

Pack 244 Exp.Date 12/31/91  
HEATHER REIS  
5530 N.W. 66TH AVENUE  
JOHNSTON, IA 50131



# VAGABOND



## 244



## AUGUST, 1991.

CUB SCOUTS:

Magic

WEBELOS:




Traveler

# August, 1991

## Cub Scout: Magic



Sunday      Monday      Tuesday      Wednesday      Thursday      Friday      Saturday

				1	2	3
4	5	6	7	8  Corn Feed Faith Lutheran Church.	9	10
11	12	13	14	15	16	17
18	19	20	21	22  SCHOOL School Night Orientation	23	24  Ethics in Action
25	26	27	28	29	30	31

## Webelos: Traveler



Traveler



Traveler



Traveler



Traveler





No. 3731



National Summertime Award pin for boys who attend all three summer-time pack activities, No. 464

National Summertime Pack Award streamer for pack flag, No. 7717



Den participation ribbon for dens with 50 percent or more of its boys at three summertime activities, No. 7715



## APPLICATION FOR NATIONAL SUMMERTIME PACK AWARD

Date \_\_\_\_\_

This is to certify that:

Cub Scout Pack No. \_\_\_\_\_ of Chartered Organization \_\_\_\_\_ (name)

has qualified for this award by conducting a pack activity in the summer months of 19\_\_\_\_.

	JUNE	JULY	AUGUST
Type of pack activity	_____	_____	_____
Number of dens participating	_____	_____	_____
Number of dens qualifying (50% Cub Scouts participating)	_____	_____	_____
Number of Cub Scouts participating	_____	_____	_____
Number of Webelos Scouts participating	_____	_____	_____
Number of parents/family members participating	_____	_____	_____

Please send us the following National Summertime Pack Award items:

one Pack Award Certificate, No. 3731

one Pack Award Streamer, No. 7717

\_\_\_\_\_ Den participation ribbons, No. 7715

\_\_\_\_\_ Cub Scout Summertime Award pins, No. 464

Cubmaster \_\_\_\_\_

Date needed \_\_\_\_\_

For Pack Committee \_\_\_\_\_

Please print

Send to: \_\_\_\_\_ (name) \_\_\_\_\_ (street, city, ZIP)

TO ASSURE PROMPT RECOGNITION, SUBMIT APPLICATION TO COUNCIL SERVICE CENTER AS SOON AS POSSIBLE AFTER YOUR AUGUST ACTIVITY

## TRAINING OPPORTUNITIES

The leadership training philosophy of the Boy Scouts of America is to provide adult leaders with basic information about the aims and methods of scouting as well as basic information about their particular role and mission in scouting. Knowledge and understanding develops confidence. Confident and effective leaders provide positive influence on the young men they work with. Contact your District Training Chairman or the Council Service Center for more details on any of these programs or events.

### ORIENTATION

Conducted for parents and families by the unit leadership. This program explains the aims and purposes of Scouting and provides information about what parents can expect from their son's Scouting program and what is expected of them as parents of scouts.

### FAST START TRAINING

Each new leader is encouraged to request Fast Start training. This 2 hour session includes use of video tapes, self study notebook and personal coaching by a trained volunteer scouter. It can easily be completed in the convenience of your own home. Video players and Fast Start tapes may be checked out from the Service Center for overnight use at no cost.

### ADULT LEADER BASIC TRAINING

Provides specific information about an individual's Scouting role. These programs are recommended for all leaders. Specific dates of the following Basic Leader Training programs can be found in your district calendar.

\* Cub Leader Basic Training - offered in one day or three two-hour sessions covering all aspects of Cub Scouting responsibilities. Offered in each district twice a year between September 15 and November 15 and again between March 1 and June 1.

\* Scoutmastership Fundamentals - for all Boy Scout troop leaders in three sessions including an outdoor weekend. Offered in each district twice a year during the same time periods as Cub Scout Leader Basic Training listed above.

\* Explorer Leader Basic Training - for leaders of Explorer Post.

### SPECIAL TRAINING PROGRAMS

Provides specialized training in a variety of interest areas for leaders in all programs of scouting.



\* Roundtables - Conducted monthly for Cub Scout & Boy Scout leaders during the first two weeks of each month. (See "FOCUS" for scheduled dates). Provides program ideas and information on new and current district or council events and activities.

\* Knohocado - "hands on" Scoutcraft skills training program offered at Camp Wapello for all pack and troop leaders:

September 14-15, 1991

#### CUB SCOUT LEADERS POWWOW

\* Cub Scout Leaders Powwow, November 9, 1991 - this event provides training in a variety of interest areas for leaders in all areas of scouting. Program includes specialized skills such as ceremonies, crafts, games, advancement ideas, and more. In addition, information for Den Chiefs, Explorer Post Officers, Chartered Organization Representatives and others are offered.

\* Trainer Orientation - offered every other year to leaders who conduct district or council level training programs. Includes teaching skills, materials, administration of training and more.

#### BOY SCOUT JUNIOR LEADER TRAINING

\* Junior Leader Training - the Junior Leader Training program provides an excellent opportunity to expand and develop leadership capabilities among Scouting leaders. In order for the youth to participate, his unit Scoutmaster must have been trained in a Scoutmastership Fundamentals course.

\* Den Chief Conference - teaches scouts their role and responsibilities as Den Chiefs. Held annually at the Powwow.

\* Post Officers' Seminar - guides the youth leadership of each Post so that they may discover their responsibilities.

#### WOODBADGE

A Boy Scout Woodbadge course will not be offered in 1991 so leaders are encouraged to contact the Service Center for course dates in nearby Councils. Cub Scout Trainers Woodbadge is offered by the North Central Region in even numbered years. Participants are invited by the local Council to attend based on recommendation by District Training Chairs.

## CEREMONIES

### FLAG RECIPE

stars	American flag
1 cup red chips (or red crepe)	large pot
1 cup blue chips	
1 cup white chips	

Boy #1. We are going to fix for you a treat that is really grand and make for you a recipe, the greatest in the land.

Boy #2. In first we will put a heaping cup of red for courage true.

Boy #3. And then we will add for loyalty, a dash of heavenly blue.

Boy #4. For purity, we will now sift in a layer of snowy white.

Boy #5. We will sprinkle in a pinch of stars (glitter or cut out stars) to make it come out right.

Boy #6. We will stir and then you will see that what we have made is .....

ALL: "OLD GLORY" (Pull out folded flag from bottom of pot and hold up for Pledge of Allegiance and song if desired.)

It is suggested that the boys leave their place and stand in a horseshoe around the pot facing the group and pull out the flag together.

### RETRIEVING THE COLORS

Caller: "Color Guard, Advance."

(Color guard advances up center aisle from the rear and stops in front of flags, standing at attention.)

Caller: "Retrieve the Colors."

(American flag is lifted out of its stand first; other flags follow. Each flag bearer turns in place to face audience.)

Caller: (Optional sing taps or closing poem.)

"Color Guard, dismissed."

(Color Guard retreats down center aisle.)



## ADVANCING THE COLORS

Caller: (Stands at the front of the audience and to their left.)

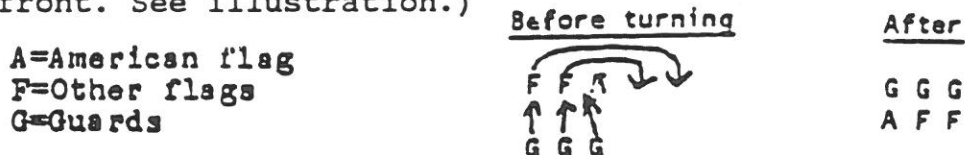
"Please rise. Scouts, Attention."

"Color Guard, Advance."

(The flag or flags proceed from the rear of the room up the center aisle. The American flag should be placed on the marching right of other flags. Color guards may flank the flag(s) or follow one step behind.

As color guard advances, everyone raises right hand to heart.

Flag bearers and color guards halt at the front of the aisle and wheel to the right to face the audience. The American flag stays in place and turns to the right while the other flag bearers and color guards pivot around him until all are facing front. See illustration.)



Caller: Scouts and ladies and gentlemen, the flag of our country. The pledge of allegiance.

(Color guard does not recite pledge, salute, or take any part in program. They stand at attention.)

Caller: (Optional) "We Will now sing "America" (or recite poem, law, promise, etc.)

"Color Guard, post the colors."

(Color Guard walks to flag stands which have been placed on the right side of the auditorium. Any other flags in the procession are placed in the stands first. The American flag is placed last. It will be at the right of the line (the audience's left), i.e. A F F.

The color guards assist the flag bearers put the flags in the standards.

After the American flag has been placed, the color bearers stop back one step in unison and place their right hand over their heart in a salute. The color guards do not salute.

Caller: "Color Guards, dismissed."

(Color Guard files down side aisle and joins other Scouts.)



## ADVANCEMENT CEREMONY

The Cubmaster can add magic to his advancement award presentations with a magician's top hat made of cardboard painted black. Inside is a coffee can containing a pound or two of dry ice.

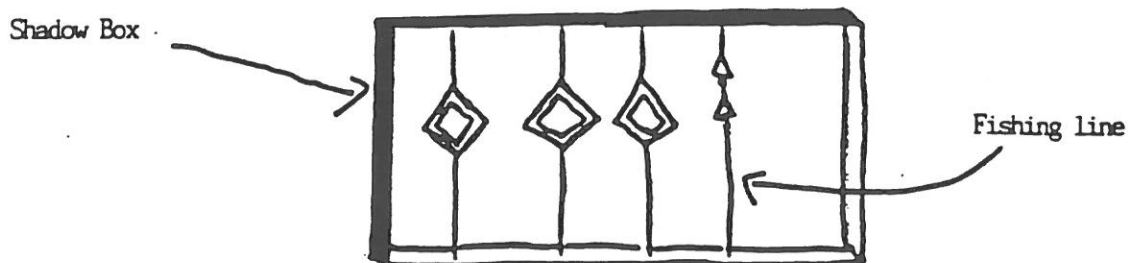
The Cubmaster has two small bottles of water, one colored blue, one gold with vegetable coloring. When the bottles are poured over the dry ice, there will be a magical cloud of "smoke." The Cubmaster can then draw out the Bobcat pins, badges of rank and arrow points from the hat. He says something like this: "There's nothing really magical about Cub Scout advancement. It requires a boy to team up with his parents to achieve the next step on the Cub Scout trail." Parents should be called forward with advancing boys and pin their son's new badge on his shirt.

Webelos den leaders should present activity badges, and Webelos badges.

### MAGIC BOARD

This board can be used to demonstrate the "invisible support" each Cub receives, that is, the support of his parents, other Cubs, friends, the Den Leader, and Cubmaster. Merely tape the back of the award to the fishing line.

Keep board covered with cloth until ceremony time so that no one can see how the badges are held up.



Cubmaster: Tonight, during our celebration of magic, I have dropped all the awards our Scouts have earned into this magic box.

(You might consider holding loose facsimiles of the badges and actually dropping them into or behind the box where they can't be seen. If you dropped them into the box, make sure it has a raised solid front so that the facsimiles are not visible.)

Cubmaster: Now what is going to happen is this. I am going to tap this box and, if everything goes right, we'll see all the badges displayed for us.

(Tapping the box...)

With help from parents, leaders, and such,  
These Cub Scouts are able to accomplish much.  
And now the awards for which they have yearned,  
Will appear here, suspended and firmed.

(Cubmaster calls up boys and parents and presents the awards. Cubmaster should then thank the parents and leaders for helping the Cubs earn their awards. He/she can then remind the boys that as they grow older, they need to become the support of those younger than they.)

## A MAZE

### CLOSING:

CUBMASTER: "As Cub Scout leaders and parents, we want to show the wonders of the world to our sons. In a child's eyes, there are not eight wonders of the world but eight million. We want him to be able to look at the stars, sunrise, sunset, and feel their beauty."

"We want them to see a world of love, laughter and compassion."

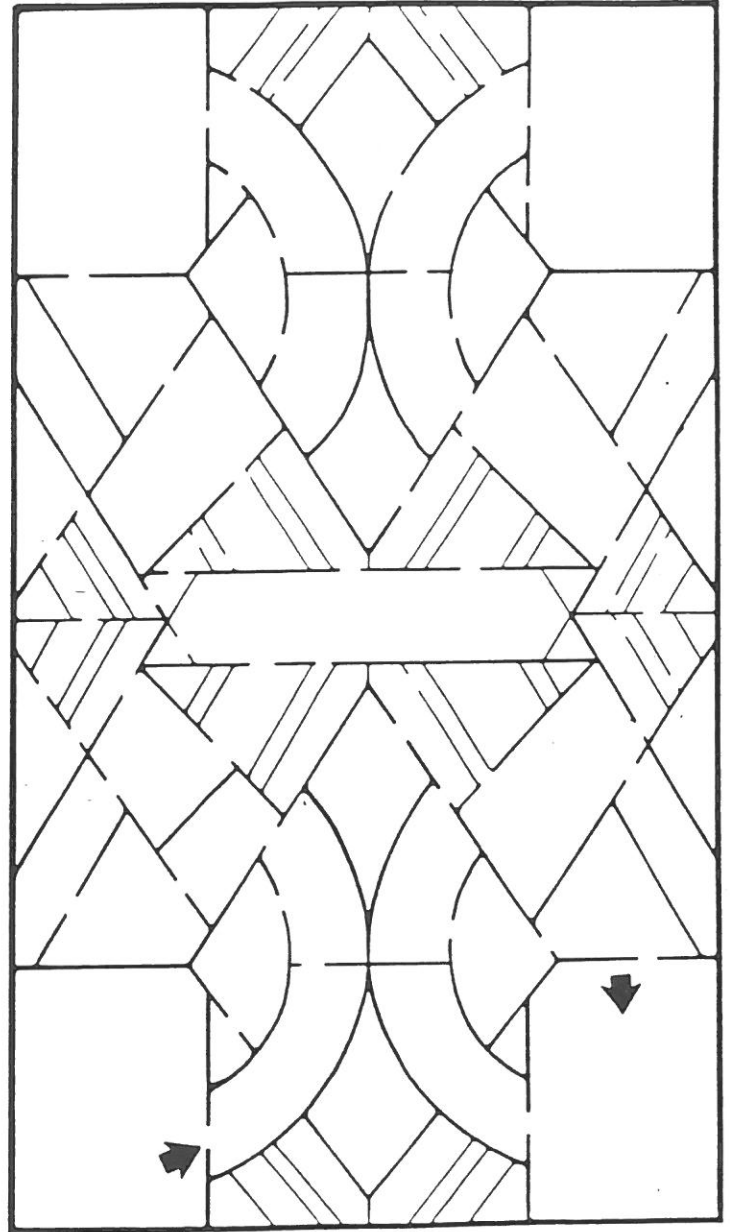
"We want them to build strength within themselves of strong character and a sensitivity to the needs of others."

"We want them to be the best that they can be."

"Unfortunately, no one can wave a magic wand over the Cubs in our pack and command that they receive all of these things. We as leaders and parents must set the example so they have the needed guidance and can see the way to accomplish all of these things we so desperately want for them."

"As we all leave this evening, let's be aware of our future actions so that we may set the proper examples for all mankind."

The path through this maze may wind and wend. The arrows show where to BEGIN and END.



### CLOSING CEREMONY

The real magic in life is not the tricks or slight of hand performed by magicians, but the changing of a boy into a man. Cub Scouting is one of the tools used in this mystical transformation. The Cub Scout leaders and parents are the real magicians.

### CLOSING THOUGHT

Giving to Others -- Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun and protection from the rain. It discards its dead branches, providing wood for fires and cooking food. It adds beauty to the countryside. We must admit that a tree gives a lot more than it receives. We can learn a lesson from the tree - by doing our best to always be helpful to others by putting them first and ourselves second. Remember the lesson we learn from the tree; to give to others more than we receive.

### CLOSING THOUGHT

We speak of horizons...ont one, but plural, horizons. Did it ever occur to you that there are more than one? When you have worked and planned to reach your horizon, you stop to rest and look up to see before you still another horizon just as far away as the last. When that horizon is within your grasp, wonder of wonders, still another is waiting. Few men ever reach all horizons. Some never even reach the first, and still others never start. Look at what they miss. All they ever see is the small area around them. This is not the Cub Scouting way. Cub Scouts must reach a series of horizons on their climb to the Arrow of Light. Small horizons, granted, but they lead to the farther horizons of Scouting and manhood. Let's boost the boys on their reach for those horizons; they may yet come along. (Chip Huddleston)

### CLOSING THOUGHT

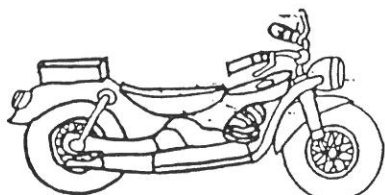
Citizenship Pledge (Have all Cubs stand and repeat the following pledge) -- As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Cub Scouting team.

### CLOSING THOUGHT

Keeping Fit -- Cub Scouts, I hold in my hand a pocketknife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from rust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principle can be applied to ourselves. We have a body, which when kept in good condition, will serve us well. If we get plenty of exercise, eat the proper foods, and have good health habits, we will be able to enjoy to the fullest the things we do. But if we fail to take care of ourselves, we can become rusty and dull like the neglected knife. Do your best to keep fit.

#### Cub Scout Magic

Make this out of styrofoam for extra shape and dimension. Be careful that your paints or glue don't melt the foam.



Webelos Traveler

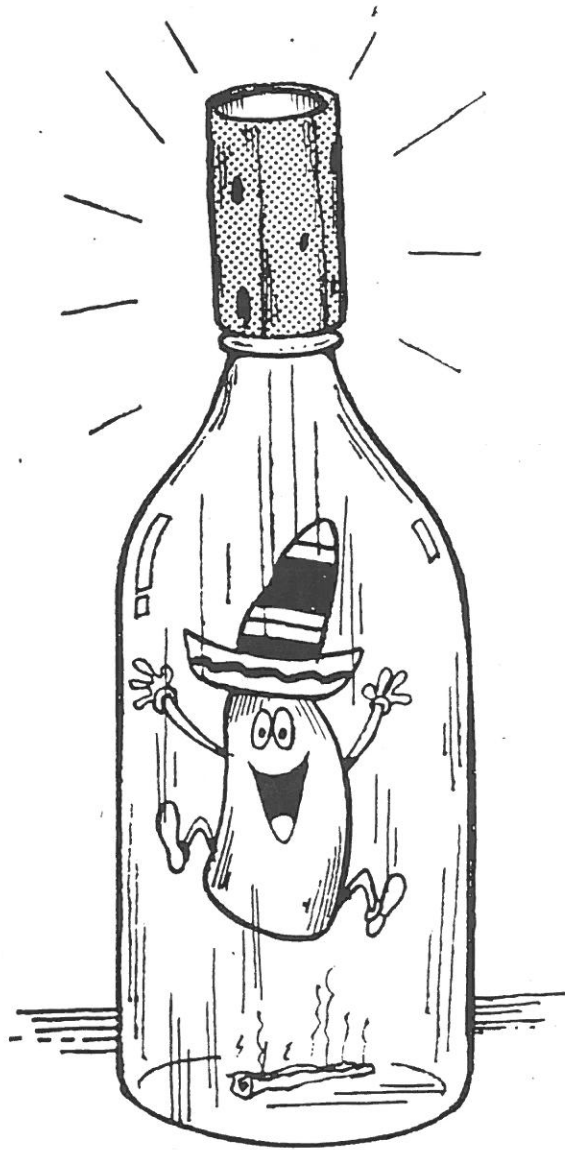


August 1991

Many forms of travel are available to us these days. This motorcycle can be duplicated, cut out and colored, then decoupaged to a piece of wood for a great tie slide.



# Automatic Banana Peeler



## You Will Need:

Knife

Banana

1-quart bottle, with a neck about the same width as the banana

Newspaper

Matches

THE HELP OF ONE OF YOUR PARENTS

## Instructions:

1. Ask one of your parents to use the knife to slice a 1½-inch cross-section from a ripe banana (skin and all).
2. Fold a 6-inch-long, 1-inch-wide strip of newspaper until it is ¼ inch wide. Ask one of your parents to light this paper with a match and drop it gently into the bottle.
3. When you see the flame start to die out, press the banana firmly on the lip of the bottle. (It should not slip down into the neck, but should hang over the edge a little bit.) The banana pulp will slip into the bottle, while the skin will remain outside, against the lip.

## This Is What Happens:

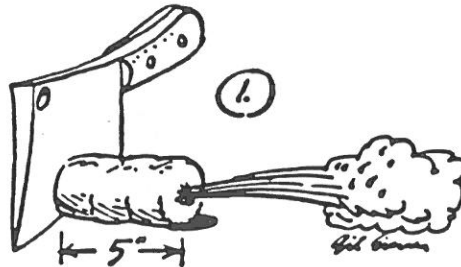
The heat produced inside the bottle causes the air to expand, forcing some of it to leave. Then as you block the opening (with the banana), the cooling air occupies less space and has a reduced pressure. The greater air pressure on the outside of the bottle pushes the soft banana pulp into the jar. The skin, however, is prevented from entering by the edge of the glass lip.

## GROWING A CARROT UPSIDE DOWN

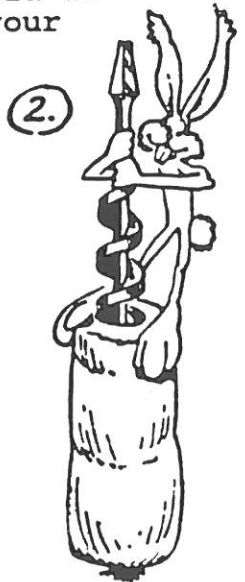
We all live now in the Golden Age of Houseplants. Ecological consciousness surrounds us from right and from left, and every windowsill in the nation is full of green growing stuff, from moss to mushrooms.

The showoff should, of course, have bigger and better house plants than other people, but how to grow house plants is itself a booklength subject we won't go into here. So we trust you to lookout for yourself mostly. We'll just have to be content with showing you how to grow a carrot upside down into a green and leafy little urn, suspended neatly in the window by a piece of string. We'll bet everybody else on your block grows his carrots right-up.

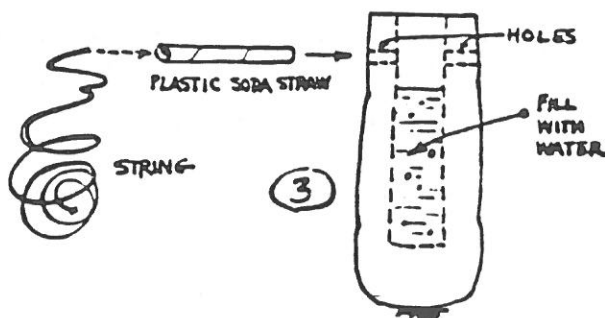
Get the biggest carrot you can find and wash it nice and clean. Then lay it on the chopping block and neatly cut it off a convenient length from the green end (figure 1). Four or five inches should be enough except in the case of the largest carrots. Peel the other end and eat it.



Now, make a hole in your piece of carrot. Use any convenient kind of holemaker; a woodworking bit of the right size, held in the band, is about the neatest way (figure 2). Hole out your carrot until you have a cross-section like figure 3.



Punch a couple of holes an inch or so from the top (we are going to call the green end the bottom from now on) of the carrot, and thread a piece of string through. Hang it up in a sunny window. Fill up the carrot with water. In a few days green things will begin to sprout (figure 4).



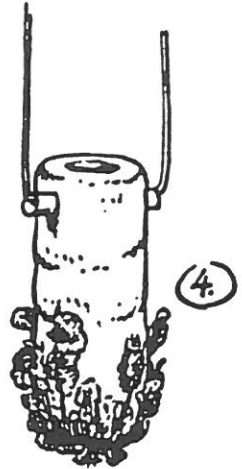
In a few more days they will start to grow upward. In a couple of months, if you remember to keep turning the carrot around, they will grow into a sort of ferny green urn-shaped gob of foliage around the carrot.

The only things to watch out for are these: first, as your carrot grows more and more leaves, it will require more and more water daily. Don't ever let it dry out. Second, the flesh of the carrot above water level is bound to wither some, and as it does the strings will begin cutting upwards from the boles you put them in. Eventually the carrot will be sliced through and you'll have to start with a fresh carrot, but you can delay this moment somewhat by lining the holes with pieces of plastic soda straw, or some kind of appropriate grommets, or something; you figure out what kind.

Finally, it probably won't hurt if once a month or so you mix up some soluble fertilizer. Follow the instructions on the package - only use about half as much as it says and water the carrot with this instead of plain water.

#### MAGIC

A true magician is the sun.  
He works his wonders just for fun.  
From his black hat he pulls the dawn.  
Where's yesterday? Chazam! It's gone.



#### DOUBLE THE PENNIES

Put two pennies on the table. Push them off the table into your cupped hand. Say the magic words. Open your hand and there will be four pennies.

The trick is to stick two pennies under the edge of the table with soap or wax. As you slide the pennies off the table, work the ones under it off into your hand.

#### 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 awhile. Add more vinegar when they slow down.



## PENNIES FROM BOX

For this trick, you will need a cardboard shoe box. Take the lid off the box. Hold up the box so that the audience can see it is empty. Ask a person in the audience to drop a penny in the box. Cover the box with the lid and say,

"My magic talents I'll display.  
I'll shake this box my magic way.  
And very soon from this one penny,  
You will see there shall be many."

Shake the box up and down until you hear coins jingling inside. Take off the lid and lay it face down on the table. Show the audience the box full of pennies.

THIS IS THE WAY IT WORKS: Ahead of time, use a little melted wax or clay to stick pennies to the inside of the box lid. When you remove the lid to show the empty box to the audience, keep the lid tilted toward yourself so the audience can't see the coins. Practice this step looking into a mirror until you can do it quickly and smoothly.

When you shake the box, the coins will drop off the lid into the bottom.

## A CARD TRICK

Most of this trick is performed by the person you choose from the audience. Give him or her a deck of regular playing cards and a pencil, saying, "Pick any 5 cards from the deck." At the top of the face of each card the person is to write one of the letters that spell the word MAGIC.

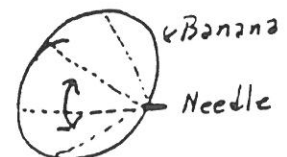
Tell the person to mix the 5 cards well and hand them back to you in a small pack. Tell him or her to pick a card from the small pack as you hold it. Now hand the person a piece of paper on which he or she is to write down the chosen card and the letter on it. The person is then to fold the paper and give it to someone else in the audience to hold. You will not know which card was picked.

The person then places the chosen card back in the pack, facing the same way it was before being picked. Tell the person to cut and shuffle the cards very well--and hand them back to you. You look at the cards and immediately pick the one that was written on the paper.

THIS IS THE WAY IT WORKS. After the person writes the letters that spell the word MAGIC on the cards, hold the small pack in your hand with the letters facing away from you. After the person picks the card, quickly turn the pack in your hand so the letters are facing toward you. The chosen card will be the only one in the pack with the letter reversed.

## SPLIT-A-BANANA

Hold up a whole banana. Tell the audience that you can cut the banana in half without cutting the peel. Say the magic words, "Splitty Witty". Peel the banana and it is split in half. The trick to this is to push a needle through the skin of the banana and move it in an arc. Pull it out gently. This cuts the banana and not the peel. (See diagram)



## MAGIC TRICKS

### LASSO AN ICE CUBE

You will need:

Glass of water  
Ice cubes  
Cotton thread  
Salt shaker on table



1. Tie a 1 or 2 inch loop in the end of a piece of thread. Ask the boys if they can lasso an ice cube and remove it from the glass, without using any fingers. Let them try it for a while. After they've all tried unsuccessfully, step in & show them how.

2. Simply lower the loop onto the exposed surface of an ice cube. Try to get it as flat as you can. Then sprinkle salt on top of the cube and string. Wait a few seconds.

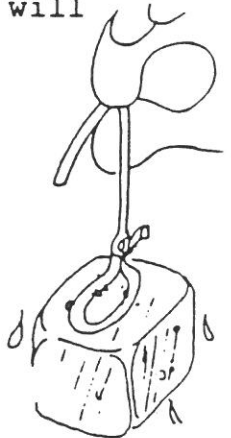


3. The salt on the ice cube will freeze the string to the cube. All you do now is carefully pull the string up and the cube will come up with it.

## TRICKS

### LOST MARBLE

Hold a marble in your hand and cover with a handkerchief. Have the audience feel under the handkerchief, one-at-a-time, to prove that the marble is there. Say some magic words. Remove the handkerchief and the marble is gone. The trick to this is to have a secret assistant. He feels under the handkerchief last and takes the marble. To return the marble, cover your hand again and have your assistant reach under to see if the marble is there. He puts it back, and you remove the cover and the marble has returned.



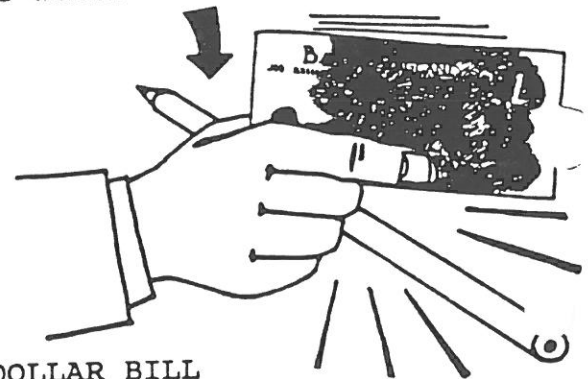
## DIME POWER

Ask a person in the audience to give you a dime. Place the dime on a table. Give the person a drinking straw. Tell the person to try to lift the dime with the straw. When he or she fails, you say,

"Your straw has no power to lift the dime,  
But my magic straw will do it every time."

Take another straw from your pocket and place it over the dime. Suck on the straw. The dime will lift off the table.

THIS IS THE WAY IT WORKS. Put a drop of water on the dime. Place the straw over the drop of water on the dime. Suck up on the straw. As the water is sucked into the straw, a suction will be created, allowing you to lift the dime. Practice this trick to find the right amount of water to make it work.



BREAKING A PENCIL WITH A DOLLAR BILL

After stating that you are able to break a pencil with a dollar bill, you prove that it can be done. A pencil is borrowed and someone is asked to hold it firmly as shown.

The bill is folded in half lengthwise and held at one end by the finger and thumb. Using it as one would a knife, it is brought sharply down onto the center of the pencil.

Immediately the pencil is seen to be snapped cleanly in two.

The secret is to extend your forefinger at the precise moment of impact with the bill. It is the finger which breaks the pencil and not of course the bill. But you make a great play of carefully creasing the bill so as to give a knife edge, and make one or two feinting moves before you finally bring it briskly down onto the pencil.

It is important to tell the spectator to hold the pencil absolutely firm between his two hands. Withdraw the finger as soon as the bill has passed through the two halves.

## HANDKERCHIEF TRICK

Tie two white handkerchiefs together. Then tie a colored handkerchief at either end. Ask the audience whether they can put the colored handkerchief between the white ones without untying any knot.

Solution: Tie a third knot, making a circle. No knot has been untied, but the colored handkerchief is between the white ones.



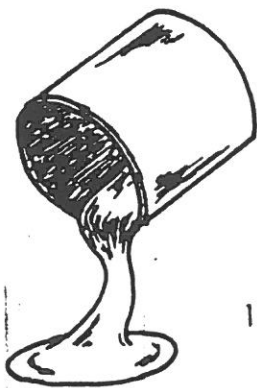
# Circles and Lines

August '91 - Cub Scout Magic

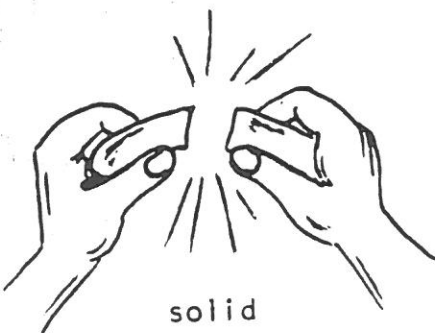
## GENIUS GEL

**Materials Needed:** Cornstarch, water.

**Instructions:** Genius gel is a substance which is both liquid and solid at the same time. To make genius gel, measure five parts cornstarch and four parts water. Mix this together with the hands. After the cornstarch is totally dissolved in the water, explore all the unusual and magical things that can be done with this mixture. If a fish is pounded on the mixture, it's hard. But if a relaxed hand is placed on top of the mixture, the hand will sink like it's in quicksand! A chunk of genius gel can be broken off just like with other hard materials. But if some of the mixture is placed in your hand, it begins to drip off - just like liquid! It can be poured like liquid, and as it is pouring, one can crack off the drips - like a solid!



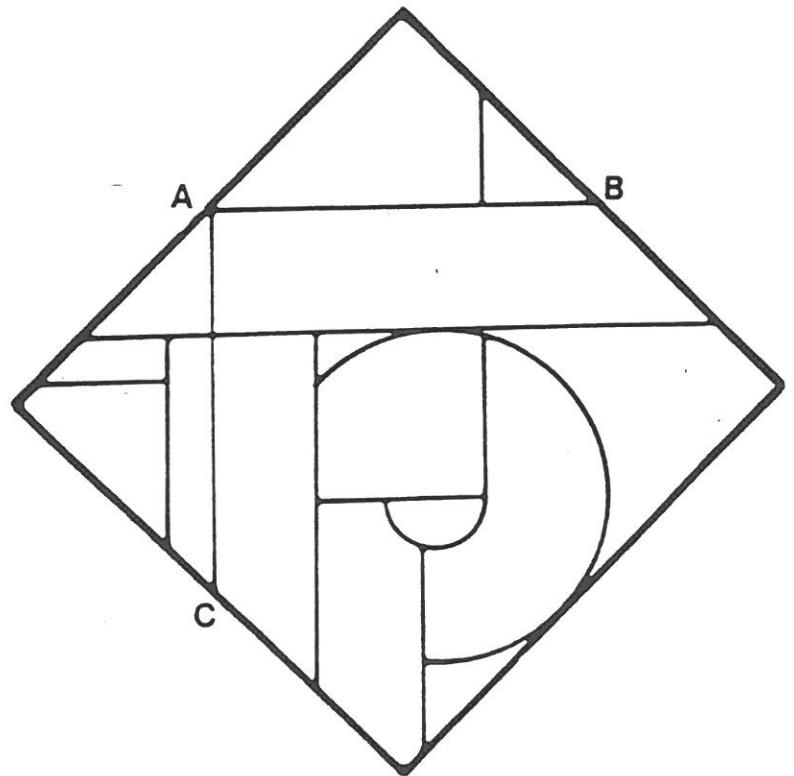
liquid



solid

## OPTICAL ILLUSIONS

Do your eyes fool you,  
or is your eyesight fine?  
Test your vision  
with these circles and lines.



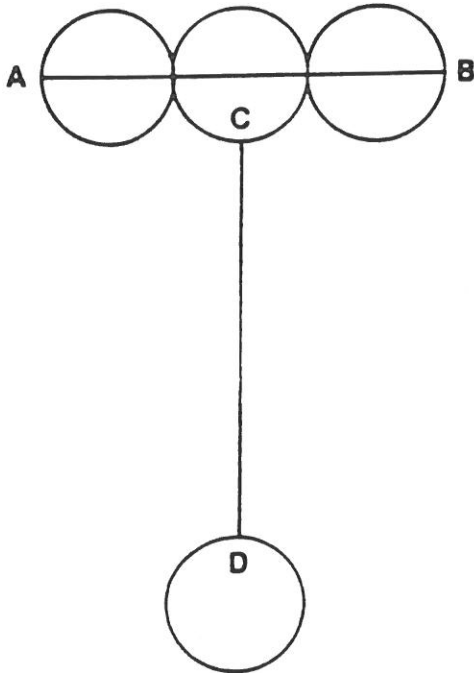
Which is longer — Line **AB** or line **AC**?

# Eye Test

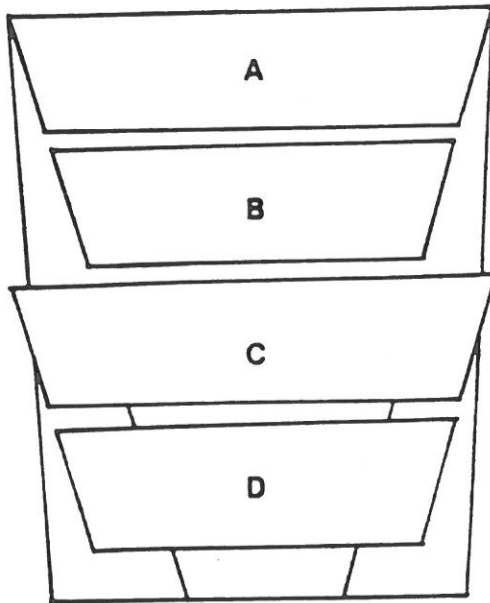
## OPTICAL ILLUSIONS

See if your eyes pass the test with these optical illusions. First write down your answers. Then check them with a ruler.

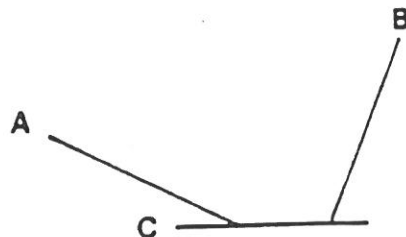
1. Which is longer — the horizontal line through the three circles (A-C-B) or the vertical line connecting the two circles (C-D)?



2. List these shapes in order from largest to smallest.



3. Which is longer — line A, B, or C?



## MAGICIAN'S SHIRT

Before beginning this project, read general information on painting shirts in the shirt section of this chapter.

**Materials Needed:** White short sleeve T-shirt, star cookie cutter or pattern, heavy paper, silver paint, blue paint, spray bottle, T-shirt board, plastic trash bag, pencil.



### Instructions for Magician's Shirt:

1. Place shirt over T-shirt board covered with plastic.
2. Trace cookie cutter star on paper.
3. Tape star to shirt, keeping tape under star.
4. Lay shirt on flat protected surface.
5. Mix silver paint - 1/2 paint and 1/2 water in spray bottle.
6. Test spray on paper.
7. Spray paint in three bands as diagrammed below.



8. Let dry.
9. Turn shirt over following steps 6-8.
10. Mix blue paint and follow steps 5-8.
11. Remove star paper.
12. Heat set and enjoy!

## THE THREE DIGIT MIRACLE

Take any 3-digit number, 197 for example.

Write it backwards	791
Subtract the smaller number	- 197
Total	594
Now write the total backwards	495
and add it:	1089

What's so magical about that? No matter what 3 digit number you use, you'll always come up with 1089!

The only number that won't work are number that are written the same way backwards and forwards such as 141, 252, 343, etc.

## HOW OLD ARE YOU?

Try this one on your friends!

1. Write down the number of the month in which you were born.
2. Multiply by 2.
3. Add 5.
4. Multiply the total by 50.
5. Add the magic number (The magic number varies from year to year: In 1990 it is 1440, In 1991 it is 1441, etc.
6. Deduct the year you were born.
7. The last two digits of the answer are your age!

### Magic Orange

Divide orange into eight sections by slicing carefully, leaving top intact. Remove fruit. Put an apple in the sliced orange. Cover with handkerchief and, with appropriate patter, squeeze the orange and make the apple appear.

### Stiff Upper Lip

This is a relay race in which a card is used, and it must be passed up and down the line. There are, of course, two groups of equal number in these lines and they should stand facing each other. The player at the head of the line starts the game by holding a card between his upper lip and nose without the use of his hands. He must pass it on down the line. The hands must not be used unless the card is dropped in which case it may be picked up with their hands. The side that passes the card up and down the line in the shortest time is declared the winner.

### Marble Race

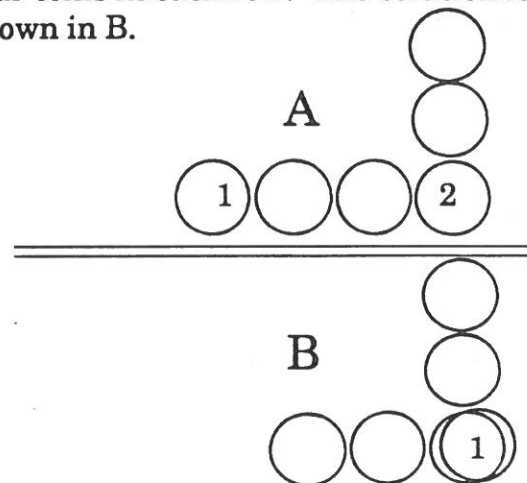
Two teams line up or sit in a single file. At the head of each line is a jar filled with marbles. At the rear, an empty jar. At the signal, the first member of each team takes one marble from the jar, passes it back until the last person places it in the empty jar. This is repeated until the empty jar in the rear is filled. A dropped marble goes back into the first jar. The first team through, wins.

### Mystic Circle

Seat the group in a circle with one person in the center. Everyone is quiet - no moving or talking. The person in the center says, with one hand raised overhead and making a circle: "Around and around the room moves the mystic circle. Does it move anyone to leave the room?". Those who know how to play watch and listen. The first person who moves, speaks, or makes any kind of noise is the victim. Someone who knows the game leaves the room. The person in the center shakes hands with the person who made the noise or spoke. The one who left the room is asked to come in and shake hands with the same person. As soon as others think they know how to play the game they may go out, come back and try shaking hands with the right person. Let the game continue until several have caught on, then tell the secret.

### Coin Magic

As the Cub Scouters to lay six coins in the pattern shown in A. Then tell them to move only one coin to make four coins in each row. The solution is shown in B.



## MAGIC MUD

One Player: Did you ever wonder, as you pass a little stretch of mud and grass,  
what Nature may be hiding there, within this spot a few feet square?

ALL: Let's gather round and take a look and like the pages in a book  
We'll study it with open eyes. Can soil like this hold a surprise?

(All get down on hands and knees in a semi-circle around imaginary patch of ground  
or piece of cardboard painted black and green. Each player is assigned one or  
more of the two-line stanzas. Some of the items may be held up as they are found.  
The bee sting gets everyone to his feet, and the victim is smeared with some  
black substance. All line up for final stanza)

ONE: Here's a freshly patterned animal track  
Where a rabbit hopped across and back



TWO: I see a stream of busy ants  
Carrying tidbits as they dance.



THREE: Look, a feather blue and gray,  
Dropped off a screaming jay.



FOUR: Sprinkled here are sprouting seeds  
From lofty elms and sprawling weeds.



FIVE: A pebble smothered by action slow,  
Formed a million years ago.

SIX: In a puddled spot not yet dried out,  
A water beetle swims about.



SEVEN: And here an eager plant is set-  
An early blooming violet.



EIGHT: A wiggly worm comes up to twitch,  
No one knows which end is which.



NINE: The mud itself, with food stores vast,  
From life that grew in ages past.

TEN: It's not all Nature mud reveals  
Here's a candy wrapper and two toy wheels.



ELEVEN: There's something moving; what's that now?  
I'll pick it up.... a EEE! Oh Yow!

TWELVE: Quick, here's some mud upon the spot  
To take away the soreness hot.

ALL: In mud, there's stone and living things  
Healing power for bitter stings  
Through it flows the earth's life blood,  
Our soil is really MAGIC MUD.





## SKIT

### THE MAGIC KITE

CHARACTERS: 6 boys

PROPS: Outside scene, ball of string and a kite tail.

SETTING: Boy holding a ball of string with a kite tail tied on one end. Five other boys gathered around.

1ST BOY: What's that?

2ND BOY: Don't you know what a kite looks like?

1ST BOY: Sure I do, but if that's a kite then it sure won't fly.

2ND BOY: It'll fly, it's magic.

3RD BOY: Kites can't be magic.

2ND BOY: This one is. All I have to do is say "Dad, look at the kite I've made."

4TH BOY: Then what?

2ND BOY: He shows me how to make one.

5TH BOY: That kite still won't be magic.

2ND BOY: Uh huh. Then he shows me how to fly it.

6TH BOY: Wow! It's magic if it can do all that. Come on guys, let's make one.

(All boys go off stage saying "Yeah, Wow, it is magic, Let's Go.")

SKIT This skit can be performed by as many boys as you have.

Scout 1: Hi! Why are you crying?

Scout 2: (sobbing) I lost my quarter!! WAAAAAAHHHHH!

Scout 1: (Sympathetic) Don't cry, I'll help you find it.  
(Gets on knees and start looking.)

Scouts 3-9: (Repeat Scout 1's lines with Scout 2 replying.)

Scout 2: (sobbing very hard) We'll never find it!!

Last Scout: Don't worry, We'll look under every rock and weed! (All boys search on hands and knees for several seconds and someone shouts as he finds the quarter) I found it! ! ! (Hand the quarter to Scout 2.)

Scout 2: (Wiping eyes) Thanks!! I'm really surprised that you found it in all these rocks and weeds.

Scout 9: Why are you so surprised??

Scout 2: (Shrugs and shouts happily while running off the stage) Because I lost it at home!!!

## CHEERS

"WHAT ARE WE?" CHEER: At the beginning of the meeting tell the audience that anytime during the meeting you will say "What are we?" and they are to respond "ONE, BIG HAPPY FAMILY!", followed by a throat-slitting gesture and a loud guttural noise.

SPIDER CHEER: Walk all four fingers on one hand up the other arm and then, when near face, scream, "EEEEK!"

APPLAUD AND CHEER: When leader raises right hand, the audience is to applaud. When leader raises left hand, audience yells or cheers. When leader raises both hands, they do both at the same time. Do the actions quickly and alternate them.

BARBERSHOP APPLAUSE: Clap hands as a barber would strop his razor, first rubbing your palms together, then stroking the back of your right hand across your left palm. Check the sharpness of the razor by touching edge (lightly). Lather face, and finally have the first downward stroke on your face, accompanied by a harsh scraping noise.

BARKER'S APPLAUSE: Yell, "SHOWTIME! SHOWTIME!"

GIANT BEEHIVE CHEER: Instruct everyone to start humming. Then as you raise your hands, the humming gets louder. When you lower your hands, the humming gets quieter.

CANNING APPLAUSE: Collect applause in a can with like, release while during meeting. Have audience applaud, catch it in can. When you open lid they applaud again.

RABBIT IN THE HAT: Before meeting, roll napkin or handkerchief, starting from a corner. Fold in half, wrap a rubber band around bottom. Borrow a Cub's hat, put rabbit ears in hat. Tell audience that every time you pull rabbit out of the hat, they are to applaud.

MAGICIAN'S CHEER" Stand and pretend to reach up sleeve. Pull hand out and yell, "SHA-ZAM!"

## MAGIC ROUND

Tune: Row, Row, Row Your Boat

(Sing in a round, starting the second group after the first group sings the first two lines of song)

Cub Scout Magic tricks,  
They're so fun to do  
The magic knot and card tricks too  
You never will be blue.

## SONGS

### ROW, ROW, ROW YOUR BOAT

Propel, propel, propel your boat  
Placidly down the liquid solution,  
Ecstatically, ecstatically, ecstatically, ecstatically,  
Existence is but an illusion.

### THREE BLIND MICE

Three myopic blind rodents.  
Three myopic blind rodents.  
Observe how they perambulate.  
Observe how they perambulate.  
They all streaked after a agriculturist's spouse.  
She severed their extremity with a carving utensil.  
Did you ever observe such a spectacle in your existence  
As three myopic rodents.

### I HAVE A DOG

Tune: "Reuben, Reuben, I've Been Thinking"

I have a dog; his name is Fido.  
I have raised him from a pup.  
He can stand upon his hind legs  
If you hold his front legs up!

### HOW PECULIAR

Tune: Battle Hymn of the Republic

When one sly snake slid up the slide,  
the other sly snake slid down.  
(Repeat for a total of 4 times.)

CHORUS: Glory, glory, how peculiar. (3x)  
When one sly snake slid up the slide,  
the other sly snake slid down.

Other verses:

When one drunk duck dropped into the ditch,  
the other drunk duck dropped dead.

When one black bug bled blue-black blood,  
the other black bug bled blue.

### DID YOU EVER SEE?

Tune: The More We Get Together

Did you ever see a sunset, a sunset, a  
sunset?

Did you ever see a sunset, a sunset  
like that?

Additional verses: Catfish, cowslip,  
boardwalk, horse fly, tooth pick, nose  
drop, necktie, butter fly.

### \*DEN CHIEF MAGICIAN

Tune: My Bonnie

Our Den Chief, he is a magician,  
He shows us new tricks all the time,  
Last meeting he vanished our leader,  
Before it was even treat time!

### CHORUS:

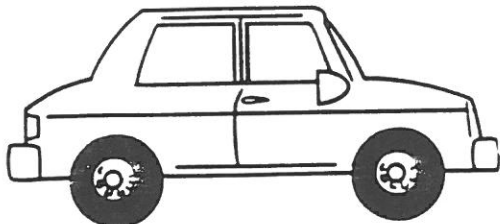
Bring back, bring back,  
Oh, bring back our leader to us, in  
time,  
Bring back, bring back,  
Oh, bring back our leader in time.

### A MAGICIAN'S PROBLEM

Tune: Clementine

Pull a rabbit from a top hat,  
Make a person float on air,  
Make a scarf come out of nowhere,  
Make a candle disappear.

When I pull a magic wand out,  
People laugh and start to scoff.  
I will finish when I figure  
How to turn the darned thing off.



## TRAVELER

Almost everybody loves to travel--Webelos Scout-age boys no less than adults. But not everyone has the opportunity for extensive travel. Obviously, you can't give your den members that opportunity during your month on the Traveler activity badge area. You can introduce them to some of the joys of travel and perhaps to means of traveling new to them. They will learn something about trip planning, the costs of various means of transportation. They can learn skills such as reading timetables and maps.

Remember, to earn this badge, the boys must be involved in trip planning. The fun is in the traveling. Much of the learning is in preparations for travel. Be sure to have a purpose for the trip besides passing requirements. During your first and second den meetings, make decisions on where to go, what to see, and on details like costs, securing tickets, meals or snacks along the way and your schedule.

### WEBELOS TRAVEL "POSSIBLE KIT"

Travel has changed rapidly in the years since our country began, but one thing has stayed the same. Wise travelers have always known that special situations can arise on the road. The early trappers had an answer to the unexpected and they called it a "possible kit" or "possible bag". They figured out the possible emergencies they might meet on their treks into the wilderness and prepared for them.

What are the "possibles" that can occur on an automobile trip? Suppose you skin a knuckle or get some other minor cut or scrape? A couple of small adhesive bandages might come in handy. Of course, every car should have a first aid kit, and the "possible bag" is not intended to replace the standard first aid materials.

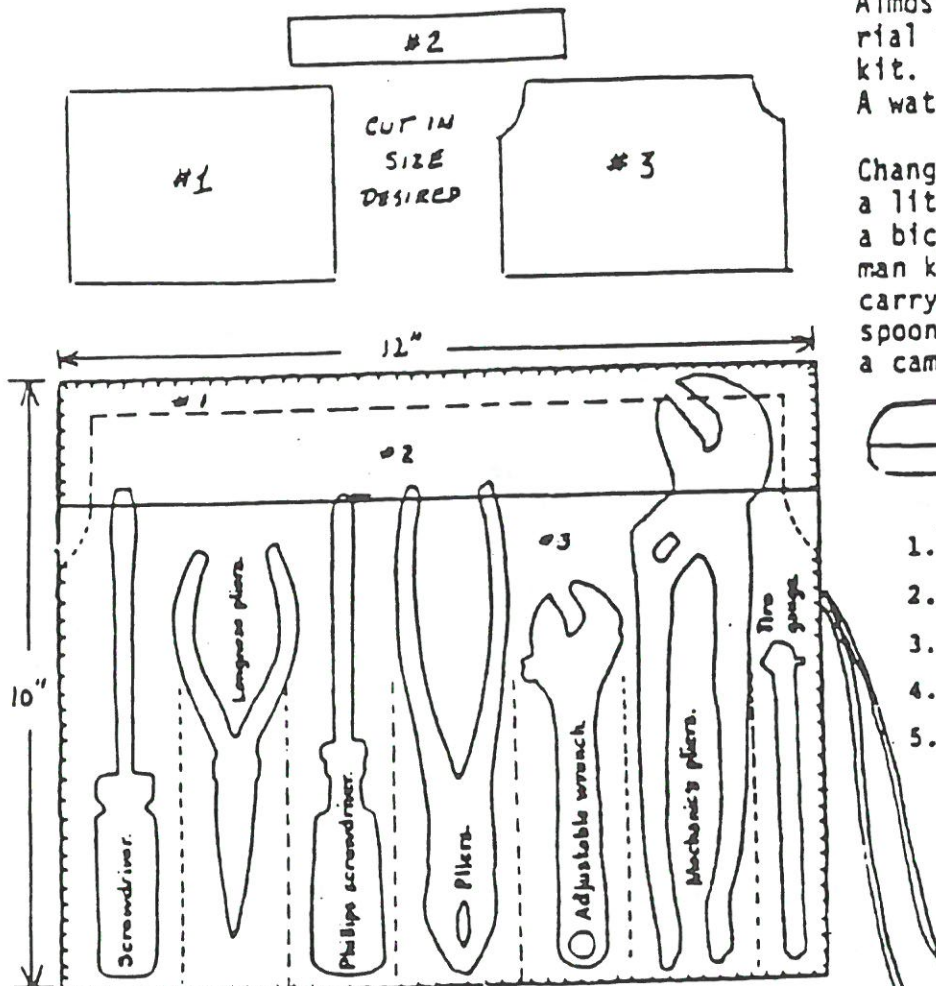
A needle and thread can be very useful for sewing on a button which comes off during the course of travel or to sew up a pair of ripped jeans. A few small safety pins are also a practical addition to your "possible kit".

Another small item which has many possible uses is a notebook. A notepad and pencil have numerous uses, from jotting down a reminder to entertaining small children.

If you snack in the car, it is a good idea to include a few of those commercially packed paper wash-up tissues in your possible kit.

## TRAVELER

### TRAVEL TOOL KIT



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

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



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



### FAMILY CAR FIRST AID KIT

Assemble a kit - a small plastic or wood box containing at least these things:

- Roll of 2" gauze bandage
- Cravat bandage
- Sunburn ointment
- Insect repellent
- Soap
- Tweezers
- Small scissors
- Jackknife

### Emergency Supplies for Car

- 2 3x17" splints (1/4" thick)
- Fire extinguisher
- Tow chain or rope
- Flashlight
- Flares or red flags



## STREETS AND ALLEYS

TRAVELER

The more boys you have for this game, the more fun it will be. You can have from 16 to 50 players. Everyone must get into a line, so that you have many lines side by side, with at least four boys in each line.

Two boys then are chosen to step forward. They are to run through the "streets and alleys" one being the runner and the other the chaser. Now, every boy joins hands with the boys on his left and right, forming a number of "streets". The boy at the head of the line acts as leader. When he calls out "alleys" then everyone must drop hands, turn a quarter-turn to the right, and join hands with the boys now on his left and right. When the leader calls out "streets" then everyone must turn a quarter turn to the right again and join hands with the boys now on his left and right. And so on.

Meanwhile, the runner and chaser are racing through the spaces left open between the lines. As the joined hands are changed, the streets turn into alleys and the boys have to run in different directions. Some streets become dead-ends, and others open up. The running players cannot break through the joined hands of the boys in line.

## STOP SIGN RELAY

Draw several stop signs and cut them out from a paper napkin. Give each one to a team. Also give a drinking straw. Map out a course of streets. Each team is to follow the street from start to finish. The first player on each team is to pick up the stop sign by sucking on the straw and carrying it to the end of the street where the next player will meet him and carry it back.

This continues until all the boys on each team have carried the stop sign. The first team finished is the winner.

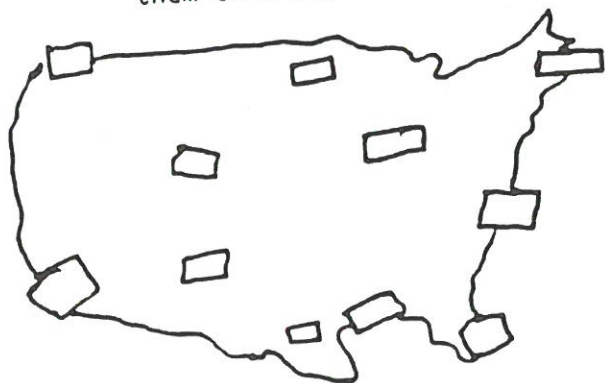
## ALPHABET SCAVENGER HUNT

Each den on its own tries to collect the most "junk" in a stated period of time. Each item must start with a different letter of the alphabet. Example: A-apple B-berry, bark etc. This game may be made more difficult if they have to do them in alphabetical order.

If you prefer you may make up the list. An simply hold the "traditional" scavenger hunt. This may be done as a paired boy game with the boys assigned different parts of the neighborhood. What better way to learn the neighborhood.

## DISPLAYING POSTCARDS

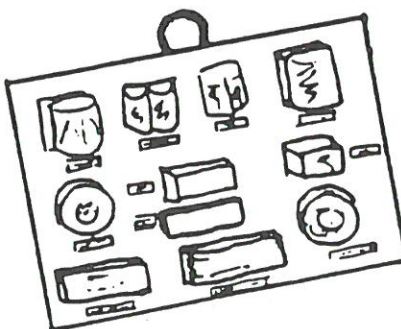
Most families have collected post cards as they have travelled and what better way to discuss the cities in our USA than borrow the cards from their families collections and show them on a map of the United States.



Mount a map of the United States on the wall and then tack with small tacks the post cards from the various cities that the boys have been to. This can even be a presentation at the pack meeting as the boys talk about their map.

## HOBBY DISPLAY BOARD

To display your rock or leaf specimens, souvenirs, or hobbies, try using the clear plastic bubbles which are used to package nails, thread, batteries, etc. Carefully remove the cardboard backing of the bubbles. for mounting, use a large piece of cardboard and arrange the collection as you like. Put a bubble over each item and tape to hold. Label each item.



## TRAFFIC SIGN SLIDES

You will need:

Heavy Poster Board, paint, pipe cleaners, match sticks..

Cut the patterns from the poster board. Then either paint the designs on the poster board OR glue the match sticks in place, OR use the pipe cleaners and glue them in place.

Once the design is finished then glue a pipe cleaner to the back for the finished neckerchief slide.

1. Traveler Brain Game -

HOW DID THEY GO?

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

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

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

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

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

### MAP MAKING

Divide the boys into teams of twos and threes. Each team can then make a map guiding the other boys to some part of the neighborhood. The edges of the map can be burned with a soldering iron or wood burning to yellow them. Have boys set up their own symbols for their maps. After maps are made, teams trade maps so that each team has a map made by another team. Teams then try to navigate to map site and back in shortest time.

### UNITED STATES

Have boys make a list of as many states as they can remember. After 5 minutes, the one with the longest list wins.

### GEOGRAPHY

Divide into teams. One team picks out a place on a U.S. map calls out the name and challenges the other team to find it. If the other team gets it in the time limit, they get one point. If they do not the other team gets the point. The game ends when one team has earned 5 points.

### DISCOVERY GAME

The object of this game is for each den to "discover" a part of America. The discovery is simply a hidden piece of paper with the name of a state on it. Each den is given directions by compass bearings and steps to find their state. The cubmaster begins by pointing north and hands each group an envelope with the directions on how to get to their state. (you are looking for Pennsylvania. Go southeast until you come to the corner of the room. Go north 7 steps. Look around the furniture you find there and you will find the name Pennsylvania. etc)

### WHICH STATE?

As a preopening have a map of U.S. drawn with each state numbered and have each family try to name as many states as they can.

### NEIGHBORHOOD STATISTICS

Have the boys go on a hike. While the boys are on the hike have them count the number of swings, garbage cans, bus stops, public telephones, broken windows, trees, fire alarm boxes, telephone poles, TV antennas, mailboxes, cracks in the sidewalk, parked cars, traffic signs, bicycles, etc. Each boy could be responsible for counting one item.