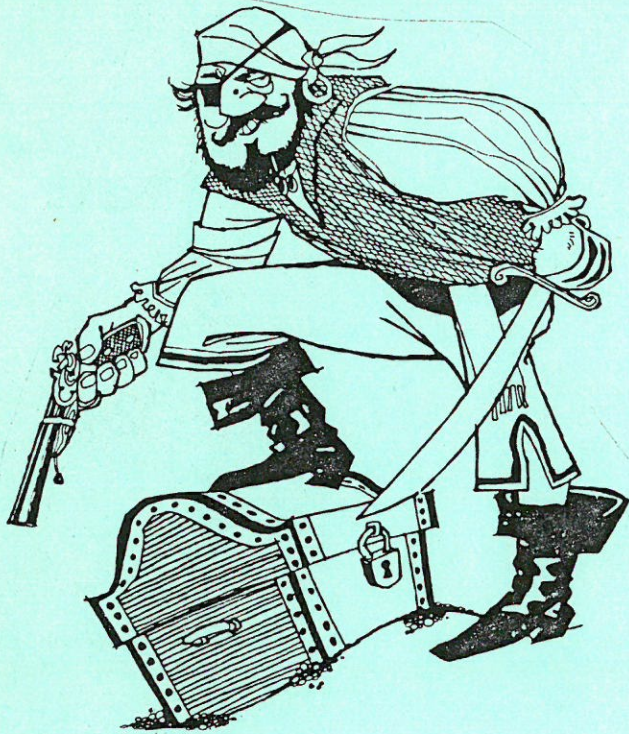
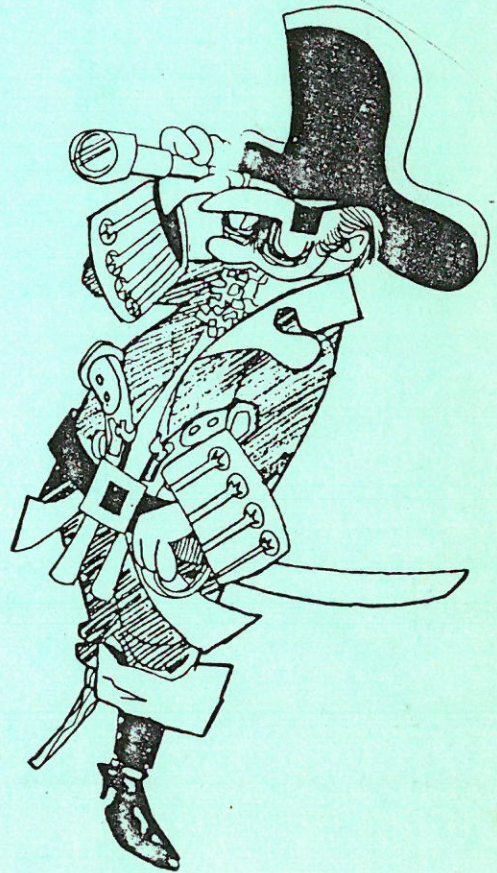
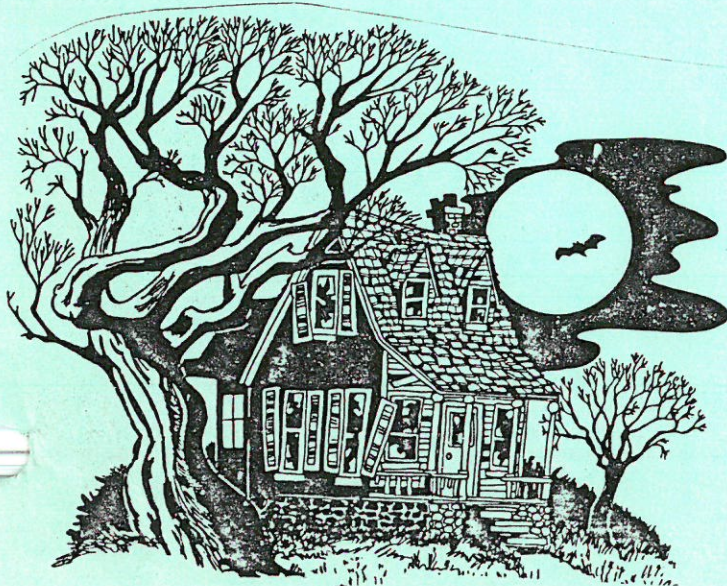


Oct. Theme:

Pirate Waters & Traveler



Sept. Roundtable
1985



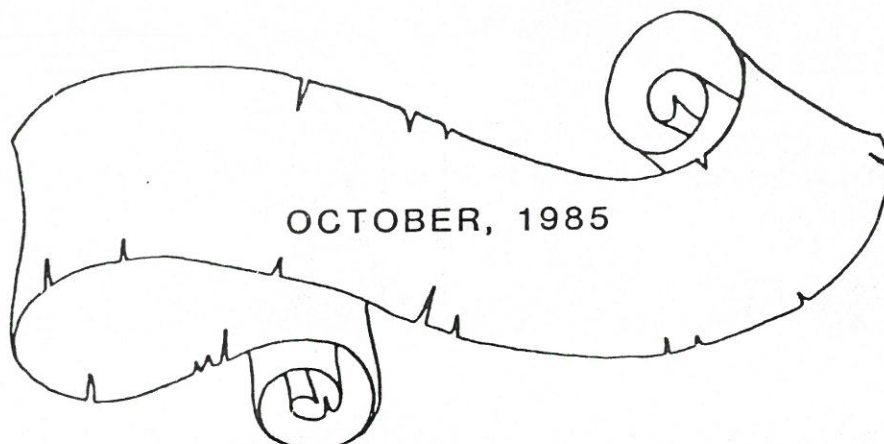
Old Times

Waters

Waters

Waters



DATES TO NOTE:

October 6 - 12 Fire Prevention Week
 October 7 National Child Health Day
 October 9 Lief Erikson Day- discovery of N. America 1000 A.D.
 October Council Diamond Jubilee Event
 October 14 Columbus Day
 October 19 Sweetest Day
 October 27 Daylight savings time ends- fall backward
 October 31 Halloween

ATTEND DISTRICT ROUNDTABLE
 REGISTER FOR POW WOW

Cub Scout Theme: Pirate Waters
 Webelos Activity Badge: Traveler

IDEAS FOR DEN ACTIVITIES:

Make up pirate names for all the den
 Build boats for the regatta
 Practice sailing boat
 Make pirate costumes for pack meeting and Halloween
 Have a Halloween party
 Talk about Halloween safety
 Take a jack-o-lantern to a shut-in
 Have a birthday party for the Statue of Liberty (1886)
 Visit a fire station
 On Sweetest Day do a good deed
 Make trick or treat bags
 Make Halloween masks
 Hike in the woods - collect leaves
 Make a collage of leaves. Seal it in plastic
 Pick apples
 Make applebutter. Eat it on toast

IDEAS FOR PACK ACTIVITIES:

Hold a Raingutter Regatta
 Welcome new Bobcats with a pirate ceremony
 On Sweetest Day do a good turn for your sponsoring institution
 Hold a Sailboat Regatta
 Invite a fireman to speak at pack meeting
 Have an adult dressed as a pirate pass out awards at pack meeting
 Have a Halloween party.

Note: Webelos see "Traveler Activity Badge" in Webelos section.

October Gatherings

... PIRATE WATERS ...

Secret Message

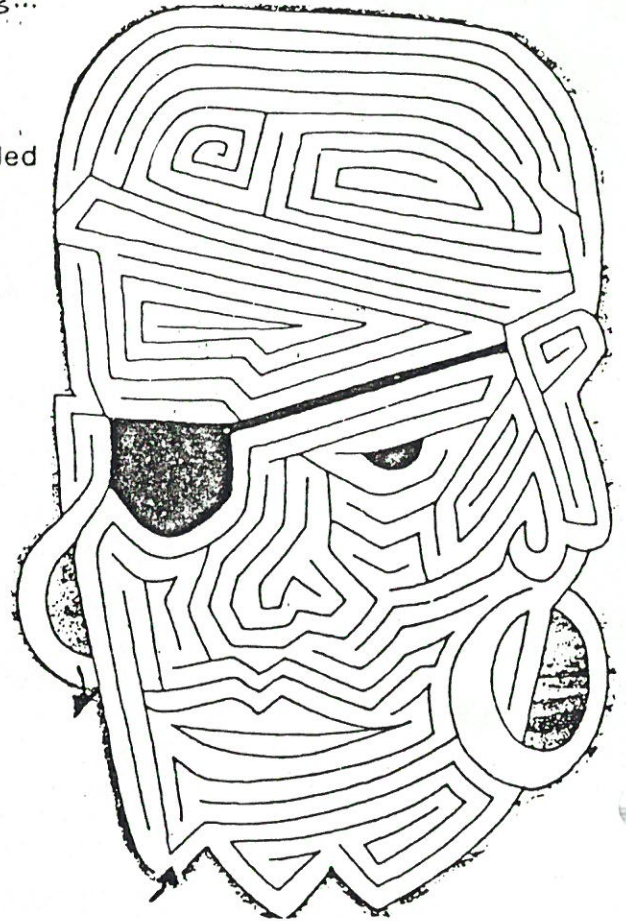
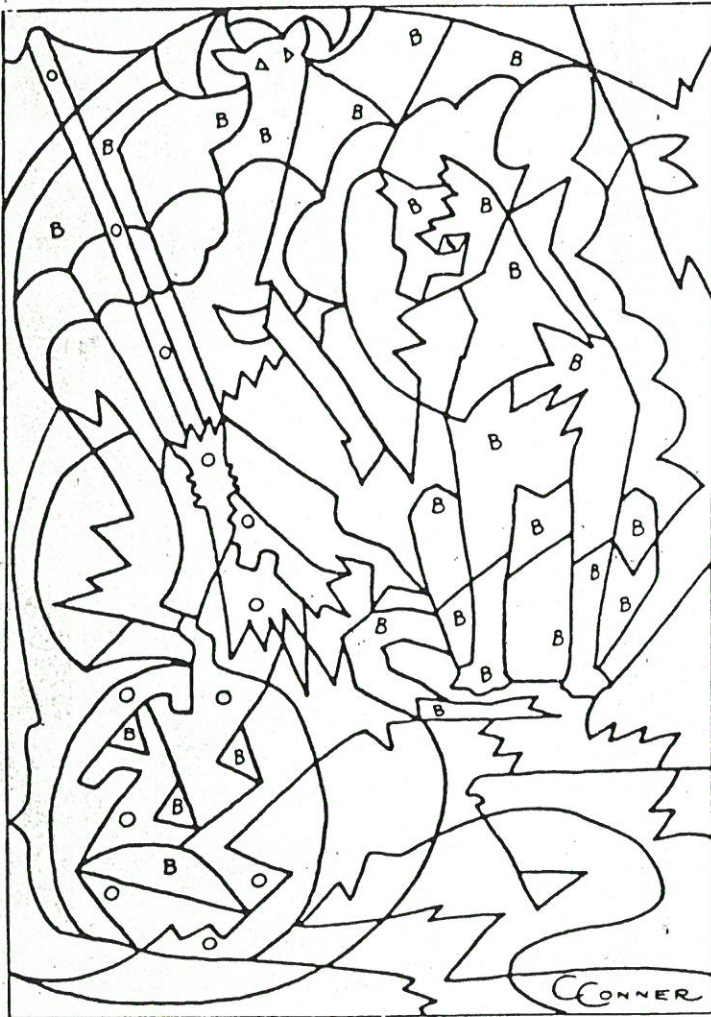
Under each letter below print the letter that comes before it in the alphabet and you will have decoded the secret message.

PO I BMMPXFFO XFBS
 - - - - -
 XIJUF GPS TBGFUZ.
 - - - - -

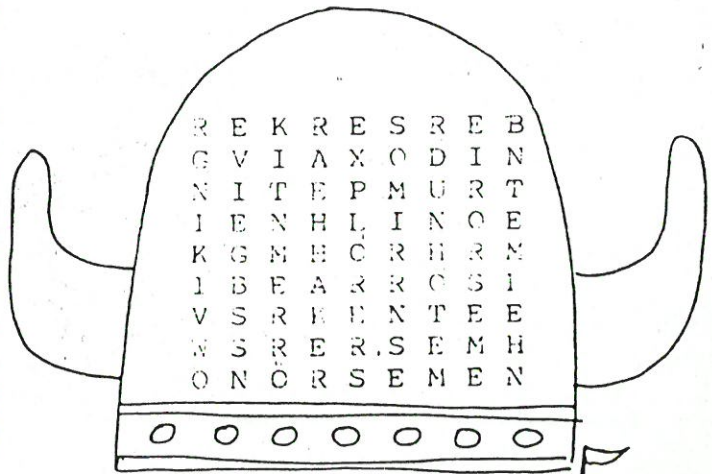
Secret Message: On Halloween wear white for safety.

BLACK AND ORANGE PUZZLE

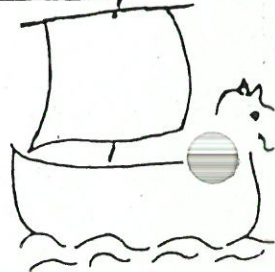
Fill in each space marked B with black, and each space marked O with orange.



BERSERK VIKINGS



- Ax
- Berserker
- Explorers
- Helmet
- Norsemen
- Cars
- odin
- Seamen
- Ship
- Thor
- Trumpet
- Viking

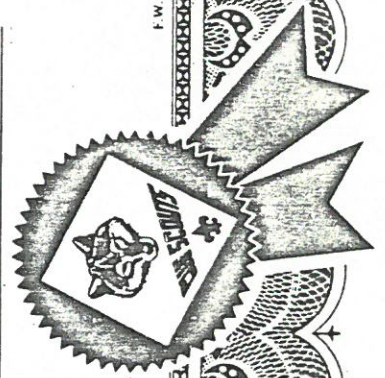
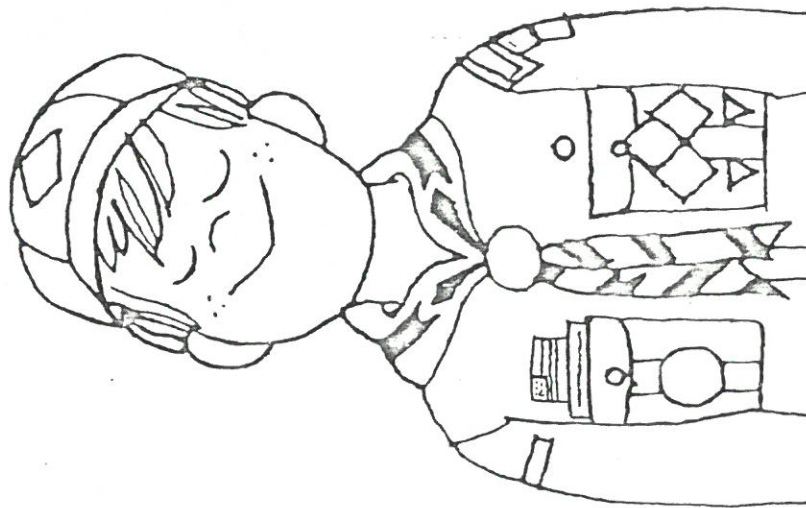


Certificate of Achievement

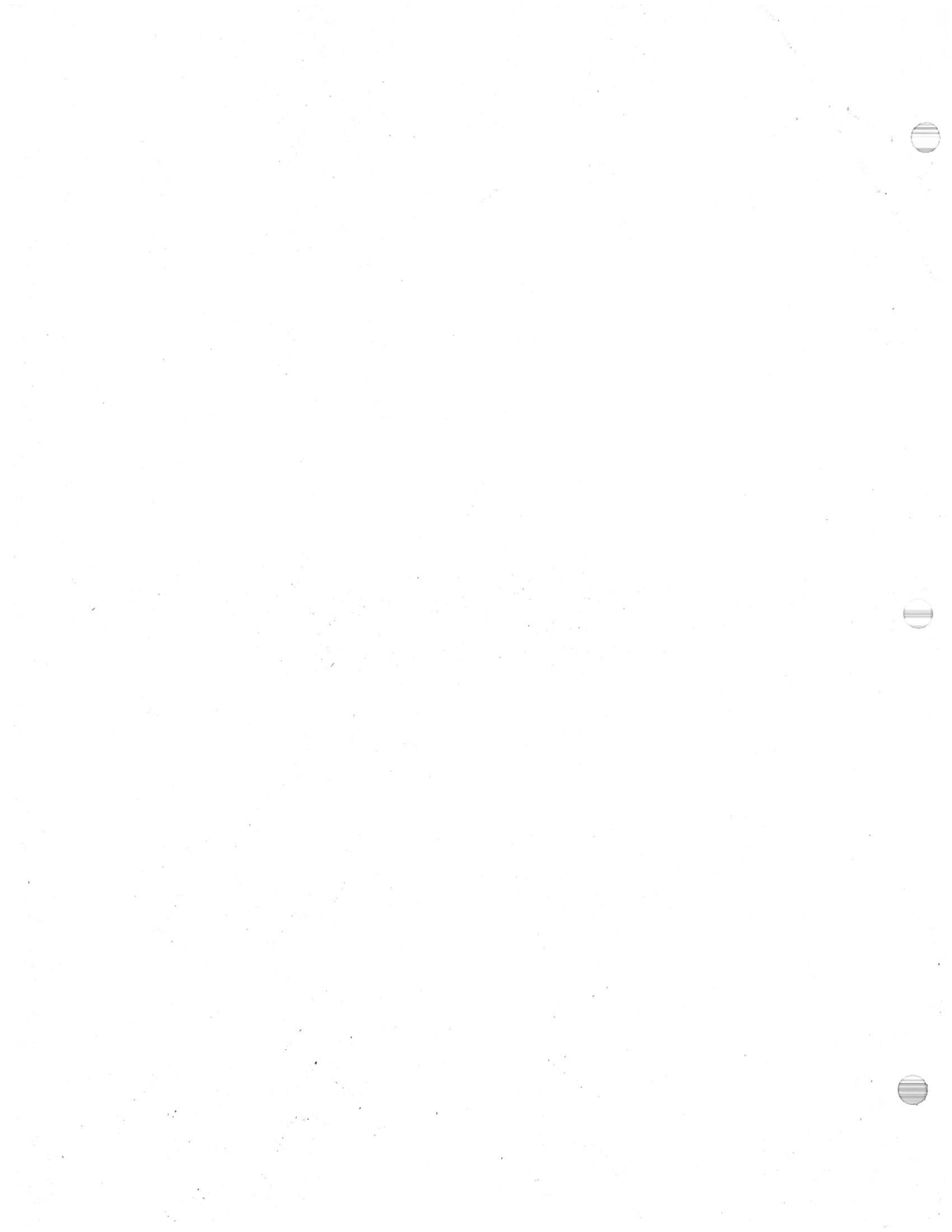
For _____

YOU'RE A GOOD SCOUT!

Date: _____



F.W.R.



MORE REAL PIRATES TO READ ABOUT

Angora, the sultan of Timor, turned pirate to avenge the killing of his subjects by the British East India Company soldiers. He seized many British vessels in the Indian Ocean before he retired to Ceylon and turned over to his brother, Angria, his fast 38 gun ship. Angria, became one of the fiercest pirates of the 18th century. He is said to have tortured and killed more than 500 Englishmen in cold blood during his three year career.

Thomas Avery, born in England about 1665 was so famous that many plays and books have been written about him. His greatest exploit was to capture "Gunsway", one of the richest ships belonging to a fleet owned by the Great Mogul of India. Avery returned to England with his vast booty of gold and jewels and tried to sell the treasures to dealers. They accepted the loot then refused to pay him. He dared not come out of hiding to complain to authorities and thus lost his wealth. He died in poverty.

Stede Bonnet, in the late 17th century, was a wealthy and respectable plantation owner of the West Indies and a retired major in the army, who left his home an business to go a-pirating. He was successful and seized many ships along the Atlantic coast of America. For a short time he sailed with Blackbeard. He is one of the few pirates who made his prisoners walk the plank. He was captured and hanged at Charleston in 1718.

Dixey Bull, a Maine trader during the 17th century, became angry when a French pirate seized his ship in Penobscot Bay. He decided to turn pirate himself, and set out with a crew in 1632. He was New England's first known pirate.

Maria Cobham, sailed with her pirate husband Captain Cobham. She was greedy for gold and very cruel. Once she poisoned the whole crew of a captured ship. When they had acquired a fortune, the Cobham's bought a fine estate in France and retired. Captain Cobham was much admired by his neighbors and became a magistrate. Maria died of poison, which people say she had taken out of remorse for her wicked life.

William Dampier, buccaneer, was born in England in 1652. He plundered Spanish ships wherever he found them. He wrote careful accounts of his travels and of the birds and the animals he saw, keeping his writings safe and dry by carrying them in a hollow bamboo sealed with wax. An excellent navigator, he discovered and explored unknown islands and the continent of Australia. He as finally made an officer in the British Navy. His famous book, "Voyages and Descriptions", was published in England and Queen Anne invited him to tell her the story of his travels. He finally left the sea and died in England in 1715. Dampier Archipalego, near Australia, and Dampier Strait, near New Guinea, are named after him.



BLACKBEARD

In 1717, the coast of America was attacked by one of the fiercest pirates who ever lived. He was not content to raid the ships on sea, but would land on shore and raid rich plantations of North Carolina.

He was big, rough, hairy and always carried three braces of pistols. It is said he used his cutlass to settle many an argument. If a victim was reluctant to give up a ring, Blackbeard would make up his mind for him. With one sweep of his cutlass he would get the ring with the finger also.

His real name was Edward Teach but he soon adopted his nickname because it suited him. He grew the thickest beard known in history, it covered nearly all of his face, no one could tell where his beard stopped and his neck began. All that could be seen of his face were a huge twisted nose, bulging bloodshot eyes, set off by jug-like ears. His beard and hair were matted from him wiping his hands while eating or fighting. His clothes were torn, streaked with garbage, slime and blood. Blackbeard tried to look repulsive, and he succeeded.

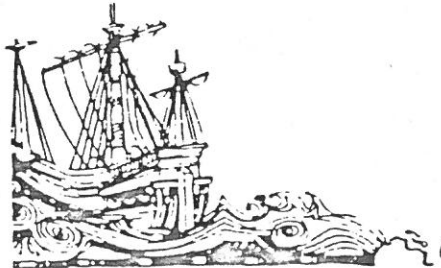
His usual method of boarding a ship was to make his appearance more impressive by sticking slow burning matches in his hair and lighting them. The matches in Blackbeard's time were like the wick of a bomb, they made a sizzling, crackling sound and filled the air with sulfur fumes.

In those days the sailors were very superstitious and the sight of Blackbeard with his bulging, red-veined eyes, his filthy beard and the matches burning in his hair, was enough to convince many a poor sailor that it was the DEVIL himself.

To top off his appearance Blackbeard would take sections of his beard and braid it and tie it off at the end with ribbons. Blackbeard taught his men to use the heavy, broadsided cutlass for deck fighting. It was the ideal weapon for hand-to-hand combat on deck. Blackbeard would go into battle swinging back and forth and not stop until the enemy was defeated.

As Blackbeard lived hard he also died hard. He was at battle with the Royal Navy under the leadership of Lieutenant Maynard; their ship had been boarded by the pirates when Blackbeard singled out Maynard as his own enemy. With the great cutlass swinging he waded into battle. Maynard ducked the first attack but the blade of his rapier was snapped off by the cutlass and so he pitched the handle of his rapier into Blackbeard's face. It caught him in the mouth, he shook his head, gave a horse laugh and came on. Maynard had one pistol left and so he fired, the bullet struck Blackbeard in the shoulder, but he did not slow his advance. Behind him a sailor hoisted a huge pike in a back-swing, it came down in an arc against Blackbeard's collarbone between his shoulder and ear. The pike caught him again across the face smashing his nose and opening his forehead. By now Blackbeard was fighting his enemies all alone.

Finally, like a huge fallen tree, he swayed and crashed full length of the deck. He had died as he had lived, hard, with more than 25 wounds.



OPENING

Cubmaster is in front of the pack with a table directly behind him. A jack-o-lantern (either real, plastic, or ceramic) is lighted and lights are off. A flashlight illuminates a Cub Scout dressed in a sheet or ghost costume. He holds a sign which reads:

GHOST OF THE PAST
-CUB SCOUT-
IDEALS
Ceremonies
Traditions

CUBMASTER: The ghost of things past has had an effect on the way we live and the things we do, but most importantly your ideals and the way we think and believe. (Shifts light to American flag) One of our greatest traditions is saluting and giving the Pledge of Allegiance to our flag. Will you please stand and join me now?

ADVANCEMENT

A goblin pot (a black cauldron) is center stage. Inside is a smaller pan with dry ice and a little water in it. A leader dressed in a witch's costume stirs the cauldron and pulls out the awards for the boys which are dry -- being hidden in the cry cauldron, next to the pan. The witch should give each award to the cubmaster or advancement chairman who is dressed as a ghost of the present. This person calls the boys and parents forward to receive the awards.

CLOSING

CUBMASTER: We have seen the ghost of the past and the ghost of the present. We can't see the ghost of the future, but what we do in the present will have a definite effect on how the future ghost will appear. Each of us, by doing our best in every thing we do, can not only change our future, but the future of all those who follow us. Do your best. Good night and good Scouting.



ADVANCEMENT CEREMONY

Cubmaster is dressed as a pirate (in a pirate hat, etc.). A 2 x 10 foot plank is placed on the floor. Cubmaster stands at one end of the plank and explains to the boys the meaning of 'walking the plank' in pirate days.

Cubmaster: But tonight, Cub Scouts who have earned another rank will be asked to walk the plank to receive their award and then jump off into working on a new rank with new and different activities as well as exciting fun and adventure.

The parents who have been with their sons and helped them along are asked to accompany their sons and walk the plank also. (Boy's name is called, one at a time, and the rank earned. DLC or advancement chairman stands at the other end of the plank and helps each boy and parent on the plank to walk to the cubmaster at the other end where the boy receives his award.)

CLOSING CEREMONY

To the sailor, three things were essential - a compass, a sextant, and a flag to tell which way the wind blew. To Cub Scouts, these three things are important -- (show) a Wolf badge, a handbook, and a candle. The badge tells who you are and where you are going; the handbook tells how to get where you are going, and the candle is a symbol of the light of Scouting which penetrates the darkness of hate, prejudice and distrust. It is a light that must be kept burning in the heart of every Scout.

CLOSING

CUBMASTER: The Colonial Navy was born in 1632 when the English colonist of Massachusetts built the first American warship, the 30 long ton (30.5 metric ton) Blessing of the Bay. They used it to fight pirates off the Atlantic coast. By the late 1700's, the colonists had built hundred of ships including privateers, or privately owned war vessels. On board all these vessels, the flag of the original colonies and now in recent times, the flag of the United States waves proudly in the sea breezes. Long may she wave. This evening, Den _____ will retire the colors for us.



ADVANCEMENT

SETTING: Cubmaster, a Bobcat, a Wolf, a Bear and a Webelos all dressed in pirate costumes stand at the front of the room (on their ship). The Cubmaster holds a spyglass. A plank on the floor leads to their "ship".

CM: Aye, mateys, some of our crew have put ashore to give up a life on the sea. For us to continue our trip on the Scouting ocean, we need some new recruits to man the ship. See if you can spot any likely candidates to join our crew. (Hand spyglass to the Bobcat).

BC: (Scans the room with the spyglass). Aye, captain, I see a fine young lad who would be a good addition to our crew.

CM: Go, then, and bring him and his parents before me.
(Bobcat crosses the plank and brings candidate and parents back across plank).

CM: To prove your worthiness to join the good ship, Pack____, give me the sign and repeat the Promise, Motto and Law of the Pack, and explain our secret word "Webelos". (Candidate does so). Aye, matey, welcome aboard our ship. And to you parents, a harty welcome, for ours is a family cruise and your help is going to be needed.

Now some of our crew must be promoted to higher positions (Hands the spyglass to the Wolf Scout). Are any of our number ready to advance?

W: (Scans the room with the spyglass). Aye captain, there are.

CM: Then bring them before me.

(Wolf crosses plank and brings Wolf candidate and parents back across plank).

CM: As good workers on our ship, you have completed your assigned achievements and have earned the rank of Wolf. You are now a step closer to your goal of reaching Boy Scout Isand. Congratulations to you and your parents for their help.

(Repeat the above for Bear and Webelos).

CM: Our ship, Pack____, is certainly in good hands. With a crew such as ours we will not be waylaid.

OCTOBER, 1985

PIRATE WATERS

OPENING CEREMONY

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

SCHOLARSHIP
FELLOWSHIP
FRIENDSHIP
SPORTSMANSHIP
WORKMANSHIP
STATESMANSHIP

CM: Tonight Den ___ would like to tell you about the 6 ships of Scouting. These are ships which were launched in America strong and mighty.. ships that will last forever.

Cub 1: SCHOLARSHIP. This ship is very important on the Sea of Education. On her deck stands such officers as Ambition, Determination, Intelligence, and Application. Her flag bears symbols of the letter "A" and the plus sign.

Cub 2: FELLOWSHIP. This ship stands for good spirit, fine cooperation and never-failing unity. Its flag floats high--the flag of Scouting.

Cub 3: FRIENDSHIP. This is the most handsome ship of all. It is true blue and its flag is golden -- since friendship, itself, is golden.

Cub 4: SPORTSMANSHIP. This is the ship that's fair and square. It never veers from its course. It's flag is never at half mast.

Cub 5: WORKMANSHIP. This ship's every line, every part, every mast, represents the best that a person can give. It's flag bears a laurel wreath.

Cub 6: STATESMANSHIP. This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. It's flag is white for purity.

CM: And there you have six strong and sturdy ships to brace the sea. Three cheers for the Scouting ships.

OPENING

(A den of boys, dressed in pirate costumes come onstage. One boy is carrying a spyglass and one is carrying a pirate's flag. They hold the pirate flag high to show they are proud of it. The boy with the spyglass points it toward the audience. At the back of the room, a Color Guard is waiting with the American and Pack flags. The boy gets a look of surprise on his face as he looks through the spyglass and sees the Color Guard. He excitedly shows some of the other pirates and they take turns looking through the spyglass).

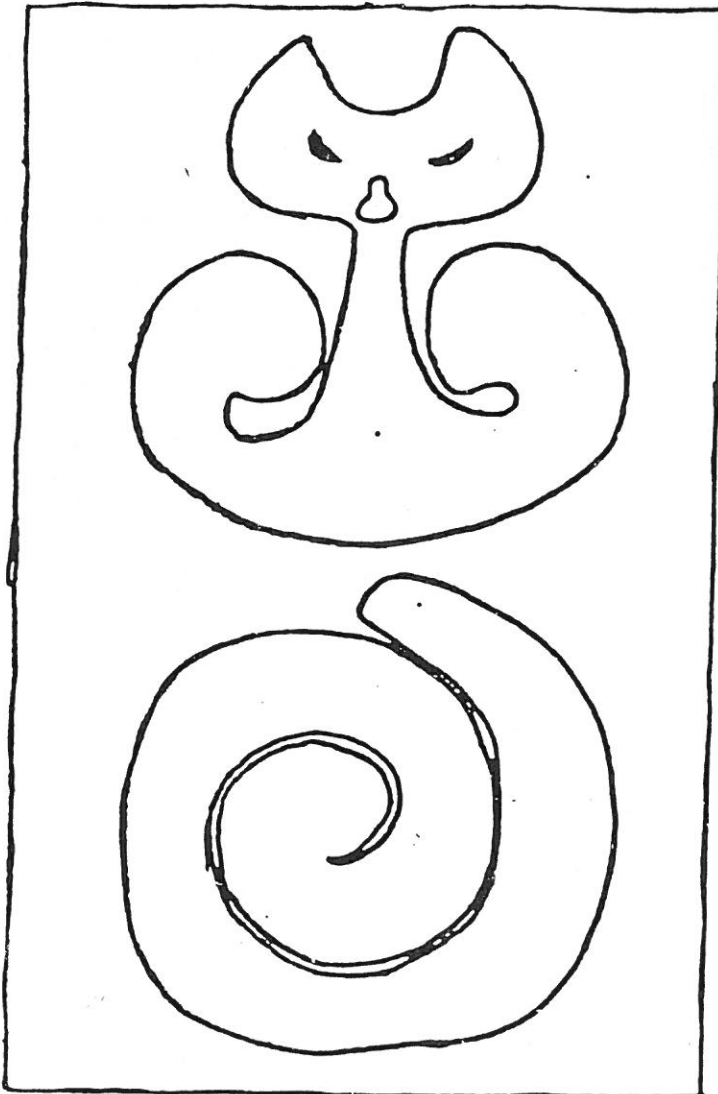
UNISON: Did you see that? They have two flags, and they're such big flags, too!

(They all look down at the little pirate flag in disgust. One boy breaks the flag stick over his knee and throws the flag down and stomps on it. All pirates run offstage as Cubmaster comes walking out).

CUBMASTER: Den ___ present the flag of our country and flag of our pack.

A SPINNING BLACK CAT

1. Draw and cut out two shapes like these from black paper (change the body a bit if you like).
2. Glue the inside end of the tail to the bottom of the cat. Hang up on thread.



JOLLY ROGER FLAG

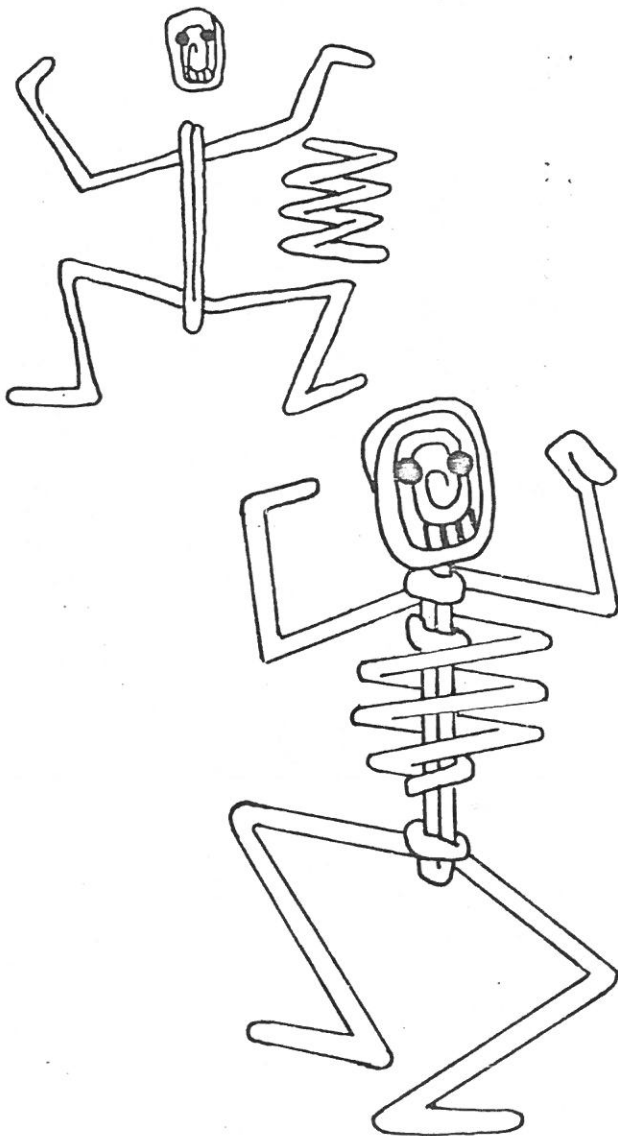
Cut a piece of black cloth, naughahyde or construction paper to desired size. Cut the skull and crossbones to correspond to the size of your flag. Sew or glue the skull and crossbones to the cloth or paper. Black background, the skull and crossbones being white, the eyes and mouth can be cut out with the black background showing thru or use black ink or small pieces of black cut to size of eye. When a merchant's ship saw this flag quickly raised and tried to outrace the Pirate Brigantine they knew they were DOOMED! Use a piece of doweling or branch from a tree for the flag's staff.



Living SkeletonMaterials:

- 6 pipe cleaners
- Rubberband
- Black felt tip marker

- 1 Bend a pipe cleaner in half to make the backbone. Twist another one round the bottom of the backbone to make the legs and one round the top to make the arms and hands.
- 2 Twist two pipe cleaners together and wind them round and round the backbone to make the rib cage. Bend the last pipe cleaner into a flat head and draw a face on it. Hang the skeleton from a rubber band.

Jingle GhostMaterials:

- White plastic bottle
- Paper punch
- Needle and thread
- Jingle bell

Cut a ghost shape from the side of a plastic bottle. Punch eyes in the ghost with a paper punch. With a needle and thread, poke a hole in the bottom of the ghost, string a small bell on the thread, and tie the ends of the thread together.

Hang several ghosts on strings where people walk during the Halloween season. The wind will flutter the ghosts and the bells will jingle.

Pirate Sail BoatMaterials:

- Coping saw
- Small piece of masonite
- 1"x4" pine board
- Dowel 6" long
- Hand drill
- Rubberband
- White cloth
- Thumbtacks

Cut two propeller paddles from masonite using pattern. Slip onto each other (fig.1).

Cut two white cloth sails. Allow for a 1/4" hem on all sides. Decorate with black skull and bones. (Fig. 2)

Using pattern cut boat from pine board. Drill hole part way through and insert dowel. Glue in place. Attach sails to mast and base of the boat (fig. 3). Use thumbtacks to attach sails. Slip elastic band over paddle, and over extensions A and B on base of boat. Set sail for Treasure Island.

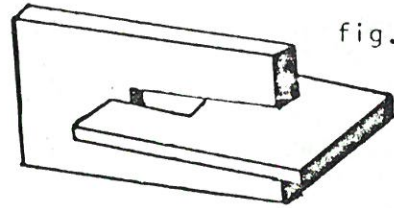
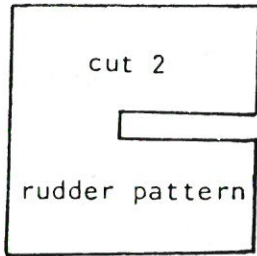
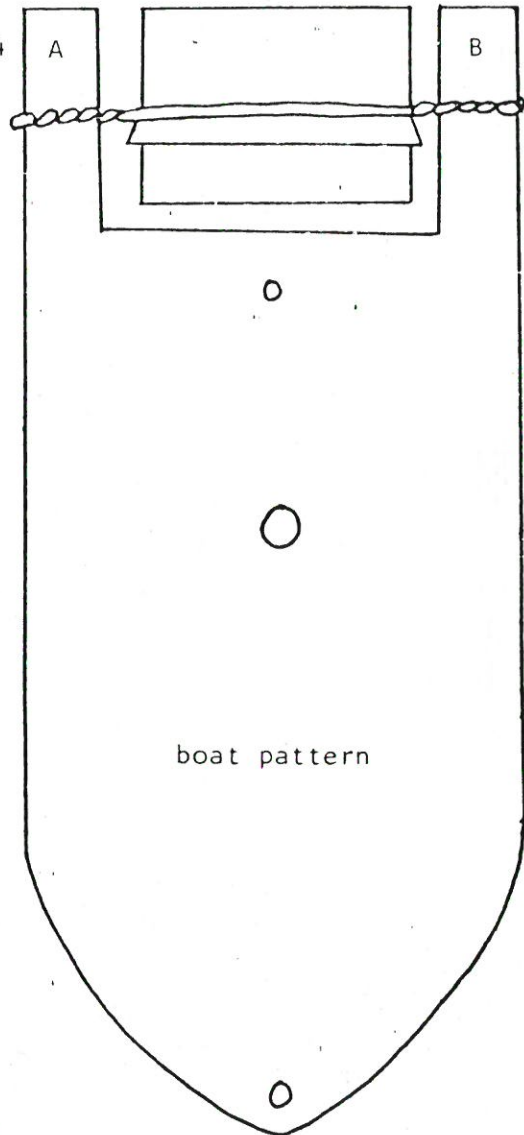


fig. 1

When using hand tools be sure there is adequate adult supervision. Power tools should only be used by adults.

fig. 4



adjust slot size to thickness of wood

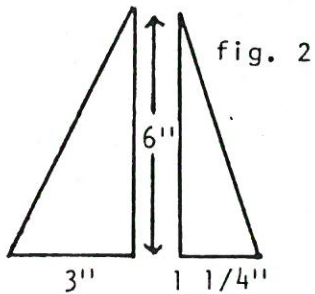


fig. 2

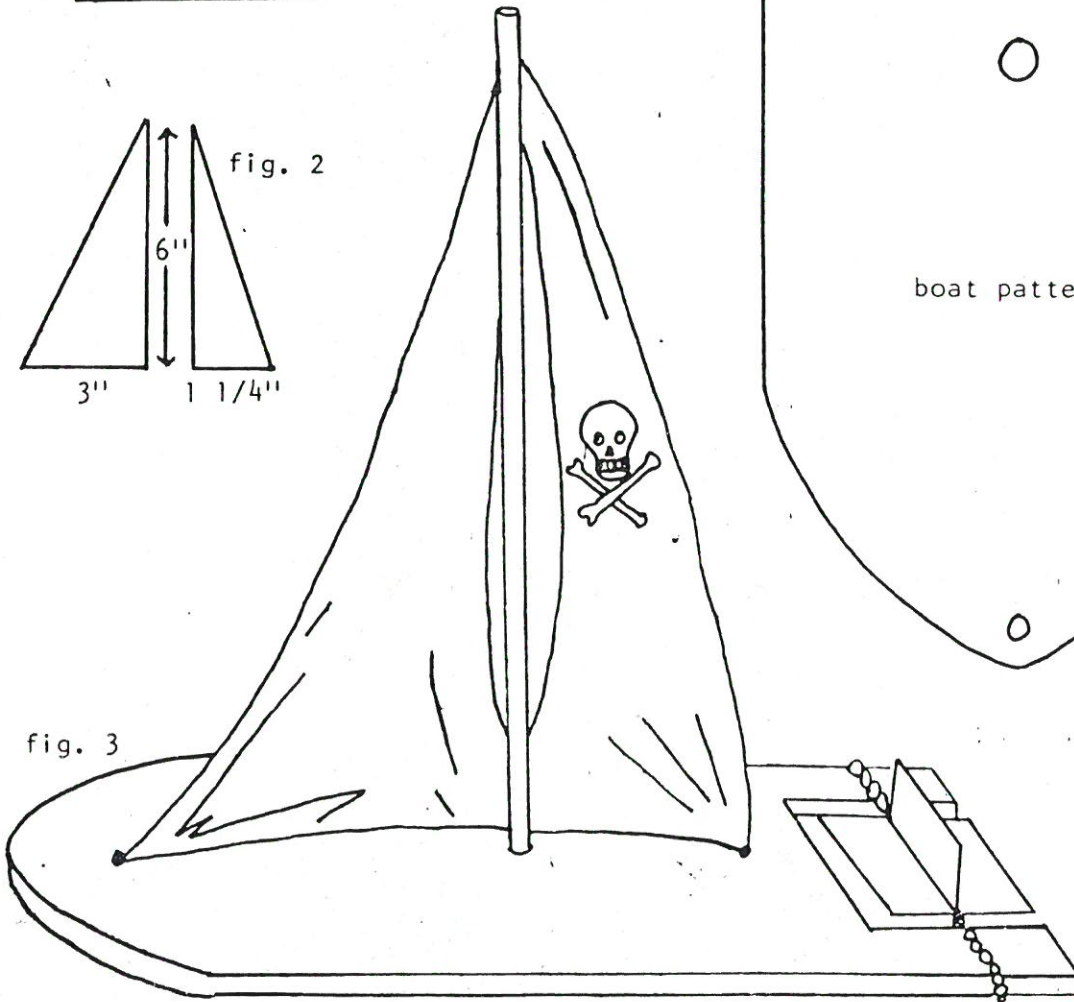


fig. 3

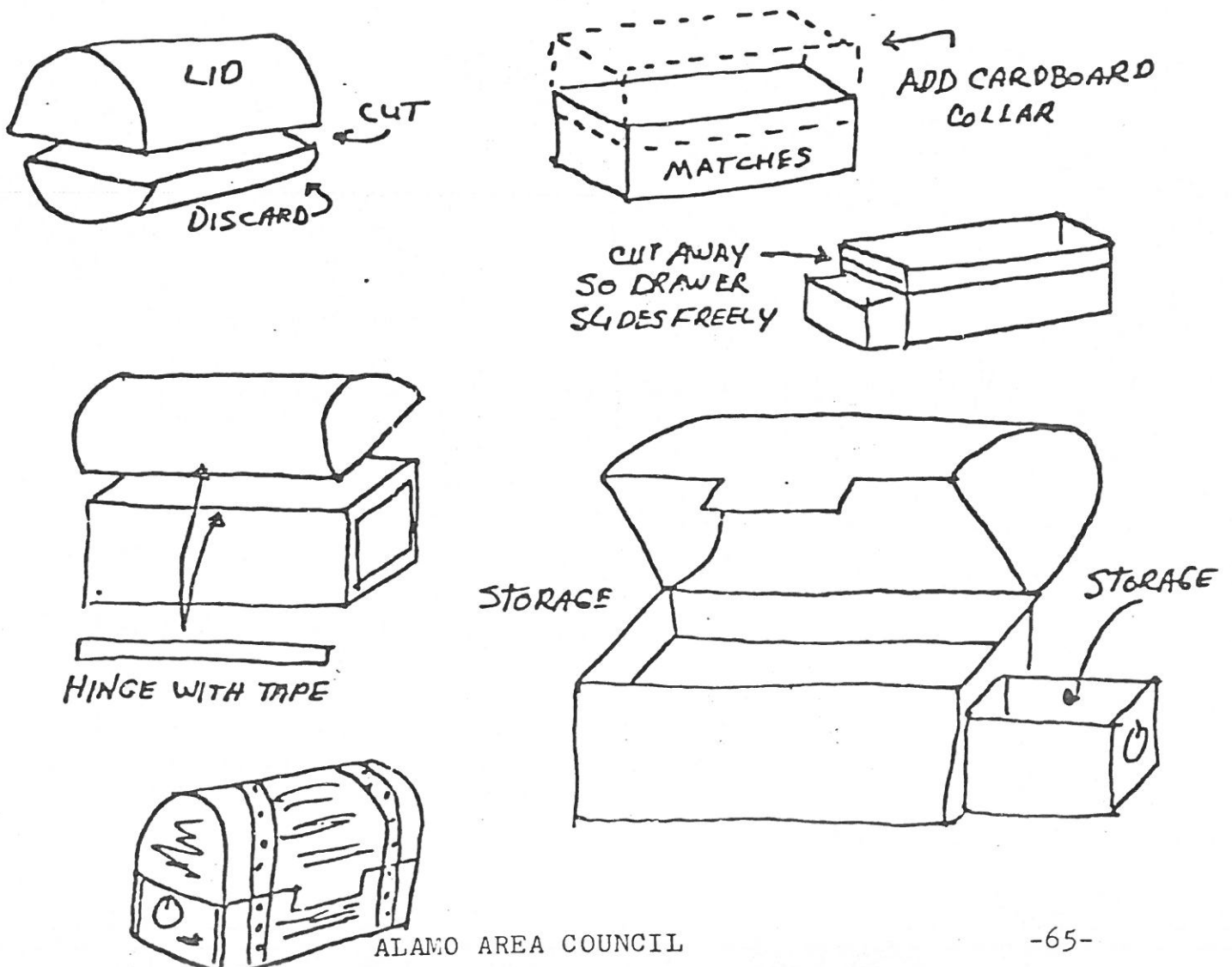
PIRATE TREASURE BOX

Here is a safe place for boys to keep all their small treasures. It's also a good place to keep neckerchief slides.

- Materials needed:
- A slat box
 - A large size match box with drawer
 - Lightweight cardboard
 - Cloth tape
 - Wood grain contact paper
 - Scissors and glue

Cut salt box lengthwise, removing 1/3. The larger portion will serve as the curved lid to your treasure chest. If necessary, shorten the length of the salt box so that it fits loosely over match box. Glue a light weight cardboard collar around the match box so 1/2" extends above the box. On one end, cut away lower part of collar so drawer slides freely. Fit the salt box lid down over this collar and attach lid and box together along one side using cloth tape as a hinge. On the other side of the lid, glue a cardboard extension.

Use wood grain paper to cover the drawer, the sides of the match box and the lid. Use black cloth tape and paper brads for trim on lid. Brass curtain rings can be attached to ends for handles.



Treasure Chest

For the bottom of the chest, cut a piece of cardboard as shown. Cut out the shaded areas; score and bend on dotted lines. Tape the corners.

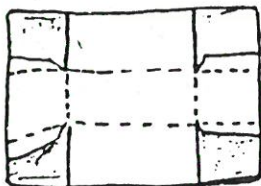
For the curved lid of the chest, cut a section of a salt box or an oatmeal box. Cover the open end with a piece from the box or with a piece of cardboard.

Fit lid down over bottom of chest (overlapping about $\frac{1}{2}$ ") and tape together at the back for a hinge.

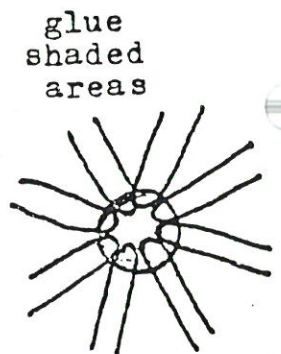
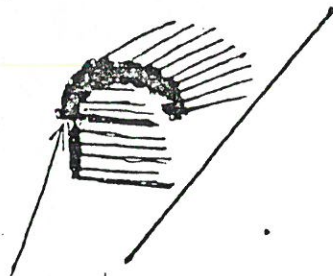
Glue popsicle sticks around chest, cutting when necessary. Glue with clear-drying white glue; cut sticks with a saw or with sturdy kitchen shears. Do not cover top edge of bottom.

Glue strips of leather or plastic upholstery fabric, about $\frac{3}{4}$ " wide, to corners of chest and over curved ends of lid. To fit strips smoothly on curved ends, slit strips, and overlap and then glue.

Cut two strips of fabric, about $\frac{1}{2}$ " wide, to fit around chest for straps; allow an extra inch to extend below lid. Attach wire loops to straps on bottom of chest for latches; glue straps in place. Cut slits in extended ends to fit over latches. Cut "padlocks" from foil pans.



Score and bend on the dotted lines.



Ship's Wheel

For the wheel itself, use a plastic lid from a can of potato chips or other snacks (about 7" in diameter). Cut out the center of the lid, leaving about 1" around the edge. Paint the wheel with an acrylic or rubber base paint.

Use popsicle sticks for spokes. With a sharp knife, shape one end of the sticks for a knobbed effect.

For the hub of the wheel, use a cap such as those found on whipped cream cans.

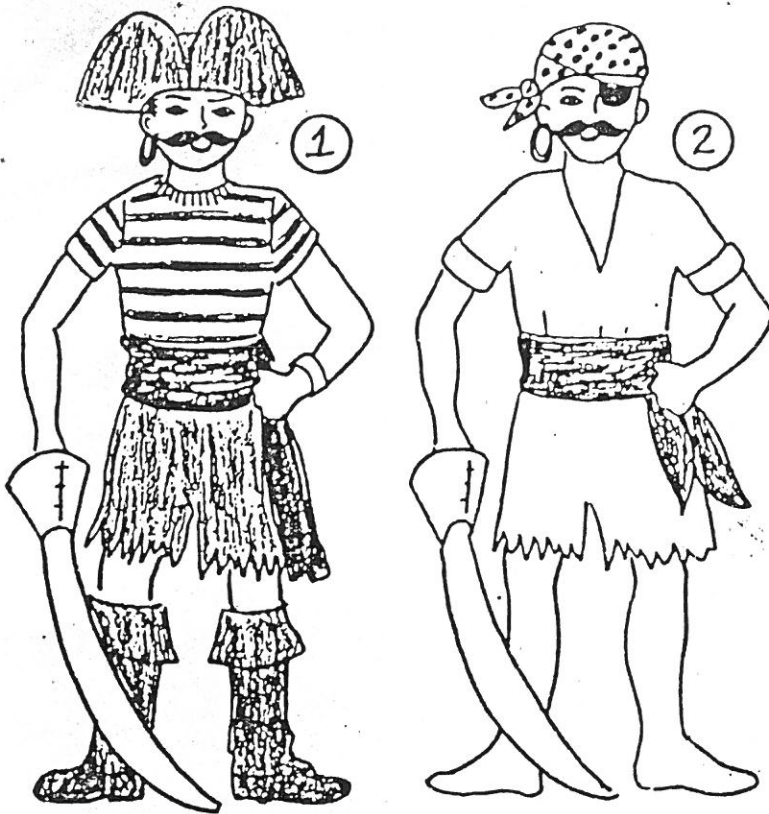
Around the bottom of the hub, cut 8 slots (about $\frac{1}{8}$ " apart) to fit the plain ends of the sticks. After inserting the sticks, add a little glue to help keep them in place.

With the rim of the wheel down, glue the spokes to the wheel. If there is a ridge around the edge of the wheel, cut notches so spokes fit flush.

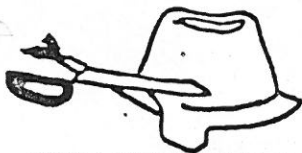
Use pop top rings to hang wheel on wall.

PIRATES

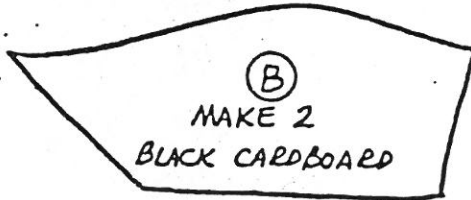
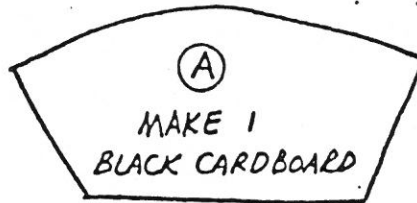
- Hat (see illustration below)
Earring - foil covered cardboard ring.
Shirt - Old t-shirt, bright color
Sash - Piece of bright color fabric or cut from crepe paper
Pants - Shorts, or jeans, cut off and fringed
Boots - made from black vinyl staple to form tube to fit over shoe. Add cuff.
- Bandanna - Colorful kerchief tied around head.
Eyepatch - (see pattern below)
Mustache - (see pattern below)



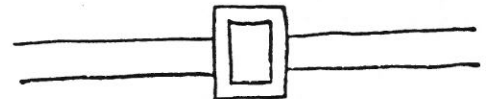
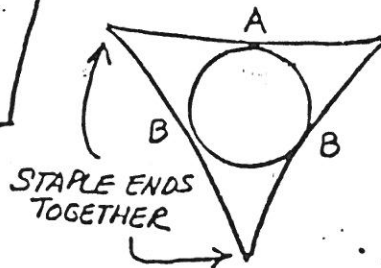
TRI-CORNER HAT



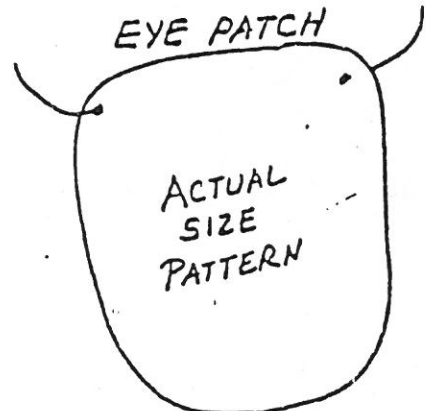
CUT BRIM OFF
OLD FELT HAT



TAPE CROWN TO
CARDBOARD SIDES

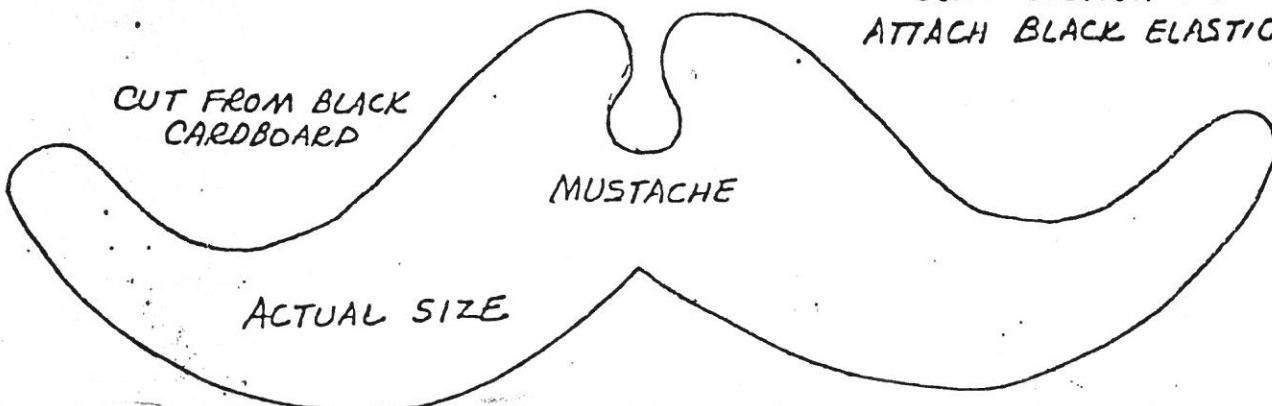


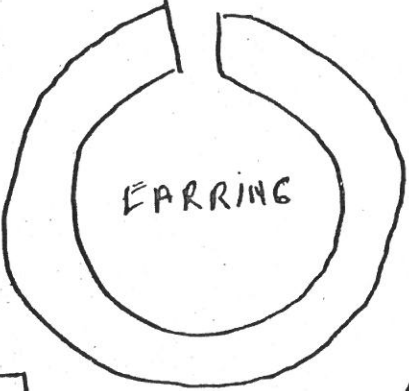
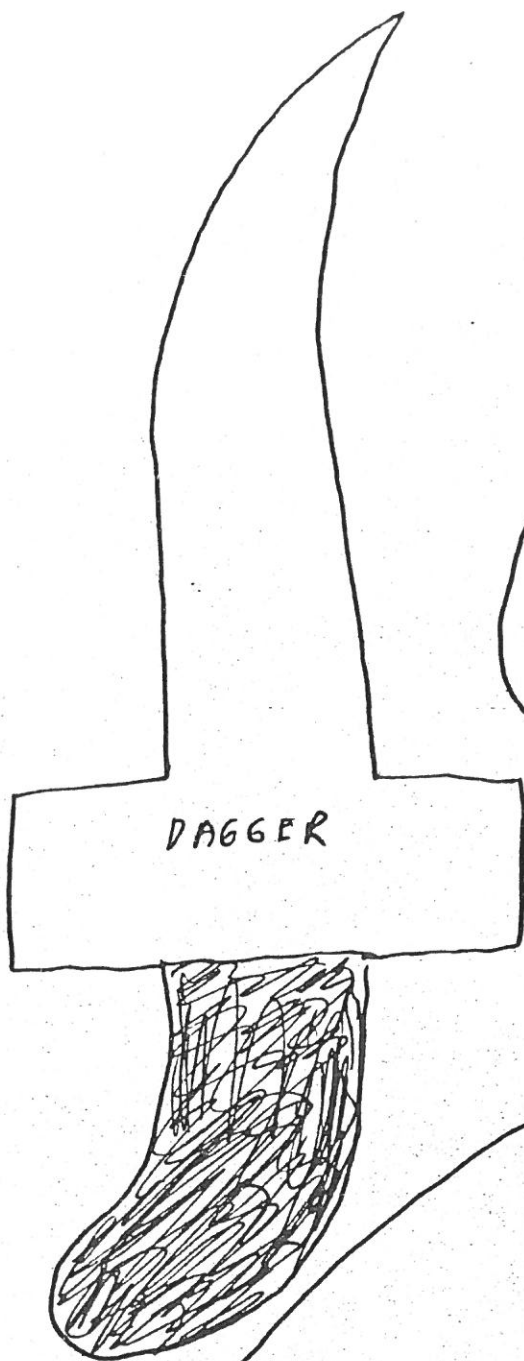
CARDBOARD BELT
FOIL-COVERED BUCKLE



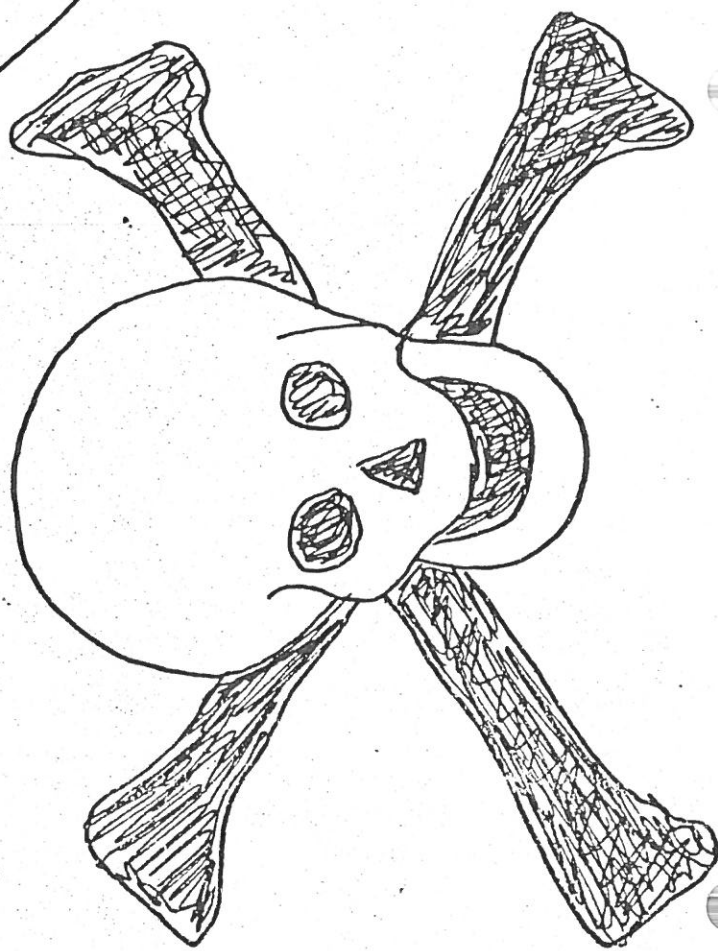
CUT FROM BLACK
CONSTRUCTION PAPER.
ATTACH BLACK ELASTIC CORD

CUT FROM BLACK
CARDBOARD





HAT



PIRATE Costume Patterns

SONGS

BARNACLE BILL, THE SAILOR

"Who's that knocking at my door?
"Who's that knocking at my door?
"Who's that knocking at my door?"
Cried the fair young maiden.
"It's me myself and nobody else,"
Cried Barnacle Bill the sailor.
"It's me myself and nobody else,"
Cried Barnacle Bill the sailor.

"I'll come down and let you in,
"I'll come down and let you in,
"I'll come down and let you in,"
Cried the fair young maiden.
"I'm me myself and nobody else,"
Cried Barnacle Bill the Sailor.
"I'm me myself and nobody else,"
Cried Barnacle Bill the sailor.

SHENANDOAH

Oh, Shenandoah, I long to hear you.
Away, you rolling river.
Oh, Shenandoah, I long to hear you.
Away, we're bound away,
"Cross the wide Missouri.

Oh, Shenandoah, I'm bound to
leave you.
Away, you rolling river.
Oh, Shenandoah, I'll not deceive you,
Away, we're bound away,
'Cross the wide Missouri.

Oh, Shenandoah, I love your daughter,
Away, you rolling river.
For her, I've crossed the rolling
water,
Away, I'm bound away,
"Cross the wide Missouri.

Missouri, she's a mighty river,
Away, you rolling river.
The indians camp along her borders,
Away, I'm bound away,
"Cross the wide Missouri.

SAILING

(Key: C. Time: 6/8)
Y'heave ho! my lads, the
wind blows free,
A pleasant gale is on our lee;
And soon across the ocean
clear
Our gallant bark shall
bravely steer;
But ere we part from
England's shores tonight
A song we'll sing for home and
and beauty bright.
Then here's to the sailor,
and here's to the heart so
true
Who will think of him upon
the waters blue.

Chorus
Sailing, sailing, over the
bounding main,
For many a stormy wind shall
blow
Ere Jack comes home again.
Sailing, sailing, over the
bounding main,
For many a stormy wind
shall blow
Ere Jack comes home again.

The sailor's life is bold
and free,
His home is on the rolling sea;
And never hart more true or
brave
Than his who launches on the
wave;
Afar he speeds in distant
climes to roam,
With jocund song he rides the
sparkling foam.
Then here's to the sailor,
and here's to the heart so true
Who will think of him upon
the waters blue!

Chorus



OCTOBER, 1985

PIRATE WATERS

Pirate On The Sea
(Tune: Oh I Wish)

(Chorus)

Oh I wish I were a pirate on the seas

Oh I wish I were a pirate on the seas

I'd make everybody run when my ship fired it's guns

Oh I wish I were a pirate on the seas.

(Chorus)

I would push and I would yank until all had walked the plank

Oh I wish I were a pirate on the seas

(Chorus)

I would figure and I would measure till I found that buried treasure

Oh I wish I were a pirate on the seas

(Chorus)

I would grunt and I would growl and scare the ladies with my scowl

Oh I wish I were a pirate on the seas.

There's A Hole In The Bottom of The Sea

1. There's a hole in the bottom of the sea,
There's a hole in the bottom of the sea,
There's a hole, there's a hole,
There's a hole in the bottom of the sea.

2. There's a log in the hole in the bottom of the sea.
There's a log in the hole in the bottom of the sea.
There's a log, there's a log,
there's a log in the hole in the bottom of the sea.

3. Add: knot on the log.

4. Add: frog on the knot.

5. Add: head on the frog.

6. Add: eye in the head
7. Add: stye in the eye.
8. Add: hair in the stye.
9. Add: kink in the hair.
10. Add: germ on the kink.

Blow the Man Down

Oh, blow the man down, laddies
Blow the man down,
Way, aye, blow the man down!
Oh, blow the man down, laddies,
Blow the man down,
Give us some time to blow the man down.

Pumpkin Bells

(Tune: Jingle Bells)

Dashing through the streets
In our costumes bright and gay,
To each house we'll go,
Laughing all the way.
Halloween is here,
Making spirits bright;
What fun it is to trick or treat,
And sing pumpkin songs tonight.

Pumpkin bells, pumpkin bells,
Ringing loud and clear,
What fun great pumpkin brings us,
When Halloween is here.

Twelve Days of Halloween

(Tune: 12 days of Christmas)

On the first day of Halloween,
My true love gave to me
An owl in an old dead tree.
(continue with)

Two trick or treaters,
Three black cats,
Four skeletons,
Five scary spooks,
Six goblins gobbling,
Seven pumpkins glowing,
Eight monsters shrieking,
Nine ghosts a-booming,
Ten ghouls a-groaning,
Eleven masks a-leering,
Twelve bats a-flying.



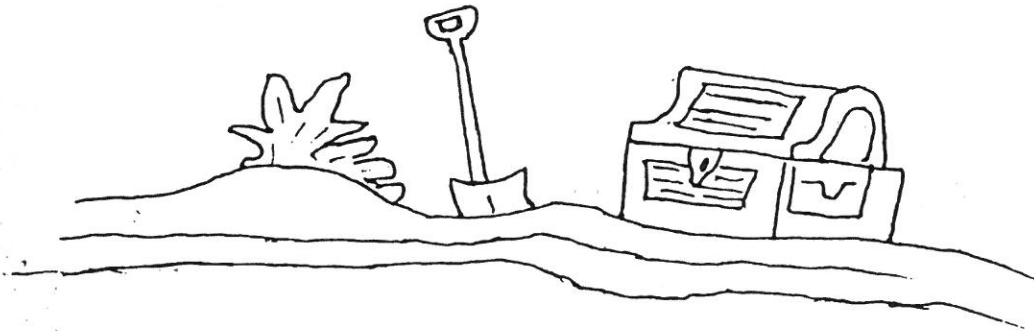
PEG LEG PETE'S PREDICAMENT

Pirates: Yo-ho-ho!
 Peg Leg Pete: Clomp, Clomp!
 Treasure: Gold, Gold!
 Map: It's that-a-way!

Back in the swashbuckling days of PIRATES - bold, there lived a certain one named PEG LEG PETE -. His only goal in life was to find a hidden TREASURE - which could only be found by following a MAP -. Only one copy of the MAP - existed among all the PIRATES -, and it happened that PEG LEG PETE - had possession of that MAP -.

One fine day, he and his PIRATES - set sail to find the TREASURE -. After carefully studying the MAP -, they began their journey. Each one was dreaming of all the riches he would find when they finally located the TREASURE -. PEG LEG PETE - followed the MAP - day by day, using his spyglass as they came closer and closer to the spot where the TREASURE - was buried. Finally they spotted land and eagerly went ashore. As they approached the spot where the MAP - showed the TREASURE - was buried, PEG LEG PETE - suddenly threw the MAP - down in a mad rage while the other PIRATES - rushed to pick it up to see what had enraged their leader. In his haste to get to the TREASURE -, PEG LEG PETE - had been reading the MAP - upside down. The TREASURE - was really buried right in the spot where they had begun their journey.

In a rage, the PIRATES - took out their swords and killed PEG LEG PETE - and then tore the MAP - into shreds fighting over it and then fought until they were all killed. So the TREASURE - is still buried right where it has always been-- at the end of the rainbow!



Pow Wow '84

Songs (Mostly Silly)

Pirate Waters

DRUNKEN SAILOR

What shall we do with a drunken sailor,
What shall we do with a drunken sailor,
What shall we do with a drunken sailor,
Early in the morning.

Chorus

Hooray, up she rises,
Hooray, up she rises,
Hooray, up she rises,
Early in the morning.

Give him a hair of the dog that bit him, etc.

Put him in the scuppers with a hose pipe on him, etc.

Hoist him up to the topsail yardarm, etc.

Put him in the brig until he's sober, etc.

Put him in the longboat until he's sober, etc.

Pull out the plug and wet him all over, etc.

That's what to do with a drunken sailor, etc.

OCTOBER, 1985
PIRATE WATERS

The Plight of the Octopus

Use huge octopus hand puppets. Each Scout steps forward and wriggles his puppet as he speaks.

Cub Octopus 1: In tying knots, I am
a champ
With a bowl line or clove hitch,
But when my eight arms get in the
way,

Cub Octopus 2: Being an octopus, I
like to hike
Over underwater hills,
But, when I "left" and "right"
two legs--
Six others give me spills.

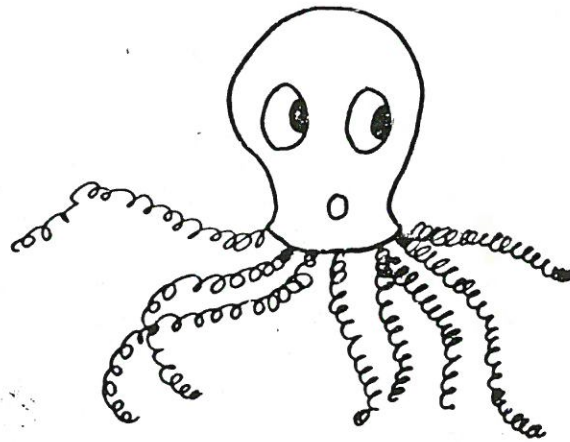
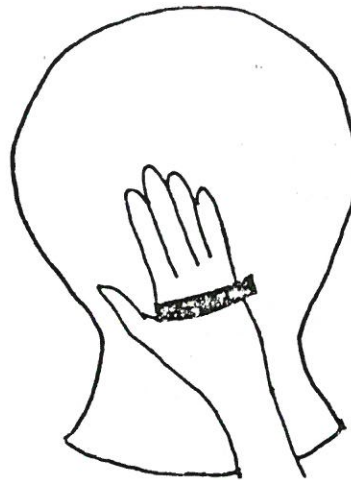
Cub Octopus 3: I'm patriotic and
salute the flag -
Of America, that I'll fight for,
But, since we must salute with
our right hand --
I can't tell which are my "right"
four.

Cub Octopus 4: Now, in rowing a boat
I'm a speedy one - With eight arms
to move me fast - For, no matter
how hard the others use their oars -
They'll row into shore - tired and
last.

Cub Octopus 5: I have two arms to
gather firewood - Two arms to start
the fire's flame - Two arms to
cook my tasty meal With two arms
left to shoot fresh game.

Cub Octopus 6: I can pass all swim-
ming tests - The dog-paddle, breast
stroke, or crawl - 'Cause when we
octopuses get in the water -
We really have ourselves a ball.

All Six Cub Octopuses: We may be
Cub octopuses now - But soon, it
will surely be neat - 'Cause
we'll be special TENDERFOOT Boy
Scouts And we octopuses have
EIGHT TENDER FEET.



QUICK SKIT IDEAS:

#1: What do sea monsters eat?

#2: I don't know. What?

#1: Fish 'n' ships.

#1: What do you get when you cross
a shark with a parrot?

#2: An animal that will talk your
ear off.

#1: Where does a sick boat go?

#2: I don't know.

#1: Straight to the dock.

THE TREASURE CHEST

The following skit is a simple one yet has some humor and a good point also and could provide a good opportunity to thank the Cubmaster and give him a little recognition. It would be fun to pull this one as a surprise on your Cubmaster.

As curtain opens a den of Cub Scouts dressed as pirates are studying a treasure map. Some carry shovels, etc. They all huddle around the map looking puzzled and scratching their heads.

FIRST PIRATE: I think we're looking in the wrong place.

SECOND PIRATE: I think we're looking for the wrong thing.

THIRD PIRATE: What do you mean the wrong thing?

FOURTH PIRATE: We're looking for a chest of gold aren't we?

FIFTH PIRATE: Of course, we are but where's the best place to look for a chest of gold?

SIXTH PIRATE: Probably at the end of the rainbow but I don't see one.

SEVENTH PIRATE: Let's look out there in that sea of faces.
(points to audience)

EIGHTH PIRATE: I'VE FOUND IT!!! (Walks to Cubmaster and asks him to come with him to center stage) All Pirates look puzzled.
This by far is the best chest of gold, for in that chest (points to Cubmaster's chest) beats a heart of pure gold! Otherwise why would he spend so much time being our Cubmaster?

ALL PIRATES: That's right!

At this point if desired, the pirates could present the Cubmaster with a small token of their appreciation for all the hours he donates to their pack. HINT: A plaster model of an open treasure chest could be painted up with different colored gems glued in chest and right in center glue a heart shaped button painted gold or carve one out of scrap of wood, etc. or even use a small heart shaped button for lock on the chest. Then glue this treasure chest on a wooden or plaster background and carved in the plaster or burnt in the wood could be something such as:

PRESENTED TO OUR CUBMASTER _____
WHO HAS A HEART OF GOLD.
FROM PACK _____

UNDER THE BRIDGE

Make an arch by turning two chairs forward, back to back, in front of each group. Boys are lined up in relay formation. The first boy runs to the chairs and crawls under them. Then he runs back to the other end of the room and does three deep knee bends. Then he runs back to his group, jumping over the chair on the way. If a player knocks down one of the chairs, he must replace it before he continues. Team to finish first wins.

NAMING PORTS

Boys sit in a circle. First player names a city. The next player must name a city whose name begins with the last letter of the city just named. A player must name his city before the count of ten. On failure, he is eliminated. Names of cities should not be repeated. The person who stays longest is winner.

PIRATE JUSTICE

While your young "Pirates" are still in the mood, why not have them 'walk the plank'. In a different room, away from the Den meeting, or outdoors, if weather permits, appoint two Pirates (Or your Den Chief and assistant Den Mother) as custodians of the plank which consists of a one foot strip of white crepe paper or white cheesecloth. (Cloth may be better as it can be handled more quietly.) One by one, the 'victims' are led into the room and blindfolded while the 'keepers of the plank' talk extravagantly about why he must walk the plank, how he must watch his step, etc. Then while one 'Pirate' turns the victim around three times, the other noiselessly rolls up the plank. The 'victim' proceeds to gingerly walk the plank which has disappeared. The blindfold is removed so he can see the joke, but he is rewarded by being allowed to watch the other 'victim' perform.

WHALE SAYS

This game can be played in the water or on land. It is similar to 'Simon Says'. Any order the leader gives that is preceded by "Whale Says" is to be obeyed immediately. If the order is not preceded by "Whale Says", any player obeying it is eliminated.

TREASURE HUNT Hide a bag of jelly beans or other candy in the yard before the boys arrive. Later, tell them a treasure has been hidden nearby and let them start looking for it. When a boy sees it, however, he is not to reveal its hiding place but, must say, "I see the treasure," and sit down. When all have spotted it, divide the booty.

SMUGGLING THE BOOTY Materials needed: some small object (booty). Players are divided into two teams Smugglers and Kings Men. Each side has a huddle. Smugglers decide which member will carry the booty. The Kings Men decide who is most likely to be carrying it. Teams line up facing each other -- Smugglers at the starting line, Kings Men between them and a base set up on the other side of the room. At signal, Smugglers try to get across to the base without being caught. When a smuggler is caught, he is ordered to surrender the booty. If he has it, he must surrender it. If the booty holder is not caught, the Kings Men try again. When the booty is successfully caught, teams change places.

HAULING IN THE NETS: Each member of the den is given two sheets of newspaper. He holds a sheet by a corner in each hand, arms extended. On signal, see who can first squeeze both sheets into two balls without moving the arms or putting the hands together.

BLUB, BLUB, BLUB: Cubs sit in a circle or semi-circle. The leader walks in front of the players and suddenly points at one of them and says, "blub, blub, blub." The person pointed to must say "blub" before the leader has finished the third "blub". If he fails, a point is counted against him. If the leader points but doesn't say anything, the Cub must not say anything either. If he does say "blub", a point is counted against him. The boy with the fewest points against him at the end of the allotted times is the winner.

DEEP SEA FISHING : You need a bucket or large pan of water, several clothespins (flat, wooden ones without springs), two homemade fishing poles at least three feet long and two pieces of fishline. Using a wax carayon or felt pen, write a number on one side of each clothespin. Tie the fishline to the poles and put a nail or bolt at the other end of the line. Put the clothespins in the water with the numbered side down. Cubs then put their lines in the water, trying to maneuver the nail or bolt so that the fishline goes between the prongs of the clothespins. They then add up the total score of those "fish" pulled out.

SMAUG'S JEWELS: One person is chosen as Smaug who stands guard over his jewels (Handkerchief). The rest of the people form a circle around Smaug and try to steal his jewels before being tagged by Smaug. If you get touched by Smaug, you are frozen until the end of the game. The last person tagged by Smaug becomes Smaug and the game continues. If Smaug gets everyone before they get his jewels, a new Smaug may be chosen.

ISLANDS: Place a few Frisbees, cardboard circles or pie tins on the ground or floor. Everyone prances around chanting, singing or clapping. When the leader calls "Islands", everyone runs to touch the Frisbee, etc. The last person to get to an Island is out. As the group gets smaller reduce the number of "Islands".

WALK THE PLANK (GAME)

Two fathers hold a plank about a foot off the floor or ground. The Cubs are brought out, blindfolded one at a time, and told that they have been captured by a band of pirates and must walk the plank. The Cub is helped onto the plank by an adult and told to rest his hands on the adults shoulders to sort of balance himself. The fathers holding plank raise it slightly (about six inches) while rocking it. At the same time, the adult helping squats down slowly, telling the Cub that the plank is getting higher and higher in the air and he'd better jump soon or he might hurt himself. The adult backs away so the Cub can no longer hold onto his shoulders. The Cub jumps, thinking he is at least 3 or 4 feet from the floor when he is really only 1-1½ feet up.

FISHING IN THE TROPICS

Here's a chance for your Cub Scouts to do a little 'Tropical Fishing'. Place a dishpan with many colored rubber bands in the bottom, on the floor in the middle of the room provide a fishpole consisting of a stick about two feet long, on one end of which is fastened a string with a hook. Give each Cub Scout three minutes to snag as many 'fish' as he can, and award a small prize to the boy who catches the most.

CROSSING THE QUICKSAND:

Place small pieces of masking tape on the floor to form a twisty line of stepping stones, some close together, others far apart. Each Cub in turn tries the course, while balancing a tennis ball on a flat board.

IN THE POND

Arrange the players in a circle around you just outside a chalkline. If you order "in the pond!" all are to jump up. When you call "on the bank!" all should jump back. If the order "in the pond" is given when all are in, no one should move. Such orders as "on the pond" or "in the bank" should be ignored. Anyone making a mistake is out of the game. The remaining player wins.

SARDINES

One player hides in a closet, behind a door, under the steps, in a cavern, behind a big rock, in a clump of trees or bushes. The rest scatter and hunt, each player hunting singly. As a player finds the hidden player, he hides with him. However, he is careful not to tip off the hiding place to the others so, if he observes others near at the time, he may go on as if still seeking and come back at a more favorable opportunity. Imagine the fun when ten or more boys crowd into the same hiding place. The game is good fun either indoors or outdoors.

TRAINED SEAL

A player sits on the ground or floor with legs crossed and hands flat on the ground with head lifted high. Place a lollipop in "its" mouth with the stick straight up. Contestants toss five rubber jar rings at the seal and try to ring the lollipop stick.

CAPTAIN KIDD HIKE

A hike route is laid out by the leader, with written clues along the way. When the boys follow the route, they are told to dig for treasure. A box adorned with skull and crossbones can be buried for them to find. The box could contain trinkets and candies. It is even more fun if each boy is given a treasure map to follow.

The Walking Casket
(Audience Participation)

Casket: Eeek! Eeeek! Eeeek!
 Monster: Thump. Thump. Thump.
 Victim: Help. Help. Help.
 Candle: Flicker, flicker
 Everyone: All sounds together
 Mummies: Oo-ah. oo-ah.
 Midnight: Bong. Bong. (12 times)
 Leprecaun: Ho. Ha. He. Ho. Ha. He.

Once upon a time, there was a walking casket.... It was at least a trillion years old. The casket.... walked by day, and the casket...walked at night. Whenever it came upon an unsuspecting victim..., the door sprang open and out popped a Frankenstein-like monster.... The monster...was horrible. So horrible, the monster....spread goose bumps up and down and all over his victim... And you know how that feels.

This monster...was a towering creature - at least 100 feet tall.

And he always carried a flickering candle... A candle...that burned on and on and on. Upon spotting a likely victim..., the monster...would wail and shriek something awful, paralyzing his victim...into mummies.... Little sister and brother mummies.... Big papa and mama mummies...

This terror went on for years and years. Would it ever stop? It seemed doubtful. Then one night a strange thing happened. The casket.. .was making its regular rounds through the cemetery (the casket...always paid a special visit to the cemetery at the stroke of midnight...) when the casket...came upon still another victim.... A Leprecaun...of all things. Well, thought the monster... peering from his casket...here's a Leprechaun...I can take care of in short order. Out popped the monster.. .from his casket.... He carried on something fierce. Was the tricky little Leprechaun...frightened? You bet your boots he was! But the determined little Leprechaun...wasn't

about to be scared off by this ghostly monster.... Not on your life! The Leprechaun...was going to out-smart the monster.... The Leprechaun... raised himself up to his full two foot, seven inch height (the Leprechaun...was a real shorty) and with one mighty blow-- what did he do? Did the Leprechaun...strike the monster...in the shins? No! Did the Leprechaun...lobber the monster... over the head? Nope! The brave little Leprechaun...with one mighty blow--blew out the monster's.... candle.... That did it! Without his candle...the monster...had had it! The monster...vanished in a puff of smoke. From that midnight...on, no one ever saw the walking casket... again. Everyone...was happy.

APPLAUSE STUNTS

Ghost - "Whooo, whooo, whooooooooo!!!
(also could be called the Owl applause)

Blunderbuss - Pretend to pour powder into the barrel, tamp it down, raise the gun and fire "Bang, Bang."

Buccaneer - "YO, HO, HO, AND A BOTTLE OF COKE."

Whale - Shake hands like fish swimming and then bring other hand up like a spout and go "PHSSSSSHHHH."

Fish 1 - Pretend to hold fish by its tail with one hand and with the other hand plug nose and say "Phew-eeeeee!"

Fish 2 - Suck in cheeks, form an O with mouth, moving it like a fish does without making a sound.



Pirate Peril

This game is a combined race, obstacle course, theme activity and skills contest...

Start all Cubs with a Prisoner's Escape (Cub Magic - pg 82), tied to a parent or other non-participant in the actual race...

After escape, run to "The Plank" and walk the plank (a 2x4 or 2x6)...

Then, "Jump Ship" by swinging on a rope....

Hide in a "Pirate's Cave" by squeezing into a cardboard box....

"Raise the Skull and Crossbones" by blowing up a balloon, drawing a skull and crossbones on it and batting it into the air....

Eat (as neatly as possible) 4 crackers from the "Pirates Cracker Barrel"

Then, run for the finish line.....

This activity can also be used for other themes.. For example, a circus theme --- Magician's Escape, Walking the Tight Rope, Swinging on the Trapeze, Climbing in the Cannon, Raising the Colors, Eating the Circus Popcorn.....

FISH AND NET Have three to five players join hands to catch "Fish" by surrounding individual players. Those who are caught become a part of the "net". The last five fish caught make up the net for the new game.

Raft Race

Teams line up in relay formation. The first Cub Scout in each line is the skipper and he stands with his feet on separate pads of newspaper. The second Cub Scout is the passenger and he stands on the same pads with the skipper. On a signal from the leader, the skipper bends over and takes hold of the pads in each hand. By shifting their weight and sliding the paper forward, the two boys maneuver themselves to the goal line without stepping off the paper. On reaching the goal, the passenger picks up the pads of paper, runs back to his team, becomes the skipper and brings the next boy across the river. The first team to bring all of its passengers across the river wins.

Octopus Race

Divide the den into two teams of three or four Cubs each. To form octopus they link arms with backs to each other and race to the line and back, the first ones back are the winners.

Crocodile Rides

Two persons form a team, crocodile and rider. The crocodiles must travel forward by elbows and by wriggling on their stomach. Riders walk beside crocodiles, urging them on and watching to see that they use only their elbows and stomachs to reach goal, which is the pond. A rider may challenge any other crocodile who may not be moving properly.

Oyster Walk

Cut an inner tube into bands about 1 1/2" wide. Line two teams of players up in columns facing one direction. Place a chair about 10' from the starting line for each team. The first player in each line puts a rubber band around his ankles and walks to the chair and back. The next player follows. The first line to finish wins.

A Hunting We Will Go

Before the meeting hide an equal number of black and white squares of paper. Divide den into groups (witches and ghosts). On signal the witches start looking for the black pieces and the ghosts start looking for the white pieces. At the end of a given time the winner is the team with the most pieces.

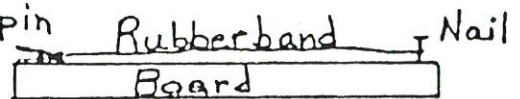
GAMES

PIECES OF EIGHT. Sixteen pieces of eight (pennies) with heads up are laid in a row on the table. Someone, using a watch with a second hand, serves as timer. Each boy, using a pancake turner, sees how quickly he can flip over all the "pieces of eight" to tails. Lowest time wins.

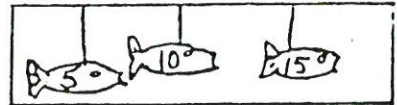
SUBMARINES AND DESTROYERS. Players are divided into two groups. One group is called Submarines and tries to keep a balloon in the air, away from the Destroyers. The Destroyers try to burst the balloon with their feet or hands. No sharp articles can be used. After the balloon is broken, the players change teams and start again with another balloon.

OCEAN WAVE. Equipment needed: chairs, make sure they are sturdy. Players arrange their chairs very close together in a circle. One player then goes into the center, which leaves one vacant chair. The center player calls "shift right (or left)" and changes the call whenever he wishes. The players endeavor to keep the chair on the right or left occupied while shifting is directed. In the meantime, the center player tries to get a seat. Whoever is at fault in case he succeeds, exchanges places with him.

SPEAR GUN SHOOT. Materials: Spear gun



Large box with paper or cardboard fish hanging from it on fishing line or string. The fish should have different point totals on them.



The Cub Scouts then take turns and keep score by totaling up all the fish they hit.

AMOEBAS RACE. This is a good den vs den activity. Each den forms a circle, with some boys inside, the rest outside with their backs to the center, arms interlocked. Each "amoeba" races to the goal line and back. If the "amoeba" breaks it must start from the beginning. The first team across wins.

A GOOD CATCH

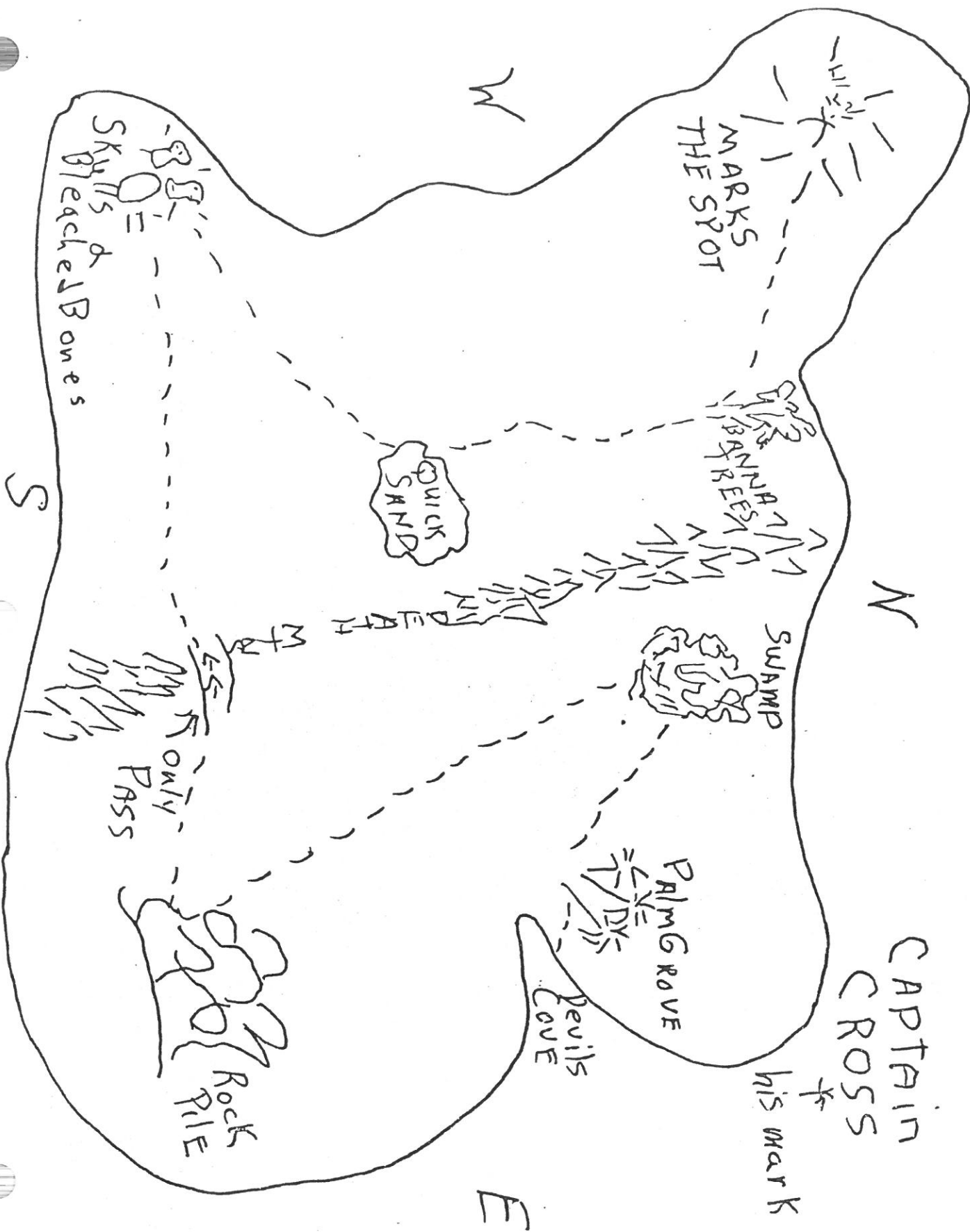
What's that tugging on my pole?
I think I have a bite.
The biggest fish I've caught all day;
I'm a fisherman all right.

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

- | | |
|-------------|-----------|
| FISHING | MINNOWS |
| FRESH WATER | NET |
| HADDOCK | OCEAN |
| HOOK | PAIL |
| LAKE | PERCH |
| LEADER | PLUGS |
| LINE | POLE |
| LOBSTER | REEL |
| LURES | RIVER |
| BAIT | ROD |
| BITE | SALMON |
| BOAT | SALTWATER |
| BOBBER | SINKER |
| CASTING | SHRIMP |
| CATCH | TROLLING |
| CLEAN | TROUT |
| COD | WORMS |
| FILET | |
| FISH | |



TREASURE MAP





PIRATE HAT

Use unhemmed triangles of bright colored cloth. Tie the three corners together in back of head. For the pirate hats, trace large pattern onto a folded sheet of black construction paper. Place dotted line on fold. Trace the skull and crossbones design onto white paper. Cut out and draw in details with blue crayon. Paste on front of hat, centering it over the fold line. Punch two holes, as marked, slip piece of string through holes and tie at back of head. Trace pattern for pirate's eye patch and cut out of black paper. Punch out two holes as shown and fasten with string as you did for hat. Trace earring pattern onto metallic paper and paint white paper red. Cut out and fasten to ear by fitting the open part over the ear lobe. Trace pattern for dagger onto heavy white paper and cut out. Print each pirate's name on dagger. To make it look more realistic, paste some aluminum foil over dagger blade.

TREASURE MAP

Your treasure map can be made any size you desire. Use brown paper bags, or brown wrapping paper or parchment paper. Use India ink or felt tip pens to draw the map, and color in the landmarks. There should be a legend to go with your map, not just written out, but in invisible ink and in code. This makes it more fun!

INVISIBLE INK

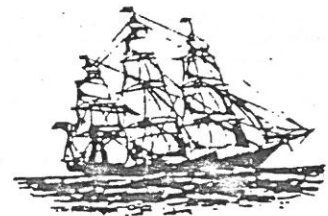
Use lemon juice or milk, allow to dry, then hold paper over a flame. (Not to close).

SUGGESTED CODE

It would be fun to let the boys make up their own, but here is an example:

A- 26	G-20	M-14	S-8	Y-2
B- 25	H-19	N-13	T-7	Z-1
C- 24	I-18	O-12	U-6	
D- 23	J-17	P-11	V-5	
E- 22	K-16	Q-10	W-4	
F-21	L-15	R-9	X-3	

25-6-24-26-13-22-22-9 /23-26-2-8/
FIGURE THIS OUT!!!

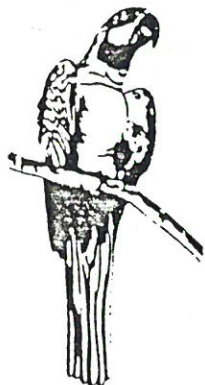


PARCHMENT PAPER

1. Tear off sheet of waxed paper desired length. Also cut a piece of light colored tissue paper the exact size of the waxed paper.
2. Place waxed paper on table and coat entire surface with a mixture $\frac{1}{2}$ glue and $\frac{1}{2}$ water, using a small cloth.
3. Now place light colored tissue on top, matching corners.
4. Apply glue & water mixture to entire surface, coating generously.
5. Let dry at least an hour or until dry to the touch.
6. Draw on your map with India ink or felt tip pens.
7. Iron the "design" between 4 sheets of waxed paper, 2 to each side.
8. Protect ironing board with brown wrapping paper & place a sheet

- of brown paper on top of the waxed paper. Use steam setting or cotton setting.
9. Strip away the 4 sheets of waxed paper and your map is "welded" into parchment.

LEGEND FOR TREASURE MAP



Dock at the Nor'West end of Devil's Cove
Go directly West to the Palm Grove
Go Nor'West 46 steps until you reach the Swamp, watch out for alligators and other beasties.
Travel Sou'East to the Rock Pile, then take 123 steps West towards Death Mountain.
There is only one way through Death Mountain and if you make it, walk So'West until you reach the graveyard which you will know by the skulls of mayhap a friend of yours who tried to mutiny on Captain Cross' ship. If you fail to find them use your spyglass.
Go Nor'East about 59 steps and bypass the quicksand pit. Be careful not to fall in! Now go directly North and you'll come to a grove of banana trees where you may eat your fill. Go West stepping high until you see an "x" made of palm leaves.

YOU'VE FOUND YOUR TREASURE!

DEFINITIONS

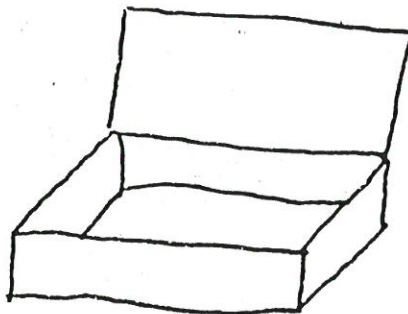
- BUCCANEER:** a pirate or freebooter; one of the hunters of wild oxen in Haiti, who later turned to piracy. One of the piratical rovers of the 17th & 18th century who preyed along the Spanish coast and America.
- BUCAN:** a frame for smoking and curing meat.
- PIRATE:** a rover and robber on the high seas; a person who appropriates without right; a pirate fought on land and sea.

TREASURE CHEST

Materials needed:

- 1 cigar box or school box type
- glue or model cement
- shells or broken jewelry
- flowered Contact paper
- gold or silver spray paint

Paint outside of box. Apply contact paper to inside including lid. Glue or cement shells and (or) jewelry in your own design to outside of box.

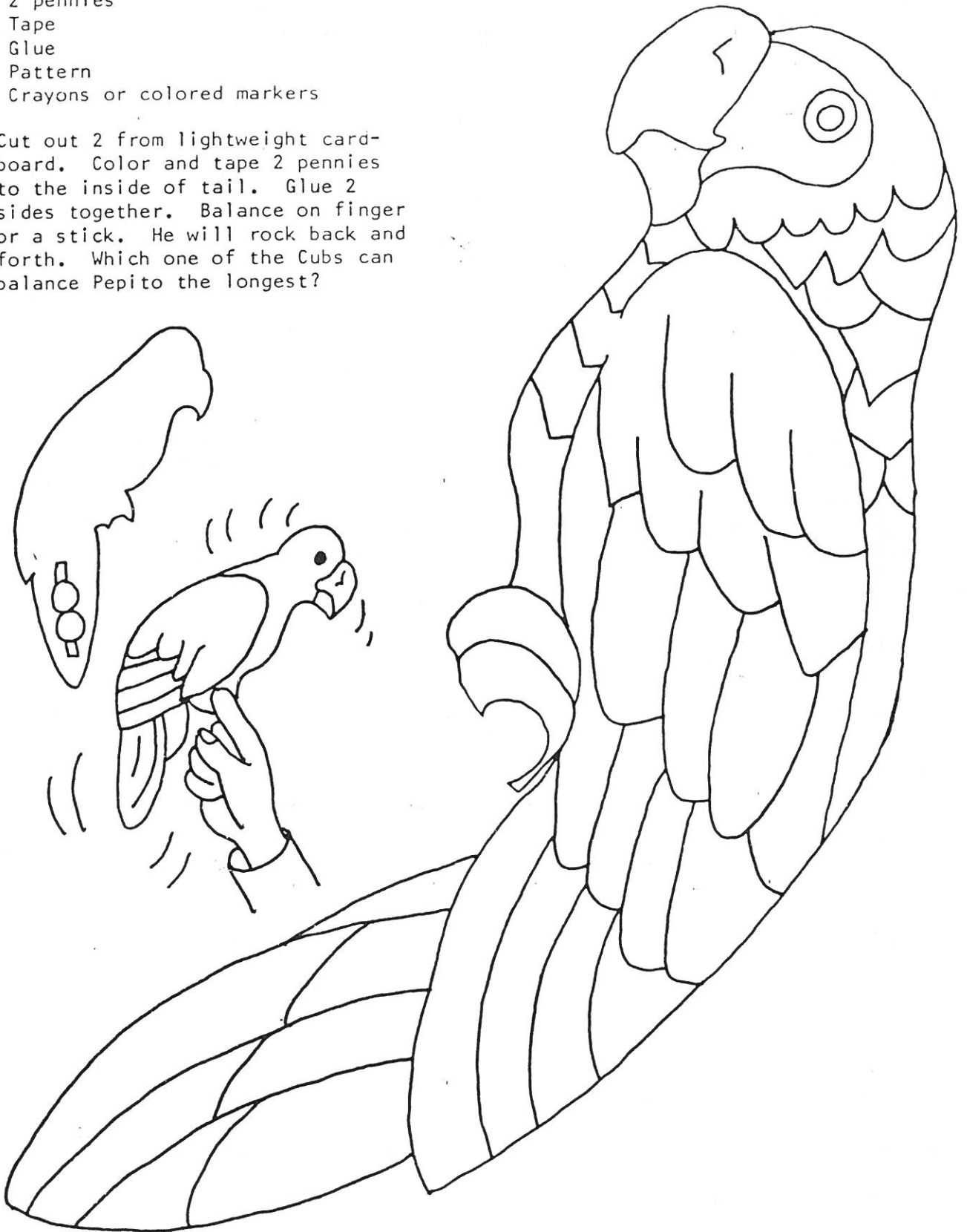


Pepito The Well-Balanced Parrot

Materials:

- Lightweight cardboard
- 2 pennies
- Tape
- Glue
- Pattern
- Crayons or colored markers

Cut out 2 from lightweight cardboard. Color and tape 2 pennies to the inside of tail. Glue 2 sides together. Balance on finger or a stick. He will rock back and forth. Which one of the Cubs can balance Pepito the longest?



Pirate Head Neckerchief Slide

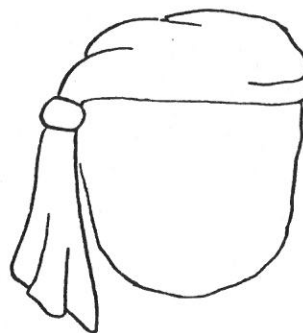
Materials:

- 1/2 English walnut shell
- Approximately 5" black telephone wire
- Small amount of plaster
- Approximately 2 1/2" x 5 1/4" material piece
- Small pop top ring
- Wire for earring
- 1 wiggly eye
- Black felt for eye patch
- Black yarn for mustache
- Felt markers

- 1 Break an English walnut in half carefully to keep shell halves whole and remove nut meats carefully. Mix small amount of plaster and pour in half shell, putting in pop can ring before it hardens.
- 2 When plaster is hardened, cut approximately 5" piece of black telephone wire. Wrap wire around the shell as shown - twisting the two ends together in back and press them flat against plaster back so they will be covered by bandana.
- 3 At right side of shell fasten on a large ear ring made from flexible wire (this can be done by wrapping wire around barrel of a wide tipped felt marker to form the ring). Leave a little on end to hang over the black eye patch wire and twist together.
- 4 Make an eye patch from felt, etc. and glue in place over the right eye. For left eye glue on a wiggle eye (available at hobby stores). Make nose and mouth with felt tip markers. Mustache can also be drawn or can be black yarn glued in place.
- 5 The bandana is a piece of bright colored material cut approximately size given and glued in place gathered over to left side of pirate's face and tied in place with a long narrow strip of material or even easier to do is to hold it in place by using a piece of telephone wire to match the material, twisting the two ends together tightly. However, yarn, thread, etc. could be used.

When completed this pirate neckerchief slide will look fierce enough for any Cub Scout to be proud to wear. The texture and color of the nut shell looks much like the weathered skin of a pirate who has sailed many seas. If desired, a coat of clear plastic can be sprayed over the entire slide to help protect it.

HINT: If there are a few small cracks at edges of shell they can be camouflaged by using red marking pen and drawing scar marks over them to give pirate a tough look. Also a pirate hat could be cut from black vinyl with skull painted in white paint and glued in place over the bandana



Coral ReefMaterials:

Chunks of broken brick, or porous rocks, or
 Synthetic foam rubber or
 Cellulose sponge
 Shallow glass bowl
 Glass fruit jar
 Water
 Laundry bluing (liquid type)
 Ammonia
 Food Coloring
 Salt

People used to call this a "coal garden," but it has been found that chunks of broken brick (about the size of a large egg), porous rocks (not slick ones), and pieces of synthetic foam rubber or cellulose sponge were even better. Sponge is great because it can be cut in any shape desired.

Soak the pieces of brick in plain water until they are thoroughly wet. If using a sponge, wet it and wring it out.

Place in a shallow glass bowl (do not use metal of any kind), and arrange the damp pieces placing some on top of others. Don't throw away any little pieces or granules, just dump them on top and wonder what's coming. EXPECT A MIRACLE!!!

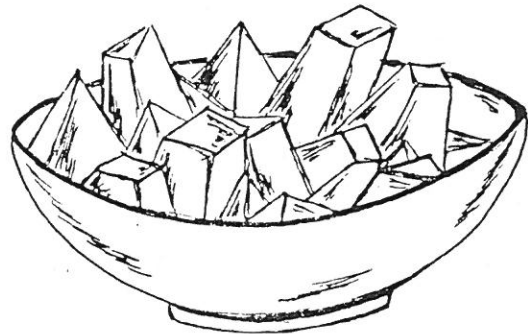
Into a glass fruit jar, put 4 Tbsp. of water, 4 Tbsp. of ammonia, and 4 Tbsp. of laundry bluing (old fashioned liquid-type). Pour this over the wet rocks, being sure to dampen all of them with mixture.

Put a few drops of food coloring and a few drops of bluing on one or two of the rocks.

Take 4 Tbsp. of salt and sprinkle this evenly over all the broken chunks of brick, rocks or sponges. In less than 6 hours, it will start to build. The second day they grow even faster. Soon it will look like Mt. Fuji in technicolor.

After two days, add two more Tbsp. of water and 2 Tbsp. of ammonia. Be very careful not to pour it over the pretty crystalites. Pour it in the edge of the bowl. Every time water and ammonia are added, crystals will grow. Stop process at any time by letting it dry and not adding any more.

CAUTION: Don't let any of the crystals grow beyond the bowl as it might damage furniture. It will damage marble. Don't use metal of any kind for garden.

Ghostly GroanerMaterials:

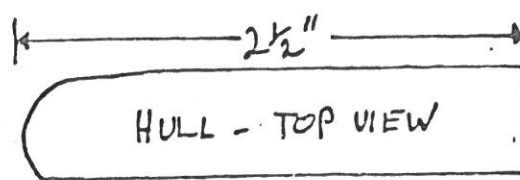
Tin can
 String
 Resin

Punch a hole in the bottom of a tin can and put a strong string through the hole. Tie a knot on the inside. Coat the string rather heavily with resin. Hold open end of can against a window pane and pull on string so it slides through fingers, making an eerie, ghostly sound.

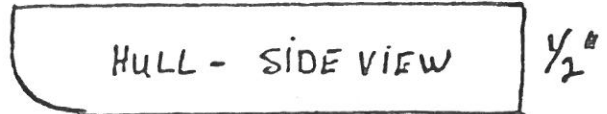


PIRATE SHIP

This pirate ship is small enough to sail in a wash basin. Materials needed are: balsa wood, toothpicks, model cement, white paper, a penny and a sharp penknife.



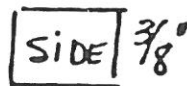
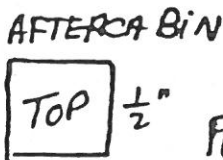
1. Pre-cut hull as shown in illustration. Smooth all sharp corners with sandpaper.
2. In center of bottom of hull, cut slot 1/8" deep into which penny can be slipped. Glue it in place, being sure to get it true to centerline of boat.
3. Pre-cut forecastle and aftercabin as shown. Glue them to hull.



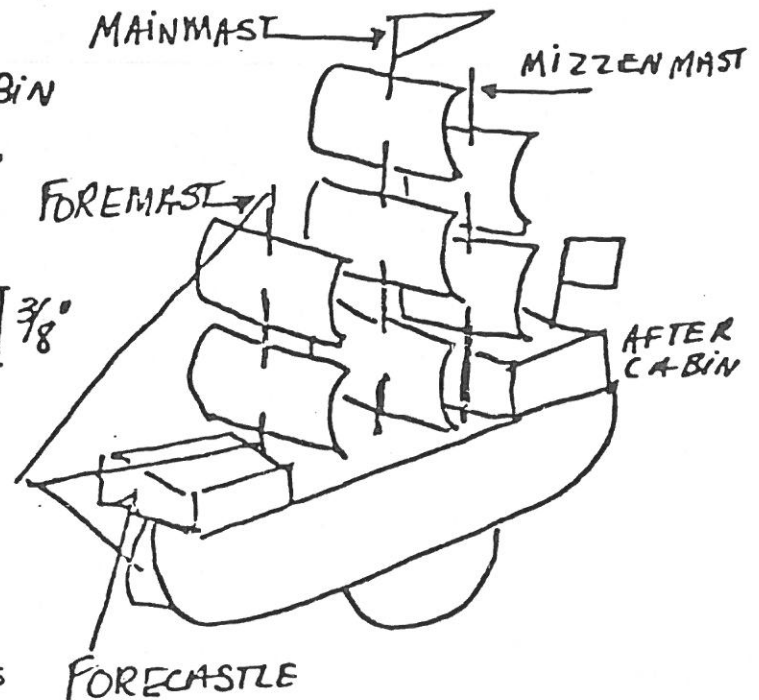
4. Use toothpicks for the three masts. The center or mainmast is a little higher than the other two. Use a pin to make holes for masts. Press them into place.



5. The bowsprit is half a toothpick glued along top of forecastle.
6. Cut sails from white paper, each 3/4" wide. With a pin, make holes in each sail 1/8" from top and bottom. Slip them onto masts as shown.

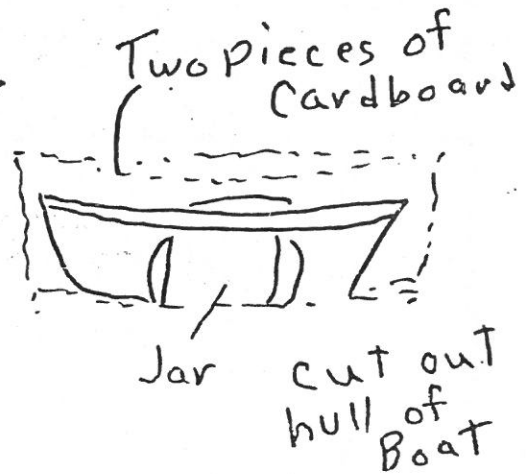
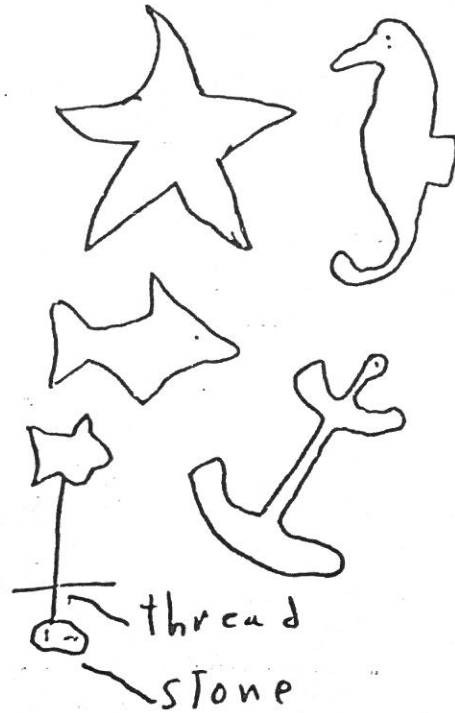
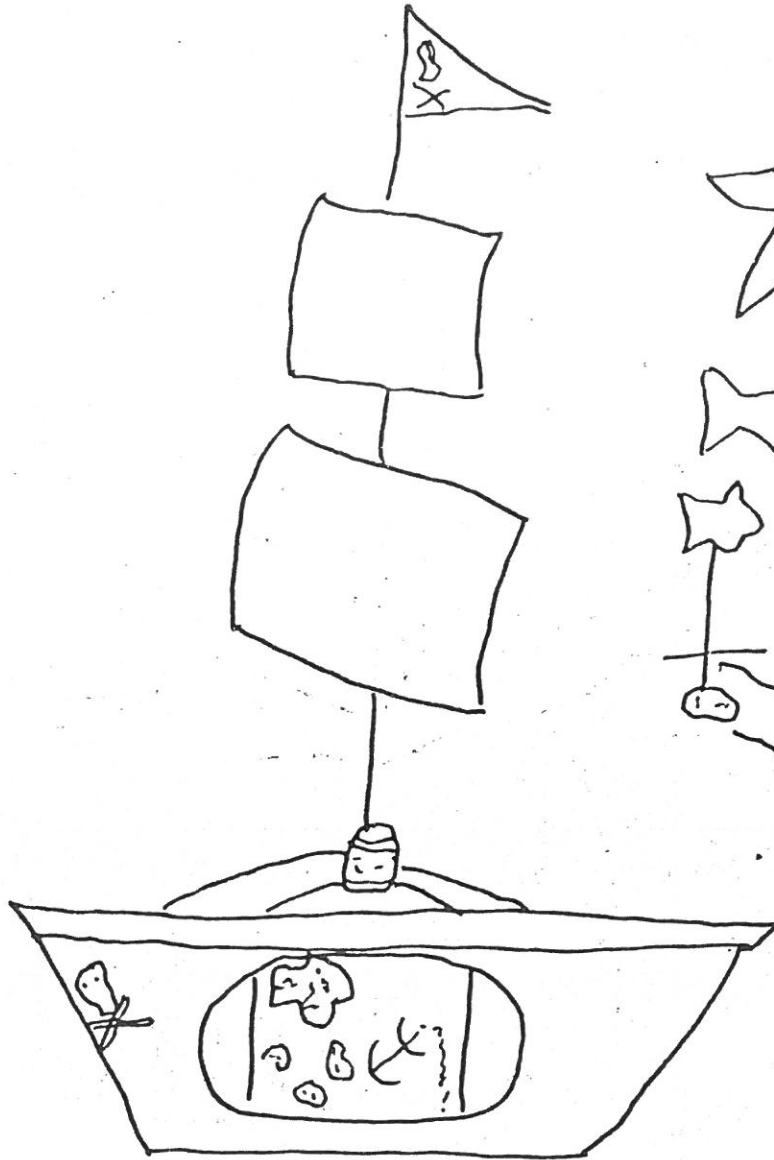


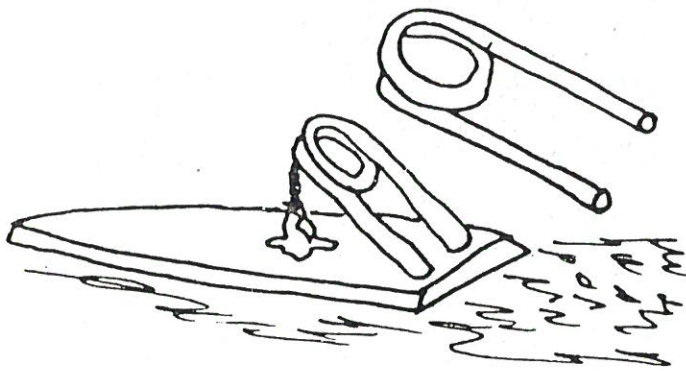
7. Run a piece of thread from a tip of bowsprit to top of foremast and to front of hull, holding it in place with glue.
8. Set the sails at a slight angle to the boat, not straight across. Place pirate ship in basin of water. Stand about two feet away and blow gently from the side. See how well it sails.
9. If desired, draw Jolly Roger on one of the sails, and paint windows on sides of hull.



PIRATE SHIP

Use 3½" jar, paint lid, screw securely, cut light weight cardboard as shown for the sides of boat. Glue cardboard around jar, clip clothes pins till dry. For mast, insert a dowel into a wooden spool and glue to center of jar lid. Cut paper sails and slip down over the mast. Add black skull and crossbones cutout to the the boat.



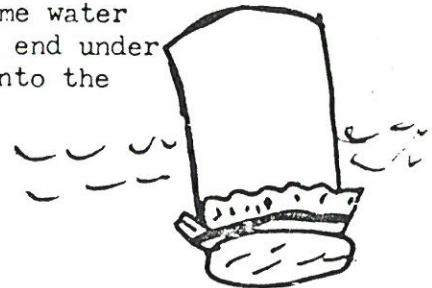


PUT-PUT BOAT: Bend a piece of 1/4" copper tubing, 12" long, into a loop 1" in diameter. Mount at a sharp angle. Light the candle under it. Steam makes the boat go.

WATERSCOPE: What's in the water?

Cut top and bottom from a large juice can. Cover one end with a clear plastic bag. Hold the bag in place with heavy rubber bands.

Now find yourself some water and hold the covered end under the water and look into the open end.



IT'S BOAT REGATTA TIME!

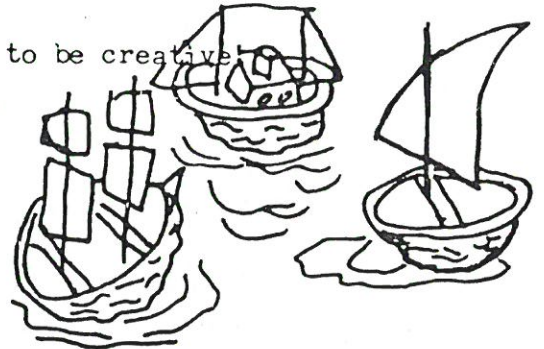
Use 1" x 4" strips of wood to cut these boats.

Cubs should then sand smooth and paint or varnish.

Glue a 6" dowel into hole drilled as shown. Make a sail out of a manilla folder or starched piece of material.

Encourage the cubs to be creative.

GREAT PACK MEETING!

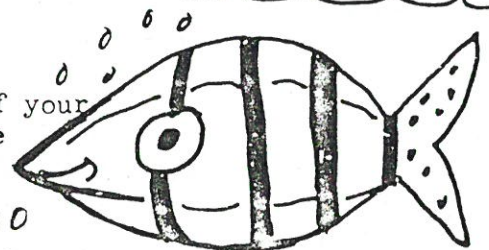


BUILD YOUR OWN PIRATE BOAT:

Clean out the inside of walnut shells and glue toothpicks in for spars, masts, and braces. Sails are cut from paper. If your fleet is top-heavy, drip candle wax in the bottom of the shell for ballast.

FOILED FISH:

Use a large picture of your favorite fish. Glue picture on to cardboard. Glue kite string around the features you wish to appear on the foil. Let dry. Now cover with tin foil and use the eraser of a pencil to follow along the string on both sides embossing the foil and like magic your favorite fish appears. Paint with permanent magic markers. Add pop pull tab to back of cardboard to hang in bedroom.



TRAVELER



The word 'traveler' suggests faraway places and long trips. Some of the Webelos Scouts may have enjoyed such travels, but they will not add much to their mileage while working on this activity badge. They will, however, be able to learn something about trip planning and scheduling, and hopefully they will have a chance for a short trip or two, mainly for practice of what they have learned.

Through the badge requirements, Webelos Scouts will learn to read maps and time-tables of railroads, buses, or airlines serving your area. They will learn the comparative costs of rail, bus, or air transportation. They will learn how to use highway maps and plan trips. Not only does this badge help prepare the boys for travel experiences but also enables them to get the most out of a trip and to learn more about this great country.

Notice that the two trips listed in the requirements are family trips and not Webelos den activities. Help the boys secure some of the travel items they will need and teach them how to read maps and timetables as they prepare for the family trips.

SUGGESTIONS FOR DEN ACTIVITIES

- 1 Visit a county, state, or national park with den families.
- 2 Visit a historic site nearby.
- 3 Take a bus or train trip.
- 4 Visit a travel agency or automobile club office and find out what they do.
- 5 Calculate cost and speed of a plane trip.
- 6 Make car first aid kits.
- 7 Visit a bus terminal or airport to see the inside operation.

- 8 Discuss timetables and how to read them.
- 9 Have a speed contest of locating specific destination and how to get there, using maps and timetables.
- 10 Teach proper packing of suitcase. Afterwards, have a speed contest, stressing neatness as well as speed.
- 11 Locate points of interest on city and state highway maps. Visit some of them.
- 12 Make a list of travel agencies and transportation facilities available in your area.

SUGGESTIONS FOR PACK MEETING

- 1 Exhibit family car first aid kits, timetables, snapshots from trips, travel log books.
- 2 Demonstrate how to pack a suitcase, how to determine comparative travel costs. Show slides or movies of den trip or have an oral report of the trip.

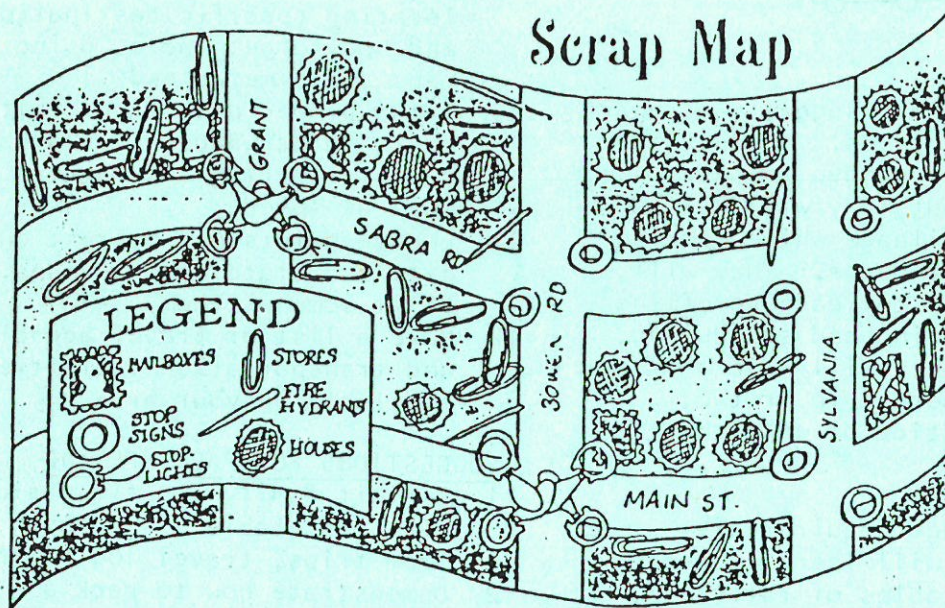
TRAVEL INFORMATION - Each state has a tourist information department from which maps, brochures on tourist attractions and motel and hotel directories may be obtained. When requesting this information indicate which area of the state the information should cover. Remember some attractions are seasonal.

SAFE DRIVING TIPS FOR FAMILIES

- 1 Allow enough time to avoid feeling rushed. On long trips, allow for frequent stops.
- 2 Have car checked before leaving - tires, brakes, lights, turn signals, windshield wipers - to ensure proper functioning.
- 3 Use seat belts. They help save lives.
- 4 Be alert to hazards - adjust driving speed accordingly.
- 5 Use courtesy abundantly - everywhere - at intersections, while being passed or passing, at night with headlights.
- 6 Follow the rules of the road - signals, signs, and road markings, for a safe, enjoyable trip.

Tips for rest stops

1. Wiggle and giggle and jump up and down.
2. Pretend to jump rope.
3. Reach for the stars.
4. Go to the rest room.



A map doesn't have to be of a faraway place or a large land area. It can be of a neighborhood—your neighborhood!

Make a map of your neighborhood. Use cancelled stamps to show the locations of mailboxes. Use washers to show where stop signs are. Use scraps as symbols for stoplights, houses, stop signs and fire hydrants.

Many maps have a legend. A legend is very important in helping someone read a map. It contains all the symbols used in the map and tells what they are. Make a legend in one of the corners of your map. Show the scraps used in the map and tell what each means.

CAR PASSENGER CODE - This code provides hints on how car passengers can help make each trip a safe and pleasant one.

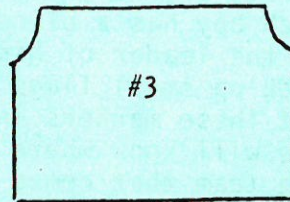
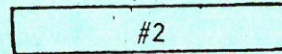
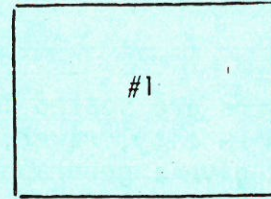
1. Help yourself by:
 - *always wearing your seat belt, or sitting in the back;
 - *sitting down, so that you won't be hurt if there is a sudden stop;
 - *keeping your hands away from doorhandles, gear stick, ignition key, and the driver.
2. Help the driver by:
 - *sitting down, so that you don't distract him;
 - *looking out for road signs;
 - *keeping the noise down;
3. Help other passengers by:
 - *not teasing younger passengers;
 - *not putting anything dangerous on the back ledge;
 - *saving all litter until you get home; use litter bags.
4. Help others on the road by:
 - *staying in the car (if you put your arms or head out of the window, you could lose them!) while it is moving.
 - *not throwing things out of the window;
 - *getting out of the car on the side away from the traffic.

TRAVEL TOOL KIT

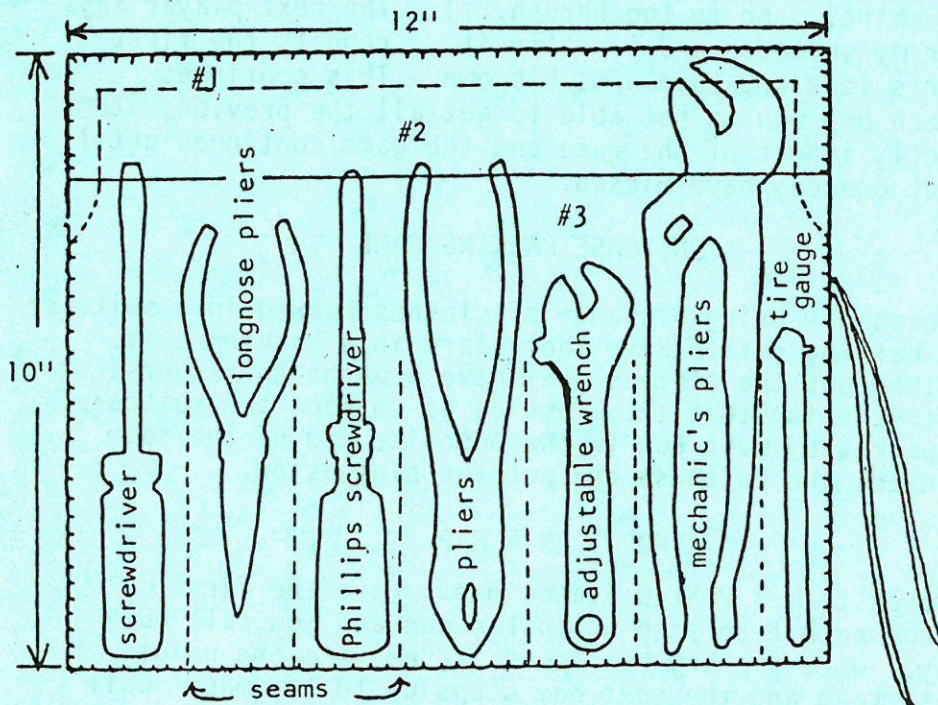
Almost any kind of sturdy material is suitable for this travel kit. Denim or canvas works well. A waterproof fabric is even better.

Change the tool selection around a little and adapt the kit to a bicycle, a boat, or a home handyman kit. It is also useful for carrying large cooking forks, spoons, and other implements on a camping trip.

- 1 Cut pieces size desired.
- 2 Sew #2 to #1
- 3 Sew #3 to #1
- 4 Sew string to edge
- 5 Make seams as desired for tools or other items.



cut in size desired



kit rolled up

GEOGRAPHY GAME

Players are seated in a circle. First player names a geographical term -- city, river, country, animal, race, etc. Second person must give a geographical word which begins with the last letter of the first player's word. Continue thus around the circle. The same word is not to be given twice.

YOU'RE GOING TO TAKE A TRIP

For this game you will need two teams of three or more boys. Each boy has a blindfold so that he cannot see. One boy will be the leader of his team and will have to guide his teammates and pick up small flags along the way. (The Webelos leader has put these markers in the back yard ahead of time so that no one will know where they are.) Make two identical trails. The team that comes back with the most markers is the winner.

I PACK MY SUITCASE

One boy starts the game by saying "I pack my suitcase and I put in it.....(he says something like my or my shirt....or my toothbrush...). The next player says I pack my suitcase and I put in it....repeats the first player's item and then adds his own. This continues and each boy who is not able to get all the previous items correctly is out of the game and the game continues until all but one boy have missed.

SUITCASE PACKING GAME

Have each boy bring a change of clothes packed in a suitcase and a bathing suit. Have them start in a bathing suit. Have them put the clothes they have brought on hangers. The first thing that they must do is to pack the suitcase. Once packed they must run to the opposite end of the room and unpack the suitcase and put the clothes on.

FIND IT ON A MAP

Give each team a United States map. Have the first boy from each team step up to the map and you call out a city. Once the boy has found it, he gets one point for his team and the next boy steps up to the map. Call out another city. This continues until one team has 11 points.

PLOT YOUR ROUTE

Give each boy a state map. Tell them you are leaving this city and going to.....(another city in the state) and have them plot the route. you are then going to go to _____ and they must plot the route.

1. Traveler Brain Game -

HOW DID THEY GO?

Each of the fictional characters below made a famous trip. What means of transportation did they use to travel?

1. Casey Jones
2. 3 Wise Men of Gotham
3. Cinderella
4. Hans Brinker
5. Huckelberry Finn
6. Phinneas Fogg
7. Eliza
8. Winken, Blinken, and Nod
9. Ulysses
10. Butcher, Baker, and Candlestick Maker
11. Owl and the Pussycat

Answers: 1. Locomotive 2. Bowl 3. Pumpkin Coach 4. Ice skates 5. raft 6. balloon 7. Foot 8. Wooden Shoes 9. Ship 10. Tub 11. Boat

2. Road Map Alphabet - Give each boy a map. On the signal "GO!", each boy finds a city on the map for as many letters of the alphabet as they can find in 5 minutes. The boy with the most number of cities found on the map wins.

3. Packing Relay - Be sure each boy wears a bathing suit under his uniform this day. Have the boys divide into two teams, with an empty suitcase for each team. On the signal, the first boy runs to the suitcase, takes off his clothes, folds them and packs the suitcase properly (the Webelos Leader can approve). If done properly, he may then dress and tag the next boy in line. The first team to finish wins. A variation of this game is to have identical sets of clothes hanging in two different locations on a clothes line. The first boy for each team runs to the clothes line, takes the clothes off the clothes line, folds and packs them (the Webelos leader approves), runs with the suitcase to the starting line, runs back (with the suitcase) to the clothes line and hangs the clothes back up on the line, and then races back to tag the next team member.

4. Road Map Location Game - Divide the boys into two teams (or if you have enough maps and ingenuity, have each boy work independently). The boys are to see where they would end up if they correctly followed your instructions.

Example using the Texas road map: Starting at Seguin, take I10 west until you reach I81. Turn right on I81 and continue until you reach FM...

You should have the same number of tasks for each of the teams (or boys). They could start at the same point or different points, take the same route or different routes, and end at the same location or at different locations. The first to correctly identify their destination wins.

One variation of this game is for the boys to locate the shortest route from one location to another or the one which has the fewest turns. (This can be using city maps, state maps, or even maps which include several states.) Another variation is to give the boys a starting point (Street address), a destination address in a city in another state, the appropriate state and city maps, and let them plan the trip. The first team to finish with a correct answer wins. If you've got a very sharp group of boys you could even try having them use different modes of travel and give them the appropriate timetables. (i.e., They could take the city bus to the bus station, the bus to another town which connects with the train, the train to a city in another state, a city bus in that city to a rental car distributorship, and then a car from there to another location.....Hopefully this gives you some ideas on the possibilities for road map games even if the last suggestion is a little farfetched and unrealistic.)

5. State License Bingo - Make a list of about 30 states. Cut shirt cardboards in half and mark them into squares - five across and five down. Print the name of a state in all squares except the center one which is free. Make several cards, with no two alike. While on a car trip, each player takes a card and puts a small check with a pencil when he sees a license plate from that state. The first to complete a row across, down, or diagonally wins.

GAS STATION

Have each boy in turn name something that is found in a gas station. If a boy can't think of anything else or repeats something that has already been said, he is "out of gas" and out of the game until only one person is left and you can play it again.

BILLBOARD GAME

Have the boys look for billboards advertising food items. Have them count the number of items they can find on the billboard made from the animal food group or the plant food group.

AIRLINE GAME

On a piece of paper write the name of an airline. (example: UNITED or AMERICAN) Give each of the boys a piece of paper and a pencil. Have them see how many new words they can form out of the name of the airline. Set a time limit. The one with the most words at the end of the time limit is the winner.

STATE MATCH UP

Match each of the below listed states with its state capital. This is a good game. Any number of states could be used.

- | | |
|---------------|-------------------|
| 1. Utah | a. Helena |
| 2. Washington | b. Carson City |
| 3. California | c. Topeka |
| 4. Delaware | d. Santa Fe |
| 5. Montana | e. Atlanta |
| 6. Nevada | f. Olympus |
| 7. Kansas | g. Frankfort |
| 8. Georgia | h. Sacramento |
| 9. New Mexico | i. Dover |
| 10. Kentucky | j. Salt Lake City |

CAR GAMES

License Listing - Make a list of license plates (U.S. states and foreign countries) spotted while on a trip. See if anyone can name the state capitals.

Signs - Players take turns looking for specific signs, such as: Railroad crossing sign, arrow on sign, no parking sign, church sign, fire prevention sign, ice cream sign, no vacancy sign, keep to right sign, reduce speed sign, etc.

Sports Words - Give each player the front page of a newspaper. The object is to find sports words on the front page. Examples: end, base, tackle, guard, pass, basket, foul, kick, center, etc.

Map Game - Give each player an identical map. See who is the fastest at finding the answer to such questions as: Distances between cities, historic site locations, populations of cities; locations of airports, etc.

License Language - All players look for a license plate containing three letters. When one is spotted, the player whose turn it is has 60 seconds to make a sentence using words starting with each of the three letters, in proper order. The sentence may be longer than three words, but the first three words must match the letters. All sentences must make sense. Devise point system.

