

Vagabond

1989



Themes

Cubs: Viking Discoverers.

October

Webelos: Showman, Scientist

October 1989

MID-IOWA CNL/RRU DISTRICT

SUN MON TUE WED THU FRI SAT

1 --ROSH HASHANAH, J, ENDS--	2	3	4 # Charter Renewal # Kickoff # # Commissioner's Meeting # # Roundtable #	5	6 EXECUTIVE STAFF MEETING DISTRICT DIVISION SHE CHAIRMAN RECRUITED	7 CUB FALL DAYS
8 --YOM KIPPUR, J--	9 --COLUMBUS DAY-- --YOM KIPPUR, J, ENDS--	10	11 # District Committee Meeting # # Asst. Dist. Comm. Meeting # # Program Service Meeting #	12 # Scoutmastership Fundamentals #	13	14 # OA Chapter Training
15 EXPLORER OFFICERS' ASSN QUARTERLY ADVISORS MEETING	16	17	18 EXECUTIVE COMMITTEE MEETING # Near Northside Committee #	19 # Scoutmastership Fundamentals #	20	21 OFFICE SATURDAY # Junior Leader Adventure Camp # # Cub Scout Leader Basic Training #
22 # Junior Leader Adventure Camp # # Scoutmastership Fundamentals #	23	24	25 SHE LEADERSHIP TRAINING	26	27 POPCORN SALES BEGIN # Scoutmastership Fundamentals #	28 CANS FOR KIDS # Cub Scout Leader Outdoor Session # # Scoutmastership Fundamentals #
29	30	31	OCTOBER THEME VIKING DISCOVERERS			

CNL DATES IN CAPS/DIST. IN #'S

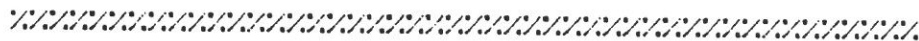
OCTOBER 1989

Viking Discoveries

It's fall and we live with football at all levels: squirt leagues, junior varsity, high school, college and professional games. This wordfind could be used at den or pack meetings as a pre-opening activity.

VIKING DISCOVERIES

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



Hidden Words

- | | | |
|----------------|--------------|---------------|
| BLACK SEA | FLEET | SEAMEN |
| BRITISH ISLES | LEIF ERICSON | SEA ROVER |
| CONQUER | NORDIC | SEINE (River) |
| CONSTANTINOPLE | NORMANDY | SHIPS |
| DARING | NORSE | SKILLFUL |
| DENMARK | NORTHMAN | SWEDEN |
| ERIC (the Red) | NORWAY | VIKING |
| EUROPEAN | RUSSIA | VINLAND |
| EXPLORER | SAILED | WARRIORS |



PAINT DESIGN & OUTSIDE OF SHIELD.

TYPICAL VIKING SHIELD MOTIFS



CEREMONIES

OPENING

- CUB SCOUT 1: Vikings were brave, honorable, well-disciplined, and loyal.
- CUB SCOUT 2: Vikings were also adventurous, generous, and democratic.
- CUB SCOUT 3: These Vikings were early visitors to North America.
- CUB SCOUT 4: These Vikings had an influence on the growth of democracy in Europe.
- CUB SCOUT 5: The Viking spirit was brought to this land and here it grew.
- CUB SCOUT 6: The people of this country reflect the spirit of the Vikings.
- CUB SCOUT 7: Vikings of old would join us in pledging allegiance to the flag of the United States of America.

OPENING

Enter group of Cub Scouts dressed as Vikings, with helmets, capes, and shields.

- VIKING 1: This land has changed since Leif the Lucky explored the northeast coast many years ago.
- VIKING 2: Yes, some of our ancestors and people from other lands settled with the Indians Leif encountered.
- VIKING 3: These people organized groups of citizens similar to the Viking Thing assemblies. Their group made laws like the Vikings did. They called their form of government a democracy.
- VIKING 4: These people developed their communities into states and these states organized into a federation of states. Each state rallied around its own flag and the federation had its own flag.
- VIKING 5: Let's join with these people who regularly stated their loyalty to their country. Together let's lead them in a pledge of allegiance to the flag of the United States of America.

CEREMONIES

CLOSING CEREMONY

Materials needed: a 2-3 foot length of rope or heavy cord for each person (or use yarn).

CUBMASTER:

"We have learned many things about the Vikings. Besides being adventurous and bold, they were also very orderly, brave, honorable, and trustworthy. Vikings were also very devoted to their families. Viking boys would have been good Scouts.

"Vikings were able to be bold and adventurous because they could depend on each other. They worked together. We can also be adventurous and strong when we work together.

"Would all Scouts and Scouters, that includes parents and guests, make a large loop with your ropes. Each of you take a piece of rope and tie it with a square knot to the rope of the person on your right.

"Hold the rope with your left hand and make the Cub Scout sign with your right hand. Then we'll say the Cub Scout Promise together and pledge ourselves again to the ideals of Cub Scouting, similar to the pledge of loyalty the Vikings made with each other. We'll seal our pledge by slapping the right hand of the person on either side of you, just as the Vikings sealed their agreements."

CLOSING CEREMONY

CUB SCOUT 1: Vikings were very much like Cub Scouts. They were fierce and brave, but they were also very loyal and generous.

CUB SCOUT 2: If Viking boys had a promise, it would be something like this:

CUB SCOUT 3: "I promise to do my best..."

CUB SCOUT 4: "To do my duty to our God and our people..."

CUB SCOUT 5: "To help other people..."

CUB SCOUT 6: "and to obey the Law of our People."

GRAND HOWL

Cub Scouts form a circle around the person in whose honor the grand howl is to be given. This may be a visitor, the Cubmaster, the Den Chief, the Den Leader, or even a Cub Scout who has earned the respect of the Wolves. Sometimes you may give the GRAND HOWL without a person of honor.

Each Cub Scout in the circle squats, touching the fingers of both hands (each one making the two-fingered Cub Scout sign) to the ground, between the feet. Then, like young wolves, the Cub Scouts raise their heads and give a long howl: "AH-H-KAY-Y-LA! WE-E-E'LL DO-O-O OU-U-R BEST!" As the last word "BEST" is yelled very sharply, everyone jumps to his feet, raises his hands high above his head, in the Cub Scout sign.



CUB SCOUT LEADER INDUCTION

As a Cub Scout leader you've done a very special deed. You have agreed to help your pack and to help the boys who are Cub Scouts. As a leader you shall always need to understand the boys.

To pledge your commitment to your Cubs, will you raise your hand in the Cub Scout sign and repeat after me:

- I shall study my Cub Scouts -- so that I may understand them.
- I shall like my Cub Scouts -- so that I can help them.
- I shall learn -- for they have much to teach me.
- I shall laugh with them and not at them -- for youth growa comfortable woth laughter.
- I shall give of myself freely -- yet I shall take so that they acquire the habit of giving.
- I shall lead -- yet I shall beware of pushing.
- I shall commend -- when actions merit it.
- I shall not overlook mistakes -- yet I shall not blame them.
- Lastly, I shall try to be that which I hope they think I am.
- And most importantly, I promise to do my best.



OCTOBER 1989



VIKING DISCOVERERS

ADVANCEMENT CEREMONY

Personnel: Cubmaster, Advancing Cub Scouts and Parents

Equipment: Viking costumes, old chest to hold awards, "crew roster" with the Cub Scout Promise.

Arrangement: Cubmaster is center stage with "crew roster" and chest of "booty". As the Cub Scouts' names are called, they come forward with their parents and "sign on" by signing the crew roster.

CUBMASTER: Tonight we gather as Cub Scout Vikings to sign on new members to our band and to reward those who meet the requirements. Just as Leif Ericson first sailed to Vinland on the continent called North America, we have new members called Bobcats who are discovering the experience called Cub Scouting. Will the following Bobcats step forward with their parents and sign the Cub Scout Viking crew roster.

(BOBCAT CANDIDATES SIGN ROSTER. CUBMASTER ASKS BOBCATS TO REPEAT PROMISE, LAW OF THE PACK, MOTTO, MEANING OF WEBELOS, AND SALUTE. CUBMASTER TAKES AWARDS FROM CHEST AND GIVES TO PARENTS TO PRESENT TO THEIR SONS AND MOTHER'S PINS TO PRESENT TO PARENTS)

CUBMASTER: Like the Viking sea rovers of old, we venture over the seas of Scouting in search of new and rewarding experiences. Let us call the Cub Scouts who have earned the Wolf rank forward with their parents to repledge their loyalty by signing the crew roster and to receive their rewards.

(CALLS WOLF CUBS AND PARENTS FORWARD AND PRESENTS AWARDS)

CUBMASTER: Our Viking ancestors were aggressive in pursuing new territories. Likewise, our Bear Cubs have been aggressive in completing all requirements for the Bear Badge. Will the following Bear Cubs and their parents please come forward to repledge their loyalty by signing the crew roster and to receive their rewards.

(CALLS BEAR CUBS AND PARENTS FORWARD AND PRESENTS AWARDS)



CEREMONIES

CUBMASTER INDUCTION

- PERSONNEL:** New Cubmaster, Former Cubmaster, Pack Committee Chairman, six Pack Committee Members.
- EQUIPMENT:** Seven rolls of white paper tied blue ribbon to resemble diplomas.
- COMMITTEE CHAIRMAN:** Will our new Cubmaster please come forward?
- COMM. MEMBER 1:** Akela, I present you with "responsibility", for great will be your responsibility as our leader.
- COMM. MEMBER 2:** Akela, I present you with "knowledge", for knowledge of the best procedures of Cub Scouting will help you guide us to work with you for the success of our Pack.
- COMM. MEMBER 3:** Akela, I present you with "hard work", for that is one of the foremost qualities of success.
- COMM. MEMBER 4:** Akela, I present you with "enthusiasm". For nothing great was ever accomplished without enthusiasm.
- COMM. MEMBER 5:** Akela, I present you with "gratification", for that will be the reward of your efforts.
- COMM. MEMBER 6:** Akela, I present you with "admiration", for never has there been a worthy chief who was not admired by all of the members of his tribe.
- COMM. CHAIRMAN:** Akela, I present you with "opportunity", for few things bring you a chance to work with and learn to know the fine families of our community as will your new job as Cubmaster.
- FORMER CUBMASTER:** Akela, it is a pleasure to present you with the Flag of Pack ____, the symbol of the office of Cubmaster. As I entrust this Flag to your care, I also entrust the care of all the leaders and Cub Scouts of Pack _____. Take good care of them during your time in office so that you, too, can pass them on in good health. Your fellow leaders here and in the audience. and those of us now departing pledge you our wholehearted support.

We have with us tonight a new family wishing to join us. Will _____ and his parents please come forward. Mr. _____, will you please accept the Spirit of Scouting from _____, one of our Den Chiefs, and pass it to your son.

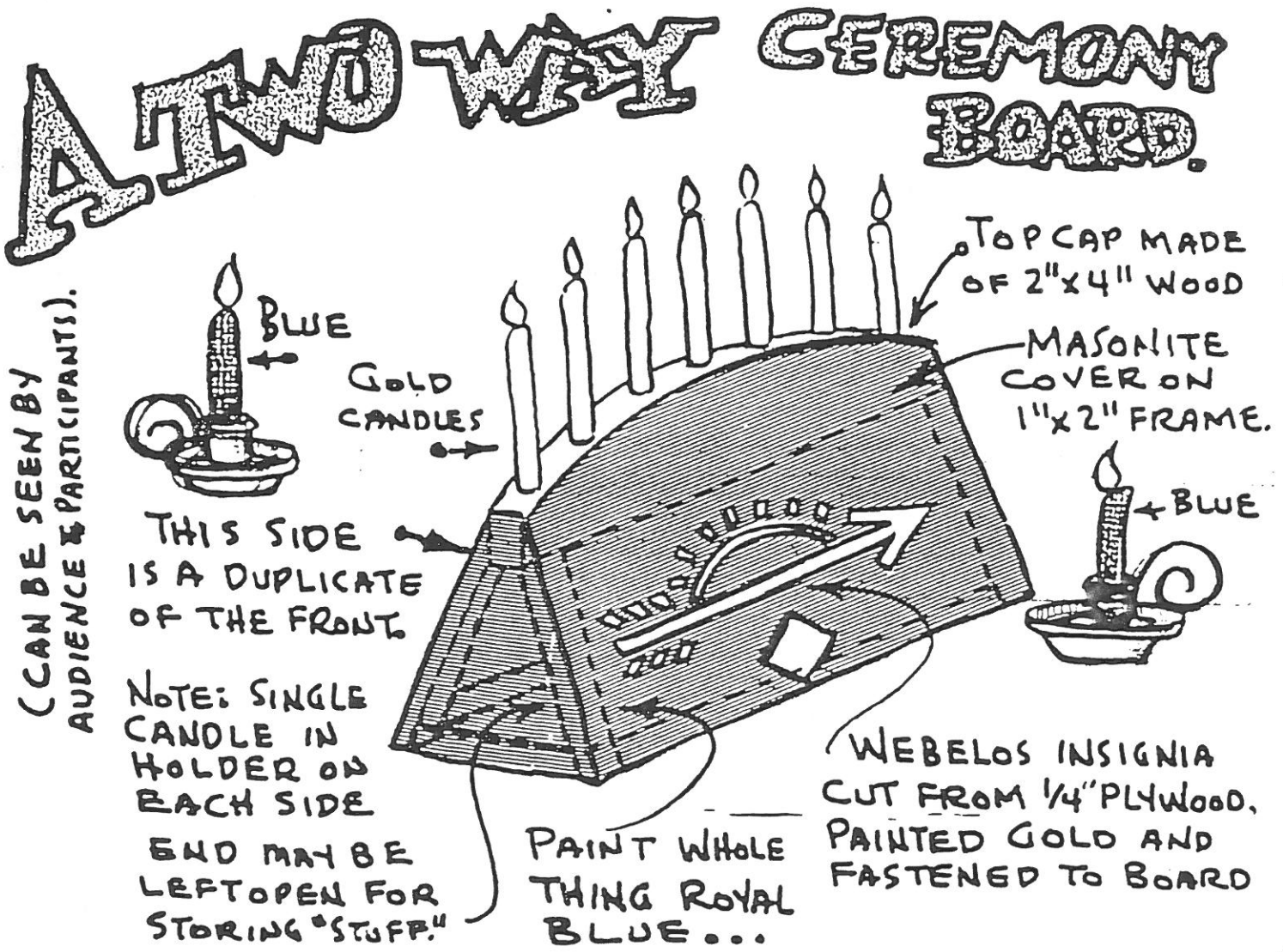
_____, will you light the yellow candle representing the rank of Bobcat. Mr. and Mrs. _____, you have helped your son complete his Bobcat requirements and have promised to accompany him along the Cub Scout trail. Will you and your son please give the Cub Scout sign and repeat with me the Cub Scout Promise.

Mrs. _____, you may now place your son's neckerchief around his neck.

Mr. _____, will you pin his Bobcat badge on his left pocket upside down. (Explain reason.)

It is also a tradition in Pack # ___ that no advancement or awards be given unless a parent or guardian is present to receive them with their son. We now welcome you into Pack # ___ as a Bobcat member of our family of Cub Scouting. Congratulations.

EQUIPMENT: A single white candle in holder to represent the Spirit of Scouting. A simple log holder with four candles: Yellow (Bobcat), Blue (Wolf), Red (Bear), Green (Webelos)



CEREMONIES

LEADER INDUCTION CEREMONY

EQUIPMENT: 5 candles; candle board with 2 holes in top and 3 holes in bottom.

COMMITTEE CHAIRMAN:

"Before you is a ceremony board that has 5 candles in it. The top 2, like the alert ears of a wolf, represent the 2 upright fingers of the Cub Scout sign. They mean TO OBEY and TO HELP OTHER PEOPLE.

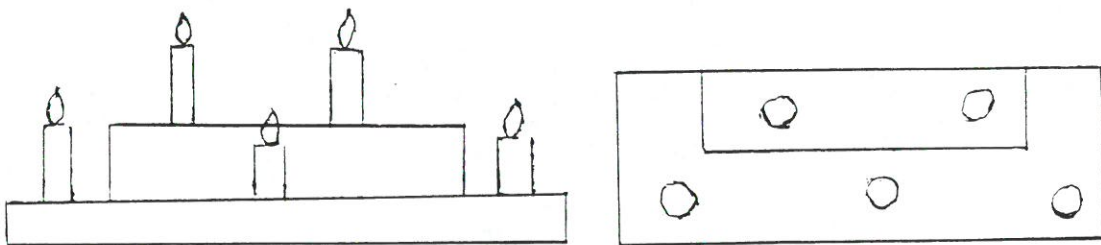
"The 3 candles at the bottom represent the folded fingers of our Cub Scout sign. These 3 fingers stand for the 3 secret letters in our law, F - H - G. These letters mean FOLLOWS, HELPS, GIVES. They also mean FAIR, HAPPY, GAME. And finally they can remind us of something each Cub Scout respects, FREEDOM, HOME, and GOD.

"All of our leaders want to do their best to teach Cub Scouts to learn to follow, to help, to give, to be fair and happy whatever the game might be and to respect their freedom, home, and God.

"Will the new leaders please come forward? Please repeat after me?

"I _____ promise to do my best, to help the Cub Scouts in my den and in my pack to do their best, to help other people, and to do their duty to God and their country, and to obey the Law of the Pack.

"As chairman of Pack ____, I take pleasure in presenting to you your registration cards and Badges of Office and personally welcoming you into active leadership in Cub Scouting. May the days ahead be happy, game, and fair."



TIGER_CUB/BOBCAT_INDUCTION_CEREMONY

(The Tiger Cub program is fairly new and it has met with a great deal of success in the Denver Area Council. It is a program designed to give second graders an opportunity to become familiar with the concept of Cub Scouts. It is based on a one on one relationship with either parents or another Tiger Cub partner. The key elements to the program are exploring new adventures and sharing those new experiences with other Tiger Cub pairs through informal gatherings or group outings.)

CUBMASTER

We are very happy to have with us tonight some Tiger Cubs who have been participating in the Tiger Cub program with their partners. They have explored new territories and shared the new discoveries they have made with others in the Tiger Cub program. Sometimes they have even gone exploring and learning in a large group made up of many sets of Tiger Cub partners.

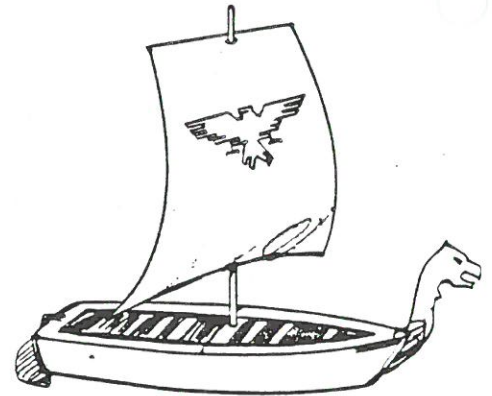
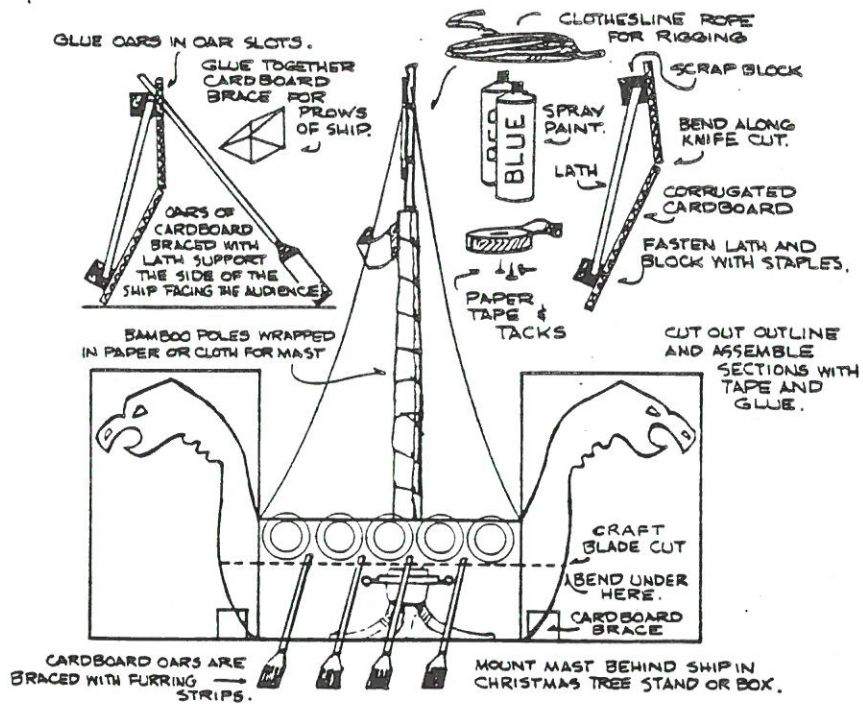
Lord Baden Fowell, the founder of Scouting, patterned the Cub Scout program after the adventures of Mowgli, a boy who was taken in by a pack of wolves in the jungle and raised by them as though he were a wolf cub. The story was written by Rudyard Kipling and is called The Jungle Books.

I would like to have our new Cub Scout, _____, his Tiger Cub partner and his new Den Leader join me in front of the Pack at this time.

Like Mowgli, _____, it is time that you are now old enough and wise enough to venture out into the Den. There you will meet other Cubs your age who are like you. You will explore, play, compete and learn new things together under the direction of the Den Leader, _____. You will learn to share your adventures and as a part of Pack _____ you will have a chance to show all the members of the other Dens and the Pack the new things you have learned and skills you have mastered.

Like the wolf pack in The Jungle Books, now that you belong to a Den, you and your Tiger Cub partner will continue to work on skills together and practice the things you must learn to make your Cub Scouting experience as much of an adventure as Mowgli had growing up in the jungle.

Pack _____ is very pleased to present your parents with your Bobcat badge which shows that you have already passed the first requirements of the Pack. We present the award to your parents to show that Cub Scouting is a family activity and because of the help they have given you in achieving this goal, they should have the honor of presenting the Bobcat badge to you. Congratulations and welcome to our Pack.



VIKING REGATTA BOAT. Boys who want to sail Viking ships in the regatta may add a dragon's head prow made of cardboard and paint a Viking symbol on the sail.

VIKING SHIP BACKDROP FOR PACK MEETING. The Viking dragon ships which ruled the seas for three centuries were about 75 feet long and carried a crew of 40 men. They were propelled by both sail and oars. You can make a ship backdrop from heavy cardboard packing boxes, lath or fur-

ring strips, two 12-foot bamboo or clothes closet poles, and rope. Paint the hull black, the shields blue and gold, and the dragon heads gold and red. Rigging a cross-spar near the top of the mast and tacking on strips of red and white crepe paper will give the illusion of a sail.

HOW TO MAKE IT

VIKING COSTUMES



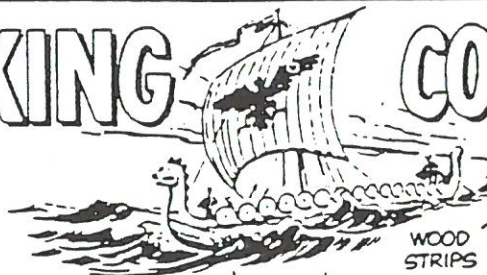
HELMETS: USE SKULL CAP OR OLD DERBY HAT WITH BRIM CUT OFF, STIFF CARDBOARD WINGS, CUT AND PAINTED BLACK



FOR HORNED HELMET. ROLL LIGHT WRAPPING PAPER INTO CONE, SLIT BOTTOM END, BEND FLAT AND GLUE TO CAP



LONG, GREY T-SHIRT FOR COAT-OF-MAIL. WEAR WIDE, STUDDED BELT. GOLD COLORED RIBBON FOR SANDAL LACES



WOOD STRIPS

LEATHER FOREARM AND HAND GRIPS

(INSIDE VIEW OF SHIELD)



CUT SHIELDS FROM HEAVY CARDBOARD

PAINT DESIGN ON OUTSIDE OF SHIELD



TYPICAL VIKING SHIELD MOTIFS



SAW SLIT IN BROOMSTICK



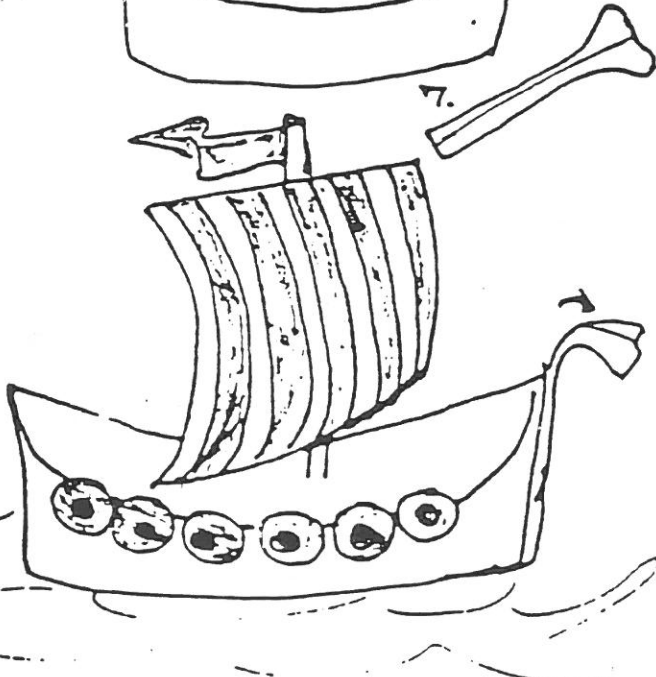
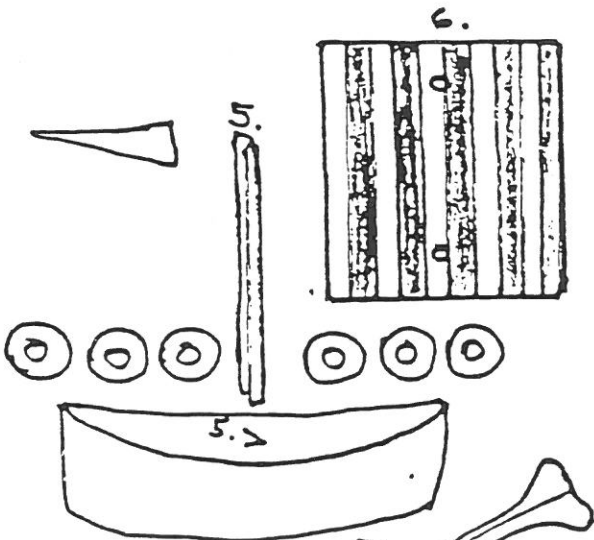
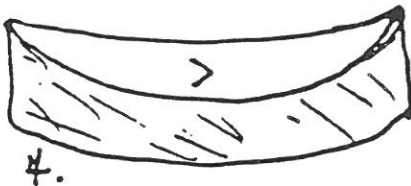
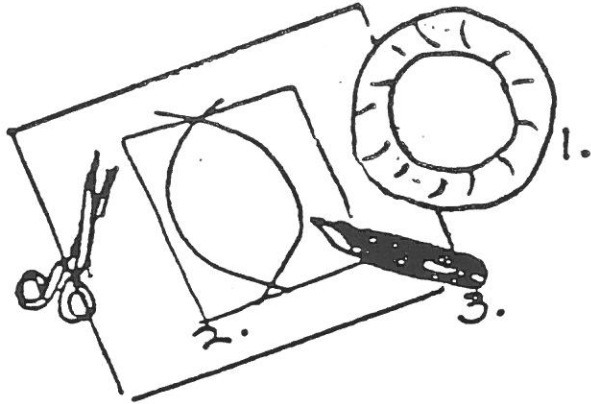
CUT BATTLE-AXE HEAD OUT OF CARDBOARD, PAINT SILVER OR GREY, FASTEN TO AXE HANDLE



CUT SPEAR-HEAD OUT OF CARDBOARD FASTEN TO BROOMSTICK



MATERIALS NEEDED: a large sheet of cardboard; a piece of white construction paper; white glue or paste; scissors; a craft knife; tape; a round plate about 6 inches in diameter; poster paints; colored markers.



1. Using the plate draw two half circles on the cardboard, forming an ellipse that measures about 2 inches at the widest point.

2. Draw a rectangle, about 4 by 5 1/2 inches, around the ellipse leaving 1 in. on either side, as shown, and cut out the rectangle, using your scissors.

3. With the craft knife cut along the curved lines, without cutting all the way through the cardboard. This is called "scoring" the cardboard.

4. Bend the cardboard to make the shape of the boat by pulling together the shorter ends of the rectangle and taping them. Paint the boat a bright color.

5. Cut a small V-shaped angle in the boat as shown. Make a Mast by cutting a 7" by 1/2" strip of cardboard. Score the cardboard, as you did the curved lines of the boat, down the center of the mast. Fold along the scored line and insert the mast into the V-shaped cut you made. Secure the mast to the boat with a drop of glue.

6. Cut a 4" by 5" piece of white paper for a sail. Paint red stripes, make two holes 1/2" from the top and the bottom, slide the sail onto the mast. Secure with glue.

7. Make a dragon figurehead by cutting a 4 1/2" strip of cardboard in the shape shown here. Draw eyes, nose, teeth; and paint bright colors. Score center line as shown; glue to ship as shown.

8. Decorate your Viking Ship with shields and a streamer, as shown. Secure in place with glue.

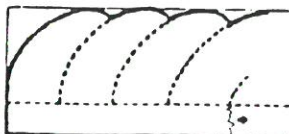
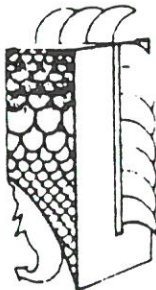
CRAFTS

MASKS FROM PAPER BAGS

DRAGON'S HEAD

This dragon's head is made from a No. 20 paper bag. You will also need two sheets of white construction paper. Lay bag flat, and cut front to make the face and eyes, as shown by heavy dotted lines. Sides of bag are cut in an arc to lie over shoulders. Back is left intact. Draw dragon's face, like the one you see. Color in shades of green and yellow, with white fangs, red nostrils and tongue. Draw scales on sides of bag and color in shades of green. Glue sheets of construction paper together lengthwise, then cut strips of crest for the top of head and the back, as shown. Strips of crests should measure 21 1/2" x 4 1/2". This allows a one-inch fold for gluing strip to top and back of dragon's head. Color crest a yellowish green.

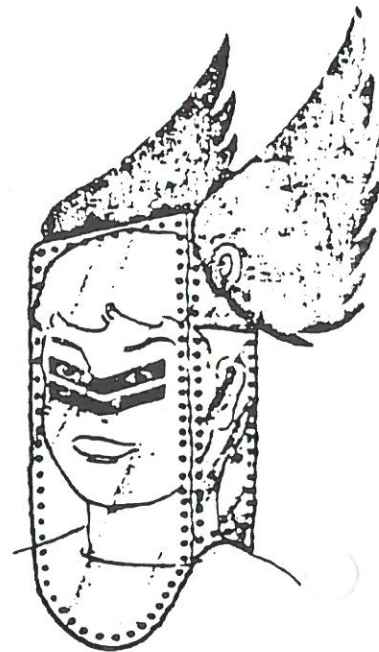
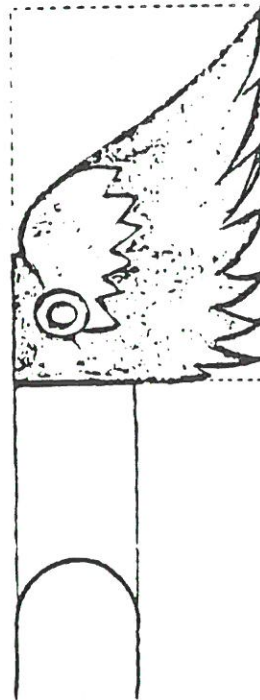
Dragon's Head



KNIGHT'S HELMET

Use a No. 20 paper bag. Cut to round off bottom, front and back, and cut arcs for shoulders on both sides. Place on head. Check where eyes come and cut out chevron eye slits on face side of bag, as shown. From two 9" x 13" sheets of light cardboard or heavy wrapping paper, cut out the wings, as shown. Glue one on each side of helmet. Color wings black and grey with gray holding bolt. Color helmet light grey with shading to look like polished steel. Or make it red for a "Red Knight" -- or any color for the Knight you want to be. Black dots look like rivets.

Knight's Helmet



CRAFTS

VIKING DISCOVERERS

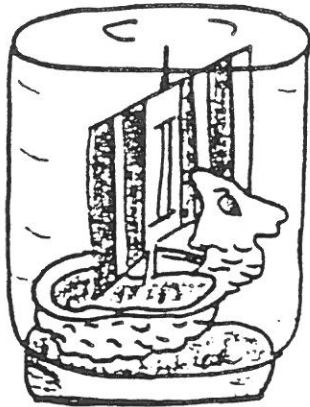


Fig. 1

Figure Head



Fig. 2

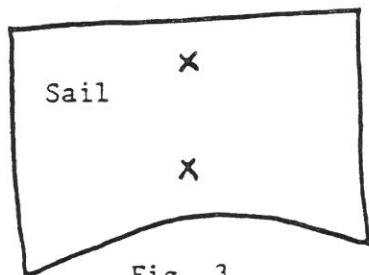


Fig. 3

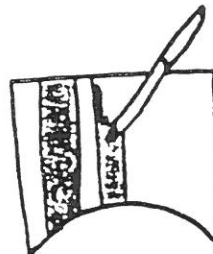


Fig. 4

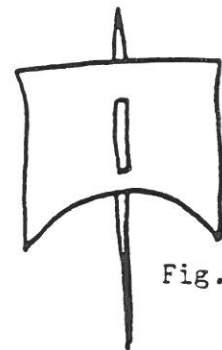


Fig. 5

VIKING SHIP IN A BOTTLE FROM FINLAND

Materials needed:

Small clean jar with lid (baby food and jam jars are perfect), half walnut shell, clay, white stiff paper, felt markers, round toothpick, glue.

1. Trace pattern for figurehead onto white paper (Figure 1). Make two heads, and cut out. Glue the heads together to dash line. Do not glue tabs together. Paint figurehead with felt markers; let dry. Spread the tabs open, in opposite directions. Put glue on tabs, and stick figurehead to the pointed end of the walnut shell boat (Figure 2).

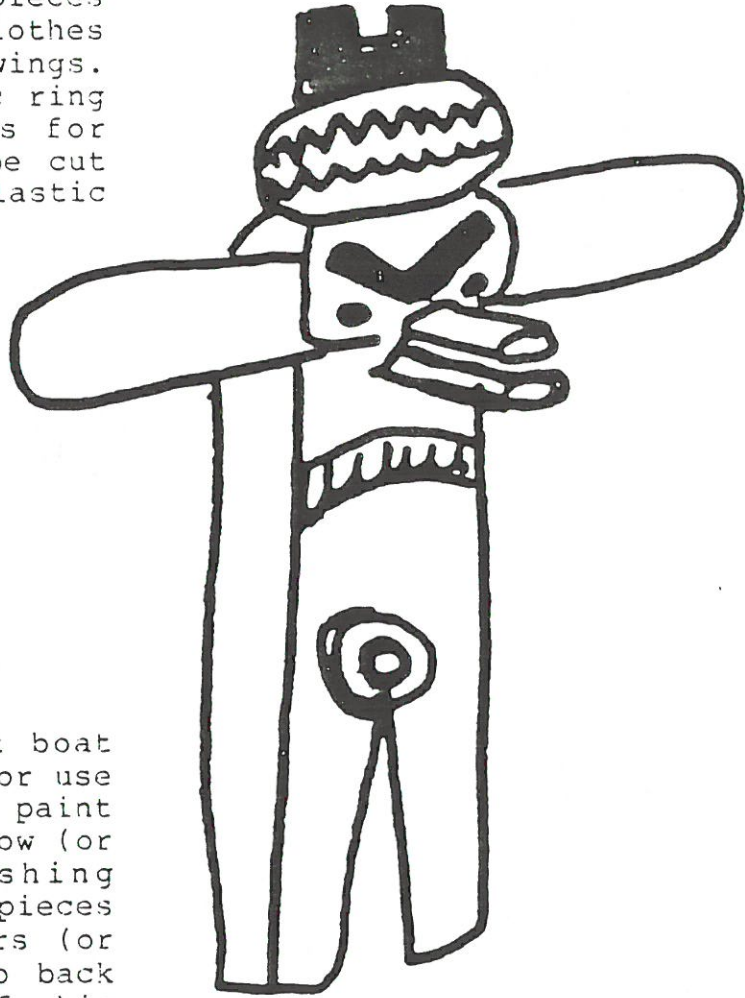
2. Cut sail from white paper (Figure 3). Paint strips on sail with felt markers (Figure 4). With point of scissors, punch holes in sail where indicated by X on pattern. Push toothpick mast through holes (Figure 5).

3. Put some clay in the walnut shell. Fill shell just a little more than half full. Smooth the clay with your fingers to make it look like the deck of a ship. Stand mast up in the center of the clay deck.

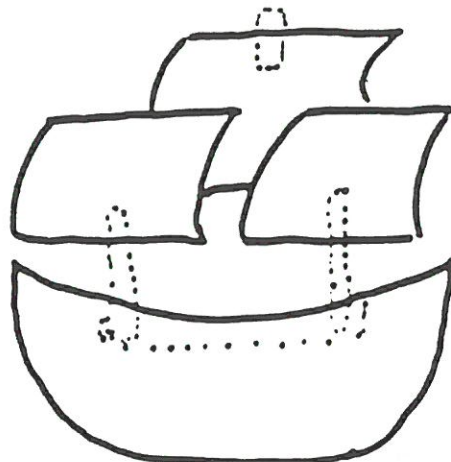
CRAFTS

NECKERCHIEF SLIDES

TOTEM POLE SLIDE: Glue pieces of scrap wood to wooden clothes pin. Add popsicle stick wings. Paint and glue on plastic ring for loop. (Plastic rings for neckerchief slides can be cut from 1/2" or 3/4" PVC plastic piping.)



VIKING BOAT SLIDE: Cut boat out of dark brown vinyl (or use bleach bottle plastic and paint brown); sails out of yellow (or use a yellow dishwashing detergent bottle). Glue pieces of wooden coffee stirrers (or split popsicle sticks) to back of sails. Staple back of ship through the sticks to the front. Glue on a plastic ring for slide.



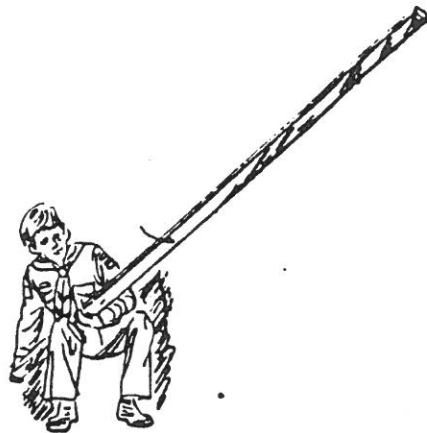
VARPA

This game, somewhat similar to horse-shoes, is still played by the Vikings' descendants.

A peg is driven into the ground 65 ft. away from the players' line (for Cub Scouts, make it 25 ft). The object is to toss a flat stone weighing two or three pounds as close to the peg as possible. Score one point for the stone nearest the peg, after all have thrown in turn. All players then retrieve their stones and pitch again. Continue until one has three points (or more, if desired).

STANGSTORTNING

This is a test of strength for men on the Swedish island of Gotland. A man tries to heave a 16-foot pole as far as he can. For your Cub Scouts, use a 2x4 or pole 6 to 8 feet long. The illustration shows proper form.

VIKING MAP GAME

Divide the den into teams. Have one team draw a map locating some landmark in your neighborhood. Have another team try to find it using only the map. Score 1 point for the team drawing a correct map, 2 points for a team finding the landmark by using the map. Switch teams so that all have a chance to be both map-drafters and viking explorers.

SHIELD AND AXE

Make shield and axe as shown in craft section. Draw real or imaginary line on floor. Have boys dressed in Viking costume complete with shield and axe. Divide den into two teams, one team on either side of the line. On signal from den leader each team tries to knock the axe from other teams hands. After battle has lasted as long as den leader can stand, a signal is given and game is stopped. The team with the most axes still in hand is the winner.

GAMES

MORRA -- THE OLDEST GAME IN THE WORLD. Two can play at this game. It is played by holding up fingers of one hand, while keeping score on the fingers of the other. Both play at once, each man trying to guess how many fingers his opponent will hold up, added to his own. The numbers you call are from 2 to 10.

For example, a player may shout "seven" as he holds up three of his own fingers and hopes that the other man will throw out the needed four. The opponent for his part may shout "six" at the same time. He holds out four fingers, and he hopes the other man will just happen to throw out two. In this case, the first player wins one point, since three and four make seven.

The first man to score ten points shouts "Morra!" and the game is over.

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.

BLUB, BLUB, BLUB. Boys sit in a circle. The leader walks around the center and suddenly points to a seated player and says, "Blub, blub, blub." The player must say, "Blub," before the leader has finished his third "blub." If he fails, a point is counted against him. If the leader points at a boy but does not say, "Blub," the player must remain silent. If the player says "Blub," a point is counted. At the end of the

allotted time, the boy with the fewest points is the winner.

SMAUG'S JEWELS. One person is chosen as Smaug who stands guard over his jewels (handkerchief). The rest of the boys 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 Frisbees, etc. The last person to get to an Island is out. As the group gets smaller reduce the number of 'Islands'.



GAMES

FISH IN THE SEA. All players except one stand behind a line. "It" stands between that line and another line about 40 feet away. He calls, "Fish in the ocean, fish in the sea, don't get the notion you'll get by me!" The "fish" then leave their line and try to cross the other line without being tagged. Players who are tagged join "It" to tag others in the next round.

STORMY SEA. Form two-boy teams. One team are "Whales" and are in the center. All other teams select the names of any fish and are seated in chairs. The Whales walk around the room calling out names of fish - perch, bass, cod, catfish, flounder, etc. When their fish names are called, the teams must get up and follow the Whales around the room. When the Whales shout "Stormy sea!" all boys run for seats. The pair who don't get a seat are the next Whales.

ARROW RELAY RACE. Vikings were farmers as well as adventurers. When an enemy appeared on their land, they summoned help by shooting an arrow onto their neighbors' lands. That neighbor was then responsible for shooting the arrow onto another Viking's land.

Draw a starting line and goal line about 20 feet apart. At the goal line, make two two-foot circles.

Divide the den into two teams. Give each Cub Scout a stick (representing an arrow) which he places in his team's circle. Both teams then line up relay fashion behind the starting line. On signal, the first boy on each team runs to his team's circle, takes a stick, and races back and gives it to the second boy on his team. That boy runs to the other team's circle, drops the stick into that circle, goes to his own circle and picks up a stick, and races back and gives it to the next boy on his team. And so on, for a set period of about five minutes.

The winning team is the one with the fewer sticks in its circle.

CLOUD BALL. From 3 to 5 boys compete in this none-too-easy game of "catch". The only equipment needed is an old blanket or piece of cloth about 6 feet square and a tennis ball. By folding it, two boys can manage the cloth, while the other catches -but five boys work better. Four boys sit on the ground, one at each corner of the cloth, with their feet stretched out under it, while the fifth becomes the catcher. If there are more boys present, there may be additional catchers. The boys keep the ball near the center of the cloth and, by sharply tugging the corners of the cloth at the same time, send the ball flying high into the air. The boys take turns calling "tug" so that the ball is well centered before each throw. The ball will fly further if the tossers stand. The catchers or catchers are kept figuring out which direction the ball is apt to fly. After six catches, one of the boys on the blanket takes the place of the catcher.

DEN GAMES. VIKING SEA ROVERS. Divide den into two teams, the Viking Ships and Merchant Ships. Give each of the Merchant Ships a small cargo (peanut, wrapped candy, or apple). The two sides line up opposite each other about 40 feet apart.

The Merchant Ships try to run from their "homeport" to the "trading port" (the other goal) without being caught by the Vikings. If the Vikings catch a Merchant and hold him for three seconds, the Merchant must give up his cargo. If the Merchant makes it safely to the trading port, he is safe and keeps his cargo. When all the Merchants are either safe in port or have been captured, count the number of cargoes seized by the Vikings. Then the teams reverse roles for the next round. The winner is the team with the most cargoes seized after a specified number of rounds.

"WERE THE VIKINGS FIRST?"

- Characters: Eric the Red; (wears red beard, ragged shorts, metal helmet & horns and carries a sword)
Leif Ericson (wears costume similar to Eric)
Narrator
Prop Cubs
2 or 4 other Vikings
- Setting: Large cardboard Viking ship for backdrop, complete with dragon oars and shields on side. Behind ship are chairs where the crew can stand or kneel during the skit.
- Narrator: We are about to witness the historical voyage to Greenland. Eric The Red and his son Leif, his family and crew gathered near the long boat one fine day in May. (cast gathers on stage beside boat. Eric pantomimes sailing directions to crew). Let us wave a fond farewell to these brave Vikings as they board their ship. (Narrator waves as Vikings go behind boat and stand or kneel on chairs so they are visible to the audience. They wave and pretend to row. Eric stands in bow of boat, facing his crew) Many days pass
- Prop Cub: (walks across stage with sign saying "Many days")
- Narrator: The Vikings made their perilous journey, with only the stars and Ravens to guide them on their way.
- Prop Cub: (Walks on stage and hands each Cub a cardboard star and a raven cut from black construction paper. They look at stars and raven and then throw them overboard.)
- Narrator: Icebergs pass their frail ship...
- Prop Cub: (Drags iceberg made from many chunks of crumpled paper glued together and sprayed with white paint. He goes quite close to the ship and Eric makes frantic motions for crew to miss the iceberg.)
- Narrator: (Dramatically) But at long last, their journey is at an end. Yes, I think I see it now...Eric has sighted it...and his men seem to see it too. (Vikings put hands to eyes and look in direction of audience.)
- Prop Cub; (Walks onstage carrying large piece of green cardboard, with large letters reading "Greenland" on it.)
- Narrator: Is this what Eric the Red and Leif have been searching for/ Can this be Greeniand? (All Vikings leave ship, brandishing their swords, and chase narrator off stage.)
- Prop Cub: (Immediately runs back on stage and reverses "Greenland" sign to show audience the back side which says "THE END.")

RUNIC ALPHABET: The Runic alphabet or futhark was invented about 2,000 years ago. Originally there were 24 letters, but by about AD 900 only 16 letters were used. Runes were carved on memorial stones. Runes were cut into pieces of wood or stone with a knife or chisel. Some of these stones have been found in Sweden and Norway.

*THE RUNIC ALPHABET

F	U	TH	A	R	K	H	N	I	A	S	T	B	M	L	Y
---	---	----	---	---	---	---	---	---	---	---	---	---	---	---	---

THE VIKINGS' VOYAGE

Vikings: "Brave and Noble"
Eric the Red: "Hurraaahhh"
Greenland: Stand up and say "Land Ho!"
Long Boat: "Ship Ahoy!"
Iceberg: "Watch Out!"
Rowing: "Oh, my aching back!"

Long, long ago, before any of you were born, in a distant country called Iceland, there lived a brave and noble group of people known as Vikings _____. These Vikings _____ were noted for their ability as seamen and rowing _____ their longboats _____.

One day the Vikings _____, led by Eric the Red _____, decided to set out on a perilous journey to find a new home in Greenland _____. The Vikings _____ loaded their longboat _____ with supplies and started rowing _____ toward Greenland _____.

For many days and nights, the longboat _____ rolled and pitched through the icy waters. Great icebergs _____ floated dangerously close to the longboat _____. Each time, Eric the Red _____ bravely steered his little band of Vikings _____ past the icy lumps. Rowing _____ fast and furiously, they managed to keep the longboat _____ upright.

Finally, after weeks of rowing _____ through the icy waters and past all those treacherous icebergs _____, the brave Vikings _____, led by Eric the Red _____ in their frail longboat _____, sighted Greenland _____. With great joy, the Vikings _____ continued rowing _____ until they drifted onto the shores of Greenland _____.

"No more icebergs _____" cheered Eric the Red. _____.

"No more rowing _____" cheered the Vikings. _____.

"No more Vikings _____" cheered the longboat _____. _____.

Everyone was happy to be in Greenland _____. And that is the story of how Eric the Red _____ settled Greenland _____.



ON THE MOUNTAIN TOP

Characters: Narrator - any number of Cub Scouts

Narrator : Our story opens as we join several of the world's most famous viking discoverers working their way up to the top of the very highest point of Mount Everest. Or as it was known to the Indians -- Look Out Belowwwwwwwwwwwww.

Boys pretend to be climbing up rocks using hands & feet.

1st Cub : This is sure some climb!

2nd Cub : Do you think we'll make it?

3rd Cub : It's too bad old Eric slipped. He was a real nice guy.

4th Cub : We ought to be there soon. I don't think I can go much more.

5th Cub : My arms and legs are about to give out on me, and this rope is getting pretty shredded. I don't think it will last to get to the toooooooop. (boy falls)

6th Cub : Too bad about Charley, he was a real nice guy.

7th Cub : We made it, we made it!! At last, we made it! We're the first to climb Mr. Everest!

8th Cub : (Boy with white ice cream man's hat and coat calls out) GET YOUR ICE CREAM HERE!!!

BATTLE-AXE

Scene : Any number of Viking warriors preparing for battle. They are collecting their shields, helmets, lances or spears, battle-axes, etc. They are all able to find their equipment except one who has misplaced his axe.

Warrior: (yelling) Where's my battle-axe?

Enter Katrinka dressed in helmet, blond braids, long skirt or dress & apron.

Katrinka: Here I am!!



THE VIKING SONG

Tune: Clementine (chorus)

Rowed our boats, rowed our boats,
Rowed our boats all day,
All day we rowed our boats,
Trying not to lose our way.

Left our home land, left our home land,
Left our home land last week,
Last week we left our home land,
For Greenland we came to seek.

Hit a storm, hit a storm,
Hit a storm one day,
One day we hit a storm,
Which made us put our oars away.

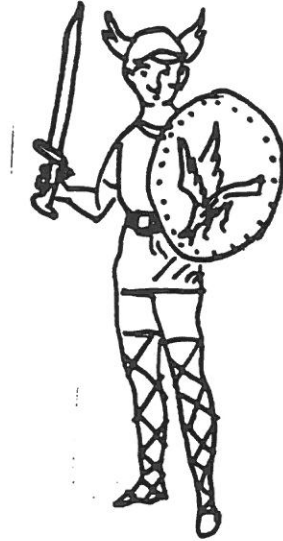
Tossed and turned, tossed and turned,
Tossed and turned in our boat,
All day we tossed and turned,
Just fighting to keep afloat.

Next the fog came, next the fog came,
Next the fog came and swallowed all,
All were swallowed by the fog,
Five ships were lost by nightfall.

In a few days, in a few days,
In a few days Greenland was near,
Greenland was near in a few days,
Then we all stood up to cheer.

Here at last, here at last,
Here at last in our Greenland,
In our Greenland, we're here at last,
How good it feels on earth to stand.

That's the story, that's the story,
That's the story of Vikings bold,
Of Vikings bold, that's the story,
So now our Vikings story's told!



ANOTHER VIKING SONG

Tune: A-Hunting We Will Go

Fierce Viking men are we,
We sail the deep blue sea,
We're brave and strong
As we sail along;
New continents to see.

Leif was Eric's son,
He was a handsome one,
He sailed away
To explore one day
And found New-found-land.

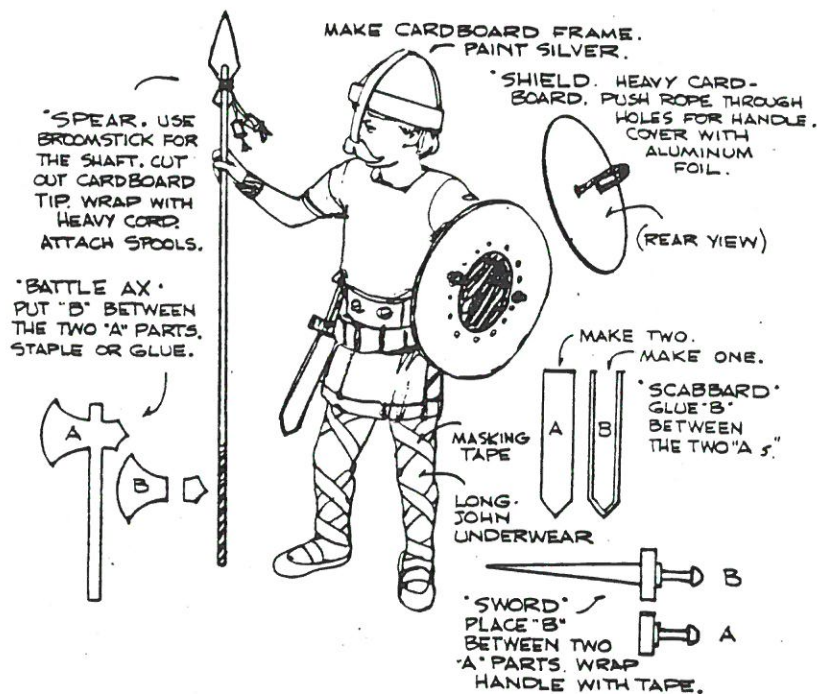
We sailed to cold Iceland,
We were a jolly band,
We settled there
Without a care,
With Eric in command.

We're Viking's brave and bold,
We live in lands so cold
And you will see
In his-tory,
Our story has been told.

Eric's temper flared
He was never scared
He killed a man
And left Iceland
And never even cared.



VIKINGS, ROW, ROW, ROW YOUR BOAT. Divide den into three groups and sing as a round.
Row, row, row your boat,
Gently o'er the sea;
Merrily, merrily, merrily, merrily,
Vikings all are we.



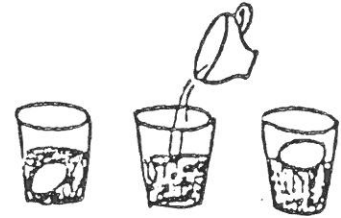
VIKING COSTUME AND WEAPONS. Use a long, men's T-shirt for the tunic with a wide, studded belt. Although

Viking helmets are often shown with horns, real Vikings did not use them.

TRICKS

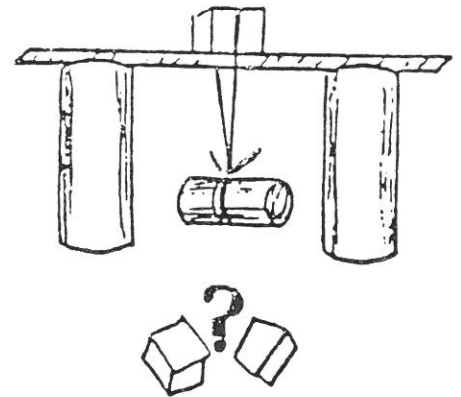
Floating Eggs

Measure 1/4 cup salt into a dish and set it aside. Tell the audience that it's 'inner-tube powder' which will make an egg float. Half fill a glass with water. Place an egg in it. It sinks. Take out the egg and stir the 'inner-tube powder' into the glass. Place the egg in it again and it will float.



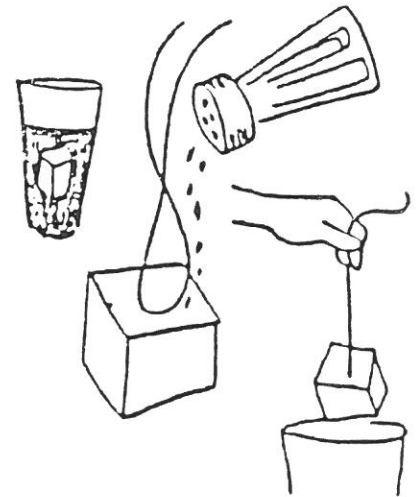
Mysterious Ice Cube

You can't see a woman in half, but you can do a similar trick with an ice cube. Balance a ruler between two tall cans. Put an ice cube on it. Twist an end of a long piece of wire around an unopened soup can or other heavy object. Run the wire over the ice and fasten the other end to the can so that it's suspended. Soon the wire will pass through the ice cube, but the cube won't be in two pieces. Has it been split in half? Is it still in one piece?



Slippery Trickery

The audience may think it's impossible to lift an ice cube from a glass of water with thread. They can try it, but of course it won't work. You have magic powder that will do the trick. Rest a loop of thread on the ice, sprinkle salt on it, and lift the thread, cube and all, as soon as the ice you melted with the salt freezes again, freezing the thread to the cube.



Bouncing Buttons

Stir a teaspoon of soda into a glass of water. Drop in some buttons of different sizes. Pour in as much vinegar as it takes to make the buttons bounce to the top. The bubbles of carbon dioxide, which are lighter than water, lift the buttons. When they reach the surface, the carbon dioxide keeps going and the buttons sink back to collect more. They will bounce up and down for quite a while. Add more vinegar when they slow down.

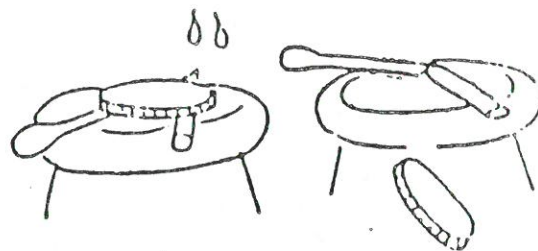


MAGIC

Magic Dime

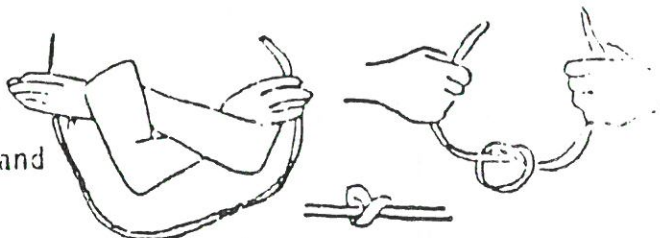
Partially break a wooden match. Lay the broken match over the mouth of a milk bottle. Place a dime on the match. Ask someone to make the dime fall into the bottle without touching coin.

(Solution: Place drops of water on broken part of match)



Magic Knot

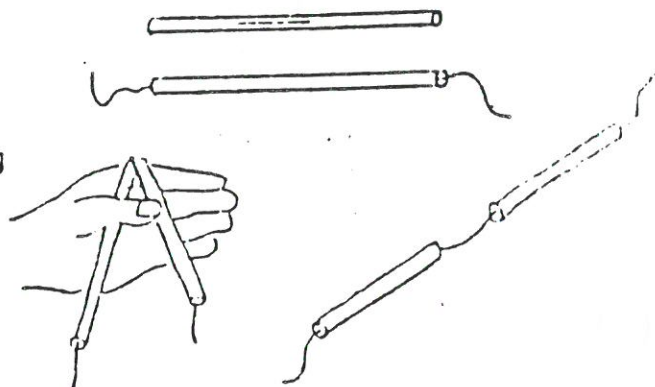
Cross arms as illustrated. Pick up ends of rope. Hold rope tightly and complete overhand knot by uncrossing arms.



Magic Straw

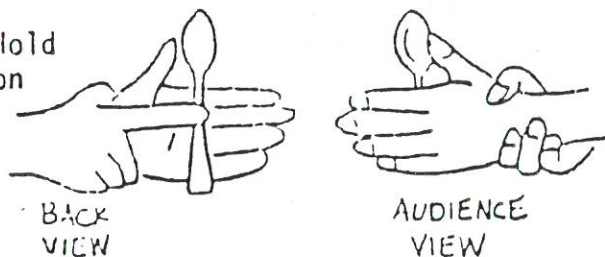
Cut slit in the middle of a straw. Thread a string through the straw. Tell the audience you can cut the straw in half without cutting the string.

(Solution: Bend straw. Pull string out slit. Cut straw)



Magnetic Spoon

Rub spoon pretending to magnetize it. Hold spoon as shown, so to audience, the spoon seems to stick to your hand.



Buttonhole String Trick

Tie the ends of a 2-foot-long string together and, without twisting, run the string through your coat or shirt buttonhole. Place the right loop over the right thumb and the left loop over the left thumb, with the thumbs pointing upward and fingers extended. Without releasing it, remove the string from the buttonhole with the string still on each hand.

(Solution: Move the string through the hole so half will be on each side. Lower your hands, keeping them close together. With the little finger of the right hand, by bending the first joint, hook the under part of the string that passes around the left thumb; similarly, with the left little finger, hook the under part of the string around your right thumb. Without losing the string, draw your hands apart and near to your chest. Suddenly drop the left thumb out of the loop, releasing the string from the thumb and remove the right little finger from its loop. Instantly pull the hands as far apart as they will go.)

WEBELOS SHOWMAN



Showman Activity Badge

The showman activity opens a door to a new and exciting world for your Webelos. What youngster doesn't like to show off his talents? Especially, if that youngster is a Webelos Scout! Showman offers three areas that your Scout can choose from or he can choose all three in completing the requirements. Music, drama, and puppets are the choices that your Scout can have to choose from that will allow him to "show off" his talents.

Music

How can a Scout have fun with music? Well, if he plays an instrument at school, let him bring that instrument to a den or pack meeting to play for the group. If you have several Webelos that play instruments let them form a band. What if you don't have the luxury of store bought instruments? Improvise! Make your instruments from cardboard boxes, oatmeal boxes, rubberbands, tissue paper rollers, aluminum foil, rolled up pieces of tin, or just about anything; then let your boys have some fun.

While making instruments, your Scout can learn about music. The Scouts can pretend that they are rock and roll singers. This is a fun thing to do. Let your kids dress up as Elvis Presley, Van Halen, Kiss, Prince, Beatles, Chubby Checker or any singer they so choose. Have the boys perform to recorded music at your pack meeting.

Drama

Putting on a play will let the boys' talents shine like stars. The boys can write, direct, produce and even act in their own play. This play can be a small skit or an elaborate play with props and scenery.

Here is an example of a simple skit:

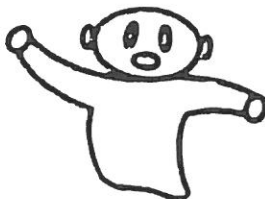
John - Why do you have on one red sock and one green sock?

Jack - I don't know.

Bill - That's funny. He has another pair at home just like it.

Puppets

Puppetry can offer a lot of fun for your boys. Puppets can be made from just about anything. Stage settings can be simple or elaborate. For the shy boy, puppetry can be a means of expressing his talents while drawing attention to the puppet and away from himself. This not only comforts the shy boys but affords them a chance to grow.

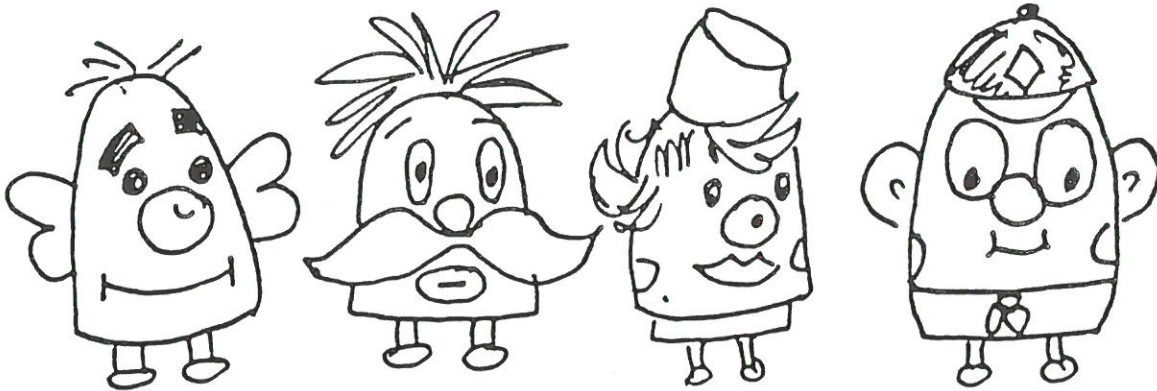


People Puppets From Paper Bags

Use large paper bags as the base for these people puppets. Build up facial features and props with papier-mache. Paint and decorate as desired.

Make leg and arm bands out of colored foil. Complete the costume with fringed leg bands of cloth or colored paper. You are only limited by your imagination.

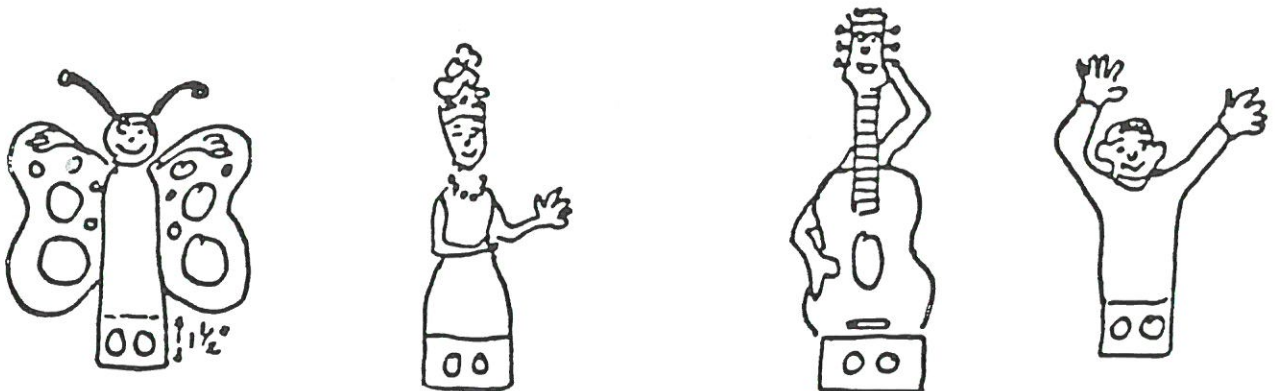
Now it is "Show time"!



Puppets

On heavy paper draw any sort of person, creature or animal. Don't draw legs on the puppets, but allow an extra $1\frac{1}{2}$ " at the bottom of your drawing and cut out. Cut two holes for fingers in the $1\frac{1}{2}$ " allowance. Fold this $1\frac{1}{2}$ " back and put fingers through the holes as pictured. The fingers become the legs of puppets.

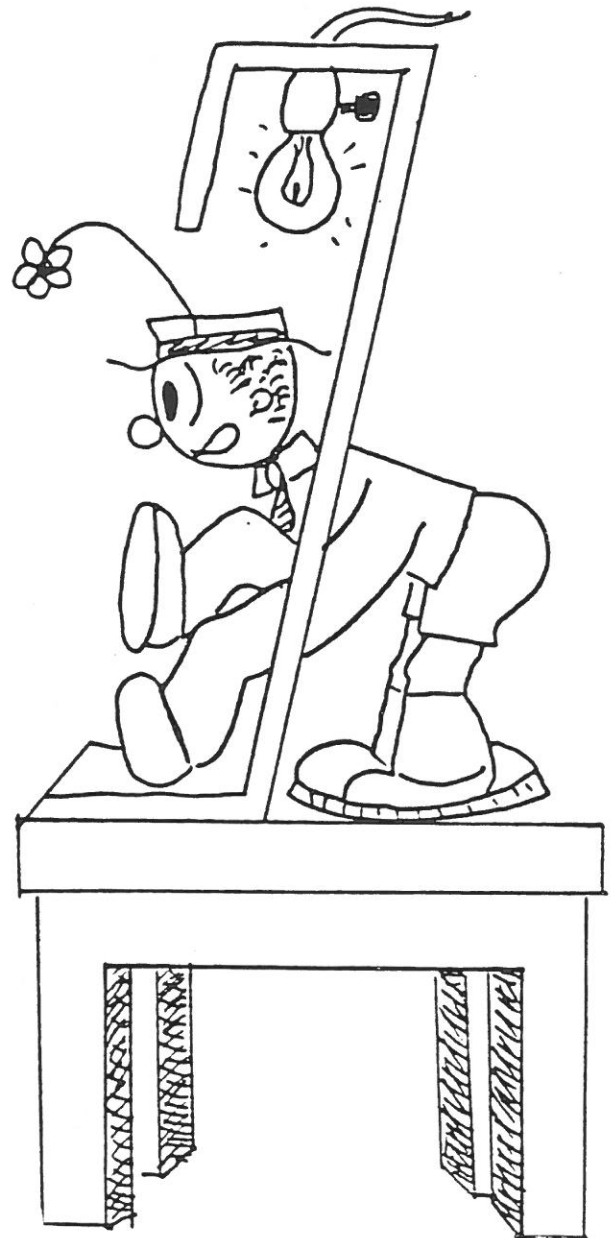
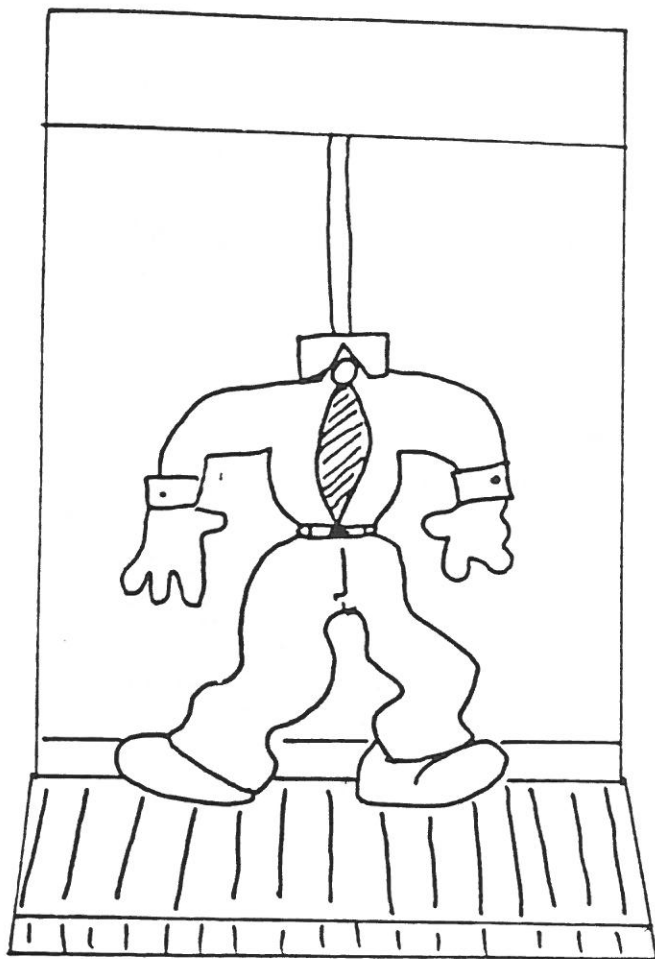
For the show, the puppets are slipped in front of the curtain.



A Song and Dance Man

Put your boys into the act by using this clever device for a live puppet. If you make two or more, you can have a chorus.

Make a 3 x 5 frame out of 1 x 2 pine or other light wood. Cover frame with a plain colored cloth. Sew or paint a shirt on background and fasten a pair of pants onto frame at puppets waist. Cut a slit to insert boy's head and make two more slits for his arms to be inserted into the pants legs. Stuff a pair of work gloves and sew them to shirt cuffs on background. To operate have boy put his head through the slit above the shirt, put an appropriate hat on his head, then tie shoes securely to his hands. He can improvise dance steps to fit the tune as he goes. Some very funny routines can be worked up with this puppet frame.



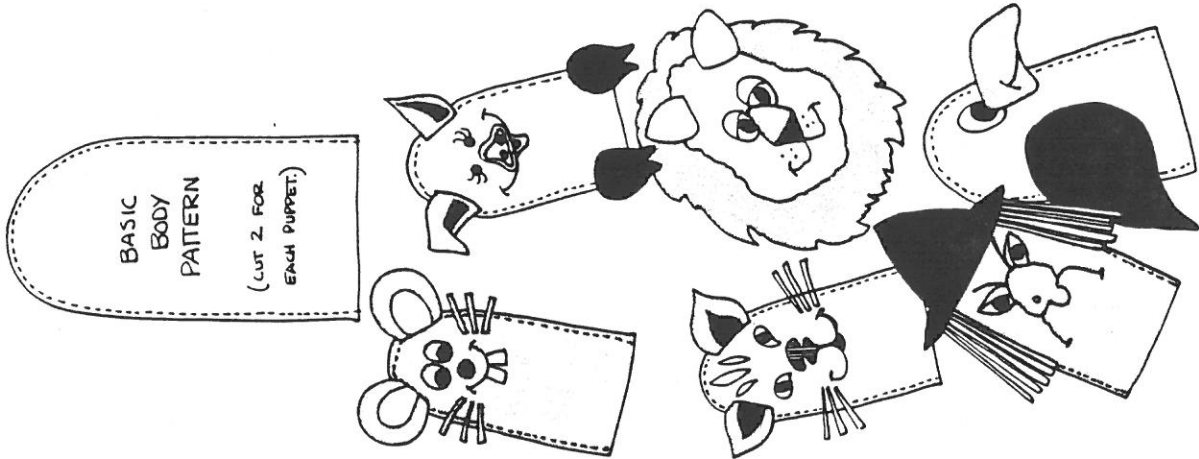
Finger Puppets

Supplies:

- *Felt and fabric scraps
- White glue
- Yarn
- *Buttons
- *Sequins
- Pipe cleaners
- Toothpicks (for applying glue)
- Needle and thread
- Black permanent marker (to draw on some detail)

Procedure:

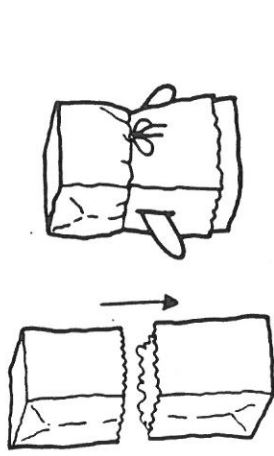
1. Cut out a cardboard pattern for the body.
2. Trace around this pattern with a pencil or felt-tip onto a piece of felt.
3. Sew two pieces together using a 1/8" seam or glue the edges together with white glue.
4. For placement of the pieces, apply the glue to the felt with a toothpick.
5. Larger pieces or pieces that hang off the puppet should be sewn for extra strength.



Stand-Up Monster Puppets

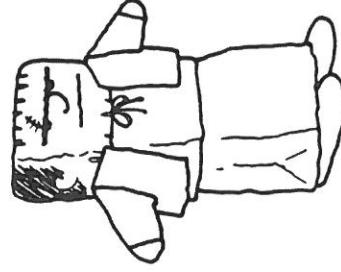
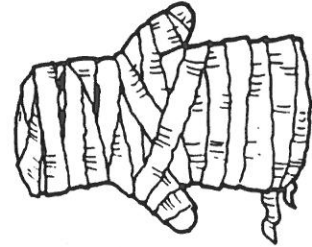
Materials

- 2 brown lunch bags per student
- newspaper
- string or yarn
- fabric scraps
- tissue paper scraps
- construction paper scraps, all sizes
- buttons, rickrack and other easy-to-find decorative items
- markers
- scissors
- glue
- tape



Student Directions

1. Fill two lunch bags with loosely crumpled newspaper.
2. Fit one of the bags over the other, and tie it loosely one third of the way down using string or yarn as shown.
3. Use materials from the art table to create faces, hair, clothes, and even arms and feet for your monster puppets.





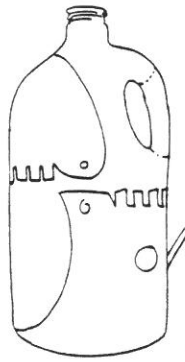
Paper Plate People

Supplies:

- * Paper plates (the cheap ones will do, but the heavy-duty ones will work better)
- * Construction paper
- * Tempera paints, markers, or crayons
- * Yarn, string, pipe cleaners
- * Glue, scissors, tape
- * Paper punch
- * Circle reinforcers

Procedure:

1. This is an old standby, but a great project for children who love to cut, color, paste, paint, and create.
2. Some tips for mask makers:
 - a. Wrap stiff paper around a pencil to make curls for eyelashes, hair, and feathers.
 - b. The masks will be more three-dimensional if layers of plates or paper are built up to create cheeks, noses, ears, hair, or hats.
3. Punch holes about two-thirds of the way to the top for ribbon or strings. Use circle reinforcers for extra strength.



Robot Mask

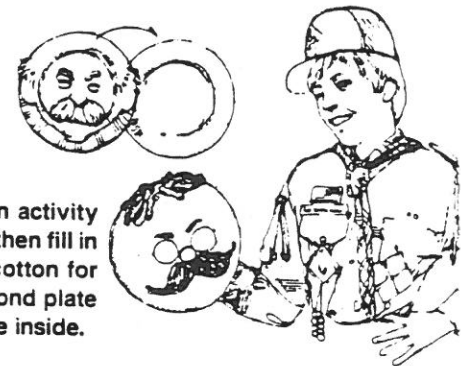
Supplies:

- * 1/2-gallon plastic jug (bleach bottle)
- * 2 brass brads
- * Scissors
- * String or elastic band

Procedure:

1. Use the bottom portion of the bottle for the top of the robot's head. Make your cut at the bulge below the handle.
2. Cut out eyeholes, and a long tab for the nose. Make cuts for teeth.
3. From the top portion of the bottle, cut out the lower jaw. Make cuts for teeth here too.
4. Use a section of the handle for a nose. Slice it onto the long tab you cut on the front of your mask.
5. Poke holes on either side of the lower jaw. Poke matching holes in the headpiece to attach the two sections together. Use the two brass brads to allow for an "open/shut" motion.
6. The mask can be further decorated with crayons, markers, or paints.
7. Use string or an elastic band to secure the mask if necessary.

PAPER PLATE PUPPETS. For Webelos Showman activity badge. Sketch faces on 9-inch plates with pencil, then fill in features with felt pens. Use yarn for hair, white cotton for beards. When the face is complete, staple a second plate behind it, leaving an opening for the hand to slide inside.



FINGERPRINT CREATIONS

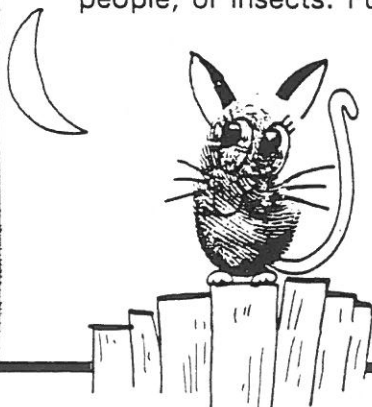
Tell the class that everyone's fingerprints are different. There are no two alike!

Have the children put their fingers on a stamp pad or in some paint and press them carefully on paper. They can add to their prints with colored marking pens.

They can make cartoons or animals, birds, people, or insects. Fun to use as stationery!

Materials:

- stamp pad or paint
- paper
- colored pens
- fingers



SPECIAL EFFECTS

A flash of lightning--a loud crash--a train chugging down the track--all of these and many other special effects can be created by your Cub Scouts for their den skits, with just a few simple preparations.

Remember that imagination plays a large part in special effects. The effect that you are using, coupled with the action in your skit will go a long way in making your sounds believable.

In addition to the fun that your Cubs will have, making the sound effects, acting as Sound Effects man is an ideal part for that shy boy in the den who wants to be part of the action, but finds it difficult to have a speaking part or to appear before an audience.

Here are a few ideas which you can expand and produce even more life-like effects:

BOAT WHISTLE--A wooden or plastic spool, a 3/4" strip of balloon and a rubber band. Fasten the balloon over the hole in one end of the spool. Wrap rubber band around spool over the ends of the balloon and pull balloon tight. Blow into open end of spool. This makes a shrill whistle.

KNOCK AT THE DOOR--Hit to rap sharply a 1/2 gallon bleach bottle on the end with a rubber spatula.

PISTOL SHOT--(A) A rubber band is stretched around the center of a small foil pie pan. Pull out the band from bottom of pan and release. (B) Snap a yardstick or a thin board on a hard surface. (C) Fire a cap pistol.

THUNDER--Grasp a tin or aluminum cookie sheet at one end, placing your thumb on underside of tin. Shake tin so it vibrates. Bang it against knee for occasional loud clap of thunder. (B) A piece of tin 3/4" long and 1" wide is suspended. Shake it to produce rolling thunder. For single crashes, strike the tin in the center with a rubber hammer or rubber heeled shoe.

HAIL OR WIND OR RAIN--(A) Shake a large sheet of brown wrapping paper like a rug. The size and weight of the paper makes the difference in sound. (B) Grasp a sheet of waxed paper with a hand on each side. With an accordion-playing movement, alternately crush and smooth out paper. (C) Cut a narrow slit in a sheet of paper, hold it 1/2" from lips and blow into microphone. HAIL--pour rice on pane of glass, tin or wood--into microphone. RAIN--(A) Fill a tin biscuit or cookie jar 1/3 full of dry peas or beans. Rotate slowly. (B) Plastic pill bottle or nail container with BBs inside--rotate slowly.

SNOW--Small pieces of white paper fanned off a flat box top will give a snow effect. Moth flakes or Christmas snow can be dropped from above.

LIGHTENING--(A) Flash white light off and on. (B) Use photographic flash.

SPECIAL EFFECTS CONT.

STORM--Combine wind, rain, and thunder sounds, then turn stage lights off and on to produce flash of lightning.

FIRE--Sound of fire can be produced by crumpling cellophane into a ball, then releasing it into a microphone.

CRASHES--Fill a wooden box with broken glass and a few stones, then nail on a top. By dropping or tipping the end of the box, various kinds of crashes can be produced.

RUNNING WATER--A wooden box 1' x 2' x 2" is fitted with tin on the bottom and ends. Finishing nails are driven into the bottom and ends in a 1" diamond pattern. Place a small amount of lead into the box, tilt, and the sound of running water is produced.

TRAINS--Place small wire nails or shot inside a flat cigarette box or popcorn inside a tin band-aid box. Move back and forth, and it sounds like a train chugging along. Rhythm of movement is important. CHUG Chug chug chug - CHUG chug chug chug.

HORSES CLOPPING--(A) Two half coconut shells clapped on a wooden board (walking or galloping on a hard road), clapped on wallboard (soft road or turf). (B) Hold a block of wood in each hand. Strike ends together, alternating ends. Vary rhythm for trotting or galloping.

TRAIN WHISTLE--For an ear-splitting sound that can be heard all through the house, place a sheet of paper over top of an 8" foil pan. Place partly-open mouth against paper and utter a shriek without moving lips. If train is far away, make it a small shriek!

GONG & CHIMES--Chinese gong suspended by a rope, or a 4 or 5' length of water pipe, suspended. Tubes or water pipes can be cut in various lengths for chimes. Cut off 1/2" at a time and test for tone. Strike with rubber hammer.

ANIMAL ROAR OR CREAKING DOOR--Any closed box will do. Use a coffee can or two foil pans taped together. Tie a string in the center of a pencil. Punch hole in container, place pencil inside and pull string out through hole. Rub string with resin or a green leaf. Drag fingernails along string to produce noise into microphone.

PUPPY DOG--Blow up a balloon. With first two fingers of both hands, stretch neck of balloon, slowly releasing air.

SWORD & SHIELD FIGHT--Holding aluminum cookie sheet in one hand, hit with metal spoon.

CAMPFIRE--(Lightning Effect)--Wood piled over a light or flashlight with red cellophane or tissue paper covering the light for a red glow.

SPOTLIGHT--Flashlight with different size funnels (which can be made of construction paper). For different color effects, use colored cellophane or tissue paper over the end of the funnel.

CEREMONIES

OPENING

To enhance the Halloween atmosphere, turn out the lights and have a candlelight processional as the color guard unit. Use more than just a few scouts. Use most of the pack to create lots of light. If candles are not feasible because of carpeting or whatever, use flashlights with orange tissue paper covers to dim the brightness somewhat. House lights should not be turned on until after the pledge has been given.

GHOST OF THE PAST, PRESENT AND FUTURE

OPENING

Cubmaster is in front of the pack with a table directly behind him. A jack-o-lantern (either real, plastic, or ceramic) is lit 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, on our 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 caldron) 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 caldron and pulls out the awards for the boys which are dry -- being hidden in the dry caldron, next to the pan of water. 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.



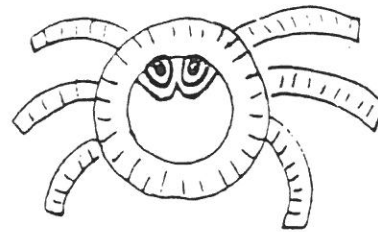
CRAFTS

"CRISPY" PUMPKIN POPS. Supplies needed: 1 box Rice Krispies cereal, margarine, marshmallows, corn candies, popsicle sticks, wax paper. Leader Preparation: Follow directions on Rice Krispies cereal box, make Marshmallow Treat recipe. Boys: Have each boy lightly butter his hands and shape a Krispie pumpkin head onto a popsicle stick. Press in corn candies for eyes and mouth of pumpkin. Let set on wax paper while cleaning up.

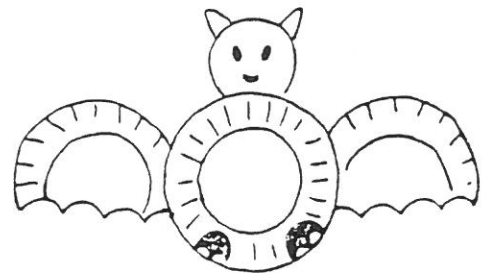
PAPER PLATE DECORATIONS.

Paper plates
Staples
Tempera paint
Glue

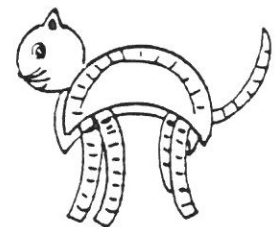
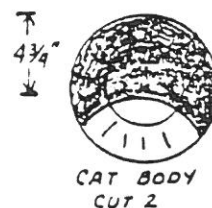
Spider: For legs, cut rims of two plates each into thirds. Glue or staple the six legs between rims of two body plates. Add feelers cut from pieces of rim. Paint. Be sure to include eyes.



Bat: Cut a 5 1/2" diameter head with ears from center and rim of paper plate. Cut wings and feet as shown below. Glue or staple parts between two body plates, attaching rim to rim. Paint bat, adding features to face.



Cat: Cut a 4 1/2" diameter head from center of plate, adding ears. Cut tail from one third of rim, about 1" wide at bottom and tapering to point at end. Glue or staple head and tail between rims of two body plates cut as shown. Cut legs about 1" wide from rims. Make them as long or short as you wish. Attach legs to inside under body. Staple or glue body together. Paint.



GAMES

APPLE PEEL GAME. Of course, every Halloween party has an apple contest, but here is one that is a little different. Divide the group into teams of four. Give to Number 1 in each group an apple and a safety-type peeler. Number 1 peels the apple as quickly as he can and passes it to Number 2, who carves the letter "H" on it. Number 3 cores the apple and Number 4 eats the apple. The quartet that finishes first wins.

EAT AND WHISTLE. Everyone may participate in this relay if the group is not too large. A tray is provided for each team, with as many different foods as there are members of the team. For example: crackers, candy corn, cookies, marshmallows, etc. When the race starts, Number 1 in each group goes to his team's tray, eats any one food, and then whistles (or sings a specified song); Number 2 on each team repeats this performance after Number 1 tags him. The game continues until each teammate has eaten his food and whistled (or sang).

THE FAST MOVING GHOST TRAIN. Line up all dens with the first Cub Scout wearing a sheet over his head. Each Cub Scout grasps the waist of the boy in front of him. On signal, all start walking quickly straight ahead, around a chair (placed in front of each den) and back. The second boy in each line guides his ghost who can't see. The first den to return to its original position wins. If a group breaks into a run, they are disqualified.

MUMMY MAKING GAME. Give each boy a roll of toilet paper. They are to wrap their parent like a mummy as quickly as they can. The winner is the first one finished with the roll of paper but must also have the parent covered except for the eyes. (Note: speed is important but if they go too fast they will not get entire parent covered.)

DARK O' THE MOON ART CONTEST. Give each person a piece of paper and a pencil. Turn out the lights and have everyone draw a pumpkin with a face. (If your meeting is during the day have everyone blindfold themselves with their neckerchief.) You might award a prize for the best drawing.

BROOM BALLOON RELAY. Divide the den into two equal teams and give each a broom and a balloon. On signal, the first player on each team sweeps the balloon to a turning line and back. The second player takes the broom and repeats the action; continue until all have run. Have extra balloons ready to replace the ones that pop. If balloon pops while being swept, the player returns to starting line to get a new balloon and starts over.

A Halloween Activity

This messy, fun activity can be something the boys can enjoy in a den meeting and then host at a pack meeting. Be sure to have plenty of paper towels. The items should be in containers hidden by toweling, let the participants reach under the toweling without seeing the items.

THE DEAD MAN'S BRAINS

Once in this town there lived a man named Brown. It was years ago, on this night, that he was murdered out of spite. We have here his remains.

First, let's feel his brains. (a wet squishy tomato)

Now here are his eyes, still frozen with surprise. (two peeled grapes)

This is his nose. (a chicken bone)

Here is his ear. (a dried apricot)

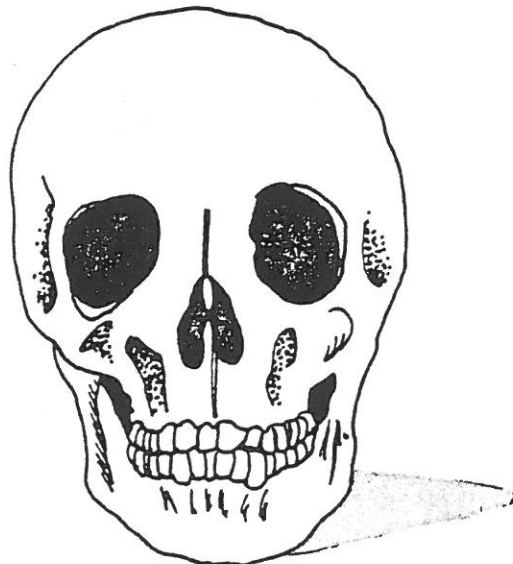
And here is his hand, rotting flesh and bone. (rubber glove filled with mud or ice)

But his hair still grows. (a handful of corn silk or wet fur or yarn)

And his heart still beats now and then. (a piece of raw liver)

And his blood still flows. Dip your fingers in it. It's nice and warm. (a bowl of catsup thinned with warm water)

That's all there is, except these worms. They are the ones that ate the rest of him. (a handfull of wet cooked spaghetti)



AUDIENCE PARTICIPATION

HALLOWEEN AUDIENCE PARTICIPATION

This should produce lots of action and hilarity. One player stands in the center of a circle of chairs and is the narrator. The others are seated in a circle, and each one is assigned one of the sound words listed below. More than one player can be given the same sound. The narrator reads the story. As each player hears his word mentioned, he stands up quickly, makes the appropriate sound, turns around in a circle and sits down. When the word "House" is mentioned, all players must change places. The narrator also scrambles for a chair and the player left without a seat becomes the narrator.

THE SOUNDS:

WHISTLED (blow out with whistling sound)
CREAKED ("creak, creak")
CLATTERED (clap hands sharply 3 times)
MOAN (low, long moan)
BOING ("boing, boing")
SQUEAKED (high squeak)
WHIRRED (blow out, making lips vibrate)
GHOST (high, falsetto moan)

THE DESERTED HOUSE

This is the story of a poor, deserted **HOUSE**. It was a sad **HOUSE** indeed. Its windows were broken, the floors sagged and part of the roof had fallen in. When the wind **WHISTLED** around the eaves, all its timbers **CREAKED**, the shutters **CLATTERED** against the walls, and the chimney gave out a low **MOAN**. Down in the cellar, the mice **SQUEAKED** and an old, rusty piece of sheet metal trembled with a loud **BOING**. Up in the attic, the bat's wings **WHIRRED** as they flew around in shadowy circles.

One Halloween, a **GHOST** visited the **HOUSE**, thinking it might be a suitable place to live. He floated in through one of the broken windows. It **CREAKED**, the shutters **CLATTERED**, the chimney **MOANED**, the metal **BOINGED**, the mice **SQUEAKED** and the bat's **WHIRRED**.

This is too much, even for a **GHOST**. "I'm getting out of here," he said firmly. So the **GHOST** left the **HOUSE** and never came back.

And to this day, when the wind **WHISTLES** around the eaves, you can hear the sounds of **MOAN**, **BOING**, **CREAK**, **WHIR**, **CLATTER**, and **SQUEAK** coming from that poor deserted **HOUSE**.

FIVE LITTLE PUMPKINS

This is a simple skit that young Cub Scouts can easily do. Parts may be memorized or read off small note cards.

To convert Cubs into pumpkins, turn grocery sacks inside out. Don't punch the corner out--this will give the sacks a rounded effect. Spray paint the sacks orange and glue on eyes, nose, and mouth. Place sacks on Cub Scouts head. You may also make a fence out of a large cardboard box, and use a Cub Scout at each end of it to hold it up. Pumpkins merely stand behind it.

Narrator: Five little pumpkins sitting on a gate.

1st Cub : My, it's getting late!

2nd Cub : There are witches in the air.

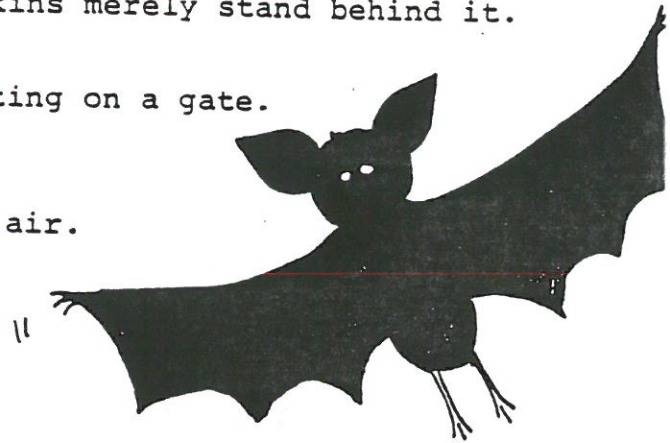
3rd Cub : I don't care.

4th Cub : Let's run, let's run.

5th Cub : It's Halloween fun.

Narrator: Then woo-o-o went the wind, and five little pumpkins ran fast out of sight.

(Five Cub Scouts in costumes run off stage)



QUICKIES

#1: What kind of music do ghosts like?

#2" Spirituals

#1: Why do ghosts like to ride elevators?

#2: It raises their spirits.

#1: What does a ghost guard officer say when he hears a strange noise?

#2: I don't know. What?

#1: Halt! Who ghost there?

HAPPY
HALLOWEEN!

PUMPKIN CAROLS

I'M DREAMING OF THE GREAT PUMPKIN

I'm dreaming of the Great Pumpkin
Just like I do this time each year.
When he brings nice toys
To good girls and boys,
Who wait for him to appear.

I'm dreaming of the Great Pumpkin
With every Pumpkin card I write.
May your jack-o-lantern burn bright
When the Great Pumpkin visits you tonight.

PUMPKIN BELLS

Dashing through the streets
In our costumes bright and gay
To each house we go
Laughing all the way.
Halloween is here
Making spirits bright
What fun it is to trick-or-treat
And sing Pumpkin carols tonight!
Oh, Pumpkin Bells, Pumpkin Bells
Ringing loud and clear,
Oh what fun Great Pumpkin brings
When Halloween is here!

I HEARD THE BELLS ON HALLOWEEN

I heard the bells on Halloween
Their old, familiar carols scream,
And wild and sweet the words repeat
The Pumpkin season's here again.

Then pealed the bells more loud and strong
Great Pumpkin comes before too long,
The good will get, the bad will fret
The Pumpkin season's here again.

PUMPKIN WONDERLAND

Screech owls hoot, are you list'nin'?
Beneath the moon, all is glist'nin'
A real scarey sight, we're happy tonight,
Waitin' in a pumpkin wonderland.

In the patch we're watching for Great Pumpkin
We've been waiting for this night all year.
For we've tried to be nice to everybody
And to grow a pumpkin patch that is sincere.

Later on while we're eating,
What we got trick-or-treating,
We'll share all our sacks of Halloween snacks
Waitin' in a pumpkin wonderland.

THE TWELVE DAYS OF HALLOWEEN

1-a hoot owl in a dead tree
2-two trick-or-treaters
3-three black cats
4-four skeletons
5-five scarey spooks
6-six goblins goblin
7-seven pumpkins glowing
8-eight monsters shrieking
9-nine ghosts a-booing
10-ten ghouls a-groaning
11-eleven masks a-learing
12-twelve bats a-flying

DECK THE PATCH

Deck the patch with orange and black
(Fa la la, etc. as usual)
Take along your goody sack
Don we now our gay apparel
Troll the ancient Pumpkin carol.

See the Great One rise before us
As we sing the Pumpkin chorus
Follow him as he ascends
Join with true Great Pumpkin friends.

GREAT PUMPKIN IS COMING TO TOWN

Oh, you better not shriek,
You better not groan,
You better not howl,
You better not moan,
Great Pumpkin is coming to town.

He's going to find out
From folks that he meets
Who deserves tricks
And who deserves treats
Great Pumpkin is coming to town.

He'll search in every
Pumpkin patch
Haunted houses far and near
To see if you've been
spreading gloom
Or spreading lots of cheer.
(Repeat first verse.)