



# BALOO'S BUGLE



Volume 23, Number 6

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

January 2018 Cub Scout Roundtable

February 2018 Program Ideas

## CHEERFUL / ABRACADABRA

2017-2018 CS Roundtable Planning Guide – No themes or month specified material

## PART III – THEME & PACK MEETING IDEAS

### PACK MEETING THOUGHTS

The Point of the Scout Law being highlighted for Cub Scouts in January is: **A Scout is Cheerful**. A Scout looks for the bright side of life. He cheerfully does tasks that come his way. He tries to make others happy.

We, also, added Positive Attitude as to be Cheerful you need a Positive Attitude. And some Pinewood Derby stuff as January marks the 65th Anniversary of the first Pinewood Derby (Yes, Commissioner Dave is older than Pinewood Derby!!)



#### HOW DOES “ABRACADABRA” RELATE TO THIS SCOUT LAW POINT?

Cub Scouts love to amaze and to be amazed. Discover the magic this month as your pack dazzles the audience and spreads cheer by sharing magic tricks.

### FOCUS

*Adapted from 2007-08 CS Roundtable Leaders' Guide*  
Cub Scouts love to amaze and be amazed!! Having an Abracadabra themed Pack Meeting, the boys can discover secrets of the magician's art as they demonstrate magical illusions and learn new tricks with cards, coins and other everyday magical objects. Visit a magic shop or invite a magician to your den or pack meeting magic show.



### CORE VALUES

*Adapted from 2007-08 CS Roundtable Leaders' Guide*

*In 2015 with the adoption of “One Oath, One Law” the 12 Core Values of Cub Scouting were changed to the 12 points of the Scout Law. However, the 10 Purposes of Cub Scouting remain unchanged.*

Some of the purposes of Cub Scouting developed through this month's theme are:

- ✓ **Personal Achievement**, Boys will have a sense of accomplishment in learning and demonstrating simple magic tricks.
- ✓ **Fun and Adventure**, Boys will have fun presenting magic tricks for friends and family.
- ✓ **Family Understanding**, Families will offer support and encouragement as the boys learn and practice their magic tricks.

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***Months with Cubs being Cheerful and magical.***

Month	Year	Theme
<b>CHEERFUL</b> (Themes for Cooperation & Positive Attitude)		
January	2009	A-MAZE-ing Games
September	2010	Cooperation
January	2011	Positive Attitude
September	2011	Cooperation
January	2012	Positive Attitude
September	2012	Hometown Heroes
January	2013	Abracadabra
September	2013	Amazing Games
January	2014	Lights, Camera, Action
September	2014	Under the Big Top
January	2015	Yes, I Can



<b>MAGIC</b>		
September	1941	Cub Magicians
January	1948	Magic Tricks and Puzzles
June	1951	Lost on an Island
November	1961	Cub Scout Magic
October	1965	Magic Words
October	1970	Cub Scout Magicians
March	1979	Making Magic
August	1991	Cub Scout Magic
April	1995	Cub Scout Magic
May	2002	Abracadabra
May	2008	Abracadabra
January	2013	Abracadabra
February	2018	Abracadabra

## 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*

### How Many Words Can You Find?

*Utah National Parks Council*

How many words can you find in the word "Abracadabra?" Hand out half-sheets of paper with the word "Abracadabra" written at the top. See how many words people can list using just the letters in the word. After the opening ceremony, check on who has the most words listed and award appropriately.

### Abracadabra – A Magical Word

*Alice, Golden Empire Council*

Give each family or den a paper with the word Abracadabra spelled out vertically along the left side. They must come up with a word that has to do with magic for each letter. Winning team is the one that finishes first or has the most answers.

### Pull a Rabbit out of the Hat:

*Alice, Golden Empire Council*

Put directions for some simple magic tricks in a Magician's hat, along with the necessary props, all in a sealed plastic bag. (*Note: There are several ideas under Run-Ons in the Stunts & Applauses section – or check in the How To Book.....Alice*)

Have some parents pull out a trick, without looking, as they arrive at the Pack Meeting. During the pack meeting, call them up to perform their trick. Be sure to give everyone a great applause – and check out the "When it all goes Wrong" section below.

Give "Magician in Training" awards and remind the boys that Practice makes Perfect!

**Go over the next two items with the boys – especially if they are going to learn some magic tricks - so the boys can be prepared and have a Positive Attitude!** If you are doing the activity "Pull a Rabbit out of the Hat," and parents are going to be doing tricks, you might give them the same materials - or post them on the wall for everyone to see.

### Rules of Magic:

- **Practice, Practice, Practice!**
- **Better one good trick than 10 not-quite ready ones!**
- **Don't reveal the secret!** (although some simple tricks between friends might be ok to share)
- **Don't repeat the same trick, unless repetition is part of the trick.**
- **Don't try to make your audience look foolish.**
- **Know when to start** (when people are waiting for something to happen) **and know when to Stop** – (before people get bored – Leave them wanting more!)
- **Act the part – and Smile!** (Your audience wants to have fun)
- **Know what to do if the trick fails ~ see below:**

### And if the trick goes wrong:

Good magicians know that sometimes a trick doesn't work – the earth is rotating too slowly, your hands are sweaty, it's Friday the 13<sup>th</sup> – for whatever reason, a good magician just goes on. They either move on to another trick or use humor to keep the audience happy. If you learn to practice having a POSITIVE ATTITUDE, you can use HUMOR to deal with a problem. Here are some Great Things to Say when your trick doesn't work:

- Well, it worked in the Magic Store!
- It looked great from my side!
- The real magician will be here shortly!
- When I get this trick right, it won't be a trick – it will be a miracle!
- That was actually a trick we magicians call misdirection – while I kept your attention by pretending to mess up the trick, my assistant sneaked by with an elephant for a trick I'm doing later. If you don't believe me, go check in the other room!
- OK! On to the next trick!
- Hey, what do you expect? I got this trick out of *Magic for Dummies!*

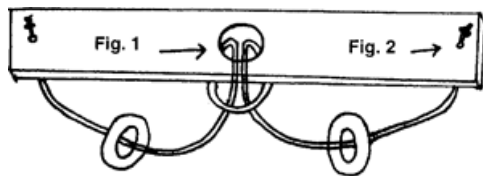
### Washer Puzzle Baltimore Area Council

#### Materials:

- Tongue Depressor or wood scraps
- 2 Washers
- 15 inches of String

#### Directions:

1. Drill  $\frac{1}{4}$ " hole in center of tongue depressor.
2. Drill 2 smaller holes  $\frac{1}{2}$ " in from each end.
3. Tie a lark's head knot through the center hole (fig. 1).
4. Thread a washer on each end of the string. insert each string end through the smaller holes on each end of the depressor and tie an overhand knot (fig. 2).

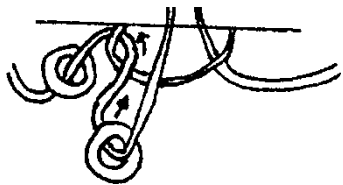


#### Object:

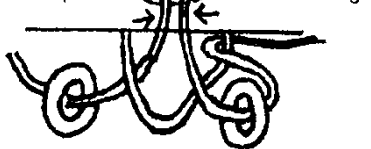
Get both washers on the same side and then back again.

#### Solution:

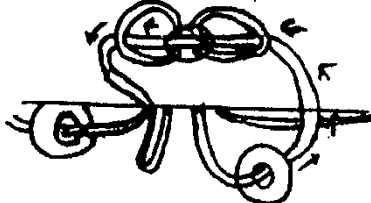
1. One washer up through center loop and over



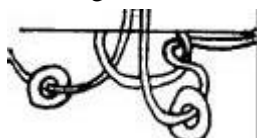
2. Pull on these two strings until two loops come through



3. The two loops



4. Pull loops back through



### Tricks of the Trade Word Search

Alice, Golden Empire Council

Find the words in this word search that all have to do with magic – the words can be vertical, horizontal or diagonal

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

Abracadabra

Rope

Coin

Top Hat

Levitation

Rabbit

Cards

Spell

Illusion

Wand

Apparatus

Secret

Disappear

Trick

Magician

## Pinewood Derby Ideas

### Pinewood Thoughts

Alice, Golden Empire Council

Be sure you have some activities to keep everyone, especially the kids, busy while cars are being checked in before the race starts. Another time is when you are waiting for the final results of the race – have something fun for the kids to do to pass the time. *More ideas under Pack & Den Activities & Games.*

Give every boy a stand for his car – and let him decorate it. It is also a great way to keep the car safe before and after the race. Provide stickers and possibly markers and stencils and let each boy decorate his stand while the Derby is being set up. *See directions under Pack & Den Activities.*



*Making the stands could be a project done within the dens during the month, to sign off Adventure requirements. Or make use of one of your talented pack adults to make the stands ahead of time. Either way, this could become a Pack Tradition – another way to show Positive Attitude!*





### **Not Just A Face in the Crowd**

*Alice, Golden Empire Council*

Before the Pinewood Derby, as a fun backdrop for the race, roll out a large piece of paper – as part of a den meeting, have the boys paint the bottom a dark color to represent the “stadium seating” for the race. Assign each den a “seating section.”

For the “crowd” just make lots of circles – you could even use stamp pad art or lots of circles punched from a die cut. The boys might have fun with that!

Now comes the Gathering Activity for the Pinewood Derby - the REALLY FUN part - get small school pictures from each parent (or take some yourself) and fill in some of the faces in the crowd with the boy's own faces – and give a special fun prize to each boy when he finds his own face!

Or each boy could fill in the details to make his own “face in the crowd” – and let parents try to find their own son's face!

***Make sure to point out at the Pack Meeting that no one is just a “Face in the Crowd” – every person has unique talents and abilities!***

### **The Pinewood Derby Preparations:**

*Alice, Golden Empire Council*

**Boys may need help in being good sports and feeling good about their own work if you have the Pinewood Derby this month.**

### **So Prepare AHEAD of TIME:**

- Have clear and simple rules for the derby cars and how they are to be built, and make sure everyone understands them before the cars are given out.
- Ask each Den Leader to talk about Good Sportsmanship before the Derby – they should give specific examples of what might happen, (like having your car come in last) and talk honestly about how that would make a boy feel – but help them see the Positive in each circumstance.
- If there are boys without an adult to help, or access to tools, pair them up with an adult – or sponsor a workshop for all the parents and boys to help them get started.
- Emphasize the value of learning new skills and using personal creativity over who wins the race.
- Keep an eye out for any boy having a rough time with sportsmanship or positive attitude during the race – give him some extra, non-judgmental attention.
- Give a “Good Sportsmanship” award – Introduce this idea before Race Day.
- **Adults – BE A GOOD SPORT** – While it's great to cheer on your son or grandson, be sure you are a good example to the boys of what Good Sportsmanship is all about!
- Give ribbons to every boy, with each car getting noted for something: brightest paint color, most original, etc.

## **OPENING CEREMONIES**

### **Magic Opening Ceremony**

*Pamela's Archives*

**Props:** Top Hat, wand and (if Scouts want to dress up) capes etc. Have fun with it!

**Set Up:** Cubmaster lights candle representing Scout Spirit. Talks about Cub Scout spirit. Audience stands, repeats Scout Oath and Law. (Leaves candle burning during meeting and den performing opening enters.).

**Cub # 1:** Tonight we are going to fix for you a treat that is really grand. We'll make for you a recipe. The greatest in the land!

**Cub # 2:** In first we'll put a heaping cup of red for courage true.

*(Scout pours container full of red paper pieces into magic top hat)*

**Cub # 3:** And then we'll add for loyalty A dash of pure blue.

*(Scout pours into hat a container full of blue paper pieces)*

**Cub # 4:** For purity, we'll now sift in a layer of snowy white.

*(Scout adds a cup of white paper pieces into the hat)*

**Cub # 5:** We'll sprinkle in a pinch of stars To make it come out right.

*(Scout sprinkles silver glitter into hat)*

**Cub # 6:** (Have Cub #7 help so flag stays off the floor and is held properly) We'll wave our wand over the hat... and then you'll see Abracadabra!!! That what we've made... OLD GLORY! !!

*(Scout pulls American flag from hat quickly)*

**Cub # 7:** Our flag is the most beautiful in the world. Let's always be loyal to it!

**CM:** Our flag is not magic, but it has given many men who fought for it the courage to continue, it has brought a feeling of patriotism to many who see it wave. It is the most beautiful flag in the world. Let us always be loyal to it. Please stand and salute, and join us in the Pledge of Allegiance.

**Note:** The trick to this is to have the den practice (outside would be a good idea as this may get messy) and have the flag in the hat or on the side away from the rest of the contents. Of course, if it's at the bottom and all the items flying out is okay as well. It's up to you to decide.

### **Magic Cards Opening Ceremony**

*Pamela, North Florida Council*

**Equipment:** 5 cards, each with one letter of the word MAGIC written on it, and the corresponding sentence written on the back.

**Cub #1:** M - Magnificent Cub Scouts

**Cub #2:** A - Amaze friends and family with

**Cub #3:** G - Great and mystical

**Cub #4:** I - Illusions! You will be

**Cub #5:** C - Captivated! Please stand and join us in the Pledge of Allegiance

**CM:** And that spells MAGIC. Magic is the theme for tonight's pack meeting. So, sit back, relax and prepare to be amazed!

**Or, with the same 5 cards:**

**Cub #1:** M - M is for the many hours we have practiced.

**Cub #2:** A - A is for our audience – that's you!

**Cub #3:** G - G is for the great time we hope you'll have tonight.

**Cub #4:** I - I is for the interesting tricks you will see.

**Cub #5:** C - C is for the Cub Scout program where you get to try new things

**CM:** And that spells MAGIC. Magic is the theme for tonight's pack meeting. So, sit back, relax and prepare to be amazed!

### **Another Magic Opening**

*Baltimore Area Council*

**Cub # 1:** M – M is for Mess, which happens by Magic I guess

**Cub # 2:** A – is for Anxiety, The Den Leader's heard of our notoriety

**Cub # 3:** G – is for Gem, that's really what is our den

**Cub # 4:** I – is for Illusion, a good meeting's conclusion

**Cub # 5:** C – is for Cub Scouts, do our best, no Doubts

**CM:** And that spells MAGIC. Magic is the theme for tonight's pack meeting. So, sit back, relax and prepare to be amazed!

**Magic American Flag***Baltimore Area Council*

Conceal an American flag inside a “Magic” box.

NARRATOR: Today, we’re going to start our pack meeting with a bit of magic! We’ll add some special things to this magic box and see what we get when we say the magic word “Abracadabra!” (Audience practices the word.)

Okay. Now, everyone on the count of three, say “Abracadabra” ...1,2,3... ABRACADABRA! (Reaches in and pulls out the American flag.) Wow! A great piece of magic! Let’s say the Pledge of Allegiance to our flag. (Two Cub Scouts hold the flag.)

**Hogwarts Opening***Baltimore Area Council*

- Cub #1:** Hogwarts is where you learn about magic  
Scouts is where we learn to do our best
- Cub #2:** While we play with tricks and make-believe potions  
Our lives are instilled with unbelievable good notions
- Cub #3:** We don’t need a wand or a spell...  
To remember our duty to God and Country, to tell
- Cub #4:** So please, levitate yourself upright  
And join us at this magical sight  
(*Color Guard enters with Colors*)
- CM:** Please Join us in the pledge of Allegiance.

**Cub Magic Opening***Margo, Chief Seattle Council*

**Personnel:** 8 Cub Scouts

**Equipment:** Eight Cards spelling C-U-B-M-A-G-IC.

**Setting:** Cubs stand in line holding cards to turn over before reading their part.

- Cub #1:** C - is for comradeship, we learn to get along.
- Cub #2:** U - is for unity, together we are strong.
- Cub #3:** B - is for boys, wild and wooly but always polite.
- Cub #4:** M - is for merits, which we always have in sight.
- Cub #5:** A - is for adventure, what we're always looking for.
- Cub #6:** G - is for growth, to open every door.
- Cub #7:** I - is for integrity, for all the world to see.
- Cub #8:** C - is for Cub Scout, which we are all glad to be.

**Magical Symbols Opening Ceremony***Alice, Golden Empire Council*

- Cub # 1:** (*Wearing a Top Hat*)  
This top hat reminds many people of a magician, especially when a rabbit comes out!
- Cub # 2:** (*Showing off a Magic Wand*)  
The Magic Wand is a very important tool for a magician.
- Cub # 3:** (*Holding a rope*)  
Many Magicians also use a rope in their tricks.
- Cub # 4:** (*Showing off a deck of cards*)  
Lots of magical tricks are done with a deck of cards.
- Cub # 5:** (*Showing off a coin in his palm*)  
And even though it’s even smaller, lots of tricks can be done with just a coin!
- Cub # 6:** (*Holding up a scarf like that used in Magic Acts*)  
Sometimes this scarf can be used in a magic act!
- CM:** The boys have shown you some magical symbols, including a Magician’s scarf. There is another piece of fabric that has special symbolism for all of us – our Flag.

**Now move into the Opening Flag –  
if there are more boys in the den,  
the next one becomes the caller for the Color Guard.**



## Pinewood Derby Ideas

### A Positive Pinewood Derby Opening

*Alice, Golden Empire Council*

**Materials:** Make a sign that says, “Be Positive!” You could also make a sign for each boy to hold up, with his part written on the back in **LARGE** letters and an appropriate picture on the front. (Use these or have the boys draw their own signs)

**Narrator:** What an exciting month! We’ve all been busy getting ready for our Pinewood Derby – and we’re going to tell you all about it. But we need your help – so whenever I hold up this sign (**The “Be Positive” sign**), we want you to say, “Be Positive.”

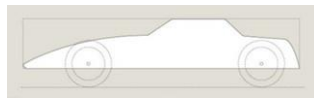


**Cub #1:** First I had to get my Pinewood Derby Car kit and check out all the pieces. It looked like a lot of pieces to me.

**Narrator Holds Up Sign.**

**Cub #2:** Then I had to decide on the shape and color I wanted my car to be. It was hard to decide what I wanted.

**Narrator Holds Up Sign.**



**Cub #3:** It was hard work to make the car. I sanded it over and over. It took a long time to paint it, too!

**Narrator Holds Up Sign.**

**Cub #4:** We also had to follow the rules – some cars were too light – but the adults helped to add weight to let the car race.

**Narrator Holds Up Sign**



**Cub #5:** I’m excited to watch the race – and cheer on my own car – I hope I win! But it is exciting to watch all the races.

**Narrator Holds Up Sign**

**Cub #6:** Everybody is proud of their car, and the hard work making it. But the most important thing we learned is to....

**Narrator Holds Up Sign**



**Narrator:** Sounds like everyone is ready - but first, let’s honor our flag – because it stands for the freedom we have in this country to make our own choices – like we did making our Pinewood Derby cars!

## AUDIENCE PARTICIPATIONS

Traditionally, Audience Participation means giving speaking parts to the members of the audience, based on a keyword they’ll hear in the story. Separating the audience can be done in several ways, like by seating section, age, den, etc. You instruct them that when their word is heard, they shout out their part, which may be a phrase or sound effect.

### Jared and His Magic Show

*Sam Houston Area Council*

**Directions:** Divide the group in two parts. Then tell them, every time you hear the word Magic, I want the Left side to say Abracadabra and then the Right side to say Alacazam!

Jared was a Cub Scout. He liked **MAGIC** shows. He decided that he would put on his own **MAGIC** show.

He practiced and practiced all his **MAGIC** tricks. Finally the big day came. He was going to put on his **MAGIC** show for his family and friends.

His brother liked **MAGIC** tricks too! He thought it would be fun to pull a trick on Jared. He talked to his sister Shari who was going to help Jared with his **MAGIC** tricks, and asked her to help him with his plan.

The time came, and Jared started his show. He showed some **MAGIC** tricks with cards. Then he showed a **MAGIC** trick using a handkerchief and some flowers.

The next **MAGIC** trick he did was to pull a rabbit out of a hat. Then Jared showed the **MAGIC** number trick.

Now it was time for his last **MAGIC** trick. He was going to make Shari disappear.

Jared had Shari get in a **MAGIC** box. Jared shut the door and said the **MAGIC** words. He opened the door and she was gone. He closed the door and told everyone he would make her come back. Again, Jared said the **MAGIC** words and opened the door and guess what? She was still gone. Jared was very surprised. His brother was laughing. Jared’s brother came out to help him. They both said the **MAGIC** words and opened the door and there she was with a big smile on her face.

Jared’s brother said, “The **MAGIC** trick was on you. You thought she was really gone and she wasn’t.”



**THE RELUCTANT RABBIT***By Jolene Whitmer**Baltimore Area Council*

Divide the group into 4 groups. Assign each group one of the characters listed below. Read the story pausing at each key word so that the assigned group can respond appropriately.

**JOE** - "abracadabra"

**RABBIT** - flop hands like ears and  
wiggle nose

**HAT** - tip imaginary **HAT**

**DOG** - "WOOOOOOF"

**JOE**... was very busy. It was only a few days until the Pack Meeting and he was still trying to perfect his disappearing **RABBIT**... trick. All the other Cub Scouts already had their tricks ready. But **JOE**... was having a little trouble. He had his black top **HAT**... and a very nice little **RABBIT**... and **JOE**... even knew exactly how to do the **RABBIT**... in the **HAT**...trick, but the **RABBIT**...would not cooperate.

Just then, **JOE**'s... **DOG**... came bounding into the room. "WOOOOOOF" said the **DOG**... He was a very large **DOG**.... And the minute the **RABBIT**... saw him, he bolted under the bed, toppling the **HAT**.... and just about knocking **JOE**... off the bed. "**DOG**....," shouted **JOE**...., "get down, you keep scaring my **RABBIT**.... And I was already having enough trouble with him." The **DOG**... hung his head in shame. He was really a very good **DOG**... and did not mean to scare the **RABBIT**... So, **JOE**... reached under the bed and pulled out the **RABBIT**.... **JOE**... petted the **RABBIT**... and soon he was calm. "Now, let's practice," **JOE**... said. He took the **HAT**... and after waving the magic wand a few times he put the **RABBIT**... into the **HAT**.... **JOE**'s... **DOG**... sat quietly and watched. Nothing **JOE**... did seemed to help.

**JOE**... was getting very frustrated. He put the **HAT**... on his own head and sat down on the bed. The **HAT**... fell down around **JOE**'s... eyes so he could not see. "Boy, it's dark in here," he said. **THAT** was when it hit him. The **RABBIT**... had claustrophobia and was afraid of the dark. Every time **JOE**... put him in the **HAT**... the **RABBIT**... got very nervous and tried to escape. **JOE**... patted his **DOG**... on the head and thought and thought. He didn't have time to train another **RABBIT**... What could he do?

Then **JOE**... had a bright idea. He opened the top drawer of his bureau and began searching through all his stuff. His **DOG**... came over to help. Soon **JOE**... found what he was looking for - his penlight. He put it in the bottom of the **HAT**... and turned on the light. Then he took the **RABBIT**... waved the magic wand

and stuffed the **RABBIT**.... into the **HAT**... This time, with the light to keep him calm, the **RABBIT**... stayed. "Hurray," shouted **JOE**...., "now I can do my trick". And sure enough, the **RABBIT**... had disappeared, the **HAT**... was empty! Even the **DOG**... was surprised.

**MAGIC WATER***Margo, Chief Seattle Council*

Divide the group into three smaller groups and assign each group one of the words listed below. Practice as you make assignments. Read the story.

After each of the words is read pause for the group to make the appropriate response.

**ZIMBINI**: "Let the Show Begin"

**MAGIC**: "Abracadabra"

**CUBS**: "How'd He Do That?"

The Great **ZIMBINI** was coming to town to put on a **MAGIC** show for the Pack. All of the **CUBS** were busily practicing their **MAGIC** tricks since they knew the Great **ZIMBINI** always chose an assistant from the audience to help with the show.

As the day of the Great **ZIMBINI**'S **MAGIC** show approached, Gary was still having trouble with his **MAGIC** trick. He was trying to pull a rabbit out of his dad's top hat, but just couldn't get the rabbit to cooperate. He went to his CUB Scout Den Leader for advice. She suggested a very special trick and whispered it to Gary. His eyes lit up with excitement as he went home to practice his **MAGIC** trick.

The **CUBS** all arrived early to show the Great **ZIMBINI** their **MAGIC** tricks. One by one they auditioned for **ZIMBINI** and watched as he jotted down some notes. Finally it was Gary's turn to perform. He walked on stage and announced his **MAGIC** trick would astound the **CUBS** - he was going to walk on water.

The curtain opened to a small pool full of water. Gary walked to the pool to perform his **MAGIC** trick for the **CUBS** and **ZIMBINI**. Gary reached into the pool and picked up a small glass of water, which he poured onto the stage. He then walked on the spilled water and took his bow. The **CUBS** and the Great **ZIMBINI** laughed and laughed at Gary's **MAGIC** trick. Gary was very proud to be picked from the **CUBS** to perform with the GREAT **ZIMBINI** and wowed the audience with his **MAGIC** trick at the show.

## **ADVANCEMENT CEREMONIES**

### **Magic Words**

*2011-2012 CS RT Planning Guide*

**Materials:** Large signs with “Thank You,” “Please,” “Pardon Me,” “How Nice You Are,” And “You’re Welcome” written on them.

Cubmaster (CM) leads the ceremony. If desired Cubmaster part may be split among several leaders.

**CM:** We have many values in Cub Scouting. Courteous is one of them. To be courteous to others, you need to be respectful, appreciative, kind, and thoughtful. There are important words that tell someone that you are courteous. I call them magic words. I’m sure the Cub Scouts in this room know these words already. I would like to ask the Cub Scouts who have earned special awards to come up and help me review some of these magic words.

### **The Magic of Cub Scouting**

*Baltimore Area Council*

**Personnel:** Cub master in top hat; Tiger Cub and Wolf, Bear, and Webelos Scouts

**Equipment:** Magic box or curtain, magic wand, top hat

**CUBMASTER:** If it worked like magic, Cub Scout advancement would happen this way: A Tiger Cub would go into the magic box (Tiger Cub enters the box), I would wave my magic wand, and Abracadabra! — out comes a Wolf Cub Scout! (Wolf Cub Scouts emerges from the box.)

Then, in would go the Wolf Cub Scout (Enters the box) and, Abracadabra! — out comes a Bear Cub Scout! (Bear Cub Scout emerges.)

What would happen if we put the Bear Cub Scout in? (Bear Cub Scout enters the box.) Now, let’s all say it together, Abracadabra! — and out comes a Webelos Scout. (Webelos Scout emerges.)

But is that the way Cub Scout advancement works? (Cub Scouts say “NO!”) It isn’t so easy! Each Cub Scout works hard to achieve his rank, and the following boys have done so tonight. Will the following boys and their parents come forward to receive the Bobcat badge? (Continues through the ranks.)

### **Boys’ Life Magic Awards Ceremony**

*Utah National Parks Council*

**Personnel:** Cubmaster dressed up as a magician

**Materials:** A Boy’s Life Magazine,  
Awards to be presented

#### **Directions:**

Ahead of time, take the magazine and put some glue around the bottom and side edges of the first page. Do not put glue on the top edge (you are making a pocket). Stick the first page, by the edges, to the cover of the magazine. Be sure to do this smoothly and neatly. Let the glue dry. You have just made a secret pocket behind the cover. Put the awards inside the pocket and flatten it. When the magazine is rolled into a tube, you can reach inside the pocket and grasp the awards.

#### **Ceremony:**

Cubmaster enters dressed up as a magician with the magazine under his arm. He asks the audience:

“Who believes that you can get your awards from a magazine? I have here an ordinary Boy’s Life magazine. It is full of good stuff, but I don’t see any awards in here do you?”

He flips through the magazine so that people can see through the different pages. He shakes it to prove there is nothing inside. Then he rolls the magazine into a tube and says the magic words (any words he wants). He then reaches his hand into the tube and pulls out the awards one by one and presents them. He then says:

“This is only a demonstration. Please do not try this trick at home. It is very dangerous for boys to think that their awards come from a magazine. Only the most experienced magician can get them this way. All Cub Scouts need to earn their awards, just as the boys here tonight have. Let’s give them a great big applause.”

### **Abracadabra Theme Ceremony Ideas**

*Alice, Golden Empire Council*

This can really be a lot of fun – especially if the Cubmaster is willing to “ham it up.” Wear a cape and make the awards “appear” out of his/her Top Hat as he/she waves a wand and says Magical sayings.

If you learn some extra tricks, OR if you have a resident “magician” (boy or adult) in your pack, they could make the awards appear out of various props, like coins, cards, scarves or flowers.

**Abracadabra Arrow of Light Ceremony:**  
*Utah National Parks Council***Materials:**

White Poster Board or large white paper,  
Lemon juice,  
Iodine,  
Paintbrush,  
Magician's box,  
4-6 display items about the Cub Scout(s)  
obtained ahead of time to surprise him (them).

**Directions:**

Using a paintbrush and lemon juice, brush the words, "Arrow of Light" (or draw emblem), date, boy's name on the paper and allow it to dry. Put some drops of iodine in enough water to saturate the whole paper. The iodine water will be brushed on as the ceremony progresses. The iodine will make the paper purple and leave the lemon juice spots white. Iodine will stain the floor. Put the paper over a tarp.

Talk about the magic paper that will reveal a message to the Pack. The magician will paint the iodine water across the paper to reveal the words "Arrow of Light" or the emblem.

Wow, the Arrow of Light magically appeared. The magician wonders what that means. The Cubmaster explains the meaning of the Arrow of Light.

Magicians know that it takes certain steps to do a magic trick. Are there steps for this magic Arrow of Light? The Cubmaster can then explain the requirement steps.

The magician then decides to take a break from painting and does some magic out of a box which magically produces display items for the recipient.

The magician then decides to have help painting the paper. He calls up the Webelos den leader and asks the leader to paint (over the section with the date) while he relates a magical service/activity about Cub (revealing the date.)

The magician then asks the parents to help paint (over the section with the name) while they relate a magical service/activity about Cub (revealing his name.)

The Cub then comes up and talks about his favorite magical service/activity to earn the award and quotes either the Scout Oath or Law.

The magician or Cubmaster presents the Arrow of Light Award. The Cub then gives the pin to his mom with the "Mother's Salute," after which, the Father can present the award with the Cub Scout or Scout handshake. The Cub leads everyone in his favorite cheer!

**Magic Neckerchief Graduation Ceremony Script**  
*Utah National Parks Council*

This Ceremony is written for Webelos Graduation to Boy Scouts. With slight modification, it can be used for any level rank advancement. It is written assuming several scouts will be receiving their awards, but with minor changes could be used for a single scout.

**Materials:**

- ✦ Neckerchief (if using Webelos neckerchief, the Webelos patch must be removed because it holds too much acetone and will result in burning the part of the neckerchief above the patch),
- ✦ 2 coat hangers,
- ✦ 2 safety pins,
- ✦ 1 empty wide-mouthed peanut butter jar with lid,
- ✦ Acetone,
- ✦ Water,
- ✦ A lighted candle or advancement log with lighted candles, fire extinguisher

**Directions:**

Stretch out the hangers and attach one safety pin to each.

Mix the "Magic Water" in the jar. This should be done outside with good ventilation. Keep the lid tightly closed except when dipping the neckerchief. Magic water consists of EXACTLY 40% Acetone and 60% Water (2 parts Acetone to 3 parts Water).

You will need an assistant for lights, one for handling the dipping of the neckerchief, and one off-stage with the fire extinguisher (just in case).

When it is time to dip and burn the neckerchief, use the following procedure:

1. Attach the corners of the neckerchief to the hangers with the safety pins.
2. Lightly shake the jar of Magic Water to remix the components. Tightly wrap the neckerchief and dip it completely into the jar containing the Magic Water. The whole neckerchief must be wet or the dry part will burn.



Squeeze out the neckerchief and quickly extend it, holding the hangers. While this is being done, the lid must be replaced for fire safety.

3. Pass the neckerchief over the flame. Make certain the neckerchief is spread between the wire holders. It cannot be rolled or folded in any part. Make certain that the neckerchief is well in front, or off to the side, of you. We used an old broom stick, with the hangers attached to it so that no one had to be really close. If you work quickly enough, the whole neckerchief will appear to be engulfed in flames and the flames will extend several inches above the top of the neckerchief.
4. Shake gently when just the edges remain burning. This will extinguish the flames along the hems, which hold more acetone than the body, due to the additional fabric there. You must move very quickly through steps 2, 3 and 4, or the acetone will evaporate before it can be ignited. The jar of acetone must be kept away from the flame and be covered at all times, except when actually dipping the neckerchief. Acetone is highly flammable. You might want an additional assistant or two to help with this.

**Practice** the steps above outside before the meeting to make sure that you can get it right when the time comes. It will be embarrassing if the wet neckerchief doesn't burn due to evaporation of the acetone. This trick works because the acetone burns while the water keeps the neckerchief from burning. Remember that the acetone will evaporate pretty quickly, or you will miss the effect.

**Script:**

(Leave only the lights in front on while telling the story.)

Tonight Webelos Scouts are graduating to Boy Scouts. Boys, please come forward with your parents.

These young men have completed their Cub Scouting activities. There remains but one test before they may cross the bridge into Boy Scouts.

Have they done everything they can to BE PREPARED?

Deep in the heart of the mountains and deserts of New Mexico, there is an Indian village alongside a small stream. The village and the area around it are very green and lush. This is very unusual, for the village is in the middle of a very harsh desert land.

While hiking in the area several years ago, I came across this village and stopped by the stream for a rest. There was an old Chief sitting in the sun by the stream, and I asked him:

"Why is this area so green and your people so healthy?"

The old Chief replied:

"The waters of this stream are magical. They assist all who come, by telling the people if they have done everything they need to be prepared. By hard work with the assistance of these magical waters, my people have done the things needed to be prepared and prosper in life."

I thought for a while and said:

"I, too, could use these magical waters, for I know of many young men who are working hard to be prepared for life. Could I take some of these magical waters with me?"

The old Chief smiled and nodded.

"It is for the youth that these waters are most special. Take something special from one of the young men who is to be tested and dip it in the water. Pass the special item over the flame, and if the special item burns, but is not consumed, then they have done everything needed to be prepared."

From one of the Cub Scouts before us, we take the Webelos Neckerchief.

(Fold the fabric. It must be smooth. Dip it in the Magic Water. Quickly take the neckerchief from the jar and spread it tightly between the wire holders. Your assistant covers the jar before you put the neckerchief over the candle, but you cannot wait too long. This part must be done quickly. Then pass it over the flame of the Spirit of Scouting.)

Scouts, you have passed the test and are prepared to cross over into Boy Scouting. May the Great Spirit of Akela go with you throughout your scouting days.

***Don't try this at home!  
Only trained Cubmasters are allowed to  
perform this ceremony!***





**Magic Advancement**

*Baltimore Area Council*

**Personnel:** Cubmaster and Asst CM (or willing adult.)

**Props:** Cardboard top hat to hold awards.

**Cubmaster:** We are here tonight to see some amazing feats of magic. These boys have accomplished great things. And now, I - the Amazing Cubmaster, will create Bobcats, Tigers, Wolves, Bears and other strange creatures.

Will the following boys and their parents please come forward? (Bring all new Bobcats and their parents up). You have learned the ways of Cub Scouting. Are you ready to be transformed into Bobcats? (Boys and parents answer yes). Then as I say the magic words, Dobum Yobum Bestum, you will become Bobcats. (Cubmaster reaches into a top hat for awards. Present awards to parents who present to sons. Lead Cheer. Boys and parents return to seats.)

Will the following boys and their parents please come forward? (Bring all new Tigers and their parents up). You have learned the ways of Cub Scouting. Are you ready to be transformed into Tigers? (Boys and parents answer yes). Then as I say the magic words, Dobum Yobum Bestum, you will become Tigers. (Cubmaster reaches into a top hat for awards. Present awards to parents who present to sons. Lead Cheer. Boys and parents return to seats.)

Another amazing transformation awaits you. Will the following boys and their parents please come forward? (Bring all new Wolves and their parents up.) You have all been Bobcats and have demonstrated your skills and know of the ways of the pack. Are you ready to become Wolves? (Boys and parents answer yes.) As I call upon the spirit of the great magician, you will be Wolves. (Cubmaster reaches for awards to present to the boys. Present awards to parents who present to sons. Lead Cheer. Boys and parents return to seats.)

Whew! Was that not incredible? But there is more work to do. Will the Bears and their parents please come forward? (Bring all new Bears and up). You all have followed the trail of Baloo the Bear. Are you ready to join your brother the Bear? (Boys and yes.) Now as my assistant, the great Helper Cub, waves the magic hat, please repeat the magic words after me. Helpet opleet!! Shazaam!! You are now Bears! (Cubmaster reaches into top hat for awards. Present awards to parents who present to sons. Lead Cheer. Boys and parents return to seats.)

Amazing, simply amazing? Helper Cub, are there more scouts to be transformed? Yes. This is simply amazing. Please come forward! (Bring all Webelos up to me.) You are moving along the trail to the goal of the Webelos and are about to be transformed.

However, I have seen signs of you working towards the goal of Webelos rank. You are working hard on your activity pins and I, the amazing Cubmaster know you are Beum Prepareum. (Cubmaster reaches awards. Present awards to parents who present to sons. Lead Cheer. Boys return to seats.)

Now I have my strength back. It is time to try the most difficult magic trick of all, following of a boy into that mythical creature, the Webelos. Will the all their parents please come forward? (Bring all new Webelos and their parents up). You all have climbed the mountain and done the requirements. Are you ready to become Webelos? (Boys and parents answer yes.) Th ' We-ek Be-ek Lo-ek Yal-ek, Sc-ek Out-ek, abra cadabra, you are now Webelos!! Cubmaster reaches into top hat for awards. Present awards to parents who present to sons. Lead Cheer. Boys and parents return to seats.)

**The Magic of Cub Scouting**

*Baltimore Area Council*

*Personnel - Cubmaster (CM) and asst CM (CA)*

**CA:** (*approaches CM, waiving two tickets*) Hey \_\_\_\_\_, look what I just got!

**CM:** Wow \_\_\_\_\_, you sure are excited. Did you just strike it rich on the lottery or did you win season tickets?

**CA:** **No. It's even better than that, I was just given these** two tickets to a magic show - and it's tonight! Take a look. (Hands tickets to CM)

**CM:** These sure are for tonight. In fact the location of the show is right here and the time is right now!

**CA:** I'm really confused. I don't see a magic show here, just you and all these kids with their parents. I suppose that you're the magician and that you are going to pull a rabbit out of your hat.

**CM:** Let me clear it up for you. There is no magician here and the magic is not any 'up-my-sleeve' tricks. The magic in this room is the magic of Cub Scouting. You see these people are Cub Scout families, and they are here to have fun and recognize the Cub Scouts in our pack for their accomplishments since our last meeting.

**CA:** Tell me more. What's so magical about Cub Scouting?

**CM:** Well, first of all, Cub Scouting helps the Cub Scouts in three areas; character development, citizenship and physical and mental fitness. And the really magical part about all of this is that the Cub Scouts have fun while this is happening.

**CA:** Gee, \_\_\_\_\_, I don't see how having my character developed can be much fun, what do you mean?

**CM:** Why don't I call up the boys who have earned special recognition tonight and tell you about what they have done. Would the following boys and their parent please come forward? (call names)

**CM:** (**Call names**) you have completed the 7 Adventures needed to complete the (Tiger, Wolf or Bear) badge. Did you do your best? Did you have fun?

**CA:** I see what you mean. These guys really seem happy right now.

**CM:** You bet they are. We are all proud of their accomplishments too.

**CA:** I'll just reach inside this hat and pull out the badges that you have earned. I will give it to your parent and ask them to proudly present it to you. (Read names, pull awards from top hat, present awards)

**CM:** The magic of Cub Scouting is all around us tonight. Congratulations to all of you on your accomplishments! Let's have a cheer!!

## **Pinewood Derby Ceremonies**

### **Pinewood Derby Advancement**

*Alice, Golden Empire Council*

**Materials:** Pinewood Derby Box, Original block of wood for derby racer & design plan, tools to work on racer, paint & brushes, weights & decals

**Directions:** This has been set up to cover Bobcat through the introduction of the Arrow of Light. Just adjust according to the badges you have to give out. It's more effective if you actually have the items, like the Pinewood Derby kit and real tools, but you could enlarge and print off the pictures if need be.

**Cubmaster:** Making a Pinewood Derby car is something every Cub Scout looks forward to doing – just as he looks forward to earning those badges. Every boy looks forward to getting his car kit – and the rattle of the pieces, together with the picture on the box give a hint of the excitement to come. (*hold up box*)



We have some boys here tonight who have also just opened up the “Cub Scouting box” – they have completed their Bobcat, and they are getting an idea of the excitement to come.

*(Call up boys and parents; boys put the parent pin on upside down till they do a Good Deed; parents present the badge to their sons)*

### **Give a cheer for the new Bobcats!**

**Cubmaster:** Once the box is open, each Cub scout finds a block of wood – and he has some work to do. Before he starts to cut out his car, he must explore different ideas and make a plan. Every boy has his own idea of what shape he wants, and how his car should look.



Our Tiger Scouts have been learning how to plan their work toward becoming a Tiger – and we have some boys here tonight who have completed that project!

*(Call up boys and parents; boys put the parent pin on upside down till they do a Good Deed; parents present the badge to their sons)*

### **Give a cheer for the new Tigers!**

**Cubmaster:** Every Scout has also had to learn how to use the right tools to carve his car and get it ready!



Just as the Wolves had to cut their block of wood into the shape they wanted, they have worked hard to prepare and complete all the Adventures to earn their Wolf Badge.

*(Call up boys and parents; boys put the parent pin on upside down till they do a Good Deed; parents present the badge to their sons)*

### **Give a cheer for the Wolves!**

**Cubmaster:** A good Derby car also needs to be sanded and painted to look its best.



The Bears in our Pack have been learning how to put the finishing touches on their Cub Scout trail – how to Do Their Best as they worked on all those Core and Elective Adventures!

*(Call up boys and parents; boys put the parent pin on upside down till they do a Good Deed; parents present the badge to their sons)*

### **Give a cheer for the Bears!**

**Cubmaster:** There are still some things to do to make a Derby Car run as fast as it can. Boys had to be very careful in adding the wheels to their car so that it can balance and run without wobbling.



Just as the boys polished the wheels so they run perfectly, the Webelos have worked hard to perfect their projects and develop new skills. And tonight we have some boys who have earned their Webelos badge.

*(Call up boys and parents; boys put the parent pin on upside down till they do a Good Deed; parents present the badge to their sons)*

***Give a cheer for the Webelos!***

**Cubmaster:** Some boys have gone the extra mile and added weights to their car to make it race even faster – or added details like a driver or pin-striping.



In Cub Scouting, the Extra Mile means working extra hard to earn all 20 of the Webelos Activity Pins, or earning the Arrow of Light award!

*Call up boys and parents. Give the Activity Pins to the parents to present to their sons – make a point of explaining the hard work involved if a boy has earned a “Super Achiever” Award by earning all the Webelos Core, Arrow of Light Core, and Elective Adventure Pins.*

***Give a cheer for the Super Achievers!***

***NOTE: If a boy has earned the Arrow of Light, that calls for a special presentation Ceremony – it’s the only badge that can be worn on the Boy Scout uniform. So be sure and introduce a very special ceremony for that occasion!***

## **LEADER RECOGNITION**

### **Magic New Leader Induction Ceremony** *Utah National Parks Council*

**Personnel:** Several Cub Scouts, Cubmaster

**Materials:** 1 Shoe Box,  
Pieces of Paper,  
1 Pencil,  
Cardboard pieces

#### **Directions:**

Before the pack meeting, cut pieces of cardboard to fit inside the lid of the box. The cardboard should fit loosely inside the lid. Print the name of the new leader on several pieces of paper. Place these names inside the lid of the box and put the pieces of cardboard over them. Set the lid topside down on the table.

#### **Ceremony:**

As parents arrive, have them sign their names on pieces of paper just like those used above and place them in the box (like an on-time drawing). When it is time for the ceremony, show the box with all the names in it to the audience. Tell them that you need a new leader and that you would like the Cub Scouts to choose from the names in the box. Of course, they will be worried that you will pull their name out of the box!

Put the cover on the box and shake it to mix the papers. Call up several Cub Scouts and ask them to pull out a name. The Cub Scouts will reach in and each pull out a slip of paper. When they all have one, ask each one of them to read the name of the new leader. Then you can say “It looks like it’s unanimous! Will \_\_\_\_\_ please come forward.” You can then recognize the new leader and introduce them to the pack.

This trick takes some practice to do smoothly.

#### **Tip:**

When you pick up the cover of the box, be sure to put your thumbs against the outside of the lid and your fingers against the cardboard piece inside. Your fingers will hold the cardboard and keep it from falling before you set the lid on top of the box.

#### **Alternative Tip:**

Try placing the bottom on the top, and then turning the box over.

When the lid is on, the cardboard will fall down and cover the paper put in by the parents and only the ones you put in with the new leader’s name will be seen. Hold the box above the heads of the Cub Scouts as they reach in. Try the trick a few times and you’ll find the easiest way to do it.

### **Acknowledging Someone’s Effort**

*2011-2012 CS RT Planning Guide*

**CUBMASTER:** Songs and music are a magical combination that produces a harmonious result. In our pack, we have a nice variety of talents that similarly blend together well.

Tonight, I wish to recognize [name]. His/her contribution in [organizing or participating in a (particular) event] added a very special note to [explain].

(Have the individual stand and be applauded. Present the honoree with a kazoo or a large cardboard cutout of a music note.)



**Trained Leader Recognition Ceremony**

*West Michigan Shores Council*

**Materials:** large pine bough, bucket of dirt, Trained Patches, pins (straight or safety).

**Personnel:**

Akela = Committee Chair or Cubmaster,  
Old Wolves = Several previously trained leaders,  
Baloo = Pack Trainer,  
Bagheera = CM (or Assistant CM if CM is leading ceremony)

**Akela:** Old Wolves, you were charged with teaching these Cubs in the ways you have been taught. Has this been done?

**Old Wolves:** Aye, old lone one, it has been done.

**Akela:** Baloo, do they know the ways of the Pack?

**Baloo:** Aye, Akela

**Akela:** Bagheera, have you taught them the ways of our Program?

**Bagheera:** Yes, Akela, it has been done.

**Akela:** Then let the ceremonies begin. (Plant pine bough in front of you) By completing your training, you have become acquainted with the Cub Scout program.



Let this pine bough represent that program. The heavy main stem represents the Aims of the Cub Scout Program. The smaller stems are the Ideals. (Point out each, as you explain) Each needle is a part of the Program; the Den Meetings, Pack Meetings, Outings, Advancement, etc. The needles grow in clusters. The clusters need many needles to appear healthy and beautiful.

Let us keep in mind as we return to our own Packs, the need to develop all parts of the Program. As I read the names of those to be recognized, would you please come forward.

*Read off each name, pin on trained patch, give card and have Committee Chair or Pack Trainer give each*

*a needle cluster from the bough. Have the participants form a "U" in front of you.*

*When all have received their recognition, go on.*



**Akela:** You have each received two tokens here today.

The pine needle cluster is to keep you ever mindful of the many parts that make up a healthy Cub Scout program. The trained patch is for you to display on your uniform to alert others to your knowledge and dedication to the Cub Scout program.

Do you pledge to accept the responsibility of seeing that the Cub Scouts in your own Packs, put in your charge, benefit from the lessons you have learned here this weekend? If so, answer "I will".

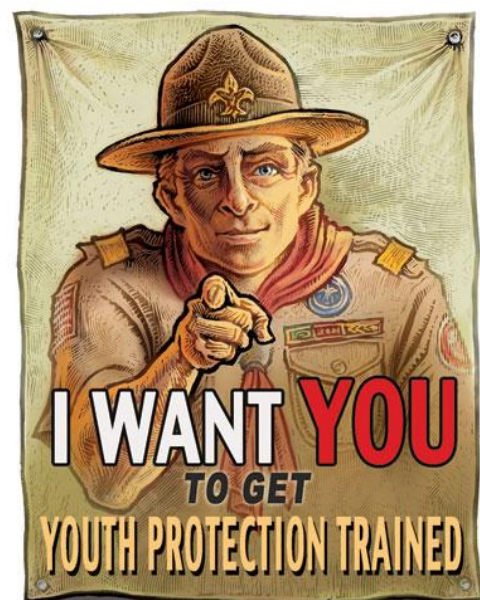
*Wait for answer*

Then you have achieved the right to join the Old Wolves and take your place as leaders of Cub Scouts. Do this with dignity, dedication, and honor. Do not let the Tabaqui and Shere Khan distract you from your task.

*Lead cheer*

*(Blast Off! May be appropriate as they are starting on their Scouting careers.)*

*Then participants return to their seats*





## **SONGS**

### **Abracadabra Songs**

#### **Where Has My Magic Hat Gone?**

*Utah National Parks Council*

TUNE: "Where Has My Little Dog Gone?"

Oh where, oh where has my magic hat gone?  
Oh where, oh where can it be?  
With its tall black top and its wide stiff brim,  
Oh where, oh where can it be?

#### **Cub Scout Magic**

*Alice, Golden Empire Council*

(Tune: Are You Sleeping) sung as a round

Cub Scout Magic, Cub Scout Magic  
Tricks are Fun, Tricks are Fun  
I can fool my brother,  
Maybe even mother  
Everyone, Everyone

#### **Cub Scout Magic Show**

*Baltimore Area Council*

Tune: "Hail, Hail, The Gang's All Here"

Hail, hail, the gang's all here.  
Watch the Cub Scout magic,  
It is so fantastic.  
Hail, hail, the gang's all here.  
See the Cub Scout Magic show!

#### **If You Like to See Cub Magic**

*Baltimore Area Council*

(Tune: "If You're Happy And You Know It")

If you like to see Cub magic, twitch your nose.  
Let's see some tricks together, here we go.  
Pull a rabbit from a hat, Make your leader disappear,  
If you like to see Cub magic, give a cheer.  
(Hoo-ray)

#### **M-A-G-I-C**

*Baltimore Area Council*

Tune.- "Bingo"

Sing the new first line for each verse followed by  
"And magic was his game, oh." For line three each  
time don't say another letter from M-A-G-I-C and clap  
instead; finish with line four

Cub Scout Jon he did some tricks,  
And magic was his game, oh.  
M-A-G- I-C, M-A-G-I-C, M-A-G-I-C  
And magic was his game, oh!

He made a quarter disappear,  
And magic was his game oh.  
[clap]-A-G-I-C, [clap]-A-G-I-C, [clap]-A-G-I-C  
And magic was his game, oh!

(3) It disappeared into the air...

(4) He found the quarter in a hat...

(5) Finally, he took a saw...

(6) Then Jon was finished with his show...

#### **Bring Back My Bunny to Me**

*Baltimore Area Council*

(Tune: "My Bonnie Lies Over the Ocean")

My hat is right there on the table,  
My wand here, as you all can see.  
With magic I'm quick and I'm able,  
But where could my white rabbit be?

Bring back, bring back,  
Bring back my bunny to me, to me,  
Bring back, bring back,  
Bring back my bunny to me, to me,

### **Cub Scout Songs**

#### **The Night They Made the First Cub Scout**

*Baltimore Area Council*

*by Steve Henderson*

[Download MIDI tune firstcs.mid](#)

Many years ago, on this very night  
Some people gathered 'round a campfire's light  
Everyone was saying the world was in a mess  
Not enough people trying to do their best. (So...)

#### **Chorus:**

They took a little Blue  
and they took a little Gold  
They took a little boy about eight years old  
Turned him around and lo and behold  
That's how it came about  
The night they made the first Cub Scout

Now they come in every size, they come in every shape  
And everywhere they are, the world's a better place  
Every Bobcat and Bear, every Wolf and Webelos  
Remembers that night many years ago  
(When...)

#### **(Repeat chorus)**

Tiger Cubs are six, the boys aren't very old  
You know this is the first that they wear the blue and gold  
To always Do their Best with their parents in tow  
Headed down the path that started years ago  
(When...)

#### **(Repeat Chorus)**

Leaders are the ones who make the program go  
And Trainers do their best to put the leaders in the know  
How the Oath and the Law help the Cub Scout Grow  
And Blossom on the trail that started years ago  
(When...)

#### **(Repeat Chorus)**

**Puff the Magic Dragon**

*Baltimore Area Council*

Puff the magic dragon, lived by the sea,  
And frolicked in the autumn mist,  
In a land called Honnilee.  
Little Jackie Paper, loved that rascal Puff,  
And brought him strings and sealing wax  
And other fancy stuff.

**Chorus:**

Oh, Puff the magic dragon, lived by the sea,  
And frolicked in the autumn mist,  
In a land called Honnilee.  
Puff the magic dragon, lived by the sea,  
And frolicked in the autumn mist,  
In a land called Honnilee.

Together they would travel,  
On a boat with a billowed sail.  
Jackie kept a lookout, perched  
On Puff's gigantic tail.  
Noble kings and princes  
Would bow when e'er they came.  
Pirate ships would lower their flag  
When Puff roared out his name

**Chorus**

A dragon lives forever, but not so little boys.  
Painted wings and giant strings,  
Make way for other toys.  
One gray night did happened,  
Jackie Paper came no more,  
And Puff that mighty dragon,  
He ceased his fearless roar.

His head was bent in sorrow,  
Green scales fell like rain.  
Puff no longer went to play,  
Along the cherry lane.  
Without his lifelong friend,  
Puff could not be brave.  
So, Puff that mighty dragon,  
Sadly slipped into his cave.

**I Heard the Cubs**

*Utah National Parks Council*

*Tune: I Heard The Bells*

I heard the call of cubs one day,  
Their old familiar laughter play  
And wild and sweet the boys repeat  
Oh come with us to Scouts today!

**STUNTS AND APPLAUSES**



**APPLAUSES & CHEERS**

**Bravo Applause**

*2011-2012 CS RT Planning Guide*

Everyone shouts, "Bravo, Bravo, Bravo!" gradually getting louder. End with huge clapping.

**Positive (with) Attitude Applause**

*Alice, Golden Empire Council*

**Leader:** Say I'm Positive!

**Audience:** I'm Positive!

**Leader:** Now do it with Attitude!

**Audience:** *(Strike a pose with attitude)*  
I'm Positive – with Attitude!

**Good & Positive Cheer**

*Alice, Golden Empire Council*

Have audience stand and repeat after you -

- 1st.** Say "I'm Good!"  
while pointing both thumbs toward yourself
- 2nd.** Say "You're Good!"  
while pointing to someone else
- 3rd.** Say "I'm Positive!"

**Lemons & Lemonade Applause**

*Alice, Golden Empire Council*

- ✓ Divide audience into two groups.
- ✓ Assign one group to say "Lemons" and act out picking a lemon and smelling it.
- ✓ Assign the second group to say "Lemonade" and make the motion of twisting a lemon on a squeezer and stirring a glass of lemonade.
- ✓ Then take turns pointing to each group at random several times.
- ✓ End with the leader saying – "You've just made lemonade out of a lemon – Positive Attitude in Action!"

**Do Your Best Applause**

*Alice, Golden Empire Council*

**Leader:** Who Did Their Best?

**Audience:** We All Did!

**Leader:** Who was a Winner?

**Audience:** We All Were!

**Magical Applauses**

*Utah National Parks Council*

**Handkerchief Applause**

Hold a handkerchief up and drop. Applause continues until the handkerchief hits the ground.

**Magic Cheer**

Group waves hands back and forth and says “Hocus Pocus!!” three times.

**Magician’s Cheer**

Pretend to take off top hat, reach into the hat with the free hand and pretend to pull out a rabbit, as they say “TA DA!!” or

Wave an imaginary wand over the hat and say “Abracadabra,” pause and then say “Poof!” When Saying poof, jump straight up, landing on all fours in a squatting position, like a frog and croak “Ribbit, ribbit”.

**Magic Yell**

Pretend to reach up your sleeve. Pull your hand out and shout, “ShaZamm!”

**Disappearing Rabbit**

Hold hands to the side of your head like bunny ears and shout, “Poof! Poof! Poof!”

**Pinewood Derby Cheers**

*Alice, Golden Empire Council*

**Pinewood Derby Applause:**

Hold your right hand over your head and bring it down as if it were a car coming down the track, while saying “Whoosh,” then “Thud” as it hits the bottom and end of the track.

**Pinewood Derby Winner:**

(To recognize a particular person)

Do as above, but at the end, yell out “\_\_\_\_\_ is the winner!!! (Repeat three times)

**RUN-ONS**

**Abracadabra Theme Run-Ons**

*Alice, Golden Empire Council*

*Note: Any of these easy tricks could be assigned to a parent for “Pull the Rabbit Out of the Hat” Gathering Activity or as a trick to be done in a Magician’s Talent Show – check How To Book, pg. Section 7, the Den Chief Book or the Cub Scout Magic Book ) They are also good tricks for the boys to learn, based on age and skill level.*

**Corners:**

**Cub #1:** Can you take away four and leave eight?

**Cub #2:** No, it can’t be done!

**Cub #1:** Can anyone else solve this puzzle?

*(Let people try to guess how this could be done)*

**Cub #1:** Let me show you how.

*(He picks up a square of paper)*

**Cub #1:** Here you have four corners.

*(He cuts off each of the four corners)*

**Cub #1:** Now you have eight corners! I took away four and left eight!

**Audience Tricks**

*Baltimore Area Council*

1. Ask someone to spell the word “joke”. Then ask him to spell “folk”. Next ask him to spell “poke”. Finally ask him to spell the white of a egg. He will probably spell “y o l k”. But the yolk is the yellow part of an egg. The white part is called albumin.
2. Shade your eyes and look around. Aha! You spot your friend in the audience. Go to him and shake his hand, slap him on the back and hug him. Then stare at his shirt and shake your head. You find a loose thread. Take hold of it and put...and pull...and pull. The thread comes...and comes...and comes. You can wind it around your hand, you can dance with it, you can pass it around the audience and let them pull.

**THE TRICK:** You and your friend get ready together. Thread a needle with the end of a spool of thread. Put the spool inside your friend's shirt and run the threaded needle out through his shirt. Take off the needle and let the thread hang loose.

### Walk Through a Card

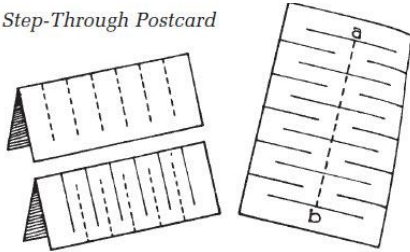
*An old but effective trick.*

*This and other magic tricks are in the Cub Scout  
"How to Book," Section 5, Razzle Dazzle*

You challenge someone to walk through an ordinary postcard – and it's actually easy!

**Materials:** Postcard, scissors

*Step-Through Postcard*

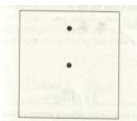


Would you believe that you can crawl through an ordinary postcard? The answer is "yes," if you know how. Fold the card lengthwise and make cuts on the folded side, as shown by the dotted lines in the illustration. Then turn the card around and make cuts in the other direction, almost to the folded edge. Open the card and cut along line a-b. Carefully open out the card, and you will have a ring large enough to step through.

### Seeing Spots:

You hold a cardboard with dots in front of your friend and ask how many dots are on the card. He'll say One. "Fine" you say, flipping the card over. "Now, how many on this side?" He'll look and say he sees 6 Dots. "Exactly," you say. "But let's check that other side again, shall we?" You flip it over and now he sees.... THREE Dots! And the other side? Again, you flip the cardboard over and NOW he sees FOUR Dots! By this time, your friend is seeing spots.

You will need to prepare a big piece of cardboard first. On one side, use a marker to make two dots like this:



On the reverse side, put five dots in this pattern.

Here's how to confound your friend:

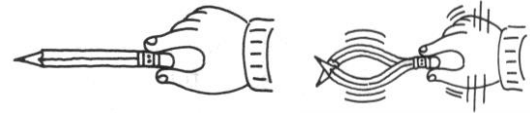
- First, show him side A, but with your hand and fingers hide the TOP dot. All he will see is that center dot, so he'll say that side A has One Dot.
- Now flip the card over, holding your fingers over the middle bottom space where there is NO dot. Your friend will say there are 6 dots, because he'll assume there's a dot where your finger is.
- Now, flip your card over to side A, but hold it right below the center dot, where a THIRD dot might be – but isn't! You friend will "see" Three Dots on the card. Again, in his mind, he completes the pattern.
- Flip over to Side B, and hold the card so the top center dot is masked ... and he will see ONLY Four Dots!
- It will seem to be quite a magical card you have there!

### The Amazing Rubber Pencil

**Cub #1:** *(holding up a pencil)*

Can you change this wooden pencil into rubber?

**Cub #2:** *(takes the pencil, looks perplexed)*  
That's impossible!



**Cub #1:** Using my magical powers, I can change this wooden pencil to rubber. Just watch!

*Lightly hold a pencil at the eraser end between your thumb and index finger. As you quickly bounce the pencil up and down, it will appear to others as if it is made of rubber*

### Twelve Thousand Baffler:

Hand around some pencils and paper to a few people. Tell them to work quickly – the first one done correctly wins! Now tell them to write a very simple number – Twelve thousand, twelve hundred and twelve. But the faster they try to write this number, the more perplexed they will be. Most will end up with something like 12, 1212.

The answer is that there IS no such number as 12 thousand, 12 hundred and twelve. You must ADD together the component numbers 12,000 – 1200 – and 12 – which will actually give you 13,212 – the correct answer!

### The Secret Message

*Pamela, North Florida Council*

**Magician:** Write a secret message on this piece of paper, but do not show me the message.

**Spectator:** (Takes the paper, and writes a message on the paper. Magician turns his back to spectator.)

**Magician:** Now put the paper on the floor, and stand on it.

**Spectator:** (Stands on the paper, with only one corner sticking out.)

**Magician:** I cannot see that message, but I know what is on the paper.

**Spectator:** You do not.

**Magician:** Magicians know everything.

**Spectator:** All right, If you're so smart, tell me what is on the paper.

**Magician:** Your foot!

### Paper Clip Connection:

*(You will have to practice this beforehand to remember just how to place the paper clips.)*

**Cub #1:** *(holding up dollar bill with paper clips attached as shown below)*



I can make these two paper clips connect without even touching them! Want to see how it's done?

**Cub #2:** Sure! It looks impossible to me!

**Cub #1:** Here goes!

*(He grabs the two ends of the bill and yanks it taut – the paper clips will link together)*



**The Magic Circles**

*Pamela, North Florida Council*

**Preparation:** Cut out 3 paper circles the size of a quarter  
- use red, yellow and blue paper.

**Magician:** (Places the three paper circles on the back  
of his hand)

Watch very carefully. I'm going to blow  
these 3 circles off my hand"

*(He blows on the circles, and they float to the ground.)*

**Magician:** I am putting the circles back on my hand.

**Spectator:** Big deal. Anyone can do that.

**Magician:** When I blow on my hand this time, only  
TWO circles will fly away. The other  
circle will not move.

**Spectator:** Really?

**Magician:** That's right. You pick the circle.

**Spectator:** I choose the red one.

**Magician:** Abarcadabra, Alakazoo. I can do this trick  
for you!"

*(Magician takes a deep breath.*

*Then he puts his index finger on the red circle, and blows as  
hard as he can. The yellow and blue circles fly off his hand.*

*The red circle does not move.)*

**Spectator:** You tricked me!

**Magician:** That's why they call it a magic trick!

**The Magic Paper**

*Pamela, North Florida Council*

**Magician:** (Holds up a large sheet of paper, and shows it to  
the spectator.)

How would you like to earn some money?  
Here is a sheet of magic paper. If you can  
tear it into four equal pieces, I will give  
you a quarter.

**Spectator:** That's easy.

*(He takes the sheet of paper and folds it in half. He folds it in  
half again, then he tears the paper along the folds.)*

Here are your four equal pieces.

**Magician:** And here is your quarter

*(Magician hands spectator one of the squares.)*

**Spectator:** You tricked me!"

**Magician:** Magicians know lots of tricks.

**Pick It Up and It's Yours:**

**Cub #1:** Can you pick up this dollar bill?

**Cub #2:** Of course!

**Cub #1:** OK – Stand here, with your back and heels against  
the wall. If you can pick up this dollar bill without moving  
your heels or your back away from the wall, it's yours!

*Place the dollar bill less than a foot in front of Cub #2*

*He will not be able to bend over without moving  
his back and/or heels away from the wall*

**Finger Power:**

**Cub #1:** I have developed my magical powers so that I  
can mentally force your fingers to move, without  
even touching you.

**Cub #2:** I don't believe it!

**Cub #1:** I'll prove it to you. Clasp your hands together  
with your fingers intertwined. Now raise both  
your index fingers straight up in the air.

**Cub #2:** OK – but you can't touch my fingers!

**Cub #1:** *(Making a great show of waving your hands over  
the other person's fingers – but never touching  
them –take a little time )*

I command your fingers to move.

*(and they will – not because of your command, but because  
they can't stay up in the air very long in that position)*

**Color by Touch:**

**Materials:** A box of wax crayons.

**Directions:**

**Cub #1:** *(taking crayons out of the box to show that each  
one is a different color)*

I have tuned myself to read minds and "see" with my  
fingertips. Let me demonstrate. I need a volunteer.

*(Give the box of crayons to the volunteer)*

While my back is turned, I want you to choose a crayon –  
any one you want – and put it in my hand. Don't tell me  
which one. Then hide the box with the other crayons in a  
place out of sight. Tell me when you are ready.

*(Volunteer chooses a crayon,  
puts it in Cub Magician's hand,  
then hides the others as he said.*

**Volunteer:** OK, I'm ready.

**Cub #1:** *(Turning to face volunteer, with hands still behind  
the back – magician scrapes a tiny bit off the top of the  
crayon with the right index fingernail)*

Now I want you to think of the color you chose – don't say  
it, just think it.

*(Cub Magician, still holding the crayon behind his back,  
brings his right hand forward and slowly up to his  
forehead, as if to concentrate – this shows your hand  
is empty and lets you sneak a look at the tiny bit of  
crayon in your index fingernail)*

**Cub #1:** *(With a lot of drama)*

My fingers are not seeing as well today. Your mind seems  
to be blank. Please concentrate and think only of the color of  
your crayon.

*(Making it look difficult, but magician finally announces  
the correct color of the crayon.)*

**Even or Odd:**

**Magician:** I need a volunteer to turn around, take some coins from his pocket and hold them inside your closed fist.

*(Volunteer does so)*

**Magician:** OK, now I am taking some coins from my pocket, and I will hold them in my fist. Now we both have coins concealed in our hands. Although I have absolutely no idea how many coins you have in your hand, I can positively predict that when my coins are added to yours, if your amount is odd....it will become even. If your amount is even, it will change to odd.

Please count your coins.

*(The audience member counts his change and finds that he has an odd number of coins.)*

**Magician:** *(The magician adds his coins to the spectator's)* Now, please count the coins.

*(As predicted, the amount will change to the opposite)*

**Magician:** *(Making a great show of it)* Proof positive – my magic has changed your coins to an (say even or odd) total!

**SECRET:** *It may look like this trick depends on the magician magically knowing the exact amount of coins in the volunteer's hand, but nothing could be further from the truth. The trick works regardless of the amount. The secret is that the magician's hand always contains an odd amount of coins. The odd amount of coins, when added to the audience member's will make an even amount total odd, and an odd total even.*

**Drop Out Pins**

This trick is really an optical illusion. Before you start, get two identical and large safety pins. Now you want to close each pin – But here's the trick: Put the pointed end of each pin into the **other** safety pin – you will have two safety pins making a “V” shape, and they will actually be attached to each other.

Now pick up the pins, covering the bottom of the pins (the loops where the pointed end comes out). By holding the pins between your thumb and index finger, and covering the bottom of both, it will look like you have two ordinary safety pins, closed up as usual.

Display the pins as above, and point out that they are securely fastened. (Still hiding the bottom)

Hold the pins about 12 inches above the table and tell everyone you will cause the pins to open magically.

Now drop the pins. They will come to rest, separated and in the open position, without you really having to do anything.

Now, close each safety pin, give them to a volunteer and ask them to duplicate the magic!

**1089 Audience Game**

*Utah National Parks Council*

**Materials:**

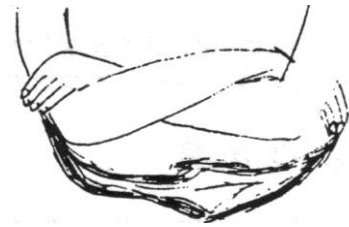
Piece of paper,  
pencil

**Directions:**

- \* Write 1089 on the paper without showing anyone, fold it, and place it on the table in plain view.
- \* Give someone a piece of paper and pencil.
- \* Tell them to write down any 3 digit number that uses 3 different numerals in the middle of the paper. Not 111 or 202 or 330 where the same numeral is used more than once.
- \* Tell him to reverse the number. If the number is larger, write it above the first one. If smaller, write it below.
- \* Subtract the smaller from the larger.
- \* If the resulting number has 2 digits, fill in ahead of it with a zero.
- \* Reverse the number and write it below the bottom number.
- \* Add the bottom two numbers.
- \* Unfold your paper and ask if it matches their result - 1089!

**Knot Likely:**

With great fanfare, ask for a neckerchief and then spread it out on a table. Ask if anyone can tie a knot in it while holding one corner in one hand and the opposite corner in the other hand – WITHOUT letting go of either corner! Let several people try. When everyone has failed, show them the secret:



Cross your arms in front of you as shown BEFORE you grab the opposite corners of the neckerchief. Now, WITHOUT LETTING GO of the corners, uncross your arms – the neckerchief will be knotted!

**The Magical Moving Coin Reversal:**

Hold up a nickel and two quarters. Sandwich the nickel between the two quarters and tell everyone you can magically make the coins change places in mid-air, without touching them as they fall.

Here's how you do it – but I don't know why it works: Hold the coins between the thumb and first finger of one hand, with your finger and thumb holding the SIDES of the coins. Hold your other hand about 10 inches below the other hand, palm up, for the coins to land in. Now, let the two bottom coins fall while you continue to hold onto the top quarter. Amazingly, the nickel and bottom quarter will change places as they fall – the nickel will always land UNDER the quarter!

## MORE RUN-ONS

*Alice, Golden Empire Council*

- Cub #1:** Mark Twain sure knew how to have a Positive Attitude.
- Cub #2:** Really – what did he do when people didn't like his stories or jokes?
- Cub #1:** He said "keep away from people who belittle your ambitions.... really great people make you feel that you, too, can become great.
- Cub #1:** How can a doctor tell your blood type?
- Cub #2:** That's easy – an optimist is always O-Positive, and a pessimist is always B-Negative!

### Magician Favorites

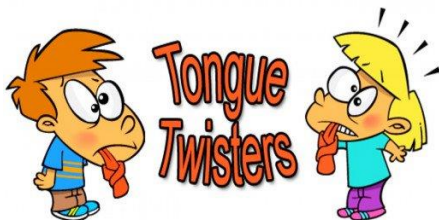
*Pamela, North Florida Council*

- Cub #1:** I understand you like to do magic tricks. What's your favorite?
- Cub #2:** Sawing people in half.
- Cub #1:** Interesting, and are there any other people in your family?
- Cub #2:** Yes, I have two half-brothers and two half-sisters.

### More Magical Favorites

*Pamela, North Florida Council*

- What kind of magician does it take to light a match?  
A Fire-Poof one!
- What do you get when you cross a snake with a magician?  
Abra da cobra.
- What do you get when you cross a bird with a magician?  
A flying sorcerer.
- Why did the magician cancel his show?  
He just washed his hare and couldn't do a thing with it.
- What do hockey players and magicians have in common?  
They both do hat tricks.
- Why don't ghosts make good magicians?  
Because you can see right through their tricks.



### Tongue Twisters

*Alice, Golden Empire Council*

- Red Buick, Blue Buick
- We're real rear wheels.
- Real weird rear wheels
- Knife and a fork bottle and a cork  
that is the way you spell New York.
- Chicken in the car and the car can go,  
that is the way you spell Chicago.
- The little red lorry went down Limuru road.  
(Limuru (Lee-moo-roo) road is a road in Kenya)

### "Knock-Knock" Jokes with Positive Attitude

*Alice, Golden Empire Council*

*Sheri Lewis, the beloved ventriloquist, has said that making up and telling "Knock-Knock" jokes can help them develop self-confidence and a positive attitude about life*

#### Knock-knock.

Who's there?

Orange hew.

Orange hew who?

Orange-hew glad someone likes you enough to tell you a knock-knock joke today?

#### Knock Knock

Who's there?

K-9

K-9 who?

K-9, B-6, O-74...BINGO!

#### Knock Knock

Who's there?

Ida

Ida who?

Ida like to be your friend!

#### Knock Knock

Who's there?

Anti

Anti who?

Ant I cute, adorable, smart, and cool?

#### Knock Knock

Who's there?

Wa

Wa who?

Boy you are really excited to see me!!

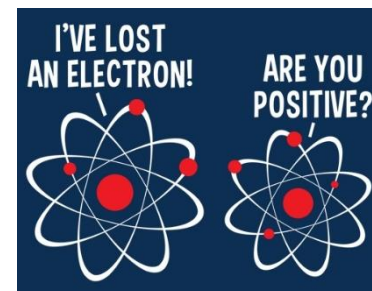
#### Knock, Knock

Who's there?

My magic hat goes

My magic hat goes who?

I didn't know you could pull an OWL out of your hat!



### "I'm Positive" One Liners

*Alice, Golden Empire Council*

I'm positive –

You're stuck with your debt if you can't budge it.

I'm positive –

With corduroy pillows you always make headlines!

I'm positive –

A successful diet is mind over PLATTER.

I'm positive –

A gossip is someone with a great sense of RUMOR.

I'm positive –

Reading while sunbathing makes you WELL, RED.

I'm positive –

When two egotists meet, it's an I for an I.

I'm positive –

In a democracy, your vote counts.

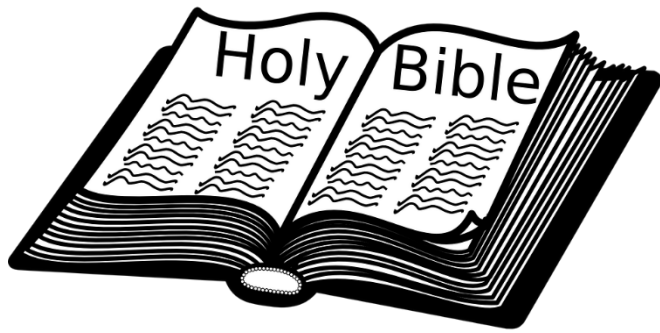
In feudalism, your count votes.

I'm positive –

A chicken crossing the road is poultry in motion!

I'm positive –

A boiled egg in the morning is hard to beat!



### **A Kid's Positive View of the Bible**

*Alice, Golden Empire Council*

- 📌 In the beginning, which was close to the start, there wasn't anything except God, darkness and some gas. And the Bible says "The Lord thy God is ONE – but I'm positive he had to be much older than THAT!"
- 📌 When God made the world, he said "Give me some light!" Somebody gave it to Him – so he made Adam and Eve. But they didn't have to wear clothes. And they weren't embarrassed, because God hadn't invented mirrors yet!
- 📌 When the Old Testament was done, they started the New Testament. Jesus was the Star. He was born in a barn in the town of Bethlehem. I wish I had been born in a barn, too, because then, when my mother says to me, "Close the door. Were you born in a barn?" I could say, "As a matter of fact, I was."
- 📌 When a Sunday School teacher assigned her 2<sup>nd</sup> grade class to memorize Psalm 23, one little boy just couldn't get it done – even though he practiced and practiced. But he did have a Positive Attitude – when it was his turn to say his part, he stepped up and proudly said, "The Lord is My Shepherd – and that's all I need to know!"

## **JOKES & RIDDLES**

### **Magical One-Liners**

*Pamela, North Florida Council*

- I did a trick on the phone just yesterday, but no one was watching.
- I did this trick over the radio last week and a hundred people wrote in saying they didn't see how I did it!
- My best trick is called "The Vanishing Money"...  
I perform it at the candy store.
- Did you hear about the magician who was walking down the street, and he suddenly "turned into a pet store!"
- My wand is made from the wood of the silent dogwood tree. That's the tree with no bark!

### **Pinewood Riddles and Jokes:**

*Alice, Golden Empire Council*

- Q:** What kind of car does Mickey Mouse's wife drive?  
**A:** A Minnie van!
- Joe:** Holds arms up and pretends to be driving a car "Quick, take the wheel", (say it nervously)  
**Moe:** Why?  
**Joe:** Because there is a tree coming straight for us!
- Q:** Why did the racing driver make ten pit stops during the race?  
**A:** He was asking for directions!
- Cub #1:** Our car won't start, and my mom says there's water in the carburetor.  
**Cub #2:** How does she know there's water in the carburetor?  
**Cub #1:** Because the car is in the swimming pool

## **SKITS**

### **The Best You Can Do**

*2011-2012 CS RT Planning Guide*

- Setting:** Two Cub Scouts are on stage.  
Two more come on the stage.
- Cub #1:** (Looking downcast) I can't do it.  
**Cub #2:** I'm worried, too.  
**Cubs #3 and 4:** (Coming up to the two boys)  
Hi, guys.
- Cub #3:** What's wrong?  
**Cub #1:** We're supposed to be part of the skit for the pack meeting next week.  
**Cub #2:** And we're worried we'll make mistakes.  
**Cub #1:** Or forget our lines.  
**Cub #2:** It's kind of scary.  
**Cub #1:** Yeah.  
**Cub #3:** Oh, come on, guys. You can do it.  
**Cub #4:** Remember the best.  
**Cub #1:** The best?  
**Cub #3:** Yeah, nothing more and nothing less.  
**Cub #4:** The best you can do is to do your best.  
**Cubs #1 and 2:** Huh?  
**Cub #3:** Like this. Stand in front of people. (They all face the audience.)  
**Cub #4:** And look at them and say . . .  
**ALL:** The best you can do is to do your best!





### Unspelling the Spell

*Alice, Golden Empire Council*

**Personnel:** Three Cub Scouts – or just add in to match the number of boys in the den and reassign some of the parts.

**Prop:** A set of rabbit ears for Cub #3

**Cub #1:** *(walking along)* I wonder where *(fill in the names of other Cub Scouts)* are today. They weren't at the Den Meeting today. Oh, there's *(name of Cub #1)* Hey, he's got a rabbit with him!

**Cub #2:** Hi! I sure am glad to see you! You've got to help us! *(names Cub #3)* and I really need your help!

*(Cub #3 acts like a rabbit throughout the skit, and hops alongside Cub #2)*

**Cub #1:** Sure, I can help! What's the problem? And where is *(he names Cub #3)*? By the way, that's a nice friendly rabbit! *(pats the bunny on the head)*

**Cub #2:** That's just it – that's not really a rabbit. It's *(names Cub #3)*

**Cub #1:** A Rabbit?? How did he get to be a rabbit?

**Cub #2:** Well, we were watching a magician, and we accidentally made him mad!

**Cub #1:** What did you do to make the magician mad?

**Cub #2:** Well, we saw the magician throwing a can on the ground, so we told him he shouldn't litter. The next thing you know, he spelled a whole bunch of weird words and Poof! – *(name of Cub #3)* turned into a rabbit!

**Cub #1:** Hmmm, maybe that's the key! Can you remember the words he spelled?

**Cub #2:** Let me think... *(wrinkles forehead, scratches his hair)* One was MADAGASCAR....one was EQUATION.... and one was DIMPLE. *(pauses)* And then he spelled RABBIT!

**Cub #1:** *(pacing back and forth and thinking hard)* Ok, let's see. He spelled the words, and then *(turns excitedly)* That's it! He spelled the words which made the spell. So now all we have to do is UNspell it!!

**Cub #2:** Huh?

**Cub #1:** We spell the words backwards! Come on, try it! *(Everyone acts busy, perhaps with a paper and pencil to work out the words)*

**All Cubs except #3:** RAGSAGADAM;  
NOITAUQE; ELPMID; TIBBAR

*(They look around at Cub #3)*

**Cub #3:** *(slowly stands, takes off the ears, and looks around)*

**ALL:** Hooray!

**Cub #3:** Thanks guys! I was getting very tired of eating carrots!

### Magic Show Skit

*Utah National Parks Council*

**Personnel:** Magician (Cubmaster(CM)), 7 Cub Scouts

#### Materials:

Table	Tablecloth	Copy Paper
Peanut Butter Sandwiches		Glass of Water
Napkin	Penny	Neckerchief
Boiled Egg	Cardboard Box	Playing Cards

#### Directions:

Hide sandwiches under cloth on table on the stage

#### Part One

**Magician:** Ladies and gentlemen. Welcome to our magic show. Tonight, I shall attempt to amaze and astound you with clever tricks! May I have my first assistant, please?

*(Cub Scout #1 enters the stage carrying a glass of water and places it on the table. Magician holds up napkin, shows both sides, then places it over the glass.)*

**Magician:** I will now make this water disappear without touching the napkin. ALLA PEANUT BUTTER SANDWICHES!

*(Magician waves hand over napkin. Cub Scout #1 takes off the napkin and the water is still there)*

**Cub #1:** It didn't work! The water is still there.

*(Magician picks up the glass and drinks the water.)*

**Magician:** There, the water is gone and I didn't touch the napkin.

*(Cub #1 picks up the glass and napkin and leaves the stage.)*

**Part Two**

**Magician:** May I have my next assistant, please?

*(Cub Scout #2 enters, handing the magician a penny.  
Magician rubs penny between his palms)*

**Magician:** This is a magic penny. If I put this penny down, you will not be able to jump over it!

*(Magician puts penny on the top of  
the Cub Scout's head)*

**Magician:** ALLA PEANUT BUTTER  
SANDWICHES!

*(Cub Scout #2, not being able to jump over the penny  
on his head, leaves the stage.)*

**Part Three**

**Magician:** May I have my next assistant, please?

*(Cub #3 enters carrying a  
rolled-up Cub Scout Neckerchief)*

**Magician:** I will tie a knot in this neckerchief without letting go of either end. Would you like to try first?

*(Magician offers the Cub Scout the neckerchief.)  
(Cub Scout #3 tries and fails.)*

*(Magician lays neckerchief on the table, folds his arms  
and grasps ends with his arms still folded. As he  
unfolds his arms, the knot is tied.)*

**Magician:** ALLA PEANUT BUTTER  
SANDWICHES!

**Part Four**

**Magician:** May I have my fourth assistant, please?

*(Cub Scout #4 enters, bringing an egg,  
and places it on the table.)*

*(Magician instructs the boy the clasp his hands  
together with his fingers in an interlocking position,  
and let his arms hang in front of him  
with his hands still in that position.*

***He then puts the egg in the boy's hands)***

**Magician:** Please hold this for me.

*(Magician goes on to his next trick leaving the boy  
standing there with the egg. The boy pretends to be  
nervous, afraid of dropping the egg.)*

**Part Five**

*(Cub Scout #5 enters, carrying box and  
playing cards. He places the box on the floor.)*

**Magician:** You cannot drop all the cards into the box from a standing position.

*(Cub Scout #5 drops the cards, one at a time,  
from a standing position. Most cards should  
miss box and fall on the floor.)*

*(Magician gathers cards and holds them over the box  
in a stack between his thumb and middle finger.*

*Holding them flat over the box, he drops them  
all at once. All cards should fall into the box.)*

**Magician:** ALLA PEANUT BUTTER  
SANDWICHES!

**Part Six**

*(Magician goes over to boy holding the egg.)*

**Magician:** You cannot break that egg.

Go ahead and squeeze as hard as you can.

*(Cub Scout #4 squeezes his palms together. Egg  
should not break. Boy looks amazed. He is left  
holding the egg. If his hands are still in the correct  
position when he squeezes, the egg should not break.*

**Part Seven**

*(Cub Scout #6 enters, bringing several  
pieces of copy paper.)*

*(Magician makes two tears in a piece of paper)*

**Magician:** Tear both ends from the middle with one tear.

*(Cub Scout #6 grasps each side and tears. He will  
fail each time, trying several pieces of paper.)*

*(Magician makes the tears in one last sheet of paper)*

**Magician:** ALLA PEANUT BUTTER  
SANDWICHES!

*(Magician puts the middle section in his mouth  
and tears from both sides at once.)  
(Cub Scout #6 shakes his head.)*

**Part Eight**

*(Cub Scout #7 enters)*

**Cub #7:** There's something I would like to ask you. Most magicians say ABRACADABRA, or wave a magic wand, but you only say ALLA PEANUT BUTTER SANDWICHES. Why is that?

**Magician:** I have a good reason for that!

*(Magician lifts table cover, exposing sandwiches)*

**Magician:** ALLA PEANUT BUTTER  
SANDWICHES!

*(ALL BOYS, EXCEPT Cub Scout #4—the one holding  
the egg—run in and grab a sandwich and start eating.  
Cub Scout #4 is left holding the egg as the curtain  
closes.)*



**The Magic Potion**

*Baltimore Area Council*

**Cast:** 4 boys

**Props:** A big pot, spoon and magic ingredients

- Boy 2: Hey what are you doing?
- Boy 1: I'm making up this magic disappearing potion.
- Boy 3: Disappearing potion? How did you come up with that?
- Boy 1: I was cleaning out my grandpa's attic and I found this really old magic book. It says right here" recipe for magic potion, that will make your friend disappear.
- Boy 4: You don't really believe all that mumbo jumbo do you?
- Boy 1: I don't know this is a pretty old book it may just work.
- Boy 2: Well let's try it and see. What's in it.
- Boy 1: First you add a gallon of turnip juice, then a quart of sauerkraut.
- Boy 4: Nothing's happening yet. What's next?
- Boy 1: Three tablespoons of hot sauce and an old sneaker.
- Boy 3: Still nothing. Is that all there is?
- Boy 1: No there are a few more ingredients to go – let's see one moldy onion, five cloves of garlic, and one pair of socks left over from day camp. That's it.
- Boy 2: Well I don't see any magic happening, but that stuff is starting to smell pretty gross.
- Boy 3: It sure is, it's starting to smell like something my sister made for dinner the other night.
- Boy 4: I don't know about you guys, but I've had enough let's get out here. (boys 2,3,4, run off stage)
- Boy 1: Well, what do you know? It really works.

**Robots or Rabbits**

*Baltimore Area Council*

**Characters:** 6 Scientists in lab jackets (white shirts, collars turned inside out, put on backwards). 7th scientist is dressed in the same manner and wears a top hat. Boy dressed in cardboard robot costume.

**Setting:** Table, covered with old sheet reaching to the floor at front. Fishbowl or other round glass bowl, test tubes, flasks, etc. are on the table. One of the six is reading a book plainly marked "HOW TO BUILD A ROBOT" while another looks over his shoulder. Another is stirring in a large bowl with a large wooden or cardboard spoon. Scientist #7 is offstage. Cardboard robot is hidden behind table.

Scientist 1: It doesn't seem to be working.

Scientist 2: I can't understand it.

Scientist 3: We'll have to change the formula.  
(Scientist #7 enters from stage left, carrying top hat)

Scientist 7: I've got it! I've got it! A friend of mine just told me how to do it. (He places hat on the table.) You just say "Abra-ca-dabra 1-2-3!" reach in, and...

Scientist 4: Wait a minute. What did you say your friend's name was?

Scientist 7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times.

Scientist 5: That's "rabbit"... not "robot"... you dunce!  
(They chase Scientist 7 offstage, waving book, spoon, etc.

Scientist 6 starts to join them,  
but stops and looks at hat on table.)

Scientist 6: (Shrugging shoulders) It just might work! Abra-ca-dabra 1-2-3! (He takes hold of hat with the left hand, tips it towards himself at edge of table, pretends to reach in hat, but really reaches behind table and pulls up the robot who has been hidden.) Hey, you guys, it worked! Now I'll just push this button... (he pretends to push button on front of robot. Robot drops to all fours and hopped off stage reveal a big fluffy bunny tail.)



## **CLOSING CEREMONIES**

### **Disappearing Act**

*Baltimore Area Council*

**Personnel:** 5 Cub Scouts, Cubmaster,  
person to cut off house lights.

**Props:** Cape and magic wands for Cubs, flashlights

**Cub #1:** We have shown you the magic of Cub  
Scouting and how we can make many things.

**Cub #2:** We've abra'd and cadabra'd till our wands  
are weak.

**Cub #3:** But we've got just a bit of magic left.

**Cub #4:** So, everyone please, wish real hard for the  
thing that they want most.

*(House lights are shut off, Cubmaster runs  
off stage, Cubs swing flashlights around wildly  
and then house lights come back on.)*

**Cub #5:** It seems that we all wish the same thing -  
that the Cubmaster would disappear till next  
month. So Good Night and Good Scouting!!

### **Hats Off to Positive Attitude**

*Alice, Golden Empire Council*

**Narrator:** The boys have spent this month learning  
about Positive Attitude – and we found lots of great  
examples:

**Cub # 1:** *(Wearing Top Hat)* Magicians always have a  
positive attitude!

**Cub # 2:** *(Wearing a Bike helmet)* The best bicyclists  
always work on having a positive attitude.

**Cub # 3:** *(Wearing a Football helmet)* Every athlete  
knows that they need to have a positive  
attitude before every game.

**Cub # 4:** *(Wearing a Chef's Hat)* Every baker expects  
to have a great result when he follows the  
rules – that's Positive Attitude!

**Cub # 5:** *(Wearing a farmer's or rancher's western  
style hat)* And every farmer or rancher has a  
positive attitude and is willing to work hard  
to make his crops or animals the best!

**Cub # 6:** *(Wearing a Baden-Powell campaign hat)*  
And Baden-Powell founded scouting  
because he had a Positive Attitude about the  
great potential of every boy.

**Narrator:** So.....Hat's Off to Positive Attitude!  
*(All boys Lift their hats to salute the idea)*

### **Make Good Use of Time Closing Ceremony**

*Trapper Trails*

**Set up:** Give 10 Scouts each a line of the poem to  
repeat. Have the words in LARGE print on  
cards with appropriate picture on the front.

**Narrator** - Time is the most valuable thing in the  
world. It's not possible to stretch a day longer than 24  
hours, nor a year longer than 365 days (except in a  
Leap Year!). Time wasted is time lost. Time lost can  
never be found. Tomorrow, today will be yesterday.  
Making good use of your time doesn't mean you have  
to rush about every minute. There are so many things  
to do that you'll need to think about how you're going  
to spend your time, so that you make the most of it,  
and live your life to the fullest.

**Cub # 1:** Make time to pray...it helps to bring God  
near and washes the dust from your eyes.

**Cub # 2:** Make time for family and friends... it is the  
source of happiness.

**Cub # 3:** Make time for work...it is the price of  
success.

**Cub # 4:** Make time to think...it is the source of  
power.

**Cub # 5:** Make time to read...it is the source of  
knowledge.

**Cub # 6:** Make time to laugh...it eases life's  
problems.

**Cub # 7:** Make time to love...it is the reason for life.

**Cub # 8:** Make time to dream...it hitches the soul to  
the stars.

**Cub # 9:** Make time to play...it is the secret of  
youth.

**Cub # 10:** Make time to sleep...it is the fountain of  
mental and physical strength.

### **Happy Faces Closing Ceremony**

*Utah National Parks Council*

**Personnel:** 8 Cub Scouts

**Materials:** A happy face sign for each boy

**Cub # 1:** I think there were 1,000 smiles here tonight,  
but did you know

**Cub # 2:** A smile costs nothing,

**Cub # 3:** But creates much.

**Cub # 4:** It happens in a flash, but the memory  
sometimes lasts forever.

**Cub # 5:** It cannot be bought, begged, borrowed or  
stolen.

**Cub # 6:** But it is of no earthly good to anyone unless  
it is given away.

**Cub # 7:** So, if in your hurry and rush you meet  
someone who is too weary to give you a  
smile, leave one of yours.

**Cub # 8:** No one needs a smile quite as much as a  
person who has none left to give.



### **Positive Aims of Scouting**

*2011-2012 CS RT Planning Guide*

**Cub # 1:** May I grow in character and strengthen my values every year.

**Cub # 2:** May I always honor my parents and be a good citizen.

**Cub # 3:** May I keep my body, mind, and spirit in good health.

**CM:** As we leave our meeting tonight, may each one of us do our best to keep a positive attitude and follow the Cub Scout motto, Do Your Best, in our daily lives.



## **CUBMASTER'S MINUTES**

### **Abracadabra Minutes**

#### **Magic Words**

*Pamela, North Florida Council*

There is a very special kind of magic. This magic will open the coldest heart and win wonderful friends for us. (Cub Scouts come on stage, each one carrying a different sign. Examples are: Please, Thank you, Pardon me, Excuse me, You're welcome, How nice you look, I admit I made a mistake)

Simple words, but important words that tell someone else that you are appreciative, courteous and thoughtful. Add kind deeds to the magic of words, and the possibilities are unlimited. A smile happens quickly, but the memory of it lasts a long time

#### **Magic Closing**

*Baltimore Area Council*

Cub Scout magic has been a lot of fun tonight. We've seen clever tricks, funny stunts, and surprising feats. But the real magic of Cub Scouting goes far beyond tonight's fun. It is in the strengthening of family relationships; the friendships that are formed; the abilities and talents that are developed and nurtured; and the respect for other people, country, and God that is learned as these boys move together through Cub Scouting and on to Boy Scouting.

### **The Magic of Cub Scouting**

*Baltimore Area Council*

To take a little boy and help him grow into a man –

**That's magic.**

To teach him how to make things and let him know he can –

**That's magic.**

To watch him learn the Oath and apply it in his life –

**That's magic.**

To see him grow in mind and body, overcoming strife –

**That's magic.**

To watch his family beam with pride at everything he'll do –

**That's magic.**

And love him even if things don't go as he wanted them to –

**That's magic.**

And as his Scouting leaders we also beam with pride.

Because we know he's learning and growing up inside –

**That's Cub Scout Magic.**

### **Magic of The World**

*Utah National Parks Council*

As parents, we want to show our sons the wonders of the world. In the eyes of a child, there are not just eight wonders of the world but eight million. We want him to be able to look at the stars, sunrise, sunset, and feel their beauty. We want them to see a world of love, laughter, and compassion.

We want them to build strength within themselves of strong character and a sensitivity to the needs of others. We want them to be the best they can be.

Unfortunately, no one can wave a magic wand so that they will receive these things. We, as leaders and parents, must set the example so they may see the way to accomplish all of these things. This is the magic—our example and guidance.

So, as we leave, let's be aware of our actions and how loudly they speak to our youth.

### **A Cheerful Smile is Magic**

*Utah National Parks Council*

You know, we are all magicians. It doesn't take a magic hat; it doesn't take a magic wand. Magic is always present in our lives—in the magic of a sunset, a friend's kind word or deed, or how we are loved and needed. These things can leave a magical feeling within us. The greatest way we can use the magic around us is by using it to quietly help others and not be so concerned about getting the credit.

Maybe we can provide magic for others by doing small deeds that will make another person wonder who did the deed for them. Cub Scouts, can you create a little magic for someone else this month?

## **A Scout is Cheerful**

### **A Scout is Cheerful**

*Settummanque*

*Mike L. Walton, President – [www.USScouts.org](http://www.USScouts.org)*

A Scout is Cheerful. He makes others happy and always looks at the brighter side of life.

A Scout always approaches every situation and every problem with a smile. A Scout is happy and tries to make others happy, even when the situation is such that nothing can be happy about it. He looks on the brighter side of things, noting that "things could be worse". In chores and routine things, the Scout tries to find ways in doing them which would achieve the goal yet leave everyone fulfilled.

It is not the purpose of this point to force every Scout to be happy about everything; things occur and as human beings, we each have differing ways of dealing with those events and sharing our emotions about them.

However, as things go bad, as they usually will: the rainstorm that wipes out your warm fire, the cancellation of a good TV or radio program, the death or sudden illness of family or loved ones or just a good friend --those instances are times in which you must use your temperament and outlook to help others to get past the sadness.

"Nothing bothers you, Mike", I've heard people tell me. "No matter what happens". Yes, things do bother me, but I don't dwell on them to a point where it drags me down with it. I worry about paying the monthly bills. I worry about finding a better job, something more fulfilling than the two jobs I have now. I worry about my children's health and safety. I worry if my wife has a warm blanket to lay on.

Worry does nothing, however, but make you worry more. Sitting down and coming up with solutions, even those that aren't always favorable, is a lot better.

I release stress. I write. I read. I watch TV or listen on the radio to something different. It could be Celtic music, or a movie. A walk or a jog down to the edge of the fields and back again. Something. No matter what I do, however, there is always something out there that somehow turns the muscles in my jaw and cheeks upward and round.

Be tearful, be upset, be disappointed -- but do so in a way that would lead others to behave likewise. I remember a television star once saying that he could make hundreds of people cry over a sad piece in his show. The hardest part, he said, was to make those same people who were crying a moment ago laugh in big belly whoppers at the same situation. That, he said, was cheerfulness.

Be happy whenever you can. I try.

### **Smilin' in the Rain**

[www.macscouter.com](http://www.macscouter.com)

*(A part of the [www.USScouts.org](http://www.USScouts.org) family)*

A long time ago, a joker said, "Everybody talks about the weather, but nobody does anything about it." That isn't completely true anymore because scientists can seed clouds with chemicals to make rain fall - if there are clouds, that is.

Next (week, month, soon) we're have an outdoor event planned, foul weather is a possibility. It may be snowing or raining while we're out there, but we'll be there just the same because we are not just fair weather scouts.

It may not be as much fun (or it may be more) as being outdoors on a sunny summer day, but it's part of outdoor life, and as Scouts we belong outdoors. If you have a poncho, warm clothes, and a pair of dry socks and underwear in your gear, you can enjoy bad weather, too.

At least I hope you can. I like to see Scouts smiling in the rain because **a real Scout is Cheerful** even when things aren't 100% perfect.

The weather, and life, aren't always predictable. One of the lessons you should be earning as Scouts is to be prepared for foul weather as well as fair.

So, the key words for our next outing are "Do Your Best" and "A Scout is cheerful." And we should, also, borrow the Boy Scout motto, "Be Prepared." If you do that, we'll all have a fine time, no matter what the weather is.

### **A Scout is Cheerful**

<http://scoutmastercg.com>

*This Scoutmaster Minute is presented as a sample of what you can find at <http://scoutmastercg.com>. SM CG has many more SM Minutes and items for your use.*

A Scout is cheerful. A Scout looks for the bright side of life. He cheerfully does tasks that come his way. He tries to make others happy.

Cheerfulness is the natural state of most boys. They may be sad, tired, frustrated or afraid or a time but given opportunity, they resume their usual cheerful demeanor.

- ☺ Opportunity to challenge themselves rather than having challenge thrust upon them.
- ☺ Opportunity to explore and discover an ever-broadening world.
- ☺ Opportunity to form and cement friendships with one another.
- ☺ Opportunity to experience the wide outdoor world in all of its many glories.
- ☺ Opportunity to sit and think or sometimes just sit.

Most of these opportunities arise naturally in the course of Scouting we have only to see that no one stands in their way.

**A Scout is Cheerful**

Two brothers once decided to leave their hometown and move to the city. Outside the city the first brother met an old man. "How are the people here?" asked the first brother.

"Well, how were the people in your hometown?" asked the old man in return.

"Aw, they were always grumpy and dissatisfied," answered the first brother. "There wasn't a single one among them worth bothering about."

"And," the old man said, "you'll find that the people here are exactly the same!"

Later the other brother came along. "How are the people in this city?" he asked. "How were the people in your hometown?" the old man asked as before.

"Fine!" said the other brother. "Always cheerful, always kind and understanding!"

"You will find that the people here are exactly the same!" said the old man again, for he was a wise old man who knew that the attitude of the people you meet depends upon your own state of mind. If you are cheerful and frank and good-humored, you'll find others the same.

**A Scout is Cheerful**

<https://johnscout.wordpress.com>

*This Scoutmaster Minute is presented as a sample of what you can find at <https://johnscout.wordpress.com>*

*The webmaster has compiled a great collection of Scoutmaster Minutes and other items for your use.*

*Check it out!!*



**A Scout is Cheerful.** A Scout looks for the bright side of life. He cheerfully does tasks that come his way and tries his best to make other happy, too.

In August of 1917, Dan Beard wrote in Boys Life magazine that "A Scout is Cheerful, A Cheer-up, Good for Sore Eyes, Good for Sore Hearts."

View the original article at:

[https://books.google.com/books?id=Zva-9D9GSMgC&source=gbs\\_all\\_issues\\_r&cad=1](https://books.google.com/books?id=Zva-9D9GSMgC&source=gbs_all_issues_r&cad=1)

He begins:

This is easy for a Scout. In the first place the Scout is young, and that in itself should make him cheerful, and in the second place, he is a Scout and we have already discovered that a Scout is trustworthy, local, helpful, friendly, courteous, kind and obedient, and if he is all these things he must be cheerful.

Cheerfulness is a matter of training and good digestion. If a boy takes care of his health, and obeys the third article of the oath, which he knows is to keep himself physically strong, mentally awake, and morally straight, it will be easy for him to be cheerful. In fact, it will take an effort on his part not to be cheerful. He must remember the prayer, originated by the National Scout Commissioner for the Scouts:

Now I lay me down to sleep,  
I pray the Lord I may not shirk;  
If I should die before I wake,  
I pray the Lord I've done my work.

And done it with a smile, especially the smile of a clean-minded enthusiastic Scout.

As a born pessimist, I'm less than successful with this point of the Scout Law. In my long-held opinion, the glass is half empty, and what's left is pretty poor lemonade. Yet I understand Lord Baden-Powell's original imperative: "A Scout smiles and whistles under all difficulties."

Although it has been endlessly parodied, we are better off in this nasty, short and brutish life if we look at the lighter side. Life can be difficult enough, why make it any more unpleasant?

What does it hurt to offer a smile to the world? A Scout is cheerful, after all.

**A Positive Attitude is Cheerful****I Know You Can***2011-2012 CS RT Planning Guide*

You all know the story of the Little Engine That Could. How does it go? The little engine knew that if he didn't at least try, he would never know what he could do. He started out saying, 'I think I can, I think I can.' Then he did it! He said, 'I thought I could, I thought I could.' Boys, I know that you can. Believe in yourself and do your best. When you grow up you will be able to say, 'I knew I could.'

Now, everyone, close your eyes and think of something that you want to accomplish. It could be a dream you've always had or your own secret. Maybe it's something you want to be when you grow up. (Take a short pause.)

Have you thought? Now everyone will shout, 'I know I can, I know I can.' (Shout with the boys.)



**The Ant & Positive Attitude***Alice, Golden Empire Council*

You all know that the Cub Scout Motto is “Do Your Best.” But if you ever start to feel like you aren’t old enough, important enough, or experienced enough to make a difference, even if you do your best, go outside and look for an ant. Here is a tiny creature that can be squashed underfoot, washed away by a little stream of water, or easily buried by a spoonful of dirt. But he never gives up – wash him away with a little water, and he will struggle back to his feet and search for the ant trail. Buried under a shovel of dirt, he will dig his way out and continue on his way. Put a brick or a leaf in his path, blocking the ant trail, and he will find a way around or over the obstacle and continue on his way. So think of the ant if you are tempted to give up or think you can’t succeed – just pick yourself up, dig your way out, or find a way around, under or over that obstacle – and keep a Positive Attitude!

**Positive Attitude & the Power of One***Alice, Golden Empire Council*

Sometimes it takes only a little Positive Attitude to overcome the feeling that one person can’t solve the world’s problems. Professor Mohammad Yunus discovered this when he met a poor mother during a famine in Bangladesh and found out that only 22 cents in American money kept her from being able to purchase supplies and stop paying terrible interest to lenders – Yunus began the Grameen Micro Credit system, which led to other micro credit organizations, and has allowed millions to get out of poverty. And each of us, whether a young Tiger Scout or an experienced adult leader, can have a Positive Attitude and do one thing small thing each day to make our own world a better place.

**Cheerfulness & Pinewood Derby***Alice, Golden Empire Council*

Every Cub Scout dreams of watching his car win the Pinewood Derby. Each boy has worked hard to design and build his car – and we have seen their Cheerfulness and Positive Attitude as they cheered on their own car and other boys as well. Our Cub Scouts will have other important dreams as they grow older – and their dreams can come true! They already have the formula – Hard Work, Cheerfulness, and Positive Attitude. Great job, boys – Keep up the good work – and always stay Cheerful and Positive!

**GAMES****Abracadabra Games****Fumble Fingers Relay***From How To Book**Alice, Golden Empire Council*

Ask the boys what a good magician needs. Accept all answers, but eventually get down to nimble fingers – no matter what other equipment a magician has, he must have nimble fingers.

Each team has a pair of large canvas gloves or mittens. At the goal line is a canning jar, (or jar with a lid that must be unscrewed), containing five toothpicks – one for each team.

On signal, the first Cub Scout on each team races to the goal line, puts on the gloves, removes the lid, empties the jar, picks up the toothpicks, then puts them back in the jar and screws on the lid.

Then he takes off the gloves and races back to hand them to the next player, who repeats the action.

**Magic Trivia***Alice, Golden Empire Council*

Use the information in Fun Facts About Magic to create a Trivia Game. For example: What unusual hiding place did a famous 18<sup>th</sup> Century Dutch magician use to hide his props?

*Answer: His hollowed-out wooden leg.***Magician Match-Up***Alice, Golden Empire Council*

Use the information under Famous Magicians and Fun Facts About Magic to create a matching game or Magic Concentration Game. Match the magician to his description. For example:

- |                      |                                    |
|----------------------|------------------------------------|
| 1. Harry Houdini     | a. Comic Book Hero                 |
| 2. Blackstone        | b. Flew over Australia             |
| 3. Horace Goldin     | c. Used eclipse for magic          |
| 4. David Copperfield | d. Did 45 tricks in 17 minutes     |
| 5. Columbus          | e. Built statue to honor magicians |
| 6. Ancient Greeks    | f. Has a Magic Museum              |

**Magic Sticks (circle / passive)***Baltimore Area Council*

The leader starts with 2 sticks. They hold the sticks crossed or uncrossed and says, "These sticks are crossed" or "these sticks are uncrossed". The leader then passes the sticks around and each camper tries to figure it out. The trick is that the sticks are crossed if the passer's legs are crossed and if the passer's legs aren't crossed neither are the sticks.



**Black Magic** (circle / passive)*Baltimore Area Council*

The leader needs a helper who understands how the trick works. The helper leaves the circle. While they are gone, the group decides on an object. The helper then comes back to the group. Their task is to guess what the object is. The leader asks questions like, "Is it the swings?" or "Is it the bench". The helper replies no. The trick is that the object will be the first one after a black object.

**Catching the Dragon's Tail** (active/cooperative)*Baltimore Area Council*

A dragon is formed by grouping the players into a long line each with their hands on the shoulders of the one in front of him. The first in the row is the dragon's head. The last in the row is the dragon's tail, eager to lash to the right and left in order to escape the head. Until the signal GO is given, the dragon must be a straight line. Someone in the group counts "One, two, three, go!" On the signal GO the head runs around toward the tail and tries to catch it. The whole body must move with the head and remain unbroken. If the head succeeds in touching the tail, they may continue to be the head.

If the body breaks before he catches the tail the head becomes the tail and the next in line is the head and so on until each has a chance to be the head and the tail.

**Smaug's Jewels** (passive/circle)*Baltimore Area Council*

One person is chosen as Smaug stands guard over their jewel's (a beanbag, handkerchief, etc.). Everyone else forms a circle around him and tries to steal the treasure without being tagged. If you are touched by the Smaug, you are instantly frozen in place until the end of the game. The snatcher becomes the Smaug.

**Pinewood Derby Theme****Car & Driver***Alice, Golden Empire Council*

Boys work in pairs. One partner is the driver and stands directly behind the other with his hands on his partner's shoulders. They walk through a course that has been set up previously. Use tape on the floor or signs to indicate making a turn, stopping for signals, taking a detour, etc. Begin with eyes open, but the "driver" can only direct his "car" by using his hands on the shoulders. After doing the course with eyes open, try it with the "car" having a blindfold or closed eyes, directed only by the "driver's" voice. To make it even more challenging, have the vehicles cross over each other's paths!

**Positive Attitude Games****BROOM SWEEP RELAY***Pamela, North Florida Council***Supplies: (For each Team)**

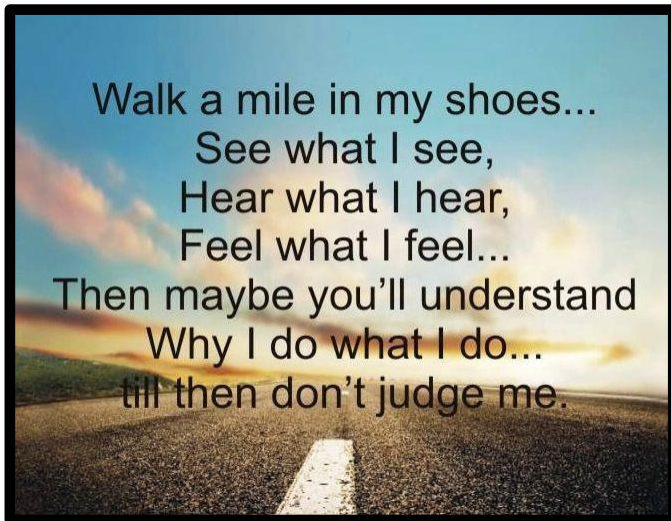
- 1 broom,
- 1 balloon (inflated), and
- 1 plastic cone

**The Play**

- ★ Divide your den or pack into equal teams.
- ★ Line up each team behind a starting line.
- ★ Place a plastic cone about 40 feet from the starting line for each team.
- ★ Give the first person in each team a broom and an inflated balloon.
- ★ On the start signal, the first person in each team puts the balloon on the floor and proceeds to sweep the balloon to the cone.
- ★ He circles the cone and continues sweeping the balloon back to his teammates.
- ★ He hands the broom to the next teammate and walks to the end of the line.
- ★ The next player sweeps the balloon to the cone, circles it and sweeps back to his team.
- ★ The balloon is to remain on the ground at all times.
- ★ If the balloon pops, the player must restart from the starting line.
- ★ The first team to have all players complete the clean sweep with the balloon is declared the winner.
- ★ Have extra balloons (inflated) on hand in case one should break.
- ★ This game can also be played outdoors – fill the balloons with water for some wild fun.

**Positive Reinforcement Game***Alice, Golden Empire Council*

- ★ One boy is sent out of the room where he can't hear what the group is doing.
- ★ The other boys decide on an action they want "It" to do when he returns.
- ★ The first boy is called back into the room.
- ★ Now, using Positive Attitude, the whole group claps to get "It" to do the right action.
- ★ When he gets close to the right action, the group claps louder – if he is starting to do something that doesn't fit the action, the group claps much softer.
- ★ The goal of course, is to get "It" to do the right action – in a positive way!



## **PACK ACTIVITIES**

### **Slides and Den Activities**

#### **Magic Hat Neckerchief Slide**

*Betsy O, Northwest Texas Council*



#### **Materials-**

- Empty black film canister
- Black fun foam
- 1/2 Black chenille stem
- Small flocked rabbit or other very small bunny approximately 1 1/2 inch tall



#### **Tools**

- Awl
- Scissors
- Tacky glue

#### **To make your Magic Hat slide-**

1. Punch two holes in the back of the film canister about 1/2 inches below the rim.
2. Feed the chenille stem through the holes.
3. Cut a 2 1/2 inch diameter circle from the black fun foam and cut another 1 inch circle from the center.
4. Glue the fun foam ring to the rim of the film canister.
5. Glue the rabbit inside the hat.
6. **Abracadabra!** You are done!

*(I cut out a 1/4 arc from the fun foam ring so that the slide would lay flatter against my neckerchief.)*

#### **Hand of Cards Slide**

*Betsy O, Northwest Texas Council*

These other slides are very quick to make.



The **Hand of Cards Slide** is just a sticker from a sheet of *Las Vegas* scrapbooking stickers stuck on a piece of card stock. Add half of a chenille stem and you are finished. The hand is quicker than the eye!



The **Snowflake Slide** is a wooden cut-out that I found at Hobby Lobby. Add a PVC ring before you paint it for a handle. White paint and some silver glitter while the paint is still wet and you are done.



The **Food Pyramid Slide**, for all of you trying to start the new year off right, is just a clip art off of the internet glued to a piece of cardboard. I painted some thinned out glue over the whole thing to seal it and added a PVC ring to the back. Easy as pie!

### **Star Photo Frame Sun Catcher** *2011-2012 CS RT Planning Guide*

#### **Materials:**

Two old CDs,  
Ribbon  
Craft foam,  
Small photo,  
Glue,  
Scissors,  
Permanent  
Markers,  
Stickers

#### **Directions:**

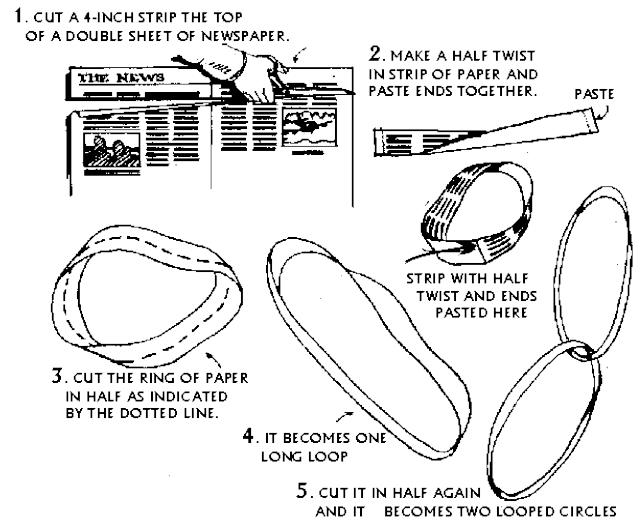
- ✓ Cut 6 inches of ribbon for the hanging loop.
- ✓ Glue two CDs together with the ribbon between them, making sure there is enough loop showing.
- ✓ Cut a star from craft foam so that half an inch to an inch of each point extends beyond the CD.
- ✓ Cut a hole in the center for the photo.
- ✓ Glue the photo to the back of the star and then glue the star to the CD.
- ✓ Decorate the reverse side of the sun catcher with markers and stickers.
- ✓ Optionally, the reverse side can also be a star frame with another picture.
- ✓ For a family of stars, make a string of sun catchers with a piece of ribbon glued between CDs.



**Same is true for Boy Scout Leaders!!**

### **Mobius Strip Trick**

#### *Bill's Unofficial Cub Scout Roundtable*



### **Magic Mud**

#### *Baltimore Area Council*

You will have a blast making this Magic Mud. Adult supervision will be needed.

#### **Materials:**

2 cups white glue  
1½ cups water at room temperature  
1 cup hot water  
2½ level tablespoons of 20 Mule Team Borax  
Food coloring, 2 mixing bowls, mixing spoons

#### **Directions:**

Combine glue and room-temperature water. Blend thoroughly. Add food coloring. In a bowl combine hot water and Borax, stirring until the Borax is completely dissolved. Slowly pour the glue mixture into the Borax mixture, stirring constantly.

#### **Tips:**

- ★ The final mixing stage may require 2 or 3 cubs to help stir – it will be thick.
- ★ The Mud will not stick to dry surfaces. It will stick to wet or damp clothing and surfaces. This mixture will keep at least five days in an uncovered bowl, longer if the bowl is covered with a damp cloth. You can distribute it to the Cubs in zip lock bags to take home.
- ★ Make more than one color of Magic Mud and mix them together for a marbled effect. Cubs can cut the Magic Mud with a plastic knife, tear it apart with their hands, or even watch it slowly “melt” off the edge of a table.



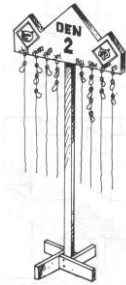
## **Positive Attitude Ideas**

*Alice, Golden Empire Council*

### **Positive Attitude for the Den - Make a Den Doodle**

Create a Den Doodle to showcase what the boys have done – discuss with the den how they would like their Den Doodle to look. You can also use hand tools that the boys identify (Wolf Ach. #5a, Bear Ach. #20a) to make the doodle – saws, screw driver, hand drill, nails, sandpaper, stencils for lettering, paint and paintbrushes – and let every boy do part of the work! *(One of my son's dens chose to use a shark for their "logo")*

The Doodle is shown off at every pack meeting – a visual record of accomplishment! So this project is also an example of Positive Attitude – the Value for January! When a boy is done with the rank, his lacing and beads can go with him.



Each boy has his own length of lacing, and beads can be added for each field trip, Core Adventure, Elective Adventure – use pony beads, make your own, or even use special “beads” to fit the situation, such as a bear claw for earning the Bear badge. To personalize the boy's length of lacing, have each boy bring a frozen juice lid, paint them and add a school picture to the center – so everyone will know who's who!

### **Positive Attitude for a Boy - Make a Shadowbox**

Another project using tools – and allowing for Positive Attitude - would be to have each boy make a shadowbox – then it can be used to display patches earned during the Cub Scout years! While making the Shadowbox, each boy could identify and use a tape to measure, a carpenter's pencil to mark edges, a mitre box (if you make a box with mitred corners), carpenter's glue, a screwdriver and screws to make the box, and small nails and a hammer to add the backing.

**At your monthly Pack Committee meeting, challenge each Den Leader to use Positive**

**Feedback during the month** – You might want to ask a professional teacher to do a short lesson and give specific examples of Positive Reinforcement. Also see the section about Den Discipline with a Positive Attitude.

### **Practice putting a “Positive” spin on everything**

**during the month** – If a boy has difficulty doing some requirement, teach him by example to use the words

“Next time I could...” or “Maybe it would help if....” or “Well, at least I did.....” Look for opportunities to teach “positive spin” and encourage continued effort – and share the idea with parents so they can do it, too. See how many “positive spin” phrases or ideas the boys can come up with!

**Focus on the talents, interests and/or collections of each boy this month** – Help each boy learn how to best display his unique talents in an interesting way. Teach boys how to make labels and let them practice explaining their collection or interests at den meetings.

**During the month, have only treats that start with P or A – or both!** See Cub Grub for a list and where to find even more ideas! And each time you eat the treats, remember to mention Positive Attitude!

**Learn more about people who have shown Positive Attitude throughout history.** Boys, dens or families can use a visit to the library or internet sites to find an example that each boy is interested in. Boys could also draw or print a picture of the person and tell or write something of their story for the den or pack meeting.

**Challenge each boy or family to tackle a new talent this month** – they could take photos, make a display, or tell about what they did to use Positive Attitude in making a change.

**Play the Positive Attitude Game** – Check it out under the Meeting #9 plan for Bears.

## **Pinewood Derby Activities**

### **Prepare for Positive Attitude on Pinewood Derby Day**

*Alice, Golden Empire Council*

Boys may need help in being good sports and feeling good about their own work if you have the Pinewood Derby this month. So Prepare AHEAD of TIME:

- Have clear and simple rules for the derby cars and how they are to be built, and make sure everyone understands them before the cars are given out.
- Ask each Den Leader to talk about Good Sportsmanship before the Derby – they should give specific examples of what might happen, (like having your car come in last) and talk honestly about how that would make a boy feel – but help them see the Positive in each circumstance.
- If there are boys without an adult to help, or access to tools, pair them up with an adult – or sponsor a workshop for all the parents and boys to help them get started.



- Emphasize the value of learning new skills and using personal creativity over who wins the race.
- Keep an eye out for any boy having a rough time with sportsmanship or positive attitude during the race – give him some extra, non-judgmental attention.
- Give a “Good Sportsmanship” award – Introduce this idea before Race Day.
- **Adults – BE A GOOD SPORT** – While it’s great to cheer on your son or grandson, be sure you are a good example to the boys of what Good Sportsmanship is all about!
- Give ribbons to every boy, with each car getting noted for something: brightest paint color, most original, etc.

**Give every boy a stand for his car – and let him decorate it.** It is also a great way to keep the car safe before and after the race. Provide stickers and possibly markers and stencils and let each boy decorate his stand.



This stand is made from a 1x3 inch piece of wood for the base, a short length of 2x4 inch for the upright, (if you cut an angle on the front side of this piece, the car will sit angled and look really GOOD!), and a piece of 1x2 inch wood for the top that holds the car. ***This could also be a project for Wolf dens for Ach. #5 and for Webelos for Craftsman – Alice.***

For more details, go to:

[www.pinewoodpro.com/pinewood-derby-car-stand.htm](http://www.pinewoodpro.com/pinewood-derby-car-stand.htm)

**Make sure every boy and his car receive some recognition** - Some packs give a Participation Ribbon. Make up certificates that can be easily filled in with a description - even the slowest car gets an award with a positive spin - don’t use the words “slowest car” – call it the “Best Fuel Conservation Winner.” You can also go to <http://www.agentz.com/scouts/samples.shtml> for some great images you can download to use as ribbon centers, or even download certificates created especially for Pinewood Derby.

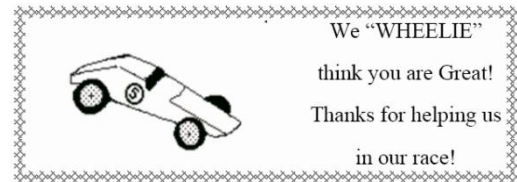
**Check with local car clubs, racing associations, etc. for help in decorating for the Pinewood Derby** – they often have large photos or models of cars, racing flags, pennants, and other great stuff. ***Tip: Check with***

***your local librarian for contacts to local clubs of any kind.***

**Invite non-pack involved guests to be judges or run the track if possible** – be sure that judges know they shouldn’t show any bias at all. Some packs invite someone from outside the unit to do any judging – This would be a GREAT way to involve someone from your Chartered Organization! And be sure the track is pre-tested so you can avoid any slow channels or at least make sure that everyone has an equal chance to run their car on the best channels.

**Invite grandparents and seniors to enjoy the Pinewood Derby** – Units could invite all the older members of the chartered organization (e.g. LDS Ward) to come and enjoy the fun. Provide special name tags or hats – they could also be judges for the car design contest.

**Recognize everyone who has helped put together the Pinewood Derby** – one idea is to give them a simple thank you or create a name badge. Here’s one idea:



**Create a list of things to keep in the family car**, including insurance information, flashlight and extra batteries, small tools such as screw drivers, battery cables, work gloves, etc. It’s much easier to have a Positive Attitude in the face of emergencies or questions if you are Prepared.

**Visit a local museum devoted to cars old or new** - Remember to check and see if they have a special program and entry fee for Scout groups. Some museums have a program that connects with either rank advancement or belt loops. ***Do a pre-visit and check to see what displays you might want to focus on – what will help the boys prepare for the Pinewood Derby, or remember the value of Positive Attitude?***

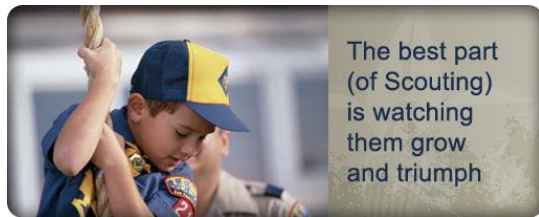
### **Every Car A Winner**

*Alice, Golden Empire Council*

Some Packs give an award to every car – choose two or three judges ahead of time (this would be a great way to involve your chartered organization and avoid any perception of favoritism) Make up certificates that can be easily filled in with a description. To get you started, here’s a list of possible “categories” – and even the slowest car has a name with a positive spin- but don’t use the words “slowest car!” You can also go to <http://www.agentz.com/scouts/samples.shtml> for some great images you can download to use as

ribbon centers, or even download certificates created especially for Pinewood Derby!

- Best Paint Job
- Most Colorful Paint Job
- Shiniest Paint Job
- Best Use Of Color
- Most Realistic Paint Job
- Most Original Design
- Coolest Design
- Most Unique Design
- Fastest Car In The Pack
- Fastest Car In The Den
- Sportiest Looking
- Best Workmanship
- Best Use of Imagination
- Most Aerodynamic Car
- Best Detail
- Most Humorous Car
- Best Use of Decals
- Smoothest Finish
- Most Futuristic Design
- Most Patriotic
- Best Wedge Shape
- Best Driver In the Car
- Judge's Favorite
- Best of Show
- Most Artistic
- Sportiest Design
- Most Creative Use of Material
- Best Fuel Economy (slowest car)



#### Fun Facts About Being Helpful

*Alice, Golden Empire Council*

- ★ Giving a smile is actually easier than giving a frown – it takes fewer muscles!
- ★ In 2007, 163,000 volunteers at the National Park Service donated 5.4 million hours of time worth \$101 million or the equivalent of 2,596 full time employees!
- ★ 80% of the people in this county give to nonprofits.
- ★ Only 10-12% of financial giving is provided by foundations and only 5-6% comes from corporations.
- ★ Most of the money given by individuals is from middle and low income people, not the super wealthy!
- ★ Eleven percent of households contributed to religious causes only.
- ★ Twenty-one percent of households contributed to only secular causes.
- ★ Thirty-four percent contributed to both religious and secular causes.
- ★ Only 28.8% of the people in this country do the actual volunteer work for the many service organizations and projects in this country – so your time does matter!
- ★ Recognition in front of their peers is the most valued form of “payback” for volunteers – so remember to recognize parents, leaders and others who help your scout program!
- ★ The median amount of time that people volunteer is 52 hours a year, ranging from 21% who spend from one to fourteen hours up to the 28% who donate between one hundred and four hundred hours a year.