

A visit to a farm makes a wonderful field trip for elementary school youngsters. But parents can also arrange visits. If you don't know a farmer, call the closest 4-H Club for a referral. Consider dairy farms, as well as vegetable, poultry, hog, and tree farms. On a dairy farm, see the cows close up, view silos, and learn what cows eat. Find out from the farmer:

- Up to what age do calves drink only milk?
- When do they add other items to their diets? What are they?
- Why are the various foods a cow eats nutritious?

A visit to a farm also enables children to identify the difference between calves, heifers, and cows; to watch the cows being milked; to see farm equipment; to sit on tractors; and to ask questions about how tractors work. If you visit a vegetable farm, encourage your children to look at the crops and ask questions about how they grow. If your children grew up in an urban area, they may have no idea what potatoes or beans look like growing in a field.

People

See if your children can spend part of a day or even an hour with a park ranger, pharmacist, veterinarian, chemist, engineer, or laboratory technician. This can teach the importance of science for many jobs. Before the visit, encourage your children to read about the work so they will be able to ask good questions during the visit.

Nature Hikes

Many communities have parks, forests, or nature areas in which to walk. Some of these have centers where visitors can do everything from observe beehives to learn about flora and fauna. If these facilities are unavailable, walk around your neighborhood and help your children:

- Collect and identify leaves or rocks;
- Observe pigeons, squirrels, butterflies, ants, or spider webs;
- Observe differences among the dogs and cats you see; and
- Talk about the special features of the birds and flowers you encounter.

Science Groups and Organizations

There are special groups and organizations for children in many communities. Check out:

- Boy Scouts, Girl Scouts, or Camp Fire, Inc.;
- Y.M.C.A.s or Y.W.C.A.s;
- 4-H groups; or
- The National Audubon Society.

Some groups focus solely on a particular science activity—ham radios, for instance, or computers. Schools sometimes organize groups for students with special science interests.

Other Community Resources: Look into botanical gardens, weather stations, hospital laboratories, sewage treatment plants, newspaper plants, radio and television stations, and historical sites.

What Are Den Leaders?

Volunteers are like FORD - They have a better idea.

Volunteers are like COKE - They're the real thing.

Volunteers are like PAN AM - They make the going great.

Volunteers are like PEPSI - They've got a lot to give.

Volunteers are like DIAL SOAP - They care, don't you wish everybody did?

Volunteers are like VO5 HAIR SPRAY - Their goodness holds in all kinds of weather.

Volunteers are like HALLMARK CARDS - They care enough to give their very best.

Volunteers are like STANDARD OIL - You expect more and you get it.

But best of all.....

Volunteers are like FROSTED FLAKES - They're GRREAT!!!!

- Crossroads of America, 1992

A Good Den Leader . . .

- Serves a full year term.
- Has a friendly attitude . . . the den is like one happy family.
- Has consideration for the individual . . . a cub is never embarrassed in front of his friends.
- Has patience . . . is satisfied to wait until the new boy adjusts.
- Has wide interests . . . brings talents to the cubs.
- Is fair . . . treats all cubs in a like manner.
- Has a good manner . . . the den leader's voice and smile makes each cub feel good all over.
- Has a sense of humor . . . puts joy, fun, and enthusiasm into working with cubs.
- Has a good disposition . . . temper is always under control and rarely shows impatience.
- Has an interest in the individual . . . helps the self-conscious cubs and shows an interest in the personal and den problems of each cub.
- Is generous . . . gives praise, encouragement and with others plans unexpected treats for the cubs.
- Plans the meetings and assembles supplies . . . uses the den meeting outline and gathers supplies and equipment for future use.
- Knows the job . . . because the cub scout literature is read often and thoroughly; because training sessions are taken, Roundtables and Pow Wow attended; because all planning meetings are also attended.

Elements of a Good Meeting

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

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

HOW TO PADDLE YOUR OWN CANOE

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

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

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

A "GOOD MEETING"

A good meeting doesn't just happen; it requires careful planning and execution of that plan. A "good meeting" achieves the purposes of Cub Scouting.

FOUR STEPS IN PLANNING

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

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

BASIC CONCEPTS

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

SEVEN PARTS OF A MEETING

1. **BEFORE THE MEETING STARTS** - Take care of any last-minute details, make sure that everything is ready before the boys arrive.
2. **WHILE THE CUB SCOUTS GATHER** - As soon as the boys begin arriving, give them something to do. If you don't, they will find something on their own.
3. **OPENING** - The signal the meeting is starting.
4. **BUSINESS ITEMS** - Keep this short. Cover important information about upcoming dates.
5. **ACTIVITIES** - At den meetings this is the time for games, crafts, the FUN stuff.
6. **CLOSING** - Serious and quiet. The meeting is over.
7. **AFTER THE MEETING** - The den leaders and den chief evaluate the meeting and go over plans for the next one.

Den Code of Conduct

At your first den meeting, sit down with the boys and discuss what a den meeting will be like and what you hope to accomplish. Introduce the cubs to the Cub Scout sign. Let them know that you have no intention of wasting your time screaming and hollering at them (the boys will appreciate that too!), and you will only be using the sign to get their attention. (A whistle is nice to use for rowdy outdoor games.)

Have the boys tell you what rules they think would be appropriate for den meetings. You'll be surprised; the boys will be harder on themselves than you would be. They'll be delighted when you decide to throw a rule or two out.

Here's a sample Den Code of Conduct written by boys:

1. Don't interrupt.
2. No nasty jokes.
3. No punching or kicking.
4. Listen to Akela and don't talk back.
5. No cussing.
6. Don't stick your tongue out or spit.
7. No talking ugly about other people.

You might add a few things, like:

1. Wipe your feet at the door.
2. No running or yelling in the house.

Write all the rules on a poster board and display them at every meeting. You might find you need to add something later. You may also wish to review them from time to time.

Once you have your den rules established, you need to find a system to enforce it that will work for you. One system that works well is "**THREE STRIKES - YOU'RE OUT**". The first time a boy breaks a rule, he gets a warning. The second time, the boy spends five minutes in Time Out. (Time Out is an interruption of a child's unacceptable behavior, by removing him from the scene of the action.) A chair off to the side, out of the activity of the den meeting, can serve as the Time Out area. After five minutes, the boy is asked if he is ready to return to the group. If a boy doesn't control himself in Time Out, he moves on to his third strike. When a Cub commits his third infraction of the Code of Conduct, he is excused from the meeting and must call a parent to come and get him. Have a conference with the boy and at least one parent before he can return to the next den meeting. Be sure to explain the Den's Code of Conduct and the consequences of breaking the rules to the parents of boys in your den at each of our den parents meetings.

There are a variety of ways to keep track of each boy's conduct. The best are the ones which will accentuate the boy's positive behavior instead of the negative.

TICKETS - Use carnival tickets or homemade ones. Give each boy three tickets when he arrives and have him sign his name on each ticket. When he breaks a rule, he has to give you a ticket. For each ticket lost, follow the procedure in the "Three Strikes--You're Out" format. The tickets he has left at the end of the meeting can be placed in a bank. At the end of each month, count how many tickets each boy has in the bank. Reward the boy with the best behavior (most tickets) with a special treat.

MARBLES JAR - Give each boy three marbles at the beginning of each meeting. Take marbles away for unacceptable behavior. At the meeting's end, the boys put their remaining marbles in a jar. When the jar is full, take a den field trip as a reward. Don't make the jar too big. The goal will be too hard, and the boys will lose interest. A month is about the right amount of time to work toward a field trip. Adjust the size of the jar accordingly.

CARD PUNCHES - Give each boy an index card at the beginning of the den meeting. Have him sign it. If he breaks a rule, ask to see his card and punch a hole in it with a paper punch. If he has no punches at the end of the meeting, give him a special treat.

DEN CANDLE - Light a candle at the beginning of the den meeting. The goal is to keep the candle burning. If a boy misbehaves, the candle is blown out. When the candle has completely burned down, you can celebrate with a field trip or a special treat. The disadvantage with this method is that one boy's misbehavior can spoil it for the whole den. Also, it's hard to keep the candle lit if you are meeting outdoors.

COUP AND BEADS - An Indian coup and beads can be used in conjunction with any of the above methods. The boys can make their own coups out of leather or vinyl. They could be worn on their belts or around their necks. The boys can earn beads for:

- Attending a den meeting
- Coming in uniform with their books.
- Advancement
- Pack meeting attendance
- Participation in pack events (Pinewood Derby, fund raisers)
- Participation in district or council events
- Having no "strikes" at the end of a den meeting

Den Methods

Here are some proven methods that you may want to try with your den:

Use the Cub Scout sign. Don't raise your voice! If you use the sign consistently, the boys will respond to it. If they seem to be becoming lax in their response, make a contest out of it. See who will respond to the sign first by becoming quiet and holding up their own sign. You could give a special treat at the end of the meeting to the boy who was first the most times.

Make den awards really special. Have a ceremony for Instant Recognition, Passing of the Denner Cord, etc. Just because these awards are made at a den meeting doesn't mean they aren't special and important.

Have a special opening and closing ceremony for each den meeting. This can set the tone for the meeting as well as signal the boys that the meeting has started.

Know your boys! Knowing them will help you understand him better. **REMEMBER**, every boy is different.

LET BOYS BE BOYS! Let them be rowdy when appropriate. Be sure to give them a chance to let off some steam through songs and games (especially if you meet right after school).

Use a **TALKING FEATHER** (or stick). A talking feather is a large feather that the boys can pass around. Only the person with the feather may speak. The boys really respect this because they all want a turn.

Make sure your projects are suited to the age and ability of the boys in your den. Don't make it so easy that they could become bored. On the other hand, don't make it too hard.

Supervise ALL activities. Don't just send the boys outside to play. Utilize your assistant den leader and or den chief.

Deal calmly and reasonable with any problems that may arise. Give the boys a chance to tell their side of the story. Your example of fairness will carry over into other aspects of their lives. Explain the reasons for your rules. Let the boys know there are choices that are made by the leaders and choices made by the boys.

Be aware of your limitation. As a leader, you may never know what an impact you could have in a boy's life. However, some things are beyond your control. Do whatever you can do to help a boy but realize that you can't do everything. He will be aware of and remember your kindness and caring.

- Indian Nations Pow Wow, 1994

Good Den Communications

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

- ❑ Let them know what is expected before they join. Then keep the lines of communication open.
- ❑ Be sure they know the regular den and pack meeting dates and times. Provide reminders as needed.
- ❑ Let them know that the best way to find out what is going on is to say actively involved.
- ❑ Don't rely entirely on boys to transmit information to parents. The message may never get through.
- ❑ Use newsletters, telephoning, personal visits, or other means to stay in touch and inform families of any special activities, projects, or needs.
- ❑ Get to know the family. Find out how the den and pack can help meet their needs. And how the family can benefit the den and pack. (Use the parent/family survey.)
- ❑ Hold parent meetings as needed.
- ❑ Keep families up to date on how their son is progressing. Let them know how they can help him with his Scouting.
- ❑ Keep families up to date on how the den and pack operates. Share the successes with them as well as the needs.
- ❑ Encourage parents to read "Boys' Life" magazine to find out what's going on in Cub Scouting, and exciting at home activities and hobbies their son can do.
- ❑ Keep them informed about activities which can be enjoyed by the family, such as the Family Camping Program.
- ❑ Encourage parents to volunteer for committee positions to be more involved in their son's Scouting experience.

Den Meeting Suggestions

- Mock den meeting for parents.
- Indoor track meet (feather toss, straw throw, balloon heave, etc.).
- Visit a newspaper office.
- Visit a factory.
- Visit the zoo.
- Kickball game, using a ball of rags.
- Visit a farm or ranch.
- Den bowling tournament.
- Ice skating or roller skating.
- Parents take boys to sporting event.
- Parent with interesting occupation tells boys about it.
- Parent with a special hobby tells boys about it.
- Backyard breakfast cookout.
- Work on achievement everyone needs.
- Treasure hunt.
- Marble shooting contest.
- Scavenger hunt for Cub Scout objects.
- Bike inspection.
- Pet show (each Cub brings and tells about his).
- Boys bring their collections (coins, stamps, etc.) and tell about them.
- Game making day.
- Use pinewood derby cars; roll on pavement to stop in marked areas for points.
- Meet with another den.
- Star High School or college athlete tells about his sport.
- Fishing – in pond at park for prizes.
- Visit a historical spot.
- Conduct tour of state park.
- Local geography day – use maps and go to principle civic buildings.
- Venturer tells about Philmont.
- Scout tells about Jamboree.
- Visit weather station.
- Telephone day – boys stay home, call each other with relay messages on a pre-arranged plan.
- Phone system cancels regular meeting – calls special "surprise" one.
- Practice physical fitness games.
- Sack lunch picnic.
- Trip to a museum.
- Friend with unusual educational experience tells about it.
- Trip to fire station.
- Visit to police station or crime laboratory.
- Science teacher presents a project.
- Night meeting to study the stars.
- Dinosaur day – each boy brings his models.

- Model day – each boy brings his models.
- Visit hobby store – on return list all hobbies boys can think of.
- Visit telephone company.
- Den uniform inspection.
- Design new closing ceremonies.
- Visit an airport.
- Session on basic first aid.
- Bird watching contest.
- Visit library, librarian tells what is provided besides books. Each boy gets a card and takes out a book.
- Boys mix, bake and eat cupcakes.
- Science day – with microscope – look at hair, water, etc.
- Magic day – each boy does his favorite trick.
- Bait-casting practice.
- Contest judging weight, sizes of objects, heights, etc.
- Campfire – roast marshmallows.
- Play charades.
- Parent and son swim party.
- Without a watch, each boy tries to walk around the block in an exact number of minutes.
- Photographic hobbyist takes pictures of each boy who then sees them developed.
- Make puppets for a show.
- Make sailboat to race on a pond.
- Go rock collecting.
- Go fossil hunting.
- Mother's Day gifts.
- Joke telling – den winner picked by vote.
- Liar's contest – den winner picked by vote.
- Ping-pong contest (basketball shooting, miniature golf, baseball throw, etc).
- Build tin can bird houses.
- Hat making contest – supply paper, string and paste.
- Airplane sailing contest.
- Practice Cub Scout songs.
- Make collage of old Christmas cards.
- Build den equipment box.
- Build den window display.
- Jump the rope contest.
- Catch butterflies.
- Visit lapidary shop.
- Coin collector shows coins.
- Learn a Cub Scout sport.
- Scrambled word game.
- Indian masks using paper bags.
- Make clay models, paint and fire them.
- Plastic models to work on only at den meeting.

- Baseball game with another den.
- Handicraft – beads, belts, paints, etc.
- Start crystal growing hobby.
- Service project for church or school.
- Make den scrapbook of photos and souvenirs.
- Plant vegetable garden.
- Cub Scouts plan next month's activities.
- Cub Scouts plan next month's activities.
- In Boy Scout Week or Fall Roundup, boys in den do program in their room at school to tell and show what Cub Scouting is.
- Make neckerchief slides and slide holders.
- Make Halloween costumes.
- Build a paper-mache town, fort or Indian camp.
- Lifeguard or Boy Scout talks and demonstrates about water safety.
- Tour two blocks and look for hazards to a boy's safety.
- Develop brand new den skit.
- Cubmaster speaks to den about how it can operate to best advantage and most fun for all.
- Make a den doodle.
- Have a backyard race with discarded automobile tires.
- Make a den jalopy.
- Have an obstacle race.
- Set up and run a nature trail, using a few elementary trail signs.
- Set up a nature trail, give each two boys a map – boys bring back objects hidden on trail.
- Practice runs with Pinewood derby cars.
- Leaders set up a Pinewood derby workshop.
- Have a glide flying contest.
- Take a train ride.
- Visit session of city council.
- Make puppets, puppet theater from boxes, write and put on play.
- Plant a tree.
- Raise the flag at the beginning of school.
- Woods hike for leaf collecting.
- Make jelly. Sore away for future den meetings.
- Collect paper, glass, cans for recycling.
- Visit a re-cycling center.
- Have a song fest with each boy leading a song.
- Build den stools.
- Adopt an alley and keep the litter picked up.
- Visit a bakery.
- Visit a printing shop.
- Play miniature golf.
- Take a mystery trip.
- Make games for shut-ins.

Den Leader Review
Big Timber District Pow-Wow
November 2001

- Collect books for schools or hospitals.
- Have a bug hunt.
- Den swap day.

Den Leader Survival Guide

You can be a den leader and enjoy it. You've taken care of your own son for seven or eight years and you're still fairly normal, so adding seven or eight more boys to the roost isn't all that hard.

The first rule is clothe yourself in optimism, grin a lot, and be prepared at least an hour before they are due to arrive, with everything you need in your meeting room. One enthusiast in the group always comes early.

Don't feel you're copping out if you use the *Cub Scout Program Helps* for games to play and projects to make. Scout Headquarters has a lot of experience with this sort of thing, and you need all the help you can get.

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

Cub Scouts have little enthusiasm for the more worthless things in life and may refuse to waste their time on such stuff as table centerpieces that can't be played with later, and artificial flowers or crepe paper things.

Good den leaders know where to look for supplies; they scour their garages, attics and trash barrels. Keep your projects simple. If you don't, you know who will be putting the finishing touches on 10 projects the night before your pack meeting. Learn enough carpentry so that you know how to build a bird feeder or a wooden bank.

Cub Scouts love to hammer, but you or another adult should do most of the sawing in advance. Remember to be patient; keep one inch bandages on hand; decide what you'll do about unsavory words that might follow after the boys bang their fingers with a hammer a few times. Even if it's a birdhouse they have to paint, have them use a washable paint. And NEVER leave a room full of Cub Scouts all alone with paint buckets.

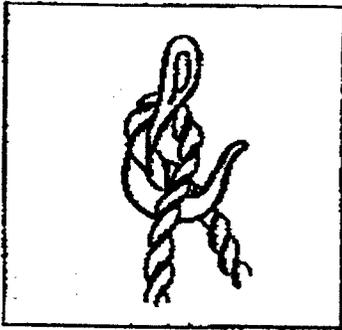
Cub Scouts love to wait their turn to use supplies or materials or tools; it gives them time to explore your closets, to test each other's endurance to punches and pokes and leaves time for races and shouting contests. There are ways to avoid this; one is to get together with the other parents and make up a den box. It should contain all those things that nobody cares to own ten of.

Remember how the kindergarten teacher pinned notes to your son's shirt? He's too old for that now, so put the notes for home inside each Cub's pocket and let a corner show so his mother finds it before his shirt goes in the washer.

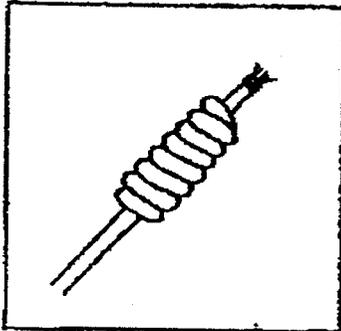
Always make it clear that everyone left in your house after the meeting must take a hot bath and clean out your garage. This spurs the Cubs to have their parents pick them up right after the meetings and saves you from driving them home.

Internet Resources

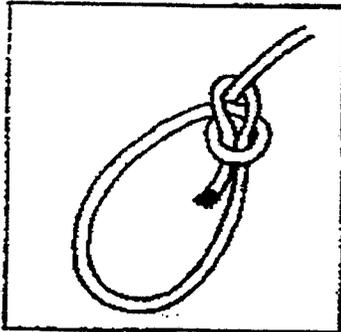
- www.usscouts.org (U.S. Scouting Service Project) – everything you wanted to know about Tiger Scout, Cub Scout, Webelo Scout and Boy Scout programs
- www.macscouter.com – this site has mostly songs, skits, audience participation stories
- www.scouter.com/compass/default.asp – this is a great search resource.
- www.cub-roundtable.com – provides links to various sites related to the monthly theme
- www.powwow-online.net – similar to U.S. Scouting Service Project; provides a lot of information on just about everything having to do with Cub Scouting (including Tiger Cubs) and Webelo Scouting.
- www.snjscouting.org (SNJ Council)



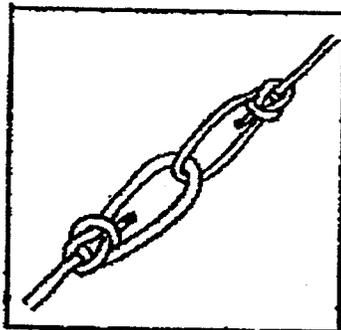
BLACKWALL HITCH



BLOOD KNOT



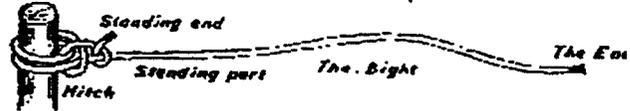
BOWLINE



BOWLINE BEND

BEND.—definition. A knot which is used to tie two ropes together by their ends. As a verb, the act of tying two ropes together by their ends.

BIGHT.—definition. 1. The portion of a rope between the end and the standing part. 2. Any slack part of a rope, particularly if in the form of a loop or partial loop.

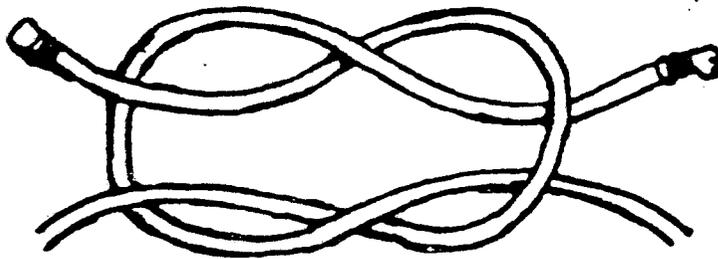
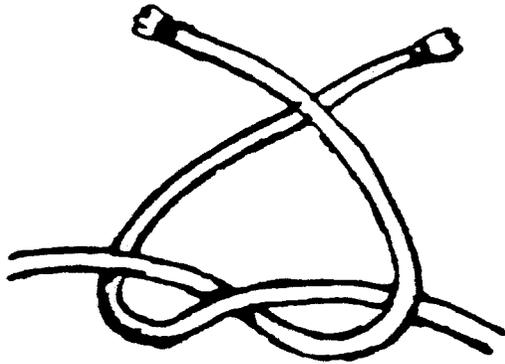
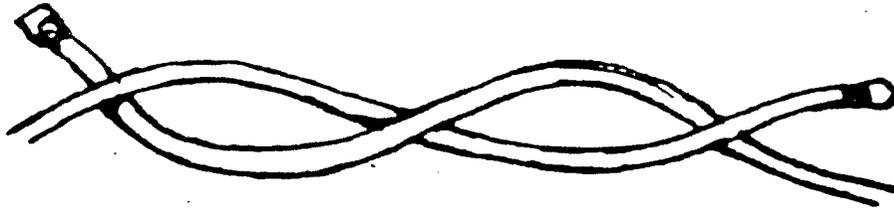


BLACKWALL HITCH. A simple yet secure method of fastening a rope to a hook: it should only be used when the thickness of the rope is nearly enough to fill the mouth of the hook. The **DOUBLE BLACKWALL HITCH** is a variation in which a turn is taken round the neck of the hook.

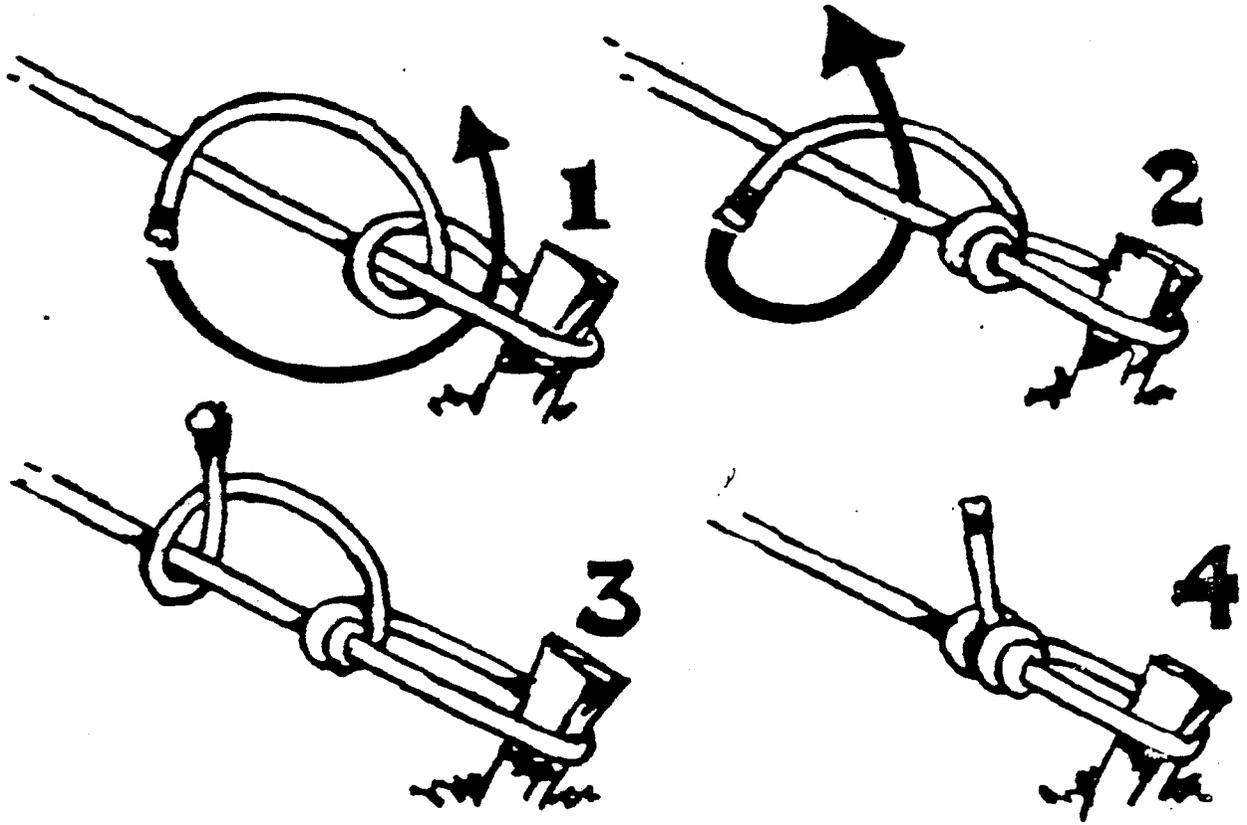
BLOOD KNOT. A multiple Overhand Knot tied in the end of a rope: used in the end of a heaving line. It derives its name from its use in a rope's end which was used as a weapon or for inflicting punishment, when it would often "draw blood". This knot was used by the Incas of Peru in "Quipus" or knot records.

BOWLINE. The most useful and one of the simplest ways of putting a fixed loop in the end of a rope. It is easy to tie and to untie, it never slips nor jams and has a high breaking strength. It has been called the "King of Knots".

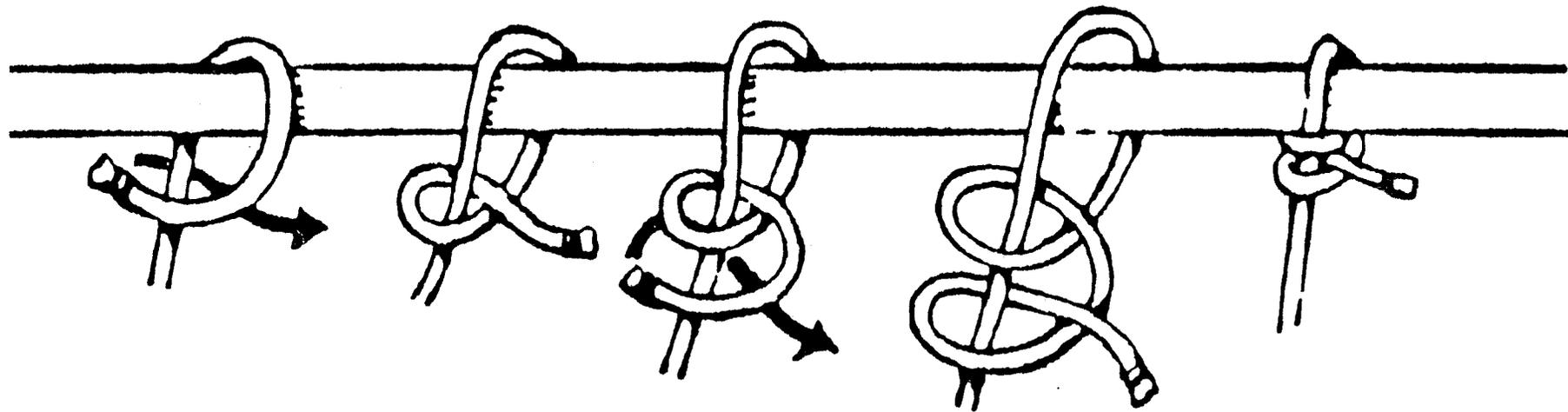
BOWLINE BEND. A bend formed from two interlocking Bowlines. Most useful for joining two ropes of widely different thicknesses.



THE SQUARE KNOT. This knot is used for joining two ropes of equal size. It is also useful in first aid because the ends of bandages are usually tied together with this knot.



THE TAUT-LINE HITCH. This hitch can be used on all lines between tent and tent pegs. It holds tight under tension, but can be easily slipped when tension is eased.



TWO HALF HITCHES. Use this for fastening a rope to a post or ring.

IMPOSSIBLE KNOT TRICK

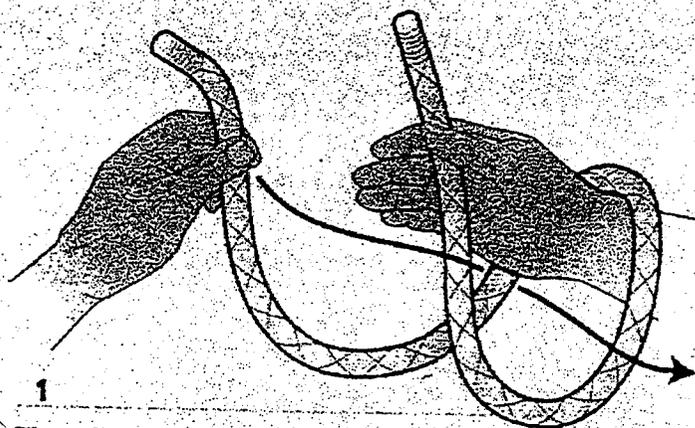
APPLICATIONS

This is a party or conjuring trick in which the knot wizard challenges his or her audience to tie a knot without letting go of the ends of the cord. They try and fail. The wizard then does it.

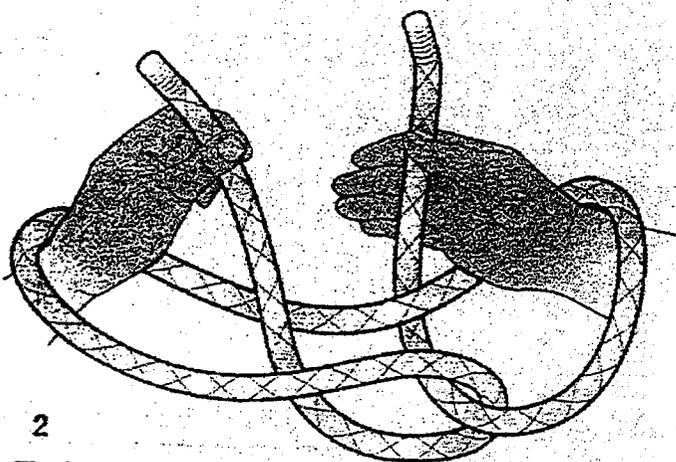
METHOD

Using at least 2 metres (6 ft) of cord, and working with your dominant hand, drape a loop over the opposite forearm (fig. 1). Stress to onlookers that the hands are holding both ends throughout the trick. Pass the working hand over-under-over (fig. 2) and return it to its own side once again. Lift the passive hand, and lower the working one. Tell your audience to watch the upper hand, which is where the knot will appear, and concentrate on it yourself, but at the same time quietly change your grip with the lower hand, as shown in fig. 3. The trick is now done and all that remains is to act out the drama of dropping the loop from the back of the upper hand to fall into the impossible overhand knot (fig. 4).

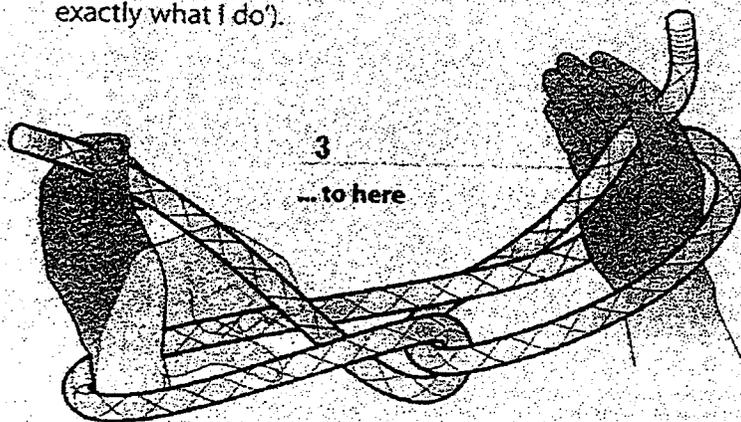
You should not as a rule repeat a knot trick, because this will increase the chance of someone spotting how it is done. However, this trick can be done again. ('...even more slowly, so that you can see exactly what I do').



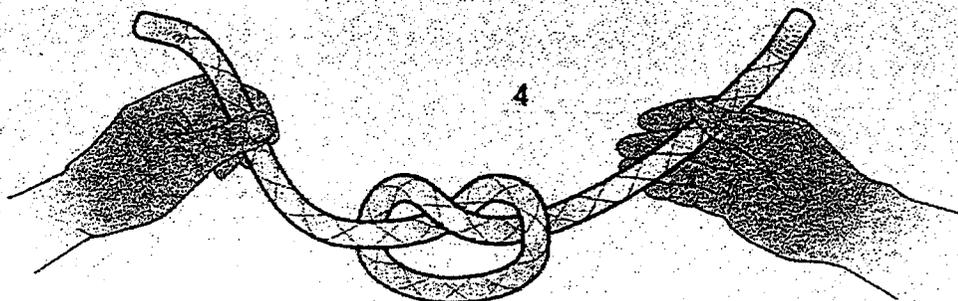
1
Thread this hand
over-under-over and return to
starting position



2
The hand changes its grip
from here ...



3
...to here



4

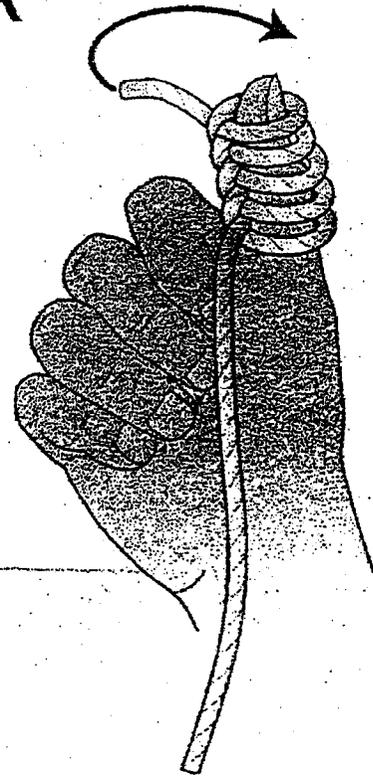
HISTORY

This is, I am sure,
another ancient
example of the
conjurer's art.

KNOTS GALORE TRICK

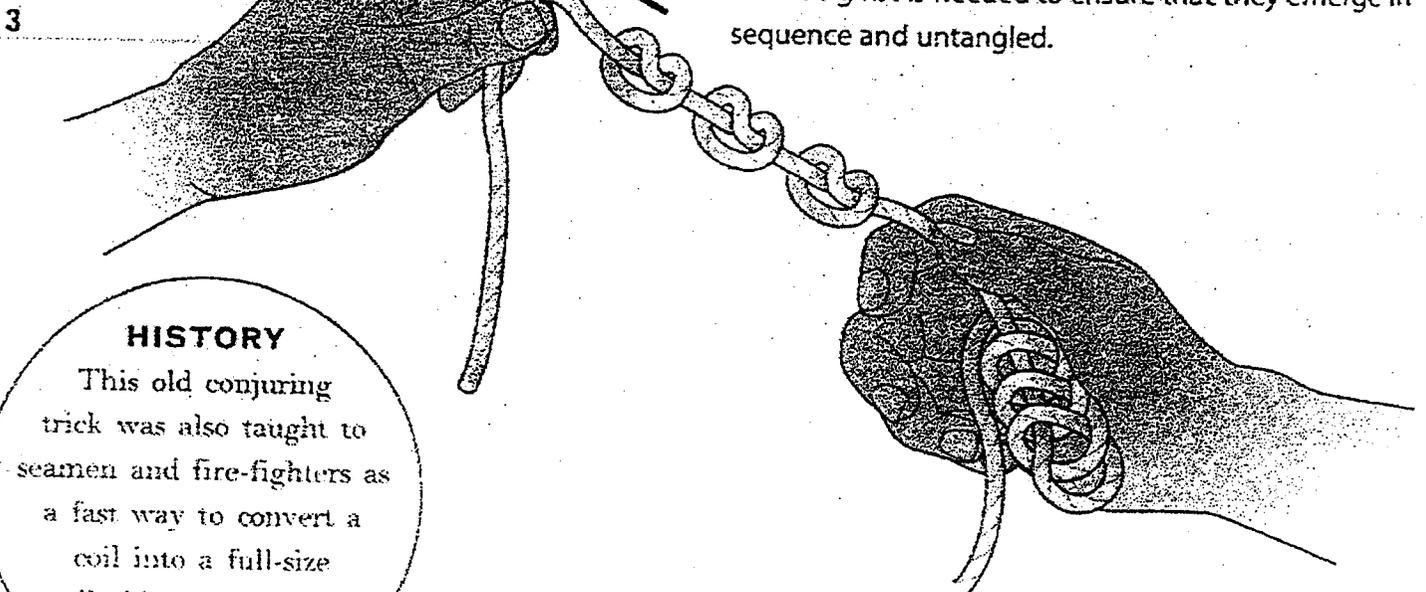
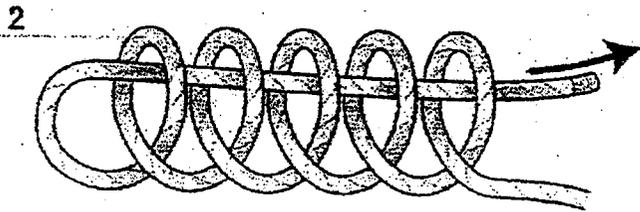
APPLICATIONS

This is another sleight of hand. The knot wizard piles a load of seemingly insecure half-hitches over one thumb, on the implausible pretext of demonstrating how he or she won a competition to become the world's greatest knot tyer. The half-hitches are removed and concealed, within a fist, with just one end peeping out. When that end is slowly withdrawn, the cord is found to be knotted at regular intervals.



METHOD

The half-hitches must all be made the same way (fig. 1). Allow them to spiral around your thumb. Draw them off with the thumb and fingers of your other hand, cunningly ensuring that the working end goes down through all the half-hitches (fig. 2). The resulting bird's nest is then turned upside-down, held gently in a closed fist, and the working end withdrawn slowly and carefully (fig. 3). The overhand knots will form themselves, but some slight manipulation – which need not be concealed – with the fingers and thumb of the enclosing fist is needed to ensure that they emerge in sequence and untangled.



HISTORY

This old conjuring trick was also taught to seamen and fire-fighters as a fast way to convert a coil into a full-size climbing rope in an emergency.

INSTANT KNOT TRICK

APPLICATIONS

In this popular conjuring trick, the knot wizard briefly holds up a doubled cord; then, with a flick of his or her wrist, an overhand knot (see p. 16) appears in it.

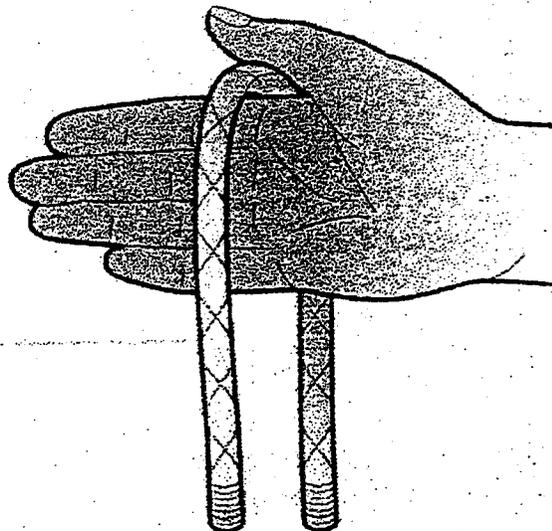
METHOD

Use whichever hand comes naturally to you. Double about a metre (3 ft) of cord over one hand (fig. 1). Pick up both ends, ensuring that the one coming from the back of your hand is innermost when you trap them between your fore and middle fingers (fig. 2). Release the outer end, at the same time allowing your wrist to droop (fig. 3). Let the loop of cord fall off your hand. An overhand knot will instantly appear (fig. 4).

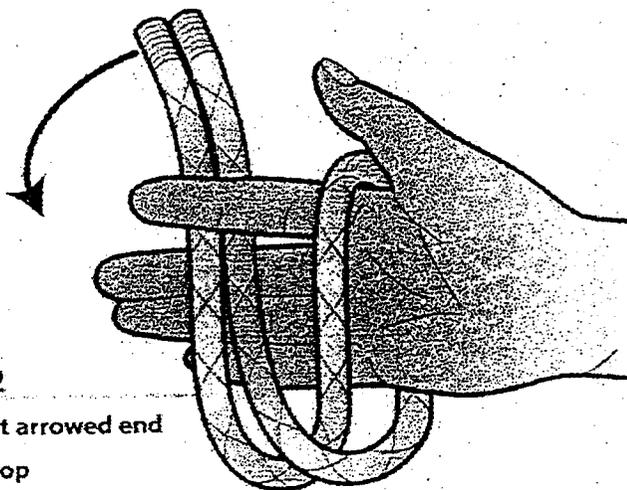
HISTORY

Conjuring is an ancient craft and this trick has probably been practised around the world for thousands of years.

1



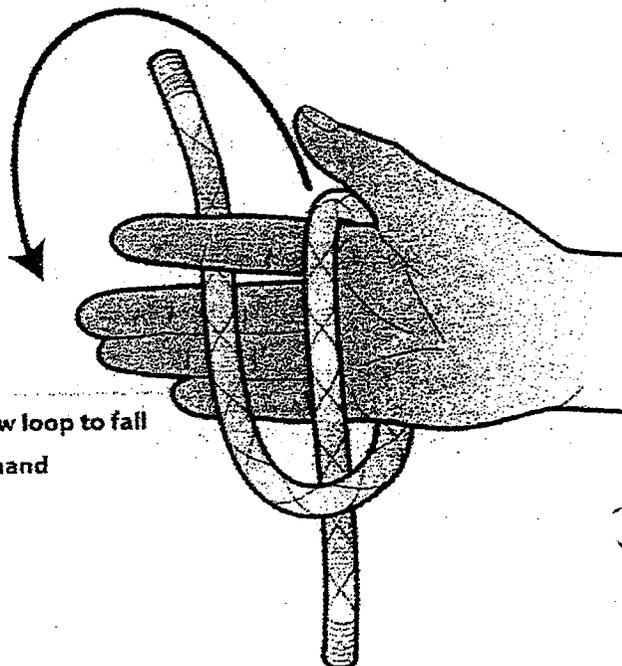
2



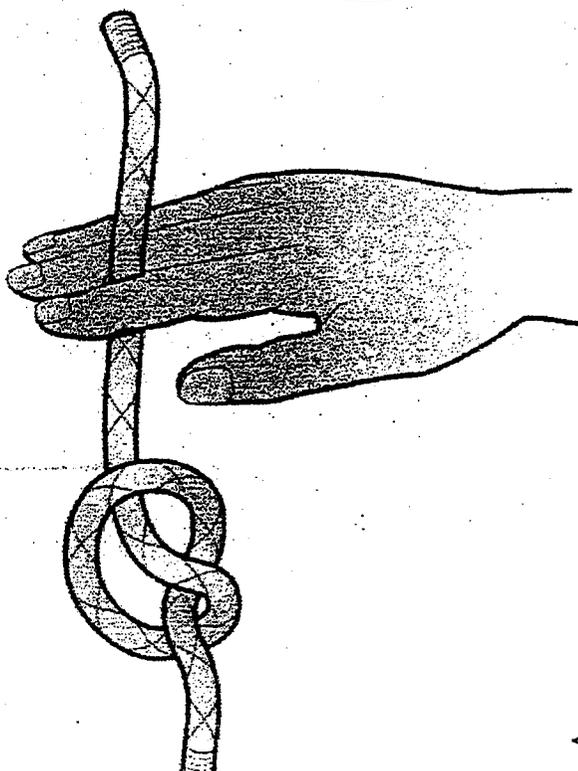
Let arrowed end drop

3

Allow loop to fall off hand



4



THREADING-THE-NEEDLE TRICK

APPLICATIONS

In this trick, the knot wizard faces his or her audience and, without a word, wraps a thick-ish cord several times around one thumb, leaving a small loop at the end. He or she then makes a couple of vain attempts to thread the other end of the cord through the loop (which is clearly too small for cord plus hand). Then – somehow – the feat is achieved.

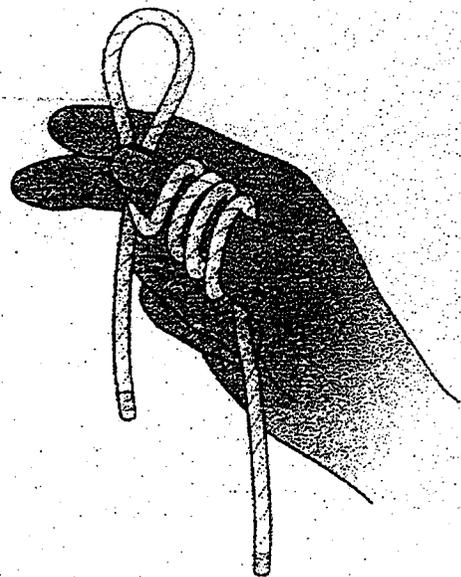
HISTORY

Country singer and actor Willy Nelson did this trick to camera in a film. He repeated it once, twice – and the impact was just as good the second and third times.

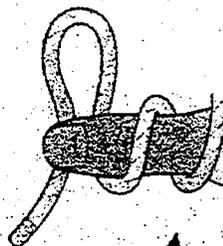
METHOD

The end of the cord that lies in the fork of the thumb and forefinger is the one you will be threading, so keep it a convenient length, no more than 30 cm (1 ft). With something like 8-mm ($\frac{5}{16}$ -in) cord, you will fit about four turns onto your thumb before making the loop (fig. 1). This trick will work with a direct loop (fig. 2), but it involves a bit of twiddling to get it right, so reverse the loop (fig. 3) for a trouble-free performance every time. At this stage, keep your fingers straight and together so that your hand masks what will happen next. Pick up the end to be threaded through the loop (fig. 4), make a couple of deliberately unsuccessful attempts, and then simply push the end forward as far as it will go (so that it passes close by the end of the thumb). The trick is done. One turn has disappeared from your thumb (fig. 5) – but it would take a very

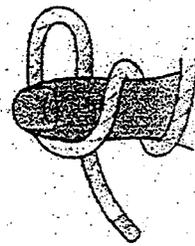
1



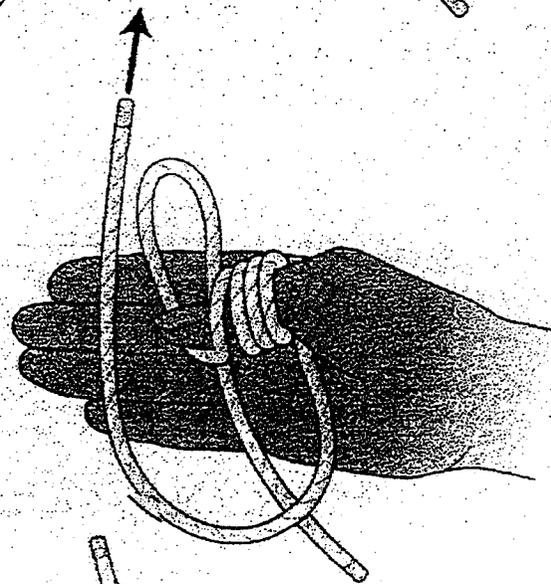
2



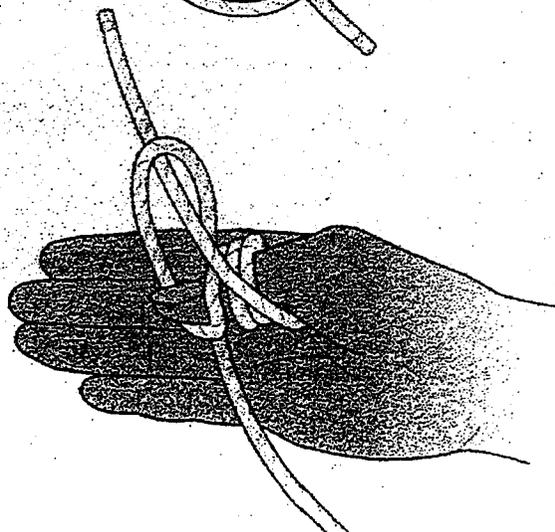
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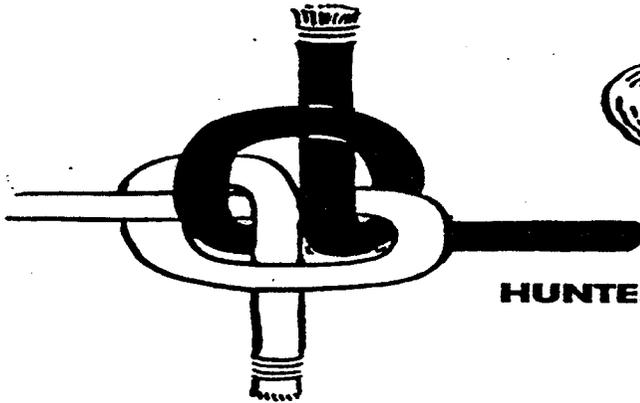
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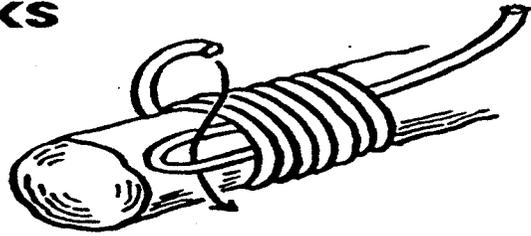
5



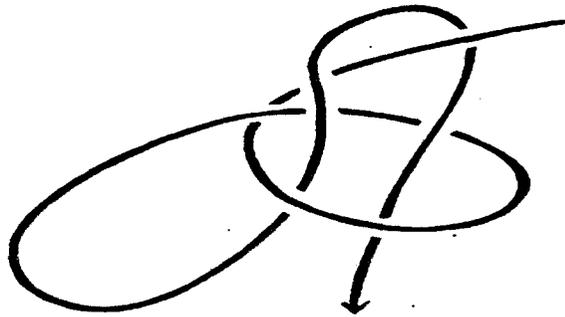
KNOT-TYING TRICKS



HUNTER'S BEND

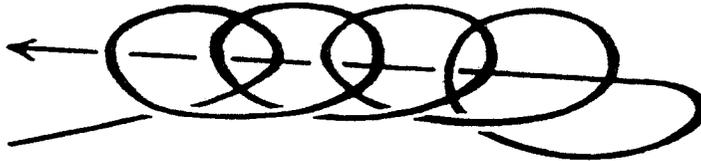


ROPE WHIPPING



EASY BOWLINE

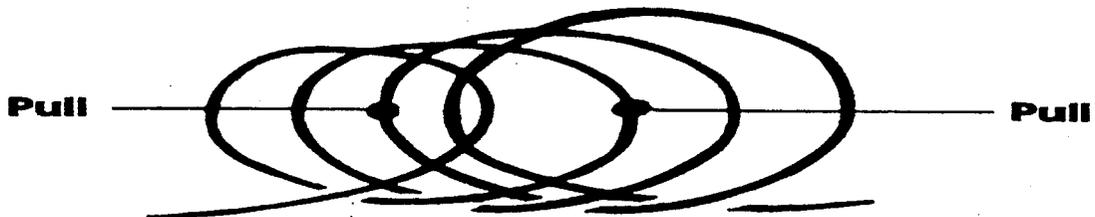
Pass bend up through hoop and over loose end. Pull tight.



KNOT LADDER

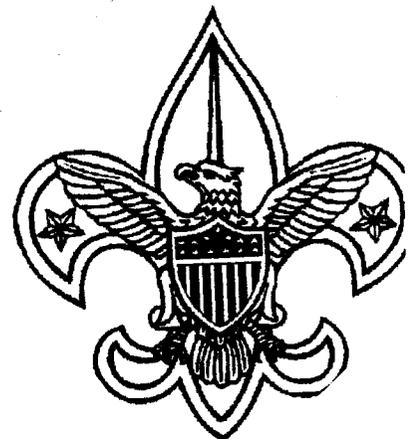
Make one overhand loop, followed by a series of underhand loops. Position loops one over the other. Pass free end through all loops and pull. A series of overhand knots will result.

SHEEPSHANK WITH A SQUARE KNOT IN THE MIDDLE



One overhand loop, followed by three underhand loops, each overlapping the first. Count three strands from left and right and pull through in both directions.

WEBELOS TO SCOUT TRANSITION



Webelos-to-Scout Transition for Webelos and Pack Leaders

**A source of new boys is vital to the continuance
of the Boy Scout troop, and troop leaders
are looking to your Webelos den**

Troop Leaders Need Your Webelos Scouts

The troop is in constant need of new members. Your graduating Webelos Scouts are exactly the kind of prepared, active, and interested members they want. Moreover, troop leaders can appreciate your needs, and are willing to help.

Troop Leaders Can Help

Ask troop leaders to assist on Webelos overnights, Webelos badge and Arrow of Light Award advancement, and joint activities.

Cooperative Involvement

When the Webelos-to-Scout transition plan is used, Webelos Scouts want to join Boy Scout troops. As a part of this program, Boy Scout leaders can give you help and support, participate in joint meetings and campouts, supply a den chief, and establish a permanent pack/troop relationship.

Are you Interested?

What's in It for You?

HOW THE TRANSITION PLAN HELPS THE BOY

Many Webelos Scouts will go on to Boy Scouting with no help at all. But at least half of them need to know more about their opportunities for fun and adventure in the Scout troop.

That's really the purpose of the Webelos-to-Scout transition plan: to give the Webelos a sampling of the troop program, troop leadership, personal advancement, a training and learning experience, and an appreciation of troop organization and relationships.

It will be the boy's (and his family's) decision (to continue Scouting) so we owe it to him to demonstrate some of the fun experiences and to let him know that he is wanted. Certain key Scouters are better able to show Webelos Scouts the various elements of Boy Scouting, so we need to include everyone, starting with the Webelos Scouts themselves. That makes the transition plan an unlimited opportunity.

The boy's Webelos badge and Arrow of Light Award reach into the requirement bordering on Scouting skills, giving him a view of Boy Scouting advancement. He sees boy leadership at work and senses his own potential as a junior leader. He becomes more confident and enthusiastic about the patrol method, a district camporee, about summer camp, and maybe even a national jamboree.

HOW THE TRANSITION PLAN HELPS LEADERS

For the troop leader, it means *more* boys--boys already versed in Boy Scout and Tenderfoot requirements and boys whose families have been supporting them in pack activities.

For the Webelos den leader, it means fulfillment. It means direct help with advancement requirements and Webelos overnights, as well as a pleasant association with the troop. The time spent with a boy is productive, as demonstrated by the boy's desire to continue.

To the Cubmaster, it means assurance of a stable Webelos den, more graduations and better ceremonies, ready access to den chiefs, and pack meetings that feature a lively Webelos den and Scout troop guests.

KEY LEADERS IN THE TRANSITION PLAN

For complete information on the qualifications and responsibilities of leaders, see chapter 4. Cub Scout Leader Book. No. 3220A.

Webelos Den Chief

A registered Boy Scout, active in the troop and selected by his Scoutmaster to serve with the Webelos den as a program assistant to the Webelos leader. He is trained either by the troop junior leaders or by the Webelos den leader. He should be at least a First Class Scout and skilled in conducting ceremonies, leading songs, teaching skills, giving demonstrations, leading games, and helping to prepare the Webelos Scouts in advancement for the troop experience ahead.

Troop Assistant Scoutmaster

Appointed to serve as liaison between the troop and the Webelos den. He helps the Webelos den leader to plan joint pack and troop activities, including exciting graduation ceremonies. His principal job is to ensure smooth transition of Webelos Scouts into the troop by working closely with the den chief, Webelos den leader, and Scoutmaster.

Webelos Den Leader Coach

In packs having more than one Webelos den, he is the coordinator between dens. He plans activities, selects resources, contacts Scoutmasters, participates with Webelos dens at pack meetings, and keeps the Cubmaster informed.

Activity Badge Counselor

This adult is usually a family member of a Webelos Scout who has knowledge in one of the activity badge areas. Recruited by the Webelos den leader or the Webelos den leader coach, this person serves as a den helper at various times of the year. Not to be confused with merit badge counselors in Boy Scouting, activity badge counselors help Webelos Scouts gain self-confidence in dealing with new subjects and adults.

In a Nutshell . . .

The transition plan utilizes key people in specific roles designed to attract Webelos Scouts into the Boy Scout troop. It creates a team spirit for the Webelos den leader, the Cubmaster, and the Scoutmaster, and it enhances the "Scouting Family" concept both in and out of the chartered organization.

HAVE YOU HEARD ABOUT THE JOINT LEADERS' ROUNDTABLES?

The Webelos-to-Scout transition plan calls for a joint roundtable for Webelos den leaders and Boy Scout troop leaders to be held twice a year--one in October and one in March or April.

With the Boy Scout leader roundtable staff serving as the host and with the knowledge of the Cub Scout leader roundtable staff, Webelos den leaders are invited to attend and discuss major subjects related to pack/troop relations.

This serves as a primary opportunity for Webelos den leaders and Scoutmasters to meet and to share mutual program ideas affecting Webelos graduations. The agenda is designed to promote good pack/troop or Webelos den/troop happenings, and thereby hold the Webelos Scouts in the program until they reach Boy Scouting age.

The participants get opportunity to share successes in joint activities and graduation ceremonies with the group.

SUGGESTED JOINT PACK/TROOP ACTIVITIES

1. Invite the Webelos den to attend a troop court of honor.
2. Invite the Scoutmaster and junior leaders to attend a Webelos den meeting.
3. Share an evening campfire.
4. Attend religious services together on Scout Sunday or Scout Sabbath.
5. Participate in a joint community pack/troop Good Turn.
6. Jointly, do a Good Turn for the chartered organization.
7. Invite the Webelos den to go on a day hike with the Boy Scout troop.
8. Plan joint field -trip activities.
9. Together, plan parties for the den and troop.
10. Ask troop leaders to help with overnights for the Webelos den.
11. Plan joint den/troop activities--roller skating, bowling, miniature golf, swim parties, etc.
12. Invite the den to attend a troop skillorama
13. Hold two or more joint campouts.
14. Invite the Webelos den to attend a performance of the Order of the Arrow dance team.

The First Things to Do

WEBELOS DEN LEADER AND CUBMASTER

- Get the name, address, and phone number of the leader of a Boy Scout troop in your neighborhood.
- Call the Scoutmaster and arrange to sit down with him to share mutual need and set up a plan for regular communication, through the assistant Scoutmaster, regarding Webelos graduations.
- Secure assistance with equipment and/or leadership from the troop for your next Webelos overnighter.
- Be sure to give the Scoutmaster the latest schedule and an invitation to attend the Webelos graduation ceremonies.
- Ask the Scoutmaster to recruit a Webelos den chief, if none exists.

Now That Things Are Moving . . .

There are some other things that might be done by den and pack leaders:

WEBELOS DEN LEADER

- Use the Parent Talent Survey sheets to identify potential activity badge counselors.
- Train the Webelos den chief or help him register for and attend a den chiefs' conference.
- Recognize the Webelos den chief in front of the pack or Webelos den.
- Complete Webelos den leader training as soon as possible.
- Work with the assistant Scoutmaster and Cubmaster to conduct effective graduation ceremonies at the pack meeting.
- Attend joint Webelos leader and Boy Scout leaders' roundtables twice a year.

WEBELOS DEN CHIEF

- Receive training from the Webelos den leader and attend a den chief conference. Secure a *Den Chief Handbook*.
- Participate in the yearly Webelos program planning meeting.
- Be familiar with the Webelos badge and Arrow of Light Award requirements in order to assist Webelos Scouts in their advancement.
- Attend all Webelos den meetings and participate in district or council Webelos Woods activities.
- Assist with all pack (or den)/troop activities and participate at pack meetings with Webelos Scouts in skits, stunts, songs, demonstrations, etc.
- Secure help from troop junior leaders.
- Assist activity badge counselors at Webelos den meetings, as needed.
- Represent the Webelos den to the patrol leaders' council and the troop to the Webelos den. Explain the patrol method, enthusiastically.
- Participate with the pack, Webelos den, and troop in joint activities.

CUBMASTER

- Complete the basic Cub Scout leader training at your earliest opportunity.
- Sit down together with your unit commissioner, Scoutmaster, and Webelos den leader to determine what needs to be done to improve Webelos graduations.
- Assist in planning and conducting stimulating graduation ceremonies, involving the parents, Scoutmaster, den chief, Webelos den leader, and boy leaders of the troop.
- Conduct Webelos den induction ceremonies and Arrow of Light Award ceremonies.
- Support the Webelos den leader in pack/troop activities.
- Help establish and maintain strong pack/troop relationships.
- Encourage high advancement standards for the Webelos Scouts.
- Include Webelos den participation in pack meeting activities.
- Attend joint roundtables twice a year with the Webelos den leader.
- Recognize the den chiefs at the pack meeting.
- Support the year-round Webelos den program.
- Help recruit activity badge counselors.

PACK COMMITTEE

- Help recruit and support the Webelos den leader(s) and provide resources for the Webelos den.
- Promote Webelos-to-Scout transition through the chartered organization.
- At each monthly meeting, keep informed of Webelos den progress and needs.
- Invite families to attend joint pack (or den)/troop activities.
- Promote and support strong pack/troop relationships, sharing with the troop committee the need for graduations into the troop.
- Work closely with the unit commissioner in effecting a smooth flow of boys into the troop.

ACTIVITY BADGE COUNSELOR

- Provide activity badge instruction at the Webelos den meeting.
- Be familiar with the *Webelos Scout Book* in presenting activity badge information and certifying advancement.
- Lead field trips related to activity badges.
- Help recruit other activity badge counselors
- Hold to the time schedule for activity badge instruction.

WEBELOS DEN LEADER COACH

- Coordinate activities between Webelos dens in the pack.
- Coordinate Webelos overnights and campouts between Webelos dens in the pack.
- Work closely with the troop assistant Scoutmaster.
- Involve Webelos dens in pack meetings.
- Help recruit activity badge counselors.
- Aid in the training of Webelos den leaders and den chiefs.
- Assist with parent orientation in Webelos den operation.

SCOUT OATH OR PROMISE

**ON MY HONOR I WILL DO MY BEST
TO DO MY DUTY TO GOD
AND MY COUNTRY
AND TO OBEY THE SCOUT LAW;
TO HELP OTHER PEOPLE AT ALL TIMES;
TO KEEP MYSELF
PHYSICALLY STRONG, MENTALLY
AWAKE, AND
MORALLY STRAIGHT.**

SCOUT LAW

A SCOUT IS:

TRUSTWORTHY	OBEDIENT
LOYAL	CHEERFUL
HELPFUL	THRIFTY
FRIENDLY	BRAVE
COURTEOUS	CLEAN
KIND	REVERENT

OUTDOOR CODE

As an American,

I will do my best to-

Be clean in my outdoor manner,

Be careful with fire,

Be considerate in the outdoors,

and

Be conservation-minded.

SCOUT MOTTO

Be Prepared

SCOUT SLOGAN

Do a Good Turn Daily



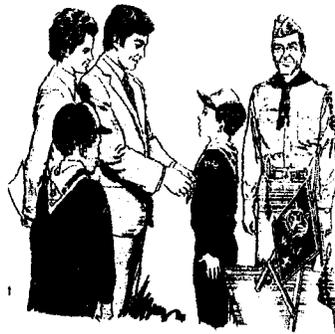
THE SCOUT BADGE - What the different parts mean.

1. The design of the Scout badge is taken from the sign for North on the mariner's compass.
2. The trefoil means a Scout can point the right way in life, just as a compass can in the field.
3. The three points stand for the three parts of the Scout Oath. Like the fingers of the Scout sign.
4. The two stars symbolize Truth and knowledge; and the outdoors in scouting. (leave white)
5. The Eagle stands for freedom and readiness to defend freedom. (color brown)
6. The scroll turned up at the ends reminds a Scout to smile as he does his duty. (color gold)
7. The knot on the bottom of the badge reminds a Scout to do a good turn daily.
8. The Boy Scout rank badge is the trefoil without the eagle and star.
9. The Tenderfoot badge adds the eagle and stars.
10. The Second Class Scout wears the scroll on his badge.
11. "Be Prepared" is written on the scroll.

Cub Scout Ceremonies

The 5 W's and an H of Cub Scout Ceremonies

- Why** - Ceremonies are a vehicle for accomplishing the purposes of Cub Scouting. They give to each Cub recognition for a job well done.
- What** - Ceremonies are an important part of American life. They can vary in length, complexity, and meaning, but they all satisfy a fundamental human need - the need to be recognized.
- Who** - Any organization with serious purpose needs to individually recognize those who help the organization reach its goals.
- When** - Anytime! Whenever there is an opportunity, use an appropriate ceremony.
- Where** - A ceremony can be developed or adapted to fit any location, small or large rooms, indoors or out.
- How** - Ceremonies let leaders put color into the program as Cub Scouts begin their understanding of the ideals. Plan ceremonies to fit the occasion, keeping them simple. Remember "KIS-MIF".



The 10 Commandments of Ceremonies

1. Thou shalt have at least three every month – opening, advancement, and closing
2. Thou shalt keep it simple, make it fun (kis-mif)
3. Thou shalt not repeat a ceremony, no matter how many adults want to (or how good you look in an Indian headdress)
4. Thou shalt not ask Cub Scouts (or adults) to memorize or read big words
5. Thou shalt be heard and seen by all
6. Thou shalt recognize each individual and thou shalt include both the Cub and his parents. Thou shalt not do mass ceremonies.
7. Thou shalt not forget WEBELOS activity pins, to make them important also
8. Thou shalt follow the monthly theme
9. Thou shalt understand Cub Scout advancement and its importance to Cubs
10. Thou shalt use thy brain to come up with new ideas

Cub Scout Ceremonies

Tips For Impressive Ceremonies

- ✓ Present them in a dignified atmosphere
- ✓ Make sure they are well rehearsed.
- ✓ Do the ceremony like you mean it. Don't just read it.
- ✓ Use props and costumes when necessary and keep them simple.
- ✓ Make people to be recognized the center of attention. Have them face the audience. Do not do mass ceremonies. Recognize each individual.
- ✓ Make sure everyone can see and hear, since the ceremony has a message for them.
- ✓ Use symbolism, it appeals to the imagination.
- ✓ Include plenty of action.

Den Ceremonies

- ✓ Keep them simple. A ceremony can be something as simple as having a boy stand on a chair while you praise him and present an award.
- ✓ Keep them short
- ✓ Fit them to everyday experience
- ✓ Don't get into a rut and repeat the same thing

Why Cubs Love Ceremonies

A successful ceremony communicates with Cub Scouts primarily... and adults secondarily

Through a good ceremony, boys will learn:

- ✓ They are important
- ✓ They are part of a long tradition – the Brotherhood of Scouting
- ✓ They deserve recognition for what they have accomplished
- ✓ They are examples to younger Scouts

Through a good ceremony, parents and leaders will learn:

- ✓ They are important
- ✓ Their support of Scouting allows the program to help young boys

Uh – Uh and Duh

Nothing takes away from a ceremony more than a speaker that injects the words “and”, “a” and “uh” about every third word. This is just a bad habit and can be broken. Another fault is standing with your hand or hands in pockets.

No They Didn't Win It

The awards are earned – boys don't win them and they aren't presents (even though they are presented) It's not a prize, for a prize is something of value taken by violence from its rightful owner. It's not a present because presents are not deserved or earned. Make this clear in your ceremonies – be careful with the imagery used in ceremonies at your December pack meeting.

Be a **S*T*A*R*** - a **Scouter That Attends Roundtable**

Cub Scout Ceremonies

Sources of Ceremonies

Cub Scout Program Helps – This book is published every year and contains theme related opening, advancement, and closing ceremonies for each month. It, also, has a world of other information for Cub Scout leaders – Den Meeting plans, Committee activities, and more. Old issues are worth saving as themes repeat or items are useful for more than one theme.

Cub Scout Roundtable Leaders Guide – This book is provided to each of the Cub Scout Roundtable Commissioners. It has theme related opening, advancement, and closing ceremonies for each month. They are usually printed on a Pack Resource sheet, which is to be distributed each month at Roundtable.

Staging Den and Pack Ceremonies – This book from National Council has ceremonies for all occasions. It is extremely helpful when planning your Den and Pack meetings if you want something other than what is in Cub Scout Program Helps or you are not using the recommended theme that month.

Pow Wow books from other councils and other years. If you search on the web (I use www.google.com and use “Cub Scout” “pow wow” as my search (otherwise you, also, get a lot of Native American Pow Wows listed)) you will find many hits. A lot of councils offer their Pow Wow books or CDs for sale. I get a few every year.

Baloo’s Bugle – a monthly Roundtable type newsletter that has theme related opening, advancement, and closing ceremonies for each month. It is available at www.usscouts.org, then go to Cubmaster.org then Baloo’s Bugle. US Scouts, also, has a ceremonies section and links to MacScouter.com for ceremonies.

Pow Wow On-line – www.powwow-online.net A great source of lots of Cub Scout material

Pack 235 – www.pack235.org - They have scanned images of many Circle Ten Council Pow Wow books. These books are arranged by theme so it is easy to search.

The Virtual Cub Leaders Book -

<http://www.geocities.com/~pack215/home.html> Lots of great information on all phases of Cub Scouting

A word of caution –

I use the material from many sources but I check it carefully first.

Just because something is on a Scouting oriented website does not mean it is appropriate for your use.

Cub Scout Ceremonies

The Pledge of Allegiance

The first printing of the Pledge of Allegiance appeared in September 1892. It stated:

I pledge allegiance to the flag of the United States and to the Republic for which it stands, one nation, indivisible, with liberty and justice for all.

In Washington D.C. on Flag Day 1924 at the second National Flag Conference the words "of America" was added to the Allegiance. It stated:

I pledge allegiance to the flag of the United States of America and to the Republic for which it stands, one nation, indivisible, with liberty and justice for all.

Further changes were made by the House Joint Resolution 243, approved by President Dwight Eisenhower on June 14, 1954. This amended the language by adding "under God", so that it now reads:

I pledge allegiance to the flag of the United States of America and to the Republic for which it stands, one nation under God, indivisible, with liberty and justice for all.

We as Cub Scout leaders, need to impress upon our dens and packs the correct way to recite the Pledge of Allegiance...there is no comma after "Nation", and for not reason should we pause when repeating the pledge. This extra pause totally destroys the rhythm and meaning of these great lines. After all, the concept of one nation under God is a precious and valued thing.

-Bay Area Council Pow Wow, 1994



Cub Scout Ceremonies

Flag Etiquette

The Salute Is To The Flag

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

When in uniform - Salute with your head covered or uncovered, either indoors or outdoors, stand at attention and salute with your right hand.

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

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

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

The salute is held during the recitation of the Pledge of Allegiance as you face the flag. Remember, you are saluting the flag and saying the Pledge of Allegiance to the flag.

When colors are raised - Stand at attention facing the flagpole. Salute as soon as the flag is started on its way up and hold the salute until it is at the peak. If the flag is to be flown at half-staff, hold the salute until the flag is at half-staff after first being hoisted to the peak.

At retreat - Start the salute at the moment the flag is on its way down and hold until the flag is gathered at the base of the flagstaff. If the flag is at half-staff, salute as it is first hoisted to the peak; hold the salute until it is gathered at the base.

Simply said, salute the Flag of the United States:

- When you say the Pledge of Allegiance.
- The moment a flag passes in front of you at a parade.
- From the moment a flag starts being raised up a pole until it reaches the top.
- From the moment it starts being lowered until in the hands of the color guard.
- When the flag is present and the "Star Spangled Banner" is being played.
- When other flags are being presented, do not salute.

Cub Scout Ceremonies

Opening Ceremony

Quiet Heroes

This would be appropriate for "Hometown Heroes," the theme for November 2001

Props – Eight cards, the 1st and 8th are Scouting Emblems of your choice. They can be Cub Scout emblems, Boy Scout emblems or one of each. Whatever is appropriate to the occasion. The other six are the letters HEROES. Although the letters spell HEROES this is not an acronym opening.

People - 8 Cub Scouts and a narrator (Cubmaster.) The words of the 8 Cub Scouts are a poem. Please try to have the Cubs read it as such but not get "sing-songy." Make sure the Cubs hold the letters up so they can be seen.

Narrator – To open our pack Meeting tonight, the Cubs from den (#) will tell us about some Quiet Heroes

Cub #1 (Emblem)

With a world full of heroes
That we hear of every day
It's easy to overlook
The quiet folks who "do" rather than "say"

Cub #2 (H)

There are people all around us
Giving Little bits of cheer
Brightening the world a bit
Every day of the year

Cub #3 (E)

Without a thought of glory
Without reporters or TV
They bring a light, a smile, a hope
They make a better world for me

Cub #4 (R)

There are times they get no notice
No thanks for all they do
But still they go about their tasks
To make a better world for you

Cub #5 (O)

These quiet heroes fill our lives
At school, at home, at play
They teach, they coach, they care, they share
They show us the right way

Cub #6 (E)

You don't have to kick a field goal
Or fly through the milky way
You don't have to make a million
To be a hero every day

Cub #7(S)

Do your best and give good cheer
Are lessons that they give
To care for others and yourself
Is a wonderful way to live

Cub Scout Ceremonies

Opening Ceremony, p2

Cub #8 (Emblem) You know, I may end up a rock star
Or Scientist of the year
But I think I'll be satisfied
To see a quiet hero in the mirror

Narrator - The past few weeks have change America in many ways. One of the most obvious to us now is the fact that heroes are all around us. They are the men and women that run towards danger and disaster when everyone else is running away. They are the ones who risk life and limb to rush to our aid when we dial 911. They are the ones who train year after year to fight for our freedom at any time and anywhere.

Would everyone who has served in the military or reserves please stand. Would everyone is now or ever has work as a law enforcement officer or a fireman or as an EMT or paramedic please stand also. Look around, here, are the real American heroes. Would everyone please rise and join in saying the Pledge of Allegiance.

Source – This ceremony is a blend of one from Cub Scout Roundtable Guide 2001 – 2002 and one from Baloo's Bugle, October 2001.

America Opening

This would be appropriate for "Uncle Sam Depends on You,"
the theme for February 2003

Props – Posters with the letters AMERICA and the words on the back.

People – Eight Cub Scouts

Den leader or Den Chief – All rise for the presentation of colors and to hear what den (#) has to say about America. *Call colors forward and post colors.* Den (#) tell what America means to you.

1st Cub Scout – A is for all the people in our land

2nd Cub Scout – M is for the men and women who helped build it so grand

3rd Cub Scout – E stands for equality of race, color and creed

4th Cub Scout – R is respect for all people's needs

5th Cub Scout – I is for ideas – like new ways to know your neighbor

6th Cub Scout – C stands for caring and sharing in all we do

7th Cub Scout – A is the allegiance and loyalty we feel for our land

8th Cub Scout (or Den Leader or Den Chief) – Let us now stand at attention and salute as we pledge our allegiance to the flag

Cub Scout Ceremonies

Advancement Ceremonies

Presidential Ceremony for all Ranks

This would be appropriate for February 2003, "Uncle Sam Depends on You"

Props – Large pictures of George Washington, Thomas Jefferson, Theodore Roosevelt, John Kennedy, Abraham Lincoln, and Gerald Ford

Cubmaster – We are proud of the outstanding Presidents who have been so important to our Country's Heritage. We are especially proud of our Cub Scouts and Webelos Scouts who are learning new skills and ideals that will help them later in life. It is likely that some of these Scouts will become outstanding in American History some day. Many of our well-known American figures were Scouts when they were young.!

Tiger Cub Coach The first step in Cub Scouting is the Tiger Group. We symbolize this with our first president, George Washington. *(Have Cub Scout hold up picture of Washington)* Just as the Tiger Group is important in getting a boy started on the Cub Scout trail, our first President was important in getting our country started off right. Our Tigers are starting off correctly earning their Tiger totems. *(Call forward Tiger and their partners. Present totems to parents who will present them to their sons. Do other ceremonial rituals your Pack may have.)* Congratulations

Wolf Den Leader – Next is the rank of Wolf. We will symbolize this rank with Thomas Jefferson, the author of the Declaration of Independence. When a boy becomes a Wolf, he demonstrates more independence than when he was a Bobcat. He demonstrates this by sometimes working on his own achievements and electives. *(Call forward boys to receive Wolf Badges and Arrow Points. Call their parents, too. Present badges to parents who will present them to their sons. Do other ceremonial rituals your Pack may have.)* Congratulations!

Bear Den Leader – When a Cub Scout reaches Bear, he has learned much from the challenging projects he completed. To symbolize the Bear Rank we use Teddy Roosevelt, for whom Camp Roosevelt is named. He is another outstanding President. Teddy Roosevelt accepted many challenges during his life. *(Call forward boys to receive Bear Badges and Arrow Points. Call their parents, too. Present badges to parents who will present them to their sons. Do other ceremonial rituals your Pack may have.)* Congratulations!

Webelos Leader – When a boy joins a Webelos Den, he is ready to work on Activity Badges, which are more challenging than Achievements and Electives. We symbolize this with an outstanding president, Abraham Lincoln, who started as a poor boy in a log cabin and became the 16th President of the United States. These are Scouts who have worked their way from Bobcat to Webelos Den. *(This is a graduation to the Webelos Den. Call forward boys to receive Webelos Neckerchiefs, Colors, books and/or whatever you present to Scouts as they move to the Webelos Den. Call their parents, too. Present to parents who will present them to their sons.)* Congratulations!

Cub Scout Ceremonies

Advancement Ceremonies, p2

Presidential Ceremony for all Ranks, continued

Webelos Leader – Webelos Scouts work on Activity Badges that help them learn about many new interests and pave the way for future Scouting. Webelos Scouts learn more about the outdoors and go on overnight camping trips with their adult partners. We symbolize the Activity Badges with John F. Kennedy, who believed in physical fitness and loved the outdoors. *(Call forward boys to receive Activity Badges. Call their parents, too. Present Activity Badges to parents who will present them to their sons. Have one Scout say a few words about each badge presented.)* Congratulations!

Cubmaster or Webelos Leader – As the Webelos Scout progresses toward being a Boy Scout, he may earn the Webelos Badge by having an adult family member read and sign the Parent Guide in his Webelos Book, by being active in the den for three months, by explaining the meaning of the Webelos Badge, by explaining the parts of the Webelos uniform, by earning Fitness and two other Activity badges, by planning and leading a flag ceremony in his den, by understanding the requirements to become a Boy Scout, and by becoming actively involved in his religious faith. We symbolize this area of Scouting with Gerald Ford, who was the first president to earn the rank of Eagle as a youth. *(Call forward boys to receive Webelos Badges. Call their parents, too. Present to parents who will present them to their sons. Do other ceremonial rituals your Pack may have.)* Congratulations!

On the Trail Advancement Ceremony

This would be appropriate for July 2003, “A Hiking We Will Go” or any other month with which you are using an outdoor theme

Props – A backdrop that resembles mountain peaks on which can be placed the awards to be given (bobcat, Wolf, Bear, Webelos, Arrow points, Activity Badges). Trails between the badge scan be made by arrow points, paw prints, activity badge pictures or (use your imagination)

Cubmaster – When you start out on a trail it is important to have an idea of where you are headed. When a boy starts his trail in Cub Scouting, it’s an upward trail. His parents and leaders work with him and help him on this trail. As he grows older, he advances

On the Cub Scout trail, the first destination is the Bobcat rank. All Cub Scouts stop here. Several boys are just beginning their trek into Cub Scouting and have completed the Bobcat trail. Will (names) please forward with their parents to be recognized for their achievements and receive their Bobcat badges? *(Present awards to parents to present to sons. Do other Pack rituals. Give the Scouts a cheer)*

As th etrail progresses the next step is the Wolf badge. With parents at their side, Cub Scouts reach the Wolf trail step. Will (names) please come forward with their parents to be recognized for their achievements and receive their Wolf badges?

Cub Scout Ceremonies

Advancement Ceremonies, p3

On the Trail Advancement Ceremony, continued

Some boys have earned Arrow Points beyond the Wolf Badge. Will (names) please come forward with their parents to be recognized for their achievements and receive their Arrow Points? *(Present Wolf badges and Arrow Points to parents to present to sons. Do other Pack rituals. Give the Scouts a cheer)*

Next comes the stop at the Bear trail, where many choices have been made. Will (names) please come forward with their parents to be recognized for their achievements and receive their Bear badges?

Some boys have earned Arrow Points beyond the Bear Badge. Will (names) please come forward with their parents to be recognized for their achievements and receive their Arrow Points? *(Present Bear badges and Arrow Points to parents to present to sons. Do other Pack rituals. Give the Scouts a cheer)*

The path of Webelos Scouts is one of change and transition. Through the guidance and encouragement of leaders, Webelos Scouts adapt and succeed. Near the end of the Cub Scout trail, this is the Webelos badge. Will the following Webelos badge recipients (names) please come forward with their parents to be recognized for their achievements and receive their Webelos badge? *(Present Webelos badges to parents to present to sons. Do other Pack rituals. Give the Scouts a cheer)*

As you can see from our picture, the final stop on the Cub Scout Trail is the Arrow of Light Award. This is both the ending point for one trail and the beginning of another trail, the Boy Scout trail. To reach this point a Cub Scout must learn many new skills beyond the path of the Webelos. Will (names) please come forward with their parents to be recognized for their achievements and receive their Arrow of Light Awards? *(Present Webelos badges to parents to present to sons. Do other Pack rituals.)*

With the Arrow of Light Award, you have reached the top of the Cub Scout advancement trail. Boys who earn this award can wear it on their Boy Scout uniforms as they travel the trail to Eagle. There are new challenges ahead. From this peak you can see the Boy Scout advancement trail – another mountain that you can climb all the way to Eagle Scout. I hope that you will set your sights for that height. But for now let's all give a cheer for those boys who made the climb to the top of the Cub Scout Mountain.

Note –

If you do not have all ranks, simply modify the wording to talk about the rank and not call any boys forward. This will probably be the case for the Arrow of Light, which most packs present, in a special ceremony only for Arrow of Light.

Cub Scout Ceremonies

Leader Ceremonies

Cubmaster Recognition – The Treasure Chest

This would be appropriate for “Land of the Pharaohs”, the theme for April 2003. (or the next time a Pirate theme is used.)

This is a simple ceremony yet has some humor and could provide a good opportunity to thank the Cubmaster and give him a little recognition. It would be fun to pull this as a surprise on your Cubmaster

As the curtain opens there is a den of Cubs dressed as Explorers (dressed as pirates) searching in the Egyptian desert (on a desert island) for gold. Maybe you want a picture of a pyramid (lone palm tree) in the background.

1st Explorer (Pirate) – I think we are looking in the wrong place

2nd Explorer (Pirate) – I think we are looking for the wrong thing

3rd Explorer (Pirate) – What do you mean the wrong thing??

4th Explorer (Pirate) – We are looking for a Chest of Gold aren't we??

5th Explorer (Pirate) – Of course we are, but what is the best place to look for a chest of gold??

6th Explorer (Pirate) – Probably at the end of the rainbow, but I don't see one

7th Explorer (Pirate) – How about inside a pyramid?? (How about where the X is on the map??)

8th Explorer (Pirate) – **(Really Loud and Enthusiastic – maybe have several Cubs yell this)** I've found it !!! *(Walks to Cubmaster and asks him/her to join them at center stage)*

(All pirates look puzzled, ask Huh?, mumble, “What's going on”)

8th Explorer (Pirate) – This is by far the best chest of gold, for in that chest (points to Cubmaster) beats a heart of Gold! Otherwise why would he spend so much time being our Cubmaster!!

(It would be nice at this time to present a token of appreciation to Cubmaster. Choose one of the gag type gifts or a gold painted heart shaped object or something else.)

Source – Southern New Jersey Council Pow Wow Book 1990, modified from Pirate Theme to Egyptian theme for SNJC Pow Wow 2001.

Cub Scout Ceremonies

Leader Ceremonies, p2

Adult Recognition Ideas

Blue and Gold Banquets are a time to recognize those fellow leaders who have gone the extra mile. These awards are simple and fun and can be made with things around the house or found at a craft store. Give those you feel are appropriate, be creative the possibilities are unlimited!!! If you show your leaders how you appreciate them, they will probably stay around longer!!!

1. For being a lifesaver (package of lifesavers).
2. For being totally awesome (box of Total).
3. For immeasurable service (ruler).
4. For a blooming personality (plastic flower).
5. For being the apple of our eye (plastic or real apple).
6. For lighting up the meetings (light bulb).
7. For putting your best foot forward (plastic foot).
8. For a ducky job (toy duck).
9. For an over abundance of energy (size D battery).
10. For colorful ideas (box of colors).
11. For being tops with us (toy top).
12. For being #1 (a birthday candle that is a #1).
13. A note of thanks (toy musical instrument).
14. Greatest scouting fan (small fan).
15. For raisin leaders (box of raisins).
16. For adding an extra spark (spark plug).
17. For being a sweetie (candy bar).
18. For being a joy to be around (almond joy bar).
19. For guiding us in the right direction (compass).
20. For being a good egg at helping (plastic egg).
21. For giving a helping hand when needed (plastic hand).
22. For refreshing ideas (bottle of Listerine).
23. For caring enough to give the best (Hallmark card).
24. For being the official cheerleader (box of cheer).
25. For putting in a lot of time (toy watch).
26. For seeing that everyone was trained (small toy train).
27. For keeping everyone informed of changes (toy telephone).
28. For sticking with us (bottle of glue).

Source - Indian Nations Council Pow Wow 2000 via Baloo's Bugle, January 2001

Cub Scout Ceremonies

Leader Ceremonies, p3

The Yardstick

The importance of the ages 7 - 11, the Cub Scout years.

Props: A standard yardstick with colored marks at the 3", 5" 9" and 11" distances from one end. These correspond to the ages of 7, 11, 18, 22.

Look at this yardstick as your son's life. Each 1/2" equals 1 year. Thirtysix inches - 72 years, the average person's lifespan. At one half inch (1 year) he is cruising the carpet and furniture, getting into all kinds of things he shouldn't. At 3 1/2" he's seven and is in first grade, and excited about school. At 5 1/2" he's eleven, and is moving on to Jr. High or Middle School. At 9" he's eighteen and graduating High School. You're busting your buttons with pride for him in his cap and gown. At 11" he's graduating college and has moved on to his own life and family.

I'd like to go back to the 2" between 3 1/2" and 5 1/2" (between 7 and 11 years old). [Hold your fingers at these two marked lines]. These 2", or 4 years are key years in your son's development. Many of his decision-making skills, ethics and morals will be developed and reinforced during this time. A recent study showed that young people who were close to a caring adult in these early years were less likely to get into trouble with drugs, crime, etc. and were more likely to continue in school.

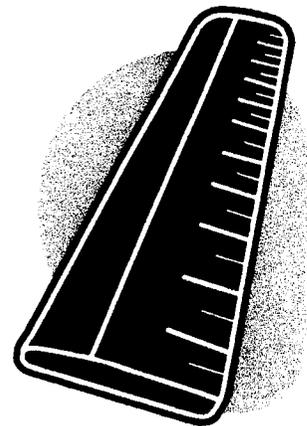
These four years are the years of the Cub Scout. Tiger Cub through Webelos Scout. [At this point drop the yard stick, but keep your finger spaced the 2" apart]. In Cub Scouting we need every family to get involved this much. [refer to the distance between your fingers]. "This much" is different for everybody. Your "This much" might be as a committee member, or a den leader for your son, or for others'. It might be organizing an outing, handling the Pack treasury, writing a newsletter, organizing the Blue and Gold banquet. It might be as a Cubmaster.

[Lift the yard stick again]. If one person tries to do this much the program will surely fail, but if everyone does "This much" in your son's Scouting career both he and you will have a great experience!

So what are you waiting for? Lets make your son's Scouting Experience something he will remember for a lifetime!

Sign up to help today. Scouting - a family fun experience!

Source: Pack 715, Scouter Joe Wollet
via Baloo's Bugle October 2000



Cub Scout Ceremonies

Leader Ceremonies, p4

New Leader's Survival Kit

Here is simple, fun way to welcome your new leaders onto the Pack

Props – Read the ceremony and you can determine the needed props

People – Cubmaster or Committee Chair to welcome the new leaders. And of course, new leaders

Cubmaster or Committee Chair – Will the following leader's please join me at the front of the room (*Call Names of New Leaders*) Cub Scouting is an organization the is special and unique. It is one in which many adults devote their time and talents to provide a program that will help and guide the growth of a young person. The adults before you have agreed to serve as leaders in our pack. We want to welcome them to our team and give them a New Leader's Survival Kit to help them in their efforts. (*Pass out kits*)

The New Leader's Survival Kit contains the following items (*Hold each up as it is named*)

A rubber band to remind them to be flexible

A glue stick to help them stick with it

A piece of sandpaper to help them smooth out the rough edges

A packet of yeast to help them rise to the occasion

A few marbles to replace the ones they lose

A safety pin to help them hold it all together

A chocolate kiss to represent our appreciation for their efforts

We welcome you to our team and look forward to the coming year, as we all strive to do our best.

Source - various



Cub Scout Ceremonies

Family Induction Ceremony

Props – Table, one blue, one gold, and one white candle. All should be similar in size and shape. A small white candle for each family.

Cubmaster (or other Leader) – As I look out on this audience, I see many different families. Each is unique in its background and experiences. All of you have come together into this pack to share a very important experience – participating in a program that is designed to give your sons positive growth experiences in his life. By being here, you have shown your son that you support him in these experiences. He advances in this program because of the support and help he receives from the adults in his den and in his home.

Tonight, we want to recognize our new families – Tiger Cubs, Cub Scouts and Webelos Scouts – and welcome them into our pack. As I call your name, please come forward with your son. *(Call out names. Families come forward and stand behind the table, facing the audience. Cubmaster lights the white candle first. Then the blue and gold candle from the white are lit as each candle is mentioned.*

The blue of this candle, like that of your uniform, stands for truth, loyalty and the blue of the sky. The gold of this candle, like that of the neckerchief, stands for sunlight, good cheer and happiness. Each of these candles has been lit by the white candle, representing your parents here and the important part they play in Cub Scouting. Parents, please light a candle for your son as a symbol of the encouragement and support you will be giving him as he moves along the cub Scout trail. *(Parents light their candles from the other candles)* Let us now welcome these families to our pack. *(Cheer)*

Source – Cub Scout Roundtable Planning Guide 2001-2002, August Roundtable



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Cub Scout Ceremonies

Arrow of Light Ceremony

This ceremony combines "Top of the Mountain," based on a story by Ernest Thompson Seton and "The Seven Virtues" graduation ceremony. Either one alone also makes an impressive Arrow of Light Ceremony

Props: Pictures or actual or props for cactus, sagebrush, cottonwood spray, cedar and pine, "Cub-a-labra" with 7 candles, preferably one using the 7 rays of the Arrow of Light as candleholders.

Cubmaster - Tonight we gather to honor (# of Scouts receiving award) WEBELOS Scouts that have earned the highest award in Cub Scouting: The Arrow of Light. But before I present these awards, let me take a moment to relate an appropriate story and tell you a little about the Arrow of Light.

Afar in our dry southwestern country was an Indian village, behind which a high mountain towered above the desert. It was considered a great feat to climb this mountain, so all the young braves of the village were eager to attempt it.

One day, the chief said, "Now, boys, you may all go today and try to climb the mountain. Start right after breakfast, and go as far as you can. Then when you are tired, come back; but each of you must bring me a twig from the place where you turned.

Away they all went; full of hope, each feeling that he surely could reach the top. Soon the first boy came slowly back, puffing and sweating. He stood before the chief, and in his hand he held a piece of cactus. The chief smiled and said, "My boy, you barely got started."

You did not reach the mountain; you did not even cross the desert. I like to think this boy is like a newly inducted Cub Scout; he has just barely started.

An hour later the second boy returned. He carried a twig of sagebrush.

"Well" said the chief, "you reached the foot of the mountain, but you did not start the climb." This boy is like the Cub Scout who has earned his Bobcat badge; he has progressed on his journey but has not really started his climb.

After another hour, the third boy came back. He held out a cottonwood spray. "Good" said the chief, "you got as far as the springs." This might represent the Cub Scout who has reached the first level of his climb and received his Wolf badge.

A while later, another boy came back with some cedar. The chief smiled when he saw it, and spoke, "Well done, my boy, you went halfway up." This is like the Cub Scout who has progressed halfway up the advancement trail and earned his Bear badge.

Later in the afternoon, the next boy returned carrying a branch of pine. To him the chief said, "Good, you went to the third level. You made three - quarters of the climb. Keep on trying. Next year you will undoubtedly reach the top." The Cub Scout who has earned his WEBELOS badge has reached the three-quarter mark and is in sight of the top."

The sun was low when the last boy returned. He was a tall, splendid boy of noble character. He approached the chief and held up his hand. It was empty. But he was radiant as he spoke. "My father, there were no trees where I went. I saw no twigs, no living thing upon the peak. But far and away I saw other mountain peaks, and beyond them the shining sea." Now the old chiefs face glowed as he said, "I knew it! I knew it when I looked upon your face. You have reached the top. It is written in your eyes and it rings in your voice. My boy, you need no twigs for token, you have seen the glory of the mountain."

Cub Scout Ceremonies

Arrow of Light Ceremony, p2

The brave who reached the top is like the Cub Scout who has reached the top - the Arrow of Light Award. But, beyond the top are the peaks of the Boy Scouting program that must be met and climbed to reach the shining sea of adulthood.

Our Scouts like the brave that reached the top of the mountain, have worked very hard over the last two years to earn this prestigious award, and to demonstrate that they understand the purpose of Scouting. The seven candles before you represent the rays in the Arrow of Light. These seven rays stand for the seven great virtues of life...virtues that a WEBELOS Scout must have if they are to succeed and advance in Scouting and in life. For younger Scouts, living by and using these 7 great virtues will help you achieve much on your trail upward to the Arrow of Light.

Webelos #1 - A Scout has WISDOM (light candle #1) Having wisdom doesn't mean that a Scout is smarter than others. It means that he uses what he knows to live a better life -- to be a good example for other people, young and old, Scouts and others, family and friends.

Webelos #2 - A Scout has COURAGE (light candle #2) Having courage doesn't mean that you're never afraid -- very courageous people are often afraid. However, facing danger despite your fear is the act of a brave, courageous Scout.

Webelos #3 - A Scout has SELF-CONTROL (light candle #3) Scouts have to know when to stop. When you can stop yourself when you have had enough or done enough of something -- enough eating, enough playing, or even enough working -- then you have self-control. Know what behavior is correct in each situation, and do it. When you have self-control, you are growing up as a Scout.

Webelos #4 - A Scout gives JUSTICE (light candle #4) Justice is part of the Pledge of Allegiance: "with liberty and justice for all." Justice is being fair with others that we go to school with, work and play with. Justice means it doesn't matter who the person is, or what color they are, or what they do...Scouts are fair to everyone.

Webelos #5 - A Scout has FAITH (light candle #5) Scouts believe in God. Faith means that we believe in God and other things we cannot see. When you know God exists in your heart, you have faith.

Webelos #6 - A Scout has HOPE (light candle #6) Hope means you look forward to good things that you believe will happen. You hope for better things tomorrow, but you work hard today to make those good things happen.

Webelos #7 - A Scout has LOVE (light candle #7) Scouts have many kinds of love. Love of family, home, your fellow Scouts, God and country are all a part of Scouting. Every kind of love is important for a full and happy life.

Cubmaster - You will find that if you live by these seven virtues, you will be happy and will make the people around you happy as well. The WEBELOS Scouts before us this evening have proven that they understand their responsibilities as good sons and good Scouts. With the help of their willing parents, they will advance far along the Boy Scout Trail.

Call parents forward and present badges to parents to present to sons

Congratulations, Scouts. (*Lead Cheer*)

Cub Scout Ceremonies

Bear Graduation Ceremony

Surely, you didn't think only Webelos graduated!!! You can hold a graduation ceremony for each rank. Maybe make it a highlight of your picnic!!

Webelos Water, a Bear Graduation Ceremony

Props: Large tub, old tennis shoe, bucket with colored punch, enough cups for each Scout graduating, balloon, sack of dirt, inner tube, rubber band, paper heart, shovel, and a ladle.

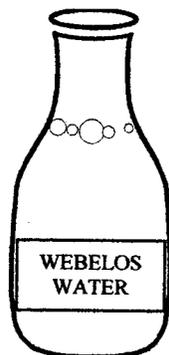
Setting: Boys and parents gather on one side of stage. Cubmaster on stage with a jar marked "Webelos Water".)

Cubmaster: Bears, you are now ready to begin your final area of Cub Scouting – that of Webelos. You will find it different, challenging and rewarding. To help prepare you for this great effort, the Pack developed some Webelos Water, (looks at jar) Uh, well, it looks like it evaporated! Let's see, I guess we could make more! Now, what was that recipe? (Cubmaster appears deep in thought, then gets idea and goes to props)

Cubmaster: Let's see. An old tennis shoe to remind you that you still have many miles to go on the Scouting Trail, (throws shoe in tub) and coincidentally to remind you not to take your shoes off in a two-man tent. (holds his nose). Ah, a sack of dirt to remind you that Cub Scouts is now a lot of outdoor activities. An inner tube to remind you that you may have a few flat tires, but they can be overcome. A shovel to remind you to keep your room clean. (winks at Mom & Dad). A balloon to remind you that a lot of hot air doesn't get the job done. A heart to remind you of your commitment to your parents and family. A rubber band to remind you to stretch yourself to learn new ideas and skills.

OK, that's about it! Let's stir it a little! Looks good. Now, let me get you each a cup of our new Webelos Water. (*Reach inside tub with ladle and scoop punch to pour in cups for everyone to see. Give cup and Webelos Colors to each Scout.*) Congratulations new Webelos and parents.

Source - Indian Nations Council 2000 Pow Wow via Baloo's Bugle, April 2001



Cub Scout Ceremonies

Webelos Graduation Ceremony

WEBELOS -to- Boy Scouts Bridging Ceremony Del-Mar-Va Council Pow Wow, 2000

Props - 4 - 5 to 6 foot 4 X 4's for foundation or 2 X 6's notched to interlock
5 - 4 foot 2x10's - one plain, one yellow, one blue, one green, one red

All words are spoken by same person - Narrator, emcee, Cubmaster, whoever
WEBELOS leader, will you please place the first post on the stage in a North/South direction. (WL places post)

WEBELOS Asst. leader, please place the second post on the stage three feet away from the first post in the North/South direction. (WA places post)

These two posts placed here are symbolic of the foundations of Scouting that these WEBELOS leaders have instilled in their WEBELOS Scouts through activities and outings as represented by the natural brown color.

Scout Master (name) and Assistant Scout Master (or Senior Patrol leader) (names), please place your posts in an East/West direction 3 feet apart over the North/South posts that are already in place. (SM and SPL place posts)

As represented by the structure assembly, Boy Scouting will build on the Scouting foundation begun in WEBELOS. These leaders have set the stage for bridging the boys from Cub Scouting into Boy Scouting.

WEBELOS Scout (name), will you and your parents please bring the unfinished plank forward and place it across the east/west posts. (Scout places plank)

This unfinished plank represents the boys as they arrived in Cub Scouting, full of potential but unfinished.

WEBELOS Scout (name), will you and your parents please bring the blue plank forward and place it snugly against the unfinished plank. (Scout places plank)

This Blue plank represents the Wolf and Bear years of Cub Scouting where with the help of their parents the Scouts became true blue and loyal friends.

WEBELOS Scout (name), will you and your parents please bring the gold plank forward and place it snugly next to the blue planks. (Scout places plank)

This Gold plank represents their golden years in Cub Scouting as Webelos learning important skills through activity badges and culminating in the Arrow of Light.

Cub Scout Ceremonies

Webelos Graduation Ceremony, p2

WEBELOS Scout (name), will you and your parents please bring the green plank forward and place it next to the gold plank. (Scout places plank)

This green plank represents their new beginning as Boy Scouts, who will soon be green Tenderfoot scouts, anxious to begin the Boy Scout trial toward Eagle.

WEBELOS Scout (name), will you and your parents please place the final plank onto the bridge. (Scout places plank)

This last plank is red, the predominant color in the Eagle Scout Badge and represents the fact that as they step off the bridge from Cub Scouting to Boy Scouting they are beginning of their journey to becoming Eagle Scouts.

Webelos entering Troop (number), please assemble with your parents at the unfinished board of the now completed Bridge to Scouting?

As we present you with your Pack graduation Certificate (and whatever else your Pack presents to graduating Webelos), will each parent please remove your son's Webelos neckerchief and slide.

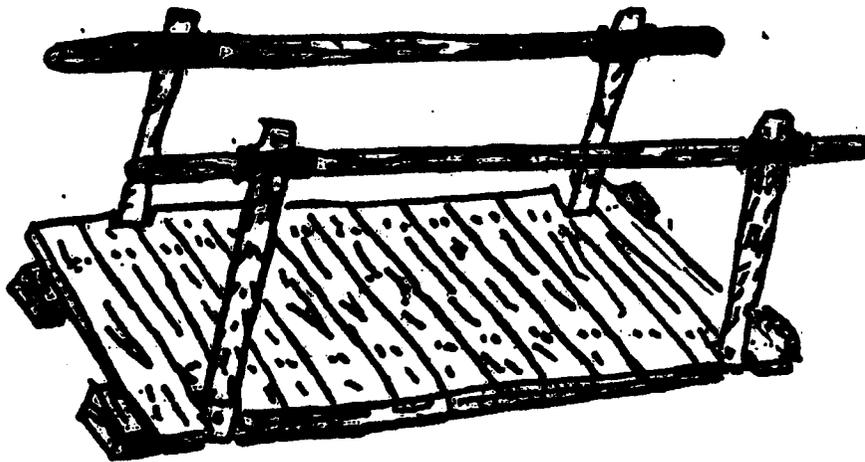
Presentations are made. Cubmaster shakes hands and congratulates Scouts as they cross the bridge.

This portion of ceremony may be modified as you wish to allow for any graduation customs & rituals your pack may have

Scoutmaster invites boys across the bridge, calling each by name and (performing whatever ceremonies are customary for your pack and troop)

After all have crossed, Cubmaster says - Pack (number) please stand and show your pride to the new Boy scouts from this Pack. (Cheer (Blast Off), Applause)...

We are very proud of you all.



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Cub Scout Ceremonies

Closing Ceremony

MAGIC Closing Ceremony

This ceremony is appropriate for Abracadabra, the May 2002 theme

Props – Signs with the letters from MAGIC one per card with words on the back in large print so they are easy to read

Cubmaster – Tonight we have seen many mysterious feats of magic demonstrated here. The greatest magical feat of all of course is the transforming of a group of boys in the first through fifth grades who are full of energy, curious, friendly, adventurous, and who desire to be a Cub Scouts into future leaders.

The real magic is in the strengthening of family relationships, the forming of friendships, the developing and nurturing of talents and abilities, the understanding of respect for other people, God and country that is learned as boys move through Cub Scouting into Boy Scouting.

Now Den (#) will show us how it is done (*Boys have poster cards spelling out Magic on front and their speaking parts on the back.*)

Cub #1(M) – M is for Methods. Cub Scout methods such as family involvement in all activities and advancement opportunities to recognize growth and achievement.

Cub #2(A) – A is for Activities. Activities help boys grow strong in mind and body. And help build pride, loyalty and self-respect

Cub #3(G) – G is for Games. Games teach the boys how to get along with others, sportsmanship and new skills.

Cub #4(I) – I is for Ideals. The cub Scout Promise and Law of the Pack help remind the boy to do his best.

Cub #5(C) – C is for Ceremonies. Ceremonies help the boys learn good citizenship, and respect for flag and country.

Cubmaster – This is Cub Scout Magic. Thank you and Good Night

Source – Southern NJ Council Pow Wow Book, 1990, modified with some of the Cubmasters' words from Cub Scout Roundtable Guide 2001 – 2002.

Cub Scout Ceremonies

Closing Ceremony, p2

NOTE -

Many Packs prefer a closing thought (i.e. Cubmaster's Minute) to a formal closing ceremony. This has tendency to calm down the Cubs and let them know the evening's fun at the Pack Meeting is ending. It does have a disadvantage in that it is one less chance for boys to participate in the meeting and gain that front of the room experience.

Compass Closing Thought

This ceremony is appropriate for Forces of Nature, the April 2002 theme

Prop – Compass (maybe a demonstration teaching one would be easier to see but the magnet would not affect it)

Cubmaster - I have here a compass. Normally because of the natural magnetic forces of the earth, the needle faithfully points north and keeps you on the right path. But when a magnet is brought near the compass, the magnet is an outside influence on the character of the compass. The integrity of the compass can no longer be trusted.

This compass represents Cub Scouting. The Cub Scout Promise and the Law of the Pack are the natural magnetic field that directs the compass needle of our boys. Just like this magnet, outside influences are trying to affect our purposes. Our youth are continually faced with temptations – temptation to get by without working, to lie, to cheat, to give in to the negative peer pressure of friends. If our boys are going to grow up to be the good citizens we want them to be, watch out for the magnets in their lives. Help them to work hard to live up to the ideals of Scouting.

Source – Cub Scout Roundtable Guide 2001 – 2002

