



BALOO'S BUGLE



Volume 24, Number 2

"If you want children to keep their feet on the ground, put some responsibility on their shoulders."
Abigail Van Buren

September 2017 Cub Scout Roundtable

October 2017 Program Ideas

THRIFTY / A CAMPING WE WILL GO

CS Roundtable Planning Guide –Not Issued Yet
Tiger Cub, Wolf, Webelos, & Arrow of Light Den Meetings and Adventures

PART III – PACK MEETING STUFF

PACK MEETING THOUGHTS

The Point of the Scout Law being highlighted for Cub Scouts in April is: **A Scout is Thrifty**. A Scout works to pay his way and to help others. He saves for the future. He protects and conserves natural resources. He carefully uses time and property.



HOW DOES "A CAMPING WE WILL GO" RELATE TO THIS POINT OF THE SCOUT LAW?

Everyone loves a campfire—gathering together to share silly songs, thoughtful stories, and (perhaps) gooey s'mores. This month, discover the fun of camping with Cub Scouts, whether it happens indoors at your meeting place or outdoors at a Scout Camp. Camping doesn't need to be complicated or expensive; it can be made simple by reusing and repurposing items you already have. Be sure to include an opportunity for Tigers to participate in a song or a skit during this month's meeting to complete the Tigers in the Wild Adventure.

FOCUS

Adapted from
2008-2009 CS Roundtable Planning Guide

This month, Cub Scouts go camping! Boys may have a backyard campout with their family. A pack may conduct a pack overnighter or have an outdoor pack meeting. Include a nature observation hunt followed by an evening around the campfire. Whether you have a real campfire or an artificial one, the boys will have lots of fun singing along and putting on a great show.

Camping doesn't always mean overnight; a day trip to camp (or Day camp in the Summertime) is always lots of fun. Get those boys outdoors and let them discover the fun of camping while working on their Cub Scout Outdoor Activity Award. Whatever you do, do it outside and find out what the outing in Scouting is all about. While out on the trail, you can work on the Outdoor and Camping Related Adventures. See the list in Part I, Monthly Fun Stuff, of Baloo's Bugle.

"It always rains on tents. Rainstorms will travel thousands of miles, against prevailing winds for the opportunity to rain on a tent." – [Dave Barry](#)

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Quotes From Sam Houston Area Council

The ultimate camping trip was the Lewis and Clark expedition. [Dave Barry](#)

I feel better when I get to exercise, or when I'm outdoors. I like to hike, swim and run, and I love to play soccer. [Viggo Mortensen](#)

Imagination is more important than knowledge. Knowledge is limited. Imagination encircles the world. [Albert Einstein](#)

I took a walk in the woods and came out taller than the trees. [Henry David Thoreau](#)

Not all those who wander are lost! J. R. R. Tolkien

Two roads diverged in a wood and I - I took the one less traveled by, and that has made all the difference.

[Robert Frost](#)

Months with Cub Scout



Family Camp Out and other Outdoor Themes

Month	Year	Theme
Potential CAMPING Months		
June	1941	Cubbing into the Backyard
July	1944	Back Yard Camping
July	1945	Outdoor Cubbing
July	1950	Outing
June	1953	Summertime Adventure
August	1955	Outdoor Fun
July	1958	Outdoorsing
August	1967	Outdoor Fun
June	1971	Outdoor Fun
March	1977	Kites
June	1980	Outdoor Fun
July	1984	Fun in the Sun
May	1988	Outdoor Adventure
August	1989	Outdoor Festival
July	1992	Fun in the Sun
June	1997	Outdoor Adventure
June	2003	Fun in the Sun
July	2003	A Hiking We Will Go
August	2006	Scouting It Out
June	2002	Critters, Cubs and Campfires
June	2009	A Camping We Will Go
May	2015	Backyard Fun
August	2016	S'more Cub Scout Fun

GATHERING ACTIVITIES

Note on Word Searches, Word Games, Mazes and such – In order to make these items fit in the two column format of Baloo's Bugle they are shrunk to a width of about 3 inches. Your Cubs probably need bigger pictures. You can get these by copying and pasting the picture from the Word version or clipping the picture in the Adobe (.pdf) version and then enlarging to page width. **CD**

My Secret Buddy

Sam Houston Area Council

Do this at the beginning of your campout. Every Scout puts his name on a scrap of paper and puts it in a can or basket. The Cubmaster shakes the container carefully. Each Scout then removes one of the pieces of paper and secretly reads the name. This Scout will be his "secret buddy" for the duration of the campout. During the campout, each Scout is to try to do his best to make sure his secret buddy has a good time. As you prepare to depart from the campout, let Scouts share who their "secret buddy" is.

Touch and Tell

Catalina Council

- ✓ Number 10 brown paper bags from one to ten.
- ✓ Put a familiar camping or outdoors-related article in each bag and staple the bag shut.
- ✓ Each boy is given a pencil and paper on which he lists numbers one through ten.
- ✓ He tries to guess what is in each bag by feeling through the paper, and records on his paper his guess.
- ✓ Boy with greatest number of correct answers is winner.

Who Was My Guide?

Sam Houston Area Council

The group divides in half. One half closes their eyes. The other half chooses a partner from the group with eyes closed, but may not talk to him at any time. He takes his partner on a trust walk by allowing him to hold his arm. Only the Scout whose eyes are closed may talk - the guide must stay silent. At the end of the walk, the guide returns to his group. The Scouts who were led then open their eyes and the roles are reversed. The new guides choose a Scout partner from the original guide group who now have their eyes closed. After the guided walk, the Scouts separate again. At the end of the game each Scout tries to identify his guide and say how he knew!

Grass Blade Whistle

Sam Houston Area Council

Pluck a long, flat blade of grass and hold it between the edges of both thumbs. The blade of grass should be in the middle of the gap between your thumbs. Put your lips against your thumbs and blow hard through the gap. You'll hear a variety of squeaks and squawks.

Find the Words

Catalina Council

The Leader gives each Cub Scout a pencil and piece of paper and asks him to write as many smaller words as he can find in the word "Family Camping." Score one point for each word.

Camping Word Search I

Oregon Trail Council

Words may be found diagonally, forward, backward, up, or down.

S	G	N	I	L	D	N	I	K	R	G
R	L	T	A	N	L	E	S	K	A	R
A	H	E	F	E	R	S	C	C	W	E
T	N	N	E	G	A	A	E	A	H	H
S	O	T	H	P	T	R	B	P	I	T
R	P	O	M	U	I	S	L	K	S	E
W	O	O	D	F	A	N	I	C	T	S
E	C	T	P	U	G	N	G	A	L	C
G	F	M	S	N	G	I	D	B	E	S
B	A	N	I	D	S	F	C	M	A	P
C	E	S	C	O	R	T	E	H	U	G

Wood

Sing

Kindling

Map

Campfire

Sleeping bag

Fun

Whistle

Stars

Tent

Backpack

Compass

Hiking

Outdoor Fun

Catalina Council

BACKPACK

TENTS

CAMPING

HIKING

SHORTS

WALKING STICK

BACKPACKING

FOOD

MOUNTAINS

WATER BOTTLE

SUN

BOOTS

HEAT

OUTDOORS

SUN

G	N	I	K	C	A	P	K	C	A	B	W	D	C	J
G	E	I	X	V	S	Z	J	M	K	A	Y	O	T	L
C	S	L	Q	Z	B	Z	S	O	L	B	I	O	Y	Y
M	A	P	T	W	F	R	C	K	B	V	G	F	A	S
D	H	M	I	T	O	U	I	S	U	N	E	N	H	N
T	L	R	P	O	O	N	S	T	N	E	T	U	I	I
B	K	H	D	I	G	B	A	C	K	P	A	C	K	A
L	M	T	C	S	N	S	R	Q	M	N	B	V	I	T
A	U	V	T	I	H	G	T	E	N	P	L	A	N	N
O	I	I	Z	O	A	A	E	O	T	A	Q	I	G	U
C	C	A	R	T	O	C	J	V	O	A	N	J	P	O
K	D	T	A	W	X	K	R	M	F	B	W	A	G	M
O	S	E	N	K	Q	H	U	T	F	B	L	C	Q	Z
V	H	Q	H	Q	L	O	T	W	C	N	B	I	O	U
T	M	A	X	X	O	G	D	B	A	O	O	U	U	M

Camping Word Search II*San Gabriel, Verdugo Hills & Long Beach Area**Councils*

Find the words relating to Campfires in the Word Search. The words can be diagonal, horizontal, vertical or backward.

Ceremonies

Games

Spirit

Skits

Food

Stories

Songs

Campfire

Logs

Crafts

Flag

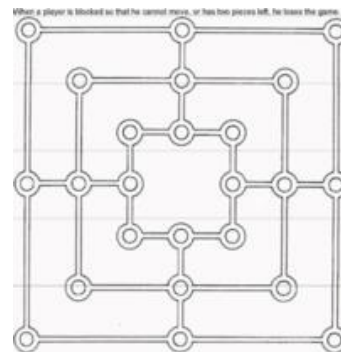
A	H	J	R	S	Q	I	U	V	G	H	Y
K	C	F	L	A	G	L	S	O	N	G	S
N	B	E	C	D	A	M	G	R	O	V	P
R	X	T	R	W	N	Z	S	P	S	T	Z
D	A	V	E	E	F	E	X	S	B	M	P
L	C	B	T	C	M	L	G	P	O	C	B
S	B	S	I	E	D	O	F	I	C	R	C
W	S	K	C	W	Y	G	N	R	N	A	A
M	T	I	L	A	P	S	T	I	Y	F	M
T	O	T	F	G	R	E	L	T	E	T	P
U	R	S	E	M	A	G	R	Z	M	S	F
A	I	D	H	S	I	P	H	Q	W	N	I
V	E	L	C	N	O	J	T	B	X	A	R
W	S	L	L	F	C	K	F	O	O	D	E

Practice Knots*Oregon Trail Council***Overhand Knot****Square knot**
<http://www.cptdave.com/square-knot.html>
**Above and Below***CS Program Helps 2008-2009*

- ★ A game that can be played at the campfire.
- ★ Boys stand in a circle at the campfire.
- ★ One at a time, call out the names of things that are found either above or below the ground. For example, strawberries grow above the ground, potatoes grow below the ground. (Or on the land and in the sky. Plants – on land – sit; Birds – in sky – stand)
- ★ When you call the name of something that is found above the ground, the players stand; if the thing is found below the ground, the players sit.
- ★ A player is eliminated if he responds incorrectly.
- ★ The last player to remain in the game wins.

Mill*Catalina Council*

The boys can make this game in the den and then they can play it at the campout before it gets dark – it will help to wind them down and get settled before the campfire starts.



- ✎ Paste the game onto a piece of sturdy cardboard or plywood. The game pieces can be checker pieces, poker chips, painted rocks, buttons, etc.
- ✎ Players each have their own set of 9 pieces, and they take turns placing them on the circles.
- ✎ When all the pieces have been placed, the players take turns at moving any one of their own pieces by sliding it along a line into the next empty circle.
- ✎ A player makes a 'mill' by getting three of his pieces placed in one connected straight line.
- ✎ Whenever a player can make a mill, either during the placing or the moving, he may remove one of the other player's pieces from the board. (But he is not allowed to take a piece from an opponent's mill unless no other pieces are available.)
- ✎ When a player is blocked so that he cannot move, or has two pieces left, he loses the game.

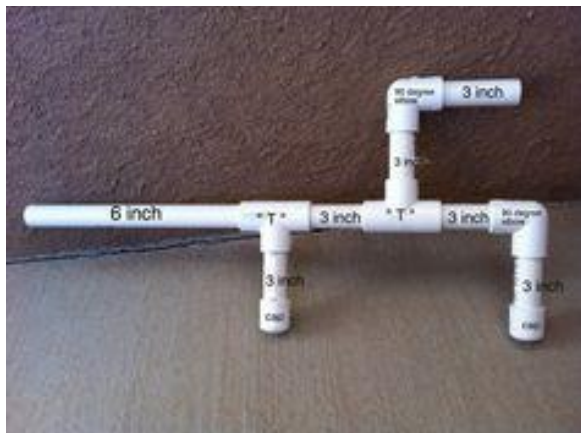
Marshmallow Guns

Alice, Golden Empire Council

Have a Marshmallow gun competition between parents and boys. Either build the marshmallow shooters ahead of time. Or have the Scouts, siblings, and parents assemble them when they arrive.

Marshmallow Shooter:

Note: Check Guide to Safe Scouting and other sources. You may be required to have a trained Rangemaster. A good tip for every pack is to get several people trained as BSA Rangemasters.



Materials:

- 1/2 " PVC pipe, cut into: pieces as shown in picture. (If you have trouble seeing picture, go to: <https://www.pinterest.com/explore/marshmallow-gun/>)
- 2- 1/2" PVC elbows
- 2 – 1/2" PVC Tees
- 2 – 1/2" PVC end caps
- PVC cutter
- Miniature Marshmallows

Instructions:

1. First cut the pieces.
2. Lay out the pieces as shown below and then just connect each piece.
3. Sand the mouthpiece end so you won't get cut – that's the top piece that is uncapped.

DON'T glue the pieces together!

4. (Optional) Decorate your shooter, using colored tape, stickers, acrylic paint or magazine cut-outs and watered down glue – but be sure not to glue the connection points together – in case you have to clean out sticky miniature marshmallows.

Some tips:

- ★ Don't eat your ammo.
- ★ Pick up the marshmallows when you're done - they're very likely bad for animals. If the marshmallows get wet, the sugar makes a big mess.
- ★ If you don't have a PVC cutter, just get a piece of nylon string about 2 foot long loop it around the pipe and alternately pull each end back and forth the friction and abrasiveness of the string will make a smooth cut, just be careful to keep straight.
- ★ Try shooting various ways – you might even adapt your shooter to shoot two directions at once!

Squirrel in a Tree

CS Program Helps 2008-2009

- ★ Two Cub Scouts stand about 3 feet apart, facing each other and holding each other's hands. This is the tree.
- ★ When they lift their arms up forming an arch, another Cub Scout, the squirrel, runs into the space in the tree.
- ★ The boys lower their arms, still holding hands to keep the squirrel safe.
- ★ When the leader of the game signals, the tree lifts its arms and the squirrel runs out to find another tree. (*Make sure there are more squirrels than trees.*)
- ★ Each time a squirrel does not get into a tree and is eliminated, take away a tree as well until there is only one tree and two squirrels. The one who gets into the tree first is the winner





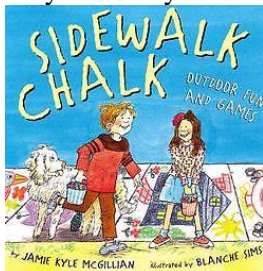
Have a Sidewalk Art Contest

Alice, Golden Empire Council

Supply plenty of sidewalk chalk and each family, den or individual can have a section of sidewalk to design. You can choose a theme or just let the imagination reign – when time is up, everyone gets to go around and admire the creativity! You could also have “judges” and award each artist or artist group a special award, such as “best use of blue, best use of theme, etc.” Have someone take a photo of each artist or group with their creation. If it’s a hot day, finish up by hosing down the art and restoring the sidewalk or cement to its original condition.

SIDEWALK CHALK,

a book by Jamie Kyle McGillian



Utah National Parks

This book is great for art related Adventures. It has lots of wonderful ideas for things to draw. Here are a few examples -

- ✎ Square Décor – Each square is an open canvas
- ✎ Rebus – Create a funny saying using pictures as words
- ✎ Creature Features – Each boy take turns drawing parts of a creature
- ✎ Alphabet Art (Names) – Draw names, decorate or create an animal or creature using the letters of name
- ✎ Shape Art – What can you make using only common shapes?
- ✎ Animal Mix-up – Head of a rhino, body of a lion, legs of an ostrich, feet of a duck, etc.
- ✎ Make-up anything!
- ✎ Mazes – Size just right for chalk line or go BIG and make it Cub Scout size!

MINIATURE SCAVENGER HUNT

Utah National Parks

Needed: - 35 mm film can or similar for each person. *(This could be a problem. I still have a supply but most current Cub Scout leaders/ parents probably do not. Substitute something of similar size (e.g. pill container, plastic snack bag (Sandwich bag too big)).*

- ✓ The object of the game is to gather as many items as you can from other people in the room.
- ✓ Each person can only give you one item
- ✓ All items must fit inside the container supplied.
- ✓ Have the people sign after they give you item so that you know to whom to give it back when the game is done.
- ✓ Maybe modify to outdoor stuff for your Camping Trip.

- 1) Paper clip _____
- 2) Bobbi pin _____
- 3) Penny _____
- 4) A Different Coin _____
- 5) Button _____
- 6) Safety Pin _____
- 7) Battery _____
- 8) Patch _____
- 9) Piece of String _____
- 10) Thumb Tack _____
- 11) Key _____
- 12) Match _____
- 13) Nail Clipper _____
- 14) Piece of Paper _____
- 15) Picture _____

WORD TWINS

Utah National Parks

Provide cards on which have been written one word of common pairs such as “Jack” and “Jill,” “ham” and “egg,” etc. Have as many cards as needed.

Ask everyone to match up his card and introduce himself to the person holding the mate to his card.

Some other combinations are:

Bat and ball,	socks and shoes
slide and swing	swim shorts and towel
cats and dogs	day and night
picnic and ants,	sun and moon
bees and honey,	sticks and rocks
matches and fire	tent and sleeping bag
mosquitoes and bug spray	spoon and fork
plates and cups,	salt and pepper
hot and cold,	clean and dirty
skunks and raccoons	wolves and bears, etc.

OPENING CEREMONIES

Cub Scout Campfire Opening Ceremony

Catalina Council

Equipment: Real or artificial campfire, seven candles.

Personnel: Narrator and seven Cub Scouts (each with his part written on a dip paper).

Narrator: Welcome to our Cub Scout campfire. Akela is among us. Let us draw from this campfire with all its vibrancy and warmth, the secrets of Cub Scouting and the spirit of brotherhood.

Cub #1: In its light we see new chances to be helpful and to do our best.

Cub #2: From its warmth we strengthen the bonds of fellowship and learn how to get along with others.

Cub #3: From the stones that ring the fire and keep its power in check, we learn how we can curb our tempers and become good citizens.

Cub #4: From the smoke that rises out of the fire, we learn to lift our eyes upward and worship God.

Cub #5: The spark that started this fire reminds us that little Good Turns can lead to greater deeds.

Cub #6: Just as the fire needs wood to bum brightly, so do we need the care and love of our parents to bum brightly.

Cub #7: In its leaping flames, we see the fun of Cub Scouting and the job of life.

Let's Go Outside

Sam Houston Area Council

Setting – 7 Scouts, each with a poster board with the letters of O-U-T-S-I-D-E on the front and the appropriate verse on the back.

Scene – Cubs in a line next to the flag.

Cub #1: O - O is for Outdoors where we like to play.

Cub #2: U - U is for Umbrella, needed on a rainy day.

Cub #3: T - T is for Tall trees we see on our hike.

Cub #4: S - S is for S'mores that we really like.

Cub #5: I I - is for Ideas our leaders bring along.

Cub #6: D - D is for Direction in singing a campfire song.

Cub #7: E - E is for Everyone having some fun, and now for our Pledge, might we all stand as one?

America is a Beautiful Word

Sam Houston Area Council

Setting – 7 Cub Scouts, Cubmaster (CM), poster boards with A-M-E-R-I-C-A in large letters on the front and the appropriate verses on the reverse for the Scouts to reference.

Scene – Cubs in a line near the flag. As each reads his line, he holds up his poster, spelling out America by the last Cub. Alternately, you can find pictures of the items mentioned by the Scouts and place the pictures on front of the poster boards.

CM: What do you see when you look at the word America? What mental picture do the 7 letters make in your mind?

Cub #1: The capital A suggests our magnificent snow-covered mountain peaks, and the wigwams of the original Americans.

Cub #2: The M symbolizes the broad shoulders of our pioneers: shoulders to the wheel pushing our frontiers westward; broad shoulders swinging axes, building a nation.

Cub #3: The E might symbolize the lariats of the cowboys riding the plains; lariats of Kit Carson or Buffalo Bill.

Cub #4: The R is a man with outstretched arms in friendship and cooperation towards all who love freedom, justice, and peace.

Cub #5: The I represents the individual American with his right to life, liberty, and the pursuit of happiness.

Cub #6: The C is a bent bow from which an arrow has just sped towards the stars of mankind's highest ideals.

Cub #7: The final A is a man on his knees in prayer, symbolizing a nation which recognizes the need to give thanks for its many blessings.

CM: Yes, America is a beautiful word. Would you please stand and join us in the Pledge of Allegiance?

THE OUTDOOR CODE

Utah National Parks

As an American I will do my best to:

Be clean in my outdoor manners;

Be careful with fire;

Be considerate in the outdoors;
and be conservation minded.

Cubmaster lead with Cub Scouts repeating and then explain; or have the Webelos do this is part of their Webelos Walkabout Adventure. They could each state and explain one point and repeat together at the end.

THE MUD PUDDLE*Capital Area Council***PERSONNEL:** Den Leader and 6 or 12 Cubs**EQUIPMENT:** Sign marked "Mud Puddle", individual props to go with each part such as a plaster casting of an animal track, a blue feather, and elm tree, a large pebble, a blower, a large "worm" etc.**ARRANGEMENT:** Sign in center of stage is marked "Mud Puddle." Boys are gathered around this sign as the opening begins. Cubmaster or Den leader may introduce the opening and verbally "set the stage."**DEN LEADER:**

Did you ever wonder as you pass
 A little stretch of mud and grass,
 What nature may be hiding there,
 Within a spot a few feet square?
 Let's gather around and take a look,
 And like the pages of a book,
 We'll study it with open eyes.
 Can soil like this, hold a surprise?

Cub # 1: Here's a freshly patterned animal track where a rabbit hopped across & back.**Cub # 2:** I see a stream of busy ants, carrying tidbits as they dance.**Cub # 3:** Look, a feather, blue and gray dropped off a passing Blue Jay.**Cub # 4:** Here about are sprouting seeds from lofty elms and sprawling weeds.**Cub # 5:** A pebble smoothed by action slow, formed about a million years ago.**Cub # 6:** In a puddled spot not yet dried out, a water beetle swims about.*Could have 1 - 6 repeat as 7 - 12 or recruit more boys.***Cub # 7:** And here an eager plant is set -- an early blooming violet.**Cub # 8:** A wiggly worm comes up to twitch; no one knows which end is which.**Cub # 9:** The mud itself has food stores vast, form life that grew ages past.**Cub # 10:** It's not all Nature reveals, but candy wrappers and toy wheels.**Cub # 11:** There's something moving - what's it now?
I'll pick it up - a bee - Yow!**Cub # 12:** Quick, put some mud upon the spot, to take away the soreness hot.**DEN LEADER:**

Our mud will soon dry in the mid-day sun,
 But our outdoor adventure has really been fun.
 Our opening does not end here by chance,
 Please join us now in the Pledge of Allegiance.

"SOAR": SAVE OUR AMERICAN RESOURCES*Utah National Parks***Setting:** At least four Cub Scouts holding cards with the letters S-O-A-R on the front (maybe with an appropriate picture) and their parts on the back in LARGE print. They enter one at a time and read.**CM:** Den XX will now show us how we can all SOAR on our camping trip.**Cub # 1:** I promise not to break or spoil anything with which I work or play in the woods and everywhere.**Cub # 2:** I will not throw paper, candy wrappers, fruit peelings or other trash on the ground, in the campsite, or paths and sidewalks.**Cub # 3:** I will keep the activity area and playground clean.**Cub # 4:** I will be as careful of other people's places and things as I want them to be of mine.**All:** Save Our American Resources!**Emcee:** Please stand for the presentation of the colors.**OUTDOOR ADVENTURE***Capital Area Council***Cub # 1:** America and Cub Scouting are just one big outdoor adventure.**Cub # 2:** This is my country. I will use my eyes to see the beauty of this land.**Cub # 3:** I will use my mind to think what I can do to make it more beautiful.**Cub # 4:** I will use my hands to serve it and care for it.**Cub # 5:** And with my heart I will honor it.**Cub # 6:** Many immigrants to America had a really big adventure getting here.**Cub # 7:** And on their adventure in this country they became loyal Americans.**Cub # 8:** Let us be like them, loyal Americans.
Please join me in the Pledge of Allegiance.

AUDIENCE PARTICIPATIONS

CAMPFIRE YARNS

Catalina Council

What is a campfire yarn? It's simply the kind of story that boys like to hear. It may be any type – comic, adventure, sports, ghost, fantasy. It should have action, suspense, and definite conclusion with all the loose ends tied up.

Storytelling is an art, but it's an art that can be learned by anyone who enjoys telling stories – and that's almost everyone – and who knows the story he wants to tell. Nothing kills a story faster than a storyteller who stumbles over the details of the tale.

Stories for the campfire can be found in scores of books in the juvenile section of your public library. They may also be found in your own experience – perhaps a thrilling rescue you witnessed, a tale of heroism in which you were involved, or an adventure you had in the outdoors.

Cub Scout-age boys will listen rapidly to a well-told story for 15 minutes or even more. So, don't worry too much about length. Practice your story beforehand so that it is firmly fixed in your mind and you don't have to grope for the details. If you really know the story, you can concentrate on your delivery, getting every ounce of suspense and excitement from it. That practically guarantees avid listeners.

I like "Campfire Stories. Things That Go Bump In The Night," by William Forgey, MD. Every story ends with an explanation so that the boys do not wind up at your tent scared later that night. Try the "Blue Mist," my favorite. CD

On A Lighter Note

(For laughs, read this at your campfire)

Catalina Council

The U.S. Forest Service received these actual comments from backpackers after wilderness camping trips:

- "Too many bugs and spiders. Please spray the area to get rid of these pests."
- "Trails need to be reconstructed. Please avoid building trails that go uphill."
- "Chairlifts are needed so we can get to the wonderful views without having to hike to them."
- "A McDonald's would be nice at the trail head."
- "Too many rocks in the mountains."
- "The coyotes made too much noise last night and kept me awake. Please eradicate these annoying animals."

The True Story of Smokey Bear

Sam Houston Area Council

Divide the audience into 6 groups. Assign each group one of the words listed below. When their item is mentioned in the story, the assigned group should shout the designated saying. Have a practice session before starting the story.

BIG TREE: I am tall and strong!

MIDDLE- SIZED TREE: I give you shade

BABY TREE: I will grow tall, too!

BABBLING BROOK: Babble, babble!

CAMPER: I love the forest.

FIRE: Crackle, crackle, crackle

SMOKEY BEAR:

All say, Only you can prevent forest fires.

FOREST: **All trees say** their parts.

Once upon a time, in a beautiful, lush green **FOREST**, there stood three trees, the **BIG TREE**, the **MIDDLE-SIZED TREE**, and the **BABY TREE**. A **BABBLING BROOK** coursed through the **FOREST** bringing cool water to the plants and animals.

One summer day a **CAMPER** decided to set up his camp near the three trees. He pitched his tent and then he built a **FIRE** to cook his breakfast. The **CAMPER** didn't remember to clear the leaves, twigs and branches from the area around his **FIRE**. And he didn't remember to set a bucket of water from the **BABBLING BROOK** near his **FIRE**.

After breakfast the **CAMPER** decided to go on a hike. He didn't remember to make sure that his **FIRE** was out and cold before he left the site. A short time after the **CAMPER** left, the **FIRE** threw some sparks into dry grass nearby. It started smoldering and in a very short time the **FIRE** spread to the **FOREST**. The **BABBLING BROOK** was not close enough to put out the **FIRE**.

It didn't take long for the animals of the **FOREST** to hear the sounds of the **FIRE**. Soon they smelled the smoke and tried to flee. A bear cub was one of those animals. He couldn't see where his mother had gone, so he did what she taught him to do when there is danger. He climbed the **BIG TREE**.

The **FIRE** roared through the **FOREST**. It burned the **BABY TREE** and the **MIDDLE-SIZED TREE**. It singed the **BIG TREE** where the bear cub was clinging to its trunk. But the **FIRE** did not burn the trunk of the **BIG TREE** and the bear cub was safe.

After the **FIRE** a **FOREST** ranger found the baby bear still in the **BIG TREE**. He climbed up and got him down. The bear cub was scared and singed. He needed the **FOREST** ranger to take care of him and soon his burns healed. The **FOREST** ranger decided to keep the

bear cub and raise him. He called him **SMOKEY BEAR** because he had found him after the **FIRE**.

The story of the rescued bear cub has been told by many rangers in many **FORESTS** across our country. **SMOKEY BEAR** became the symbol to remind **CAMPERS** and hikers, like you and me, to be careful with **FIRE**. This message, to help prevent **FOREST FIRES**, is still told to protect all the **BIG TREES**, the **MIDDLE-SIZED TREES** and the **BABY TREES** so we can enjoy the **FORESTS** with the **BABBLING BROOKS** running through them. "Remember," says **SMOKEY BEAR**, "only you can prevent **FOREST FIRES**."

Sounds of the Forest

Adapted from 2008-2009 CS program Helps

Read the following story, emphasizing the capitalized words, waiting for the response from each group. Ask one of the dens to hold up signs for each group as each response word or term is spoken:

Tiger:	High growl
Wolf:	Howl
Bear:	Low growl
Webelos:	Loyal Scouts!
Humans:	Great campsite!

Creatures from all over the land gathered together to talk about the best way to protect the lands in which they live. The **BEAR** said: "We large creatures watch the forests for fires and warn all creatures when we see danger. **BEARS** are good at that, but we can't get the **HUMANS** to be careful."

The **WOLF** and the **TIGER** agreed. The **TIGER** spoke next: "We love to play in the tall grasses, but the **HUMANS** are building things where we used to play." The **BEAR** and the **WOLF** looked sadly at the **TIGER**.

The **WOLF** stood tall. "We need to teach the humans not to drop their garbage and leave it around our homes." The **BEAR** and the **TIGER** agreed.

The **WEBELOS** stood up. "I am a **HUMAN**. I am a **WEBELOS** Scout. In our pack we learn how to protect the forest and the grasslands and all nature as **TIGERS**, **WOLFS**, **BEARS**, and **WEBELOS**. We help you by following the Outdoor Code."

"Hooray!" said the **BEAR**, the **TIGER**, the **WOLF**, and the **WEBELOS**, you and your fellow Cub Scouts are welcome in our lands!"

A Lesson for the Big Bugs

Capital Area Council

Divide audience into four parts. Assign each part a word and a response. Instruct them they are to say the response whenever they hear the word. Practice as you make assignments.

Bees -	Buzz-Buzz
Ants -	Hup-2-3-4
Mosquitoes -	Bite-e-Bite
Frog -	Croak-Croak
Woods -	All sounds together

This is a story about Bill and his family and their adventure in the **WOODS**. One fine spring day, Billy's family decided to go for a picnic in the **WOODS**, where they could enjoy the outdoors. They packed a nice picnic basket and headed out on their walk. As soon as they got to where they were going, they found a nice place to set up their picnic. Billy and his brother went to the stream where they looked at a **FROG**. They heard some **BEES** over by the wild flowers, and watched some **ANTS** walking on ground. Being close to the water, they were also being bothered by some **MOSQUITOES**.

When they went back to the picnic area, they told their parents about the **WOODS**. How they saw a **FROG** and how the **MOSQUITOES** were bothering them. They said that the **BEES** didn't bother them and that the **ANTS** were really hard workers. Dad listened closely as he as he unwrapped another sandwich and carelessly threw his paper off to the side. Billy's little sister had just finished a soda and dropped the can by a tree. Mom threw her paper napkin on the ground and jumped up in disgust. "That is it!" she said. "I think the **ANTS** are taking over the picnic."

Dad stretched out for a nap and had just dozed off when Billy's sister started to scream. She had been stung by a **BEE**. While Mom took care of her, Dad tried to go back to sleep. But he couldn't because the **MOSQUITOES** were pestering him. Finally he decided that they had better go home.

Billy protested. "Why do we have to go?" "Well, Billy," Dad replied, we don't seem to be wanted here in the **WOODS**. We sure haven't been treated very well. The **MOSQUITOES** are eating me alive. The **ANTS** took over the picnic. And a **BEE** stung your sister." Well," said Billy, "maybe the **WOODS** are trying to tell us something and the **MOSQUITOES**, and the **ANTS**, and the **BEES** are trying to tell us something." "What is that?" asked Dad. "Well," said Billy, "just look around us and you'll see we haven't been very nice visitors to the **WOODS**. Look at all the trash we've thrown around. Seems to me we're the worst bugs of all—litterbugs!"



So the family started cleaning up the mess they'd made and afterwards they felt better. They took a nice walk through the **WOODS**, listening to the sounds. They actually enjoyed the buzzing of the **BEES**, the croaking of the **FROGS**, and the **ANTS** at work. When they returned home, they were tired, but happy they had learned an important lesson that day. The worst kind of bug in the **WOODS** is a litterbug!

The Litter Bug

San Gabriel Valley, Long Beach & Verdugo Hills Councils

Divide audience into four parts. Assign each part a word and a response. Instruct them they are to say the response whenever they hear the word. Practice as you make assignments. Then read the story. After each of the words is read, pause for the group to make the appropriate response.

PAPER	Crackle, crackle
CANS	Clatter, clatter
TRASH	Dump, dump
LITTER BUG	Toss and Throw

God put bugs in this world for many reasons, He made them to live in every kind of season. But the pesky **LITTER BUG**, with his **PAPER** and **CANS** Was made through neglected **TRASH** by the foolish man.

To keep our land beautiful, get rid of that **LITTER BUG**, So beach goers **CAN** again lounge on a clean, sand rug. Because of this pest, we must walk around in **PAPER** and **CANS** and **TRASH** on the ground.

Just who are the **LITTER BUGS** who mess up our land? Do you really ever see them toss that **PAPER** or **CAN**? And in dumping his **TRASH** he is very sly.

So most of the time it just appears there, As if it had dropped right out of thin air. Could it be we are so used to throwing things there, That we dump **PAPER AND CANS** without being aware?

Without even thinking when we toss **TRASH** and waste, We could be a **LITTER BUG** in all of our haste. So when you unwrap that gum or candy, Don't throw down the **PAPER** just because it is handy.

Next time stop and think when it's pop **CANS** you toss, 'Cause if you're a **LITTER BUG** it's also your loss If every single person would take note of his habit That pesky **LITTER BUG** we could certainly nab it.

Then that terrible bug we could surely stamp it out, With no more **PAPER** or **CANS** or **TRASH** about TO KEEP OUR LAND BEAUTIFUL WE MUST ALL DO OUR PART, By taking care of our **TRASH** properly from the start.

ADVANCEMENT CEREMONIES

Nature Advancement

Sam Houston Area Council

Materials – 3 x 5 cards, one for each Scout, with a picture on it of seeds (Bobcats), small shoots (Tigers), saplings (Wolves), full-grown trees (Bears) and trees with fruit/pinecones (Webelos); attach each boy's award to the appropriate card.

Cubmaster: Here we are in the woods (or the park, or...), surrounded by plants in various stages of growth. And, here is our pack, full of Cub Scouts in various stages of growth. Just as a tree may start from a seed, a Cub Scout starts from a Bobcat. (Present Bobcat awards. **Lead Cheer**)

Eventually, the seed pushes up through the ground, and a little shoot is seen. In the same way, a Cub Scout makes effort to learn the Scout Oath and Law, and becomes a Tiger. (Present Tiger awards. **Lead Cheer**)

The tree takes its nourishment from the sun and the earth, and continues to flourish. Likewise, our Wolves are learning things from the world around them, learning, growing and flourishing. (Present Wolf awards. **Lead Cheer**)

Over time, the tree matures, its branches extending outwards and upwards, just as our Bears are expanding their knowledge and abilities. (Present Bear awards. **Lead Cheer**)

Eventually, a tree will flower (or bear fruit, or produce pinecones). In this same way, a Webelos Scout learns to be fruitful and productive. (Present Webelos awards. **Lead Cheer**)

Just as a tree naturally matures, so does a Cub Scout. Guided by good leaders and parents, and a supportive pack, our Scouts, just like the trees, grow straight and tall and become outstanding members of their community. Congratulations to all of our growing Cub Scouts. **One more cheer for everyone!**

Outdoor (Campfire) Family Advancement Ceremony

Catalina Council

The following ceremony is simple but effective.

You will need

Three flashlights:

- ✓ One covered with blue cellophane,
- ✓ One with gold cellophane, and
- ✓ One with red cellophane.

The Cubmaster (CM) and

Two leaders/parents.

CM: Here we have the blue light of Cub Scouting on my right (leader stands beside CM and turns on blue flashlight) and the gold light of Cub Scouting on my left (leader turns on gold flashlight). These two lights symbolize the light of Cub Scouting which can shine brightly in the lives of our boys but only with the help of parents to make them shine.

There have been some Cub Scouts in our pack this month who have had those Cub Scouting lights shining in their lives and they've worked hard to earn

Adventures. *(CM modifies wording to be appropriate for awards being given.)*

Would the following boys and their parents come forward and stand in the Cub Scouting's Blue and Gold limelight together as we recognize them for the fine work they have done. (Calls forth boys and parents and makes presentations telling their own personal award earned, etc.) Lead different, appropriate CHEERS for the different awards

(After all presentations are made, leaders turn off the blue and gold lights and leader turns on a red light.)

CM: We all know that red means stop, so let's all stop for a minute every occasionally, and ask ourselves if we are really doing the best we can, whether as a Cub Scout, a parent, a leader or a family member.

Parents, ask yourself if you've really helped your boy so that Cub Scouting can be a shining light to him.

Let's all do our best to keep those BLUE and GOLD lights shining. (Turns off red light and leaders turn on the blue and gold ones.) Then we can all see our sons step up and receive some of the Blue and Gold limelight for his accomplishments.

Note: *The last part of the ceremony could be worked in as the closing ceremony for the pack meeting by putting announcements, and audience participations, etc., before the awards and move right from awards into the closing which could indeed be the last part of the above ceremony – for it leaves the audience with a challenge and thought for the day.*

Bobcat Campfire Induction Ceremony

Cub Scout Program Helps 2008-2009

Materials:

Campfire,
Stick for each Cub Scout receiving a badge,
Bobcat badges,
Pins

People

Cubmaster (CM)
Assistant CM (CA) or Committee Chair (CC)
New Bobcats and their parents

CA: Call forward new Bobcats and their parents and have them form a semicircle behind the fire, with the parents behind the boys.)

CM: Cub Scouts, you have learned the things a boy must know to join our pack. Will you show that now by making the Cub Scout sign and repeating the Scout Oath? *(CM leads the Oath.)*

Parents, we welcome you into our pack too. You know that you have a role in Cub Scouting as a guide in your son's advancement and as a participant and helper in the pack's activities. If you accept this responsibility, please say, "We will." *(The parents assent.)*

CA: This campfire represents the warmth of membership in our pack. Bobcats, please show that you wish to join in that warmth by adding your stick to the fire. This symbolizes that you want to do your best and be a friend to the others in the pack. *(The boys place their sticks in the campfire.)*

CM: Now parents, I will give each of you the Bobcat badge to pin on your son's shirt. As Cubmaster, I was not the one who did the most to help your son earn his Bobcat badge. You were. So, I will present you the Bobcat badge to pin on your son's uniform tonight. This is a tradition we do for all awards. *(CM gives badges and pins to the parents. CM congratulates Cubs and Thanks the parents)*

CA: Everybody, let's give them the Campfire Applause *(Or another Pack favorite. I like the Blast Off cheer for Bobcats as they are just beginning their Cub Scout career CD)*

Campfire Applause.

Have everyone stand

- ★ Then put their hands together and wiggle their fingers; say, "The campfire is beginning."
- ★ Hold hands a little higher (shoulder height) with larger motion and say, "The campfire is building."
- ★ Hold hands up high (over their heads) and say, "The campfire is really bright — crackle, crackle, crackle."

Blast Off Cheer

- ★ Count down "10-9-8-7-6-5-4-3-2-1"
- ★ Yell "Blast off."
- ★ Yell ZZOOOMM and throw arms up into the air
(*Make up arms motions for the POW, OOOOOhh and AAAAAhh*)
- ★ Then yell POW!
- ★ Next OOOOOHhh as you look at firework pattern
- ★ Finally, AAAAAhh, as you continue to look

Dimming Campfire – Advancement*Catalina Council*

Equipment: Electric Campfire with dimmer switch, which an Akela may operate unseen. Start with it dim.

Akela (*Could be CM*): Tonight we have gathered at the ceremonial campfire to hear an ancient tale. It was once believed that a campfire had great magic. Of course it cooks our food, lights our way and wards off wild animals, but the magic of this Pack Council Fire is that it can light up our future! But only when we approach it after making a great accomplishment. Will (Read names) and their parents please stand by their chairs? See how the fire burns only dimly when there are no advancing Scouts nearby? Now please come forward and join me at the fire's side. See how it has begun to burn brighter now! *Have an Akela slowly increase the firelight as boys and parents come forward*

The fire tells us that you have completed all the requirements for your _____ rank. You have worked hard to be worthy of this great honor, so the fire has given us a sign that you will continue to find great joy and success in Cub Scouting. You will soon be on your way to earning the next rank in Scouting. The fire tells us you will do so!

Please stand. I present this award to your parents to present to you. Congratulations! Lead Cheer (Akela sits again so he can work the controls to dim fire as Scouts leave.)

I now dismiss you to your seats, and watch the fire as you leave its side! (Repeat as many times as needed for awards.)

**Cubmaster's Mailbox – An Advancement Prop***Catalina Council*

Often, a campfire is a great place for an advancement ceremony. Outdoor Pack Meetings are fun, too. A mailbox is fun, convenient and colorful for outside use. It is known as the 'Cubmaster's Mailbox'. Decorate a standard mailbox with the Wolf, Bear, Bobcat, Webelos, and Arrow of Light stick-on emblems. Place the award on a 3" x 5" card (one per Cub Scout) with the boy's name and put it in the mailbox. The Cubmaster then removes a card 'wondering what the mailman has brought'. The Cub Scout and his parents are then called forward and all are to participate in the presentation. On the top is placed the Arrow of Light sticker. On the backside by the box flag is placed the Webelos sticker. The other three stickers on placed on the opposite side.

S'More Advancement Ceremony*Alice, Golden Empire Council***Materials:**

- **Campfire**, real or artificial (artificial one could be "built" as it is described),
- **Marshmallow Sticks for each boy** and one for demonstration,
- **S'More Set up in a plastic baggy** - Marshmallow, 2 Graham Crackers, Square of Chocolate (Additional materials for everyone to make S'mores if the meeting is outside);
- **Awards** for each boy are attached to a Marshmallow Stick with his name on it.

Set Up:

Cubmaster and other personnel are in front of the audience, with a table holding marshmallow sticks for each boy and the makings for an artificial campfire, OR with all materials near a real campfire.

Give each adult their part in large letters and a prop that fits their part, (in parenthesis) that they can hold up.

If done outside, make sure everyone has a flashlight, if needed.

Cubmaster: One of the things we all look forward to in Summer is making and enjoying S'mores. The boys in our Pack have also been looking forward to receiving awards they have earned. And both S'mores and Advancement have some things in common: Let's compare the campfire to the Scouting Program –

Chartered Organization Rep: (*holds up picture of location provided by them*) The campfire needs to be built in a safe location. The Chartered Organization provides that safe place for the Pack.

Committee Chair: (*holds up a large stone or a picture of a fire ring*) The campfire must be contained in the right area by the stones of the fire ring, just as

National, Council and District provide guidelines that assure quality program resources for every unit and every boy.

Unit Commissioner: (*holds up a shovel*) The water and shovel that we must always have handy for our campfire are like the various rules and safety procedures, like tour permits, that we always use in Scouting.

Cubmaster: (*holds up a piece of tinder*) Tinder is needed to light the fire – Baden Powell first provided the “tinder” for Scouting when he saw young men in need of guidance and outdoor skills.

Assistant CM: (*holds up a piece of kindling*) Kindling is provided by small sticks in our campfire, and by the Ideals and Purposes of Scouting in our programs.

Den Leader: (*holds up a small log*) Fuel, the wood that provides steady warmth in our fire, is like the “fuel” provided by dedicated, trustworthy leaders and volunteers who keep the Scouting program going steadily.

Pack Trainer or Parent: (*holds up matches or fire starter*) The Spark that lights our campfire can be compared to the Inspiration of ideas and glow of knowledge when dedicated leaders really get to know the Program through Training and the Boys through Experience – then they can really “light a fire” under their Scouts!

Cubmaster: Once our campfire is lighted, we must practice patience and good habits – the fire will be too hot for our S’mores if we aren’t patient, and it could go out if we fail to tend it properly. Like our campfire, the boys who will receive awards here tonight have had to learn patience to wait for their reward, as they tackle new goals and practice new skills – even earning Bobcat takes practice and effort. (*If this is an artificial campfire, add red/yellow tissue paper for flames now – or turn on an electric campfire*)

Cubmaster: But even with just the right kind of glowing embers to make S’mores, no one would enjoy the treat without the right equipment (*holds up the Marshmallow Stick*) and the right ingredients. (*holds up S’more makings*)

Committee Chair: The marshmallow stick is the tool that gets our marshmallow to the fire. Parents and other adults help get the boy to scouting. So we would like to call up our first boys who will receive awards tonight (*Calls them by name*) along with their parents or other adults who have helped them succeed. Parents, I give you the stick

with your son's award attached to represent your part in helping (*name of boy*) earn his awards. Please remove the “S’mores” fixings, or awards, from the stick and present them to your scout. And just as you have provided scouting tools for your boy to have s’more fun, please give your scout the tool he will need to make his s’more.

(*Cubmaster and/or Den Leader reads off the awards as they are handed to each Scout -*

They lead a cheer for each Scout or Den or other appropriate grouping.

Be sure to separate rank advancements from other awards so the Scouts can appreciate what they have accomplished.

Be sure to have someone take a picture of each family before they return to their seats

Cubmaster: Now you boys are prepared to enjoy your reward, both your advancements AND your s’mores – but always remember that without kindling, tinder, fuel, and a spark, you couldn’t succeed in Scouting. And always remember to be an example to other boys, to be a friend to each other, and to live the Ideals of Scouting. Congratulations! One more cheer - ...

LET THE COMPASS GUIDE YOU

Capital Area Council

I modified this include Toger by deleting Webelos. If you do not have all ranks that night and can drop one and shuffle to add in Webelos. Or just do something different for Webelos. CD

PROPS: You will need a prop compass made of heavy cardboard; placed in front on the advancement table.

CUBMASTER: We look to the compass for our guide.

To the East, we find a Cub ready for his Bobcat Badge. Will (name) and his parents come forward, (Present award) He brings his eagerness like the dawn of a new day. **LEAD CHEER**

To the South is the Tiger with his spirit of adventure. Will (name) and his parents come forward. (Present awards) **LEAD CHEER**

To the West is a Wolf hunting on the trail of Scouting. Will (name) and his parents come forward. (Present awards) **LEAD CHEER**

To the North is the Bear about to realize his boyhood dreams, alive with Scout action. Will (name) and his parents come forward. (Present awards) **LEAD CHEER**

Let the compass guide all of you on your trails and may you all carry into your adult lives the ideals of Scouting.

LEADER RECOGNITION BECAUSE THE CUB SCOUTS

Sam Houston Area Council
by Mimi Murray, GSUSA
adapted for Cub Scouts

Because our Cub Scouts have a need,
we have an obligation.
Because our Cub Scouts have a choice,
we must be his better choice.
Because our Cub Scouts have high expectations,
we must excel.
Because our Cub Scouts want to explore,
we must be his guide.
Because our Cub Scouts want to belong,
we must provide inclusion.
Because our Cub Scouts are searching for direction,
we must be his compass.
Because our Cub Scouts encounter times of turmoil,
we must be his safe haven.
Because our Cub Scouts are tomorrow's young men,
we must care today.
Because of our Cub Scouts... We exist.

Present each leader with a compass Either:

- ✓ A toy one made into a neckerchief slide, OR
- ✓ An actual one he/she can use when their son moves up to Boy Scouts, OR
- ✓ A small pretend one mounted on some type of display material.

Write underneath the compass –

- ✓ Thanks for guiding our path OR
- ✓ Thanks for leading the way. OR
- ✓ A similar thought

Cubmaster says as compasses are presented –

There have been some leaders this month who went out of their way to make sure we had a great time at our camp out. They really provided some direction to our pack, and I would like to thank them. (Call forward appropriate adults/leaders and present them with the compass.)

Leader Recognition

Cub Scout Program Helps 2008-2009

Needed: Cubmaster (CM) & Committee Chair (CC)-

CC: We want to Thank all those who have volunteered their time and efforts this year to ensure our Pack has a successful year.

I will start with our Cubmaster. Cubmaster (Name), please come forward. Everybody a big “Heap How” for our Cubmaster

CM: Thank you. Will each Den Leader and Assistant please stand as we call out their den's rank and be honored by our pack for volunteering to be a Den Leader. The boys in each Den may cheer extra loud for their Den Leader but remember, we cheer for all DLs. Our Lion Guide and the Lion Adult partners Our Den Leaders and adult partners who will guide our Tiger Cubs (dens yell) ... The Wolf Den Leaders (dens yell) ... The Bear Den Leaders (dens yell) ... The Webelos Den Leaders (dens yell) The Arrow of Light Den Leaders (dens yell)

CC: And now our Committee. (Call out the various Committee people you have – Advancement, Treasurer, Program, Trips & Travel, and more. Let's give them a Class A Clap The Cub Scouts, adults, and families in this pack thank you for your time, energy, and dedication. Let's give all our leaders a Big Hand (use the Big Hand Applause

Big Hand Cheer

Baloo's Archives

This is a silent applause: Hold out an open palm toward the performer or group and give a big smile.

Big Hand ... With Feeling

Baloo's Archives

While your palm is open (see above), use the fingers of the other hand to touch (feel) the palm of that hand.

Heap How

Baloo's Archives

- ★ **Explain to the group how the cheer works.**
- ★ Stand in front of the room, crouch slightly
- ★ Raise your dominant arm above your head.
- ★ Begin to rotate your arm around and around (like an old-time baseball pitcher) and saying “Heeeeeeeeeeeeeeeep” You keep stretching out the “Heeeeeeeep” until you throw your arm straight up. *It can be as long or short as you wish.*
- ★ Throw your arm up into the air, yell “HOW.”

Class A Clap

Baloo's Archives

Teach the group to clap the following rhythm:

1234 12 12 1234 12 12 1234 1234 **1**

Last one is big and loud

SONGS

DID YOU EVER SEE A HORSE FLY?

Utah National Parks

(Tune: The More We Get Together)

Did you ever see a horse fly, a horse fly, a horse fly,
Did you ever see a horse fly, a horse fly, fly, fly.

Did you ever see a board walk, a board walk,
a board walk,
Did you ever see a board walk, a board walk, walk, walk.

Other suggestions:

Shoe lace, hair pin, tooth pick, eye drop, neck tie,
house fly, moth ball, eye lash, yard stick, hair brush,
wrist watch, ear drum.

BABY SHARK

Utah National Parks

Actions - Wrists together, opening and closing hands
as a small mouth

Baby shark, do, do, do, do, do, do
Baby shark, do, do, do, do, do, do
Baby shark, do, do, do, do, do, do
Baby shark

Repeat using appropriate actions:

Mama Shark - elbows together, open and close
Papa Shark - use full arms, open and close
Grandma Shark - full arms, closed hands (no teeth)
Surfer Dude - surfing actions
Went for a Swim - swimming actions
Saw a Shark – Hand shading eye, looking
Swam real fast – fast swimming actions
He made it – Wipe brow as if going whew!!
That's the End - wave good bye

Singing in the Rain

Capital Area Council

We're singing in the rain, just singing in the rain.
What a glorious feeling, we're happy again.
Thumbs up! [Group echoes.]

Repeat first two lines, keep thumbs up
Arms Out (Group echoes)

Repeat first two lines, keep thumbs up and arms out
Elbows in (Group echoes)

Keep going adding each of the following, in turn:

Knees Bent,
Knees together,
Toes together,
Butt out,
Chest out,
Head Back

BACKYARD ADVENTURE

Utah National Parks

(Tune: Clementine)

Chorus:

In your backyard, in your backyard,
You can have a lot of fun.
If you look at what's around you
You'll have fun 'til day is done.
Did you ever watch an ant work?
Have you listened to the bees?
Have you watched birds build their nests?
And been thankful for the trees?

Chorus

After sunset, watch the stars shine.
Nature's wonders you can see.
Plant a garden, watch the corn grow,
They'll be food for you and me.

Chorus

If you'll just look all around you,
Many new things you will see.
Mother Nature's backyard's endless
Always there for you and me.

The Ants Go Marching (Great Hiking Song)

Capital Area Council

(Tune: Johnny Comes Marching Home)

The ants go marching one by one, Hurrah, hooray.
The ants go marching one by one, Hurrah, hooray.
The ants go marching one by one,
The little one stopped to SHOOT HIS GUN
And they all go marching...
Down into the ground...to get out of the rain,
BOOM! BOOM! BOOM!

(On succeeding verses change "one by one" to "two by two," "three by three," etc. and use the following lines in place for the underlined above).

Verses:

Two - To tie his shoe
Three - To climb a tree
Four - To shut the door
Five - To take a dive
Six - To pick up sticks
Seven - To look at Heaven
Eight - To shut the gate
Nine - To check the time
Ten - To say the end!

HAPPY WANDERER*Capital Area Council*

I love to go a-wandering,
 Along the mountain track,
 And as I go, I love to sing,
 My knap-sack on my back.

Chorus

Val-de ri--Val-de ra-- Val-de ri--
 Val-de ra ha ha ha ha
 Val-de ri--Val-de ra.
 My knap-sack on my back.

I love to wander by the stream
 That dances in the sun,
 So joyously it calls to me,
 "Come! Join my happy song!"

Chorus (Last line - "Come! Join my happy song!")

I wave my hat to all I meet,
 And they wave back to me,
 And blackbirds call so loud and sweet
 From ev'ry green wood tree.

Chorus (Last Line - From ev'ry green wood tree.)

High overhead, the skylarks wing,
 They never rest at home
 But just like me, they love to sing,
 As o'er the world we roam.

Chorus (Last Line - As o'er the world we roam.)

Oh, may I go a-wandering
 Until the day I die!
 Oh, may I always laugh and sing
 Beneath God's clear blue sky!

Chorus (Last Line - Beneath God's clear blue sky!)**Take Me Out To The Ball Game***Sam Houston Area Council*

Take me out to the ball game,
 Take me out to the park;
 Buy me some peanuts and Cracker Jacks,
 I don't care if I never come back.
 For it's root, root, root for the home team,
 If they don't win it's a shame;
 For it's one, two, three strikes, "You're out!"
 At the old ball game!

TAKE ME OUT TO THE FOREST*Utah National Parks*

(Tune: Take Me Out to the Ball Game)

Take me out to the forest.
 Let me hike in the wild.
 Show me a skunk and a few bear tracks.
 I won't care if I never come back.
 But it's look, look, at your compass.
 If it rains, then it pours.
 And it's ouch, slap, sting and you're bit
 In the great outdoors!

Outdoor Adventure*Sam Houston Area Council*

(Tune: This Old Man)

Birds and plants, rocks and trees
 These are things that I can see
 With my backpack, canteen
 We are on the run,
 Outdoor adventure is so much fun.
 Bushes, trains, boats and planes,
 Cars are passing, changing lanes,
 With our field trips, outings,
 We are on the run,
 Outdoor adventure is so much fun.

Let's Go*Utah National Parks Council*

Tune: Row, Row, Row Your Boat

Ride, ride, ride your bike,
 Pedal for goodness sake.
 Up and down, up and down
 How the legs do ache.
 Ride, ride, ride your horse,
 Following the trail.
 On, no, I fell off
 I'm glad the horse can't tell.
 Ride, ride, ride the bus,
 Ride it here and there.
 Seeing all the pretty sights
 Without a driving care.
 Fly, fly, fly a plane,
 It's really lots of fun.
 Gliding high up in the sky
 Just to see the sun.

Swatting Skeeters*Catalina Council*

Tune: Blowing Bubbles

I'm forever swatting skeeters,
 Little beasts that buzz and bite;
 They're always right
 In earth and sky,
 And like my dreams, they come at night.
 They are always hiding;
 They are everywhere.
 I'm forever swatting skeeters,
 Little demons of the air.

(make motion of bug spray can).

STUNTS AND APPLAUSES

APPLAUSES & CHEERS

APPLAUSES & CHEERS

Oregon Trail Council

Big Hand Applause. This is a silent applause. Hold out an open palm toward the performer or group and give a big smile.

Hiking Applause. Have the group stand and stomp their feet and swing their arms as if hiking, saying “stomp, stomp, stomp.”

Campfire Applause.

- ✓ Have everyone stand and put their hands together and wiggle their fingers, say, “The campfire is beginning.”
- ✓ Hold hands in a little higher with larger motion and say, “The campfire is building.”
- ✓ Hold hands up high and say, “The campfire is really bright crackle, crackle, crackle.”

Catalina Council

Mosquito Applause: Pretend you are slapping mosquitoes all over, saying, “Ooh, aah, aah.”

John Travolta & the Mosquito Cheer- Use your disco pointer finger pointing up and down and sing, Oo AH, Oo ah, (Then slap all over) Eatin’ alive, Eatin’ Alive. *My RT is definitely going to do this one. Even if it is too old for the Cubs!! CD*

Swat the Fly Applause: Using your hand and arm as if it were a fly swatter, swat at a pretend fly then yell: “Got ya!!”

Squirrel Applause: Have group sit up like a squirrel, elbows in close to the body, arms up, hands bent over. Pretend to have two nuts, one in each hand. Hit hands together and say: “Nuts, nuts, nuts!!”

Spider Applause: Walk on four fingers up the hand and arm of the opposite one. When you have gone as far as you can, yell: “EEEEKKK” and brush it off you

WATERMELON CHEERS

Baloo’s Archives

Watermelon Applause: Pretend you’re holding a watermelon, run it past your mouth while slurping and turning your head from right to left, then turn your head back spitting out seeds.

Cantaloupe Applause: Variation of Watermelon (above) cup hands to hold cantaloupe, take one big bite, then spit out only one seed!

Grape Applause: Use in conjunction with the Watermelon and Cantaloupe applauses. Hold an imaginary grape between thumb and first finger. Pop grape into mouth with appropriate sound.

Southern Watermelon – Say Ya’ll after spitting out the pits.

Fruit Salad - Pretend like you’re eating a watermelon, spit out seeds, then a cantaloupe, then a cherry. (*for cherry, put finger in cheek bone and pop out of mouth*)

Southern Samurai Warrior Watermelon Cheer – *Baloo’s Archives*

- Hold watermelon in your hands (Upper arms at your sides, elbows bent hands in front of body, palms up)
- Toss watermelon into the air (Say wiiiish (or something like that))
- Pretend to pull out your sword from the imaginary sheath hanging from your belt.
- With two hands on the hilt of the sword, reach up and slice the watermelon in half above your head (say thooop or similar cutting sound)
- Put palms out again to catch the watermelon (Say Fooooompp or other sound to indicate the catch)
- Do standard watermelon cheer (see above)
- Say Ya’ll

RUN-ONS

Catalina Council

Cub #1: How would Akela start a fire in the rain?

Cub #2: I don’t know. With magic?

Cub #1: No, with waterproof matches!

Cub #1: Why is that rock so close to your ear?

Cub #2: Because, I’m listening to rock music!

Cub #1: Why are you tapping two pebbles together?

Cub #2: Silly - Now I’m playing rock n’ roll music!

Cub #1: What kind of rocks do you see in the Rio Grande?

Cub #2: Wet ones!

Cub #1: What did the limestone say to the geologist?

Cub #2: You stop taking me for granite!

Cub #1: What did the miner say to his girlfriend?

Cub #2: I really dig you!

Cub #1: Why does a spider spin a web?

Cub #2: Because he can’t knit!

Cub #1: What’s the best way to make a fire with two sticks?

Cub #2: Make sure one of them is a match.

Cub #1: This match won’t light.

Cub #2: What’s the matter with it?

Cub #1: I don’t know, I lit it before.

Cub #1: (Crawls on stage crying) Water, water!

Cub #2: (Comes running with a glass of water.) You poor thing, here’s some water.

Cub #1: Thank You! (Pulls out a comb and uses the water to comb his hair.)

Flashlight Run-Ons*Catalina Council*

- Boy 1: (Walks up with a flashlight shining on the top of his head)
 Boy 2: What's your problem?
 Boy 1: I'm feeling a little light-headed.
 Boy 1: (Walks up with a flashlight shining in his mouth)
 Boy 2: Why are you doing that?
 Boy 1: I wanted a light snack!

Classic Scout Run-Ons*Utah National Parks****Some of these are real scout Classics!! CD***

- Cub 1: (Just standing there.)
 Cub 2: (Runs on and yells)
 They are after me, they are after me!
 Cub 1: What's wrong?
 Cub 2: They are after me!
 Cub 1: Who's after you?
 Cub 2: The squirrels are after me, they think I'm nuts! (and runs off)
 Cub 1: (Enters during break between skits, poking stick in ground and playing with it.)
 Cub 2: (Enters from other side and says)
 What you doing?
 Cub 1: Just stickin' around
 Cub 1: I wonder what it would be like to be a piece of wood
 Cub 2: I'd probably be bored!
 Cub 1: You shouldn't swim on a full stomach.
 Cub 2: Okay, I'll do the backstroke.
 Willie: I just found a lost baseball.
 Dad: How do you know it was lost?
 Willie: Because the kids down the street are looking all over for it.
 Cub 1: Why are you crying?
 Cub 2: I cleaned the bird cage and the canary disappeared.
 Cub 1: How did you clean it?
 Cub 2: With the vacuum cleaner.
 Camper: Can you pitch a tent?
 Beginner: Overhand or Underhand?
 Traveler: I'd like to buy a round trip ticket, please.
 Agent: To Where?
 Traveler: Back to here, of course.
 Cub 1: I slept with my head under the pillow last night.
 Cub 2: What happened?
 Cub 1: The tooth fairy came and took my teeth out.

One Final Batch**Definition of the day:**

Rock n' Roll - A boulder traveling downhill . . .

Teacher: What is a geologist?**Student:** A fault finder!**1st Aider:** What's the best way to avoid infection from biting insects?**Cub:** Stop biting insects!**Q:** Why do mosquitoes bother people most late at night?**A:** Because mosquitoes like a little bite before they go to sleep.**Q:** When are mosquitoes most annoying?**A:** When they get under your skin.**Q:** Did you hear about the mosquito who went to Hollywood?**A:** All she could get were bit parts.**Q:** Where do little dogs sleep when they go camping?**A:** In pup tents.**Q:** When does a camper go "Zzzz-meowzzzz-meow"?**A:** When he's taking a catnap.**Q:** Why did the camper put his tent on the stove?**A:** He wanted a home on the range.**Q:** What is worst then a snake in your sleeping bag?**A:** Having two snakes in your sleeping bag.**Cub 1:** What is the last thing to go through a mosquito's mind when it hits a windshield?**Cub 2:** Its rear**Cub 1:** Enters, dragging rope behind him.**Cub 2:** Why are you dragging a rope behind you?**Cub 1:** Have you ever tried pushing one?

JOKES & RIDDLES**Jest for Fun***Utah National Parks Council*

Q: What did the baby light bulb say to the mommy light bulb?

A: I love you watts and watts!

Q: Why do transformers hum?

A: They don't know the words.

Q: Why was the free electron so sad?

A: It had nothing to be positive about!

Q: Why did the lights go out?

A: Because they liked each other!

Q: Why did the foolish gardener plant a light bulb?

A: He wanted to grow a power plant.

Q: How do energy-conscious people feel about wind power?

A: They're blown away.

Q: And how do we know that wind power is popular?

A: Because it has so many fans.

Q: How did Benjamin Franklin feel when he discovered electricity?

A: He was shocked.

Q: What does the nuclear scientist do in his spare time?

A: Goes fission.

Q: In which part of the jail are energy criminals kept?

A: The fuel cells.

Q: What is burned by cars driven late at night?

A: Midnight oil.

Sam Houston Area Council

Cub #1: What did the frog say when he ordered a hamburger?

Cub #2: Does that come with FLIES?

Cub #1: What's a bee's favorite hair cut?

Cub #2: A BUZZ cut!

Cub #1: What did one tree say to the other tree at day's end?

Cub #2: I've gotta leave!

Cub #1: What kind of tree likes to visit the ocean?

Cub #2: A beech tree!

Cub #1: What did the computer say to the fireplace?

Cub #2: Log On!

Cub #1: What flowers did the rope send to the string?

Cub #2: Forget-Me-KNOTS!

Cub #1: How do you communicate with a fish?

Cub #2: Your drop him a line!

Cub #1: Do you know what these holes in the trees are?

Cub #2: They're knotholes.

Cub #1: If they're knotholes, what are they?

Knock, Knocks*Sam Houston Area Council*

Knock-Knock.

Who's there?

Kipper.

Kipper who?

Kipper your eyes open on the hike so you don't miss anything!

Knock-Knock.

Who's there?

Rook.

Rook who?

Rook up and count the stars!

Knock, Knock

Who's there?

Roxanne.

Roxanne who?

I got Roxanne pebbles in my hiking boot!

Knock knock

Who's there?

Hutch

Hutch who?

Did you sneeze?

Knock knock

Who's there?

Dozen

Dozen who?

Dozen anyone answer the door?

Catalina Council

What tree will keep you warm?

Fir

What tree does everyone carry with them?

Palm

What mathematics subject did the acorn say when it grew up?

Geometry!

Utah National Parks

What kind of a dog has no tail?

Hot dog.

What kind of an insect does your uncle like best?

Ants

Why did the hamburger look sad?

It was grounded.

What do spiders eat with their hamburgers?

French Flies.

What do you call an airline that flies backwards?

A receding airline.

SKITS

Hint from the 2009 CS Program Helps pages on “A Camping We Will Go” Theme that year -

If your den is stumped for ideas for a skit or stunt, check the “Jokes” pages of *Boys’ Life*. You’ll find lots of jokes that can easily be adapted for short, punchy skits. You may have to pad them a little, but the punch line is readymade. Boys enjoy two-person vaudeville and riddle routines.

To end a skit: Practice the “heel click”. It makes a fun end to any skit. To perform: Click heels twice while off the ground.

FIRE STARTING

Sam Houston Area Council

Characters: Eight boys

Props: See what each boy needs in the skit.

[Have each boy walk on stage with his prop, say his line, and build a fire.]

Cub # 1: (holding wood shavings, pine needles, dry grasses, shredded bark, etc) I’m tinder! I’m quick to burn because I’m small and dry!

Cub # 2: (holding pieces of firewood) I’m kindling! I’m dry dead twigs no thicker than a pencil.

Cub # 3: (holding pieces of firewood) I’m fuel! I’m dry dead wood as thin as your finger and up to as thick as your arm.

Cub # 4: (holding a big cardboard match) I’m a match! I create a spark which will ignite the tinder.

Cub # 5: (holding a poster board picture of a small flame) I’m a flame! I start the kindling burning.

Cub # 6: (holding a poster board picture of a medium fire) I’m a blaze! I burn the fuel and give off heat and light.

Cub # 7: (holding a poster board picture of roaring fire) I’m a bonfire! I’m very dangerous. I can give off enough heat to make this whole pack hot.

Cub # 8: (holding a pail with a small mist bottle of water hidden inside) I’m water. I can put out fires and cool you off. (Takes spray mist bottle out of pail and lightly sprays it into the air.)

THE FIRE

Sam Houston Area Council

You need two players and a behind-the-scenes person to move the fire (an artificial campfire with almost invisible strings attached).

The players sit by the fire, reading, doing a puzzle, etc.

The fire moves slightly. They don’t notice.

It moves again. They don’t notice.

This continues until the fire is pulled off stage.

At that point, one of the players looks at the other and says, “Looks like the fire’s gone out again!”

My Lost Neckerchief Slide

Sam Houston Area Council

Setting – 2 Cub Scouts around a campfire.

Scene – One Cub Scout is busily looking around a campfire and a second Cub Scout enters the scene.

Cub #1: (Scout searches the ground around the campfire)

Cub #2: What are you looking for? Maybe I can help you find it.

Cub #1: I dropped my neckerchief slide.

Cub #2: Where were you standing when you dropped it?

Cub #1: Over there. (He points into the darkness)

Cub #2: Then why aren’t you looking over there?

Cub #1: Are you kidding? It’s too dark over there. You can’t see a thing!

Around the Campfire

Sam Houston Area Council

Setting – 5 Cub Scouts and the Cubmaster or den leader.

Scene – Cub Scouts are sitting around a campfire talking excitedly about the day’s adventures. The Cubmaster (CM) or den leader enters and sits with them.

CM: After your hike this morning, which pine would you say has the sharpest needles?

Cub #1: The porcupine, sir!

CM: Why were you casting your fishing line straight up into the air instead of out over the water?

Cub #2: I was trying to catch a sunfish, sir!

CM: What’s the best way to prevent infection caused by biting insects?

Cub #3: Don’t bite any, sir!

CM: Did you find a place to go swimming?

Cub #4: You bet – in the spring, sir!

CM: No, not when, where? (shrugs)

(CM gets up and slowly walks away shaking his head.)

How Cub Scouts Tell Time*Catalina Council*

- ✓ An emcee announces the next skit as “How Cub Scouts Tell Time”.
- ✓ A number of Cub Scouts then come out and begin to shout and holler very loud.
- ✓ On a signal, they stop and put a hand to their ear to listen, hear nothing, they begin to shout again.
- ✓ This is repeated until, when they are listening, someone offstage hollers, “Be quiet out there! Don’t you know it’s 2 o’clock in the morning?”
- ✓ The Cub Scouts smile and leave.

Watch Out for Critters*Catalina Council***Setting:**

An old mountain guide is leading two pioneers up into the mountains. The three walk in place, pretending to climb uphill and down.

Pioneer 1: Are there wild animals here?

Guide: Yep, bobcats. They’re bad.

Pioneer 2: Is there anything else?

Guide: Yep, there’s wolves. Mean critters!

Pioneer 1: Is that all?

Guide: You wouldn’t ask that question is you had come to rehearsal. Yep, there’s bears, too.

Suddenly, three Cubs appear, with brown paper sacks over their heads. Animal faces are drawn on them.

Cub 1: I’m a Bobcat.

Cub 2: I’m a Wolf.

Cub 3: I’m a Bear

Pioneers: (Together) We’re chicken! (And they run away.)

All Day*Catalina Council*

1st Boy: I’ve been wanting to sing all day.

2nd Boy: Well, this is your chance.
That’s why we’re here.

3rd Boy: You know,
I’ve been wanting to sing all day, too.

4th Boy: That’s funny. I’ve been wanting to sing all day, too. Why do you suppose that is?

2nd Boy: I don’t know why you wanted to sing,
but I’ve had that feeling too –
I’ve wanted to sing all day.

1st Boy: Shall we do it?

2nd Boy: Sure.

3rd Boy: Yes!

4th Boy: OK!

(The boys clear their throats and sing together two notes using the words) ALL DAY

Campers and the Grizzly Bear*Catalina Council*

Narrator: Two campers are walking through the forest when they suddenly encounter a grizzly bear.

(The Bear rears up on his hind legs and lets out a terrifying roar. Both campers freeze in their tracks.)

Camper 1: (Whispers) Boy am I glad I wore my tennis shoes today.”

Camper 2: It doesn’t matter what kind of shoes you’re wearing, you’re not going to out run that bear.

Camper 1: I don’t have to out run the bear, I just have to outrun YOU!

(Both run off stage with the bear chasing.)

The Compass*Catalina Council*

Cast/Props: A good compass and a map

MC: In this scene, we see a Webelos Leader (WL) teaching a Webelos patrol about maps and a compass.

WL: Now fellows, if you take a bearing from the map this way you can now stand up and, keeping the compass away from your belt buckle, walk along the bearing until you reach your destination. John, you try that.

(John does as he was told, exits, re-enters)

WL: (Standing) In the same way you can take a bearing on a distant object, and use that to find where you are on the map. Now, each of you take a bearing on that big tree on the hill top.

(Other boys do as they were instructed, passing compass around, making suitable comments.)

WL: (After a few moments) All right, let’s all gather around. That wraps up tonight’s compass lesson. There is just one more important point! Never, never buy a TATES compass.

Tom: Cubmaster, why should we never buy a TATES compass?

WL: You know the old saying: He who has a TATES is lost!

Climb That Mountain*Catalina Council***Cast/Props:**

4 to 8 persons

Rope, pikes, goggles.

Stocking caps, coats, boots.

Scene:

- ✓ Skit opens with boys tied together with rope as mountain climbers are.
- ✓ All talk about how they are going to see the whole world when they reach the top.
- ✓ Finally, the lead climber reaches the very top.

Punch Line:

Lead Climber: We've made it! We're at the top!
I see!

Others: Yes, yes.

Lead Climber: I see, I see.

Others: Yes, Yes!

Lead Climber: I see.

Others: What do you see?

Lead Climber: (In disappointment) The other side.

HIKING – THE SCOUTING WAY*Sam Houston Area Council*

Den Chief: OK, guys.

Is everybody ready to go hiking?

[Boys start hiking up their socks and pants or shorts.]

Den Chief: What are you doing? I said hiking!
Are you ready to go hiking?

Cub #1: Yes, we're hiking up our socks and our shorts – you know.

DC: No, no, no. Hiking. Hiking, don't you know? – hiking!

Cub #2: Oh, OK. [Takes football from behind his back; boys line up to begin play.]
Hike one, hike two, hike three.

DC: No, no, no! Hiking! Hiking! Hiking!
Come on guys. Get with it!

[Cub #3 walks by with a crown on his head.]

Cub #4: Hi, King!

DC: No, no, no! Hiking, walking,
Scouting staff. You know – hiking!

All Cubs: Oh, why didn't you say so? [Walk offstage hiking with Den Chief.]

CAN YOU DO THIS?*Sam Houston Area Council*

Cast: 2 People, campfire blanket

Have one person lie down on his back and the other kneel directly over him.

The top person wears the campfire blanket so as to hide his legs and expose the legs of the person lying down, to create the effect of it being one person sitting down.

Person: Hi there!

Welcome to Don's House of Fine Exercises and Sports Medicine. Today I'm going to ask you about your regular stretching routine.

Can you do this? (He lifts up a leg so that it's parallel with the chest.)

Or this? (Lifts other leg.)

And how about this? (Crosses the legs.)

This is an unusual one. Can you do it? (Brings feet around the neck.)

And let's not forget this one. Can you do it? (Stretches out the legs in spread eagle fashion in the air.) (Elicit a no answer from a volunteer.)

Well, neither can I! (Stands up.)

CLIMB THAT*Sam Houston Area Council*

Two Scouts meet, and the first scout begins to brag he can climb anything.

Cub #1: "Can you climb that tree?"

Cub #2: "Sure I've done it lots of times."

Cub #1: "Can you climb the steep hill over there?"

Cub #2: "No sweat, no problem for me."

Cub #1: "How about the Empire State Building?"

Cub #2: "Done it. Did it."

Cub #1: "How about Mount Everest?"

Cub #2: "Boy that was a cold day, I've done that too. I told you I am the world's greatest climber, I can climb anything!"

Cub #1: "I'll bet you ten bucks I can show you something that you can't climb."

Cub #1: [Pulls out a flashlight and shine the beam up into the sky] "All right climb that!"

Cub #2: "Are you crazy? No Way!"

Cub #1: "I knew you would back out, now pay up!"

Cub #2: "I won't pay because it's not fair. I know you, I'd start climbing and I'd get half way and you'd turn the flashlight off!"

GOING THE DISTANCE*Utah National Parks***Personnel:** Any number of boys**Opening:** All start out walking.1st Cub: (stops) I'm thirsty. (All get a drink.)
(Continue Walking.)2nd Cub: (stops) I'm hot (All wipe off face.)
(Continue Walking.)3rd Cub: (stops) I'm hungry (All get food to eat.)
(Continue Walking)4th Cub: (stops) My shoestring is undone
(All tie shoestrings.) (Continue Walking)****Make up as many more things as you need so that
every Cub in your den has a part.****Last Cub (as Cubs approach the end of the stage):
This sure has been a long walk how far
have we gone?1st Cub: (Looking back) Across the stage! (*Or
maybe all the others say this*)**CLOSING CEREMONIES****Forces in our World***Sam Houston Area Council***Scene – 7 Scouts.** You will need pictures of the sun,
moon, morning star, and the four winds. On the back of
each picture, write what the Scout is to say.**Scene – Scouts line up on the stage with their posters.**
On cue, each Scout holds up his poster and reads his
line.**Cub #1:** Morning Star, wake us full of energy to do
our best at our day's adventures.**Cub #2:** Sun, light our path,
so that we can see to do what is right.**Cub #3:** South wind, blow gently upon our playtime
and help us to be kind.**Cub #4:** North wind, blow your strength into us so we
can make the right choices.**Cub #5:** East wind, fill us with a desire to help other
people.**Cub #6:** West wind; blow upon us a steady wind so
that we can be fair.**Cub #7:** Moon, as you fill our nighttime with light,
guard us well as we sleep.**My Backyard***Capital Area Council***Cub # 1:** My backyard is a wondrous place
I can stake a claim for a thinking space.**Cub # 2:** I can pitch a tent and sleep in the rain,
Or listen to the whistle of a far away train.**Cub # 3:** I can throw a ball to Mother of Dad,
Or just be alone when I get mad.**Cub # 4:** I can plant a garden or climb a tree,
Or get my dog, Ralph, to chase after me.**Cub # 5:** Sometimes we even have den meetings there,
I've finished my Wolf and started my
Bear!**Cub # 6:** Yeah, the backyard's the place where I run,
When I really want to have some fun.**Family Campfire (Closing)***Catalina Council*

Cubmaster:

We've had a lot of fun today,
With families, together in fun and play.
And now before we each go our way,
Let's have each family take part in
Our closing for the day.(He then instructs all the families to stand in a family
Brotherhood Circle with hands on each other's
shoulders as all in unison say:*As a family, we pledge to do our best!***Family Vesper Closing**Tune: Oh, Tannenbaum (Oh, Christmas Tree)
(A good singer or a group could be recorded ahead of
time singing one of the following which could be
played while families stand in their Brotherhood
circles making a very impressive closing. Or have a
good singer practice the vesper ahead of time and sing
it then.)Quietly we join as one,
Thanking God for family fun.
May we now go on our way,
Thankful for another day.
May we always love and share,
Living in peace beyond compare.
As a family may we find,
Friendships true with all mankind.Quietly we now will part,
Pledging ever in our heart.
To strive to do our best each day,
As we travel down life's way.
Happiness we'll try to give,
Trying a better life to live.
Till all the world be joined in love,
Living in peace, under skies above.As I travel down life's way,
May I do some good each day.
May I ever thankful be,
For the blessing given me.
May I join my fellow man,
Doing for others, what I can.
So a better world we all will see,
Living together in harmony.

Outside*Sam Houston Area Council*

Setting – 7 Cub Scouts, or 6 Cub Scouts and Cubmaster, use the O-U-T-S-I-D-E letters from the opening. (*Remember to change the words on the back*)

Scene – Cub Scouts in a line

- Cub #1:** O - Our campfire is ending, and we wanted you to know that
- Cub #2:** U - Up above us are millions upon millions of stars. They look awfully
- Cub #3:** T - Tiny from where we stand, but in reality, they are
- Cub #4:** S - Super sized balls of fire that provide light for us.
- Cub #5:** I - Inside our tents, we'll still be able to see the starlight shining
- Cub #6:** D - Down upon us, helping us to remember all the fun and
- Cub #7:** E - Exciting times we had today during our campout.

God Gives Us the World*Capital Area Council*

CM: The founder of Scouting, Lord Baden-Powell, once said, "God has given us a world to live in that is full of beauties and wonders. He has given us not only eyes to see them but minds to understand them, if we only have the sense to look at them in that light." With summer over and Autumn here, these will be our last months for lots of time in and enjoying the great outdoors. Let us always remember that Scouts live up to the Outdoor Code:

ALL: As an American, I will do my best to:

- Cub # 1:** Be clean in my outdoor manners. I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waterways, fields, woods, and roadways.
- Cub # 2:** Be careful with fire. I will build my fire in a safe place and be sure it is dead out before I leave.
- Cub # 3:** Be considerate in the outdoors. I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.
- Cub # 4:** Be conservation-minded. I will learn to practice good conservation of soil, water, forests, minerals, grasslands, and wildlife. And I will urge others to do the same. I will use sportsman-like methods in all my outdoor activities.

**CUBMASTER'S MINUTES
ON CAMPING****Trails of Life***2008-2009 CS RT PG*

Our lives are full of many trails. In Scouting we have two big trails--the trail to the Arrow of Light and the trail to Eagle. We also have many smaller trails along the way. For example, each rank has its own trail.

In our personal lives, we have the trails to graduate from school and the trails to be productive family and community members. It is important that we stay on our trails even when the path gets rough.

Don't give up. Stay on the path, and you will reach the goal of the trail

A Thought About Autumn*Alice, Golden Empire Council*

A teacher in Pulaski County, Virginia, wrote (1), "All good and enjoyable things must eventually come to an end and with them the Autumn days which pass all too quickly into a lovely and memorable past leaving us the tangy and eye-watering smell of wood smoke and leaves. The seasons of our lives pass all too quickly." Like most of us, the teacher thought Autumn was too short, just like things always do when you're having a good time. Enjoy every minute! Go out there and have some fun!

(1) *Pulaski County Virginia Heritage Book 2003*

Looking Forward*2008-2009 CS Program Helps*

Although out the Scouting year we will see growth in our Cub Scouts. They will get bigger, stronger, and more capable of taking care of themselves and those around them. Each of you Cub Scouts grew last year. And I know each of you will grow and learn even more this Scouting year – in your Den, with the Pack, at Camp and all our other activities.

We look at the stars tonight and see the expanse of the heavens, which seem to have no end. You have a future like those stars. You can reach heights we only dream of today. Keep looking up and see that your destiny is unlimited!

Sunscreen*Catalina Council*

Props: A bottle of sunscreen

Remember the last time you got a bad sun burn? It caused you much pain for several days, didn't it? You probably didn't even realize that it was happening. Sunscreen could have prevented it. Our parents are like sunscreen. They can be used in situations we don't even know can hurt us. It pays to listen to our parents.

Thought for Leaders and Parents*2008-2009 CS RT PG*

One of the songs often sung at the end of a Scouting campfire is "Scout Vespers." It is in the Cub Scout Songbook. Are you familiar with the song? I'd like to read the first verse:

Softly falls the light of day,
while our campfire fades away.
Silently each Scout should ask:
Have I done my daily task?"

What is our daily task as Cub Scout leaders? Even when we are not with the boys, we are still Cub Scout leaders. Have we done our task today?"

Starlight*Sam Houston Area Council*

One of the great things about being on a campout is being able to see clearly all the stars in the sky. They look so small, but only because they are so far away. Our Cub Scouts are stars themselves, shining brightly as they follow the Scout Oath and Law and our Motto, "Do Your Best." As long as you continue to do your best, you will have a light shining with you for all the world to see. And I challenge you tonight to continue to follow the Cub Scout Motto and the Scout Law. Let's stand and say the Scout Law together.

Campfire*Sam Houston Area Council*

A campfire is a remarkable thing. It can be bright enough to light the path back to our tent, and it can be small enough to just barely see. Why is this? It's because of the fuel that we put into the fire – the logs, the kindling, and the oxygen. Sometimes we Cubs are like the campfire. How strong we are is dependent upon the fuel we receive from our leaders and our parents. The better the fuel, the stronger our personal "campfire" will be. I encourage you to always challenge your den leaders and your parents to give you the best fuel, or the best program, they can give you.

Three Important Things*Capital Area Council, TX*

To the sailor, three things were essential - a compass, a sextant, and a flag. The compass to tell them where they were heading during the day. The sextant to tell them where they were at night, and the flag to tell them which way the wind is blowing

MAY GOD BE WITH YOU*Utah National Parks*

May the sun be warm and kind to you,
May the darkest night bring a shining star through.
May the dullest day bring a ray of light to you,
And when you leave here tonight, God's hand to you.
Good night Scouts!

DO YOUR BEST*Utah National Parks*

When you give the Scout Oath, the words "I will do my best " often are lost in all the other very important words. In Cub Scouts, we also remind ourselves to do our best in the Motto, "Do Your Best." Let's stop for a minute and carefully consider those words.

- ✓ "Do" signifies effort and action.
- ✓ "Best" describes effort and action above our usual.
- ✓ "Your Best" is just that—the very best.

You are the only person who can possibly know whether or not you are doing your best when working on a task, an Adventure, or helping Mom or Dad. Or, if you did your best on your school work or helping a friend.

Think about the meaning of the Scout Oath and the Motto. Then decide that you will always do your very best, no matter what the job facing you might be.

SMILE CLOSING*Utah National Parks*

A smile costs nothing, but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, begged, borrowed or stolen, but it is something that is of no earthly good to anyone unless it is given away. So, if in your hurry and rush you meet someone who is too weary to give you a smile, leave one of yours. No one needs a smile quite as much as a person who has none left to give. What better way to spread good will.

Closing Thought*Capital Area Council*

Put me in touch with the heart of a boy—
Let me study his doubts and fears.
Let me show him a way of life
and help him avoid its tears.
For the heart of a boy in its buoyancy
is one that is pure and true.
So, put me in touch with the heart of a boy...
and the heart of a man to be.



CUBMASTER'S MINUTES ON THRIFTY

A SCOUT IS THRIFTY

<http://scoutmastercg.com/a-scout-is-thrifty-scoutmaster-minute/>

A Scout is thrifty. A Scout works to pay his way and to help others. He saves for the future. He protects and conserves natural resources. He carefully uses time and property.

Scoutmasters need to exercise thrift in ways that are not often talked about –

Thrift in words.

Paradoxically many of the character traits that make a good Scoutmaster can also make a tiresome Scoutmaster. Most of us like to talk and sometimes forget to stop. I have learned to recognize the look Scouts have when they have had enough talk.

Thrift in time.

Scouting is so intriguing and challenging and rewarding that many of us get over committed and over involved. Family, work and sanity can suffer terribly if we are not thrifty with our time.

Thrift in leadership.

Scouts can be over-led. They need to have plenty of latitude to explore the world on their own terms. Attempting to weight every experience with significance and a demand for perfection can grow tiresome to Scouts. Give them plenty of room.

We Scoutmasters are driven, motivated and energetic. It is important that we exercise some thrift so our exuberance supports rather than overwhelms the program.

A SCOUT IS THRIFTY

<http://www.macscouter.com>

Scouts, here I have a handful of sand, and in my other hand I have a piece of topsoil, just sod. Do you see much difference in them?

Yes, you're right. There's the difference between poverty and wealth here - the difference between starvation and prosperity for all people. This sand represents a civilization that once flourished and is now dead because of misuse of resources. People took from the soil and put nothing back.

But this sod is different because it contains the miracle power of growth. This sod is topsoil enriched through many years.

Our very existence depends on the narrow margin of about 6" of topsoil that covers much of our planet. Without it, we cannot survive.

If all the topsoil of the world eroded, what would people live on? Food can't be raised on sand or rock.

What things can we do, as Scouts and as citizens, to help people better understand the importance of this (gesturing with the sod) and not just let our land drift to this (sand) - with the topsoil allowed to waste away?

A SCOUT IS THRIFTY

<http://users.math.msu.edu/users/mccarthy/troop272/scoutmaster.minutes>

I don't know about you, but whenever I hear the word "thrifty" I think of a guy putting his money in a bank. But I know that the word means a lot more than that. When we say, "A Scout is thrifty" we're talking about a lot more than saving money.

Thrift means not wasting things, too. We should not waste food, for example. And we should not waste our natural resources, either. When we go camping, we don't burn more wood than we need, we don't trample plants and wildflowers unnecessarily, and of course we are careful with fire.

All parts of that thrifty idea is contained in our Outdoor Code. In the code, we pledge ourselves to be clean in our outdoor manners, careful with fire, considerate of others, and conservation minded.

So, the point of the Outdoor Code is to preserve the wonders of the outdoors for others to use in turn. And that's being thrifty just as much as saving our money is. Let's all think thriftiness every time we hike and camp.

OUTDOOR CODE

As an America, I will do my best to
Be clean in my outdoor manners
Be careful with fire
Be considerate in the outdoors, and
Be conservation minded.

GAMES

How many times have you gotten outside only to have the boys "hack around" doing nothing. By providing games, the chances of someone getting hurt will be reduced greatly. The Cub Scout How-to Book provides a great number of games. **CD**

*Lots of good outdoor games here for Fall!!
Some talk about using leaves, please try to use natural materials (sticks, twigs, and leaves) that you find on the ground if you can. Do not be setting a bad example by stripping leaves off trees. CD*

Log-Rolling Contest*Catalina Council*

- ◆ Boys make logs from cardboard rug tubes (approximately 11" long) by covering the ends with brown paper glued in position. Real logs may also be used, if available.
- ◆ Several players can compete; each will need a log and a stick (3/4" x30" dowel made from a broom stick, or similar).
- ◆ At the word "Go," each player must roll his log from start to finish lines with the stick.
- ◆ Logs may not be touched with the hands.
- ◆ No hitting is allowed and players must remain behind their logs.
- ◆ First to cross the finish line wins.

Push-Out*Catalina Council*

- Draw a circle about 8 feet in diameter.
- All players except "It" must hold their arms across their chests and hop on one foot.
- "It" does not have to do either.
- The others must try to push "It" out of the circle without using their hands or arms.
- "It" dodges them, and he may push the hoppers out of the ring, using his hands or arms.
- When a hopper is pushed out, unfolds his arms, or puts both feet down, he is out of the game.
- The game goes on until all hoppers are disqualified or "It" is pushed out of the circle.

Hint-if the hoppers work together, they can push "It" out much easier than working alone. Don't tell them, see if they figure it out!!!!

Tent Up and Tent Down*Oregon Trail Council*

You will need one tent for each team. This is a good game for two boys and a boy's parents or three to four boys on each team. The object of the game is to see which team can set up their tent in the fastest time – and *the tent must stay up.*

MOSQUITO BITES*Utah National Parks*

- ☞ "IT" pursues the other players and tries to touch one of them.
- ☞ When one has been touched, he must keep his hand on the spot where he was touched and pursue the others.
- ☞ His hand cannot be freed from this spot until he has tagged someone else.
- ☞ The idea is to tag players in inconvenient places - knee, ankle, elbow, etc.

Crabs, Crows and Cranes*Catalina Council*

This game is a variation on Crows and Cranes.

- ★ Split the boys into two teams, in two lines across the hall. There should be a gap of about ten feet between them.
 - ★ Near each end of the playing field should be a home line for each team.
 - ★ One team is the crows, the other team is the cranes.
 - ★ If you shout cranes, the cranes must run to their home line without getting tagged by the crows.
 - ★ Any member of the cranes that gets tagged has to join the crows team.
 - ★ If you shout crows, the crows have to run to their home line without getting tagged by the cranes.
 - ★ Any member of the crows that gets tagged has to join the cranes team.
 - ★ If you shout crabs they must all stand still. Anyone that moves must join the opposing team.
 - ★ You start off each time with both teams lined up across the hall facing each other.
 - ★ The game ends when one team has all the players.
- You can have a lot of fun rolling your RRRRR'S with this. CRRRRRRRRABS, CRRRRRRROWS, CRRRRRRANES.*

The Rainy Day Game*Sam Houston Area Council***Directions –**

One Scout asks questions of a second Scout, and . The Scout answering the questions has to avoid saying yes or no in his answer or hesitating too long. He also cannot answer by shaking or nodding his head. The winner is the Scout who can get his partner to say "yes" or "no" with the fewest questions.

For example:

Is it raining? It is.
Are you sure? I am.
Do you like the rain? I do.
You do? **Yes. (Uh Oh)**

My Cubmaster Cooks*Sam Houston Area Council*

The Scouts sit in a circle. The first Scout starts the game by saying, "My Cubmaster cooks apples on his campfire." The next Scout must repeat this and add something that begins with B such as beets or something silly. As the game goes around the circle, each Scout has to repeat everything that has been named before him and add a word beginning with the next letter in the alphabet. Eventually, it will sound like, "My Cubmaster cooks apples, bananas, crickets, donuts, eggs, figs, etc... on his campfire."

Hidden Numbers*Sam Houston Area Council***Materials** – a piece of rope.**Directions** –

- ✓ Sit on your knees on the ground with the Scouts facing you.
- ✓ Tell the group that you are about to show them a number between 0 and 10 and they need to tell you what the number is. Be very engaged about weaving the piece of rope around and around as you lay it on the ground. Pretend you are making a particular shape (in reality, it does not).
- ✓ After you've arranged the rope on the ground, place your hands in your lap and ask, "What number is this?"
- ✓ The group should be looking at the rope on the ground, trying to decipher a number. The trick is that you are "showing the number" with your fingers that are on your lap. If the number is 10, then you would keep 10 fingers displayed. If the number is 2, you can have one finger on each hand displayed, or 2 fingers on one hand displayed, and the rest of the fingers are curled as if in a fist. For 0, hands are in fists on your lap.
- ✓ After the first guess by the Scouts, repeat the theatrics with the rope and make another number.
- ✓ If this is very challenging for your Scouts, really emphasize placing your hands on your lap. Wiggle your fingers when you ask, "What number is this?"
- ✓ After the game, consider discussing distraction and how simple things can often get in the way of our accomplishing a task, an Adventure or a game...

Hunker Down*Oregon Trail Council***Equipment:**

- Rope;
- two small pedestals from 6 inches to 1-foot high, placed about 6' apart (pedestals could be tree stumps, wood blocks, five-gallon cans filled with water or sand for stability, etc.)

Directions

- ✓ Each player hunkers down on his pedestal, holding the end of a 15-foot rope.
- ✓ On signal, they begin reeling in the rope, tightening and slackening it to unbalance the opponent and make him fall off his pedestal.

Trail Signs*Oregon Trail Council*

Message:	Twigs	Stones	Leaves
Go straight			
Turn right			
Turn left			
Turn around and go back			
Not the way			
Cross the stream			
Gone home			

- ✓ Play this game in the backyard or playground.
- ✓ Divide the den into two groups.
- ✓ The first group lays the trail; the second group – the trackers – must see if they can follow it all the way to the end.
- ✓ Before the game, have the boys figure out the trail code together so they all know what the signs mean.
- ✓ Let the trail layers finish laying the trail on the ground before the trackers set off.

Recycle Game*2008-2009 CS Program Helps***Materials:**

- ✓ Three boxes labeled Paper, Glass, Plastic/Metals;
- ✓ A selection of paper, glass, plastic, and metallic materials, suitable for recycling;
- ✓ Two large trash bags;
- ✓ Gloves for boys (or use inexpensive, non-sealing sandwich bags)

Directions:

- ✓ Fill two large trash bags with various materials to be recycled.
- ✓ Line boys up into two teams.
- ✓ Boys must put on gloves (or protect their hands with plastic sandwich bags).
- ✓ Each team then sorts the contents of its trash bag into the correct recycling bins or boxes.
- ✓ The first team done wins.

Name Toss*Oregon Trail Council*

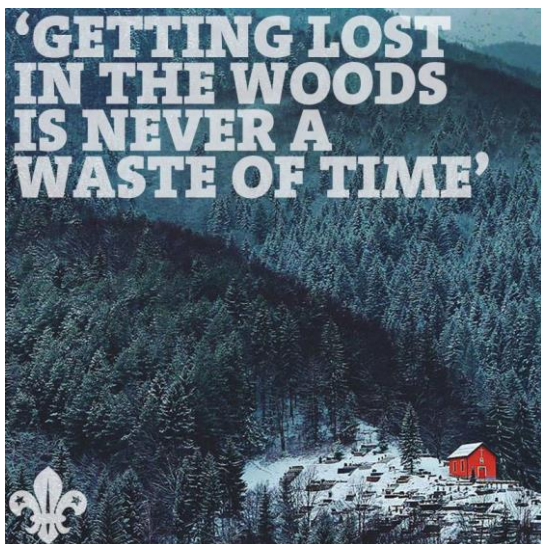
As boys and adult partners arrive, have them join in a circle. Each tosses the ball to someone in the circle, who states his name when he catches the ball.

Changing Winds*2008-2009 CS Program Helps***Materials:**

- ✓ A compass to determine orientation and mark the 4 primary (North, East, South West) and 4 secondary (Northeast, Southeast, Southwest, Northwest) directions either indoors on walls, on pavement if on a parking lot or playground, or on trees or posts in the outdoors.

Directions:

- ✓ Use a compass to establish the four main directions and four secondary directions at your location.
- ✓ Have all boys stand facing one player, who is the “wind.”
- ✓ The wind tells which of the eight directions he is blowing by saying, “The wind blows ... (south).”
- ✓ All players must turn to face that direction (turn to face south). If a player is already facing that direction and moves, he is out.
- ✓ The wind may confuse the players by facing any direction he chooses.
- ✓ Players turning the wrong direction are out.
- ✓ The winner is the last player still in the game.

**Trivial Trace Board Game**

*Submitted by Pack 417, Loves Park, IL
Blackhawk Area Council*

This game is designed to teach the principles of Leave No Trace to a Cub Scout pack or den.

It makes use of the game board and game pieces from any Trivial Pursuit® game, plus question cards provided on in this document. You can add

or substitute your own questions – many of these were created by some of our older Cub Scouts.

Setup:

- ✓ Print the following page on both sides of 8½” x 11” cardstock. Depending on your printer, you may need to compress slightly.
- ✓ Cut out the cards, shuffle and give them to an adult who will run each game.
- ✓ Players or teams select tokens and place them in the center hub of the board.

Play:

- ✓ The youngest player rolls a six-sided die and moves the indicated number in any direction.
- ✓ Upon landing, they must answer a question of the same color from the top card in the stack.
- ✓ If they answer correctly, they get a wedge of that color and their turn ends.
- ✓ If they answer incorrectly, the correct answer is explained and their turn ends.
- ✓ If they already have a wedge of that color, they must give it back!
- ✓ Whether they are correct or not, the question card is placed behind the others and play passes to the player on their left.

Winning:

- ✓ Once a player or team has collected wedges of all six colors, they can head back to the center hub, and must reach it by exact count.
- ✓ The other players pick a color for their next question, and if the player in the center gets it right, he wins the game.
- ✓ A player is not allowed to land on the hub unless they have all 6 wedges.

Longer Game:

- ✓ For a longer game, you can require the players to land on the category headquarters spaces to be able to obtain a colored wedge.
- ✓ In this case you will need more questions and you can follow the more familiar rules (e.g. roll again if correct, never lose a wedge).
- ✓ The questions here are all straightforward and multiple choice. That is why the basic game has only one question per turn.
- ✓ In this way, every player or team gets about the same number of questions before the game ends and most of the questions are used.

 PLAN AHEAD You are late meeting your den for a summer hike. Do you: A. Stop to fill a water bottle B. Plan to drink whatever water you find	 LEAVE WHAT YOU FIND While exploring a cave, you find what appear to be fossils. Do you: A. Chip out as many as you can carry B. Get out your camera and take pictures	 PLAN AHEAD Which card would help most if you got lost: A. One with family name, address & phone B. A rare Pokemon card with cool graphics C. An ace of snakes with a bent corner
 STICK TO TRAILS You are coming back from a long hike and are feeling tired. Do you: A. Cut across a patch of fragile wildflowers B. Take the longer path around them	 RESPECT OTHER VISITORS You are using 2 when tables when another family arrives at the picnic area. Do you: A. Pretend not to notice until they go away B. Move stuff so you each can have a table	 STICK TO TRAILS It is getting dark and the trail marker says it's still one mile to camp. Do you: A. Try to find a shortcut to get back sooner B. Stick to the trail and avoid any delay
 MANAGE YOUR PET Your pet leaves a mess in your neighbor's yard and you forgot to bring a bag, so you: A. Get away quickly and don't look back B. Get a bag and come back to clean it up	 TRASH YOUR TRASH Your snack had a sticky wrapper and there is no trash can around. Do you: A. Throw the wrapper on the ground B. Pocket it until you can find a trash can	 MANAGE YOUR PET You take the family pet camping, but forgot bags for her waste. So instead you: A. Leave it wherever like wild animals do B. Use a camp shovel and try to bury it
 LEAVE WHAT YOU FIND You see a snake slithering across the trail while you are hiking. Do you: A. Pick it up and take it home for a pet B. Watch it quietly but leave it alone	 PLAN AHEAD Which do you need for a trip to the beach? A. A stuffed animal B. Sunscreen C. Nintendo DS	 LEAVE WHAT YOU FIND It's your Mom's birthday and you know she likes flowers. Do you: A. Pick some from a nearby park B. Go with Dad to the store and buy some
 RESPECT OTHER VISITORS You were playing tag, but it's getting dark and campers are going to sleep. Do you: A. Keep playing until someone stops you B. Find something quiet to do in your tent	 STICK TO TRAILS You come back from a hike and see other dens playing near the beach. Do you: A. Run across some rocks to get there first B. Follow the trail with the rest of your den	 RESPECT OTHER VISITORS Which is the best way to enjoy the music of your favorite band at a public campground: A. Use ear buds, sing softly or read about it B. Play it loudly so that everyone can hear
 TRASH YOUR TRASH It's cold and dark by the time your dinner and campfire program are over. Do you: A. Take trash to the dumpster before bed B. Leave it and plan to clean up tomorrow	 MANAGE YOUR PET Your dog spots some wild turkeys in the park as you're going for a walk. Do you: A. Keep him close at the leash as you pass B. Let him loose to see if turkeys can fly	 TRASH YOUR TRASH You see some trash lying around that someone else must have dropped. You: A. Pick it up and throw it in a trash can B. Leave it for someone else to deal with
 PLAN AHEAD You are hiking with a friend and lose your way. The trail splits two ways ahead. You: A. Take separate paths to search faster B. Stay with your buddy to get out together	 LEAVE WHAT YOU FIND In a tropical park you see coconuts in a tree and you are hungry. Do you: A. Climb up to get one and break it open B. Eat something from your pack instead	 PLAN AHEAD You are going on a long hike. Your pack is full and you left out your first aid kit. You: A. Go without it and try to be careful B. Carry it in hand or leave something else
 STICK TO TRAILS The park has designated campsites, but none near the waterfall. You make camp: A. Near the falls so you can swim there B. In an approved site, and hike to the falls	 RESPECT OTHER VISITORS You aren't sure if a play set is part of the park or on private property. Do you: A. Ask an adult or play somewhere else B. Play on it anyway until told otherwise	 STICK TO TRAILS You see some animals moving in the brush to one side of the trail. Do you: A. Chase after them to get a closer look B. Stop where you are, look & listen quietly
 MANAGE YOUR PET Near a cave your dog starts barking and pulls at his leash. Do you: A. Grab a stick and let him go check it out B. Hold the leash tightly and move past	 TRASH YOUR TRASH Your campsite is one of the farthest from the dumping station. Do you: A. Go with a buddy to the dump as needed B. Keep trash in your tent for the whole trip	 MANAGE YOUR PET Wild animals are getting into your pet's feeding dish. To stop this you: A. Clean it up better after your pet eats B. Set some traps to catch the wild animals

<p> LEAVE WHAT YOU FIND</p> <p>Some kids are writing something on the walls of the latrine. Do you: A. Write a joke there making fun of them B. Tell them to stop or find an adult</p>	<p> PLAN AHEAD</p> <p>You arrive at camp late and others are heading out for a hike. Do you: A. Rush to catch up, packing nothing B. Ask a buddy to stay while you pack</p>	<p> LEAVE WHAT YOU FIND</p> <p>You want to make a campfire to cook your dinner and roast marshmallows. Do you: A. Chop down or cut limbs off nearby trees B. Use fallen wood and only what you need</p>
<p> RESPECT OTHER VISITORS</p> <p>You are riding your bike down a narrow path and see someone ahead. Do you: A. Pull over or slow down & pass carefully B. Yell "watch out" and then zoom by them</p>	<p> STICK TO TRAILS</p> <p>You see some berries a few feet beyond a safety railing. Do you: A. Climb over and grab a few B. Get a snack from your pack</p>	<p> RESPECT OTHER VISITORS</p> <p>The campground has a storm shelter shared by several group sites. Do you: A. Use it sparingly or only for emergencies B. Have all your meals & activities there</p>
<p> TRASH YOUR TRASH</p> <p>After camping you have leftover paper goods or newspapers. Do you: A. Leave them by the fire pit for others B. Bring them home to reuse or recycle</p>	<p> MANAGE YOUR PET</p> <p>You awaken early to geese are honking loudly down by the lake. Do you: A. Let your dog out to chase after them B. Cover your ears and try to ignore it</p>	<p> TRASH YOUR TRASH</p> <p>For a camping trip your group should pack: A. Lots of drinks in aluminum cans B. Trash bags for waste you must pack out C. Lots of individually wrapped candy</p>
<p> PLAN AHEAD</p> <p>You expect your wilderness hike will take 2 days and 1 overnight. Do you carry along: A. A tent and sleeping bags B. A hatchet and plans to build your shelter</p>	<p> LEAVE WHAT YOU FIND</p> <p>You will be staying at a campground for a week. You pitch your tent: A. In a different spot each night B. Once and leave it there all week</p>	<p> PLAN AHEAD</p> <p>It has been raining and much of the campground is flooded. Do you: A. Proceed as you would if it were dry B. Relocate or reschedule the camping trip</p>
<p> STICK TO TRAILS</p> <p>You're late getting back from your hike and it's last call for ice cream. Do you: A. Run across a recently re-seeded area B. Go around it and risk being last in line</p>	<p> RESPECT OTHER VISITORS</p> <p>Your campsite is a few spaces in on a one-way campground loop. When leaving you: A. Drive the long way around the loop B. Take the shortest route, ignoring signs</p>	<p> STICK TO TRAILS</p> <p>You would like to get a better view of the valley below. To see it, you: A. Scramble up loose rocks to a high spot B. Follow the trail and look where you can</p>
<p> MANAGE YOUR PET</p> <p>Other campers have a dog that barks when it sees another animal. You walk your dog: A. Away from their dog to avoid the noise B. Right past it and yell at it to be quiet</p>	<p> TRASH YOUR TRASH</p> <p>Your friend hears there are bears in the area and wants to see some. Do you: A. Help him put food out to attract them B. Share your binoculars at an overlook</p>	<p> MANAGE YOUR PET</p> <p>A sign says you are entering an area where no pets are allowed. Do you: A. Turn back or take your pet home B. Proceed, but don't stay very long</p>
<p> LEAVE WHAT YOU FIND</p> <p>A skunk crosses your campsite at night. It is sniffing around for something. Do you: A. Find something to throw at it B. Be very still and hope it keeps moving</p>	<p> PLAN AHEAD</p> <p>What clothes should you pack for camp: A. Roller blades and soccer uniform B. Boots, rain poncho, hat, multiple layers C. Snonnehoh T-shirt shorts and flin-floos</p>	<p> LEAVE WHAT YOU FIND</p> <p>You are bait fishing and you run out of worms. Do you: A. Put the empty container in the trash B. Leave it on the ground or in the water</p>
<p> RESPECT OTHER VISITORS</p> <p>Your campsite is far from the parking lot and has no parking pull out. Do you: A. Park at the lot and walk a little more B. Park on the road and block traffic</p>	<p> STICK TO TRAILS</p> <p>A steep trail has stairs here, but someone ahead of you is moving slowly. Do you: A. Go around making a path thru the trees B. Take a break for a snack or sightseeing</p>	<p> RESPECT OTHER VISITORS</p> <p>Some logs you found are too large for your fire. To make them smaller, do you: A. Chop on them late at night with an axe B. Saw them in the afternoon or at lunch</p>
<p> TRASH YOUR TRASH</p> <p>Some birds are eating food that was left out at a nearby campsite. Do you: A. Lure some over with your own food B. Ask other campers to not leave food out</p>	<p> MANAGE YOUR PET</p> <p>Keep your pet on a leash or controlled: A. Whenever you take them on a hike B. During daylight hours C. At all times when outdoors</p>	<p> TRASH YOUR TRASH</p> <p>Raccoons have been coming through the campground at night. Do you: A. Help other campers prevent their visits B. Leave something out and watch</p>

Swinging Comets

Alice, Golden Empire Council

This is great fun to play in the dark –
it makes use of the way our eyes work –
we see a comet “tail” behind the swinging ball. I
remember playing with this homemade toy –
it was fun even without glow in the dark paint!

Materials:

- ☺ Tennis Ball
- ☺ Acrylic paint (optional)
- ☺ Glow in the Dark Paint
- ☺ Craft Knife (ADULT only)
- ☺ Heavy duty string (*for added fun, look for Glow in the Dark string at Craft stores*)
- ☺ Tacky Glue
- ☺ A Dark Night and Open Space

Set Up:

- ★ Decorate the ball with acrylic paint and/or cover the dry ball with glow in the dark paint. Let dry.
- ★ Adult cuts a half-inch slit in the ball.
- ★ Take a 30 inch length of string, fold in half and double knot.
- ★ Squeeze the ball so the slit will open up, and insert the knot end of the string into the hole. Add a squirt of tacky glue to secure the string.

How to play:

Hold onto the looped string and swing your “comet” around, or have a contest to see who can toss their comet the farthest. (*If the glow fades, just use a flashlight or make a quick trip into the house to renew the glow in the dark*)

Moonball

Sam Houston Area Council

Materials: Beach ball

- ☞ Players form a circle.
- ☞ Toss the ball into the circle and see how long the group can keep the ball in the air (count the number of hits).
- ☞ If the ball hits the ground, start again and try to improve your record.

Problem solving – When the ball hits the ground, ask the group what they think will help them do better. Have them try some of their suggestions.

Log Rolling

Sam Houston Area Council

- ★ Tape two oatmeal boxes together to make a log or use a large mailing tube.
- ★ Use dowel or yardsticks to roll it.
- ★ Form relay teams and have a relay race pushing the log across the room, around a chair and back to the starting line.

Fox And Geese

Sam Houston Area Council

Fox and Geese games originated in northern Europe during the Viking Age.

Fox and Geese is a chase game that is played on a circle rather than in one. Eight or more players are needed. One is the fox and the rest are the geese.

To prepare for the game, a circle is drawn (at least 30 feet in diameter) and cut into 8 or 10 equal pieces, like the spokes of a wagon wheel. This can be done in the snow, in the sand or with chalk on a black-top or playground surface.

The player chosen to be the fox begins the game in the center of the circle (his den) and the geese pass along the spokes and rim of the wheel. When a player thinks he has a chance, he can run up the spoke toward the den to tease the fox into chasing him.

At the signal, the fox starts chasing the geese. All the players must stay on the lines at all times. Should two geese meet, they may maneuver carefully around each other but they must not step off the lines. When the fox catches up with a goose, he tags the goose that then joins the fox in hunting the other geese. The last goose left is the winner and becomes the fox for the next round.

Shadow Stomp Game

Sam Houston Area Council

- ☞ This game is like a game of tag, but a bit different. In this game,
- ☞ “It” must stomp on the other players’ shadows instead of tagging him.

The Frog Hop

Sam Houston Area Council

- ☞ Draw a finish line about 25’ from the start and line the players up about 3’ apart.
- ☞ At “Go” they race by jumping first to the right, then to the left, then straight ahead.
- ☞ This procedure is followed until someone crosses the finish line.

Natures Sounds

Sam Houston Area Council

The group sits quietly in a clearing in the woods. Each person listens, writing down all the nature sounds he hears - the wind, birds, insects, leaves rustling, etc. (each sound must be specifically identified). After a 5 or 10-minute time limit, each player reads his list. The longest correct list wins the game.

What's In The Picnic Basket?

Sam Houston Area Council

(A quiet game for after all that running around)

Players: 2 or more

Sit in a circle or around a picnic table. The game begins by imagining you have a very large picnic basket. The first player recites the sentence "I'm going on a picnic and I'm bringing _____." The player must fill in the blank with an appropriate word that begins with the letter A, such as "apples" or "American cheese."

The second player must repeat the sentence just as the first player said it and add an item that begins with B. For example, "I'm going on a picnic and I'm bringing apples and bread."

The game continues around and around with each player repeating the complete list of items and then adding something with the next letter of the alphabet.

As the list becomes longer it is more difficult to remember. (If players agree beforehand, the letter X and other difficult letters like Q and Z, can be left off the list or the items for those letters can be chosen by the group.)

If a player makes a mistake, he is "out." The winner is the last person left, providing he can repeat the whole basketful of items without a mistake.

A simpler version of this game would not require alphabetizing. Instead, kids can pack the picnic basket with any appropriate item. When a player misses an item, the next player starts the list over. Players are out of the game after making three mistakes. The last player remaining is the winner.

Sport Stacking

Have you heard of one of the newest sports – Sport Stacking? Founded in 1995 and formally known as cup stacking, this sport can be completed by individuals or as teams. Current world records are set by 13 and 14-year old's.

Participants of sport stacking up stack and down stack cups in pre-determined sequences, competing against the clock or another player. Sequences are usually pyramids of three, six, or ten cups. Proponents of the sport say participants learn teamwork, cooperation, ambidexterity, and hand-eye coordination.



There are four main types of stacks in competition. All stacks can be made from left-to-right or right-to-left (individual preference), but the same direction must be maintained for both "up stacking" (setting the cups into pyramids) and "down stacking" (unstacking the pyramids and returning them to their nested position).

3 - 3 - 3

Uses 9 cups. Cups start in three nested stacks of 3. The stacker must create three pyramids of 3 cups each and then down stack the cups back into nested stacks of 3 in the order that they were up stacked.

3 - 6 - 3

Uses 12 cups. The stacker must create three pyramids made up of three cups on the left, six cups in the center, and three cups on the right (3-6-3), then down stack the cups in the order that they were up stacked into their original position. Also used as the first transition of the Cycle Stack.

6 - 6

Uses 12 cups. The stacker must create pyramids of 6 cups on the left and 6 on the right and then down stack both of them to create one pile of cups. This stack is only used competitively as the second transition in the Cycle Stack.

1 - 10 - 1

Uses 12 cups. The stacker begins with a single down stacked pile. He/she must take two cups off the top, turn one upside-down (stacker's choice), then up stack the remaining ten. The stacker must then tap the opposite sides of the single cups and take down the ten stack into a down stacked 3-6-3. This stack is only used competitively as the third transition of the **Cycle Stack**

The Cycle Stack

The most complicated stack is called the Cycle Stack. It involves a sequence which includes, in order: a 3-6-3 stack, a 6-6 stack, and a 1-10-1 stack, finishing in a down stacked 3-6-3.

Check out http://en.wikipedia.org/wiki/Sport_stacking or <http://www.worldsportstackingassociation.org/> to learn more about the sport and to watch world record holders compete. You'll be amazed!

PACK ACTIVITIES

IDEAS FOR YOUR CAMPING TRIP

Alice, Golden Empire Council

- ✓ This is a great time to review Campfire Safety – and it can be fun and tasty, too, if you use a graham cracker for the dirt, raisins for the fire circle, shredded coconut for the tinder, small pretzel sticks for the kindling, larger pretzel sticks for the fuel, a glass of water for the water you should have nearby a campfire, a spoon for the shovel (to bury the fire), and red hearts for the flame. As you go through the procedure, give out the ingredients – each boy makes a campfire is completed, and then gets to eat it. Older boys can practice making different kinds of fires, such as teepee or log cabin.
- ✓ Celebrate Cool October Nights – gather at a wide-open spot for star-gazing. Gather telescopes from pack members, or contact a local Astronomy club – your librarian will have some contact information.
- ✓ Another way to enjoy the cool evenings – have your meeting at night and make and play some of the suggested nighttime games – anything “glow in the dark” will be a hit! Be sure to go over rules and boundaries first, and have adults assigned to keep everyone in the area and out of harm’s way.
- ✓ Have the whole den or pack take part in a local library reading program – add to a “bookworm” made of overlapping colored paper circles – each time a book is read, add a new segment. The head of the bookworm can include a set of feelers made of pipe cleaners or black paper, complete with eyes and a big smile. Display the Bookworm at your meeting place. To celebrate completing the project, donate a book to the library from the den or pack.
- ✓ Make a sundial and use it to tell time. Directions in the Dynamic Sun website.
- ✓ As a service project, clean leaves or do a project at the camp. Ask the Camp Ranger or Campmaster for what needs to be done.
- ✓ An easy service project would be to take along garbage bags, “grabbers” and gloves when you visit a local park or water site – clean up the area so everyone will enjoy it more.
- ✓ Stage or watch a movie outdoors – maybe your community sponsor family “Movies in the Park” during the fall.

- ✓ Encourage boys to keep a journal with one page for each day to write down all the things they do on the camping trip. . They should write where they camped, what activities were done, what they saw, what they learned, and maybe draw some pictures
- ✓ Make sun prints of all kinds of things, such as keys, leaves, etc – but use dark colored construction paper instead of costly blueprint paper.
- ✓ Celebrate frogs and pond creatures – check out a book about them, read it with the den, then make underwater viewers and visit a local pond. Then enjoy a Sherbert Frog.

Sherbet the Frog

Alice, Golden Empire Council

Ingredients:

- ✓ Lime Sherbet
- ✓ Green decorating gel (or a strip of green fruit leather or even lime peel)
- ✓ Junior mints
- ✓ Green Gummy Ring Candy
- ✓ Small green plate



Instructions:

1. Set a scoop of sherbet (or any green ice cream) on a small green paper plate trimmed to resemble a lily pad.
2. Cut one green gummy ring candy into quarters and place under the sherbet to make frog feet.
3. Set a Junior Mint and half a gummy ring in place for each eye at the top and back of the sherbet scoop.
4. Finally, add a mouth and nostrils with decorator gel or one of the options.

Grass Whistles

Oregon Trail Council

Have the Cubs form their hands into two loose fists with thumbs out and point upward. Position a wide blade of grass tightly between the two thumbs. Have them bring the part of their thumbs that is between the points next to his mouth, purse his lips, and blow as if he were blowing out a candle. With some adjusting and experimenting, Cubs can produce a whistle when the grass vibrates. Have an adult who is adept at his demonstrate.

DID YOU KNOW?***Things to talk about while you camp******Catalina Council***

- ℞ An earthworm doesn't breathe through a mouth or nose like you; he breathes through his skin.
- ℞ A deer gets a new set of antlers every year. During the winter his old set begins to get itchy, and he rubs them against trees until they come off. If you see him early in the spring, he won't have any antlers at all!
- ℞ Birds have a calendar too. Birds have a special way to telling how long the days are. When the days get shorter in the fall, they know it is time to go south. And when the days get longer in the spring, it is time to come back. It took scientists a long time to learn this secret, and they still do not know everything about it.
- ℞ Although some dinosaurs were large, the blue whale is bigger and heavier than all of them were.
- ℞ A hummingbird's wings buzz because he beats them more than five thousand times each minute. If you flap your arms that fast, you would buzz too!
- ℞ A beaver sharpens his own teeth. The outside of each tooth is softer than the center of it, so the softer part wears off first, leaving the harder part always sharp.
- ℞ A fish can't see as far as you can. But he can point his eyes in two directions at once!
- ℞ If a bird doesn't have any teeth, how can he chew? He swallows his food whole, and his gizzard grinds it.
- ℞ A catfish has fingers. Well, not really, but he uses his whiskers to touch and feel the bottom of a murky lake just as we use our hands.
- ℞ A bird stays on a perch when asleep because of an automatic locking mechanism in his feet.
- ℞ The eggs of hummingbirds are about the size of peas. Those of the ostrich are about seven inches long.
- ℞ A porcupine has about 30,000 quills in his arsenal, and, if he loses any, they will grow back in a few months.
- ℞ A litter of baby armadillos is born usually four at a time and will be all brothers or all sisters, never both in the same litter.
- ℞ The opossum is the only marsupial in North America. Marsupials have pouches in which to carry their young. New-born opossums are smaller than bees - a whole litter would fit into a teaspoon.

Flashlight Constellations***Oregon Trail Council***

Teach Cubs some simple constellations to identify in the night sky during the camping trip.

Materials:

Potato chip container with plastic lid,
marker,
awl or large darning needle,
flashlight,
illustrations of constellations currently visible in the night sky

Have Cubs choose a constellation and copy its design on the canister lid using a marker. Using an awl or large darning needle, adults punch holes in the marked locations. Place a flashlight in the canister shining upward. In a darkened room, the stars will appear on the ceiling.

Create a Water Compass***Alice, Golden Empire Council******Materials:***

- • Small paper clip, straightened
- • Small piece of Styrofoam (packing peanut)
- • Bowl of water
- • Magnet
- • Permanent marker

Directions

- ✓ Rub the paper clip with the magnet for several minutes.
- ✓ Pierce the paper clip through the "peanut"
- ✓ Gently place on the surface of water.
- ✓ Allow the needle enough time to align along the magnetic fields of the earth. It will then point north.
- ✓ Test this by gently blowing on the needle to push it out of alignment. The same end of the needle should always return to the same direction.
- ✓ Mark the north end of the needle with permanent marker.

Hug a Tree (or Pole or Bench)*Oregon Trail Council*

Tell your Tiger Cub that if he ever feels that he is lost, he should hug a tree (or a bench or pole if he is in a mall) in a conspicuous place (along a trail or in an open area), “make friends” with the tree, and wait to be found.

- ★ Hugging a tree an even talking to it will calm a child and help prevent panic.
- ★ Make sure the Tiger Cub knows that his adult partner would immediately retrace his steps as soon as he or she realized the Tiger Cub was lost. He would be found more quickly if he hugged a tree and stayed in
- ★ A lost child who stays in one place won't be injured in a fall while wandering around.
- ★ Explain that if he is ever lost in the woods, he should try to form a large arrow with rocks, pointing to the tree he is hugging.
- ★ All boys should wear a whistle when hiking or camping. Do not yell for help. Instead, blow the whistle every few minutes.
- ★ Emphasize to the Tiger Cub that he should stay put with his friend, the tree (or bench), until he is rescued.



For a more complete description of the Hug A Tree Program go to their web site. Hug A Tree is now sponsored by the National Association for Search and Rescue (NASAR) and you can find info on the program at http://www.nasar.org/hug_a_tree_program

Edible Campfire*Catalina Council***Ingredients:**

- 1 coffee filter (fire clearing)
- 1 small paper cup of water (bucket to put out fire)
- Miniature marshmallows (to make fire circle)
- Shredded coconut (tinder get the fire started)
- Red Licorice (kindling - to keep the fire growing)
- Tootsie Rolls (fuel - big logs)



Note - picture does not exactly match ingredient list.

You, too, can be creative!! CD

As the Cubs build their own "campfire", talk about why each ingredient is important. After the "fire" is built, enjoy eating this special treat.

After you build the campfire, plan a picnic or fishing trip where the boys can assist their parents with building a real fire. They might even "catch" a hotdog to cook.

Edible Campfire II*2008-2009 CS Program Helps 2008-2009***Materials and Ingredients:**

- Napkin—represents a cleared area
- Miniature marshmallows—to form fire circle
- Small cup of water—to extinguish fire
- Shredded coconut—kindling
- Skinny pretzels—tinder
- Fat pretzels—fuel
- Candy corn—fire

Directions and Hints

Use this activity to teach proper firebuilding techniques.

Using examples in the CS Leader Books and other Scouting references, show different types of fires.

Let the Cub Scouts build them in miniature. As boys build their individual “fires,” explain why each step is important.

After the fire is built, enjoy eating this treat.

Hiking Treasure Hunt

Oregon Trail Council

- ✓ Make a list of 10 things that might be seen along the hiking trail.
- ✓ Give each Cub team a list and encourage them to look for the items as you hike.
- ✓ This will encourage boys to be observant along the way instead of in a hurry to reach the destination.

Explore a Tree

Oregon Trail Council

Supplies: Blindfolds – one for each Cub and adult partners for Lions and Tigers (Make sure that a child is OK with being blindfolded.)

- ★ Have a related adult blindfold his Cub (other siblings that may be on the camping trip) and lead them to a nearby tree.
- ★ Encourage the Cubs to feel the tree's bark and to feel its uniqueness.
- ★ Specific suggestions are best; for example:
 - "Rub your cheek on the bark."
 - "Is the tree still alive?"
 - "Can you put your arms around it?"
 - "Does it have any unusual shapes or features?"
 - "Can you find plants growing on it?"
- ★ When the Cub is finished exploring the tree, an adult should lead him back to the starting point over an indirect route, then remove the blindfold.
- ★ Now let the boy try to locate his tree without the blindfold.

Stake Your Claim

Sam Houston Area Council

- ✓ Plan a field trip to a park or a campground as one of your activities.
- ✓ Have each Scout "stake out" a 15" square of ground that becomes his "claim."
- ✓ He needs to thoroughly examine his spot and list all the different things he finds there – insects, plants, trash, feathers, etc...
- ✓ You might want to have all the Scouts look for one thing in particular as well (i.e., a ladybug or an ant or a blade of grass that's a certain length).



Same is true for Boy Scout Leaders!!

Egg Carton Fire Starters

Oregon Trail Council

Make with close adult supervision and assistance.
Adult melts and pours paraffin.



Materials: sawdust, or dryer lint or shredded paper; paraffin.

Directions

- ✓ Fill cups of a cardboard egg carton with sawdust, dryer lint or shredded paper.
- ✓ An adult pours the melted paraffin into the cups. **(Use a double boiler to melt the paraffin. Old candles work great and add colors!!)**
- ✓ When the paraffin cools, break the sections apart.
- ✓ One carton will make 12 fire starters.
- ✓ Take these starters to campouts and use them to start a campfire or charcoal briquettes.

Campfire Slide

Catalina Council

Materials:

- 1½-inch disk
- ¾-inch PVC slide ring
- Thin twigs
- Red & yellow crepe paper and cellophane
- Hot glue
- Scissors



Directions:

- ✓ Break twigs into small lengths (no longer than 1¼ inches) About 10 will be enough.
- ✓ Cut paper/cellophane into small pieces and crumple into ½-inch ball (Have both colors crumpled together)
- ✓ Using hot glue, mount the paper/cellophane ball onto the center of the disk.
- ✓ Build a teepee fire around the ball of paper/cellophane, as shown in the picture.

Compass Tie Slide
Catalina Council

Materials:

Toy Compass (*Oriental Trading has these*)
10" Suede Cord
Low Temp. Hot Glue Gun
3 Pony Beads
4" Pipe Cleaner



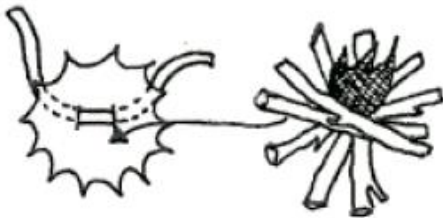
Instructions

Hot glue suede cord all around compass.
Leave both ends hanging from the compass.
Cut ends into a point to make stringing pony beads easier.
Slide both ends into one pony bead and push it all the way to the compass.
String one pony bead onto each end.
Tie knot to secure.
Trim.
Hot glue a 4" piece of pipe cleaner on to back of compass to twist into a neckerchief slide. (Or use piece of PVC pipe)

Campfire Neckerchief Slide
Catalina Council

Materials:

Butter tub lids,
Twist ties,
Red or orange felt,
Small twigs,
Glue



Instructions

1. Cut out campfire shape from lid,
2. Cut flame from felt.
3. Cut slits for tie to slip through.
(Or Glue on PVC pipe piece)
4. Glue on felt and twigs to make campfire.

CUB GRUB
S'MORES EDITION

This is too late for
National S'Mores Day
(August 10) but early enough for you to
plan S'Mores for your camping trip and
make your campfire SUPER!!
Try one of these versions!



S'mores Crumb Bars

Ingredients

3 cups graham cracker crumbs
3/4 cup butter or margarine, melted
1/3 cup sugar
3 cups miniature marshmallows
2 cups semisweet chocolate chips

Directions

- ✓ Combine the crumbs, butter and sugar; press half into a greased 13-in. x 9-in. x 2-in. baking pan.
- ✓ Sprinkle with marshmallows and chocolate chips.
- ✓ Top with remaining crumb mixture; press firmly.
- ✓ Bake at 375 degrees F for 10 minutes.
- ✓ Remove from the oven and immediately press top firmly with spatula.
- ✓ Cool completely.
- ✓ Cut into bars.



S'Mores Pie

Alice, Golden Empire Council

*This can be made as one 9 inch pie,
or in individual mini-pies.*

Ingredients

- 1 - 9 inch graham cracker crust
- 1 - 7 ounce jar marshmallow crème
- 1 - 3.9 ounce package instant chocolate pudding mix
- 1 - cup chocolate shell topping (optional)

Directions

- ✓ Spread marshmallow cream in the graham cracker crust.
- ✓ Prepare chocolate pudding according to package directions and pour over marshmallow cream.
- ✓ Cover top with chocolate shell topping.
- ✓ Refrigerate for 1 1/2 hours, then serve.

Indoor S'Mores

Alice, Golden Empire Council

Ingredients

- 4 cups honey graham cereal
- 3 tablespoons margarine
- 6 cups miniature marshmallows
- 1/4 cup light corn syrup
- 1 1/2 cups milk chocolate chips

Directions

- ✓ Coat a 9x13 inch dish with cooking spray.
- ✓ Place cereal into a large bowl; set aside.
- ✓ In a medium saucepan over low heat, melt margarine.
- ✓ Add marshmallows and corn syrup and stir until melted and smooth.
- ✓ Stir in chocolate chips until melted.
- ✓ Remove from heat and pour over waiting cereal; stir well to coat.
- ✓ Press into prepared pan.
- ✓ Cool completely before cutting into squares.



S'mores

Sam Houston Area Council

*The word "S'More" means 'some more' because
that's what everyone says after they eat one.*

Ingredients

- 3 sections of a Hershey's chocolate bar,
- 1 graham cracker rectangle broken into two squares along the dotted line,
- a marshmallow,
- a marshmallow roasting stick

Ingredients

- ✓ Put the chocolate on 1 square of the graham cracker.
- ✓ Keep the other cracker piece ready for the top.
- ✓ Place the marshmallow on the end of your stick.
- ✓ Carefully roast the marshmallow over the fire by holding it about 2 inches above the fire, rotating it until it is golden brown. (Adult supervision needed.)
- ✓ With help from an adult or a buddy, grasp the marshmallow between the graham cracker with chocolate and the other cracker piece.
- ✓ Gently squish the marshmallow so that the chocolate will melt.
- ✓ Be careful – it will be hot. This can be tricky, especially if it's dark!
- ✓ Let it cool before you take a bite.



Chocolate Graham Whipped Cream Sandwiches

Utah National Parks

These are so good!

Ingredients:

- Chocolate graham crackers
(not chocolate covered)
- Non fat whipped topping

Directions:

- ✓ Break graham cracker in half.
- ✓ Put 2 Tbs of whipped topping on one half.
- ✓ Top with other half.
- ✓ Put in freezer to freeze for 2 hours.

S'more Cones

Sam Houston Area Council

Ingredients

Sugar cone,
caramel cube,
15 chocolate chips,
large marshmallow,
drinking glass

Directions

- ✓ Place the cone in the drinking glass with the pointy end down.
- ✓ Put the caramel and the chocolate chips in the bottom of the cone.
- ✓ Microwave on high for 15 seconds.
- ✓ Add the marshmallow and microwave another 15 seconds.



S'more On A Stick

Sam Houston Area Council

Ingredients

3 marshmallows,
popsicle stick,
chocolate – chips or bar,
crushed graham crackers

Directions

- ✓ Put three marshmallows on a popsicle stick,
- ✓ Place on a plate in the microwave,
- ✓ Heat only long enough to soften slightly,
- ✓ Let cool for a couple of minutes.
- ✓ Melt 2 ½ cups chocolate on the stove or in the microwave in a bowl.
- ✓ Roll the marshmallows in the melted chocolate.
- ✓ Sprinkle with crushed graham crackers.
- ✓ Place on waxed paper and refrigerate for 30 minutes.

Peanut Butter S'mores

*San Gabriel Valley, Long Beach, &
Verdugo Hills Councils*

Ingredients:

2 pkgs chocolate covered peanut butter
cups - 16 ounces
8 graham cracker squares
4 large marshmallows

Directions

- ✓ Instructions:
- ✓ Place 1 peanut butter cup on each of 4 crackers.
- ✓ Spear marshmallows on long fork or clean stick;
- ✓ Toast them over campfire coals or over grill on low heat.
- ✓ Set a toasted marshmallow on top of each peanut butter cup
- ✓ Top each with cracker.
- ✓ Press together and hold for a few seconds to melt chocolate.

Roll Up S'Mores

Alice, Golden Empire Council

Ingredients:

Chocolate Chips
Mini Marshmallows
8" flour tortilla
Aluminum Foil

Directions:

- ✓ Spoon two Tablespoons of chocolate chips and 12 mini marshmallows onto the center of the flour tortilla.
- ✓ Roll up like a burrito, wrap in the foil.
- ✓ On campfire coals, heat for 4 minutes, turning halfway.
- ✓ On a grill, double the time to 8 minutes total.
- ✓ When the foil is cool enough to hold, fold down foil on one end and enjoy!





Goopy S'Mores Bars

Ingredients:

- 2/3 cup sugar
- 1/2 cup butter or margarine, softened
- 1/2 tsp vanilla
- 1 egg
- 2 1/3 cups graham cracker crumbs
- 1/3 cup Gold Medal oil-purpose flour
- 1/8 tsp salt
- 1 bag (11.5 ounces) milk chocolate chips (2 cups)
- 1 jar (7 ounces) marshmallow creme
- 1 cup miniature marshmallows

Directions:

- ✓ 1. Heat oven to 350°.
- ✓ Grease bottom and sides of 13x9x2 rectangular pan with shortening or spray with cooking spray.
- ✓ Beat sugar, butter, vanilla and egg in large bowl with electric mixer on medium speed, or mix with spoon until light and fluffy.
- ✓ Stir in graham cracker crumbs, flour and salt.
- ✓ Reserve 2 cups graham cracker mixture. Press remaining mixture in pan.
- ✓ Sprinkle chocolate chips over crust; press slightly.
- ✓ Drop marshmallow creme by tablespoonfuls over chocolate chips.
- ✓ Wet back of tableware spoon and use to lightly spread marshmallow creme.
- ✓ Sprinkle with marshmallows.
- ✓ Sprinkle with reserved crumb mixture; press lightly.
- ✓ Bake 17 to 22 minutes or until marshmallows are puffed and light golden brown.
- ✓ Cool at least 30 minutes.
- ✓ For bars, cut into 6 rows by 4 rows. Makes 24 bars

Baked S'Mores

Utah National Parks

Ingredients:

- 1 box favorite brownie mix
- 1 pkg graham crackers
- 1 1/2 cup mini marshmallows

Directions:

- ✓ In a 9x13 baking pan, layer graham crackers.
- ✓ Mix brownies according to package directions
- ✓ Pour brownie batter over graham cracker layer,
- ✓ Bake as directed on package.
- ✓ Immediately remove from oven and sprinkle marshmallows over top.
- ✓ Place back into warm oven for about one minute or until marshmallows are soft.

S'more Yummy Variations Of S'mores

Sam Houston Area Council

- ✓ Stuff your chocolate inside the marshmallow before roasting then squeeze the marshmallow between the two cracker pieces.
- ✓ Sliced bananas and a roasted marshmallow between coconut cookies
- ✓ Peanut butter, jelly and a roasted marshmallow between graham crackers
- ✓ Apple slices, peanut butter, chocolate and a roaster marshmallow between graham crackers
- ✓ Strawberry slices and roasted marshmallow between shortbread cookies
- ✓ Mint-flavored chocolate and a roasted marshmallow between graham crackers
- ✓ A peanut butter cup and a roasted marshmallow between graham crackers
- ✓ Put your marshmallow and chocolate between fudge striped cookies rather than graham crackers



Want more S'Mores recipes and ideas??

<http://www.hersheys.com/puresmores/>