

Vagabond



244



January, 1993

CUB SCOUTS:

Pirate Waters

WEBELOS:

Fitness


Readyman

January, 1993

Cub Scouts: Pirate Waters



Sunday Monday Tuesday Wednesday Thursday Friday Saturday

					1  New Year's Day	2
3	4	5	6 Roundtable Merrill Middle School 7:15 pm	7	8 Klondike Derby Camp Sunnyside	9 Klondike Derby Camp Sunnyside
10 Klondike Derby Camp Sunnyside Fireside Chat	11	12	13	14	15	16
17	18	19	20	21	22	23 Trainer's Orientation
24	25	26 District Committee Meeting	27	28	29	30
31						

**Webelos:
Fitness
Readyman**



Gatherings

... PIRATE WATERS ...

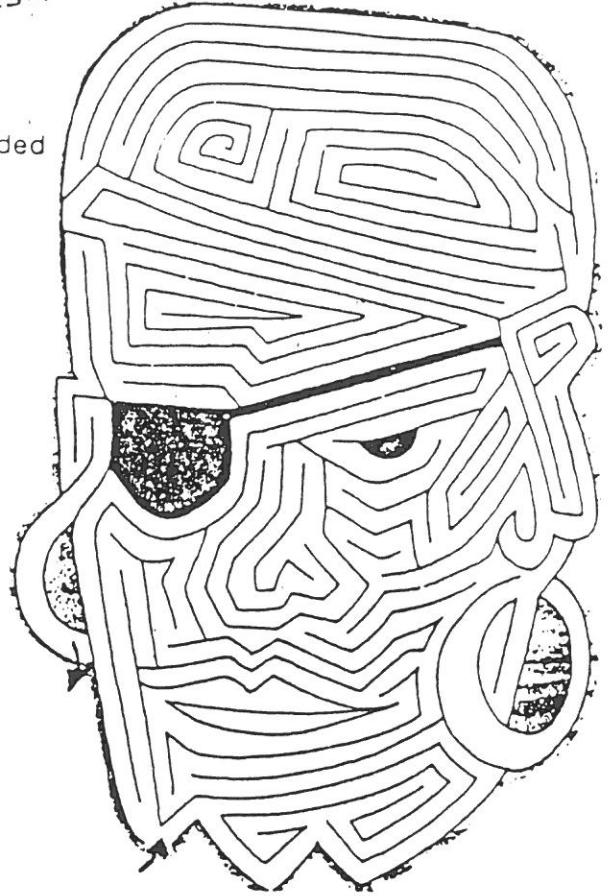
Secret Message

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

P O I B M M P X F F O X F B S

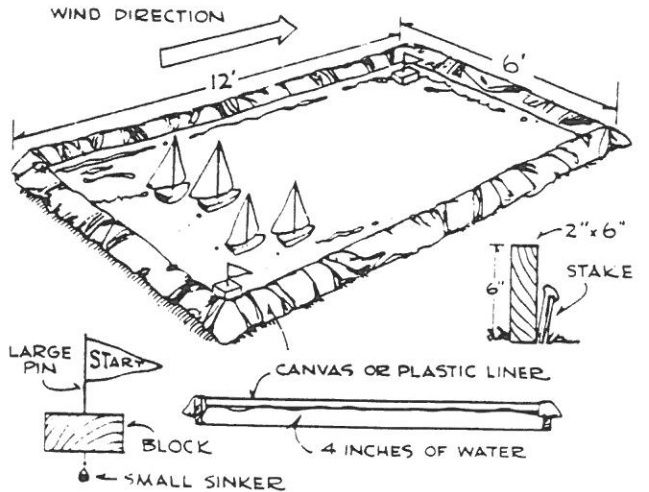
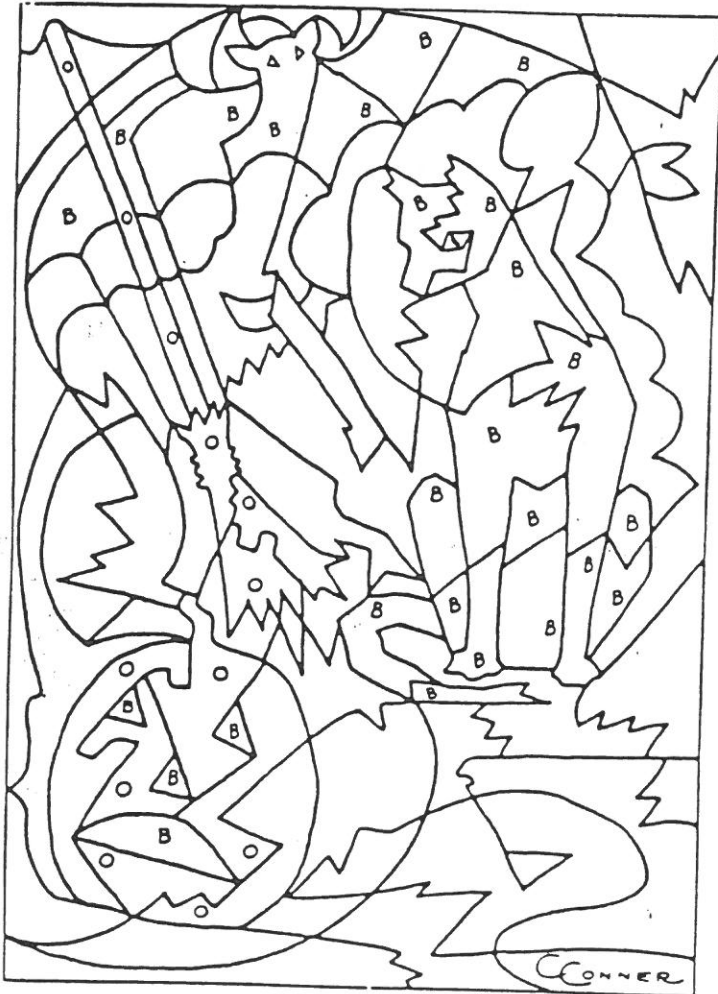
X I J U F G P S T B G F U Z

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.



REGATTA TEST COURSE. Cub Scouts can sail their regatta boats in this pool, if there is a breeze.

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.

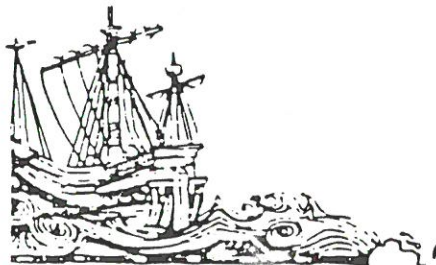
In those days the sailors were very superstitious and the sight of Blackbeard with his bulging, red-veined eyes, his filthy beard and the matches burning in his hair, was enough to convince many a poor sailor that it was the DEVIL himself.

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.



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 way 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.



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.



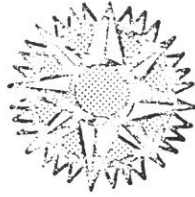
OPENING

(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.



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 Island. 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.

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.)

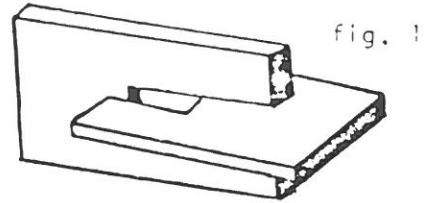
CLOSING CEREMONY

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.

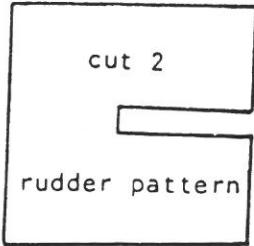
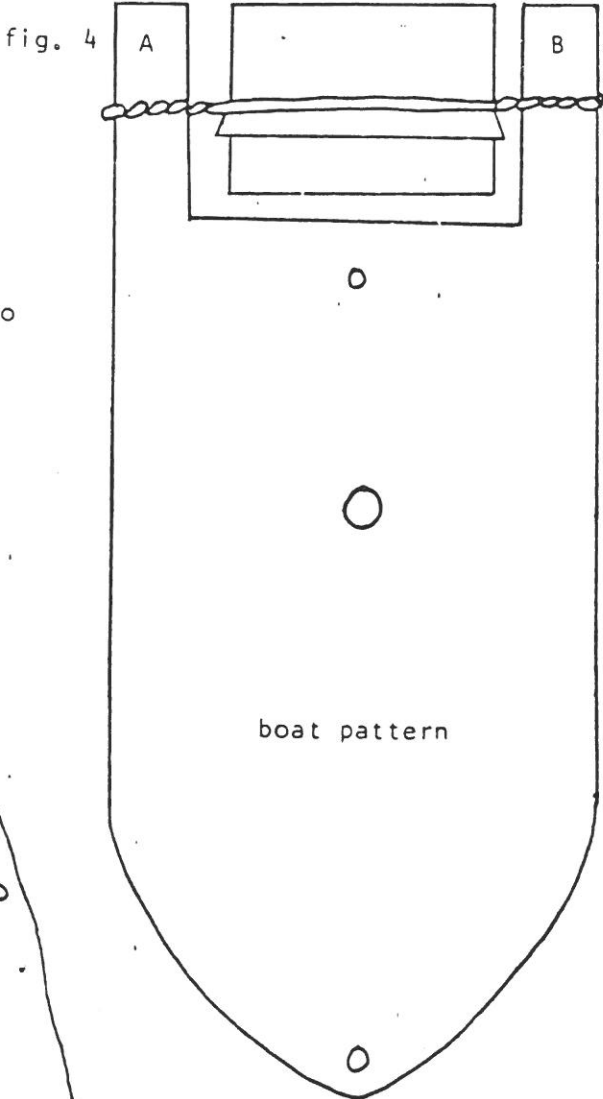
CUBMASTER: The Colonial Navy was born in 1632 when the English colonist of Massachusetts built the first American warship, the 30 long ton (30.5 metric ton) Blessing of the Bay. They used it to fight pirates off the Atlantic coast. By the late 1700's, the colonists had built hundred of ships including 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.



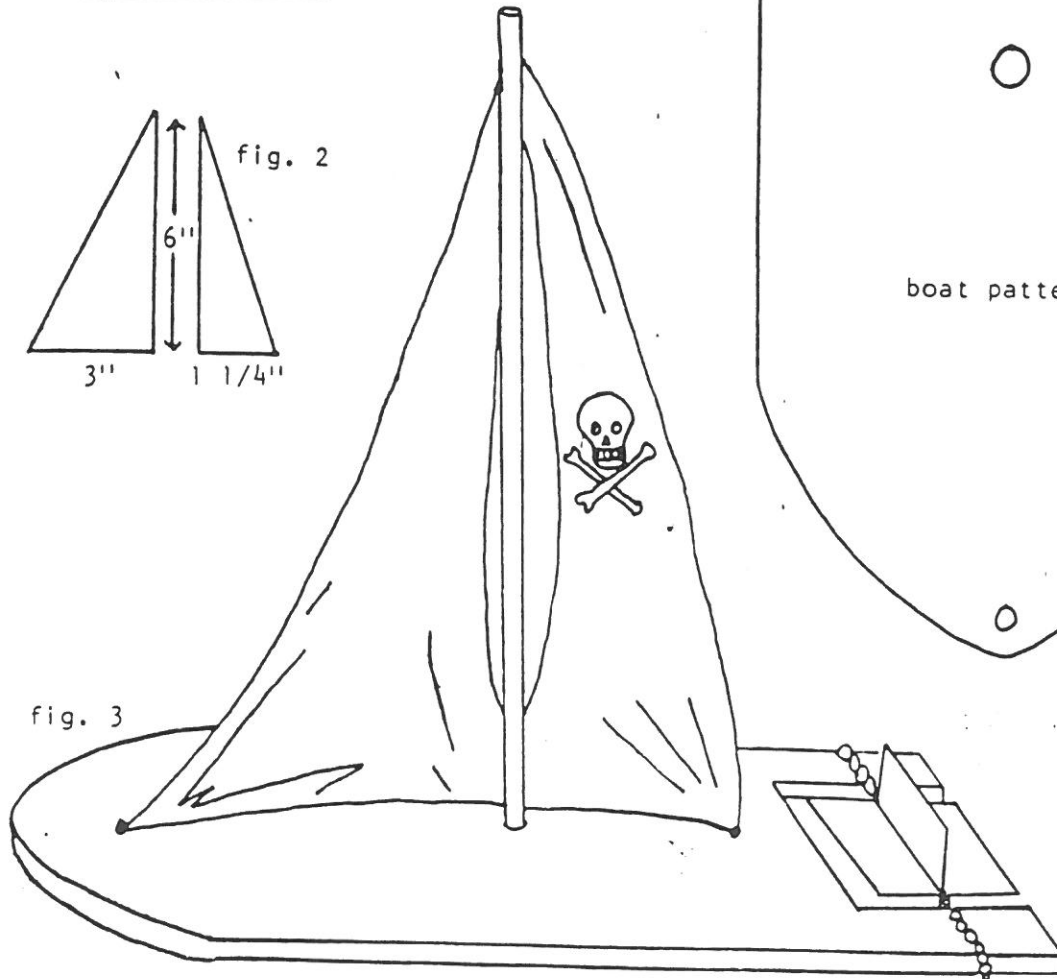
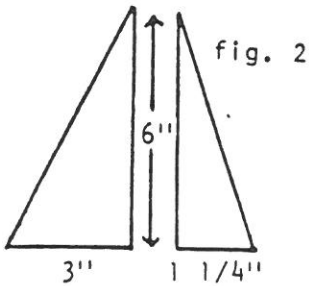
Using pattern cut boat from pine board. Drill hole part way through and insert dowel. Glue in place. Attach sails to mast and base of the boat (fig. 3). Use thumbtacks to attach sails. Slip elastic band over paddle, and over extensions A and B on base of boat. Set sail for Treasure Island.



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

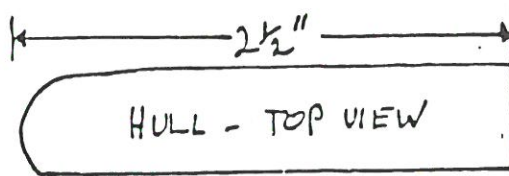


adjust slot size to thickness of wood

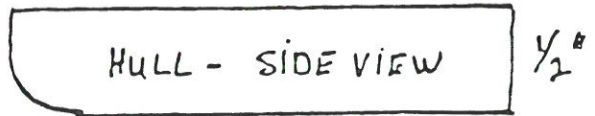


PIRATE SHIP

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.



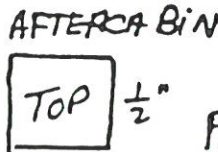
2. In center of bottom of hull, cut slot 1/8" deep into which penny can be slipped. Glue it in place, being sure to get it true to centerline of boat.
3. Pre-cut forecabin and aftercabin as shown. Glue them to hull.

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

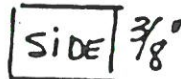


5. The bowsprit is half a toothpick glued along top of forecabin.

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.

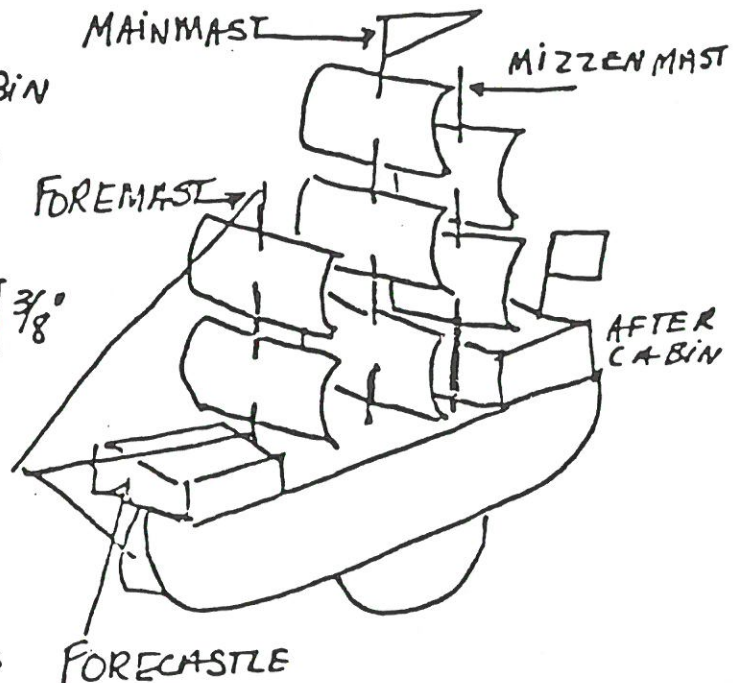


7. Run a piece of thread from a tip of bowsprit to top of foremast and to front of hull, holding it in place with glue.



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.



CRAFTS

PIRATE TREASURE BOX

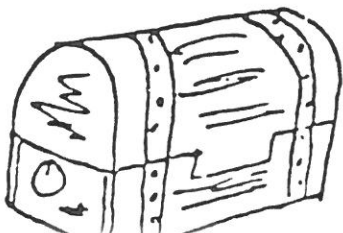
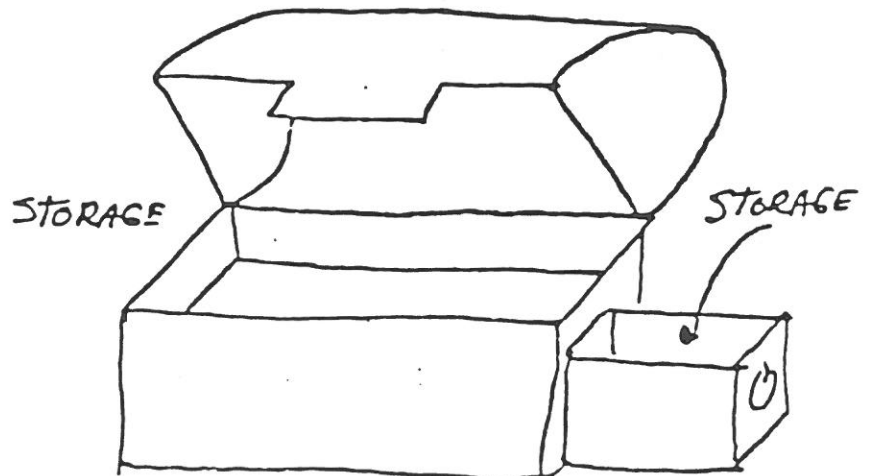
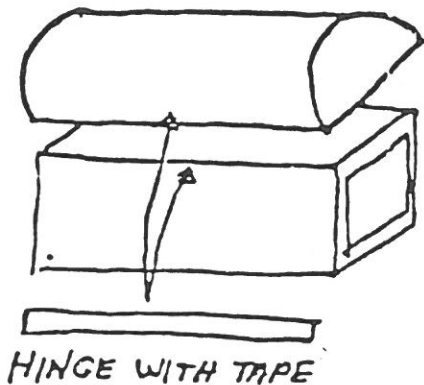
Here is a safe place for boys to keep all their small treasures. It's also a good place to keep neckerchief slides.

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

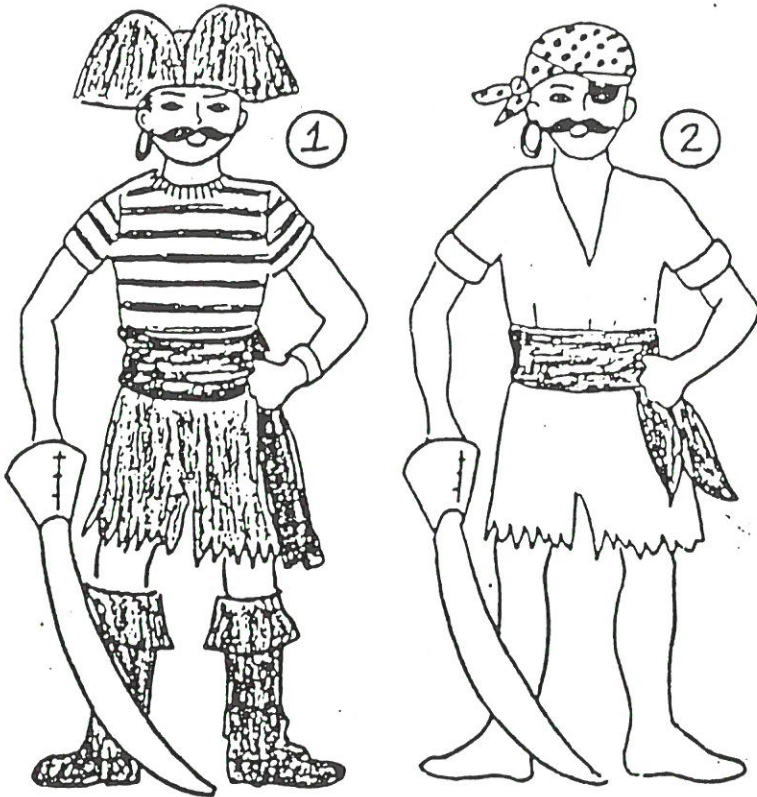
Cut salt box lengthwise, removing 1/3. The larger portion will serve as the curved lid to your treasure chest. If necessary, shorten the length of the salt box so that it fits loosely over match box.

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.



PIRATES

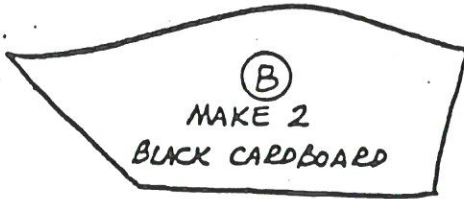
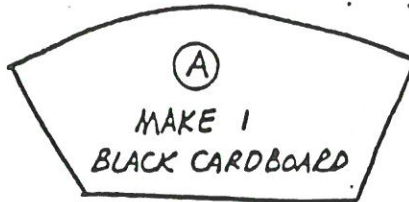


- Hat (see illustration below)
 Earring - foil covered cardboard ring.
 Shirt - Old t-shirt, bright color
 Sash - Piece of bright color fabric or cut from crepe paper
 Pants - Shorts or jeans, cut off and fringed
 Boots - made from black vinyl staple to form tube to fit over shoe. Add cuff.
- Bandanna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

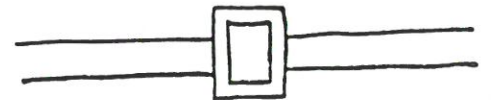
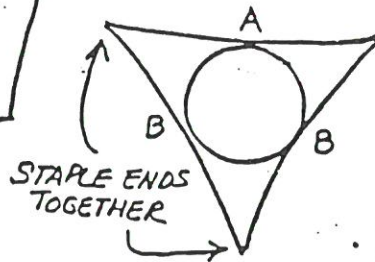
TRI-CORNER HAT



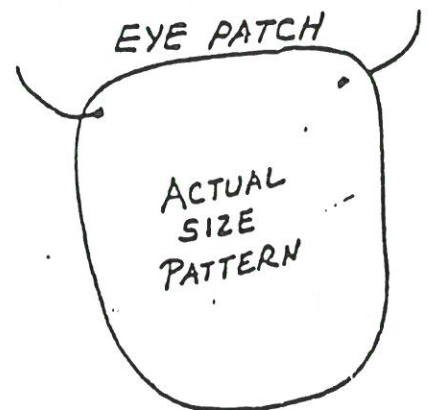
CUT BRIM OFF
OLD FELT HAT



TAPE CROWN TO
CARDBOARD SIDES



CARDBOARD BELT
FOIL-COVERED BUCKLE

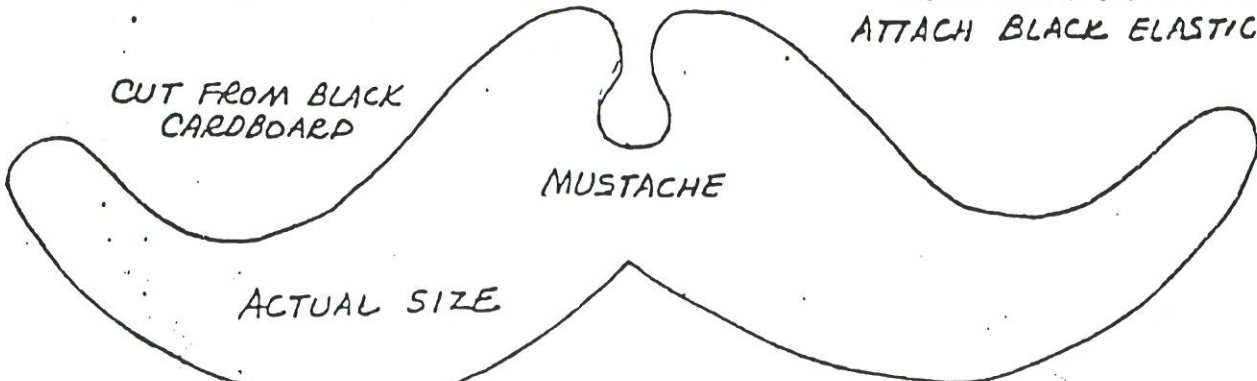


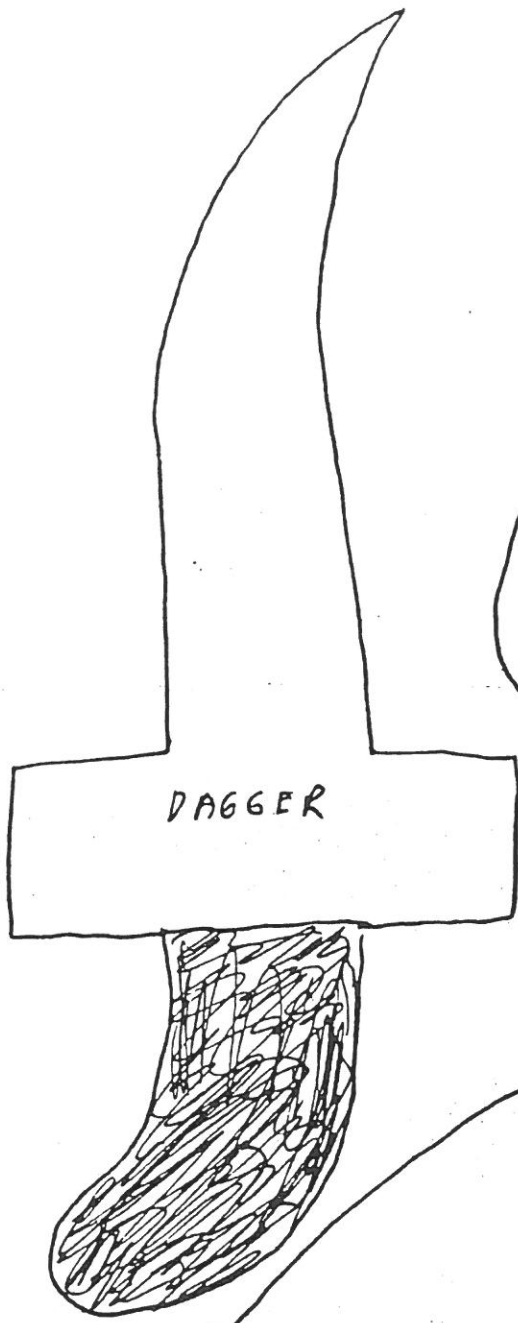
CUT FROM BLACK
CONSTRUCTION PAPER.
ATTACH BLACK ELASTIC CORD

CUT FROM BLACK
CARDBOARD

MUSTACHE

ACTUAL SIZE

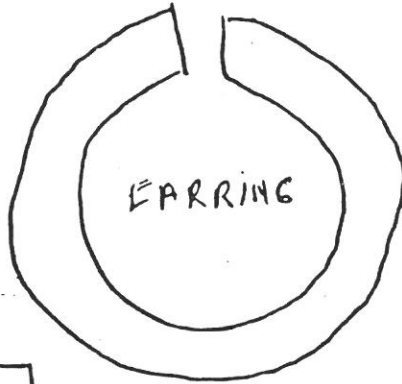




DAGGER

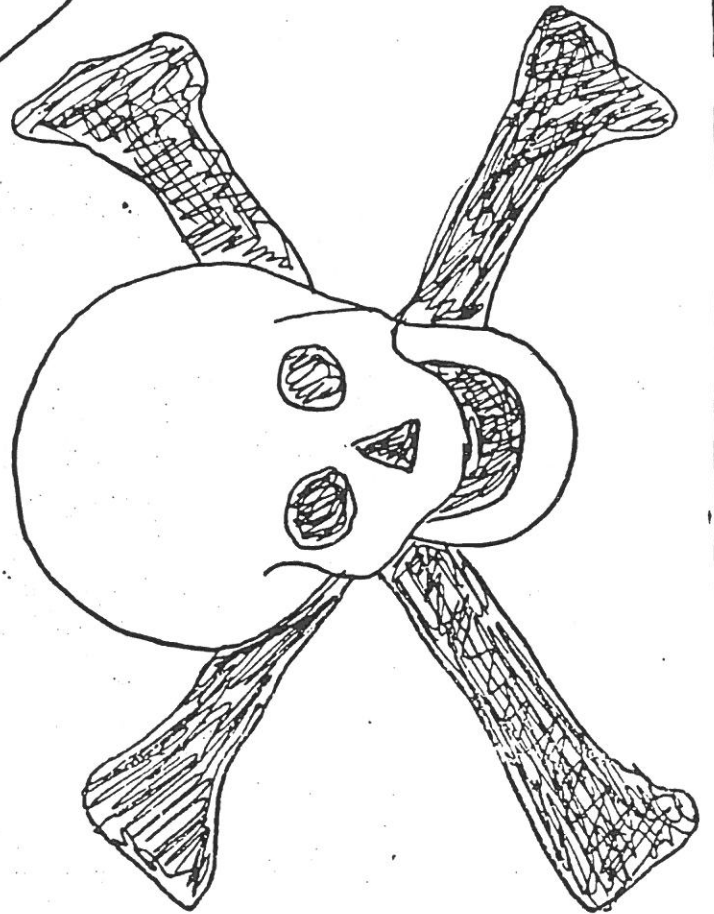


EYE PATCH



EARRING

HAT



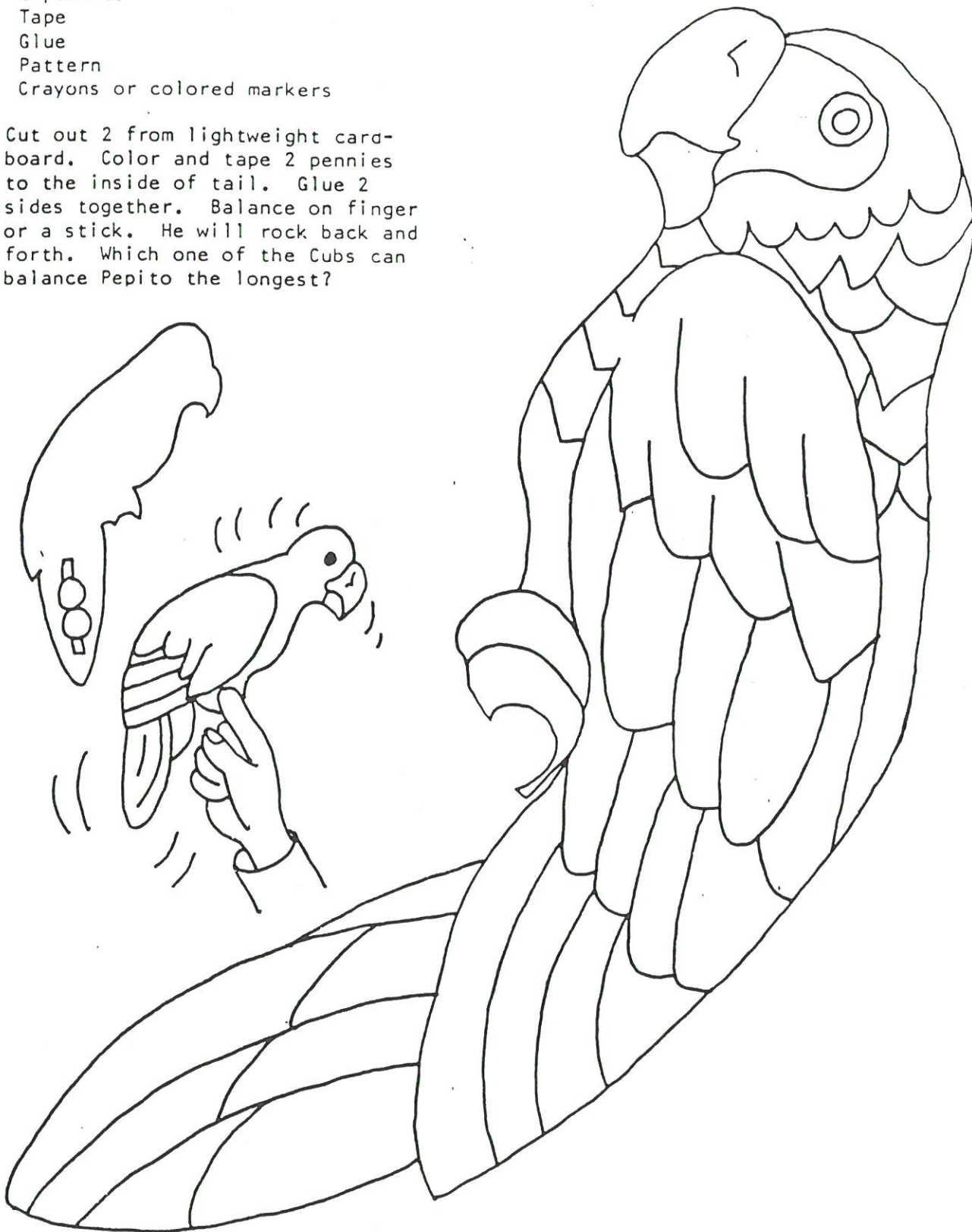
PIRATE Costume Patterns

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?



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.



Pirate Head Neckerchief Slide

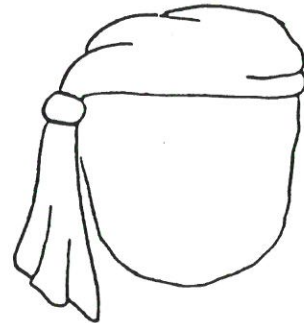
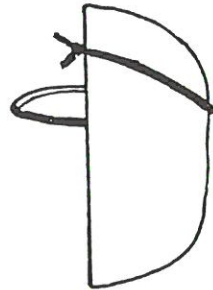
Materials:

- 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.

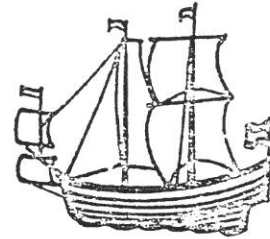
When completed this pirate neckerchief slide will look fierce enough for any Cub Scout to be proud to wear. The texture and color of the nut shell looks much like the weathered skin of a pirate who has sailed many seas. If desired, a coat of clear plastic can be sprayed over the entire slide to help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



CRAFTS

Pirate Waters



Tie Slide: Gold Doubloon Slide

Materials needed

1 - Quarter (\$.25)

Self hardening potter's clay or flour clay (recipe in pattern sect.)

Wax paper

Black Felt

Gold Paint (brush on model paint) & Paint brushes

Table Knife

Instructions

Give each child a piece of wax paper and a lump of clay. Press clay out on wax paper. Clay should be no more than a 1/4" thick. After clay is pressed out to required thickness place quarter on clay and using knife cut around quarter leaving a circle of clay. Remove quarter and excess clay from around quarter. Cut a 1" wide strip from felt. Measure length by wrapping felt around scout scarf tight enough to slide up and down scarf but not fall off. After getting felt the right length glue or staple ends together press fastened ends into clay and press more clay over top side of felt so that circle and felt will be permanently fastened together. After band is placed on clay circle turn circle over and press quarter eagle side down into circle. Make sure the impression that the quarter makes is deep enough so that the print is clear when clay dries. Gently lift quarter from clay with knife. Leave clay on wax paper until thoroughly dry. If using potter's clay follow drying instructions on box. If using flour clay, let clay dry for at least 24 hrs. (or until next meeting). When clay is dry paint with gold paint carefully paint back side of doubloon with gold paint. Let paint dry thoroughly and then have fun wearing your new slide.

Tie Slide: Skull and cross bones.

Trace pattern of Skull & Cross Bones (Below) on to a piece of paper. Cut out pattern and trace on to piece of white felt and cut out. Draw face on with black felt tip pen. Glue skull on 1/2" wide piece of black felt measured to go around scarf snugly.

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 "PHSSSSHHHH."

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.

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.

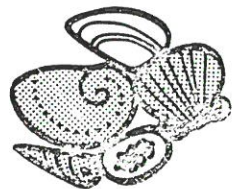
BLUB, BLUB, BLUB: Cubs sit in a circle or semi-circle. The leader walks in front of the players and suddenly points at one of them and says, "blub, blub, blub." The person pointed to must say "blub" before the leader has finished the third "blub". If he fails, a point is counted against him. If the leader 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)



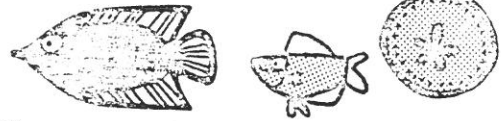
Two fathers hold a plank about a foot off the floor or ground. The Cubs are brought out, blindfolded one at a time, and told that they have been captured by a band of pirates and must walk the plank. The Cub is helped onto the plank by an adult and told to rest his hands on the adults shoulders to sort 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.

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.

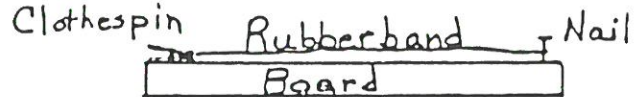
SMUGGLING THE BOOTY Materials needed: some small object (booty). Players are divided into two teams Smugglers and Kings Men. Each side has a huddle. Smugglers decide which member will carry the booty. The Kings Men decide who is most likely to be carrying it. Teams line up facing each other -- Smugglers 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.

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.

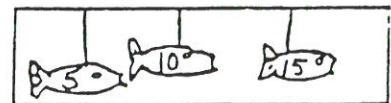
SUBMARINES AND DESTROYERS. Players are divided into two groups. One group is called Submarines and tries to keep a balloon in the air, away from the Destroyers. The Destroyers try to burst the balloon with their feet or hands. No sharp articles can be used. After the balloon is broken, the players change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

AMOEBIA 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 | |



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,

I can't tell which is which.

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 --

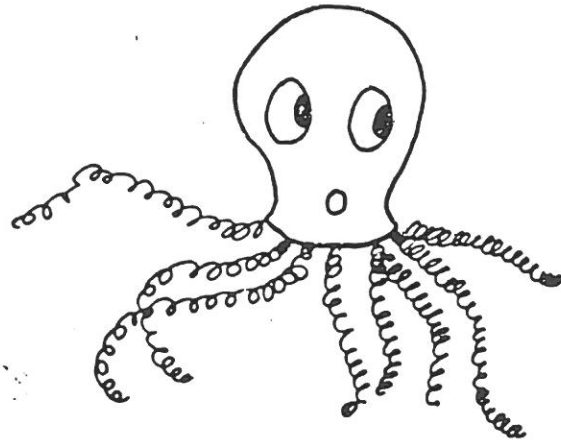
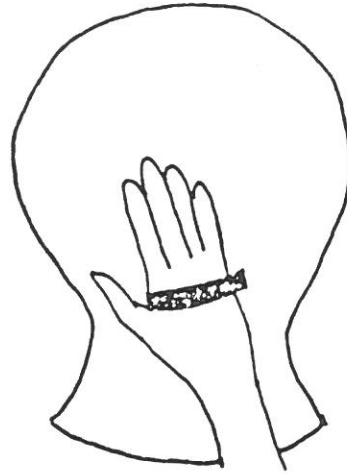
I can't tell which are my "right"
four.

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)
- EIGHTN 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 _____

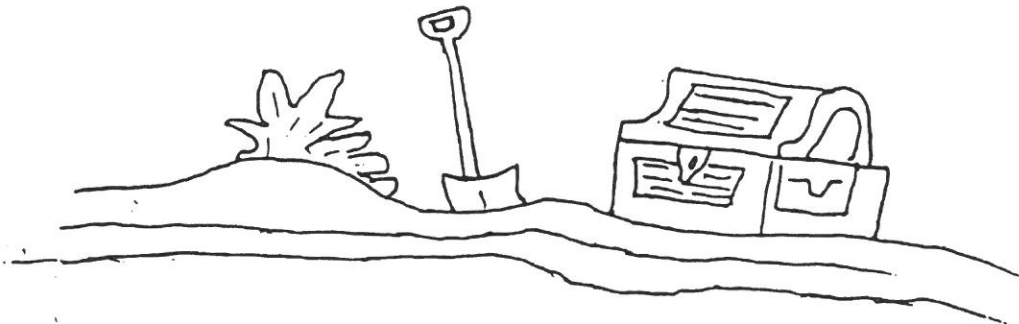
PEG LEG PETE'S PREDICAMENT

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!



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



Pirate On The Sea
(Tune: Oh I Wish)

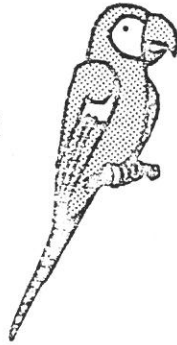
(Chorus)
Oh I wish I were a pirate on the
seas
Oh I wish I were a pirate on the
seas

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.

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.

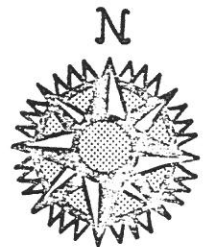
Hoist him up to the topsail yardarm, etc.

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.





FITNESS ACTIVITY BADGE

Fitness is an easy badge to complete, but an important one. It is one of the badges you must complete before earning the Webelos Badge. You could spend either one meeting or the whole month completing the requirements. It all depends on how much you want to put into it. By having people give a talk at your meeting and by having an outside activity, this badge can be lots of fun and informative to the boys.

When a person thinks of fitness, one tends to think of exercise only. Keeping your body fit includes not only staying in good shape, but also guarding it against the effects of tobacco, drugs and alcohol. This can be accomplished through exercise, diet, and by just saying, "NO".

The lessons learned from this badge should be an ongoing process to be carried on to their adulthood. The material following is meant to be additional suggestions to those listed in the Webelos Book.

DEN ACTIVITIES

- Have nurse, doctor, or EMT talk about effects of tobacco and drugs or diet.
- Have a sports figure (Kansas City Chief or Royals) or a coach from your local high school come and talk to the boys.
- Make poster on saying "NO" to drugs to be displayed at the next pack meeting.
- Have a dietician come and talk on a balanced diet.
- Visit a fitness center.
- Have each den create and perform a skit for other Webelos dens; or for a pack meeting about the value of exercise; or saying NO to drugs.

- Show films on drug abuse.
- Plan a simple meal based on what they learned about a balanced diet. If convenient where you meeting takes place, cook and let the boys sample.
- Show tricks that you can't do with your body due to balance.

BALANCE TRICKS

No matter what type of shape you're in, there are just some things we can't do. These tricks are to show what happens when your balance is off-center.

1. Stand with heels and shoulders against the wall - try to pick something up that is dropped in front of you - see what happens.
2. Stand with 1 shoulder, arm, leg and foot against the wall, try to raise other foot - what happens?
3. Keep a person sitting down, using only 1 finger - place finger in between their eyes and push gently as they try to stand - they must be sitting in a straight back chair.

Snacks for Fitness

When it's snack time, your Webelos Scouts (or Cub Scouts) may look for something sweet. In keeping with the health emphasis of the Fitness activity badge, encourage them to shake the sweet-tooth habit. Excess consumption of refined sugar has been found to promote overweight and dental cavities.

Suggest these healthier alternatives to your boys:

- Hard cheese cut into cubes and served with whole wheat crackers. (Hard cheese fights mouth bacteria that encourage cavities.)
- Cheese mixed with sour cream and spread on fresh celery stalks.
- Fresh green pepper slices or flowerets of cauliflower or broccoli dipped into cheese dips made from sour cream.
- Hiker's Birdseed, made by mixing equal amounts of raisins and peanuts with smaller amounts of carob, sunflower seeds, wheat germ, and even smaller amounts of shredded coconut. (Coconut is high in fat, so don't use much.)
- Peanut butter creamed with honey, with raisins mixed in, all stuffed into a cored apple. Munch the leftover apple, too.
- Peanut butter on bran or whole-wheat crackers or bread.
- Chopped nuts with bits of dried fruit—bananas, apricots, pitted dates, etc.
- For a beverage, serve cold milk instead of sweet drinks. (If cost is a factor, use reconstituted dry milk. It's cheaper and contains less fat.

SUBSTANCE ABUSE

This portion of the badge is a very important one. You may wish to have a nurse, doctor or counselor help with this part or you can keep it as simple by just having the boys discuss and name the ill effects of drugs, smoking and alcohol. No matter which way you decide to go, make sure you know your facts.

There are a lot of pamphlets and books on this subject. Listed below are some resources where you can write and get information.

- Community Hospitals
- Local Police Stations
- Libraries
- Boy Scouts of America

- Consumer Information Center
PO Box 100
Pueblo, CO 81002

- National Council on Alcoholism and Drug Abuse
601 E. 63rd Street, Suite 511
Kansas City, MO 64110
(816) 361-5900

- National Crime Prevention Council
Substance Abuse Prevention Program
Room 540
733 Fifteenth Street NW
Washington, DC 20005

- Missouri Dept. of Mental Health
Division of Alcohol and Drug Abuse
1915 Southridge Drive
Jefferson City, MO 65102

The following is a simple list of effects of smoking, drugs, and alcohol. Remember, not all drugs are dangerous. Be sure that boys realize that prescription drugs administered by a doctor or parent is all right.

Smoking:

- Hair and clothes smell bad
- Bad breath
- Smoke irritates eyes
- Inability to breathe deeply
- Stains teeth and fingers
- Cancer of mouth, throat, lungs
- Heart disease
- Cost

Alcohol:

- Interfere with memory
- Perception distorted
- Do bad in school
- Personality changes
- Addictive
- Damage to heart, lungs, kidneys, and liver.
- Brain damage, unconsciousness, death
- Cost

General facts on smoking and health-

- The risk of developing lung cancer is 10 times greater for smokers than for non-smokers. Those who smoke two or more packs of cigarettes a day are 15 to 25 times more likely to die of lung cancer than non-smokers.

- Lung cancer is largely a preventable disease. It is estimated that 83% of the cases of lung cancer could be avoided if individuals never took up smoking.

- Compared with many other cancers, the survival rate for lung cancer is low. About 13% of lung cancer patients live five or more years after diagnosis. Lung cancer is very difficult to detect early - only 24% of lung cancers are discovered in a localized stage.

- More than 320,000 Americans will die prematurely this year of diseases linked to smoking. That's as many as have been killed in all the wars fought in this century. Worldwide, even the most conservative estimated place the number of avoidable deaths caused by smoking at well over one million a year.

- All forms of tobacco use, including cigars, pipes and smokeless tobacco put the user at increased risk for cancer of any part of the oral cavity, from lip and tongue to mouth and throat.
- Cessation of smoking reduces the risk of lung cancer mortality compared to that of the continuing smoker. Former smokers who quit 15 years or more ago have lung cancer mortality rates only slightly above those for nonsmokers.
- Cancer death rates would have declined over the last three decades in the United States, if it were not for an increase in lung cancer and other cancers related to smoking.

Smokeless tobacco

You see ads for chewing and dipping smokeless tobacco on television and in magazines. They hope to make you think there's something new to replace cigarettes. They try to make it look good, but what you see in the ads isn't the whole picture. We'd like you to take a closer look at the act of chewing and dipping!

- Chewing calls for a golf ball-size wad or a quid of tobacco to be placed in the pouch of the cheek and sucked. Just think how it looks with a wad that size in your mouth, and the spitting that goes with getting rid of it.
- Dipping is the process of placing a pinch of tobacco (snuff) between the lower lip and teeth where it stimulates the flow of saliva and mixes with it. The saliva must either be swallowed or spat out frequently.

As repulsive as spitting is, smokeless tobacco use seems to be increasing at an alarming rate among young males. Besides the ads, there are attractive young men and women handing out free samples to try to "get you started." In high schools and even grade schools, some young boys have "bought" the message.

After all, if a few well-known people are doing it, isn't chewing and dipping socially acceptable and safe?

Smokeless tobacco doesn't carry the health hazard warning that cigarettes do, but it should. It's tobacco just the same and is habit forming. The nicotine in it lifts you up first, then lets you down. That high-low effect on your nervous system sets you up for continued need. That's what the ads are really doing - trying to get you hooked.

But that's not all. Habitual use of chewing tobacco and snuff means you face other health hazards.

- Leukoplakia, leathery white patches inside the mouth that are the results of direct contact with, and continued irritation by tobacco juice. Approximately 5 percent of diagnosed cases develop into oral cancer.
- Less sense of taste and the ability to smell. The result is more need to salt and sugar food, both of which are unhealthy if used a lot.
- Dental problems such as receding gums, greater wear and tear on tooth enamel and more tooth decay. And, like most tobacco users, more bad breath and discolored teeth.

Do you know someone on drugs?

What clues can a parent, family member, or friend look for to identify someone with a drug problem? Here are some of the basic signs:

1. Moodiness
2. Irritability. A short temper
3. Sudden changes in behavior
4. Unreasonable bursts of anger
5. A need to be alone much of the time
6. A change of friends, especially ones who are not as nice, respectable, or likable as his or her former friends.
7. Falling grades in school, and truancy, especially for a formerly good and reliable student.

8. Irregular eating habits and loss of appetite.
9. Memory lapses and even "blacking out" episodes.
10. The discovery of drug paraphernalia, and even such things as matches when he or she is a nonsmoker.
11. A disinterest in things he or she liked before, such as sports, reading, Scouting, etc.
12. Defensive behavior, such as getting angry at normal questions ("Where did you go after school? Why are you always running out of money?")
13. Sleeping more than usual. Changes in sleep patterns. Not sleeping at night.
14. Dilated (very large) pupils in the eyes, unsteady walking, other signs of physical difference.
15. Dishonesty, such as repeated lies about where he or she is going, whom he or she is seeing, and stealing money or selling objects from home and elsewhere.

While some or all of these signs might be indications of other problems, or nothing too serious at all, all of them are worth investigating.

MAKE AN INNER TUBE GYM

There are many good reasons to toughen up your muscles: for your pack's Cub Scout Olympics, for the national Cub Scout Physical Fitness Championships, for your favorite sports and games, or just to feel good all over, every day.

You can carry a whole muscle-toughening gym in your back pocket. It's easy to make. You can use it almost anywhere. All you need are two old bike inner tubes the same size.

Many bike repair shops will sell old tubes for a cheap price - or even give them away.

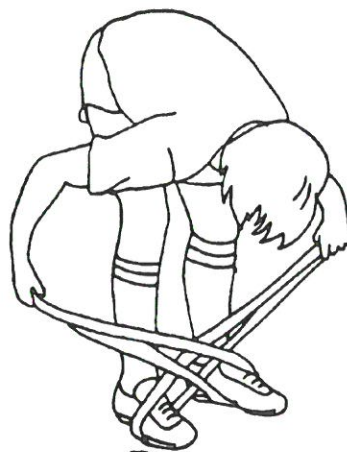
The following figures show you how to use your inner tube gym. Do the exercises slowly and smoothly.

Caution! Keep the air valve near your feet. Be sure not to let tubes slip off the feet while tube is stretched.

The first day, do each exercise only a few times. Maybe only once. Do the same number every day. After a few days, do a few more.

Ready? Stretch!!

Stand on inner tubes. Cross the tubes. Bend from the waist. Keeping your arms tiff, stretch the tubes. Repeat.



Sit on the floor. Loop the tubes over your feet and pull back. You may bend your elbows. Relax the tubes. Repeat.

