CIRCLE TEN COUNCIL

1976 POW WOW

Districts:

Wisdom Trail ◆ Western Star ◆ North Denison ◆ Tomahawk ◆ Bluebonnet Southern Cross ◆ Navarro ◆ Comanche Tawakoni ◆ Twin Rivers White Buffalo ◆ West View Gray Owl ◆ North Trail ◆ Bryan White Rock ◆ Mustang ◆ Bois d'Arc Mountain Lake

DEDICATION

THIS BOOK IS GRATEFULLY

DEDICATED TO THE VOLUNTEERS

WHO GAVE COUNTLESS HOURS OF

SERVICE ON THE SUCCESS OF THIS POW WOW

CIRCLE TEN COUNCIL POW WOW COMMITTEE

General Chairman.....Sara Johnston, Wisdom Trail

Vice Chairmen.....Ann and Ted Cox, North

Professional Advisor.....Charles Furlough, Circle Ten

Promotion..... Pat Darnall, White Buffalo

Pow Wow Book..... Barbara Myers, Wisdom Trail

Registration.....Evelyn Womble, North

Scheduling.....Ted Cox, North

Trading Post..... Norma Kronenberg, Wisdom Trail

Physical Arrangements.....Harry Burt, Tomahawk
Vice Chairman..... Shirley Ryan, Tomahawk

Exhibits..... Judy Dalrymple, Western Star

Blue and Gold Banquet.....Pat Etherington, North
Vice Chairman.....Shirley Myrick, North

Blue and Gold Decorations..... Ann Callahan, Wisdom Trail

Cub Scouting for the Handicapped..... Judy Ahr, North Trail
Vice Chairman..... Payton Ahr, North Trail

Midway..... Veta Simmons, White Rock
Vice Chairman.....Pete Carroll, White Rock

Den Leader Coach.....Elaine Barber, Mt. Lake

Cub Administration..... Bill Brown, Southern Cross
Vice Chairman..... Jean Brown, Southern Cross

Pack Activities..... John Blair, North Trail
Vice Chairman..... Jack Frasier, North Trail

Basic Den Leader Development.....Kay Koberlein, Gray Owl
Vice Chairman.....Carol Kelley, Gray Owl

Advanced Den Leader Development..... Betty Christenson, Gray Owl

Ceremonies..... Carl Reynolds, White Buffalo

CIRCLE TEN COUNCIL POW WOW COMMITTEE (continued)

Webelos Den Leader Development.....Ron Bauer, North
Vice Chairman.....Robert Alvarez, White Buffalo

Skits and Costumes.....Janet Kapp, Bois d'Arc
Vice Chairman.....Joyce Swank, Bois d'Arc

Puppets.....Alice Williams, North Trail

Songs and Games.....Jim Bob Wilson, Bluebonnet
Vice Chairman.....Jajuana Brunk, Bluebonnet

Crafts.....Shirley Harvey, Western Star
Vice Chairman.....Glenda Shaw, Western Star

SPECIAL ACKNOWLEDGEMENTS

Thanks to the leaders of Pack 494 for their assistance with the Blue and Gold Banquet decorations. Also, thanks to Troop 31 for helping with the mailing of the promotion brochures.

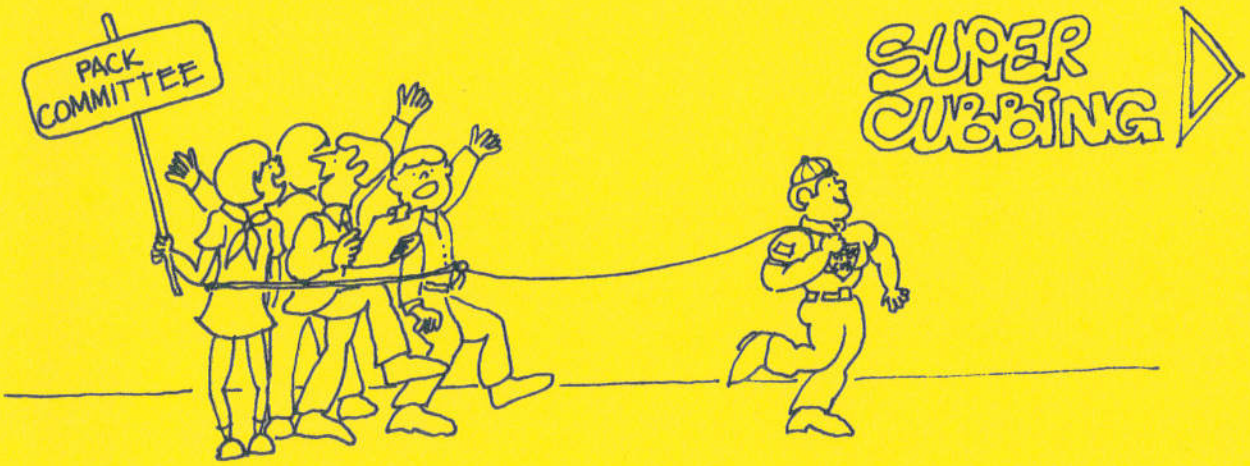
The Pow Wow book and Pow Wow promotion material were great thanks to the artistic talents of Jack Nottingham of North District and Allison Morgan of Wisdom Trail District.

SPECIAL THANKS

Hundreds of hours are spent compiling a Pow Wow book. We would like to extend a special "thanks" to Daryl Fritchie for printing this book. Without his help, we probably would not have been able to develop this book. We appreciate the excellent work you did, Daryl. It's a great book!!

CUBBING IS.....

BEING 'ASKED' TO PUT TOGETHER THE POW WOW BOOK BECAUSE IT IS THE HARDEST JOB.....AND IT MAY BE TRUE.



"I thought we were running this pack !"

PACK LEADERSHIP DEVELOPMENT

FACT SHEET

(Fill in the blanks with the appropriate information)

I am in Circle Ten Council.

I am in _____ District.

My District Executive is _____ Phone: _____

My District Chairman is _____ Phone: _____

My District Commissioner is _____ Phone: _____

I am a member of Pack _____

My Pack's Sponsoring Institution is _____

My Institutional Representative is _____

My Pack Committee Chairman is _____ Phone: _____

My Cubmaster is _____ Phone: _____

My Den Leader Coach is _____ Phone: _____

My Unit Commissioner is _____ Phone: _____

My District Cub Roundtable is held on _____
(Date)

at _____ at _____
(Place) (Time)

GENERAL INFORMATION

1. Where do your leaders register?

Through your pack committee at:
Boy Scout Service Center
1922 Anson Road Phone: 637-1480
Dallas, Texas 75235

2. Which adults should register?

Institutional Representatives, all Pack and Den Leaders and assistants, all Pack Committee members, all Commissioners, and members of Women's Reserve.

3. Where do you secure registration forms?

Through your pack committee and at Scout Service Center.

4. When should I register?

For new leaders, NOW. For old leaders, before your pack charter expiration date, every year.

5. Where can you have your say?

Your suggestions should be referred to your Den Leader Coach, Pack Committee, who will send them through the proper channels...i.e. Institutional Rep. to District Committee, etc.

6. Where can you get answers to your questions?

1. Unit Committee, Cubmaster, or Den Leader Coach
2. Cub Scout Literature
3. Unit Committee Chairman
4. Unit Commissioner
5. Roundtables and Training Courses

7. Where can you get official badges of office and rank?

These may be obtained only at the Scout Service Center. Badges of rank may be obtained only by the Pack Advancement Chairman, Cubmaster, or other pack official with the proper forms.

8. What training is available?

1. Pow Wow (yearly)
2. District Training Courses (as scheduled)
3. Den Leader Workshops (as scheduled)
4. Den Chief Training Courses (as scheduled)
5. District Roundtables (monthly)

9. Can my pack have a fund raising project?

Yes, but this should be a pack, not a den project. One of the most popular fund raising projects is a cake auction. Selling commercial products may not be done in uniform.

10. What do you do if you are not receiving information about District and Council activities?

Phone the Service Center, 637-1480, to make sure that you are registered. If you, as a leader are, explain which mailings you are not receiving and they will check it out.

"I've Said 'Yes' Once Too Often
(Volunteers Prayer)

Oh, God, I've done it again, I've said "Yes" once too often and now I'm stuck with this extra job.

How will I manage to accomplish everything? All these committees, all these meetings, all these phone calls.

Right now I don't see where there'll be enough time in the day (or night). I don't see where my strength is coming from.

Only You will help me. You will give me strength. You will give me the intelligence to manage. You, Who created time, will even give me that.

Now let me quietly thank You for this challenge. If I'm a fool to take on so much--all right, You, Who made me so, will not leave me stranded. You will fortify; You will supply my needs.

Bless the people with whom I'll be involved. Bless the job I've undertaken, and I know it will prove worthy of the efforts I bring to it.

By: Marjorie Holmes
"I've Got to Talk to Somebody, God."

SCOUT TALK

Achievements - Requirements for advancement by 8 and 9 year-old Cubs.

Activity Badge - One of 15 awards for Webelos Scouts in hobby or vocational fields (drama, science, athletics, citizenship, etc.)

Akela - A good leader. Legendary Chief of the Webelos Indians.

Arrow of Light - The Webelos Award. Highest honor for Webelos Scouts. This is the only Cub badge that can be worn on the Boy Scout uniform.

Arrow Point - Award for earning 10 electives in Wolf or Bear books. First 10 electives (projects) earn a Gold Arrow Point; Silver Arrow Points for succeeding ten elective projects.

Ass't. Cubmaster - Assists Cubmaster in many areas; such as Webelos Leader, Den Chief Training, etc.

Bear - Rank for 9 year old Cub Scout, earned by completing 12 achievements.

Blue & Gold Banquet - Anniversary dinner of the pack, celebrated in February to recognize founding of Boy Scouts of America in February, 1910.

Blue & Gold Colors - Blue stands for Truth and Spirituality, loyalty, and the sky above. Gold stands for warm sunlight, good cheer, and happiness.

Bobcat - Entrance rank into Cub Scouting, regardless of age.

Boys' Life - Magazine published by B.S.A. and recommended for all those engaged in Scouting - boys and/or adults.

Chartered Institution - Organization (school, church, or other) which has applied for and received a charter to sponsor one or more Scout units (pack, troop, post) Also called Sponsoring Institution.

Council - A geographical area made up of several districts, for administrative purposes. We are in Circle Ten Council.

Cub Scouter - A registered adult member, working with Cub Scouts.

Cubmaster - The pack's chief planner.

Cub Scout - A boy who is registered with a Cub Scout Pack.

Den - A neighborhood group of Cub Scouts who meet once a week at the home of their Den Leader.

Den Chief - A Boy Scout, appointed by his Scoutmaster to work in a Cub Pack, assisting a Den Leader at den and pack meetings.

SCOUT TALK

Den Dad - A den father who helps the Den Mother with transportation, gathering materials, providing special help, etc.

Den Dues - Dues paid by the Cub Scout to his Den Leader to cover den and pack expenses.

Den Leader - A registered adult male or female leader of a den.

Den Leader Coach - A key leader in the pack whose job is to encourage, assist, and give immediate training to Den Leaders.

Den Leader's Training Award - Medal and certificate in recognition of continuous service over a two-year period and sustained high performance, in addition to required training.

Den Leader Coach's Training Award - Medal and certificate in recognition of continuous service, required training, high performance for a two-year period.

Denner - An elected or appointed officer of a den. His duties are assigned by the Den Chief or Den Leader. He may wear the Denner cord only during his term of office.

District - A geographical breakdown of a Boy Scout Council.

Elective(s) - Hobby and vocational fields explored by Cub Scouts after earning Wolf or Bear ranks.

Honor Medal - Award by National Council for heroic lifesaving at the risk of one's own life.

Law of the Pack - The Cub Scout follows, helps, gives. One of the Bobcat requirements.

Living Circle - A ceremony for Cubs (See Den Leader's Handbook).

Medal of Merit - May be awarded by the National Court of Honor for meritorious action of an exceptional character.

Pack - The Scout unit made up of dens which conduct Cub Scouting within the chartered institution.

Pack Committee - Is responsible for administering the affairs of the pack.

Pack Meeting - Monthly meeting of dens for advancement and awards. Also demonstrations, songs, games, skits, and varied other activities. Entire family attends pack meeting.

SCOUT TALK

Pinewood Derby - A pack racing competition, where Cubs and their dads work together to make model pinewood derby cars and compete for prizes.

Program Planning Conference, Annual - Meeting of all pack leaders and interested parents - held annually, usually in April - to plan the pack's program for the coming year.

Pow Wow - An annual, fun-filled training experience for pack leaders and prospective leaders.

Registration - The formal application for a boy or adult to join scouting. Re-registration is necessary each year.

Roundtable - Monthly, district meeting for all pack leaders; with ideas for planning and running den and pack meetings.

Scouter's Key - Medal and certificate in recognition of training requirements, performance and service.

Scouting Coordinator - The liaison between the chartered institution and the Scout unit; often represents the unit in District and Council. (formerly called Institutional Representative)

Silver Beaver Award - Recognition accorded a Scouter for distinguished service to boyhood within a local Council.

Sponsoring Institution - (See Chartered Institution)

Sustaining Member (ship) - One who contributes to Scouting in a way above and beyond the usual requirements. A financial contribution to Scouting.

S.M.E. - Sustaining Membership Enrollment (see above.)

Troop - The Boy Scout unit for boys age 11 or completed the 5th grade.

Unit Commissioner - (Pack Commissioner) - Provides packs with meaningful service that delivers Scouting ideals to boys, brings about membership growth, and ensures on-time charter renewals.

Webelos Scout - A 10 year-old Cub Scout, in the last step before entering Boy Scouting.

Wolf - Rank for an 8 year-old Cub Scout, earned by completing 12 achievements.

WHY TRAINING?

It is a well-known fact that the ability of the Boy Scouts of America to influence the development of a boy depends to a great extent on the education of leaders and their knowledge of the aims, principles, and techniques of their various jobs.

Each individual's job is different. This is the main reason why training of leaders is so vital to the program. Not only must they know how important their job is, but they must be acquainted with methods of using the program to attract and hold boys.

In packs with trained leaders, these results are evident:

1. Good program, supported by boy interest in the pack.

2. Tenure on the part of Cub Scouts in the pack increases.

3. Tenure of trained leaders is longer than tenure of untrained leaders.

4. Relationships between pack and sponsoring institution are stronger when pack leaders fully understand their jobs.

5. Achievement of the aims of Cub Scouting will have a better chance to succeed if the pack leaders understand the use of techniques in their jobs.

6. Training assists pack leaders in keeping the various elements of the program in proper perspective.

Pack leaders should be aware that there is a difference between the program and its ultimate objectives. The final result is a citizen of good character, mentally and physically fit to meet his responsibilities, and capable of giving able leadership.

The program is an accumulation of activities and tools designed to build these attributes into youth.

Leaders should understand that advancement, handicraft, games, trips, are not an end in themselves, but simply a means used to attain the fundamental aims of Scouting by preparing Cub Scouts to become Boy Scouts.

Indian Nations Pow Wow Book

THE BIGGEST ROOM IN THE WORLD IS THE ROOM FOR IMPROVEMENT.

GUIDELINES TO SUCCESSFUL PACK OPERATION

The following guidelines have been followed successfully by many packs. We suggest you use this as a check sheet to determine where your pack operation could be improved:

1. Enthusiastic parent participation.
2. Trained Den Chiefs are desirable in the operation of all dens.
3. A definite emphasis on complete official uniform.
4. The hand clasp, salute, motto are emphasized and used frequently.
5. Variety in monthly pack meetings.
6. Recommended length of den meetings is one hour.
7. Each den has an active den dad.
8. Den leaders two-deep in each den; in other words, a den leader and an active assistant den leader.
9. The Cubmaster is the executive officer of the Cub Pack and is responsible for the operation and meetings of the pack.
10. An assistant Cubmaster is responsible for recruiting and training Den Chiefs.
11. Regular monthly pack leaders' planning meetings.
12. Regular monthly den leader coach/den leader planning meetings.
13. Regular annual planning conference, to plan for a full year in advance.
14. Adult leaders are correctly uniformed and wear uniforms to all meetings.
15. Cubmaster has completed basic training.
16. A pack secretary keeps records.
17. A pack treasurer handles financial affairs and keeps financial records.
18. Ceremonies used in the induction of new boys and parents and in advancement of each boy as he advances in rank.
19. Graduation ceremonies into Scouting.
20. At least one Webelos den - more if needed.
21. Leadership and performance of leaders and parents recognized regularly.
22. Badges of advancement presented to parents, who recognize their own sons by presenting them the awards.
23. Parents or guardian pass their son on achievements and electives.
24. Webelos leader or someone assigned by him passes Webelos activity badges.
25. Cubmaster and committee members are encouraged to serve two years or longer.
26. Operate on the pack thrift plan. All parents have a voice in determining the budget of the pack.
27. Maximum membership in any den should be no more than eight boys.
28. All adult leaders encouraged to attend training courses and Roundtables.
29. Pack participates in district and council Cub activities and training courses.
30. Pack goals set (such as National Summertime Pack award).

IT'S WHAT WE DO <u>WITH</u> OUR BOYS AND NOT WHAT WE DO <u>FOR</u> THEM THAT COUNTS.

10 GUIDELINES FOR UNIT MONEY-EARNING

Whenever your pack is planning a money-earning project, this checklist can serve as your guide. It will be helpful to you as you fill out the Unit money-earning application. If your answer is 'yes' to all the questions below, it is likely that the project conforms with Scouting's standards and will be approved.

1. Have your pack committee, chartered institution, and Scout council approved your project, including the date and methods?

2. Do your plan and the dates avoid competition with money-raising programs and policies of your chartered institution, Scout council, community chest, or United Fund?

3. Is your plan in harmony with local ordinances, free from any stigma of gambling, and consistent with the ideals and purposes of the Boy Scouts of America?

4. If a commercial product is to be sold, will it be sold on its own merits and without reference to the needs of Scouting either directly or indirectly?

5. If tickets are sold for any function other than a Scout event, will they be sold by your boys as individuals without depending on the goodwill of Scouting to make this sale possible?

6. Even when sales are confined to parents and friends, will they get their money's worth from any product they purchase, function they attend, or services they receive from your pack?

7. If a project is planned for a particular area, do you respect the rights of other Scout units in the same neighborhood?

8. Is it reasonably certain that people who need work or business will not lose as a result of your unit's plan?

9. Will your plan protect the name and goodwill of the Boy Scouts of America and prevent it from being capitalized on by promoters of shows, benefits, or sales campaigns?

10. If any contracts are to be signed by your unit, will they be signed by an individual without reference to the Boy Scouts of America, and in no way appear to bind the local council or the Boy Scouts of America to any agreement of financial responsibility?

REMEMBER: "Unit Money-Earning Application" form must be completed and submitted to council office for approval.

REMEMBER: Selling of commercial products may <u>not</u> be done in uniform.

REMEMBER: Money-earning projects should be <u>pack</u>, <u>not den</u> projects.

CUB PACK ORGANIZATION

Sponsoring Institution. Every Cub Scout pack belongs to an institution such as a church, school, PTA, service club, fraternal or patriotic organization; or a similar group chartered by the Boy Scouts of America to use the Cub Scout program.

Scouting Coordinator. The institution names a scouting coordinator to represent it on the local Scout council. He also serves as an active member of the district committee and coordinates all phases of the Cub Scouting program in his institution.

Pack Committee. The institution selects three or more men or women to serve as pack committee members. Den dads, who are also pack committee members act as liaisons between their dens and the committee. The pack committee is responsible to the chartered institution for the sound operation of the pack.

1. Recruit Cubmaster and assistants.
2. Procide adequate and safe facilities.
3. Coordinate pack program with that of the chartered institution.
4. Assist in pack's annual review and recharter.
5. Provide a parents' training program
6. Supervise pack finances and equipment.
7. Confer with the Cubmaster on questions of policy affecting the proper interpretation of Cub Scouting and the requirements of the chartered institution.
8. Participate in district and council training events; training courses, roundtables, pow wows, den chief conferences, etc.
9. Keep adequate pack records.
10. Operate the pack in such a way as to insure its permanency.
11. Take pride in the appearance of the pack by securing proper use of uniforms, badges and insignia.
12. Develop pack procedures, such as date of pack meeting, monthly pack leaders' planning meeting, amount of dues and size of dens.

Pack committee members have dedicated a portion of their time and all of their capabilities to the guidance of boys. They have one motive...to make Cub Scouting a happy game for boys, while providing them with citizenship training, character development, physical and mental fitness. They are interested in each individual boy and develop all their plans and make all their decisions in the light of that fundamental purpose. They look after the interests of the sponsoring partner as well as the boys.

The Den Dad. This man's job is a very important one, calling for a man who is keenly interested in boys. As a regular member of the pack committee he helps carry out the projects decided upon by the committee. His most important function as a den dad is to keep in touch with the other dads in his den, interesting them in their own sons, and enlisting their help in special activities. He usually cannot attend den meetings, but he takes the initiative in planning outings and helps the boys when his hobbies may contribute to their activities.

CUB PACK ORGANIZATION

Cubmaster. This man is the program leader of the pack. In cooperation with the pack committee chairman, he may be responsible for the organization of dens, and placing boys in dens. He helps train den mothers, den chiefs and aprents. He participates in the monthly district Cub leader roundtable, Pow Wows and other training courses. He maintains a year-round program for the pack. He presides at pack meetings, He helps cultivate the interest of parents and builds the ideals of Cub Scouting into the boys' lives.

Den Leaders. These men and women are responsible for the organization and operation of the dens. They take a personal interest in each boy and maintain a happy, friendly atmosphere in the den. They are alert to health and safety factors. They take advantage of all training opportunities such as roundtables, Pow Wows. They are familiar with the policies and practices of the Boy Scouts of America.

Den Leader Coach. The den leader coach provides immediate training for new den mothers and a continuing assistance as they need it. She is the liaison between the den mothers and the pack committee. She meets regularly with the den mothers providing them with program ideas and information, and counseling them about their problems and opportunities.

Pack Committee Chairman. He presides at monthly pack leaders' planning meetings. He maintains a pack committee at full strength. He delegates responsibilities and duties to his committee and assures their fulfillment. He maintains contact with the Cubmaster and an awareness of pack program and activities. He supervises the recruiting of pack leadership. He reports regularly to the head of the sponsoring institution on progress and status of the pack.

Pack Advancement Person. This individual is responsible for obtaining monthly advancement reports from den leaders (or den leader coach) and purchasing badges to be presented at pack meeting. He is responsible for investiture and advancement ceremonies at pack meeting. He coordinates with the Webelos den leader, the Cubmaster and the Scoutmaster, the Webelos graduation ceremony. He maintains accurate advancement records.

Pack Treasurer. This individual is responsible for the establishment and maintenance of proper pack financial records. He is responsible for recommending and following an established pack budget. He initiates pack fund-raising projects as needed. He is responsible for the disbursement of all pack funds.

Pack Activities Person. This individual can be the Cubmaster's right hand man in planning and conducting outdoor activities. He helps obtain responsible and safe transportation for these outings. He may act as pack Scout-o-rama chairman. He keeps other pack leaders informed of district and council Cub activities.

CHECK YOUR EFFECTIVENESS AS A PACK COMMITTEE

A. ORGANIZING

1. See that each pack leader understands his responsibility and authority.
2. Understand how your pack fits into the total Cub Scouting picture.
3. See that each pack leader understands how he fits into the total pack picture.
4. See that the proper equipment and materials are available.
5. Boys and leaders promptly registered.
6. Pack budget in operation.

B. PLANNING

1. Make effective use of your resources. People, places, things, time.
2. Plan ahead for one year at the Annual Planning Conference.
3. Work from a written plan.
4. Plan for manpower and materials needed.
5. Regular meetings of pack committee.
6. Regular Den Leader Coach/Den Mother meetings.
7. Regular meetings of Cubmaster (or assistant) and Den Chiefs.
8. Set realistic but challenging goals for pack.
9. A planned recruiting program.
10. Planned advancement and graduation programs with appropriate ceremonies.
11. A goodwill project conducted each year.
12. Program planning aimed at purposes of Cub Scouting.

C. INITIATING

1. Recognize situations which need improvement and seek to correct them.
2. Make the most of a promising plan or idea.
3. Try out something new.
4. Use suggestions from boys, leaders, and parents.

D. COMMUNICATING

1. Encourage leaders and parents to express their ideas and criticisms.
2. Keep informed on how pack leaders think and feel about things.
3. Listen with understanding and empathy.
4. Keep pack leaders informed of changes in procedures and plans.
5. Recognize a good job and express appreciation.
6. Make effective use of meetings.
7. Properly uniformed boys and adults.

E. RELATIONSHIPS WITH OTHERS

1. Encourage cooperation between leaders.
2. Encourage cooperation with district and council Cub personnel.
3. Carry out program enthusiastically.
4. Back up pack leaders.
5. Call attention to outstanding work of pack leaders.
6. Regular recognition for adult leaders.

F. UTILIZING

1. By your example, inspire in pack leaders a willingness to work toward pack goals to achieve the purposes of Cub Scouting.
2. Make full use of the abilities and skills of the people in the pack.
3. Make full use of resources, both within and outside the pack.
4. Deal objectively with problems, keeping the boy foremost in mind.

G. MEASURING RESULTS

1. Are the boys advancing?
2. Evaluate program and activities continually against predetermined goals.
3. Use evaluations as a basis for future planning.
4. Use 'variety', 'action', 'purpose', and 'fun' as a yardstick for measuring success.
5. Annual report from pack committee to chartered institution.
6. Good parent participation.
7. Good attendance at pack and den meetings.
8. Active Webelos dens with dads participating.

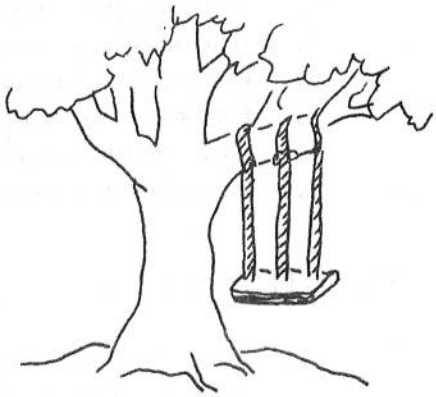
H. DEVELOPING PACK LEADERS

1. Select the most qualified person available for the job to be done.
2. Keep pack leaders informed of opportunities for learning experiences and continuing development.
3. Encourage attendance at Roundtables and Pow Wows.
4. Participate in district and council Cub activities.
5. Plan denleadership two-deep for on-the-job training for assistants.
6. Trained den chiefs for all dens.
7. Set a good example.

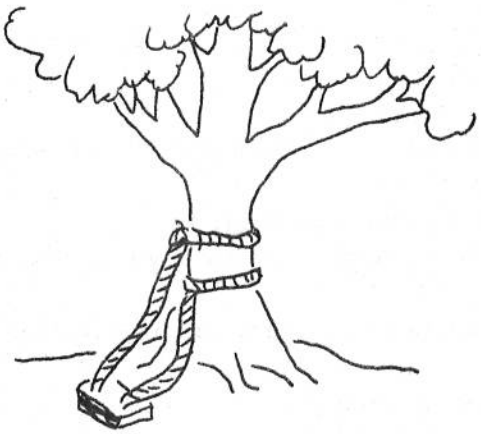
IF YOU HAVEN'T TIME TO HELP YOUNGSTERS FIND THE RIGHT WAY IN LIFE, SOMEONE WITH MORE TIME WILL HELP THEM FIND THE WRONG WAY.

HOW WELL DOES YOUR PACK COMMUNICATE?

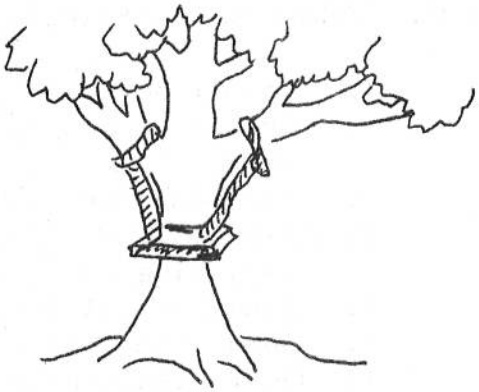
1. HOW THE COMMITTEE DISCUSSED IT.



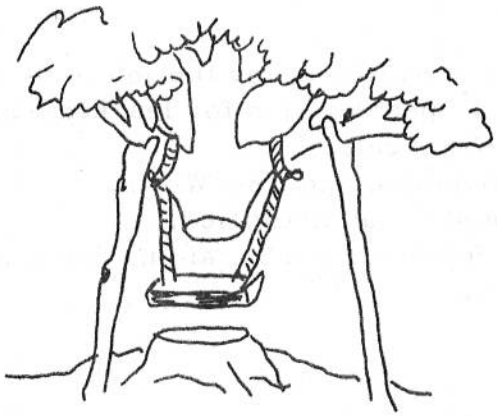
2. HOW THE CUBMASTER DESIGNED IT.



3. HOW THE DEN LEADER COACH PRESENTED IT.



4. HOW THE DEN LEADER PLANNED IT.



5. HOW THE DEN CHIEF BUILT IT.

6. WHAT THE CUB SCOUTS REALLY WANTED.

ELEMENTS OF A GOOD PACK MEETING

Use this checklist to see how your pack is doing.

1. Conducted by Cubmaster, with responsibilities delegated to pack committee members, assistant Cubmasters, den leaders, and den chiefs.

2. Adults outnumber Cub Scouts. Both parents, as well as leaders and committee members, in attendance.

3. Good attendance of Cub Scouts and Webelos Scouts.

4. Welcoming committee to greet people as they arrive.

5. Good seating arrangement.

6. Exhibits and displays by dens.

7. All Cub Scouts, Webelos Scouts, and leaders in clean, neat, complete uniforms with proper insignia.

8. Detailed, well-planned, written program (with time schedule) conducted without delays. Copies of the program in the hands of all persons participating in program.

9. An orderly meeting, opened and closed on time, and run without delays.

10. Meeting planned to climax den preparation and include each Cub Scout and Webelos den participating in some way.

11. Cub Scouts and Webelos Scouts appear enthusiastic. Parents appear enthusiastic.

12. Parent participation in meeting activities such as games, stunts, and songs.

13. Awards made to a large number of Cub Scouts and Webelos Scouts. Evidence of parent participation in awards ceremonies. Den achievement charts or den doodles on display.

14. New Cub Scouts awarded Bobcat badges early in meeting.

15. Well-conducted ceremonies for opening, closing, awards, graduation, induction, and recognition of boys and leaders.

16. Evidence of activities planned toward Cub Scout ideals and purposes.

17. No excessive speechmaking or lengthy announcements on the program.

18. Adequate, clean, safe place to meet.

ELEMENTS OF A GOOD DEN MEETING

Den leaders or den leader coaches should use this checklist to see how dens are doing.

1. A meeting place where Cub Scouts feel at home.

2. Led by a trained den leader.

3. Assisted by a den chief.

4. Assisted by an assistant den leader and den dad.

5. Specific leadership assignments understood before the meeting.

6. Meeting opened and closed on time.

7. A well-planned, written program.

8. Activities related to the next pack meeting.

9. Activities and projects that encourage Cub Scout ideals.

10. Crafts and projects related to a theme.

11. Achievement and elective projects started, to be finished at home with parents' help.

12. Activities that contribute to good sportsmanship, team spirit, and citizenship.

13. Opportunities for self-expression through songs, games, tricks, puzzles, and crafts.

14. Meeting planned to allow a change in pace, alternating loud and quiet activities giving boys a chance to let off steam.

15. Cub Scouts having fun.

16. Parent involvement wherever possible (provide refreshments, supplies, transportation).

17. All equipment and supplies on hand and ready to use before the meeting.

18. Inspiration and motivation through ceremonies and discussion of theme projects.

19. Properly uniformed Cub Scouts and leaders.

DEN CHIEF SELF-EVALUATION

Use this checklist with den leaders and den chiefs.

1. Do I meet with the den leader or Cubmaster regularly to plan den meeting programs?

2. Do I always arrive on time for the weekly den meetings?

3. Do I always wear my uniform to all den and pack meetings?

4. Do I make the denner feel important by using him as my right-hand man?

5. Do I meet with the den leader after each den meeting to discuss plans for the next one?

6. Do I make the Cub Scout program fun, using different games and tricks instead of doing the same thing each week?

7. Do I help lead my den at the monthly pack meeting?

8. Do I make sure that my den activities do not include Scout activities?

9. Do I cooperate with the den leader in every possible way?

10. Do I always treat the den leader with respect?

11. Do I encourage the Cub Scouts to advance in rank?

12. Do I consult the den leader on all disciplinary problems?

13. Do I build up my den leader in the eyes of the Cub Scouts?

14. Do I carry my fair share of the responsibilities for den activities?

15. Do I have the Cub Scouts pay special tribute to the den leader on birthdays and other special occasions?

16. Do I conduct myself with the Cub Scouts in such a way that they will like me and want to join a troop when they are old enough?

17. Do I find time to tell the Cub Scouts about Scout activities so they will want to become Scouts?

18. Do I realize that the den leader is the one responsible for the den because of being an adult?

19. Do I encourage the Cub Scouts to join a Webelos den when they are old enough?

20. Do I keep my eyes open for new tricks, stunts, and activities to suggest to the den leader?

WEBELOS DEN CHIEF SELF-EVALUATION

Use this checklist with Webelos den leaders and den chiefs.

1. Do I meet with the Webelos den leader before each den meeting in plenty of time to plan my part in it?

2. Do I always arrive on time for Webelos den meetings?

3. Do I always wear my uniform to all den and pack meetings?

4. Do I find ways to make the Webelos denner feel important by using him as my right-hand man?

5. Do I make the Webelos den fun by using different games and ceremonies each week flavored with the skills and terms related to the Webelos activity badges and program?

6. Do I help lead my Webelos den at pack meetings?

7. Do I make sure that my Webelos den activities lead up to but do not include Scout activities?

8. Do I cooperate with my Webelos den leader in every possible way?

9. Do I use my Scout skills to help the den leader and Webelos Scouts on hikes, overnight camp-outs with dads, and other outdoor activities?

10. Do I encourage my Webelos Scouts to advance by earning activity badges and help them learn the Webelos award and Arrow of Light requirements?

11. Do I consult with the Webelos den leader regarding disciplinary problems?

12. Do I carry my share of responsibility for the Webelos den activities?

13. Do I conduct myself in such a way that the Webelos Scouts will like me and will want to become Scouts?

14. Do I tell the Webelos Scouts about Scout activities so they will be eager to join a troop?

15. Do I realize that the Webelos den leader is the person most responsible for the Webelos den?

16. Do I help graduating Webelos Scouts join a troop by inviting them to visit troop meetings with their fathers?

17. Do I always treat my Webelos den leader with respect?

18. Do I build up the Webelos den leader in front of the Webelos Scouts?

DEN CODE OF CONDUCT

Each den will want to develop their own code of conduct to fit those special boys. Don't make too many rules; omit any insignificant ones. The rules should be simple, clear, and concise so they can be understood by the boys. In fact, the boys can help set the rules.

Some dens use a good-conduct candle. This is a large candle that burns during den meetings. When the conduct code is broken by any boy, the candle is extinguished for the remainder of the meeting. After several den meetings, the candle will be burned down, and a special treat or trip is planned for the den. The sooner the candle burns down, the sooner the boys receive their treat. In this way, the candle serves as an incentive for good behavior.

Here are some suggestions that will help you in developing your den's code of conduct:

Enter by back door. Wipe feet before entering. Leave boots on porch.

Go directly to den meeting room. No running or wrestling indoors.

Show courtesy and respect for other den members, leaders, and the den meeting place.

Bring den dues and handbook to each meeting.

If a boy disobeys more than three times in one den meeting, he will phone his parents to pick him up immediately.

Always go straight home after den meeting.

Post the den code of conduct in an obvious place in the den meeting room to serve as a reminder. Here are some guidelines for den leaders:

Always plan the den meeting in advance. Write down your plan and share it with your assistant and den chief.

Keep the boys occupied at all times; not just with busy work but with activities that fulfill Cub Scout purposes.

Be sparing with your criticism; generous with praise.

Be fair and consistent with discipline. Don't permit one boy to do something you would discipline another boy for doing.

Treat each boy as a very special individual.

Establish your rules and stick to them.

Begin and end meetings on time.

Set a good example by wearing your uniform.

Use the Cub Scout sign to get attention. Don't shout or yell.

Give the boys a chance to let off steam. Plan den meetings to alternate quiet activities with active ones.

DISCIPLINE, A PROBLEM OR CHALLENGE

Here are a few ideas from experienced den leaders on positive things to do to avoid discipline problems:

Insist on attention when talking. Den activity should stop and everyone waits if there is inattention. Boys who want to get on with the activity will help quiet the noisy ones.

Don't shout or yell. Teach the boys to respond to the Cub Scout sign. Make this a game to see how quickly your den responds.

Have a good preopening activity. Trouble starts when a few Cub Scouts arrive early and don't have anything to do. They start chasing each other, boxing, and scuffling. When this happens, it's hard to get order for the opening of the meeting.

Praise in public, criticize in private. Honey catches more flies than vinegar. Public criticism arouses resentment.

Make full use of the advancement program. Boys advancing usually don't cause much trouble.

To avoid restlessness and problems, keep den meetings going at a fast pace with lots of activity and interesting things to do. Prevention is better than cure.

Give boys responsibility and expect them to meet it. They like to do big things. Troublemakers are often motivated by a need for attention. When they have a responsibility, they don't need to cut up to get attention.

Encourage the boys to wear uniforms. A uniformed group has better discipline. Leaders should set a good uniforming example.

Get to know each boy. Find out what makes him "tick." Learn his hopes, his problems, his home situation. In dealing with discipline problems, talk with each boy individually. Ask for their help in making the den succeed.

Be impartial in dealing with Cub Scouts. Don't play favorites.

Let new Cub Scouts know what the den expects of them. Tell new boys about the Cub Scout fun, but also let them know that you expect such things as regular attendance, advancement, proper behavior, and Cub Scout spirit.

Always say what you mean and mean what you say. Never threaten unless you intend to carry out the threat.

Be firm in a friendly manner.

IF IT'S NOT FOR THE BOYS, IT'S FOR THE BIRDS.

CURING PARENT INDIFFERENCE

Since the success of Cub Scouting depends basically on the cooperation of parents, it is a good idea to review their part in the program as a beginning of the cure for parent indifference. Cub Scouting is a program for Cub Scouts and their families with its activities and achievements taking place in the home under the guidance of and with the cooperation of the parents. One of the program's main purposes is to bring the boy and his parents closer together.

When a boy joins Cub Scouting, the parents obligate themselves to these things:

1. to serve as leaders in the pack and den when called upon.
2. to attend pack meetings regularly with their son.
3. to help their son progress in Cub Scout achievements and electives.

Securing parent cooperation in the den.

1. Don't recruit in haste and repent in leisure.
2. What you don't know may hurt you...get acquainted with the parents.
3. Two hands are better than one...recruit den dads as well as den mothers.
4. There is strength in numbers...discuss den problems and plans at den parents' meetings.
5. A group that plays together, stays together...promote Cub Scout/parent outings in the den.
6. Sign on the dotted line...be sure parents are helping their sons on the advancement program and that they sign the boys' books.
7. Strut your stuff! Promote 100% attendance of parents at pack meetings.

Securing parent cooperation in the pack.

1. Easy come, easy go! Don't make it too easy to join. Be sure the parents understand their obligations before they join.
2. No parent, no badge. Don't give out badges unless one of the parents is there with the boy.
3. Ignorance is not bliss. Don't keep the parents in the dark--discuss pack plans and problems with parents.
4. In order to multiply, you must divide. Individual den leaders can be helpful in securing parent cooperation in the pack.
5. Everyone works, including parents. Appoint parents to help at each pack meeting--give everyone a chance to help.
6. A stitch in time...personally follow up on delinquint parents to find out why they're not participating.
7. No gems in the rough, blooming unseen. Find out the skills and abilities of parents and put them to good use.
8. Foresight is better than hindsight. Plan a full year in advance at the pack annual planning conference.
9. Blow your pack horn. It pays to advertise. Be sure your sponsor and the public know about your pack program.
10. It's sugar that attracts the flies. Use theme ideas to promote and maintain parent interest and attendance. Put every parent on an idea committee.

WHY SCOUTING FOR THE HANDICAPPED?

Most retarded children like to play, and when they do, they usually develop mentally, physically, and socially. What we as adults overlook sometimes is that generally a retarded child has to be taught how to play. He does not do it spontaneously and because of this particular form of happiness has been denied him. Too many retarded children have spent much of their time just sitting doing nothing.

Too often in the past when the child was diagnosed as retarded, parents as well as friends lost sight of the fact that there was any potential for development at all and thereby denied their child what was given automatically to other children.

The retarded child benefits from all types of attention and training, and physical activity seems to satisfy many of his needs. New evidence indicated that physical fitness increases the child's ability to learn. He seeks several basic things that all boys seek: Love, Acceptance, Achievement, Development, Creativity, and Discipline. How does Scouting fulfill these needs?

Dr. Gunnar Dybwad, former executive director of theInternational Association for Retarded Children stated, "If Scouting is good for normal boys of Scouting age, it is absolutely essential for retarded boys of that age." Scouting can challenge boys who cannot run, jump, swim, or hike like other boys. The challenge is from boyhood spirit, and all boys regardless of their handicap have boyhood spirit.

For Scouting, the desire is there because the "child is there." Because the desire is there, the determination to reach the child is there and this begets the ingenuity to go around and over barriers. Participation in Scouting is one of the major activities through which mentally retarded children can be helped to attain their optimum development. It gives them a sense of personal worth and dignity. It offers them many excellent group experiences enabling them not only to develop sound character and good citizenship, but an opportunity to put these attributes into practice.

The supreme effort is given for what a boy seeks in a gang of boys - it is to belong, to be accepted and to learn with it some skills. It is what he calls fun, and what his leaders say is tonic to upgrade his health, his self-reliance, and his adjustment to the world in which he, as a handicapped boy, must live. It is the opportunity to establish relationships outside of the previously sheltered life within the home and the school. For those who will one day be integrated into the "normal" community, this is particularly important. Scouting helps these boys to prepare themselves for assuming as full and active role in the community as possible.

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WHY SCOUTING FOR THE HANDICAPPED?

Scouting fulfills the first basic need, love, because the leader is someone who will talk to him, simply and patiently; someone who will listen to him no matter how hard it may be to understand him; someone to comfort and encourage him when he is disappointed. This in turn satisfies another basic need, acceptance.

By belonging to a group of boys in a den he feels acceptance. He does not join groups spontaneously even though that need to belong exists. Within this group he learns that he is accepted as he is which many times is a completely new experience. When he receives praise for doing something right, that too, is a form of acceptance and this leads on to the third basic need, achievement.

Through the advancement program in Scouting a boy is rewarded for doing his best and achieving. Everytime a craft is finished, or a song is learned, etc., the boy will get a better awareness of himself through the ability to accomplish a task. This gives him the self-confidence so many times found lacking.

Lastly, Scouting provides social activity or fun with others which is necessary. It wasn't too long ago that it was felt that all a retarded child needed was basic comfort and nothing else; but fortunately times are changing. We know now that human potential is determined not by nature alone, but by each individual's response to his environment. It follows that an improved environment can change the course of life. It is nature and nurture that shape human lives - a fact that makes all the difference in current attitudes and actions toward the retarded.

CHARACTERISTICS OF THE BOYS

We will only touch briefly and very generally on the characteristics of the boys. The important thing for you to remember is that handicapped boys are more LIKE other boys than they are different.

There are three classifications of Retardation:

Educable: 55-80 I.Q. This boy melts into the community upon maturity. He doesn't read very much, but he will be able to earn a living doing a simple job that is done by rote.

Trainable: 25-55 I.Q. This boy will be dependent on someone at maturity. He will be able to earn a living, but in a closely supervised job such as stock clerk, a job that is routine.

Severely Retarded: Some of these boys will one day learn to do only the very basic taking care of personal needs. Their abilities are extremely limited.

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CHARACTERISTICS OF THE BOYS

The degree of retardation will vary from child to child and the causes will be just as varied, but in the boys' functioning you will find some combination of the following:

1. Lack of rich experimental background.
2. Fragmented and distorted understanding of their environment.
3. Poor use of their hands, lack of coordination.
4. Poor use of language.
5. Inability to deal with abstract ideas.
6. Inadequate use of senses of touch, smell, taste, sight, and hearing.
7. Inability to follow directions.
8. Inability to make choices.
9. Inability to tolerate changes.
10. Susceptibility to overstimulation.
11. Distractibility; inability to tune out irrelevant stimuli.
12. Lack of motivation.
13. Refusal or inability to recognize limitations.
14. Withdrawal and passiveness.
15. Feelings of inadequacy and insecurity.
16. Abnormal fear of failure.
17. Generalized feelings of anxiety.
18. Inability to understand or accept themselves.
19. Poor sense of identity.
20. Low level of tolerance for group work.

Attitudes: You will find that the mentally retarded boy has a great deal of love to give and offers it freely. As you gain more experience you will find that this is the one characteristic that stands out above all others. These boys are also very loyal and trusting once you have gained their confidence and you will find that through their love and trust for you, they will accomplish many things you would not have imagined possible in the beginning. There is a big misunderstanding about aggressive behavior in the mentally retarded. As in a normal unit there will be boys who are more of a discipline problem than others. Do not associate this solely with the handicapped. True, in a few cases, hyperactivity or emotionally disturbed syndromes are a result of nerve damage; but by and large handicapped boys are more easy to control. Many times agressive behavior is a result of frustration at the inability to accomplish a certain task. This can be overcome with patience and understanding.

Most retarded boys are socially undeveloped, partly because of their handicaps and also because they have been shielded in the home or isolated in the schools.

They are easily discouraged and for this reason achievement whether it is a rank in Scouting or simply the acquiring of a skill in a game, must be made attainable.

The mentally retarded boy learns more slowly than others, and is limited in what he can learn. That's all. He is a child with the same human needs that we all have--only more so. He needs somebody to make him feel important as a person. He can do amazing things. He doesn't need sympathy--he needs to be accepted on an equal basis. (continued)

ATTITUDES OF LEADERS

There is a great danger in pigeon-holing a boy if your attitude is negative rather than positive. Ask yourself, "What are the capabilities of these boys," instead of "How badly handicapped are they?" One question implies a reaching out, while the other question implies no advancement. There are three key words which if you keep in mind, will enable you to give the boys the kind of program they need and deserve: PATIENCE, FLEXIBILITY, AND EMPATHY, not Sympathy.

Wise leaders expect problems, but do not consider them over-whelming. They see the handicapped boy as a boy with an individual difference. There are other individual differences between boys: One boy is too fat; another too skinny; one has bad teeth; another has an emotional problem. The handicap is not as important as the leader's will and the boys' willingness. Working with these boys teaches us the value of patience, understanding, and friendship.

The one thing that must be done is the casting aside of preconceived notions. Preconceived ideas get in the way of important and otherwise obvious truths. For example, the handicapped boy, whether mentally retarded or physically limited, is interested in Scouting for the same reasons any other boy is. Fun and enjoyment.

While leaders must be enthusiastic about helping handicapped youngsters, they must at the same time fully appreciate the special demands that will be made on their patience, understanding, and skill. They should get to know the boy as well as the implications of his handicap. He has personality traits, too, and if a leader is to get to know the boy, he must know his personality as well as his handicap. The more the adult leader knows about the boy, his home conditions and individual strengths and weaknesses, the better he can meet the needs of the boy.

Leaders should not overestimate the handicap of a boy and underestimate his determination to be like other boys. Proper motivation by adults, coupled with wisdom and ingenuity will help the boy who is handicapped to complete more of the requirements. Push the boys as far as possible. Don't pamper them too much. They discourage easily. They will always expect concessions, if given too easily.

Success with the handicapped is attributed to many things. Those mentioned most frequently are patience; planning program to meet the needs of the boys; planting the seeds of determination to win; finding out what the individual boy does best and working from there to other areas of success; enlisting the cooperation of parents and community organizations; and finally, keeping the program within the range of the group with which one is working.

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YOUR PROGRAM

A handicapped boy is more LIKE other boys than he is different. Anything that a leader does to separate them and make them unnecessarily different is a mistake. Being like other boys is important. For this reason, it would be unfair to give a boy anything but genuine Scouting. None of the requirements should be watered down, or eliminated, although the speed at which they are met and the means of explaining them may be adjusted and simplified. The official policy of the Boy Scouts of America is to keep the program the same for ALL boys so that no single member is branded as handicapped and different. The main thing is to provide the boys with fun and enjoyment.

You will find that because Cub Scouting is a flexible program, many of the requirements can be fulfilled by all boys. By implementing the program, you will find that every boy in your den will have fun and receive a great deal from the program. The family will be better off because they participated in the activities of the pack.

Generally, the requirements in the Cub Scout handbooks and Program Helps can be easily understood by a mentally retarded boy when read and explained to him by an adult. If you use the books already available, and go through the achievements, only allowing substitutions where absolutely necessary, you will be able to offer the boys real Scouting. In the achievements which require reading, you will find it easier to possibly cut out pictures and have the boys tape them to a board as for example in the Wolf Achievement 3, "Keeping Healthy."

There are two very important factors involved in planning your program and they are: repetition and routine. These are vital tools in making a child feel secure and at the same time giving him the confidence to venture forth. You must be attuned to the time to change an activity because although repetition is necessary for teaching, mentally handicapped boys do become bored. There are certain questions you should ask yourself when introducing something new. . . "Was it frustrating because it was too big a jump from a familiar activity? Was it within the scope of his physical and mental abilities? Did he understand what you wanted of him?

Leaders of the mentally retarded say their activities are not much different than those for non-handicapped. They generate the will to do by creating the right atmosphere.

TEACHING CUES

When a leader is teaching a new skill or activity, he should take a look at the nature of the "sensory" information to be used. By this, we mean are you going to appeal to the visual senses, the tactual senses, the olfactory senses or the verbal senses. Are you going to use a combination? Because the "channel capacity of the boy is limited, it is a little difficult for him to handle too many different types of input at once.

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TEACHING CUES

While with normal boys, verbal communication is important to learning, it is more helpful when working with mentally handicapped boys to make use of visual aids. The important thing to remember here is that when you are showing how to do a skill or activity, remember the mirror trick. These boys have trouble in transferring from a skill that is seen done on their right side, to their left side. Always face in the same way that the boys are faced, or when working with an individual, he should be guided by the leader reaching around him from his rear.

Emphasis should be placed, particularly at the beginning, on the acquiring of effective work methods. It is in the planning of ways to do certain activities that the boys will lay the groundwork for later success or failure. They need to know how to arrange themselves in relation to the activity, how to lay out materials, what to pick up first, and how to hold an object in a construction activity. They need to be told to look at their hands when drawing, and whom to watch when playing a game.

TYPES OF ACTIVITY

Games

Games serve many purposes. They build Scouting spirit and loyalty. Games can build physical fitness, coordination, teamwork and enjoyment. They should be kept quite simple and require little organization. They are kept simple to avoid frustration and discouragement.

Purpose: Games have rules which are explained and enforced by the leader. Everyone in society must learn to abide by rules of acceptable behavior and by laws which are enforced by leaders. It is especially important for a retarded boy to learn to accept authority; because it is in later life when he will make few decisions for himself and the degree to which he is accepted by society may be determined largely by his conformity to social behavior prescribed by authorities.

Cues: Retarded boys cannot follow complicated verbal directions of a game. A leader must show how it is played, demonstrating the directions as he talks. For example: "I'll roll the ball to Pete", as he rolls the ball to Pete.

At first a child may understand only partially the directions given, and therefore might lose interest in the game. This doesn't mean he can't learn it. As stated previously, many retarded boys have to be taught how to play, and therefore, they must learn to grow into a game. Once the routine of a game is learned, the boys love being accepted into the organized play and feel comfortable and safe acting within rules. They have the fun of doing something and the fun of being part of a group. Games help the boys to express their personalities.

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GAMES (continued)

It is very important to alternate active and quiet games so that children may have a chance to "let off steam" and then relax. Through wise selection of a variety of games, leaders can help a handicapped boy to develop in all areas--physically because almost all games require some movement; mentally because players must remember some rules and routine and be alert for a turn; socially, because the very word games indicates association of two or more people; and emotionally, because a player is accepted by other people and because he has fun.

CRAFTS

Through crafts, we can see how through feeling different materials, a boy's sense of touch is quickened. He learns things like wood is hard, paper and cloth are flexible, paint is runny, paste is sticky and gooey. Some things smell; other don't.

One of the most important things that can be accomplished through the use of crafts is the developing of muscles, especially the small ones that are probably not used very much. Think for a moment about the things you use your hand muscles for. How many opportunities does a handicapped child have to do those very things? Crafts also help to develop eye-hand coordination. Many of these skills, as basic as they may seem to you or to me, are the very skills these boys may be using if they ever have the chance to work in a sheltered workshop or protected inductry. Many of these boys are hired to paste on labels, fold handbills, etc.

Don't be discouraged if you find that the interest span is at first very short. It usually improves with time. Take it step by step. Begin by working for just a few minutes on a project and increase your time to what you consider is best for your particular den. Help the boys to plan what they will do on their crafts from meeting to meeting.

As with a normal den, know your craft. Have one already made that can be placed in full view of the boys. This way they will be more interested and will see what they are trying to achieve. Also, you will discover by having to make it yourself beforehand, where the trouble spots might be and whether or not your directions are valid.

SONGS

Music is terribly important to retarded children. Very often it is the first means of communication they were aware of from the time they were in their mothers' arms. Subconsciously, a child relates to these moments. A child who is sung to is loved and love means security.

The importance of songs is much harder to express than the importance of the other activities previously mentioned. Now we are talking about something that creates a feeling within us, a feeling that is usually warm, happy, a feeling of sharing with others around us who are listening or singing at the same time we are. This general feeling of "music" is contagious. It often catches the spirit of the handicapped child before anything else reaches him.

SONGS (continued)

When a retarded boy learns to sing a simple song with other boys, because of this feeling of happiness and warmth, he begins to enjoy belonging to a group and associates group activities with a feeling of belonging and happiness.

Self-control can be increased through music. When learning a song, a boy must learn to wait for the right time to start the next line; if singing a motion song, he must learn the right motions to use and when to use them; and when marching, he must learn to stay in line and try to keep in step with the others. Also, by doing these things, a child increases his attention span.

Music helps to develop a rhythmic sense which goes a long way towards increasing physical ability. Marching, gliding, "walking like elephants," or doing some other exercises to music develops muscles and co-ordination.

ADVANCEMENT

As stated before, the Cub Program should not be watered down. Though it might take longer for the handicapped boy to earn his awards, he will appreciate them more by knowing that he has had to make an effort. Since it is extremely important that the accomplishment of tasks be appreciated, and the boy be encouraged, sometimes the time involved in earning a badge will defeat your purpose. In this case, a little ceremony where something like a neckerchief slide is presented to boys who should be recognized for the effort shown is a good idea. Remember, time means little to these boys and if they have finished four or five Achievements and it has taken three months to do this, then it is time for some form of recognition. It doesn't have to be elaborate, but it should be sincere.

Special recognition for individual requirements must not conflict with the standard uniform and insignia requirements and that is why awards should only be those things which can be used without changing the uniform. Also, there is no reason why these boys should be labeled as "different"--they face enough of that throughout their lives.

I AM GOD'S CHILD

I cannot speak with words you'd understand
But somehow I know that God holds my hand;
I cannot make you know my needs, my wants, my fears;
But He knows my purpose here, so brush away your tears.

I cannot hold a conversation with real words as such
But I hope you know I love you by every look and touch;
I cannot tell you why I have tantrums and act so wild -
But I wish I could tell you that I too am God's child.

Golden Empire Council
Pow Wow Book

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THE CUB SCOUT PROGRAM

I. PURPOSES OF CUB SCOUTING

A. Cub Scouting is purposely designed to meet the needs of both boys and parents.

B. The purposes of Cub Scouting may be classified into three categories:

1. Boy Needs
2. Normal Growth Factors
3. Parent Concerns

C. Still another purpose of Cub Scouting is to prepare Cubs to become Boy Scouts.

D. Everything in Cub Scouting is aimed at accomplishing two things:

1. Giving a boy what he wants.
2. Making him the kind of boy he wants to be.

II. METHODS OF CUB SCOUTING

A. Cub Scouting has no formal statement of methods.

B. Cub Scouting's purposes can be achieved, while the boys have fun using the following methods.

1. Home and neighborhood centered activities
2. Parent involvement
3. Advancement
4. The den
5. Cub Scout ideals
6. The uniform
7. Activities

III. THE IDEALS OF CUB SCOUTING

Every Cub Scout learns these ideals when he joins the pack - They are called the Bobcat Requirements.

1. The Cub Scout Sign
2. The Cub Scout Promise
3. The Law of the Pack
4. Cub Scout Motto
5. Cub Scout Salute
6. Meaning of "Webelos"
7. Cub Scout Handshake

IV. HOW A BOY JOINS CUB SCOUTING

Most boys recruit themselves into Cub Scouting. They hear from their friends how much fun Cub Scouting is, so they present themselves to a Den Leader or Cubmaster. The following suggestions on joining can be very helpful:

1. Boy is asked to attend the next pack meeting along with his parents.
2. The boy's name is given to the Cubmaster, who makes arrangements to meet with the parents at their home at their convenience.
3. He explains the Cub Scouting program and the part that the parents play in it.
4. Application is signed and fee paid.
5. Application and fee are sent to Council Office immediately so registration becomes official.
6. The boy is inducted as a Bobcat at the next pact meeting.
7. The boy joins the pack, not a den. He is assigned to a den by the Cubmaster.

V. CUB SCOUT ADVANCEMENT PLAN

We all know that a boy, like everyone else, craves attention and recognition. We fulfill that desire in Cub Scouting through the Advancement Plan. We teach the boy that he must earn recognition. Even his Bobcat pin is not a gift. He earns the badge by learning the Cub Scout Ideals.

A. The 8 and 9 year old Cub Scout

1. Becomes a Bobcat first.
2. Works on rank designed for his age (Age 8, Wolf)
3. Completes 12 requirements (achievements) for that particular rank, then is awarded the badge.
4. Until his next birthday, he concentrates on earning elective credits for arrow points.
   a. First 10 elective projects qualify him for a Gold Arrow Point. All other groups of 10 qualify for Silver Arrow Points.
   b. There is no limit to the number of arrow points a boy may earn and receive in each rank.
   c. The boy may work on achievements and electives simultaneously - but will receive arrow points only after he has earned the badge of rank.
5. Parents work with the sons and sign the book. Parents also participate in the advancement ceremony at the pack meeting.
6. Prompt recognition helps maintain the boy's interest.

B. The 10 year-old (or when he has completed 4th grade)

1. If a new Cub Scout, he must earn the Bobcat rank first.
2. Should be assigned to a Webelos den to work on Activity badges.
3. Earns Activity Badges in no particular sequence.
4. May begin immediately working on Arrow of Light Award.
5. Webelos Den Leader passes boy on badge requirements and requirements of Arrow of Light.

The amount of interest and cooperation parents give their son will determine in large part what he gets out of the Cub Scout program and how rapdily he advances.

VI. FINANCING THE PACK

The cost of the program is small - but there are costs. The cost to each boy is determined by the Pack Committee.

A. Where does the money come from?

1. Boys' weekly dues - depending on the pack needs.
2. Fund raising projects

B. Where does the money go?

1. Reregistration
2. Boys' Life Magazine
3. Insignia and Badges
4. Pack Literature
5. Program Items
6. Goodwill Projects
7. Reserve Fund

VII. PACK ORGANIZATION

A. Dens

1. Most dens have 6 - 8 boys.
2. Meet in the home of Den Leader, usually after school.
3. Webelos dens usually meet in early evenings or Saturday.

B. Den Leadership

1. 8 and 9 year-old dens
   a. Den Leader
   b. Assistant Den Leader
   c. Den Chief

2. Webelos Den
   a. Male Den Leader
   b. Den Chief
   c. Assistant Den Leader and any outside help needed, depending on Activity Badge being covered.

C. Pack Leadership

1. Den Leader Coach - usually a former Den Leader

2. Pack Committee
   a. Headed by a Committee Chairman
   b. As many members as needed - but at least three
   c. Den Dads should be Committee members
   d. Appointed by sponsoring institution
   e. Set pack policies
   f. Assures strong leadership
   g. Provides whatever help leaders need
   h. Picks the Cubmaster

3. Cubmaster
   a. Leads the planning for den and pack activities
   b. Charged with seeing that plans are carried out
   c. Program Director
   d. Presides at pack meetings.

4. Assistant Cubmaster
   a. At least one - but as many as needed
   b. Shares the work as the Cubmaster directs.

5. Institutional Representative
   a. Member of sponsoring institution and appointed by the head of that institution
   b. Overall manager of the entire Scouting program in the chartered institution

TRAIN UP A CHILD IN THE WAY YOU WOULD HAVE HIM GO;

AND WALK THERE YOURSELF ONCE IN A WHILE.

PLANNING THE CUB SCOUT PROGRAM

I. CUB SCOUT PROGRAM PLANNING

The most important responsibility of leaders in Cub Scouting is program planning. The quality of the Cub Scout experience each boy receives will depend on how leaders schedule and carry out the essential planning procedures. Den Leaders spend the greatest amount of time directly with the boys. The men of the pack need to use their efforts to provide the materials and help Den Leaders to make their job easier, more enjoyable and meaningful.

Program planning in Cub Scouting is not a complicated process. It is a simple, easy procedure that can be fun and rewarding. If you want a program that will stand the test of Cub Scout demands, you will need:

1. A proven plan (planning procedure)
2. Tools to work with (Cub Scout literature)
3. Some materials (project materials and boys)
4. Some helpers (leaders and helpful parents)

A. Basic Concepts

There are some basic concepts to understand before you start planning.

1. Cub Scouting is a year 'round, 12 month program
2. Cub Scouting has enough variables to meet the needs and desires of any boy, any place.
3. The Cub Scout program is built around a monthly theme for 8 and 9 year olds.
4. Webelos dens use activity badge areas for their monthly program.
5. The Cub Scout program should have VARIETY, ACTION, and PURPOSE.
6. The program must be FUN for both boys and their families.

B. Program Resources

Where do you as a Cub Leader turn for specific ideas to help you plan your program?

1. Scouting Magazine & Cub Scout Program Helps
2. Boys' Life Magazine, Boys' Life Magazine Reprints
3. Cub Scout Literature
4. Leaders' Handbooks
5. Boys' Handbooks
6. Pow Wow Books
7. Cub Roundtables

II. CUB SCOUT DEN MEETING

A well-planned den meeting is divided into seven parts. The major elements of these are planned at the monthly pack leaders' meeting. They are:

1. Before the meeting starts
2. While the Cub Scouts gather
3. The opening
4. Business items
5. Activities
6. The closing
7. After the meeting

III. WEBELOS DEN MEETING

The Webelos Dens have a different meeting pattern. There are five basic parts to the Webelos Den meeting:

1. Gathering period
2. Opening
3. Activity badge fun
4. Preparation for pack meeting
5. Closing

IV. THE SUMMER PROGRAM

1. Boys are eager for the fun and adventures of Cub Scouting during the summer.
2. Insure a year-round program for the boys in your pack by planning activities for June, July, and August.
3. Plan informal activities
4. Plan outdoor den and pack activities
5. Proper planning allows the leaders to relax and call on parents to take part in the program
6. Packs can qualify for an attractive full-color National Summertime Award, by planning activities for each of the three summer months.
7. Dens can earn a colorful participation streamer by attending the three summer pack activities.
8. Pack leaders' meetings are informal meetings too.

V. FOUR STEPS IN PLANNING

Cub Scouting has a proven plan and procedure that brings success. The four steps in this planning process are:

A. Annual Planning Conference - long range look at all program possibilities for the year.

B. Monthly Pack Leaders' Meeting - to outline general plans and assign specific responsibilities.

C. Den Leader Coach/Den Leaders' Meeting - help plan den meetings.

D. Den Chiefs' Meeting - prepares them to assist Den Leaders with their den meetings. Webelos Den Chiefs meet with W. L.

ANNUAL PLANNING CONFERENCE

1. Held in the spring, usually in April.
2. Attended by all den leaders, pack leaders, den chiefs, committee members, and interested parents.
3. These items are covered:
   a. Review likes and dislikes of past themes and Webelos Badges.
   b. Review national themes and activity badge areas recommended for the coming year.
   c. Review National Summertime Pack Award requirements and agree to meet the qualifications.
   d. Select 12 themes. List council and district activities which involve pack leaders. Add ideas for good-will projects, special trips, holiday programs, etc. This becomes your program plan for the year.

MONTHLY PACK LEADERS' MEETING

1. Establish a regular monthly meeting date.
2. Usually held about one week before pack meeting.
3. A home is the best place to hold this meeting.
4. Includes pack business and planning for the next month's den and pack meetings. . and specific assignments and review for pack meeting the next week.
5. Meeting agenda falls into three parts:
   a. Den Plans
      (1) General ideas for skits, stunts, games, and projects related to next month's theme for the pack meeting.
      (2) DLC assists Cubmaster in general planning.
      (3) Detailed planning is left up to the individual D. L. and Den Chief.
      (4) Webelos Den Leader meets with committee and secures the help needed to run his meetings for the month.

   b. Pack Plans
      (1) Develop plans for next month's pack meeting.
      (2) Specific assignments of individual jobs.
      (3) Assign opening and closing ceremonies.
      (4) Final preparations for next week's pack meeting.

   c. Social - refreshments and fellowship.

DEN LEADER COACH/DEN LEADERS' MEETING

1. DLC presents plans and suggestions developed at the monthly pack leaders' meeting and roundtables.
2. Helps den leaders plan their weekly programs.
3. Agree on songs, skits, ceremonies, etc. for pack meeting.

DEN CHIEF'S MEETING

1. Cubmaster or Assistant CM meets with Den Chiefs for 8 and 9 year old dens. Usually monthly.
2. Den and plack plans reviewed
3. Problems discussed
4. Coaching session on leading songs, games, etc. with emphasis on ACTION
5. Webelos Den Chief meets with the Webelos Den Leader.

PLANNING THE DEN PROGRAM

A. Themes

1. Cub Scouting's recommended planning system is based on themes, one for each month. Themes help to achieve Cub Scouting's purposes, to keep all the dens active, vigorous, and working on meaningful projects during the month. A good monthly theme should have boy appeal, boy learning, and a variety of activities.

B. Planning Helps

1. Cub Scout Program Helps is one source of ideas. It is rich in den and pack program ideas based on the suggested theme for the month.
2. Den Leader's library should consist of the following literature:
   Wolf Cub Scout Book
   Bear Cub Scout Book
   Webelos Scout Book
   Den Leader's Den Book
   Group Meeting Sparklers
   Cub Scout Magic
   Crafts for Cub Scouts
   Games for Cub Scouts
   Cub Scout Activities
   Cub Scout Water Fun
   Cub Scout Song Book
   Den Chief's Den Book
   Skits and Puppets
   Webelos Den Activities

Boys' Life Reprint booklets are available at the Scout Office, and three library kits are now available: Webelos Leader Library Kit; Cubmaster Library Kit; and Den Leader Library Kit.

3. One of the simplest idea resources a Den Leader can develop is a set of file folders or large envelopes which contain categories such as: Tricks, Puzzles, Games, Stunts, Crafts, Songs, etc. As you pick up ideas at Roundtables, Pow Wows, and training courses, file them.

C. Planning Games

1. As you plan your den meeting, remember that games will do much to add boy appeal and spirit. Games help achieve our purposes - fun, good sportsmanship, getting along with others, teamwork - as well as to help boys grow mentally and physically and to develop coordination.
2. There are thousands of games to fit any season or need. Running, jumping and chasing games with short sprints and frequent rests; also relays are excellent.

D. Planning Crafts

1. Cub Scout craft projects are done for either: a project connected with the monthly theme or a project required to pass an elective or achievement, or just for fun.
2. Guard against measuring the boy's craft efforts with an adult measuring stick.
3. A den craft box may include for each boy: pencils, crayons, watercolors and brushes, light hammer, scissors, ruler, glue.

   You should have as many of the following tools and supplies as possible for the entire den. Parents may loan them, either permanently or as needed:
   - Assorted nails, beads, screws, tacks
   - Paper paste, rubber cement, and wood glue
   - Wood of various shapes and sizes
   - Paper and cardboard boxes of various sizes and colors
   - Balls of string, cord, and small rope
   - Wire
   - One or two hammers
   - Pliers with wire cutters
   - Screwdrivers
   - One or two coping saws
   - Sandpaper

E. PLANNING CEREMONIES

1. Use simple ceremonies in opening and closing the den meeting and to mark important events in the lives of your Cub Scouts and the den.
2. Here are four things to remember in planning den ceremonies: KEEP THEM SIMPLE, KEEP THEM SHORT, RELATE THEM TO EVERYDAY EXPERIENCE, DON'T GET IN A RUT.
3. As part of every den meeting, include a song or ceremony that will help your Cubs better understand the meaning of our flag, country, or citizenship. Use the wolf and bear books for ideas.

F. PLANNING SKITS AND STUNTS

1. The words "stunt" and "skit" in Cubbing are almost synonymous. A stunt may be a pantomime or trick while a skit is a sketch or short play. The point of both is fun for the boys and the audience.
2. There are five things to keep in mind when your den is preparing a skit.
   a. Base your skit on the pack's monthly theme.
   b. Keep it short (3 to 5 minutes).
   c. Avoid having a lot of dialogue.
   d. Use simple props.
   e. Give each boy something to do.
3. Avoid skits that ridicule persons or groups.

G. PLANNING SONGS AND YELLS

1. A lively song or a rousing yell provides the perfect interlude after quiet, sit-down activities.
2. Here are a few hints for the song leader to keep in mind:
   a. Select songs to suit your purpose. . rousing songs let off steam, quiet songs or inspiring songs.
   b. Lead off with a song everyone knows.
   c. Establish pitch by humming or singing softly, then louder so all can hear.
   d. Stop and start over if the den makes a bad start.
   e. Use hand motions to beat time and keep everyone together.
   f. Teach songs at den meetings and you will have a singing den at pack meetings.
3. In making up yells or songs, keep them simple. Yells should be ones that end on a word or phrase that the boys can shout.

THE DEN MEETING

I. THE DEN MEETING PLACE

A. A permanent place to meet keeps the value of the den idea. Pride in ownership is a strong stimulus for keeping a neat meeting place. If the Cubs are made to feel that the den meeting place is really theirs one afternoon each week, they will take care of it.

B. Types of meeting places:
Without knowing your home, we can't tell you the best place to hold a den meeting. Several places which have been used successfully are a kitchen, den, dining room, living room, basement, attic, garage, and yard "den hut".

II. THE DEN MEETING

A. How long should it last?

1. Most den meetings do not last longer than 1 or 1/4 hours.
2. Plan for a fast moving, intensive meeting.
3. Send boys home as soon as the meeting is over.
4. Unfinished crafts should be sent home with boys to be finished at home.

B. Discipline Problems

1. Establish your rules, then stick to them.
2. Be fair. Don't permit one boy to get away with something you would discipline another boy for doing.
3. Be consistent. Don't be a rigid disciplinarian one week and let anything go the next.
4. Treat each boy as an individual. Get to know him. Find out why he acts the way he does. Get to know his parents.
5. Don't send a boy home from the meeting unless he oversteps the disciplinary line you have drawn and previously announced to the boys. If you do send a boy home, call his mother immediately and tell her why.
6. Don't warn and threaten and announce that this is the boy's last chance. Take action quickly.
7. Boys are testers. They want to see how far they can go.
8. Remember, the Cub Scouts are at your meeting because they want to be. They respect you for making this posible for them. They want to please you. It's just a little hard after a whole day of being quiet in school.

C. Control and Balance

1. Keep boys under control at all times, but don't smother them.
2. An atmosphere of spontaneous fun is necessary and can be achieved:
   a. Use the Den Chief and Assistant Den Leader
   b. Have a varied program of fun and seriousness
   c. Get the boys to work and play together
   d. Handle discipline problems firmly
3. A steam boiler has its safety valve to release pressure before it blows up. It is the same with boys. Alternate: SITTING, DOING, QUIET, and LESS QUIET.
4. If you lose control, know how you can regain it.
   a. Don't try to outshout boys
   b. Raise your arm in the Cub Scout sign
   c. Train your boys to respond to this signal

D. Den Meeting Attendance

1. The attendance problem is much like the discipline problem. If the show is good, the boys will come. If there is a better show somewhere else, they will go to it.
2. Watch your community to discover what the boys are doing when they don't have anything else to do.
3. If you would have good attendance at your den meetings, then plan to have a good program.
4. During the spring and summer months, have outdoor meetings.

E. A Typical Den Meeting

A good working pattern for the den meeting has been developed through long experience. The pattern divides the den meeting into seven parts. Each part has a purpose.

1. Before the Meeting Starts:

   Den Leader and Assistant DL make final preparations. Coach the Denner on the part he is to take in the meeting. Plan your program so that the games and activities are scheduled for when the Den Chief arrives, if he is to be late.

2. While the Cub Scouts Gather

   a. The gathering period activity is important. All boys won't arrive at the same time. Unless there is something for them to do while they are waiting for the others, they'll find something to do not to your liking.
   b. The Den Leader's handbook and Den Chief's Denbook are filled with activities for this pre-opening period. For example, games, tricks, contests, puzzles, etc.
   c. This period is also a good time to collect and record den dues, and to check off achievements and electives.

3. Opening

   a. The opening serves as notice to the boys that the meeting is really starting. It can be patriotic or full of action. Keep it simple.
   b. A good opening period provides a natural transition to the more organized activities of the meeting.
   c. Suggestions for openings:
      (1) A Cub Scout song
      (2) Den yell
      (3) Applause stunt
      (4) Pass Cub Scout handshake around a circle
      (5) Roll call
      (6) Uniform inspection

4. Business Items

   a. Introduce theme at the first meeting of the month. Discuss den activities to be presented at pack meeting.
   b. Plan craft projects and discuss special activities.
   c. The Denner could read from the Cubs' den diary.

5. Activities

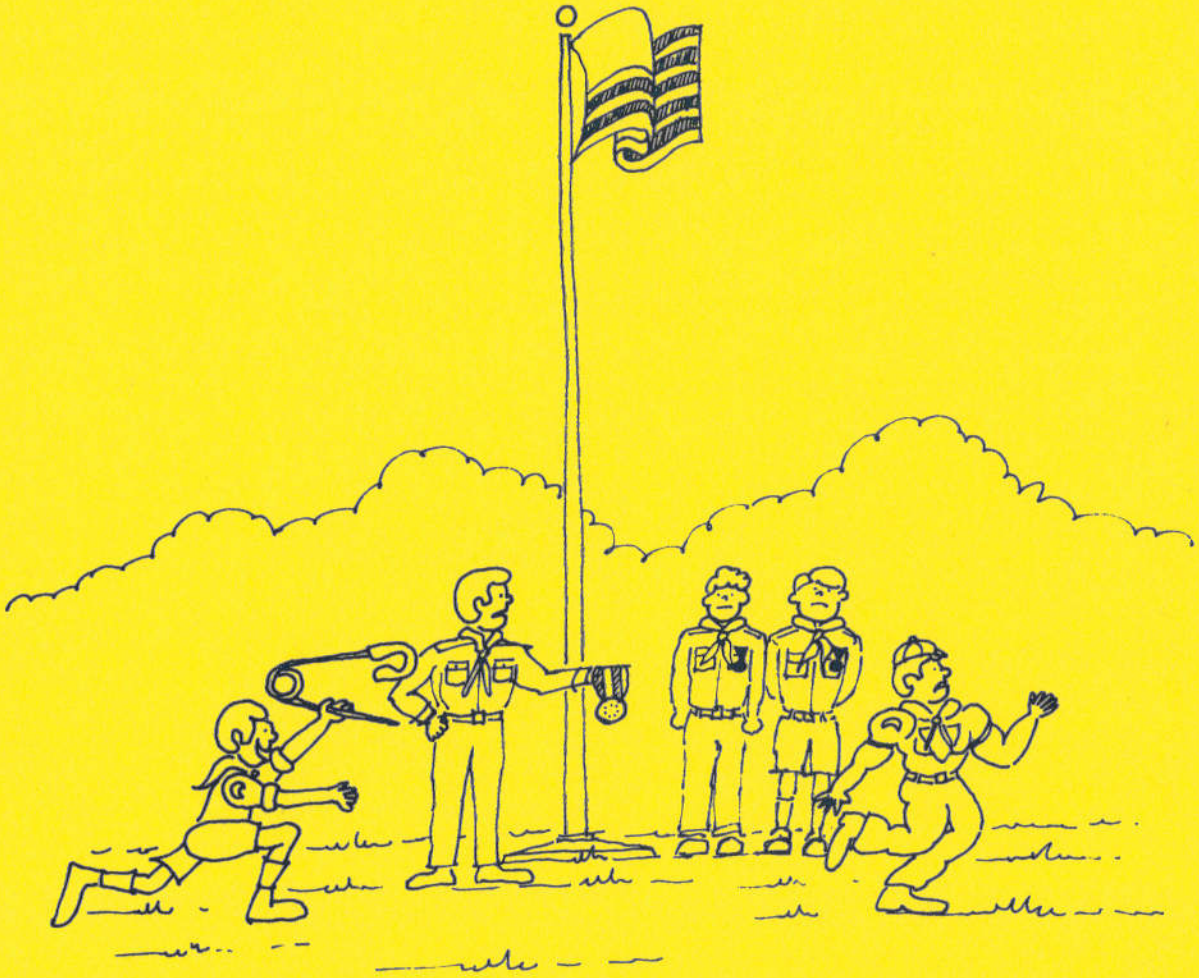
   a. This will be the main part of your den meeting, and should be full of action. It should include a game.
   b. Crafts. Don't overdo on crafts. Get the Cubs started on a craft in your meeting, but rather than spend too much time on it, have the boys take it home to finish.
   c. Tricks and Puzzles. These are among the trademarks of Cub Scouting. Each boy takes turn bringing a trick to fool the den; then he teaches it to the rest of the den.
   d. Boys rehearse stunts or skit for pack meeting - put finishing touches on costumes - make plans for exhibits - all aimed at the pack meeting.
   e. This is a good time for a special activity, such as a nature walk.
   f. This is also a time for recognitions - such as when a boy has done something outside of the den or has been ill and missed several meetings. It is your chance to make a boy feel important for a few moments.

6. Closing

   a. Usually the closing period is more quiet and serious.
   b. This is a fine time for the DL to present a very short closing thought. It is also a good time for last minute reminders about next week's meeting.
   c. Den ceremonies should be kept simple and be varied from meeting to meeting.

7. After the Meeting

   a. To wrap up the den meeting, the Den Chief and Den Leaders get together to review the meeting just completed. They talk over plans for the next meeting.
   b. At the end of the third den meeting each month, the DL prepares the Den Advancement Report and turns it in.



**"Here Super Cub,
let me pin that medal on you!"**

CEREMONIES

The length of time a boy can concentrate on any one idea is often called his span of attention. In Cub Scout age boys, this span is short - so keep your ceremonies short and simple. Include boy-parent-audience participation. Use easy-to-remember lines. Keep props and equipment simple. A part need not always be recited word for word - just get the general idea of what is to be said clearly in the mind of each person so that everything will run smoothly.

A ceremony should have dignity to show parents that Cub Scouting is serious about its principles and objectives. It should be impressive enought to capture the Cub Scout's imagination. Remember that a Cub Scout lives mostly in an imaginary world. Building ceremonies around his interests increases his desire for greater achievements and knowledge. Keep your ceremonies strictly Cub Scouting.

The ceremony should be planned so as to be easily observed and understood by all present. Don't use complicated stage play, introductions or long speeches. Nothing happens in a ceremony unless you make it happen. The script should be in large type, double spaced and placed where the leader can glance at it quickly and easily during the ceremony. Because he will coordinate everyone's action, he should be familiar with the ceremony so that he can give a cue.

Planning is the key to meaningful ceremonies. Ceremonies in Cub Scouting don't just happen. They require effort in planning and execution. Ceremonies can be short and to the point, and still be impressive through the use of props, equipment and costuming. They are important to the boys..so they should be important to all of us.

Recognition ceremonies are very important. The high points in men's lives have always been marked by ceremonies. Look back on your own life. In many instances, the important happenings were marked by ceremonies...your graduation from high school or college, your wedding, joining the church, joining a club or sorority, the christening of your children...all of these were probably recognized by some type of ceremony. And even the end of our lives will undoubtedly be marked by funeral ceremonies.

So it is in Scouting..the highlights are marked by ceremonies. Joining the pack, receiving badges, graduating from Cub Scouting into Scouting...all of these marked by ceremonies.

We take ceremonies in our lives for granted. They just seem to happen, or naturally fit into the activities which are high points. In Scouting, we can't take ceremonies for granted.

Let's take a look at pack ceremonies. A boy has worked long and hard to complete the requirements for his Wolf badge. Do you think he is impressed if the Cubmaster simply hands him his badge? Of course the badge is important to a boy because it is a visible means of showing others what he has done. But use your creative imagination for a moment and think of how many ways it can be presented. For instance, the October awards ceremony could center around Halloween...imagine the Cubmaster dressed in a white sheet, drawing the badge out of a boiling cauldron..can't you just see that boy's eyes widen. In the eyes of an 8 or 9 year old, that would be a night to remember. Sure, you are right...it does take time and effort to plan such a ceremony. But think of the rewards...think of the long-lasting benefits...and think of the excitement and inspiration for the boy to work hard for the next badge, because who knows what might happen next.

Then there's the most important occasion in the life of a Cub Scout.. his graduation into Scouting. How much meaning do you think it has for him to simply stop attending pack meetings. Maybe some of the other guys say, "Where's Jimmy?" and someone replies, "Oh, he joined the troop" Big deal! What kind of a picture is this for the younger Cubs? He might as well have just disappeared.

One of the main purposes of Cubbing is to prepare a boy for Scouting. It is a proven fact..statistically...that boys who have been Cub Scouts stay in Scouting longer and are more successful. So it is a big deal. Cub leaders should do their best to make it a big deal for the boy. Don't underestimate the importance of ceremonies. They are very important to a boy.

DEN AND PACK CEREMONIES STIMULATE ADVANCEMENT

Let's talk for a minute about den ceremonies. Yes, den ceremonies can do much to stimulate advancement because it's a known fact that boys like recognition for their accomplishments in Cub Scouting or in anything they do for that matter. The few extra minutes that it takes to do a little ceremony in the den when a boy passes off his achievements is well worth the extra time spent when you see how much it means to the boys and how much it helps all the boys' advancement in the den.

The book, "Staging Den and Pack Ceremonies" (#3214) has many good ideas in addition to this book. After you have had a little experience doing and planning ceremonies for your Cubs, you will find it becomes easier than you thought to write up your own ideas into a ceremony to suit your needs or to adapt some of the ceremonies you find in various Cub Scouting books such as pow wow books, workshop books, etc.

BUILDING GOOD CEREMONIES

Action: Use as many people as possible. Force them to move about by having them use ceremonial props--boards, candles, enlarged cutouts. This applies to those in charge of the ceremony as well as the person or persons being recognized.

Adventure: Relate your ceremony to the theme of the month, if possible, having participatnt identified with the theme through action, narration, and costume.

Coordination: Plan ahead, anticipating each step in the ceremony and the props, if any, that will be needed. Before the ceremony starts, tell dens, parents and others in the audience exactly what they will be asked to do and when as the ceremony progresses. Check everything before the ceremony begins and before the pack meeting starts. Take nothing for granted.

Delegation of Responsibility: Rely on your assistants, committeemen, and others. Don't try to do everything yourself. Start by securing a dramatics-minded dad or mother to be your ceremonies leader for the year.

Dignity: Permit no horseplay or other action that will detract from the dignity of the occasion if you would hold the attention of your audience.

Imagination: Get showmanship into the act. Again, if the Cubmaster or leader emceeing the ceremony doesn't have a dramatic flair, rely on someone else in the pack to produce your ceremonies and props.

Improvisation: Use materials easily found, low-cost materials. A blanket and a dyed turkey feather are enough to turn a Cub Scout into an Indian brave. A bandana, an eye patch, a wooden sword and a gold earring are the only props needed to produce a pirate.

Inspiration and Ideals: Help your participants and audience understand the spirit of Cub Scouting through your interpretation of the ideals of the movement as expressed in the Cub Scout Promise, the Law of the Pack, the pledge of allegiance to the flag, and inspirational thoughts worked into your recognition ceremonies.

Mood: Set the stage. This is another way of saying, "Get your audience into a receptive frame of mind." How? Sometimes through an announcement, proper lighting, music, display of a prop--or all of these. Remember a bottle can't be filled until the cork is removed.

Participation: Bring parents into the ceremony with their sons. Invite den chiefs and leaders to participate with their dens. It is through participation that boys develop poise, self-reliance, and confidence.

Simplicity: "Keep it simple, make it fun" is an old Cub Scout saying that is as applicable to ceremonies as to other phases of the program. Remember, KISMIF.

Symbolism: Use props as symbols of deeper meanings and values you want to instill. A lighted candle can represent the spirit of Cub Scouting; a paper chain may help your audience visualize the power of unity or lack of it; a simple target and a rubber-tipped dart may get across the idea of hitting the bull's eye of parent participation.

Proper Staging: Picture yourself in a seat in the audience. Recipients of awards or honors should always fact the audience with the emcee at the side in such a position that he can be seen and heard by everyone. Use a public-address system if you have one and the setting justifies it. Keep in mind that Cub Scout age boys do not naturally speak with strong voices--before an audience, that is.

Variety: Avoid repeating the same ceremony meeting after meeting, either in the den or in the pack, no matter how well it seems to be received.

SOME DO'S AND DON'TS

1. Do make sure your ceremony can be seen and heard. Use a P.A. system if necessary.
2. Pronounce words distinctly and correctly.
3. Elevate Cub Scouts who are being recognized, if possible. It is hard for the audience to appreciate a ceremony if they can't see what is going on.

OPENING OR CLOSING CEREMONY
"Christmas Is....."

This ceremony can be done with lettered cards, candles or objects. Each Cub is responsible for receiting the meaning of one letter in the word "CHRISTMAS".

C	Carols....Cookies.....and the Christ Child
H	Hurrying....Holly....and Happiness
R	Ribbons...Raisens....and Reverence
I	Icicles....Ivy....and Innocence
S	Santa.....Secrets...and Shepherds
T	Trimmings....Tinsel...and Trying to be good
M	Mischief...Madonnas....and Miracles
A	Apples....Angels...and Adoration
S	Snowflakes...Spangels... and a Star in the East

OPENING CEREMONY

While this ceremony is being done, play background music softly, such as "Joy to the World". Have a narrator say the Pledge of Allegiance lines and 6 Cubs say the accompanying lines:

I Pledge Allegiance
at this joyous time of year,

To the flag
a symbol of unity as Christ is a symbol of peace.

Of the United States of America
A land chosen above all others

And to the republic
The people who care and share for which it stands.

One nation under God
Who shared his son with us.

Indivisible
A nation united through love with liberty and justice for all.

Please repeat the Pledge of Allegiance.

- Apache District Roundtable Booklet

YEAR'S END CLOSING CEREMONY

Staging: House lights are dimmed. Ceremony board or log contains 7 small candles and one tall candle representing the spirit of Cub Scouting.

CUBMASTER: (lights candles). This last ceremony for 1976 is one of re-dedication. Tonight four candles represent the Cub Scout ranks...Bobcat, Wolf, Bear, and Webelos.

Will all Bobcat Cub Scouts and their parents please stand. Bobcats, do you promise in 1977 to do your best to help other people and obey the Law of the Pack, and to advance one rank?

(They respond) We'll do our best. (Extinguish Bobcat candle)

(Follow same procedure for Wolf and Bear Cub Scouts)

Will all Webelos Scouts and their parents please stand. Webelos Scouts, do you promise in 1977 to do your best to help other people and obey the Law of the Pack and to earn the Arrow of Light Award if you have not already earned it?

(They respond) We'll do our best. (Extinguish Webelos candle)

Three candles and the Spirit of Cub Scouting candle remain burning. The three candles stand for Gives Good Will, which means "We'll be loyal". Will you be loyal Cub Scouts in 1977? (All respond) (Three candles are extinguished)

The Spirit of Cub Scouting still burns as it does in the hearts of Cub Scouts everywhere. May it continue to burn brightly in your heart during the year 1977 while we go upward and forward in Pack ____. Good night Cub Scouts.

CLOSING CEREMONY

This ceremony is done with all lights turned off. Have a bright flash-light with a disk of dark paper (with a star cut in the center of the disc) covering up the front. Shine the light on a white surface (it will make a star shape.)

NARRATOR: The star led the shepherds and wise men to the Christ Child. That child grew to teach of love, peace and joy. As we look upon the star tonight, let us each renew in our hearts the phrase, "And on earth, peace, good will to men."

Sing - It Came Upon a Midnight Clear

DECEMBER 1976 WINTER FESTIVAL

CHRISTMAS ADVANCEMENT CEREMONY

Equipment: Cardboard Christmas tree with various colored lights. Cut holes in cardboard so that bulbs fit in the holes. Tape light cord to back of tree and plug into outlet. Unscrew light cord to back of tree and plug into outlet. Unscrew bulbs slightly so that they can be tightened and lighted at the proper time. (To be presented by Awards Chairman or Cubmaster).

Cubmaster: As we look at our tree this evening, we see that it is dark with only one light on. (Screw in top light). This is the light which represents the Arrow of Light Award.

Let's see if there are boys here tonight who can help us light the way to the top of the tree..to the Arrow of Light Award, the highest award in Cub Scouting.

The first step along the Cub Scout trail is the Bobcat rank. (Turn on light representing Bobcat - at bottom of tree)
(If there are Bobcats to be inducted, call them forward at this time and use regular induction ceremony)

Once a boy has become a Bobcat, he is ready to climb. There are 12 achievements required to complete the rank of Wolf. Some of these require knowledge of the U. S. flag of keeping strong, and being helpful to his family. The following boys have completed all 12 of these requirements. (Call forward boys who have earned Wolf rank and their parents). Now, we are able to turn on the light representing the Wolf rank.

As the boy grows older and stronger, he is able to climb higher. But just as it is a little more difficult to climb to the upper branches of the tree, so the achievements are a little more difficult for the Bear rank. (Call forward boys who have earned Bear and their parents). Now we will light the light representing Bear.

(FOLLOW SAME PROCEDURE FOR ARROW POINTS AND ACTIVITY BADGES)

These boys have helped us light our tree, but it is still not quite bright enough. Since these boys received help from their parents and leaders, let's turn on lights for them too. (Turn on several of other lights on tree)

Now our tree is complete. As you have seen, it has taken the boys plus their parents and leaders to complete it. With the same fantastic effort you have shown before, keep working for the highest rank in Cub Scouting, the Arrow of Light. Congratulations to you and your parents for the fine work you have done.

- Longhorn Council Pow Wow Book

OPENING CEREMONY

Personnel: Pilot, Co-pilot, and passengers
Equipment: Spaceship made of cardboard with a door large enough for the boys to get through. Silvered Space suits for each boy.

Pilot: (from inside) Prepare for landing! Fasten your seatbelts. Ten seconds to landing.

All: (from inside make noise of rockets and then silence)

Pilot: Open the hatch (door opens) pilot steps out then everybody gets out. (When all boys are out the pilot then says:) I declare this planet to belong to the United States of America. Co-pilot, get the flag. (Co-pilot gets flag out of spaceship).

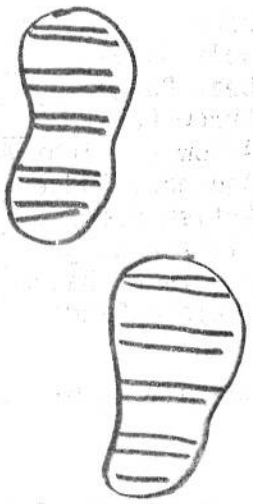
Co-pilot: I plant this flag in the name of the United States of America. (He then puts flag in stand)

Pilot: Everybody please stand and repeat the Pledge of Allegiance. Ready.....Begin.

CLOSING CEREMONY

A den of eight Cub Scouts are lined up across the stage as the curtain opens. They are dressed in Cub Scout uniform except for their hats. Each holds an astronaut's helmet in his hands. The following poem can be read by a narrator or each Cub can say his two lines. As first two lines are read, each Cub puts his astronaut's helmet on his head.

MANY A CUB SCOUT TIS TRUE
HAD DREAMED OF BECOMING AN ASTRONAUT,
AND WE MUST ALWAYS REMEMBER
THESE DREAMS MIGHT NOT BE FOR NAUGHT
FOR MOST OF OUR ASTRONAUTS
WERE SCOUTS WHEN THEY WERE YOUNG
THE TRAINING THAT SCOUTING GIVES
HAS MANY PRAISES TO BE SUNG.
JUST AS MEN IN SPACE EXPLORATION
TACKLE THEIR JOBS WITH COURAGE AND A FIRM HAND,
WE SHOULD TACKLE OUR EARTHBOUND PROBLEMS
TO MAKE THIS A BETTER LAND.
FOR WE CAN PRESERVE OUR ENVIRONMENT
BY INCREASING OUR KNOWLEDGE EACH DAY
AND USING OUR COURAGE AND IMAGINATION
IN THE SCOUTING AND ASTRONAUT WAY!



ALL: SO LET US EVER HAVE PRESENT
THOSE FAMOUS WORDS IN OUR MIND,
ONE SMALL STEP FOR MAN--
ONE GIANT STEP FOR MANKIND

(Each boy lays a pair of large astronaut footprints down in front of him and he takes a step to stand on them as the curtain closes)

- Joyce Newell

MARTIAN ADVANCEMENT CEREMONY

EQUIPMENT: Martian land deeds (see below) prepared for each Cub Scout eligible to receive a badge, arrow point, or activity badge.

Large scroll (proclamation) to be read by Cubmaster.

ARRANGEMENT: Cubmaster stands at head table on which are placed copies of Martian Land Deeds for each boy receiving an award. Cubmaster holds large scroll in hands and reads:

PROCLAMATION: We, of Mars, in the interest of establishing a permanent and desirable civilization, will provide a Martian Land Deed to any earthling who can qualify for space travel and exploration by earning one or more Cub Scout badges listed on the deed. Said deed will provide one acre of Martian land for every listed badge earned by a Cub Scout.

(Calls names of boys receiving awards, identifies the award they have earned and makes presentation of deed, which has badge attached)

MARTIAN LAND DEED

In recognition of advanced training and preparation for space travel, we of the planet Mars grant _____ acres of land to Cub _____ for earning the badge (or badges) listed below:

Bobcat Badge	____	Engineer Badge	____
Wolf Badge	____	Forester Badge	____
Bear Badge	____	Geologist Badge	____
Arrow Points ____Gold __(#)__ Silver		Naturalist Badge	____
Arrow of Light Award	____	Outdoorsman Badge	____
Aquanaut Badge	____	Scholar Badge	____
Artist Badge	____	Scientist Badge	____
Citizen Badge	____	Showman Badge	____
Craftsman Badge	____	Sportsman Badge	____
Athlete Badge	____	Traveler Badge	____

Wherefore, we set our hand this ____day of January, 1977.

_____ _____

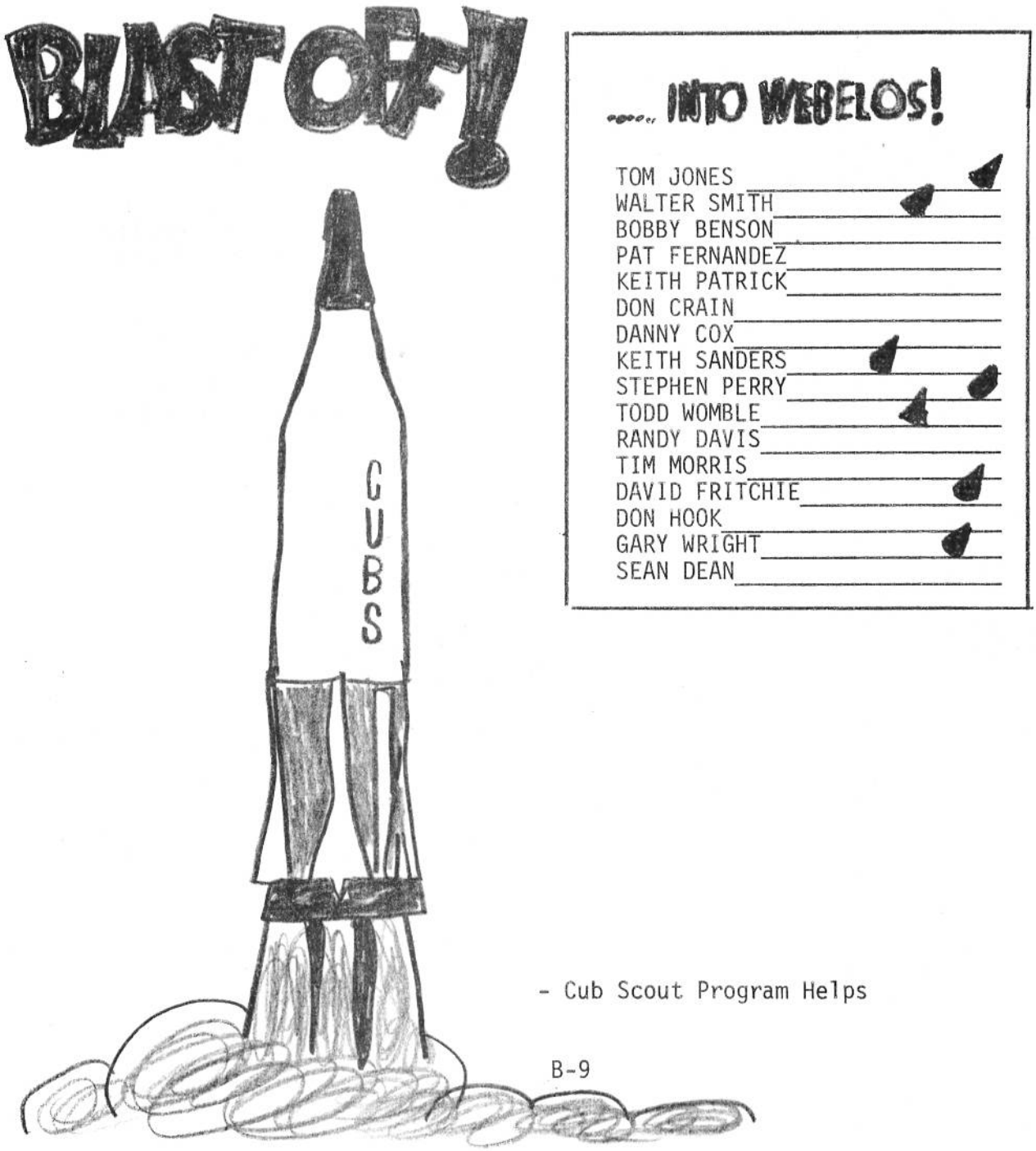
Cubmaster Committee Chairman

- San Diego Council

BLAST OFF INTO WEBELOS

The "Blast-Off Board" illustrated below could be used by the pack to display the names of every boy in the pack who becomes a Webelos. This large display board is placed in full view at each and every pack meeting. It inspires all to serve their God and country just as Americans like our astronauts have. When a Webelos complete his "orbit" (Webelos badges and/or Arrow of Light Award) he places on his space capsule a gold star to signify a successful mission.

Having completed this orbit, he finds himself better equipped to make the initial assault on the ranks of Boy Scouting.



- Cub Scout Program Helps

OPENING CEREMONY

Equipment: 4 candles (2 blue and 2 gold), candleholders, U. S. flag, 5 Webelos Scouts or den chiefs, 4 cards (each bearing one letter of the word CUBS).

Place candles in candleholders on the table with a lettered card behind each one. At the proper time, the Webelos Scout lights his candle and reads his part.

WEBELOS #1 (OR DEN CHIEF): Friends, we welcome you to our blue and gold banquet. Behind the candles are the letters C-U-B-S.

WEBELOS #2: C stands for courtesy. A Cub Scout is courteous to his elders, his friends, his teachers, and especially his parents. He is courteous in all that he says and does.

WEBELOS #3: U stands for unity. When a boy joins a pack, he becomes a member of a den. He works and plays with other boys. He learns to get along with others.

WEBELOS #4: B stands for bravery. The Cub Scout is courageous enough to stand up for what he thinks is right, honest and fair, thereby making the world a better place in which to live

WEBELOS #5: S is for service. When a Cub Scout learns to serve others, God, and his country, he helps spread goodwill.

WEBELOS #1: Now, will everyone rise and join in the pledge of allegiance.

OPENING OR CLOSING CEREMONY

Arrangement: A uniformed Cub stands blindfolded, gagged, and bound before the audience. The Cubmaster stands nearby.

Cubmaster: This is an American boy. The American Revolution won him freedom. (Cubmaster unbinds him). The Constitution guarantees him free speech (remove gag). A free education gives him the ability to see and understand (remove blindford). Let us help Cub Scouting teach him to preserve and enjoy his glorious heritage and to become a good citizen.

(If used as an opening, follow with Pledge of Allegiance)

OPENING OR CLOSING CEREMONY*

Personnel: Narrator and a den of uniformed Cub Scouts
Equipment: Cards with words printed on them for each Cub Scout and an upright stand such as a ladder for each sign to be attached at the proper time.

NARRATOR: We think of Cub Scouting as a ladder of good citizenship. Let us give you an idea of what we mean.

CUB #1: Friendship. We make lots of friends in our shcool, church neighborhood, den and pack.

CUB #2: Teamwork. We learn how important it is to work with others as a member of a team.

CUB #3: Dependability. We learn to be places when we promise and to do our part.

CUB #4: Leadership. We learn to lead games and help with other den and pack activities.

CUB #5: Honesty. We learn to tell the truth, to handle money, and to understand what honesty means.

CUB #6: Loyalty. We learn to be true to our friends, our parents, and our den and pack, and to honor our country and its flag.

CUB #7: Good Will. We like to help our school, church, neighbors, and those less fortunate than we. Good will projects make us feel good.

CUB #8: Responsibility. We learn to be responsible for certain jobs, our own belongings, things about our home, and for the property of others.

Narrator: Good Citizenship Through Cub Scouting experiences, boys learn things that help make them better citizens as they grow into manhood. Good night* -(Said if this is used as a closing ceremony)

- Indian Nations Council

CUBBING IS...
TRYING TO RUSH THE PACK MEETING BECAUSE SOMEONE SAYS "IT'S GETTING LATE" AND THEN YOU FORGET THE MOST IMPORTANT ANNOUNCEMENTS.

OPENING CEREMONY
The Cub Scout Trail

Props: The only prop needed for this opening ceremony is a poster showing a mountain on which there has been drawn a distinct trail. Have the boys in your den draw this prop as one of their projects. As each Cub says his part, he places the proper Cub Scout sticker (available at Scout office) in place along the trail.

If you are able, make a paper mache mountain and use the cloth badges.

As each Cub comes onstage and says his part, he places the sticker or badge in a specific place along the Cub Scout trail.

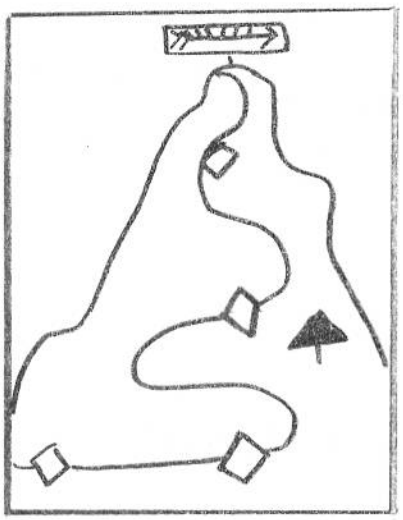
CUB #1: I am a BOBCAT - a beginner on the Cub Scout trail. Once I pass my Bobcat requirements, I'll be on my way.

CUB #2: I am now a WOLF cub along the Cub Scout trail. I've earned my badge and arrow points and am ready to go another step of the way.

CUB #3: A BEAR Cub Scout I have become. I'm in my second year. Up up the Cub Scout trail I go--soon to be a Webelo.

CUB #4: WEBELOS is the name for me. I spend my time earning Activity badges; but there's still one more step for me (Places webelos colors higher on the trail)

CUB #5: I, too, am a WEBELO, but I have reached the top. I've earned the ARROW OF LIGHT AWARD (Places badge or sticker on the top of the mountain,) but I have one more stop. By earning my Arrow of Light, I've studied quite a bit about Scouts. Now I can't wait to become one. (He puts on a Boy Scout hat.)



AWARDS CEREMONY

Props: All awards have been individually wrapped in blue and gold paper and ribbon as birthday gifts.

Setting: Narrator presents ceremony from front of room with three stacks of "Birthday Gift Awards" on table in front.

Narrator: Tonight being Scouting's 67th Birthday Party
It's time to give presents so we won't be tardy.

Our first presents go to Cubs that are new
So we would like to award Bobcat badges to these few.
(Read names and give each a "Birthday gift")

To celebrate their efforts and time
We'd like to award Wolf Badges to these Cubs combined.
(Read names and give each his "gift")

Our last group of Cubs to be recognized tonight richly deserve this gift by right.
The Bear Badges they've earned take time and attention, and work on their part too numerous to mention.
(Reads names and give each Cub a "gift". After names have been read and gifts given, present Webelos badges in much the same fashion and then give the closing thought below:)

Enjoy these small gifts from Scouting that You've worked to achieve.
But remember, a gift is much richer by far
When you give instead of receive.
So please give what you have learned of Scouting
To others - tonight when you leave.

- Apache District Roundtable Helps

OTHER ADVANCEMENT CEREMONY IDEAS

Make a large "birthday book" using an old wallpaper sample book. Cover the book with blue and gold paper. Fasten awards on the left hand page and opposite each award, write the statement to be read as award is presented.

Make a large paper mache birthday cake. Use whipped soapsuds for icing cake. Before soapsuds harden, insert candles. Candles can be lighted before presentation of awards and blown out after ceremony.

Have a delivery boy present to the Cubmaster a package wrapped in blue and gold wrapping paper, containing all awards and service stars. After awards presentations, have the same type of package delivered to the Institutional Representative containing recognition certificates for all leaders.

- San Diego County Council Advancement Seminar

OPENING CEREMONY

ARRANGEMENT: Den Chief reads narration. Two Cub Scouts in uniform are center stage - one holds a small tree, the other holds a shovel or watering can. They pantomime planting tree One Cub stands stage left holding either a cardboard cutout of a house or a small model house. One Cub Scout stands stage right holding either a cutout of a sailing ship, or a small ship model. Another Cub awaits offstage with American flag.

NARRATOR: What do we plant when we plant a tree?
We plant the ship which will cross the sea.
We plant the mast to carry the sails.
We plant the planks to withstand the gales;
The keel, the keelson, the beam, the knee;
We plant a ship when we plant a tree.

What do we plant when we plant a tree?
We plant the houses for you and me.
We plant the rafters, the shingles, the floors
We plant the studding, the lath, the doors,
The beams and siding, all parts that be;
We plant the house when we plant a tree

(Cub holds American flag. He enters and stands at attention)

What do we plant when we plant a tree?
A thousand things that we daily see;
The paper for books from which we learn,
Tools to help us do a good turn,
The wood for a Pinewood Derby car,
For model planes that we can fly far,
We plant the staff for the flag of the free,
Yes, we plant all these when we plant a tree.

(Narrator leads audience in pledge of allegiance, while Cub Scouts on stage hold pantomime poses)

- Indian Nations Council Pow Wow Book, 1974

CLOSING CEREMONY

Cub Scout Garden

Personnel: Narrator, 4 Cub Scouts in uniform

Arrangement: Cub Scouts come on stage, one at a time, carrying large replicas of seed packages - Peas, Lettuce, Squash, Turnips, and pretend to plant garden as narrator reads script.

NARRATOR: Since part of our theme this month is Spring, we would like to plant a garden, one that you can help grow. This is the kind of garden that all parents want their sons to have.

First, we plant five rows of peas. (First boy comes onstage) Preparedness, Promptness, Perseverance, Politeness, Praise

Next, we plant five rows of lettuce. (Second boy comes out) Let us be faithful; let us be unselfish; let us be loyal; let us be truthful, let us help one another.

Then we plant three rows of squash. (Third boy comes out) Squash impatience; squash criticism: squash indifference.

No garden is complete without turnips. (Fourth boy comes out) Turn up for pack meetings; turn up with new ideas; and turn up with determination.

But without many hours of work and care, no garden can grow, so...Don't wait to be asked - volunteer! Don't say "I can't"- do it! Don't wait for someone else - be first!

Without the help of every person in our pack, our garden will turn to weeds. So help us build the background, work the soil, pull the weeds, and spread the sunshine so that the garden of Pack____ will thrive and we can say "We have done our best."

ALSO SEE "N-A-T-U-R-E" CEREMONY IN "STAGING DEN AND PACK CEREMONIES" BOOK

CUBBING IS...
TRYING TO GET YOUR PARENTS TO THE PACK MEETING.

ADVANCEMENT CEREMONY

Props: A several-branched tree limb (bare set in a can of plaster or sand. Green construction paper leaves (as many as there are boys receiving awards.)

Cubmaster: This tree is a symbol of the natural beauty of our land. It takes Mother Nature a long time to grow a beautiful tree. It requires nuturing such as sunshine and water.

This tree represents our Cub Scouting program. In order for it to flourish much time and effort must be spent by Cubs and their families. The boys receiving awards tonight have given time and effort, as have their parents. As each of you receive your award, you will place a leaf on our tree, and you will be able to see how much more attractive it is because of you.

(Calls forward boys and parents receiving their awards.) After all awards have been presented, and all leaves have been added to the tree, the Cubmaster says:

You have each helped nurture this tree, and it has become a part of you. Just as Mother Nature's trees endure for many years, you have gained values through your achievements and electives and activity badges which will last you a lifetime. May you always stand tall and straight like a tree...and be a beautiful resource of our land.

- Indian Nations Council

KITES ADVANCEMENT CEREMONY

A bright colored kite shaped board could be displayed in front with the awards in baggies taped onto a colorful tail to make the tail of the kite. Remove the awards as soon as needed and award to the boys.

The Cubmaster begins the ceremony by telling how boys in Cub Scouting go higher and higher in rank just as a kite goes up higher and higher as you let out more string.

Mini kites could also be made and each boy's award attached to the back of the kite.

- San Diego Council

OPENING CEREMONY

This ceremony can be done with a den of 8 Cubs. Each boy should draw a picture illustrating the two lines he speaks. As each boy speaks in turn, make sure he holds his poster up so that all can see.

BOY #1: O land of pineapples, we speak of thee
Hawaii our Hawaii

BOY #2: The volcanic peaks we love to see
Hawaii our Hawaii

BOY #3: From the Pacific Ocean's tropical shore
We love to learn acien Hawaiian lore

BOY #4: It's tropical foliage we do adore
Hawaii our Hawaii.

BOY #5: O may thy future shine most clear
Alaska our Alaska

BOY #6: And in the hearts of men grow dear
Alaska our Alaska

BOY #7: Henceforth, the fairest land we know,
The wealth from out thy hills shall flow

BOY #8: And cast o'er all a radiant glow
Alaska, our Alaska

Narrator: This month we have studied about our two latest states
That represent the two newest stars added to our flag.

ADVANCEMENT CEREMONY SUGGESTIONS

The awards could be wrapped inside small boxes which are wrapped in white and stacked onto a table in front to resemble an eskimo's igloo with the Cubmaster comparing the building of an igloo to the advancing in rank of a Cub Scout with each block of the igloo being an important part of the total structure just as each rank in Cub Scouting plays an important part in a boy's Cub Scouting years.

For an Hawaiian atmosphere to your awards ceremony why not make some paper napkin leis and attach the boys awards to the lei which is hung around the boys' necks when they receive their awards. Use the word "Aloha" for greeting new boys and for bidding goodbye to graduating boys. Play some soft Hawaiian music in the background during parts of the advancement ceremony.

- San Diego Council

APRIL 1977 OUR LATEST STATES

OPENING OR CLOSING CEREMONY

This ceremony can be modified to use any number of Cubs, depending upon the size of the den. Have each boy write one or more of the terms listed below on a poster and explain what they mean.

Narrator: This month we have studied about Alaska of old and would like to share with you some of the commonly used words and their meanings:

CHEECHAKO -- is the term used for a "tenderfoot", a newcomer to Alaska.
DUST -- Means fine gold
HUSKY -- was,of course a sled dog, vital to inhabitants of this state.
IGLOO -- an Eskimo dwelling
KAYAK -- was a single passenger skin boat
MALEMUTE -- is also a sled dog. Many of them are now found in many other states
MUCKAMUCK -- Meant food
MUKLUK -- Is a fur boot, very comfortable, indeed
MUSH -- Means "Get on!" It is a command to a dog team
OUTSIDE -- Meant outside of Alaska (Back in those days, it meant the U.S.)
PANHANDLE -- Was the southeastern part of Alaska
POKE -- Was a moose hide bag for holding gold dust
POTLATCH -- Was a community festival
SKOOKUM-HOUSE -- Was the jail
SOURDOUGH -- Was an oldtimer, a veteran

MAY 1977 GENIUS NIGHT

OPENING CEREMONY

This is an opening which the Cubmaster does.

Ladies and Gentlemen:

On behalf of the Cubs and leaders, welcome to your pack meeting.

As one can see by the den displays, our theme this month has been Genius.

The boys have been exercising their creativity and the leaders have been supporting each others' morales with that adage: "It's not what the boy does to a board, but what the board does to the boy!"

At this time I will light the candle that represents the Spirit of Cub Scouting and will let it burn throughout our meeting to remind us of our overall purpose in this program of Cubbing.

To the parents and leaders, let me say that we too have been genius's of sorts. We are endeavoring to build good men from good boys.

I have here four candles. With the "Spirit" of Cub Scouting, let me ignite the first to represent the genius, you the parents and you the adult leaders. The second represents the material, the Cubs whom you strive to mold into master pieces of art; good men of tomorrow. The third and fourth candles represent the various tools you use to build these men; let's call them Citizenship, training, and character development.

May I remind you to work carefully but not slowly. We have the material available and the world is in dire need of the finished product. If you make a mistake or if the material is not easily worked, be careful. Make the corrections carefully and with patience. We cannot afford to lose a single product.

Boys, do your part by responding readily to these geniuses. When a builder sees progress he is urged ahead. We need the builders, too.

MAY 1977 GENIUS NIGHT

OPENING CEREMONY

Personnel: 7 boys, 6 holding cards with letters spelling G E N I U S

DEN CHIEF: This month the theme is "Genius"
Of which there are quite a few
Here are some we've learned about
And what they've done for you.

1ST CUB: (G) Gutenburg invented moveable type for printing presses so that more people could have books to read.

2ND CUB: (E) Edison gave us the light bulb, the phonograph, storage batteries and many other things that we regard as necessary today.

3RD CUB: (N) Newton's studies of gravity and light started many another genius on his way.

4TH CUB: (I) Irving's stories have enchanted young and old for years.

5TH CUB: (U) Urey's discoveries in chemistry and nuclear power will be used for generations to come.

6TH CUB: (S) Scouting's founder, Lord Baden Powell, developed a plan for using the genius of every boy.

CLOSING CEREMONY

1ST CUB: Everyone cannot be brilliant, everyone cannot be smart,
I may not be a genius, but I can build a neat go-cart.

2ND CUB: I can dam a stream with boulders, I can climb trees to the top,
I can run for blocks and blocks and never even stop.

3RD CUB: I can't solve a chemical equation or lecture on Newton's rule,
But I can make a peanut butter sandwich that will really make you drool.

4TH CUB: I don't know much about flowers, but the smell of them is a joy,
I don't think I'm a failure. I'm a genius at being a boy.

OPENING CEREMONY

Arrangement: 7 boys come on stage, carrying various kinds of muscle-building equipment. They use the equipment and in turn, speak the lines below:

BOY #1: To keep your body strong and healthy
Is more valuable than being wealthy

BOY #2: When you are fit, you feel so good,
And try to do the things that you should.

BOY #3: It helps you lend a helping hand
To needy folks around our land.

BOY #4: Eating the right kinds of food is always wise
And everyone needs some exercise.

BOY #5: Stand on tiptoes, one-two-three;
Touch your toes, don't bend a knee.

BOY #6: Run a while, then slow your pace,
Practice will help you win the race.

BOY #7: Scouting builds young boys into men
And this is where it all begins.

CLOSING THOUGHT

Cubmaster:

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 applies to us. We have a body, which when kept in good condition, will serve us well. But if we fail to take care of ourselves, we can become rusty and dull like a neglected pocket knife. Do your best to keep fit.

- Indian Nations Council

CUBBING IS...
SIGNING ON AS CUBMASTER BECAUSE IT IS THE EASIEST JOB.

OPENING OR CLOSING CEREMONY

Have signs to hold up showing type of fitness. Speeches are written on the back of the signs.

CUB #1: When we talk about a Cub Scout being "fit", we usually think of physical fitness. In Scouting we like to talk about five different kinds of fitness.

CUB #2: PHYSICAL FITNESS - means that a Cub develop and keep his body healthy for a well-rounded life.

CUB #3: MENTAL FITNESS - is the development of our minds, skills, and attitudes.

CUB #4: EMOTIONAL FITNESS - is the ability to control feelings of fear and anger, to win and lose gracefully and to get along with others.

CUB #5: SOCIAL FITNESS - means to work, play, and live happily with others.

CUB #6: SPIRITUAL FITNESS - means to know your obligation to God.

CUB #7: These five forms of fitness are what we mean when we say "Scouting Rounds a Guy Out".

CUB #8: Please rise, give the Cub Scout Sign, and repeat the Cub Scout Promise with me: I, (name) .....

OPENING CEREMONY

As the curtain opens, boys are standing on stage holding up pairs of feet covering their faces. A narrator steps to the microphone and speaks the lines below. As he reads the two lines "So that as we grow older, Our muscles won't sag!", the boys all lower their cardboard feet and show their faces. All boys have white beards cut from white butcher paper.

Narrator:

"Muscle Builders" this month
Has been our bag!
So that as we grow older,
Our muscles won't sag!
But before we demonstrate
Our skills to you,
Let us all join together
In showing respect to our RED, WHITE AND BLUE!

At this point, one of the boys onstage steps forward and acting as caller asks for the color guard to advance. Color guard has been standing ready and now come forward and lead the audience in the Pledge.

- Joyce Newell

OPENING CEREMONY
"Cub Scouting Is....."

Since emphasis is being put on presenting Cub Scouting to new families this month, use the following opening.

Seven Cubs line up across stage holding up posters as indicated. Each says his line pausing a moment after the Cub Scouting is....

FIRST CUB: (Holds up poster of Bobcat Badge)
CUB SCOUTING IS.....
THAT NEW BOBCAT WHO THE CUB SCOUT PROMISE MAKES.

SECOND CUB: (Holds up poster of Wolf Badge)
CUB SCOUTING IS.....
THAT WOLF CUB SCOUT WHO HIS FIRST ACHIEVEMENT UNDERTAKES.

THIRD CUB: (Holds up poster of Bear Badge)
CUB SCOUTING IS.....
THAT OLDER BEAR CUB WHO CAN TACKLE MUCH MORE.

FOURTH CUB: (Holds up poster with Webelos Emblem on it)
CUB SCOUTING IS.....
THAT WEBELOS SCOUT WHO'S RUNNING UP A FINE ACTIVITY BADGE SCORE.

FIFTH CUB: (Holds up poster with word FUN on it)
CUB SCOUTING IS.....
ALL THAT PLUS MUCH MORE TOO, GIVING US THE REASON FOR WHAT WE'RE HERE TO DO.

SIXTH CUB: (Holds up poster with picture of a Cub Scout)
CUB SCOUTING IS.....
THAT BOY CLAD IN GOLD AND BLUE MAKING THIS MEETING IMPORTANT TO ME AND TO YOU.

SEVENTH CUB: (Holds up some type of patriotic poster)
CUB SCOUTING IS.....
BEING A GOOD CITIZEN YOU SEE SO WON'T YOU NOW PLEDGE ALLEGIANCE TO OUR FLAG WITH ME.

(Leads audience in Pledge of Allegiance)

- Joyce Newell

OPENING OR CLOSING CEREMONY
"The Purpose of Cub Scouting"....

Personnel: Cubmaster, 7 parents (include 1 den leader and a couple of committee members), 2 Cub Scouts. Use parents of boys already in the pack.

Equipment: 7 large cards with one letter of the word "PURPOSE" on each. (glue or write the lines to be read on the back of each card)
1 larger card with the words "CUB SCOUTING" on it.

Arrangement: Parents stand in a semicircle around the 2 Cub Scouts holding the Cub Scouting sign. As parents are introduced they hold up their card and read their line.

Cubmaster: I have asked some of the parents of boys already in our pack to help with the opening ceremony tonight. We hope you new parents will better understand the Purposes of Cub Scouting. (Introduce each adult with the following manner: "This is Jimmy Brown's father, John. And This is David Smith's father, Harry. etc.)

After the introduction of the parents they then read their letter and what it stands for....

P is to Provide fun and exciting new things for boys to do.

U is to foster Understanding within the family, an idea not new.

R is to Respond to good sportsmanship and prepare them for the Boy Scout program.

P is for Pride in growing strong in mind and body toward becoming a man.

O is to Open new areas where they can be helpful and do their best.

S is to Strengthen boys abilities to get along with others and be accepted by the rest.

E is to Encourage the development of habits and attitudes of good citizenship each day.

Putting all of these letters together you have purpose- which is what Cub Scouting is full of - as we guide them down life's way.

Cubmaster: We all should remember that Cub Scouting is a program for parents to give to boys and that all of these things that make up the word PURPOSE can only be achieved with your help and understanding, as well as your support!

OPENING CEREMONY

Arrangement: Six Cub Scouts in uniform. They enter stage one by one, saying their parts. All remain on stage to sing with audience at end.

CUB #1:
Another year is starting,
And we would like to welcome you
And tell you what our purpose is
And what we hope to do.

CUB #2:
The Cub Scouts is a group of boys;
It helps us grow up strong
It teaches us what's right
And fight against what's wrong.

CUB #3:
It shows us how much we can do,
If we work as a team,
Then we'll have fun and jobs won't be
As hard as they first seem.

CUB #4:
We'll go on hikes and field trips
To learn of nature's wonders;
So we'll respect her when we're grown.
And not make any blunders.

CUB #5:
And we'll be shown in many ways
That each man is our brother
And we will see the joy there is
In helping one another.

CUB #6:
We'll learn to be good citizens
And hopefully, we'll see
That laws are made for all the men,
So each man can be free.

ALL:
To do this, the Cub Scouts need
Good leaders - that is true.
That means we need the help of all
Of you - and You - and YOU!

- Pack-o-Fun Magazine

BOBCAT INDUCTION CEREMONY

Personnel: Akela (Cubmaster); Asst. Cubmaster; Bobcat candidates and parents.

Equipment: Webelos candle board with Arrow and seven candles on arc and one candle in front as Spirit of Cub Scouting; Bobcat badges.

Bobcat candidates are out of room with Assistant Cubmaster. They are let into the room which is lighted only the Spirit of Cub Scouting Candle.

AKELA: Who comes there?
ACM: Boys in search of the joys of Scouting.
AKELA: Whom do you seek?
ACM: The great spirit of Cub Scouting, Akela.
AKELA: Are these boys wise in the ways of the Bobcat?
ACM: They are, Akela.
AKELA: Show me.
(Candidates repeat the Cub Scout Promise and law of the Pack)
AKELA: Cub Scouts, you have passed the test necessary for your entrance into Cub Scouting. You have repeated the Promise and the Law of the Pack. You have assumed responsibility that is not lightly taken and you have agreed to do your best, to help other people and to obey the Law of the Pack. These tasks are not always easy, but they are ones from which you will get much pleasure and satisfaction.

The totem before you represents the flight of time (the arrow) and the rising sun (the semicircle). The seven candles across the top represents the spirit of Cub Scouting. These seven candles also have another meaning. The first candle means "I promise to do my best" (lights candle); the second means "to help other people"; the third means "to obey the Law of the Pack"; the fourth means "The Cub Scout follows Akela"; the fifth means "The Cub Scout helps the pack go"; the sixth means "the pack helps the Cub Scout grow"; and the last "The Cub Scout gives good will".

Notice the brightness of things about us. The totem now represents a boy who is living the Cub Scout Promise and obeying the Law of the Pack. When a Cub Scout does not obey the Promise and Law of the Pack, it is very noticeable, just as this darkness. (snuffs out candles)

When the Cub Scout does his best, the pathway is brightened again. (relights candles). You will notice that it is the Spirit of Cub Scouting that helps us keep the Promise and the Law.

We welcome you to Pack ____. May your Cub Scouting light brighten the way for your mother and dad, who will now come forward and present you with your Bobcat Badge.

OPENING CEREMONY

Arrangement: 8 Cubs hold up posters with pictures describing the lines which are to be spoken.

1ST CUB: (Map of U.S.) Many Americans helped to decide our country's fate.

2ND CUB: (silhouette of Washington) As our first President, George Washington was great.

3RD CUB: (parchment and quill pen) Thomas Jefferson, the Declaration of Independence did write,

4TH CUB: (picture of Lincoln) Lincoln freed the slaves after quite a fight.

5TH CUB: (kite with key and lightening) Ben Franklin shared many ideas bright,

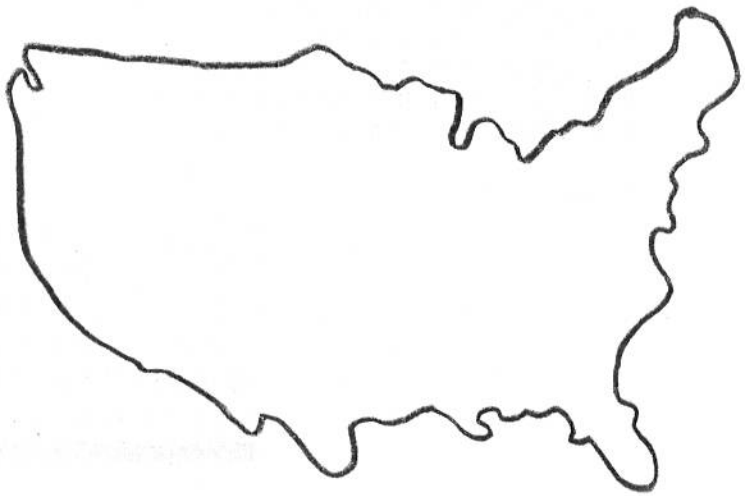
6TH CUB: (light bulb) Thomas Edison invented the electric light

7TH CUB: (astronaut) Neil Armstrong placed on the moon our own red, white, and blue.

8TH CUB: Will you please stand and join us as we pledge our flag anew?

CLOSING THOUGHT

As we have studied our country this month, we have looked at the people places and things that have made her what she is today, a nation of great power, a nation of many people. As we look at America's accomplishments, let us reflect on ourselves. Every Cub Scout should accomplish something worthwhile every day. And each accomplishment should be a little better than the rest.



OPENING CEREMONY

CHARACTERS: Narrator and 5 Cub Scouts who play the parts of George Washington, Abraham Lincoln, Paul Revere, Admiral Byrd, and Neil Armstrong.

ARRANGEMENT: As the Narrator talks, each character comes in as his name is called. He can pantomime an action. Each Cub should be dressed simply to resemble his particular character.

NARRATOR: Good evening everyone. We want you to now meet
Some of our nation's greatest discoverers.
(Narrator reads each verse as each character comes out)

GEORGE WASHINGTON:
George Washington, it turns out to be
Is known as the Father of our Country.
He did in a cherry tree with his handy axe,
So let's remember to keep straight our facts.

ABRAHAM LINCOLN:
Our next gentleman was tall and skinny
With his knowledge and forethought he helped many.
His trademark was a stovepipe hat and beard,
He freed the slaves and by many was cheered.

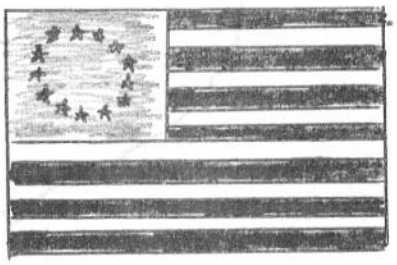
PAUL REVERE:
The British are coming, the British are coming
Was this famous American's battlecry.
On his horse he rode across the countryside
Warning patriots Samuel Adams and John Hancock to hide.

ADMIRAL BYRD:
Back in history a long time ago
A man to the North Pole thought he should go
He led an expedition to the Antarctic and gained his fame.
Admiral Richard Byrd was his name.

NEIL ARMSTRONG:
Last but not least, our newest trailblazer we meet
On the moon he planted both of his feet.
Neil Armstrong's name will forever be
Listed in our books of history.

Narrator:
There you have it ladies and gents.
People who took part in some of our country's most famous events.
Now let's pay homeage to our great land
And pledge allegiance to our flag as she stands.

Please rise.



CLOSING CEREMONY

Personnel: Narrator and six costumed boys.

Narrator: American discoverers have been men with curious minds, strong purposes, courage, determination and a proud, fierce loyalty. Through every hardship, they have refused to give up.

BOY #1: In 1607 some 100 men and several venturesome boys stepped ashore at Jamestown and founded the first English settlement. Soon others came seeking new homes and religious freedom.

BOY #2: During the Revolutionary War, the minutemen and other great patriots fought for our independence and founded our nation. There were men like Patrick Henry, Nathan Hale, Banjamin Franklin, George Washington, and Thomas Jefferson.

BOY #3: Daniel Boone, Lewis & Clark and others opened the way westward. Then came the pioneers, trappers and settlers. This was the great westward movement over the famous trails with scouts like Buffalo Bill Cody, Kit Carson, and Davy Crockett.

BOY #4: Robert Fulton produced the first steamboat for river travel and Peter Cooper built the first steam locomotive which brought forth our railroads Robert Morse invented the telegraph; Colonel Drake drilled the first oil well.

BOY #5: As we entered the 20th century, Teddy Roosevelt taught us to conserve our resources; Ford gave us a motor car, and the Wright Brothers an airplane.

BOY #6: From the 1940s till now, progress by our people has been ever increasing. Because of many men in science, we have automatic machines, television, planes that fly faster than sound and rockets on the moon.

Narrator: For us, the United States is still a land of expanding opportunity. The doors of education are open to every American boy. You can be trained for any one of thousands of skilled jobs in industry, business, science, or social fields. In whatever way you choose to make a living, you can look forward to a life of opportunity because of our nation's great people and traditions.

OPENING CEREMONY

Arrangement: Den Chief or Den Mother is leader. Cubs play roles of a drummer, a flag bearer, a medicine man, an Indian Chief, and three or more braves.

Props are as simple or elaborate as you wish. You may want to use an artificial campfire, headdresses and blankets, etc.

Indian Chief and braves and medicine man are seated on stage. Chief holds up both hands until all are quiet. As each brave says his part, he raises his hands upward to the sky.

INDIAN CHIEF: O Great Father in the sky, listen to thy people

FIRST BRAVE: We thank thee, Great Creator, for the light of the sun each day.

SECOND BRAVE: We thank thee for the beauty of this world and the plants and animals we enjoy.

THIRD BRAVE: We thank thee for the night and the rest it brings.

INDIAN CHIEF: Oh, Great Father of all Cub Scouts, bless us and be with us today.

MEDICINE MAN: (Jumps up, shakes rattle. Tom-tom beats. He shouts) Rise up all you braves. Rise up our white brothers! (audience stands) We lower our tribal den flag to honor the great flag of our white brothers.

FLAG BEARER: (enters and presents American flag to Indian Chief) This is the most beautiful flag in the world. It stands for freedom, liberty and also happiness. Take it, honor it, respect it, and love it always, as it is yours and mine.

(He leads all in the Pledge of Allegiance)

- Indian Nations Council

HOW THE WORLD WAS MADE

(Iroquois Legend)

This story can be read or told by the den leader, den chief, or Cubmaster to set the mood for the Indian theme.

Many many winters ago, the world was covered by a great blanket of water. There was no sun, no moon, no stars. There was no light. All was darkness.

The only living things in the world were water creatures such as the beaver, the muskrat, the turtle, the duck, the loon and the swan.

Far above the world was the Land of Happy Sky People where Lawenio, the Great Sky Chief, rules as the Good Spirit. One day Lawenio called his daughter to him. "You must go down into the lower world to make it bright and happy", he said. Gently he dropped his daughter through a hole in the sky.

Far below on the dark waters floated the water creatures. Looking up they saw a great light. It was Sky Girl slowly falling toward them.

After Sky Girl had rested on the good earth and found that the water no longer covered everything, she asked her father, the Good Spirit, to make the earth fruitful. So Lawenio, the Good Spirit, hung the sun and the moon and the stars in the sky. On the earth he planted beautiful trees and flowers.

He made springs and streams of pure water. He created beaufitul rivers protected by high hills. He made animals like Bear and Deer.

Finally, out of red clay, the Good Spirit made Man in his own likeness. From the sky he sent down Dog to be a special friend to Man.

Then the Good Spirit was pleased and gave a blessing to all the things he had made.

The Good Spirit said: "Man comes from the earth and no man is perfect". That is why the Indians say that no man has a right to judge another, for that can only be done by the Good Spirit.

OPENING CEREMONY

Arrangement: 4 boys dressed in Indian costumes carry artificial torches. Artificial campfire which can be lighted by connecting an electrical cord is used. There is a light bulb inside the campfire and the bulb is covered with red cellophane.

CUBMASTER: (dressed as Indian Chief) Let the North Wind enter

(One of boys enters carrying torch. He stands by fire and says his line. Others do likewise as they are called in.)

NORTH WIND: The North Wind that brings the cold, builds endurance.

CUBMASTER: South Wind, enter.

SOUTH WIND: The South Wind brings the warmth of friendship.

CUBMASTER: East Wind, enter

EAST WIND: The East Wind brings the light of day.

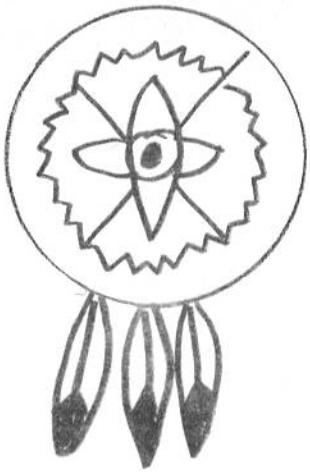
CUBMASTER: West Wind enter.

WEST WIND: The West Wind from the direction where the sun sinks, brings night and stars.

CUBMASTER: The Four Winds will light our council fire.

(All four boys touch their artificial torches to fire at the same time. At this same moment, electrical cord is connected offstage, lighting bulb).

- Golden Empire Council



CLOSING CEREMONY

Form a group into a huge circle and do the friendship dance. Everyone faces in and hold arms around neighbors' shoulders or waist while doing a slow side-step dance to a one, two beat of the tom-tom. Close by repeating this benediction, "May the Good Spirit Be with you till we meet again."

CLOSING CEREMONY

The Indian version of the 23rd Psalm make a perfect closing.

The Great Father above is a Shepherd Chief, and I am His, and with Him I want not. He throws out to me a rope and the name of the rope is love. He draws me, and He draws me, and He draws me to where the grass is green and water is not dangerous, and I eat and lie down satisfied.

Sometimes my heart is very weak and falls down, but He lifts it up again and draws me into a good road. His name is Wonderful. Sometime, it may be very soon, it may be longer, it may be a long, long time, He will draw me into a place into the mountains. It is dark there but I will not draw back. I will not be afraid, for it is in there between these mountains that the Shepherd will meet me; and the hunger I have felt in my heart all through this life will be satisfied. Sometimes He makes the love rope into a whip, but afterwards, He gives me a staff that I may lean on.

He spreads a table before me with all kinds of food. He puts His hand upon my head--all "tired" is gone. My cup He fills with goodness until it runs over.

What I tell you is true. I lie not. These roads that are a way ahead will stay with me through life and afterwards, I will go to live in the Big Tepee and sit down with the Shepherd Chief forever.

- South Plains Council Pow Wow Book

INDIAN PRAYER CLOSING

Oh, Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world. Hear me. I come before you, one of your many children. I am weak and small. I need your strength and wisdom. Let me walk in beauty and make my eyes ever behold the red and purple sunset; my ears sharp so I

may hear your voice. Make me wise, so I may learn the things you have taught my people; the lessons you have hidden under every rock and leaf. I seek strength, not to be superior to my brothers, but to be able to fight my greatest enemy - myself. Make me always ready to come to you with clean hands and straight eyes, so whenever life fades, like the fading sunset, my spirit will come to you without shame.

(This prayer, composed by Chief Yellow Lark, a Blackfoot Indian could be read by the Cubmaster or someone else dressed as an Indian Chief with hand raised before audience).

WEBELOS DEN INDUCTION

Personnel: Cubmaster or Advancement man; Indian Scout (Den Chief); Indian Chief (Webelos Leader); drummer; Webelos Scouts and boys to be inducted.

Equipment: Indian drum; artificial campfire and peace pipe.

Arrangement: Webelos scouts in costume sit on stage or floor in circle with artificial campfire in center. Indian Chief stands in a prominent position with drummer standing to one side or sitting in circle. Indian Scout stands in front of circle.

CUBMASTER: (as drum beats softly, he comes toward center of room, calls out names of boys to be inducted and says: O, Scout of the Indian tribe of Webelos, we have boys who wish to enter the Webelos circle.

INDIAN SCOUT: Whom do you have?

CUBMASTER: (Reads names of boys to be inducted)

INDIAN SCOUT: Come forward Cub Scouts. (drum beats as boys come forward) Give the Cub Scout salute. (They do) Give the Cub Scout handshake. (They do) (drum beats again as Scout escorts the boys to the Indian Chief.)

O mighty Chief of the Webelos Tribe, I have brought you these Cub Scouts who wish to become part of the Webelos Tribe and to join the Webelos circle.

INDIAN CHIEF: Very well. Cub Scouts, can you give the Cub Scout promise? (They do) Now, what is the Cub Scout motto? (they repeat it) Chief stands with arms folded and looks solemnly out into space. Scouts of the Webelos tribe, you have heard the charges of these Cub Scouts who wish to join our circle. What are your desires?

INDIAN SCOUT: Cub Scouts, can you tell us the meaning of Webelos? (They do) (The Indian Scout kneels down and whispers into the ear of the Webelos Scout nearest him. The message is passed all around the circle. The last boy nods to the Indian Scout) My brothers think that these Cub Scouts will be worthy brothers of the Webelos tribe and we hereby extend a hearty welcome and invite them to share the peace pipe with us.

INDIAN CHIEF: Come, Cub Scouts, here is your Webelos neckerchief. Wear it with pride. Sit with us and smoke the pipe of peace. (Cubs sit in circle. Pipe is passed slowly around circle as drum booms softly. Last boy hands pipe to Chief. Boys rise and slowly leave stage.)

WOLF TRAIL ADVANCEMENT CEREMONY

If your father were an Indian Chief and your mother were an Indian Squaw, you would learn all the secrets of the great forest by going into it yourself. You would have to follow the tracks of the Wolf and Bear to learn their habits.

On the trail you would see and learn many things. You would see how the beavers work together to build their might dam. You would watch the strong-winged geese in flight, following and obeying their leader. By a stream you would watch the men of your tribe gathering birchbark and building a war canoe. Yes, working just like beavers and following their leader just as the strong-winged geese do.

Each day you would venture a little farther into the forest, follow the tracks another mile or so. Each day you would jump across a wider stream or climb a taller tree. You would be getting stronger and stronger as you learn more and more about the rocks, trees, birds and animals. You would become braver, too, because your wider knowledge and greater strength would make you braver.

Your adventure would not always be in the woods. One day it might be at the side of the arrow-makers, where you would learn to make arrows. You might learn to weave a blanket or build a wigwam another day.

Each night you would tell the story of your adventure to the Chief and to your Mother. They would praise you or give you helpful suggestions so you would be prepared for a greater adventure tomorrow.

You may be thinking "But, I am not an Indian boy" Well, that is true, however, you have teachers in school to help you learn many things it would take you a long time to find out for yourself. Your mother can help you learn to do many useful things about the house.

"But, I can't follow the trail of the Wolf or the Bear like an Indian boy" you say. Oh yes, you can, and there are lots of people ready to help you. That is what Cub Scouting is. Your leader, the Cubmaster, will show you the way. Your Den Leader will help you learn skills like the arrow makers; and teach you to jump like the deer, run like the fox and build like the beaver. Just follow the Wolf trail through the pages of your Wolf Book and you will get all the fun and thrills the Indian boy had when he first ventured into the Great Forest.

Each night you have done something described on any page of your Wolf Book, go to your Mom or Dad and show or tell them what you have done. One of them will sign your book, showing that they think you have done your Achievement well.

Tonight we have boys who have completed all 12 Achievements to earn the Wolf and Bear Badges; and others who have completed elective requirements to earn arrow points. They have come a long way up the Trail. (Call boys and their parents forward to receive their awards)

- Theodore Roosevelt Council Pow Wow Book

CEREMONIAL PROPS

A few attractive props help set the scene for an impressive pack meeting. A little "showmanship" along this line shows the boys and their parents that your pack really cares that they came to the meeting, and that you have prepared for it.

Many props can be made from scrap material. They need not be expensive to be impressive. The following are some basic pieces of equipment that your pack may wish to acquire:

A blue and gold tablecloth. This will add color to your head table which holds the badges and other ceremonial equipment. Make the tablecloth to fit from yellow or gold fabric and trim it with blue binding. Use washable fabric, so it will be easy to take care of.

Electric candles. These can be made from discarded electric candle-type Christmas wreaths. Run the wiring through a piece of conduit or heavy cardboard tubing for the candle part. Cover with blue or gold foil gift wrap. Posters of the various ranks can be placed on a small easel between the candles on your head table.

Candles. Candle ceremonies are impressive. The color of the candles can have special significance. Logs, log slices or pieces can be used as candleholders, as well as holders made from wood, plaster, metal, etc.

Indian headdress. These are sometimes difficult and time-consuming to make, but most Cubmasters think that it is well worth the effort. With careful storage, a headdress will last for years. Transferring the headdress alone, worn with the Scout uniform is adequate unless you wish to make other Indian costume parts.

Campfire. A log cabin or tepee type fire can be nailed to a plywood base and lined with yellow, orange or red cellophane. Use a small string of individual blinking Christmas lights underneath. Take care to use flameproof materials.

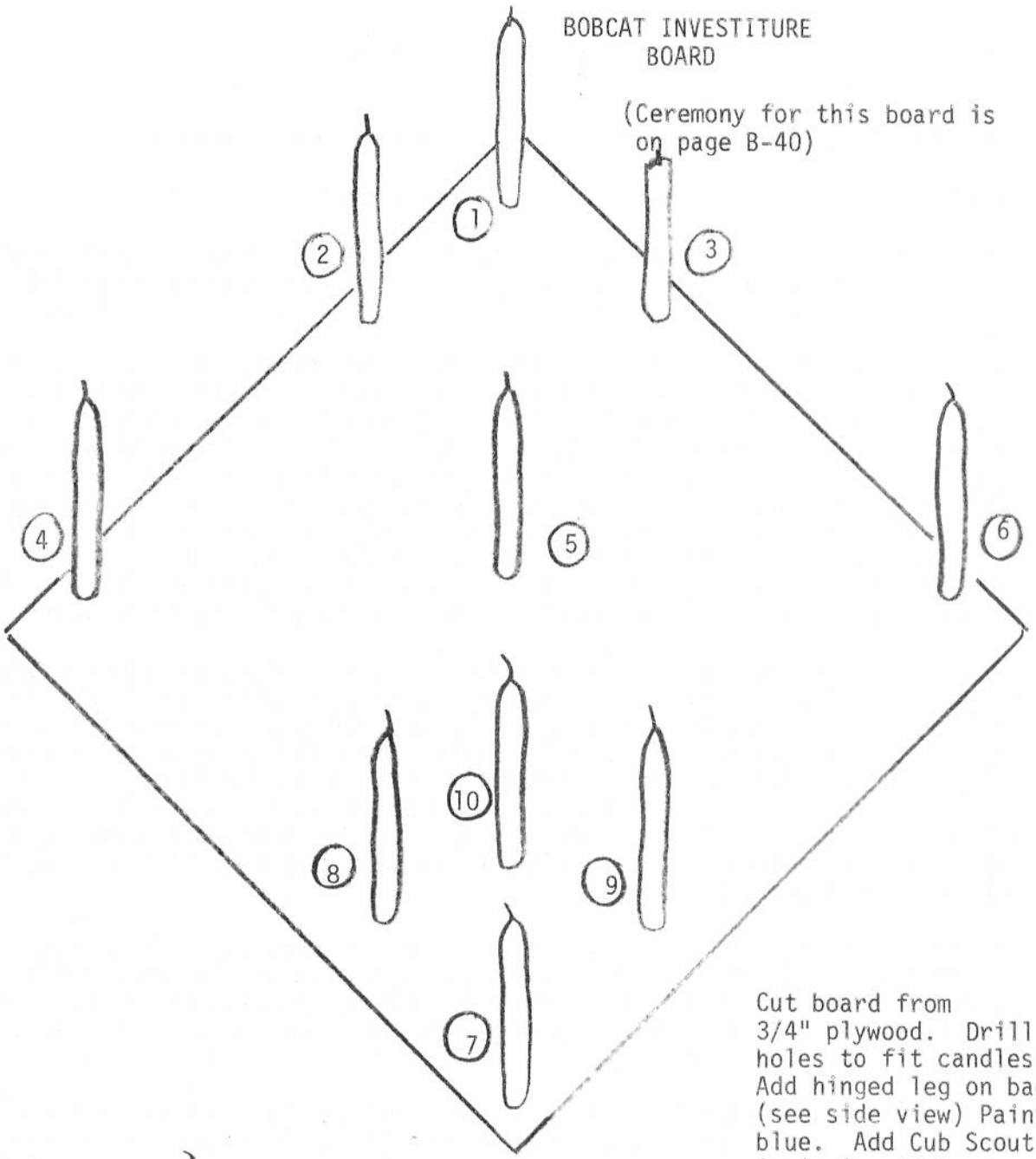
Bridge to Scouting. A bridge can be built from logs or scrap lumber, using dowling for poles and white rope to string along the top. Graduating Cub Scouts look forward to crossing the bridge and being met by the Scoutmaster of the troop they are joining. It is a good idea to build the bridge so that the poles can be removed for easy storage.

Arrow of Light. This can be cut from scrap plywood, painted yellow and mounted atop another piece of plywood for the base. Holes can be drilled to hold candles.

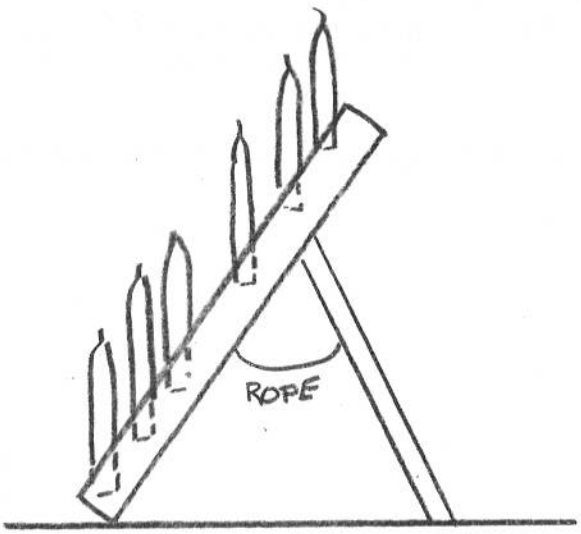
Costumes. It is effective for the Cubmaster to wear a costume fitting the monthly theme. You won't want to do this every month, of course, but on special occasions such as Christmas or themes such as World of Tomorrow or Indians, Cub Scouts will enjoy receiving their awards from Santa Claus, a Spaceman, or an Indian.

BOBCAT INVESTITURE
BOARD

(Ceremony for this board is on page B-40)



Cut board from 3/4" plywood. Drill holes to fit candles. Add hinged leg on back (see side view) Paint blue. Add Cub Scout insignia stickers if desired for decoration.



SIDE VIEW

CANDLES

1. White - "I promise to do my best"
2. Red - "To help other people"
3. Blue - "Obey the Law of the Pack"
4. White - "Cub Scout Follows"
5. White - "Cub Scout Helps"
6. White - "Cub Scout Gives"
7. Yellow - Bobcat
8. Yellow - Wolf
9. Yellow - Bear
10. Yellow - Webelos

ARROW OF LIGHT CEREMONY

PERSONNEL: Webelos Leader or Cubmaster; Webelos Scout; parents

EQUIPMENT: Ceremony board (see following board on next page)

ARRANGEMENT: Room is in darkness. Leader introduces Webelos Scout(s) who are receiving Arrow of Light and explains they have met the requirements to receive the highest award in Cub Scouting.

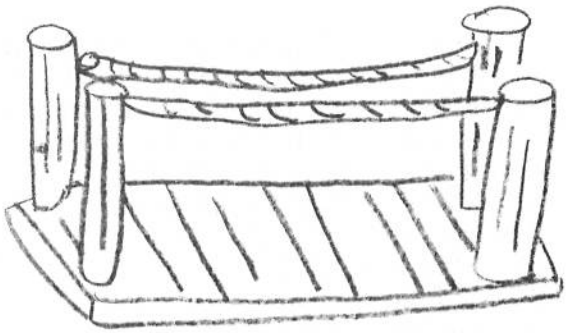
LEADER: The purpose of Cub Scouting is to light the way to Scouting. The first rank in Cub Scouting is Bobcat (Turn on first light). Before becoming a Bobcat, he learns the Cub Scout Promise, the Law of the Pack, knows the Cub Scout sign, handshake, motto and also salute. The rank for eight year old Cub Scouts is Wolf. (Turn on second light) Twelve achievements are required to earn the Wolf badge. Then he works on Arrow Points until he is nine years old. He can earn as many Arrow Points as time and ambition will allow. Twelve achievements are also required for the Bear badge. (Turn on light #3) You can see that as a boy progresses in Cub Scouting, his way becomes lighter. After receiving his Bear badge, he works on Arrow Points until he is 10 years old.

Now he is 10 and becomes a Webelos Scout. (Turn on light #4) Webelos Scouts do not earn Arrow Points. They wear the Webelos tricolors on their sleeve and work on Activity Badges which are metal pins. Webelos is the secret name for "We'll be Loyal Scouts" and it is the name of the Indian tribe of which Akela is Chief. The Webelos Scout is older..he can do more for himself. His parents no longer sign for his advancement - his Webelos Leader does this. He works on the Arrow of Light Award (Turn on light #5) To receive this award, he must earn the Citizen Activity Badge and at least two more of four specific badges. (Turn on light #6)

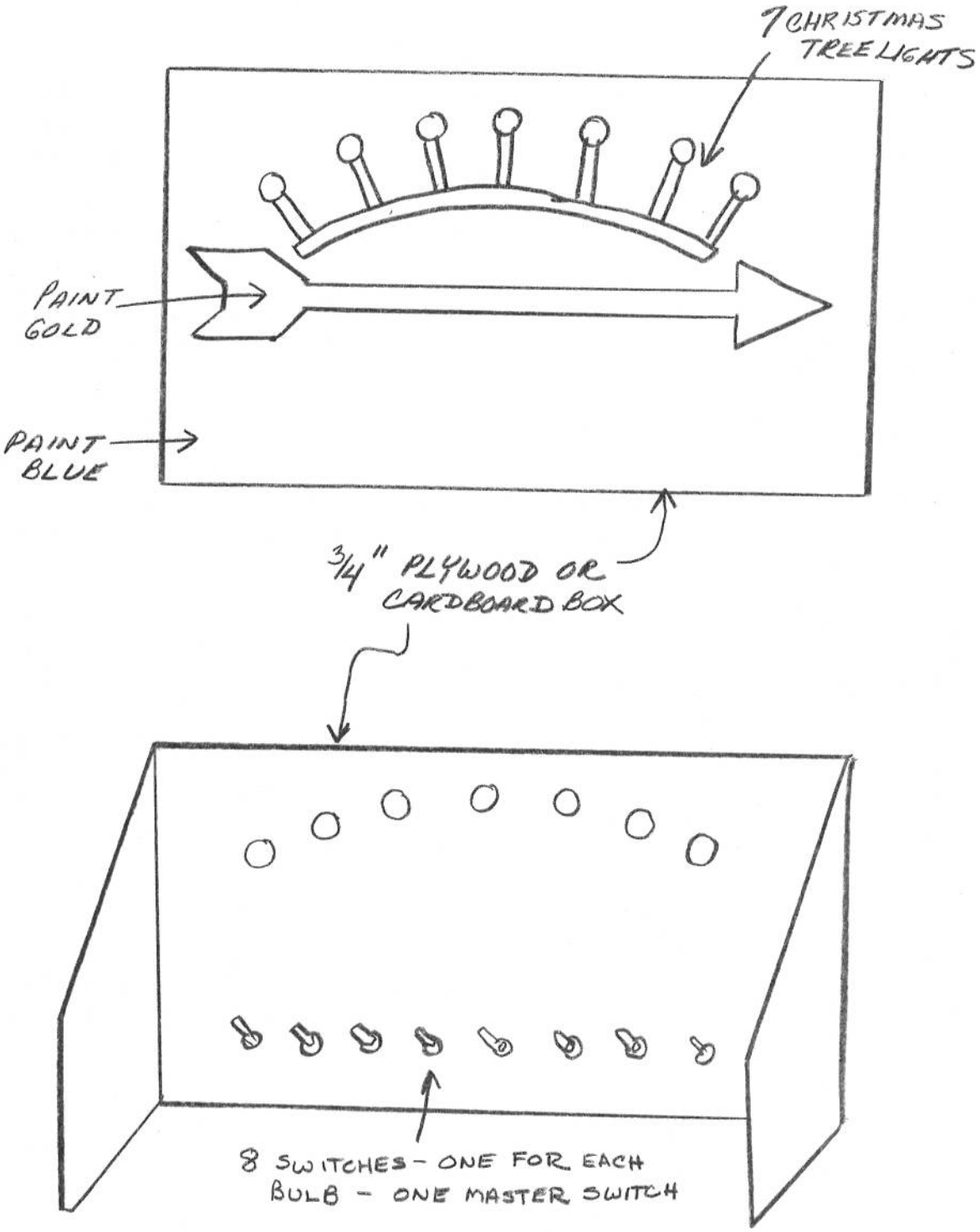
He learns the Scout oath, the Scout law, the Scout motto, slogan, sign, salute and handclasp. He learns the parts of the Scout badge. He understands and supports the Outdoor Code. He plans and leads a flag ceremony at pack meeting. Now he has earned the Arrow of Light award, the highest award a Cub Scout can earn. (Turn on light #7)

Now his path has been fully lit on his way to Scouting. Now we review his path to Scouting. (All lights out) This is what his path looked like before he entered Cub Scouting. (Turn on all lights). This is what his path is like now that he has progressed through the ranks of Cub Scouting to the Arrow of Light. Goodbye Cub Scout....Hello Scout.

- Indian Nations Council Pow Wow Book



ARROW OF LIGHT CEREMONY BOARD



BOBCAT INDUCTION CEREMONY

EQUIPMENT: Bobcat investiture board with candles (page B-37)

PERSONNEL: Cubmaster, Bobcat candidates, parents

CUBMASTER: The top three candles on our ceremony board represent the Cub Scout promise. This is a promise which binds all Cub Scouts together in a common goal. It is through this promise that we are guided and directed.

I light the white candle which stands for "I promise to do my best". This is not always easy to do. Cub Scouts should do the best they can.

I light the red candle which stands for the second part of the promise " To help other people". Helping others not only makes them happy, but it makes the Cub Scout happy too. You help other people by doing a good turn each day.

I light the blue candle which stands for loyalty and obedience. The third part of our promise "Obey the Law of the Pack" means that you will follow Akela, who is any respected leader. You will be loyal to our pack and help make it the best pack in the country. You give good will, which means that your attitude of helpfulness and friendship can benefit other people as well as yourself.

Together these three candles represent the Cub Scout Promise. (point to white candle) I promise to do my best to do my duty to God and my country, (point to red candle) to help other people (point to blue candle) and to obey the Law of the Pack.

In the center of the board are three white candles representing the Law of the Pack. (light the first candle) The Cub Scout follows Akela.(light the second candle, The Cub Scout helps the pack go; the Pack helps the Cub Scout grow. (light third candle) The Cub Scout gives good will.

briefly, the Law of the Pack means that a Cub Scout follows, helps and gives.

These same three white candles represent the Cub Scout's loyalty to God, Home and Country...when you give the Cub Scout Salute, three of your fingers are hidden (show salute) and those three fingers stand for God, Home and Country. Please give the salute (they do) and remember the hidden meaning.

The remaining candles on the board stand for the ranks of Cub Scouting. We will light the Bobcat candle and as additional awards are presented tonight, we will light the other candles.

(Presents Bobcat badge to parents and boy. Handshakes and congratulations all around. Bobcats and parents return to seats.

ILLUMINATED COUNCIL FIRE

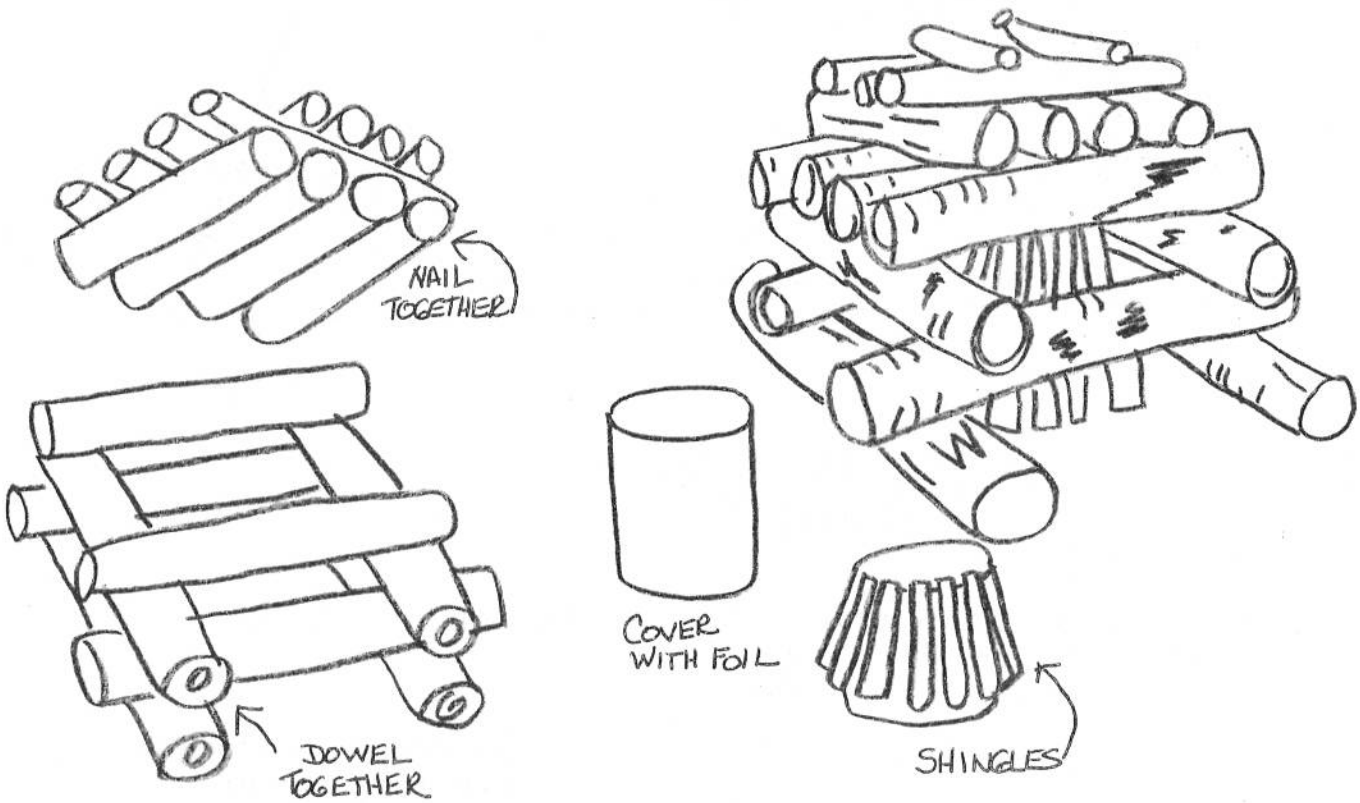
Cub Scout ceremonies are more dramatic when centered around an illuminated council fire in a darkened room. The effect can be very realistic.

Materials Needed:
- Birch logs
- A few wood dowels
- 8" diameter cardboard carton (3 ga. ice cream)
- 3/4" x 7 3/4" diameter wood disk
- A surface outlet
- 10" length of lamp cord and plug
- 2 1/2" and 3" finishing nails
- 2" x 16" shingle pieces
- Aluminum foil

Long lengths and diameters are not critical, but the pile should taper in thickness and length. Build the fire so the logs can be dismantled for storage. The bottom four layers are doweled together. The top three layers are nailed together with finishing nails. The shingles are used for the tinder effect and are not fastened in place permanently..but place tepee fashion around the container.

Assemble and wire the lamp base. Insert it in the cardboard container which has been covered with aluminum foil. Build the log pile, doweling the joints. To locate dowel centers, drive a small brad in the lower log, then press the upper log over the brad to mark the center in it..then bore holes.

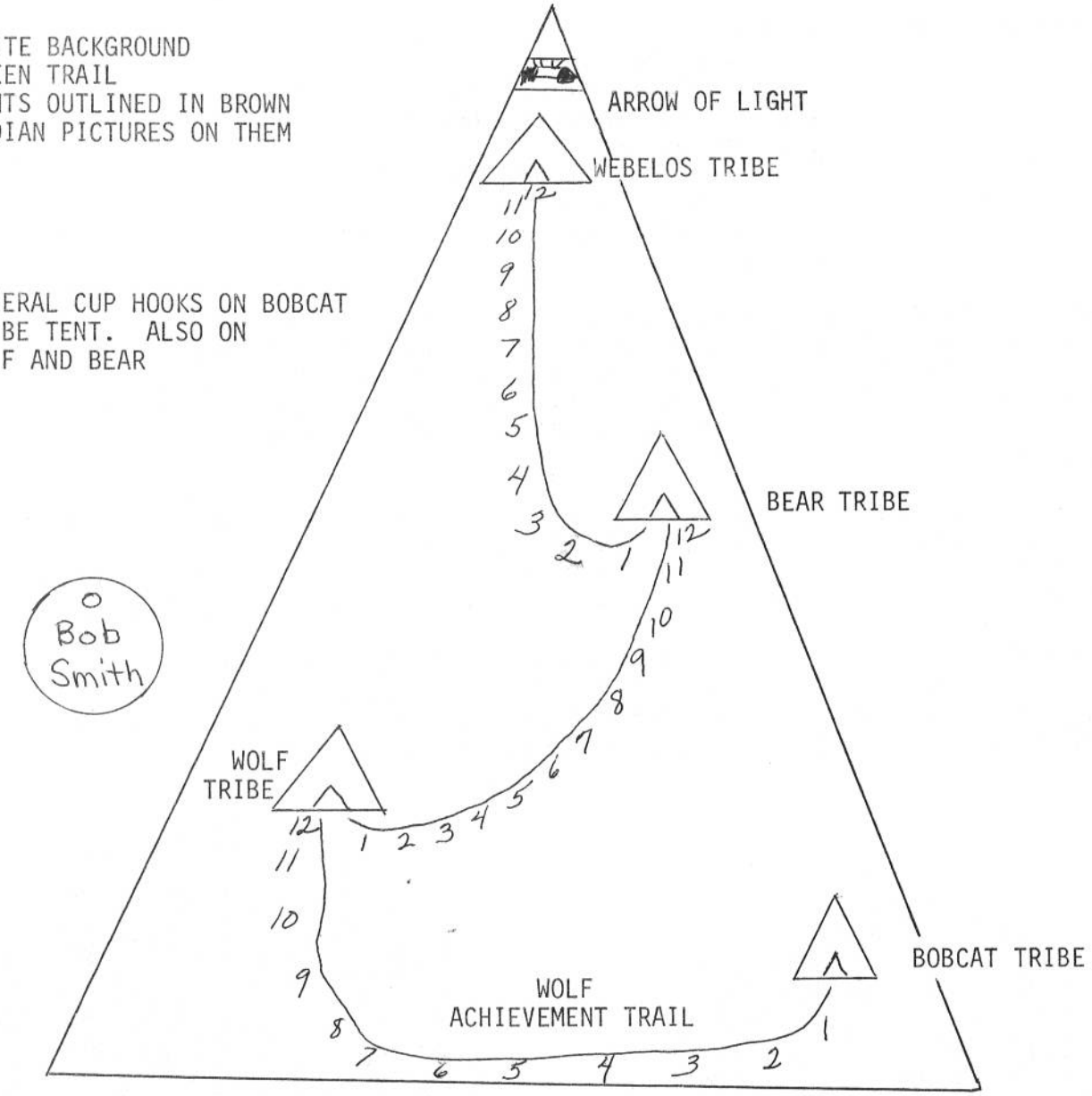
Use a 60 to 100 watt red or orange bulb for illumination. A white bulb can be painted red or orange. The light will filter through the slots in the shingles. Add a few short lengths of 1/4" wide red and white crinkled ribbon to top of pile to create a flame-leaping effect.

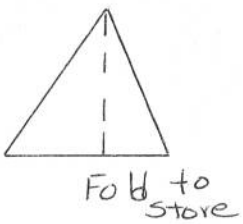


CEREMONIAL PROP

WHITE BACKGROUND
GREEN TRAIL
TENTS OUTLINED IN BROWN
INDIAN PICTURES ON THEM

SEVERAL CUP HOOKS ON BOBCAT TRIBE TENT. ALSO ON WOLF AND BEAR





LARGE TEPEE IS HINGED SO IT CAN BE FOLDED AND EASILY MOVED

THERE ARE CUP HOOKS BY NUMBERS AND AT EACH TRIBE TENT SO BOYS CAN HANG TAGS WITH THEIR NAMES ON THEM

- San Diego County Council
Advancement Seminar 1976

CEREMONY CANDLES

A candlelight ceremony is impressive. A camp celebration, anniversary banquet or any awards presentation is dignified by the use of suitable candles. Here is a setting of homemade colored candles in the shape of tents, pitched on the shore of an aluminum foil lake and surrounded by a forest of candles in the color and shape of trees. Fine acquarium gravel make a fireproof base.

Materials needed: Old candles to remelt for the wax (keep the wicks), paper drinking cups, small paper baking cups, colored wax crayons, metallic glitter from a toy or hobby store.

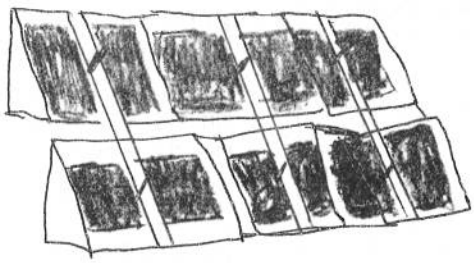
Tent molds are half-gallon milk cartons cut in two length-wise along the diagonal corners. Make cardboard separators and lock them into notches cut in carton sides. Pierce lengths of candlewicking with wood swab sticks and thread wicks through holes in bottom of mold.

Use paper drinking cups for treetop molds and one-ounce paper cups for trunk molds. Thread wicks thorugh holes in bottom of cups; hold tops with swab sticks. Small trunk molds do not require wicks.

Melt wax in the top unit of a double boiler with two inches of water in the bottom unit. Use crayons of different colors for the molds: green for treetops, brown for tree trunks, bright colors for tents.

CAUTION: Wax should be melted only over medium heat and over water. Use only reclaimed candlewicking or new wicks; string will not work. Metallic glitter will add sparkle to the candle sides.

- Boys' Life Magazine

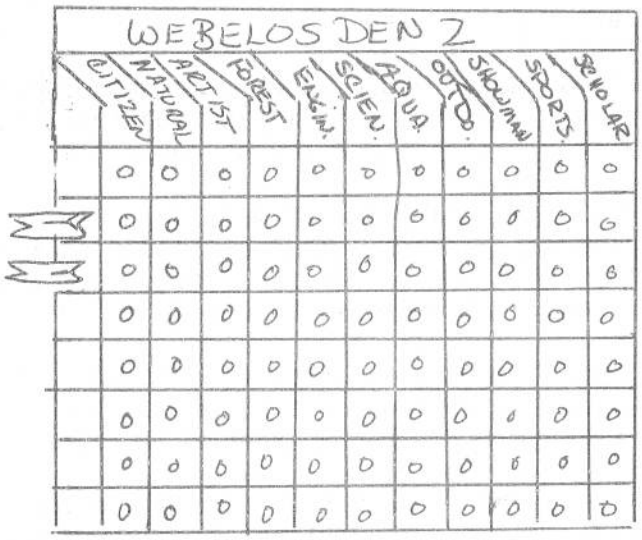


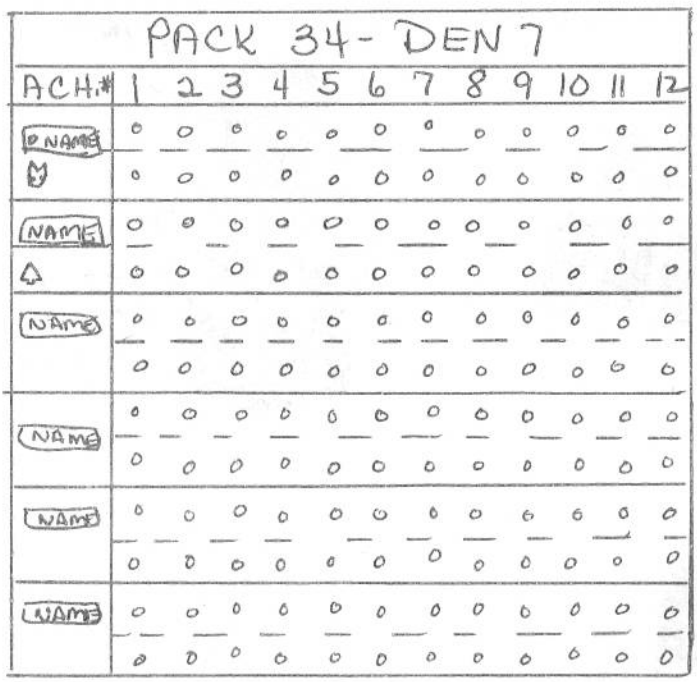
DEN ADVANCEMENT BOARDS

WEBELOS ADVANCEMENT CHART

The advancement board shown at the right is made from peg board. Boys names are put on tape with a label maker and then put on clothespins. Badges earned are shown by means of a golf tee.

Be sure to display advancement board not only at den meetings, but also at pack meetings.





WOLF AND BEAR ADVANCEMENT CHART

With the board at left, golf tees may be used to mark progress of the boys or you may get the wolf, bear, and arrowpoint molds at Scout distribution centers. If molds are used, insert brads in the back of each boys plaster of paris wolf, bear, or arrowpoint figures so that they can be bradded to the board. Brads will fit through the holes of the peg board. Mark each achievement as the boy progresses. When he has earned the badge, put the proper plaster head under his name.

ARCHWAY TO SCOUTING CEREMONY

(Webelos Graduation)

Personnel: Cubmaster, Assistant Cubmaster, Webelos Den Leader, 8 Cub Scouts (2 Bobcats, 2 Wolfs, 2 Bears, 2 Webelos), and Graduating Webelos and parents, Scoutmaster

Equipment: Archway with badges, artificial campfire, 11 candles, Graduation certificates.

Setting: Set up archway at center of stage with Scout and Arrow of Light emblems suspended at top. On each upright hang decals of the Bobcat, Wolf, Bear and Webelos emblems. The artificial campfire and scout flag to the left and front of the archway.

Arrangement: Cub Scouts are lined up behind the archway to form a trail. One each rank on either side beginning with Webelos next to archway. Then Bear, Wolf and Bobcat. Graduates and parents are at the end of the trail next to the Bobcats.

Cubmaster: Webelos Scout(s) _____, when you first joined Cub Scouts, the trail looked long and dark. You began immediately to earn your first badge, the Bobcat. When you received your Bobcat badge, the trail began to brighten. (light bobcat candles).

As the trail began to brighten you began working on your next badge. Upon completing the 12 Achievements of the Wolf Badge, the trail became even brighter (light Wolf candles).

After earning your Wolf badge you began on your electives to earn your Gold and Silver Arrow Points (_____ in all).

When you became 9 years of age, you could no longer be a Wolf Cub Scout but you must start work on your Bear requirements. When you had completed the 12 Achievements you were presented with your Bear badge (light Bear candles). Again you had the opportunity to earn gold and silver arrow points for this rank. You completed ____ electives to earn ___ arrow points.

At the age of ten years you were advanced to the rank of Webelos. Here you began working on activity badges. You earned such badges as ___,___,___ (name some), earning a total of ___ badges in all. By this time the trail had become much brighter (light Webelos candles). You have about reached the end of the Cub Scout trail and are ready to pass through the Archway into Scouting.

Optional: You have worked hard in lighting the trail but there was one other badge that you wanted, the Arrow of Light Award. This is the highest award that a Cub Scout can earn. And the only one a boy can wear throughout his Scouting career. Upon attaining this award, you are now ready to graduate into Scouting.

Cubmaster: Before I lead you down the Cub Scout trail into the wide world of Scouting, I would like to present you with your graduation certificate and Scout Handbook. (Remove Webelos neckerchief)

(Continued Next Page)

ARCHWAY TO SCOUTING CEREMONY (CONTINUED)

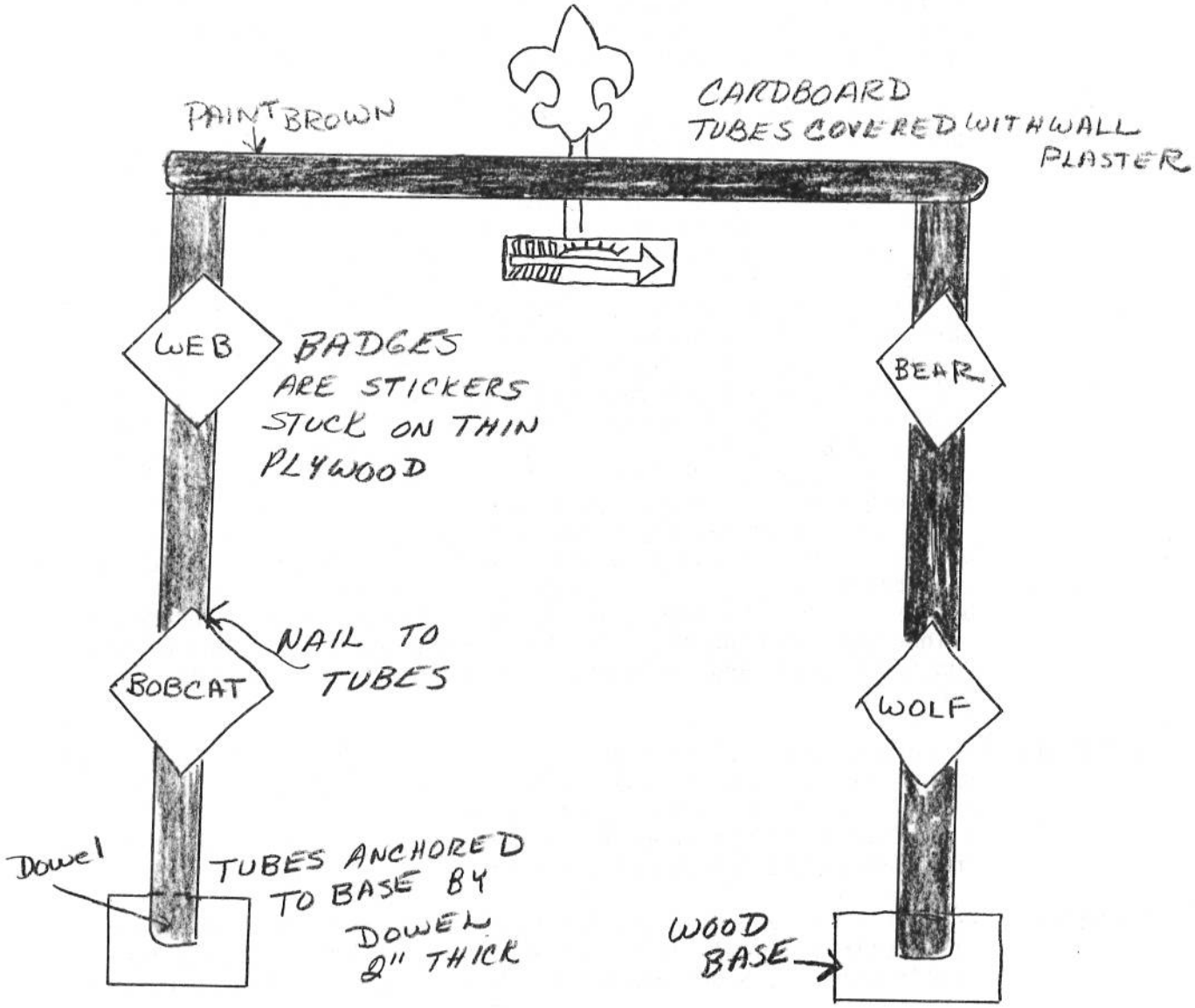
Now if your parents will follow us, we will go up the trail to the campfire where your new Scoutmaster is waiting to welcome you into the Scout troop.

Mr. _____, Scoutmaster of Troop ____, Webelos Scout(s) _____ have completed the Cub Scout trail and are eager to join with your troop. His parents are here with me and would like to meet you.

Webelos Scout _____, may I say Good Luck and Good Scouting.

As the Scoutmaster makes his welcome, a Patrol Leader may present the new Scout with his neckerchief.

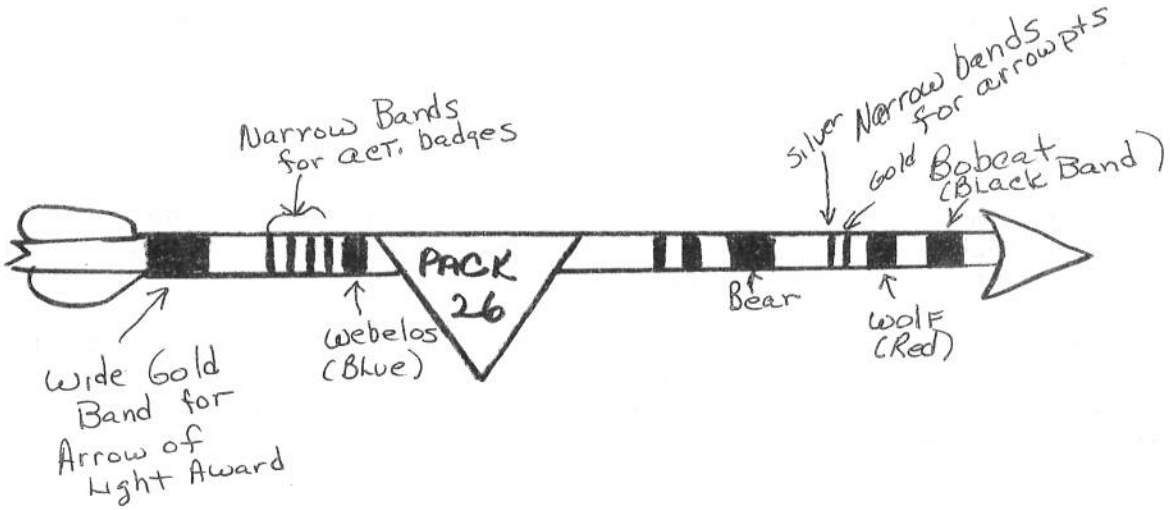
- Longhorn Council Pow Wow, 1975



PACK GRADUATION ARROW

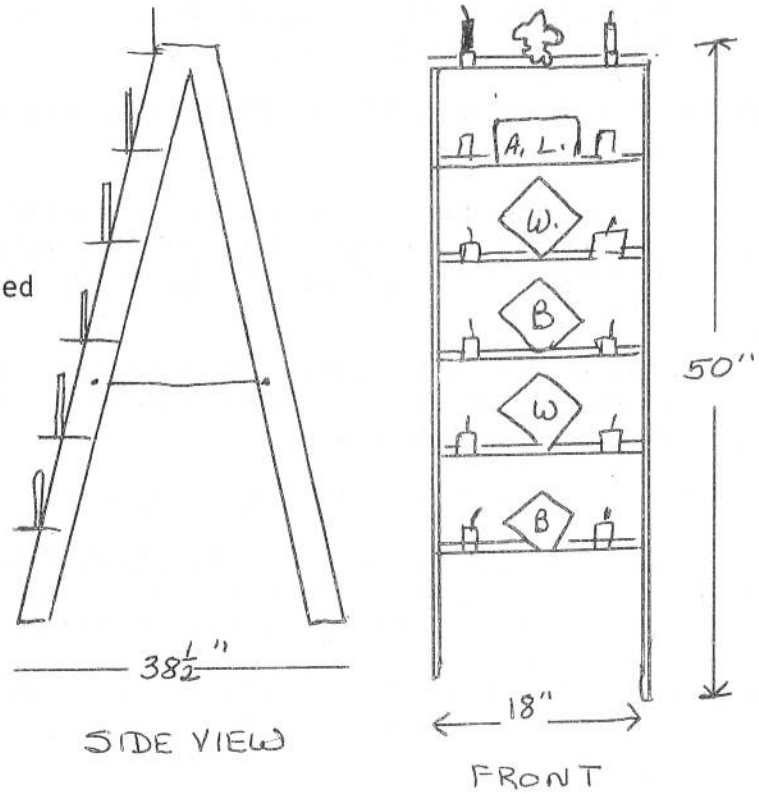
Many packs will give a special arrow to a boy graduating from the pack. This arrow is a momento of his tenure in the pack. Hopefully, the Cub will progress on into Scouting.

The arrow is painted with bands of colored paint to represent the badges earned while in the pack. In the middle of the arrow hangs a pennant with the pack's number painted or sewn on it. (See illustration below)



GRADUATION LADDER OR CUB CEREMONY LADDER

Make the ladder shown at the right to use in your pack advancement ceremonies. Cut rank insignias from wood and place rank decals on them. The Scout insignia at the top of the ladder may also be obtained from the Scout Service Center.



STANDARD FLAG CEREMONY

Personnel: Flag bearers for American flag and pack flag; Color guards for American flag and pack flag; Speaker
(If there is an uneven number of color guards, the American flag has precedence and should have the most guards)

Equipment: American flag; pack flag; flag stands; recorded music if desired

Arrangement: Flag stands are in place at front of room or on stage. Flag bearers and color guards are in position in rear of room (see diagram on following page). Speaker may be in rear of room or in any con-convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this point the speaker advances to the front.

SPEAKER: ATTENTION! WILL THE AUDIENCE PLEASE RISE? (They do) COLOR GUARD, PRESENT THE COLORS!! (or "Color Guard, advance") (Speaker's commands should be given sharply and loudly)

Color guard advances from rear of room (sea diagram) with flag bearers in front, followed by guards. The American flag should always be on the marching right in the procession. As procession begins, speaker gives his next command:

SPEAKER: HAND SALUTE! (He salutes and audience does likewise) (Speaker's eyes follow American flag until it is in position in front of room)

Flag bearers and color guards take position in front of room near flag stands. They stand at attention, facing the audience. The flags are held vertically.

SPEAKER: PLEDGE OF ALLEGIANCE, REPEAT! (He begins Pledge with audience joining in)

At this command, the Pack flag is lowered slightly (take care that it does not touch the floor) and full attention is given to the American flag. <u>Flag bearers and color guards do not salute or repeat Pledge</u>.

When Pledge is finished, the speaker gives the next command, which is the signal for all salutes to be dropped. The pack flag is raised to vertical position again.

SPEAKER: TUE! .....COLOR GUARD, POST THE COLORS!

The pack flag is placed in its stand; then Pack flag bearer and color guards salute it and step back into place. The American flag is then posted; its bearer and guards salute it and step back into place.

SPEAKER: COLOR GUARD, RETREAT! (Flag bearers lead procession to back of room...with speaker following last)

- Indian Nations Council

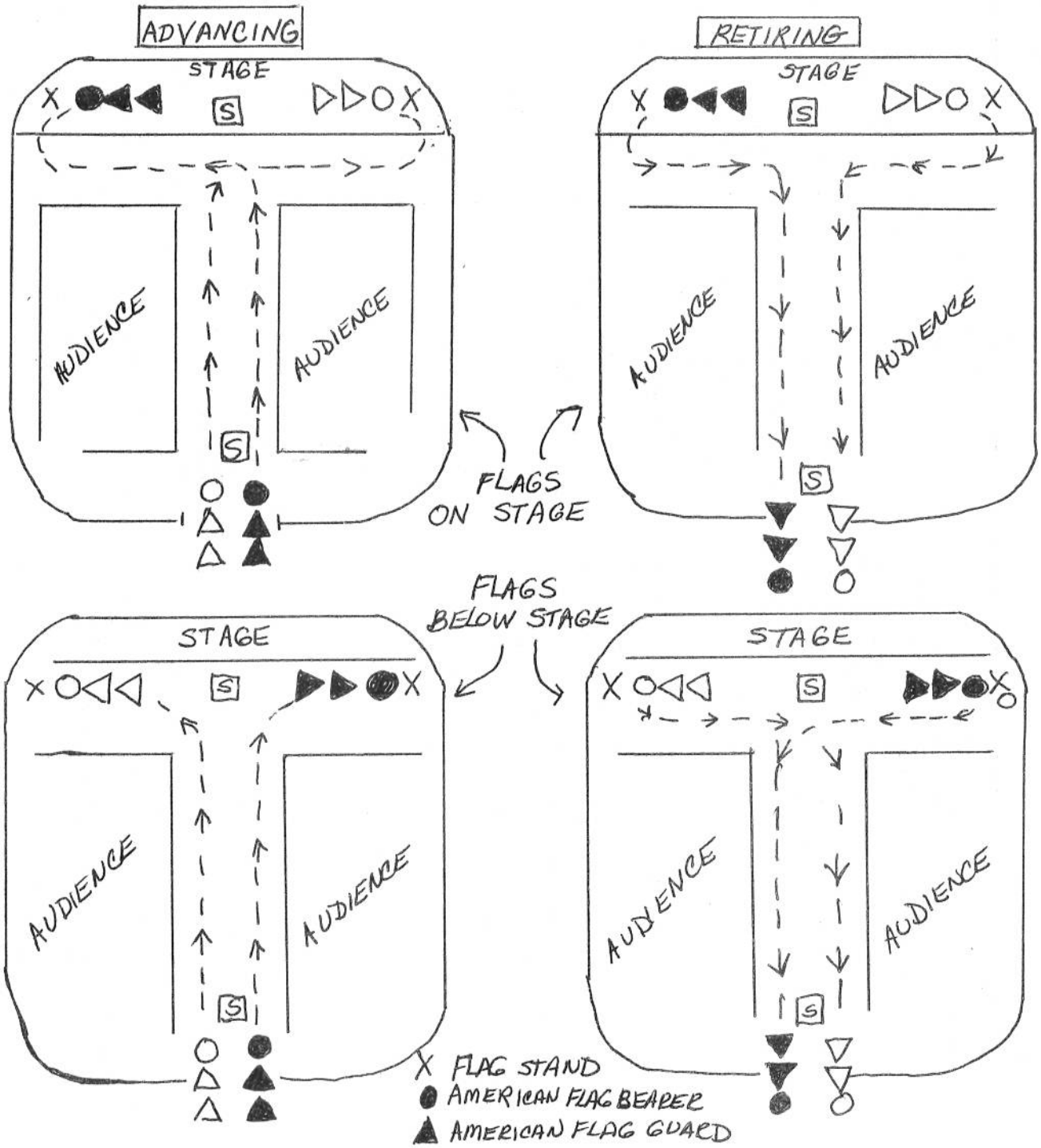
ARRANGEMENT FOR FLAG CEREMONY

If flags are to be posted on the stage, the American flag will be posted on the audience's left. Since it should be on the marching right in the procession, it will be necessary for the flags to cross in the front of the room. (See diagram below). The American flag crosses in front of the pack flag.

If flags are posted on audience level, the American flag will be placed on the audience's right. In this case, the flags do not cross.

When the colors are retired at the end of the meeting, the same positions are used as shown below, except in reverse order. (See diagram)

- Indian Nations Council



OUR FLAG AND US

(Opening Ceremony)

Equipment: American flag; spotlight; piece of cloth with loose threads to be pulled.
Arrangement: 5 Cub Scouts in horseshoe formation (open end toward audience) with Cubmaster, Narrator, and flag in center. House lights out. Spotlight on flag.

Narrator: Today as we gather, let's all keep in mind our flag and the meaning it has for all of us.

1st. Cub: The red is for blood of Americans true, who gladly would give up their lives for you.

2nd. Cub: The white is for purity, in both thought and deed; a rule of conduct we all might well heed.

3rd Cub: The blue is for justice, for all, but one.. a tenet we fought for and so dearly won.

4th Cub: The stars are a symbol of God's guiding hand over the Union in this mighty land.

5th Cub. There isn't a one our flag won't protect. Don't you think we could show it greater respect?

Cubmaster: Cub Scouts, did you ever think of just what makes up our country's flag? Yes, there are stripes, a patch of blue, and some five-pointed stars..but they are just pieces of cloth. However, when the 13 stripes of alternate red and white, representing the 13 original states are put together and the field of blue is in place with the stars..all securely held together by thousands of stitches..then we no longer have pieces of cloth and patches, but the flag of the United States...the emblem of our country.

I think that all those stitches represent US..."we, the people"... and that every one of us is represented in the flag by a stitch holding the flag together. Just as long as we are strong, holding steadfastly to our job of being good American citizens, worthy sons of America, our Country will remain "one Nation under God, indivisible,with liberty and justice for all".

All of you know what would happen to a flag if some of the stitches failed to hold. The flag would fall apart or unravel like this piece of cloth. (holds up piece of cloth with loose threads to show how it ravels) Cub Scouts, that is exactly what can happen to our country, if we, the citizens of America, do not try to be good Americans. Our America can lose its "oneness".

But I am sure you are thinking "We will not let that happen. We will all of us on this day and every day, continue to do our best and show by our actions that we are worthy to be citizens of our Country".

Narrator: Please join me in the Pledge of Allegiance to our flag.

- Indian Nations Council Pow Wow Book

PATRIOTIC OPENING CEREMONY

Arrangement: Colors are advanced in normal manner. Audience is standing, facing the flag. Flag stands alone, while voice over loudspeaker says:

VOICE: I am your flag. I have a special meaning to the Boy Scouts of America because your Scout promise emphasizes duty to God and Country, and I am your Country.

I am a symbol of America. I suppose you might say I am America. I am great cornfields in the Midwest; throbbing industries in great cities; orchards and vineyards in the great valleys of the West. I am mountains, rivers and lakes.

I am the citadel of democracy and the vanguard of freedom in the world where both are being threatened with annihiliation.

I am the opportunity for any boy to become most anything if he has the skill and the will to scale the heights. I am most things to everyone and everything to most people. As a matter of fact, I guess that's what I am most..people...free people...you!

DIFFERENT VOICE: Let us all rededicate ourselves to our duty to keep American people and our country great and free. The pledge of allegiance.

OPENING CEREMONY

Arrangement: Colors are advanced in the normal manner. The flag speaks:

FLAG: A great host of heroes, with the help of God, have kept me gallantly flying in the face of every threat and challenge to the democratic way of life which I represent.

The blood spilled at Valley Forge, Gettysburg, San Juan Hill, Bataan, Korea, View Nam and every other great battle fought on land in the air and on the sea, is in my red stripes.

The shining light of sunshine is in my white stripes, penetrating the blackest night, which in the nation's darkest hours are filled with radiant light.

The vast infinity of the heavens is in my stars; inspiring mankind to continue climbing courageously up the spiral staircase of history to a world of glowing promise.

I am the emblem of man's finest dreams. I am the last hope for peace on earth. I am the American Flag.

- Cactus Jack West

PATRIOTIC OPENING CEREMONY

Arrangement: American Flag is posted on the stage. Four Cub Scouts in uniform have speaking parts:

1ST CUB:

Here's to the Red of it-
There's not a thread of it,
No, nor a shread of it
In all the spread of it
From foot to head
But heroes bled for it,
Faced steel and lead for it,
Precious blood shed for it,
Bathing it red!

2ND CUB:

Here's to the Blue of it-
Beauteous view of it,
Heavenly hue of it,
Star-spangled dew of it
Constant and true;
Diadems gleam for it,
States stand supreme for it,
Liberty's beam for it
Brightens the blue!

3RD CUB:

Here's to the White of it-
Thrilled by the sight of it,
Who knows the right of it
But feels the might of it
Through day and night?
Womanhoods' care for it
Made manhood dare for it;
Purity's prayer for it
Keeps it so White!

4TH CUB:

Here's to the Whole of it-
Stars, stripes and pole of it
Body and soul of it,
O, and the roll of it,
Sun shining through;
Hearts in accord for it
Swear by the sword for it
Thanking the Lord for it,
Red, White and Blue.

OPENING CEREMONY

Arrangement: Four uniformed Cub Scouts hold letter cards spelling F-L-A-G and read parts:

F — Stands for Freedom, on land and on sea; for America is the land for me.

L — Stands for Liberty, for Love and for care. Look at America. You'll find it there!

A — Stands for Achievement, America too. American achievement is the best thing for you!

G — Stands for Greatness, Glory and all that is Good. If you don't love the flag, you certainly should.

All Together: F-L-A-G is America's symbol, land of the free; That is what our flag means to me!

- Indian Nations Council

THE PLEDGE OF ALLEGIANCE

I remember this one teacher. To me, he was the greatest teacher; a real sage of my time. He had such wisdom. We were all reciting the Pledge of Allegiance and he walked over. Mr. Lasswell was his name..He said:

"Ive been listening to you boys and girls recite the Pledge of Allegiance all semester and it seems as though it is becoming monotonous to you. If I may, may I recite it and try to explain to you the meaning of each word:

I - me, an individual, a committee of one.

PLEDGE - dedicate all of my worldly goods to give without self-pity.

ALLEGIANCE - my love and my devotion.

TO THE FLAG - our standard. Old Glory. A symbol of freedom. Wherever she waves, there is respect because your loyalty has given her a dignity that shouts "freedom is everybody's job".

OF THE UNITED - that means that we have all come together.

STATES - individual communities that have united into 50 great states. 50 individual communities with pride and dignity and with purpose, all divided with imaginary boundaries, yet untied to a common purpose, and that's love for country.

OF AMERICA

AND TO THE REPPUBLIC - a state in which sovereign power is invested in representatives chosen by the people to govern. And government is the people and it's from the people to the leaders, not from the leaders to the people.

FOR WHICH IT STANDS.

ONE NATION - meaning so blessed by God.

INDIVISIBLE - incapable of being divided.

WITH LIBERTY - which is freedom and the right of power to live one's own life without threats or fear of some sort of retaliation.

AND JUSTICE - the prinicple of quality of dealing fairly with others.

FOR ALL - which means it's as much your country as it is mine.

Since I was a small boy, two states have been added to our country and two words have been added to the Pledge of Allegiance..."under God". Wouldn't it be a pity if someone said "that's a prayer" and that would be eliminated from schools too?

- from The RED SKELTON HOUR, January 14, 1969

"THIS DOOR" - - A CEREMONY TO CHALLENGE ADULTS TO SERVE BOYS

This ceremony is very appropriate for a pack meeting where many new parents are in attendance, such as a September meeting or a Blue and Gold Banquet. It is read by one person.

"THIS DOOR -- CAN LET PEOPLE IN
OR
IT CAN KEEP PEOPLE OUT -- THIS DOOR.

THIS DOOR -- COULD BE ON A CHURCH, A SCHOOL, A HOME
OR
IT COULD BE ON A DIRTY CELLAR, AN ABANDONED BUILDING OR REFORM SCHOOL--THIS DOOR.

THIS DOOR -- COULD BE OPENED TO MORE BOYS IN EXISTING UNITS
OR
IT COULD BE SLAMMED IN THEIR FACES -- THIS DOOR.

THIS DOOR -- COULD CARRY A WELCOME SIGN
OR
BE QUARANTINED, FULL HOUSE, KEEP OUT -- THIS DOOR

THIS DOOR -- CAN OPEN INTO THE WARM LIGHT OF A TRAINING SESSION
OR
IT CAN BE KEPT LOCKED AND DARK.

THIS DOOR -- FOR A BOY COULD OPEN TO A GREAT WIDE WONDERFUL WORLD
OR
IT COULD OPEN TO A JAIL -- THIS DOOR.

WATCH THE BOYS 7, 8, 9 and 10 YEARS OF AGE AS THEY COME UP TO THIS DOOR --

THE HAPPY, THE CAREFREE, THE TROUBLED, THE CRIPPLED, THE HALT, THE LAME,

THE BLIND, THE DEAF, THE BLACK, THE WHITE, THE RED, THE YELLOW -- EVERY SINGLE BOY

THIS DOOR OPENS TO ONLY ONE OF EVERY THREE

TWO BOYS ARE TURNED AWAY,

AWAY FROM THE DOOR THAT OPENS TO ADVENTURE, TO WHOLESOME EXPERIENCES,

TO AN UNDERSTANDING OF GOD, AN APPRECIATION OF AND LOVE FOR THEIR COUNTRY--

DOORS -- MUST BE OPENED FOR BOYS

BOYS WILL SELDOM GO UP AND KNOCK ON THE DOOR.

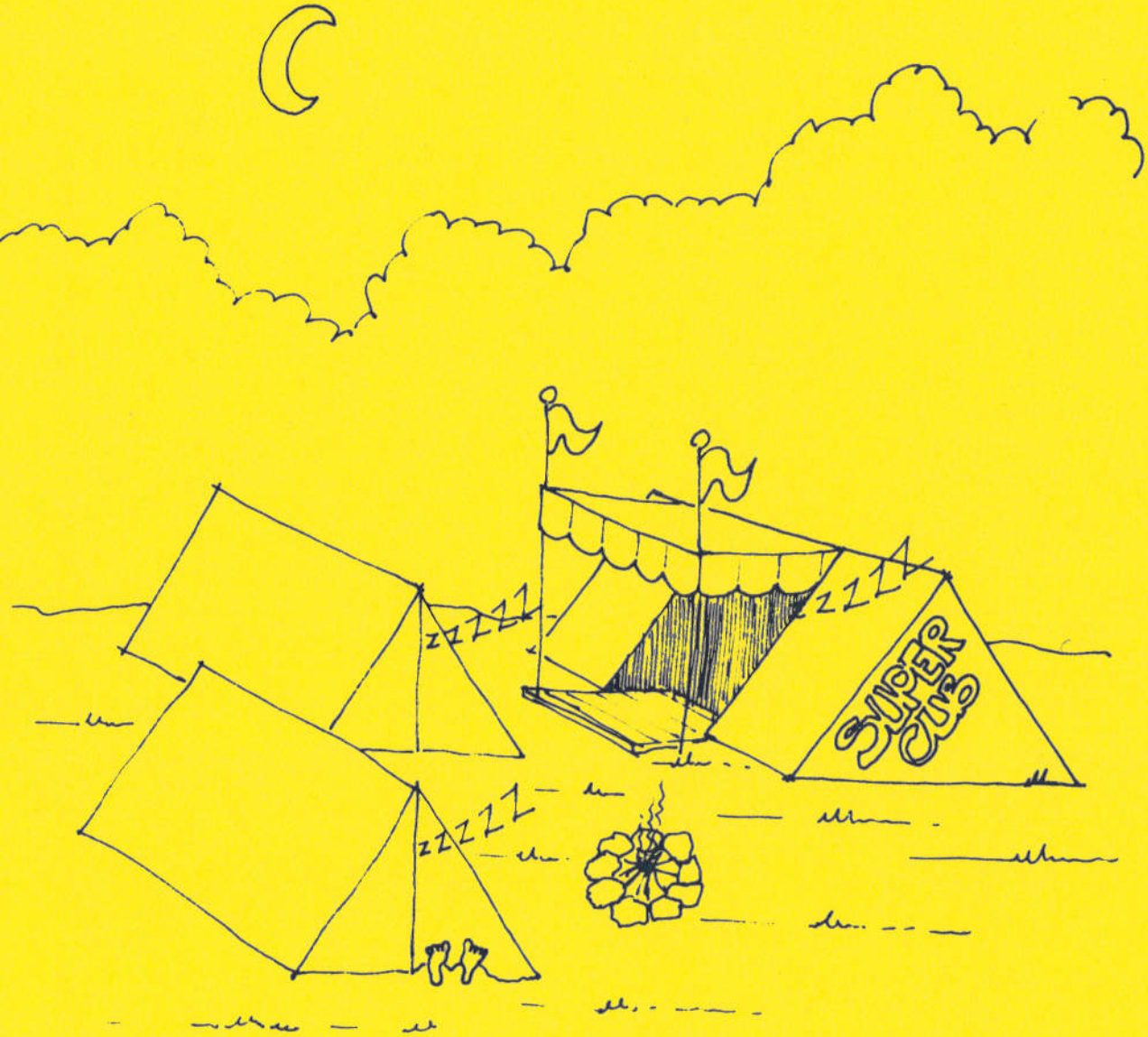
THEY DO HANG AROUND OUTSIDE AND WAIT TO BE INVITED IN.

WHAT BOYS DO AND WHAT THEY THINK CANNOT BE LEFT TO CHANCE.

OPEN THAT DOOR FOR JUST ONE MORE...

OPEN THAT DOOR FOR JUST ONE MORE...

OPEN THAT DOOR FOR JUST ONE MORE."



Webelos Overnight ?

WEBELOS

A VERY IMPORTANT WORD TO WEBELOS LEADERS

You are being given an opportunity not given to all men.....a chance to help build the future of America by influencing the lives of boys, our citizens of tomorrow. How well you use this opportunity is up to you.

The Webelos Leaders' book is a fine guide and reference which explains your responsibilities and opportunities. Please read this book carefully; then keep it handy. Read the Webelos Scout book also. You will need to know and understand what information the boys receive. It will be a big help to you in planning your den's program. The Webelos Den Activities book also is a valuable resource. And the Webelos Scout Program Helps are useful. By reading and using the literature made available, you will have a better understanding of the Webelos program and will be more effective in planning a quality program for your boys. Be sure also to attend Cub Leader training. Visit your District's Roundtable meeting monthly to find out important information and help.

One of your largest responsibilities is preparing the Webelos for Scouting. Maintain a good rapport with Scoutmasters in your area; take the Webelos Scouts to visit troop events and meetings; plan a joint campout with a troop; Use a Webelos Den Chief to set a good Scouting example and act as your activities assistant; so when the time comes for your boys to move into Scouting, they will be excited, enthusiastic and will anticipate the transition. A meaningful graduation ceremony at pack meeting is important not only to the graduating Webelos Scouts, but to the younger boys as well who are looking forward to becoming Webelos and later Scouts. Make certain that your pack holds such a ceremony...and make it a night for everyone to remember.

The activity badges help prepare the boys for Scouting and they also teach new skills and provide information which may help a boy decide on a future vocation. This is another part of Webelos Scouting which should be shared with the younger boys at pack meeting. Your exhibits and demonstrations each month will excite and interest the 8 and 9 year olds and can be an incentive for them to work hard and look forward to the Webelos den.

The Arrow of Light Award is the highest award in Cub Scouting. This, too, is helping prepare the boys for Scouting. A great deal of importance is placed on this badge, and that is one of the reasons that this particular badge can be worn on the Scout uniform..it's the only Cub badge that can. The Arrow of Light Award requirements are listed in the Webelos Scout Handbook beginning on page 268. Remember that an eighth requirement has been added and must be met to earn the award. The requirement will appear like this in the next edition of the Webelos Handbook: "After you have completed all of the above seven requirements and after a talk with your Webelos leader, arrange to visit, with your parent or guardian, a meeting of a troop (or troops) you think you might like to join. Talk to the Scoutmaster. Then get an application to become a Scout, fill it out and have your parents sign it. Show it to your Webelos leader. Give it to the Scoutmaster when you're ready to join." SET A GOAL TO HELP EACH ONE OF YOUR BOYS EARN THE ARROW OF LIGHT AWARD.

The outdoor part of the Webelos program is one of the most important aspects of preparing a boy for Scouting. For this reason, the previous limit of two father-son overnight campouts per year is no longer applicable. Your den may camp more frequently if desired; however, keep in mind that this is a father-son activity and is not the same as the full-fledged camping experience enjoyed by Scouts.

Good luck to you. And good Scouting!

WEBELOS PROGRAM RESOURCES

Application for Local Tour or Camp Permit - No. 4426
Application to Become a Den Chief - No. 4211
Big Prints (set of instruction charts for 6 activity badges) BL-61
Boys' Life Magazine (each month has a full page of activity badge help)
Cub Scout Program Helps
Cub Scout Songbook - No. 3221
Boy Scout Songbook - No. 3224
Den Advancement Report - No. 3847
Den Chief's Denbook - No. 3211
Games for Cub Scouts - No. 4392
Group Meeting Sparklers - No. 3122
How to Be a Den Chief - No. 6453
Individual Cub Scout Record Sheet - No. 3827
Staging Den & Pack Ceremonies - No. 3818
Webelos Den Activities - No. 3853
Webelos Den Leader's Book - No. 3217
Webelos Den Meeting Program (planning sheet) - No. 3852
Webelos Scout Advancement Chart - No. 4187
Webelos Scout Book - No. 3209
Boys' Life Reprint Booklets:

26-037 Swimming & Waterfront Activities
26-085 Bike Fun
26-023 Webelos Scout Helps
26-025 Fun With Tools
26-026 Stunts and Skits
26-041 Cooking Skills & Menus
26-042 Hiking & Camp Equipment
26-043 Handicraft
26-044 Pioneering
26-046 Toughen Up
26-097 Our Heritage of Freedom
26-099 Law and Justice
26-095 Bill of Rights
26-047 Showman Activity Badge
26-048 Outdoorsman Activity Badge
26-049 Sports Tips
26-053 Forester Activity Badge
26-054 Naturalist Activity Badge
26-057 Craftsman Activity Badge
26-079 Engineer & Traveler Activity Badges
26-084 Indian Lore
26-094 Nature Hobbies
26-082 Geologist & Scientist Activity Badge Helps

REMEMBER TO ATTEND YOUR MONTHLY DISTRICT CUB LEADER ROUNDTABLE.

Experienced leaders strongly recommend keeping a den program resource file on each of the activity badges. Files could contain Boys' Life Reprint booklets, clippings from magazines, handouts from Roundtables, Pow Wows, etc.

To my dad, the Webelos leader:

Dad, before you start on your year as Webelos leader, there are a few things you may want to know about us Webelos Scouts. The year I spend in your Webelos den will do much to determine my future in the Scouting program. This is a year of changes -- changes from a female-directed program to a male-directed program; change from working on a short range project to a longer range one; change from a home-oriented handicraft program to one which points me toward the outdoors. The Webelos program is not just more Cub Scouting. It is a bridge to Scouting, and Dad, you are the bridge builder.

We Webelos Scouts are older, bigger in stature, and more advanced in knowledge and experience than the other boys in the pack. I don't want to do things which the 8 and 9 year-old boys are doing.

Some people say we are real testers. We size up our leaders, teachers, and even our parents to see what we can get away with. We want a line drawn telling us how far we can go; but we may try hard to bend or move that line once it's set. You will have to stand firm once the line is drawn. Your discipline will have to be consistent, impartial and fair. We may even need reminders on the responsibility for personal property - mine and others.

We Webelos Scouts thrive on praise and sulk at criticism. We are eager to please those we like. One problem is our attention span...it's rather short, so don't stick to any one thing too long in den meetings. An ideal program is quite flexible with short periods of seriousness, games, instruction and contests. If any part of our meeting lasts over 10 minutes, we might start a little horseplay.

Remember Dad, FUN is the most important part of any meeting.

And by the way, Dad.....thank you.

Your son

THE WEBELOS LEGEND

Hear now the Webelos legend; the tale of the Webelos tribe and Akela, its chieftain.

"Whooo" called the owl in the darkness. The small Indian boy lay in his tepee and listened to the rustle of the trees in the night. "Boom" went the deep, muffled beat of the great ceremonial drum. The braves of the tribe were convening. The boy wished that he, too, could answer the call.

Quick like the flight of an arrow; quiet in the hush of the night; before a great fire they gathered, awaiting Akela, their chief. Here in the great council fire ring, on top of the cliff, they met. Here they often came to make decisions. Here too, they sought their great Spirit and asked His help on hunts and war and peace. Here they met Chief Akela, and awaited his final decree.

Now with the "boom" of the big drum all was quiet. The night was very still. The ceremonial fire, when lighted, illuminated the hillside. The tom-toms began slowly and set the rhythm. Akela stepped into the ring and the tom-toms beat, first low and slow and then like thunder. Akela danced near the fire. He danced with grace, and his gestures told of his life. He told of the strength of his father, the powerful Arrow of Light. He told how his mother, Kind Eyes, taught him those things that only a mother can know. He told how his father helped him make his bow and how he once saved his mother's life with his arrow.

The tom-toms beat on while Akela's dance told of trips to the forest where Wolf started teachimg him thw ways of the wild life, of the ground, of the tracks and ways to food. Through dance and gesture he told how he next faced Bear and eventually learned the meaning of courage. And then he became a yound Scout of the trail.

Akela, the wise, closed his dance. By signal and gesture he told how the tribe can be strong only when the boys of the tribe are strong. He said this: "The future is hidden, but if we are strong and brave; it we teach our boys to be fair, our greatest tribe will continue to be strong."

And so Akela ended his dance. The beat of the tom-tom was stilled. In silence the warriors stood, and then gave a loud gutteral "HOW". The fire burned low. All was still. No sound broke the hush on the hill save the crackle of the dying embers and all the mysterious half-noises of the night. The braves raised their right hands toward heaven. Living Circle was formed with their left. The right hands toward heaven. Lastly, the Webelos tribe pledge was given...."To live and help live" was their pledge.

This, then, is the Webelos legend. This, then, is the reason why they are strong. They honor the pledge when it is made. "To live and help live" is their goal.

- Indian Nations Council Pow Wow Book

AQUANAUT ACTIVITY BADGE

To most ten year boys in our area, the Aquanaut Activity Badge will be one of the easiest to earn. It will be fun for both the boys and the Webelos leader.

One of the main points of this badge is to teach water safety rules. These rules will be found at every Scout waterfront. The rules may not particularly impress a Webelos Scout this year at the neighborhood pool where he swims daily, but next year at summer camp, their value will become apparent to him.

DEN ACTIVITIES

1. Assign buddies and explain the importance of the buddy swimming system.
2. Have a demonstration of mask, fins and snorkel by an expert. People who have completed the scuba class at the YMCA would be good. Have boys take turns using the equipment, or have them use their own. Start off with the fins and show them the difference in speed with and without them. Have the boys practice seeing in the water with the masks on and learning how to breathe. Next, the boys can try the snorkel, in shallow water (learning to breathe) before venturing into deeper water.
3. Take the den swimming. Classify boys according to swimming ability. Assign boys to areas according to ability. Let them try to pass the 100-foot requirements and the surface dive optional requirement and the snorkel optional requirement.
4. If a rowboat is available, have boat safety methods and rowing techniques demonstrated by an expert. Give the boys a chance to practice these methods.
5. Have the boys learn the four basic rescue methods as illustrated by the words: "Reach", "Throw", "Row", "Go", "Tow". Have them practice a reaching rescue with a shirt, pole, or by throwing a rope, ring boy, or other lifeline.
6. Take boys to a swim meet or diving exhibition.
7. Make buddy boards.
8. Invite an expert to explain to the boys how to handle emergencies in the water. Contact a swimming instructor, the YMCA or Coast Guard. Three rules to remember are: Don't panic.....think.....save your strength.
9. Learn about water pollutants in the lakes and rivers in our area. How do they affect water used for consumption and recreation?
10. Study the Safe Swim Defense Plan.

The following are some good beginner games:

1. Catching ball in shallow water.
2. Passing water ball while standing in the water.
3. Tunnel ball-passing a ball back and between the legs.
4. Cat and mouse -- cat outside circle, mouse inside.
5. Spoon and Ping-Pong ball relay
6. Kickboard race to 25 yards away.
7. Kickboard relay - width of the pool.
8. Relay race in shallow water -- running and gliding on stomach.

PACK ACTIVITIES

Exhibit: Mask, fins, snorkel, boat equipment, practice-breathing dummy.
Demonstrate: Swimming strokes, rescue assists, artificial respiration

AQUANAUT ACTIVITY BADGE

SAFE SWIM DEFENSE PLAN. One of the things that should always be used with any water activity is the Safe Swim Defense Plan. There are eight factors involved:

1. Qualified Supervision. A responsible adult in complete charge. If he has not had water safety training, he must have assistants who are trained.

2. Physical Fitness. Every boy should have a physical examination each year.

3. Safe Area. Marked-off swimming area. Not more than 3 1/2 feet deep for non-swimmers; shallow water to just overhead depth for beginning swimmers; and water not over 12 feet for swimmers. The total swimming area should be checked out for any dangerous objects hidden in the water (glass, cans, deep spots in shallow areas, rocks in diving areas, etc.)

4. Lifeguards on Duty. Two who are capable swimmers stationed ashore with life lines (such as 100 feet of No. 5 sashcord).

5. Lookout. Someone who can see all swimmers from shore.

6. Ability Groups. Divide Webelos Scouts into non-swimmers, beginners, and swimmers. Make sure each group stays in its area.

7. Buddy Plan. Pair every boy with a buddy in his own ability group. Make sure each buddy understands that he is to be on constant lookout for his buddy and vice-versa, and that they are to stay near each other at all times. Buddies join and raise hands together everytime they hear the call "buddies". They check in and out of the water together.

8. Discipline. Be strict but fair. Play no favorites. All Scouts and parents must understand the need for obedience to the instructions of swim leaders.

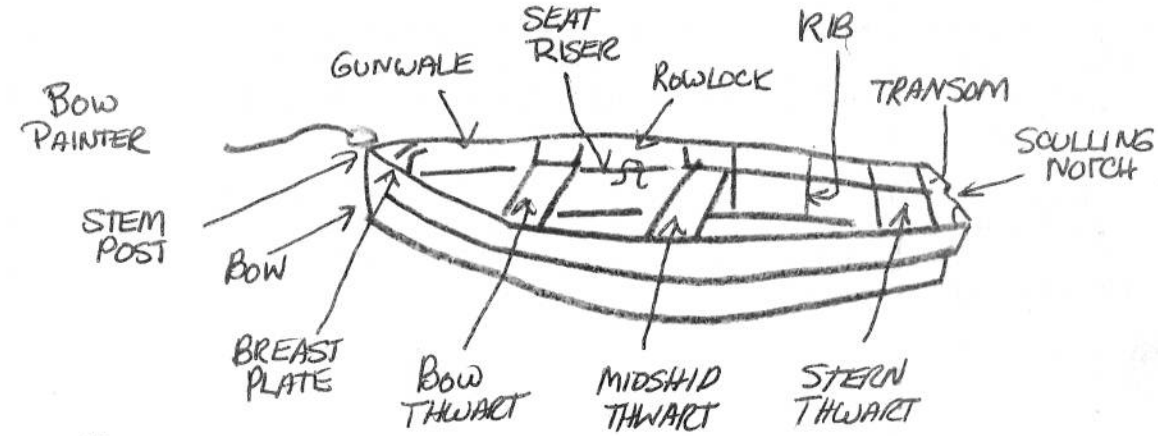
YOU CAN SET UP A SAFE SWIM AREA

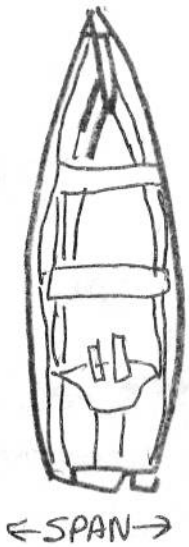
There is an easy, quick way to make a swimming area safe. Minimum equipment includes: two 50-foot lengths of No. 5 sash cord (not clothesline), 200 feet of binder twine, a hand axe, a pocketknife, and a pencil. Organize swimmers in a line holding hands to check the bottom of the area, under 6 feet in depth to be used. Use a strong swimmer to scout the area, up to 12 feet, by looking for deep holes, rocks, stumps or dangerous debris. He should work at the end of a life-line bowline around shoulder with buddy tending line at shoreside. Use binder twine to mark off and enclose the areas for non-swimmers and beginners. Support the line with deadwood floats cut by hand axe. Large rocks tied with twine make good anchors at the outside corners where bouys should be placed. Inflated balloons or plastic bleach bottles work well, too. Do not use glass bottles because of possible breakage.

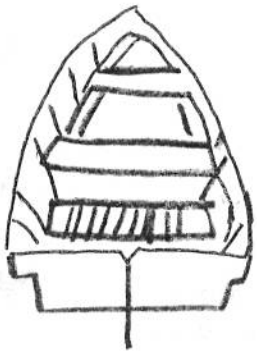
See "Safe Swim Defense", #7369; "Swimmine and Waterfront Activities" #26-037

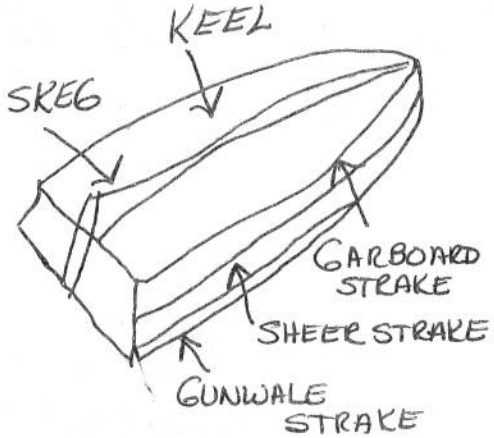
ROWBOATS

The following terms apply to parts of rowboats, regardless of how the boat is constructed or what the materials are.





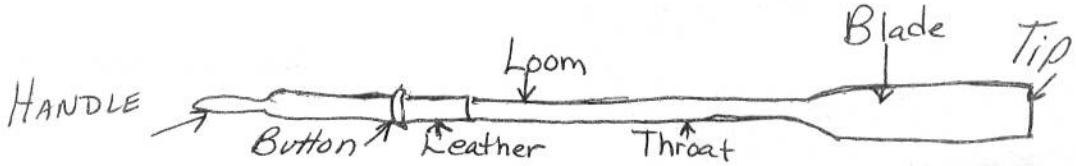




Rowboats can be capsized or swamped. It usually takes an effort to do it. If it should happen - STICK BY THE BOAT!!! The boat will float and will easily support or carry you until someone comes to help. You are safe to HANG ON!

Aluminum rowboats are light, rugged and require little maintenance. Flotation units are usually built in. Fiberglass boats also use flotation units. They require little care but can be heavy to handle.

With oars you propel the boat. Rowlocks hold the oars in place. The parts of an oar are illustrated below.



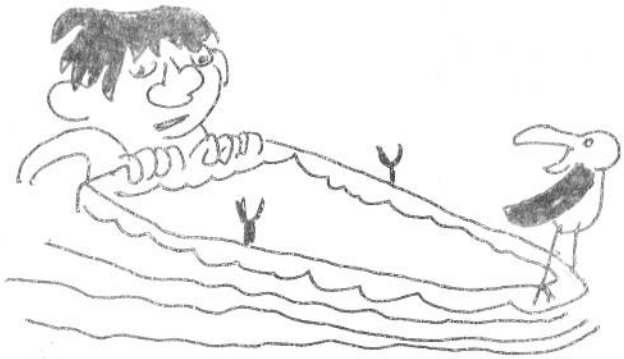
Oars are made of straight grained spruce or hardwood. Spruce, while light, wears quickly. Hardwood oars are heavy but last longer and can take more hard knocks.

ROWBOATS (Continued)

Safe in a rowboat. In some ways a rowboat is like a person. It can carry you but it can carry only so much. It can be caught off balance. It gets hurt if it slams into anything. Take care of the rowboat you go out in. It will then take care of you and bring you back.

Each person sitting in the boat must have his own life preserver. Don't crowd too many people in one boat. That is unsafe, takes the fun out of boating, and makes more work for the rower. One person on a seat is enough. Once you are in the boat, sit. Never stand up.

Hang onto a swamped boat. Rest for a while, then try to get back into the boat. OR++ Point the boat at the shore. Hold onto the back and kick your feet.



Paddling a water-filled boat is easier when the passengers spread out to keep the boat level.

When getting into a rowboat step into the center.

From a high place step first onto the center of a seat.

DO NOT JUMP!

The rower usually sits on the middle seat (1). His passenger sits on the stern seat (2). If he has another passenger, he sits on the forward seat (3).

- Boys' Life Magazine

ARTIST ACTIVITY BADGE

For many people, art is a vocation - the way they make their living. For others it is a recreational activity which may develop into their livelihood or just into a lifetime hobby. The Artist Activity Badge won't make an artist of every Webelos Scout, but it should help each boy better understand how the artist works and what he's trying to express. If you are not familiar with color charts, design, sculpture, mobiles and constructions, you may wish to enlist the help of an experienced Dad or an art teacher. Beginner's books on art will also be helpful.

DEN ACTIVITIES

1. Let the boys study a color wheel and practice combining paints making shades and tints with tempera or water color. Ask boys to make a profile of a family member and an original picture at home.

2. Attend an art exhibit or visit an art museum.

3. Invite an art instructor or an artist to den meeting to talk about art(basic) and designs. He will be able to answer any technical questions on the requirements for the badge which may come up.

4. Design is basic in all art. Have boys make two designs each of straight lines, curved lines, and a composite of both types of lines.

5. Have each boy make a pencil sketch of a bottle, dish or other still object.

6. Hold at "Art Can Be Fun" night for the Webelos den families.

7. Have modeling clay and material on hand for making models. Start simple sculptures to be finished at home. (See Webelos Scout Book)

8. Make mobiles.

9. Have boys make drawings during a nature hike - of birds, animals, trees, insects, plants, etc.

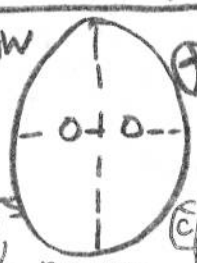
PACK ACTIVITIES

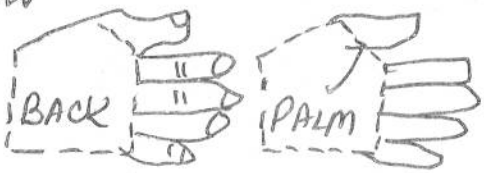
Exhibit: Drawings, paintings, designs, mobiles, sculptures.

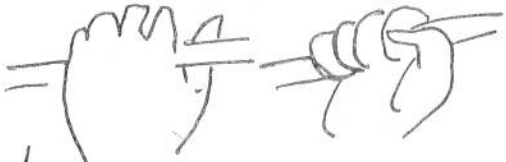
Demonstrate: Mixing paints, beginning a sculpture, and making a mobile.

CARTOON FIGURES

FIRST DRAW A CIRCLE OR OVAL DIVIDE IN FOUR PARTS





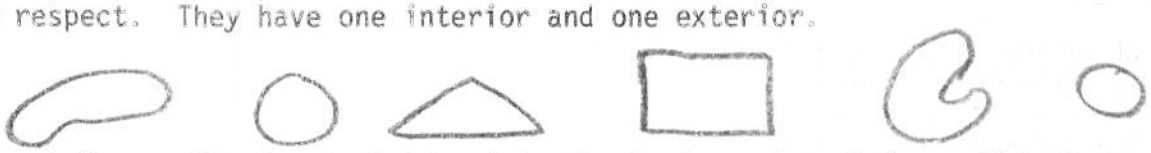


COPY THESE FORMS AND CREATE YOUR OWN FIGURES

ARTIST ACTIVITY BADGE

DESIGN:

Many different shapes can be made with a simple piece of string. Tie the ends and lay it down in patterns such as those shown below. All of the designs are alike in one respect. They have one interior and one exterior.



Your string could also be laid out in the designs shown below. All of these designs are alike in one respect. They have two interiors and one exterior. Each one is really a different version of the other. The most important location in each design is Point A.

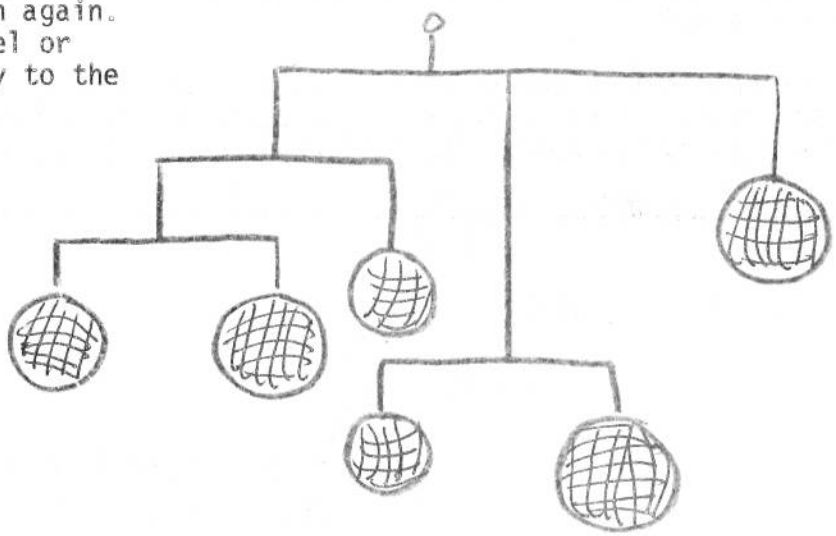
The following designs are also different versions of the same thing. Each one is a simple closed figure in the center with two "legs" attached to it:

MOBILE:

This mobile is made by covering a small inflated balloon with flour paste, then wrapping it with colored cotton thread or mercerized crochet cotton, then coating it again with flour paste. Dab off excess. Let air out of balloon with pin after paste has hardened and remove balloon.

Balloons should be well covered with thread and paste. If string collapses when air is removed from balloon, then remove balloon and insert new balloon, inflate it till strings are tight again. Add more thread and paste.

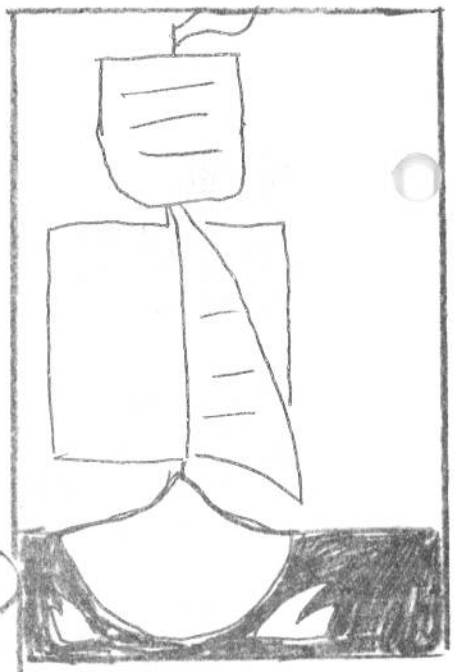
Let dry and let air out of balloon again. Cover balls with clear spray enamel or shellac. This will help give body to the balls.



SEE WEBELOS SCOUT BOOK FOR INFORMATION ON ASSEMBLING MOBILES, POINT OF BALANCE, ETC.

- Indian Nations Council

ARTIST ACTIVITY BADGE

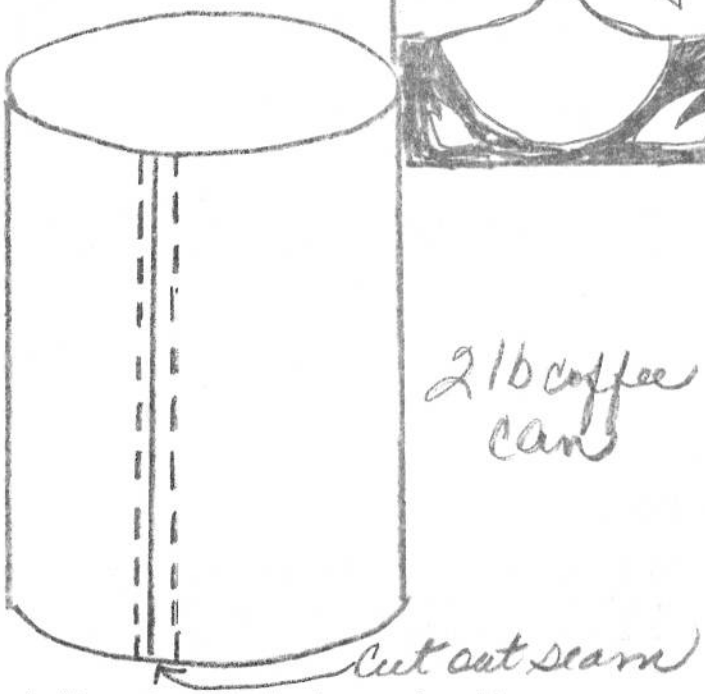


MAKING A METAL SAILING SHIP

An artist puts his imagination to work with many kinds of materials. Here is a pleasing decoration that can be made from a used tin can and a piece of scrap wood.

Use a two pound coffee can, or obtain cans (#10) from your school cafeteria. The wood for the background is 12" x 15" x 1/2". Sand the wood and paint or stain any color. A dark background is best. Attach a wire to the back with small screws to hang.

You will need a pair of tin snips, some 1/2" finishing nails, a tack hammer, a nail set or large blunted nail and a crayon. Use cotton gloves to handle the sharp pieces of tin.



DIRECTIONS:

1. Cut out the bottom of the can. Draw the pattern for the ship's bow on it with crayon and cut out with tin snips.

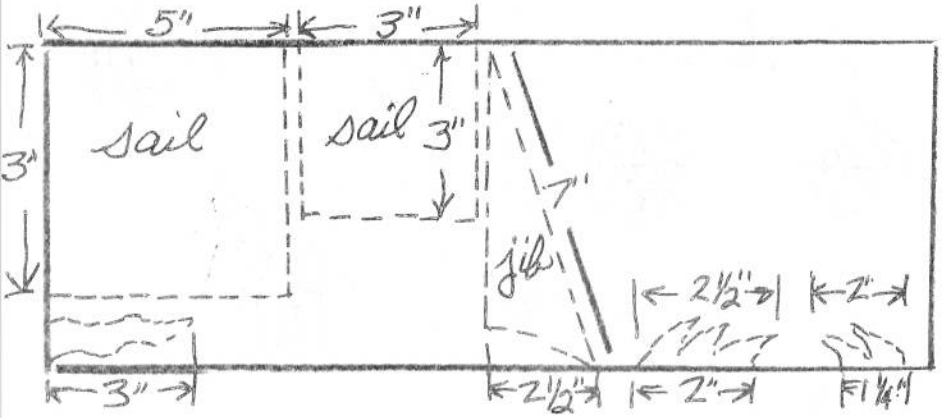
2. Cut out the seams of the can and flatten it with your hammer. Don't worry about hammer marks.

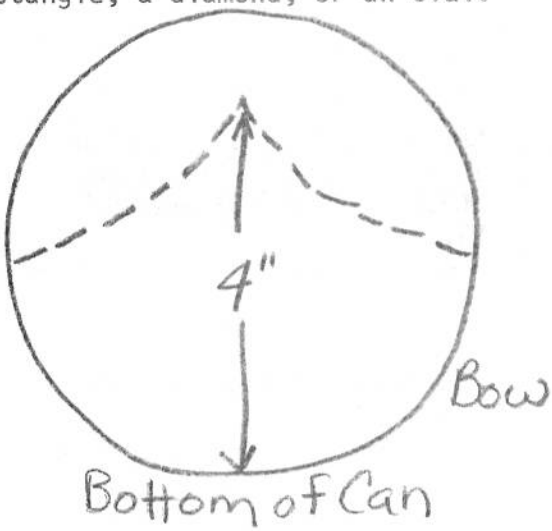
3. Draw patterns for sails, water, and pennant on flattened metal, and cut them out.

4. Shape and add texture to the metal for the hull and sails by hammering the painted side with a nail set or large blunted nail and your tack hammer. Paint or hammer designs on the metal. Leave the water and pennant smooth.

5. Place the design on the background wood. Mark the position for each piece lightly with a pencil.

6. Before nailing the pieces in place, make holes for the nails from the painted side of the metal. Avoid flattening the curve of the sails and hull when you fasten the design to the wood. The background block may be a rectangle, a diamond, or an oval.





ATHLETE ACTIVITY BADGE

Webelos Scouts are bursting with energy and eager to impress their Webelos leader with their physical prowess. Since most 10 year old boys already have the physical skills necessary to pass this badge when they first enter the den, it is a natural first activity badge. Athlete is one of four optional badges which may be used to fulfill the requirements for the Arrow of Light. The Webelos leader may make this badge a basic foundation for a good relationship with the boys for the coming year by giving his den some encouragement and praise as they bore down to earn this one.

If you ask a Webelos Scout what his most priceless possession is, you will receive a variety of answers. It is doubtful if any ten year old will recognize the important part his body plays in his life. This badge gives the leader a chance to impress on the boys the importance of keeping physically fit.

Make up a permanent Fitness Progress Chart (such as the one on the following page) and retest the boys at different times throughout the year. They will be interested in bettering their records. Use the information below as a guide:

Rating	Sit-Ups (number)	Pull-Ups (number)	Broad Jump Ft.	Broad Jump In.	50-Yd. Dash (seconds)	600 Yd. Run (minutes)
Excellent	60	6	5	6	7.6	2:15
Good	47	3	5	0	8.1	2:30
Satisfactory	30	2	4	8	8.6	2:45
Poor	22	1	4	4	9.0	2:58

DEN ACTIVITIES

1. Attend a high school or college athletic event.
2. Invite a professional athlete to den meeting to discuss exercises, training rules and why they are important. If you are unable to obtain a professional athlete, how about a college athlete.
3. Practice light, loosening-up exercises to be done before strenous exercises.
4. Review requirements with boys and have a demonstration on correct way to do exercises.
5. Help the boys set up a regular schedule of exercises with a chart for keeping records of activity and improvement.

PACK ACTIVITIES

Exhibit: Individual fitness records, indoor gym equipment.

Demonstrate: Fitness tests, exercises, dual contests. (See Webelos Scout Book)

ATHLETE ACTIVITY BADGE

NAME	SIT-UPS (30)	PULL-UPS (2) OR PUSH-UPS (8)	LONG JUMP (5 FT)	50 YD. DASH (8.6 SEC)	600 YD. RUN (2 M. 45 S.)

ATHLETE ACTIVITY BADGE

A HEALTHY ATTITUDE. Living the Cub Scout Promise and the Law of the Pack is a big help in keeping a Webelos Scout mentally and physically strong. When a boy does his best to be cheerful, helpful, friendly, he'll find that worries and irritations disappear. He will discover a feeling of success, confidence and excitement in his everyday life. A wise man once said, "As a man thinketh in his heart, so he is." When boys "think"themselves strong and do something about it, they are well on their way to being strong.

Mental and emotional health are very important. They affect our ability to accept new challenges and responsibilities and to get along with others. We live in a world that is rapidly changing. To many people, this is unsettling. For some, it is like riding a bike. After a couple of falls one could find himself bruised and decide not to continue. Most people continue and learn how to handle their bike. Meeting new challenges and accepting new responsibilities fall into the same category. A boy learns through experience; he develops skills and can proceed with reasonable confidence. True, sometimes he may find himself literally dumped over the handlebars. But if he picks himself up, checks to see what happened and why it happened, make any necessary repairs, then he can proceed with more confidence...confidence gained through experience.

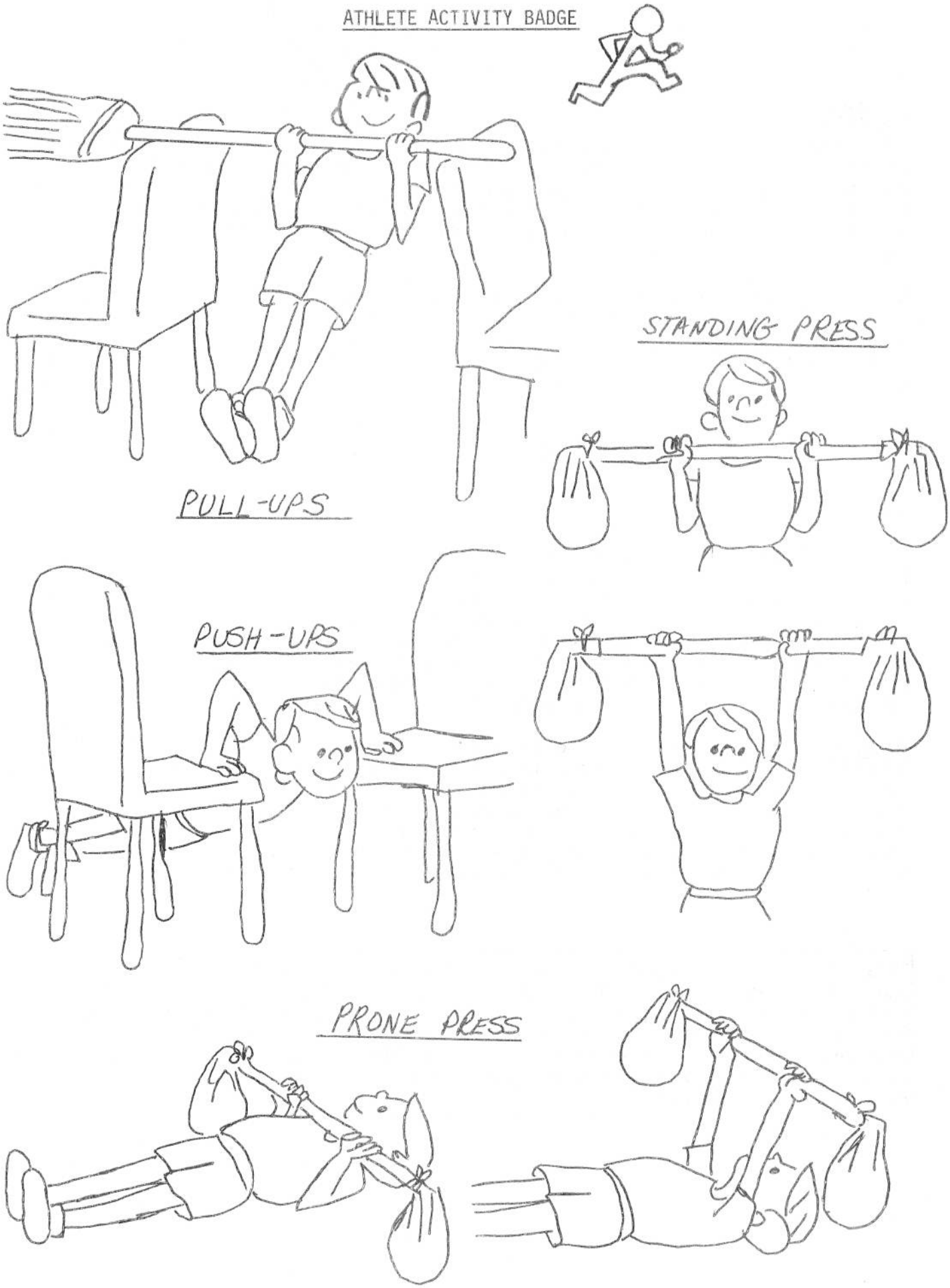
INDOOR GYM EQUIPMENT. If you have a basement with an exposed beam, put up a chinning bar. The simplest type is a broomstick fastened to the beam with a rope. A barbell can be made using a 3 foot dowel or broomstick with 3/4" pipe caps on the ends. The latter are then embedded in 46 oz. cans filled with cement. Allow cement to set overnight. Dumbbells can be made similarly by using foot long dowels and No. 2 size tin cans filled with cement and placed at the ends of the dowels. Two quart plastic containers filled with sand make good dumbbells. An old inner tube (not inflated) makes an excellent muscle builder for arms, legs, back, and chest.

OUTDOOR OBSTACLE COURSE. This helps keep a boy in shape. Make a rope climb by hanging a 10 foot one inch rope from a tree. To help develop balance, set a 10 foot 2x6 walking plank securely in the ground. Five or six old tires make an excellent zig-zag course which will help the boy develop balance while building up his leg muscles. The object is to step from tire to tire as he runs the course. Stagger tires one full pace apart. Make a "crawl through" by using an old barrel turned on its side. Cardboard boxes will also work.

SUGGESTION: Most of the requirements for the Athlete Activity Badge can be done before den meetings as a pre-opening activity. If you spread these out over several den meetings you can be working on other badges at the same time. For example: Requirement #5 can be worked on along with the Aquanaut Badge; Requirement #6 can be worked on along with the Outdoorsman Badge. Combining badges simplifies your planning and gives the boys a chance to fulfill several requirements at the same time.

- Indian Nations Council

ATHLETE ACTIVITY BADGE



CITIZEN ACTIVITY BADGE

DEN ACTIVITIES

1. Discuss requirement of the badge with the boys. Decide which service project you want to do, whether it will be for the school, church, or community. Decide how to carry it out. Perhaps the den will want to involve the whole pack in their service project, so that all the boys will be included in the excitement and rewarding feeling of doing something for others.

2. Make logbooks for boys to record their work on the badge.

3. Visit a local government agency. Find out how it works, what services it provides, how it affects you and your family.

4. A campaign against litter is a "must" for good citizenship. Discuss how your den can carry on such a campaign and do it. This could include making posters for display, litter clean-up, making litter bags, a fight against pollution, collecting items for recycling.

5. Discuss the various organizations in the community which help people. How are they financed and how do they run? Do they use volunteer help?

6. Attend a naturalization ceremony.

7. Observe the voting process.

8. Visit a city council meeting or school board meeting.

9. Remind people to fly the flag.

10. Invite a new citizen to speak to the den on what becoming an American citizen means to him or her.

11. Visit a court. Ask the judge to speak to the boys about citizenship. Acquaint the boys with the court procedure.

12. Visit police and/or fire department.

PACK ACTIVITIES

Plan a special good turn for the next pack meeting, such as setting up chairs, ushering, cleanup, etc.

Exhibits: Logbooks on requirements, charts or posters on community activities.

Demonstration: Oral reports on any trips taken or requirements completed.

CITIZEN ACTIVITY BADGE

"I promise to do my best to do my duty to God and my Country...." that means to be a good citizen. You became a citizen when your mother gave birth to you, if she was a citizen....or if you were born in another country, you became a citizen of the U.S. when your parents were naturalized.

A GOOD citizen is to obey the law, respect the rights of others, "Be Square", make our country or community a better place, learn about our country and government, and as an adult to vote.

****

I. Declaration of Independence July 4, 1776 in Philadelphia, Pa.

A. First time government said no citizen was better than another..all had same rights, taxes, courts.

B. Means today that you are treated like everyone else, cant be arrested without reason, no one else has "special" rights. Does not mean you get special attention or you can do anything you want.

II. Star Spangled Banner, national anthem, was written in 1814 by Francis Scott Key. U. S. was fighting Great Britain in the war of 1812. The British shelled Fort McHenry near Baltimore, Maryland. Key saw the battle and spoke in a poem about our flag.

III. Men the Boys Should Know: President of the U. S._____

Vice President of the U.S._____ Governor of Texas:_____

Mayor of Dallas_____ (Picture, if possible of U.S. and Texas capitols)

IV. Laws: We have laws so people can be as safe as possible. We have laws to protect our rights, to help us live better, to set the rules for our government. Have the boys name three laws they have obeyed this week:

1._____ 2._____ 3._____

V. The Government and Us.

The U. S. Government helps us through parks and natural resources, food and drug laws, postal service, military services, and aids in other services.

Texas Government helps us through schools (standards and funds), Highway Department, Highway Patrol (licenses), parks and game, protects natural resources. Discuss these factors with your den.

Local Government helps us with police and fire departments, streets, sewers, lights, playgrounds, and libraries.

Some ways we and our families help the government are through taxes, obeying the laws and respect flags, urging people to vote.

VI. Why Do We Have Government? Legislative, Judicial, Administrative
Sets rules, administers rules, enforces rules for our protection. We pay for it by volunteer services, taxes, service fees, licenses.

VII. How do we help other countries? Through treaties, loans, government student exchanges, etc.

CITIZEN ACTIVITY BADGE

DO YOU KNOW YOUR FLAG?

When the Stars and Stripes first became our national flag, no one was sure just what the design of the flag should be. Since the time of that first flag, official descriptions of the national colors have been very careful and clear. Not only is the design of the flag carefully described today, but there are many special rules for displaying it. The following questions are based on the universal flag code of the United States. See how many you and your Webelos Den can answer correctly. Watch them because some are tricky.

1. The flag is raised (a) slowly; (b) briskly, (c) at any speed that is comfortable.

2. If you carried the flag in a parade before the President of the United States you would dip the flag slightly in salute to the President as you walked past him. True or false?

3. The flag must never be lowered no matter how bad the weather conditions. True or false?

4. The flag is never allowed to fly after daylight hours anywhere in the world. True or false?

5. When the flag is carried in a procession or on other occasions it is escorted by an honor guard. True or false?

6. The flag's honor guard walks (a) on the flag's right, (b) just behind the flag, (c) on either side of the flag.

7. If you are a Cub Scout, Scout, or Explorer, you always give the Cub, Scout, or Explorer salute to the flag whether or not you are in uniform. True or false?

8. When you carry the flag in a parade with other flags, the U. S. flag must go on the left of and in line with the other flags. True or false?

- Boys' Life Magazine

Answers: 1. (b) Briskly. It's a happy occasion; 2. False. The flag is never dipped to anyone; 3. False. The flag is not flown in bad weather; 4. False. Although it is the custom to display the flag only from sunrise to sunset, there is no law prohibiting its being flown both day and night; 5. True; 6. (c) On either side of the flag; 7. False. When you are in civilian clothes you remove your hat and place your hand over your heart when the flag passes; 8. False. It is carried on the right of the other flags or at the front and center of a line of other flags.

CRAFTSMAN ACTIVITY BADGE

Learning how to care for and sharpen tools is an important asset in doing any kind of handicraft, but boys want to make things. The Craftsman Activity Badge requires that a Webelos Scout make at least eight different wood, leather, or tin articles. These involve designing, cutting, tooling, lacing leather, using a jigsaw or coping saw with wood, or cutting and joining metal.

To supplement the information in the Webelos Scout Book, why not use the "Crafts for Cub Scouts" book. It is most helpful with ideas, techniques and designs. There are many resource books at the library or hobby store which would also be helpful.

Helping boys make and do things that are consistent with their abilities and interests is a satisfaction in itself. You also have the opportunity to help boys develop confidence in themselves and their abilities by encouraging them to use their talents and skills for more advanced handicraft projects and perhaps develop a hobby in one of these fields.

If you do not feel expert enough to lead them in a craft or skill, call on someone who can help. You really aren't expected to be skilled in everything.....and this is an opportunity to bring in fathers to help.

Words of Wisdom

- Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boys.

- Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.

- Watch for signs of discouragement. Help boys when they seem to be having trouble.

- Make sure that all projects are carefully palnned before they begin so the boys know what they are making.

- Help each boy to understand safety practices and take safety precautions where needed and know sharp tools are a necessity and should be used with care and safety.

- Be extra cautious in metal work projects.

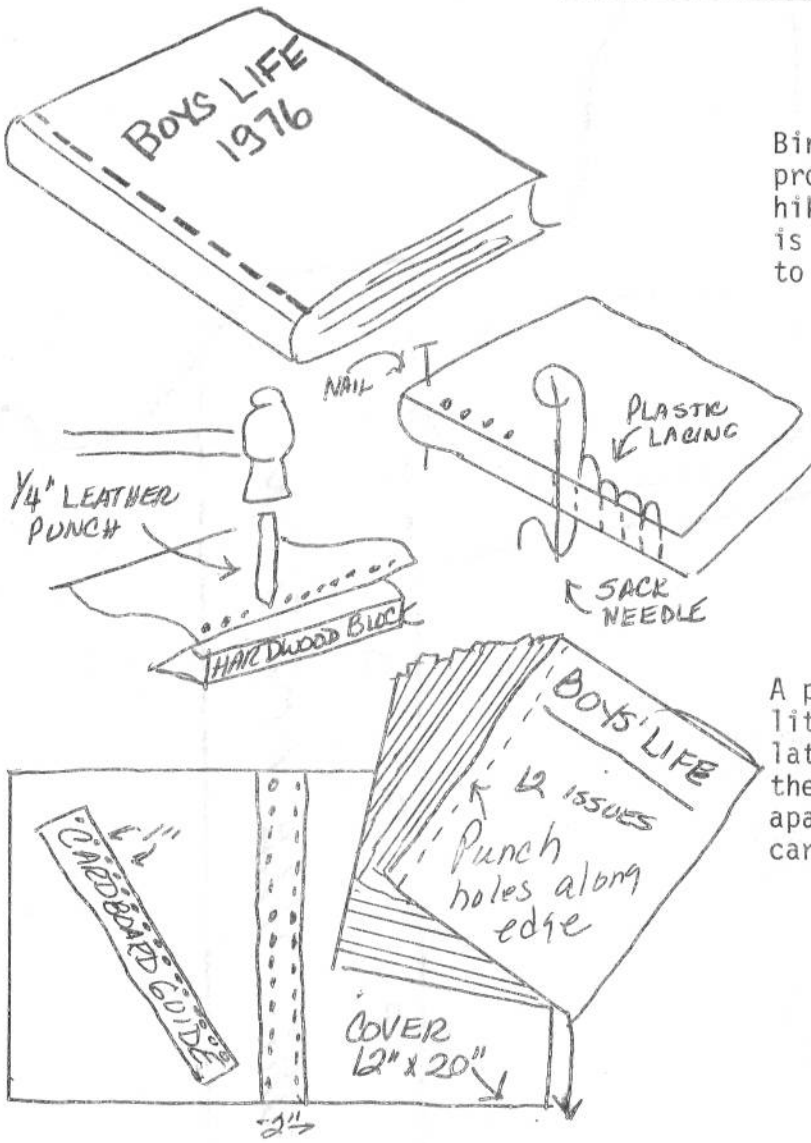
- Clean up working areas when finished - this leads to good relationships.

Demonstrations for Pack Meeting:

- How to use the coping saw, bench fork or V-board and C-clamp.
- How to nail, toenail,clinch a nail, and use a block to pull a nail.
- How to drill a hole for inside cutting with coping saw.
- How to use a pocketknife - care, safety measures, sharpening, whittling.
- How to nail a butt joint.
- How to apply finish - crayons, tempera, wax paint, enamel, shellac.
- How to make a bench hook and how it is used.
- Difference between a crosscut saw and a ripsaw; proper way to saw and the use of the T-square.

CRAFTSMAN ACTIVITY BADGE

BIND YOUR BOYS' LIFE



Binding your Boys' Life magazines is an easy project and is as easy as lacing up your hiking boots and almost as quick. The idea is to bind 12 issues into a single book to preserve your magazines.

A hammer, a 1/4" leather punch and a sack needle are the tools you need. Punch a row of 12 holes along the back edge of each magazine, one inch apart and 1/4" from the edge. Place a hardwood block under the magazine while driving the punch through. A cardboard gauge makes and marks the holes evenly.

The book cover is made from heavy imitation leather upholstery material. A piece 12" x 20" is needed. This is a little too large but it is trimmed down later. Two rows of holes are punched down the center of the cover and spaced two inches apart, center to center. Use the same cardboard guide to mark these holes.

A six-foot length of plastic lacing is used to lace the back of the book. Run half the length of lacing through the bottom hole. Using the sack needle, run both ends through the next hole (one from the top, one from the bottom) so that each end comes out on the opposite side of the book. A nail run through the top hole will keep everything lined up. Keep the lacing pulled tight and continue to the top hole. Tie the lacing at the back side of the book with a square knot. Snip off the ends. Now, trim the cover off, leaving a quarter of an inch projecting all around. Boys' Life can be traced directly from the magazine and put on the leather cover with carbon paper. Also put the year on the cover. Paint in lettering with lacquer and a small brush.

- Boys' Life Magazine

CRAFTSMAN ACTIVITY BADGE

Pretzel Dog

This craft would make an excellent present for the boys' parents.

The pattern shown at right is the actual pattern and can be made from wood scraps.

Directions:

Saw 4 legs, 1 head, and 2 ears out of a piece of 3/8" plywood. The body should be wide enough to allow the legs to be glued to the bottom of the piece of wood.

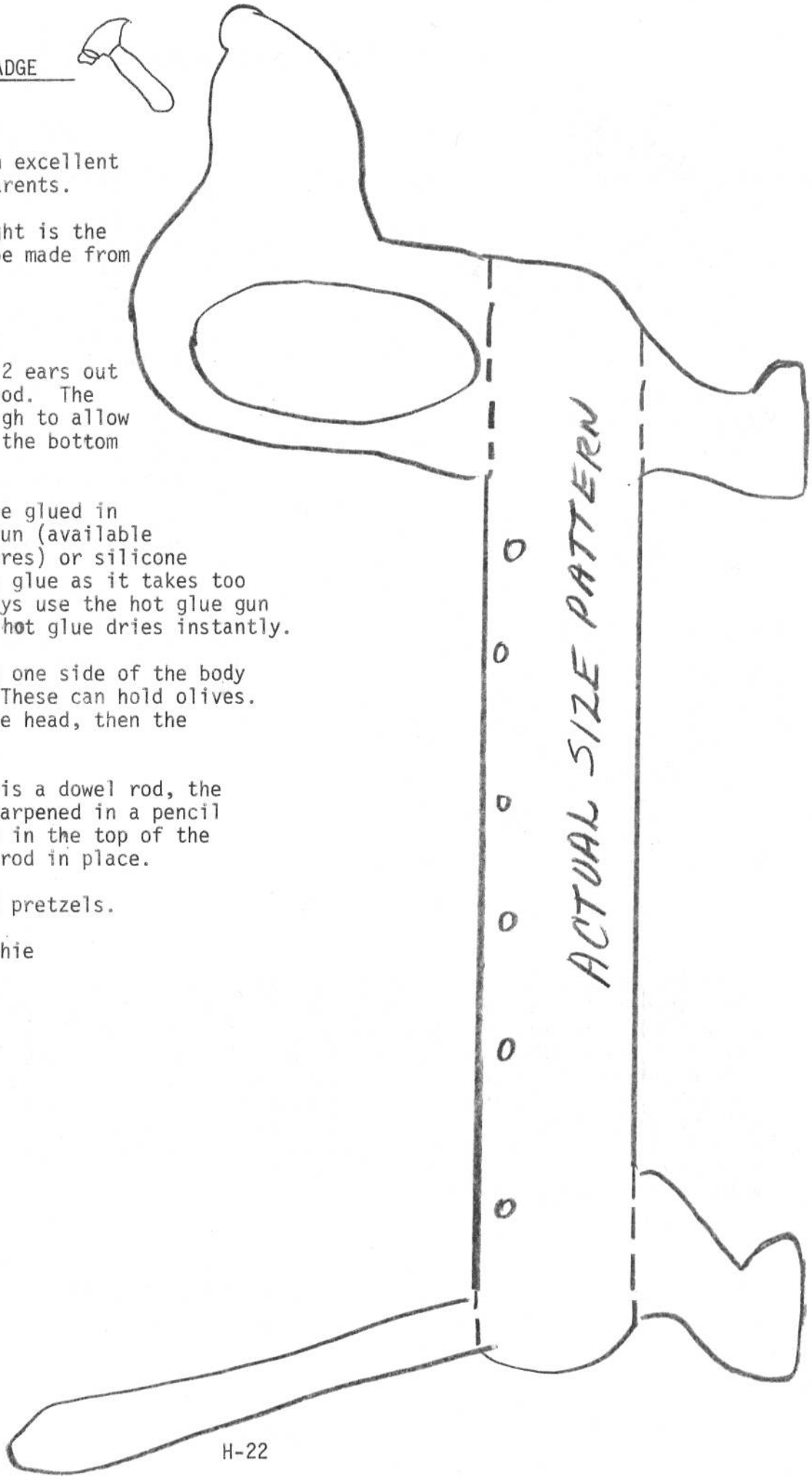
All pieces of the dog are glued in place. Use a hot glue gun (available at craft or hardware stores) or silicone glue. Don't use Elmer's glue as it takes too long to dry. Let the boys use the hot glue gun under supervision. The hot glue dries instantly.

Drill six small holes on one side of the body and insert toothpicks. These can hold olives. Next glue the ears to the head, then the head to the body.

Glue on legs. The tail is a dowel rod, the end of which has been sharpened in a pencil sharpener. Drill a hole in the top of the body and glue the dowel rod in place.

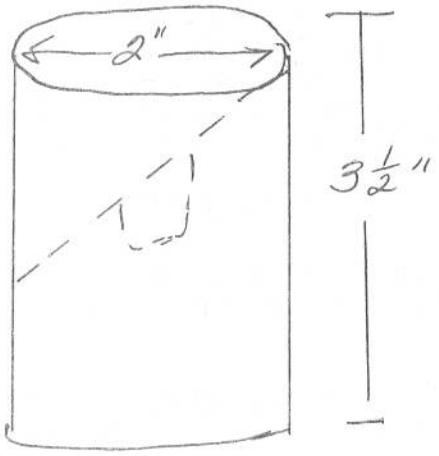
The tail is used to hold pretzels.

- Daryl Fritchie



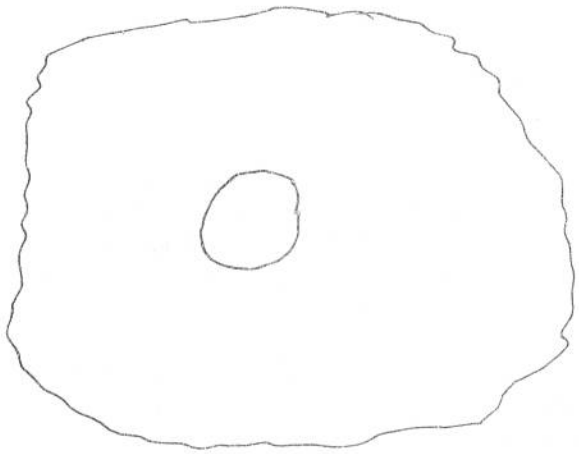
Cedar Pen Holder

This pen holder is made from a piece of cedar approximately 3 1/2" tall and 2" in diameter. Cut the piece at a slight angle as shown in illustration. Peel the bark off and let the cedar age for several days, then sand to obtain a smooth finish. The cedar must age because it sanded when green, the red wood will bleed in to the white wood.



Drill a hole approximately 1/2" deep in the middle of the wood. The depth depends upon the size of the pen that will be inserted in the holder. Remove clip from the top of the pen and glue top into the hole that you have drilled. You now have a pen holder suitable to give as a present to someone.

The pen holder may be coated with clear varnish to give it a shine.



Flag Stand

Cut a slice of a tree limb, such as cedar, any thickness desired. If cedar is used, be sure to let the piece age for several days. Then drill a hole in the middle of the piece. Sand until smooth. Coat with clear varnish or leave as is for the rustic look. Insert a flag in the middle.

This would make a good Blue and Gold table decoration.

- Daryl Fritchie

CRAFTSMAN ACTIVITY BADGE

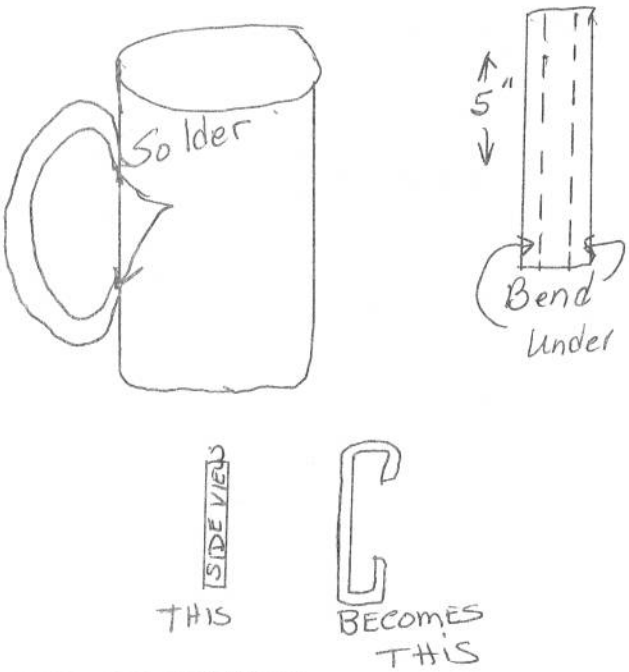
Tin craft is one of the requirements of this badge and is fun to do with the proper tools. It is not dangerous and the boys can have a lot of fun with it using the tools illustrated on the following pages. Tin may be obtained from a can company. Simply ask the store or company manager for scraps and he will probably be glad to give them to you. In working with tin, use a pair of tin snips. In cutting tin, use short strokes rather than long strokes such as in cutting with scissors.

TIN CAN MUG

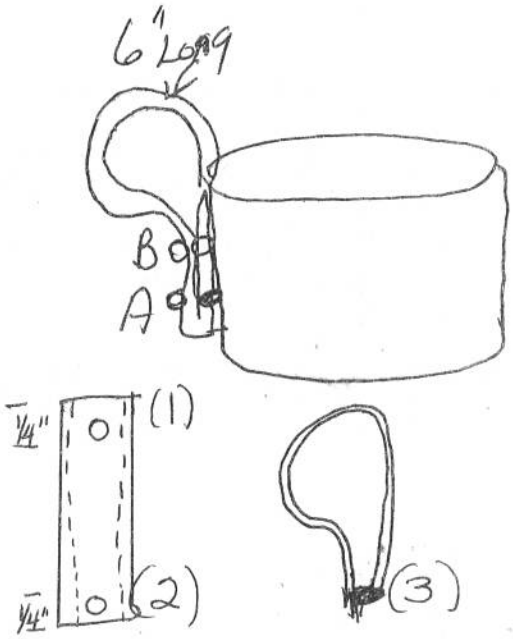
Cut the top off of a canned drink container and smooth the edges so that it can be used to drink out of.

Make a tin handle by using a strip of tin 5" long. Bend the edges under on either side using Daryl's Tin Bender. Hammer the edges completely flat with a mallet.

Bend the tin strip into the shape of a handle by using the Tin Handle Maker. This is done by raising the handle and by placing one end of the strip at point "C". Gently lower the handle and let close over the strip. The tin strip will bend into a handle. Bend each of the two ends of the strip under about 1/4" with pliers and then solder to the side of the can.



TUNA CAN CONTAINER



This craft satisfies the requirement "Make something useful from tin and rivet it".

Materials needed include: 1 tuna can; 1 tin strip 6" long and 3/4" wide; one gripper tool (available at sewing or hardware stores); one pop rivet tool and rivets (found at hardware stores); one drill.

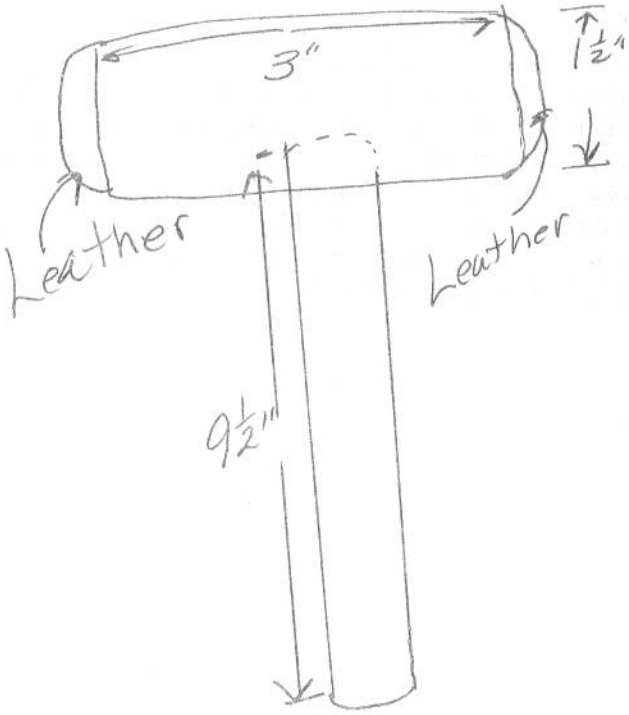
Directions: Bend edges of handle under using Tin Bender. Punch a hole in each end of the handle strip with the gripper tool as shown. Then bend over so that holes match (Fig. 3). Punch a hole in the tuna can with gripper tool at point "A". Now match the holes (Fig. 3 with "A") When the three holes are lined up, seal together with a rivet using the pop rivet tool.

The bottom rivet is now in place and will hold the handle in position. You are now ready for the next step. Drill a hole (at point "B") through the three pieces of tin. Rivet together with the pop rivet tool. You now have a container which may be used as a drinking cup or container for sugar, coffee, etc. - Daryl Fritchie

CRAFTSMAN ACTIVITY BADGE

HANDY MALLET

This is a very handy tool to be used in working with tin or leather. It is simple and easy to make.



Materials Needed:

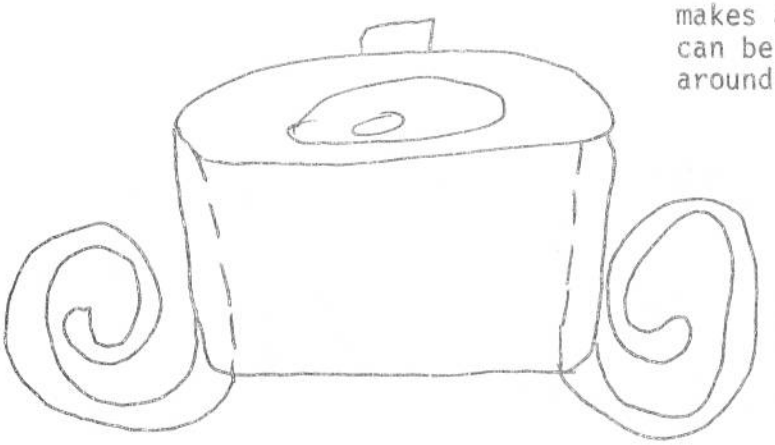
One piece broom handle or wooden closet clothes hanging bar 3" long and 1 1/2" in diameter.
2 circles leather 1 1/2" in diameter
1 dowel rod 9 1/2" long

Directions:

1. Drill a 1/2" deep hole into the broom handle as shown.
2. Glue dowel into handle.
3. Glue a leather circle onto each end of the broom handle. That's it!

TIN CAN HOLDER

This is a very simple craft. Bend metal strapping tin into shape and set a tuna can on top. Use three "legs" per can for stability. This makes an attractive candle holder. The tin can be wound into a spiral shape by wrapping around a dowel rod or broom handle.



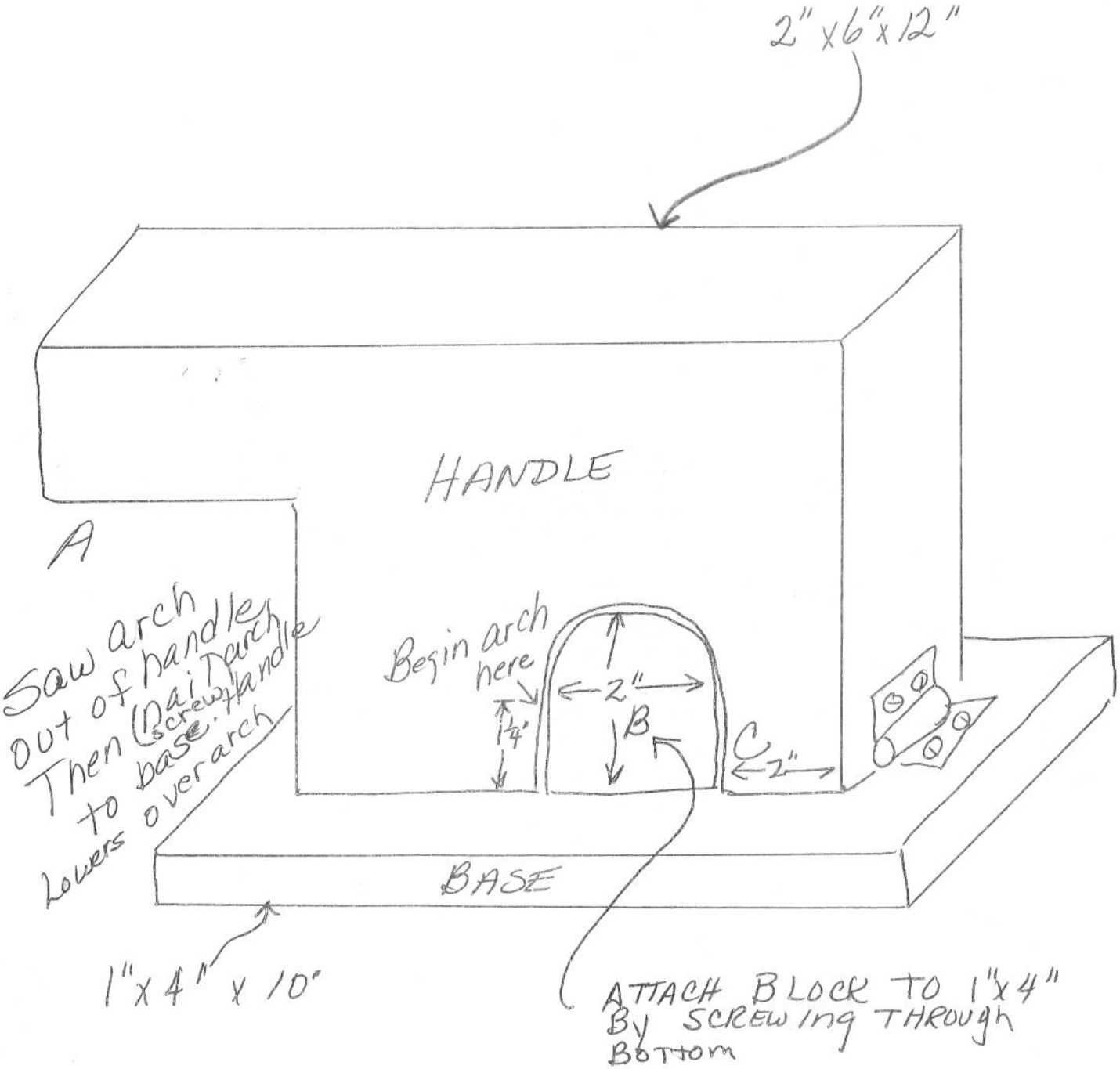
- Daryl Fritchie

CRAFTSMAN ACTIVITY BADGE

TIN HANDLE MAKER

This gadget is made entirely of wood (with the exception of one hinge) and is used for bending a piece of tin into a handle for the drinking mug and tuna can container shown on the previous pages. It is very simple to make. Saw a 2" x 6" x 12" piece of plywood into the shape shown in the illustration for the handle. Saw out a 2" x 2" arch and nail to the base piece of wood. Attach hinge as illustrated. You now have your handy tool. Use it by raising the handle. Then insert a strip of tin, the edges of which have been bent under using Daryl's Tin Bender, over the arch at point "C" and slowly lower the handle until if forms the tin strip into a handle. Bend the edges of the handle under about 1/4" at each end and solder onto the tin can.

- Daryl Fritchie



CRAFTSMAN ACTIVITY BADGE

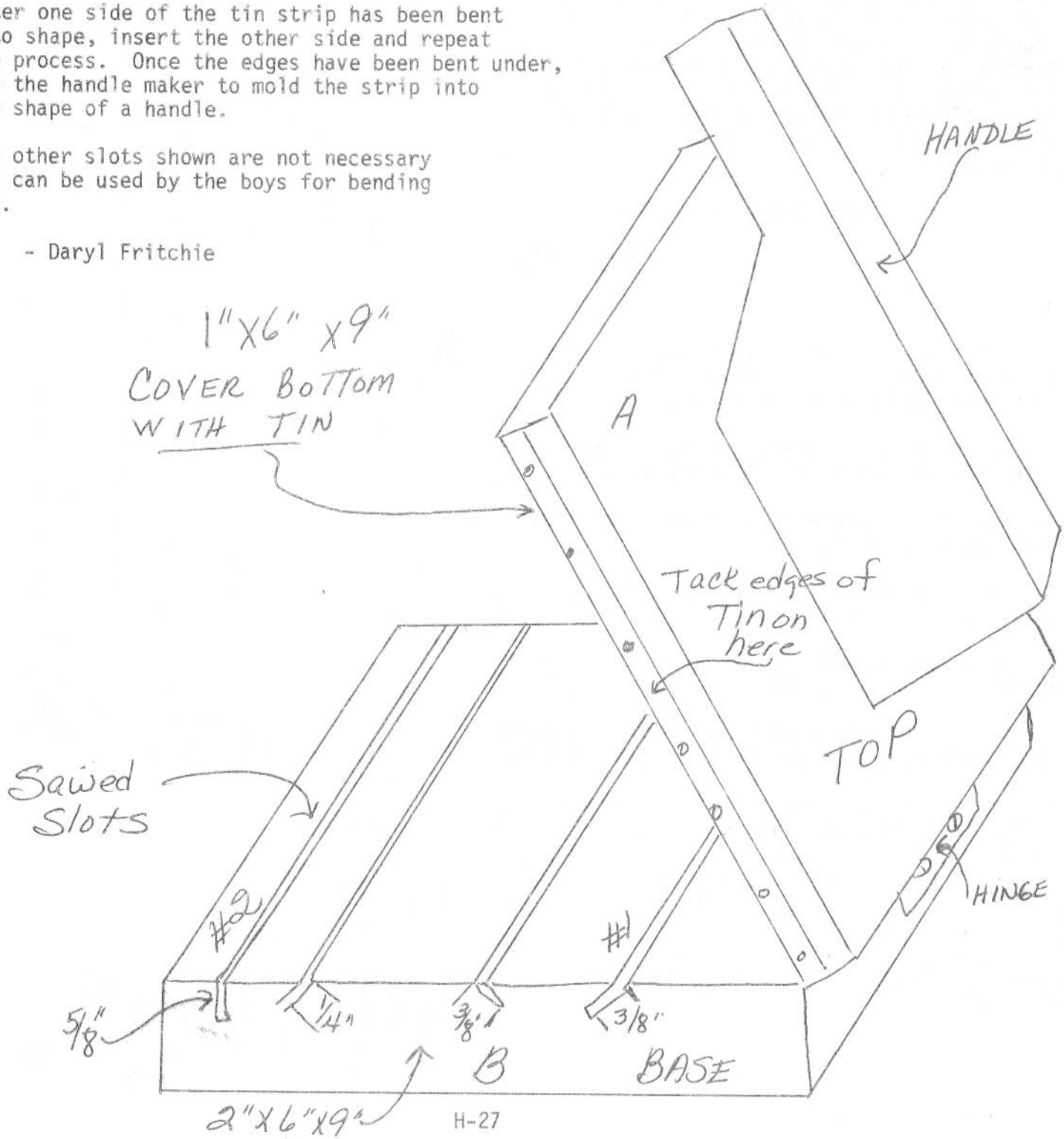
DARYL'S TIN BENDER

This is a very handy tool which can be made easily from scrap wood and is very useful in working with tin. This tool enables boys to bend tin edges under without fear of cutting themselves. It is used by simply inserting one side of a piece of tin strip into slot No. 1 and lowering the top all the way down. The tin will bend. Raise the lid and finish flattening the edges of the tin by hammering with a mallet. Do not use a regular hammer for finishing the bending process as it will dent the tin and leave marks.

After one side of the tin strip has been bent into shape, insert the other side and repeat the process. Once the edges have been bent under, use the handle maker to mold the strip into the shape of a handle.

The other slots shown are not necessary but can be used by the boys for bending tin.

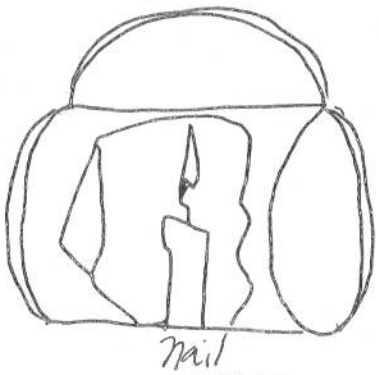
- Daryl Fritchie

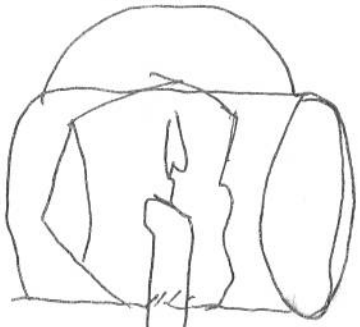


CRAFTSMAN ACTIVITY BADGE

TIN CAN LANTERN

This lantern is built to hold a candle Cut one end out of a middle-sized or large tin can, punch holes in the top at both ends and thread a wire handle through the holes so that the can is on its side (see illustration). Either pound a nail upward into the bottom center of the lantern and screw a candle onto the nail or cut a square hole through the tin the same diameter as the candle and screw the end of the candle into the can. Let the bottom of the candle extend below the entrance hole, screwing the candle into the lantern as it burns.





- Roughing It Easy Book

TIN WHISTLE

Directions

1. Cut two pieces of thin aluminum sheet as shown. (.12" - .020") thick. Smooth edges with abrasive paper or file.

2. Crimp the short piece. Place it crosswise near one end of the long piece (Fig.2)

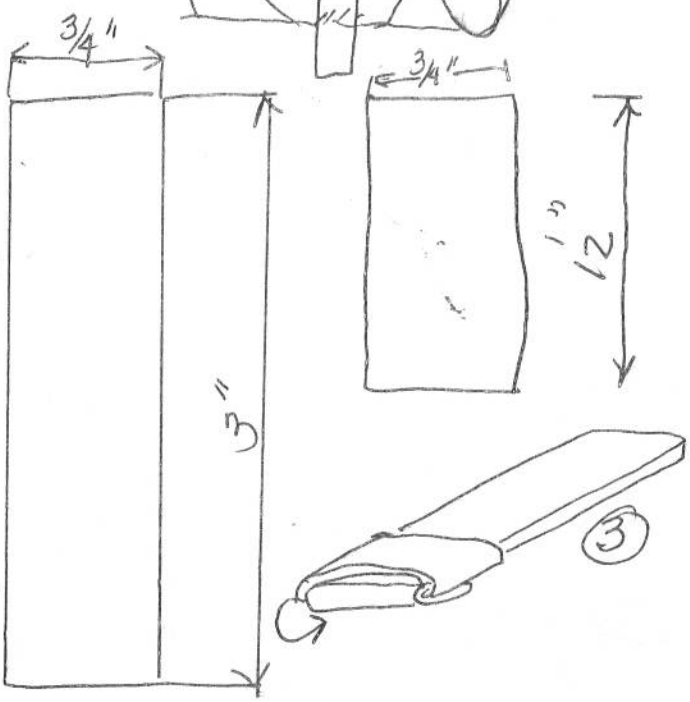
3. Bend overlapped ends of short piece around long piece. (Fig. 3)

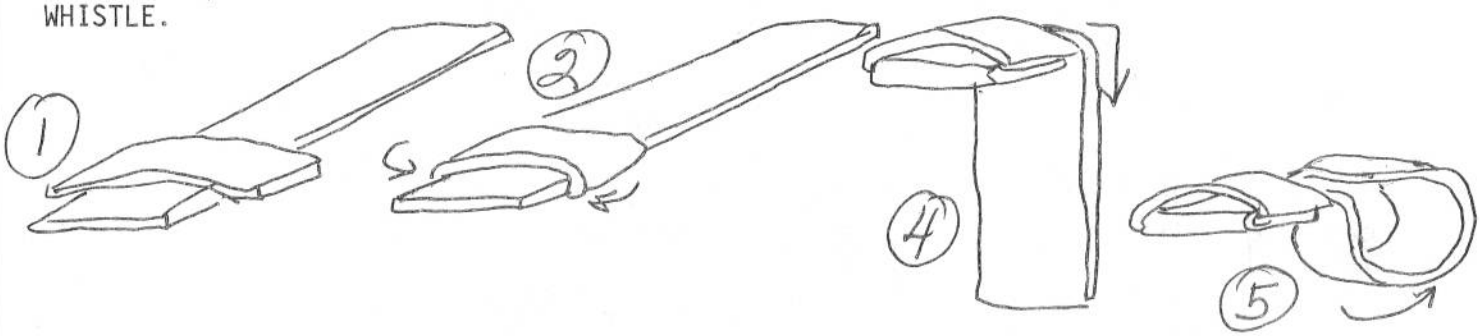
4. Bend lip of long piece under as shown (Fig. 4)

5. Bend long end of long piece down at right angles as shown (Fig. 5)

6. Bend long piece into loop. Aim the plain end at the slit made by crimped piece. (Fig.6)

7. Place thumb and middle finger over ends of the loop and blow! NOW YOU 'TIN WHISTLE.





ENGINEER ACTIVITY BADGE

One of the great things about being a Webelos leader is the opportunity to learn many things along with the boys. Unless you are an engineer, there may be some knowledge to pick up with the Engineer Activity Badge.

One of the purposes of Cub Scouting is "fostering a sense perhaps of personal achievement by developing new interests and skills" in boys. This badge probably does more of this than any of the other badges. Engineering is one of the most exacting of the professions and the badge includes projects which will give a boy an insight into some types of engineering.

Keep in mind that an engineer's job is to apply the laws of physics and chemistry to the solution of problems of construction, industry and other areas.

DEN ACTIVITIES

1. Arrange for the boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.
2. Visit a construction site and see the plans which are being followed.
3. Visit the municipal water works, TV or radio station.
4. Have someone explain how to read a topographic map.
5. Visit a college engineering department.
6. Have someone show and explain the floor plan of a house.
7. Make a block and tackle. Be sure to explain its purpose.
8. Tour a house under construction with a knowledgeable guide.
9. Discuss property lines. Have an expert show how property lines are determined and measured.
10. Discuss different types of engineers. If one can visit your den, let him describe briefly what his duties are.
11. Have boys collect pictures of bridges and note the different types of construction.
12. Take a field trip to an operating draw bridge, grain elevator, ship loading operation or other large industrial operation involving large cranes or other lifting equipment.

- Indian Nations Council

Engineer Activity Badge

This activity is fun as well as educational. Have the boys in your den bring their own batteries, socket, and bulb.

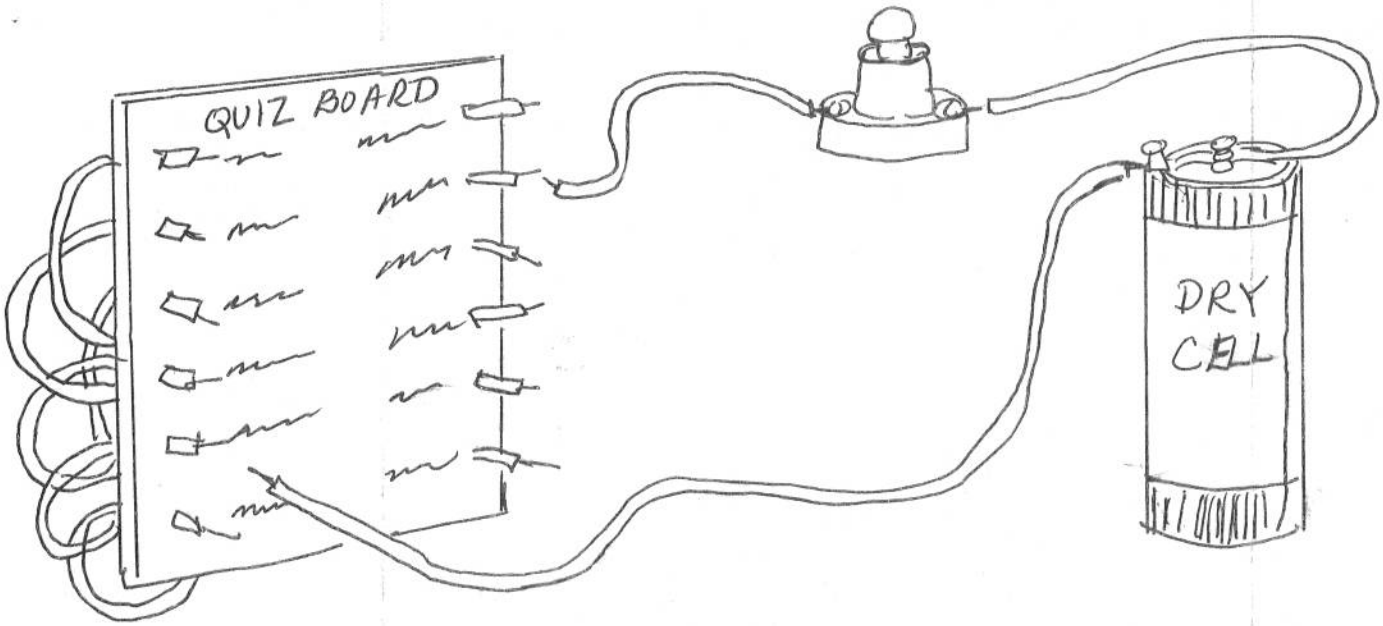
Materials Needed:		
	Dry cell battery	Miniature Socket
	Wire	Cardboard
	Flashlight bulb	Nail

Instructions:

1. Use the nail to punch six holes down the left side of a piece of cardboard and six holes down the right side.
2. Place the end of one wire in any hole at the left and the other end in any hole at the right.
3. Strip the insulation from the ends of the wire and secure it in place.
4. Repeat this with the other five wires. Six wires are now in place, haphazardly.
5. Connect a wire between the dry cell terminal and a socket terminal. Connect another wire to the remaining terminal of the dry cell. Attach a third wire to the remaining terminal of the socket.
6. Touch the two free ends of the wires together briefly. The light will go on.
7. Hold the cardboard so that you can see how the wires are connected.
8. Place the name of a baseball player on the left side, which will serve as the question. Put the name of his team on the right side, which will be the answer. Be sure that the player and his team are on opposite ends of the same wire.
9. Now ask someone to take the two free ends of the wires from the cell and socket. Try to touch the matching questions and answers.

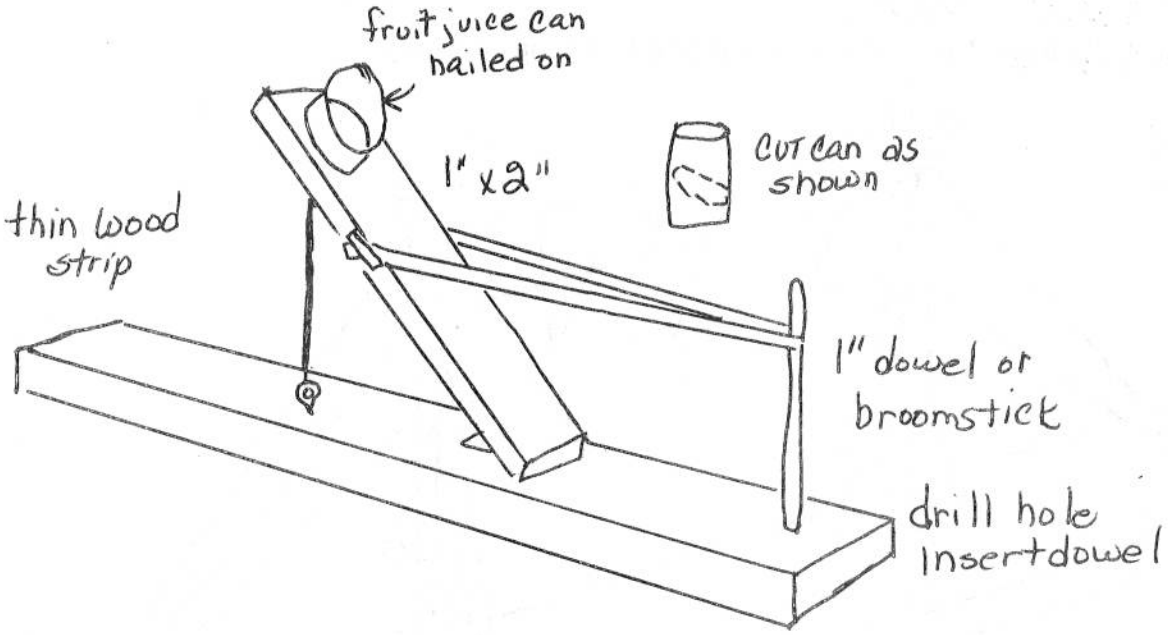
Why does it work? By touching the question with one end of the wire and the answer with the other end of the wire, the light will go on. This happens because the circuit has been completed.

- Indian Nations Council

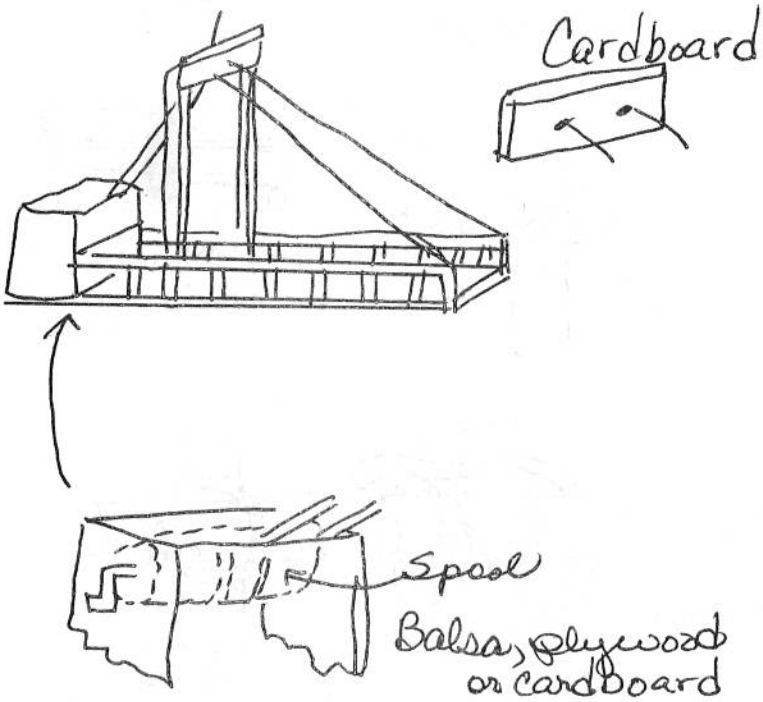


ENGINEER ACTIVITY BADGE

CATAPULT



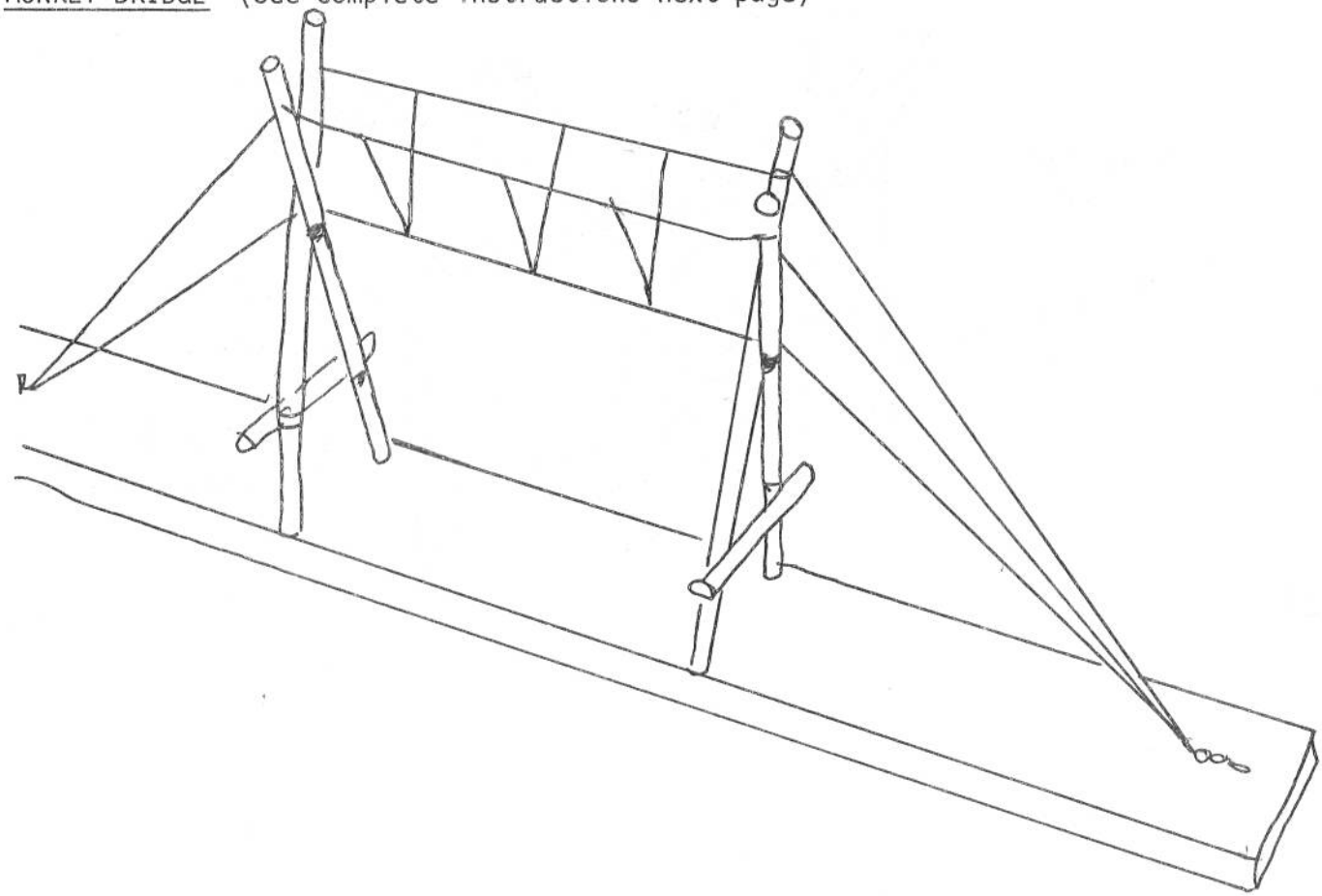
DRAWBRIDGE



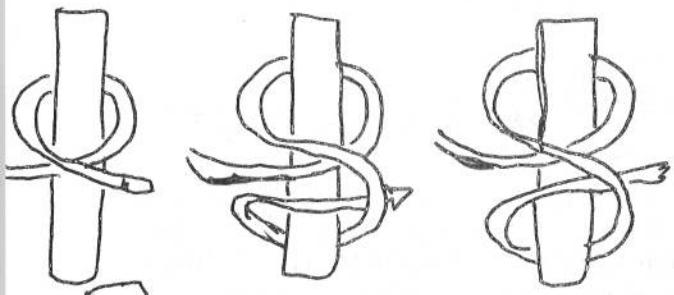
A working drawbridge can be constructed of string, cardboard, balsa wood, and wooden matches. Complete the bridge by adding a winch, made by attaching a wire crank to a spool. Use a dowel as an axle.

ENGINEER ACTIVITY BADGE

MONKEY BRIDGE (See complete instructions next page)



CLOVE HITCH



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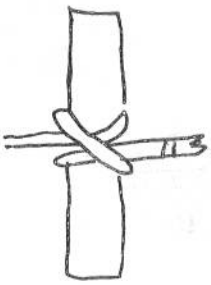
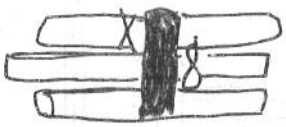
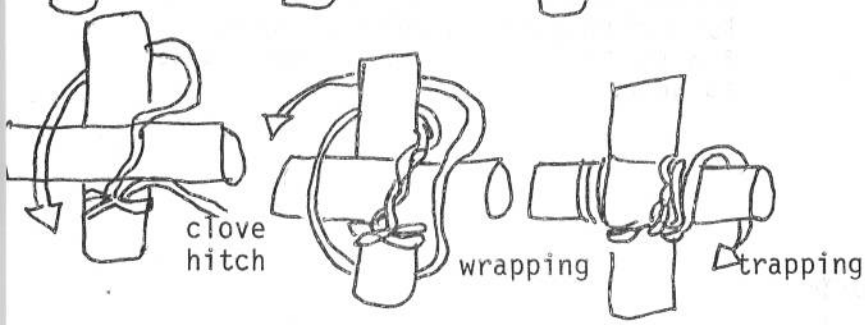
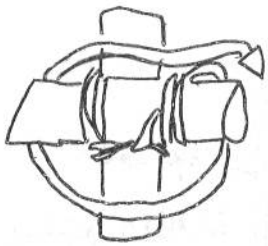


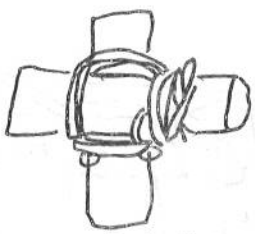


SHEAR LASHING
for tripod



SQUARE LASHING





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MONKEY BRIDGE INSTRUCTIONS

Based on a foot bridge found in the high mountains of India, the monkey bridge uses one thick rope to walk on and two others as hand ropes.

All the same knots and the same design are used in this model as are found in the full-sized version, which is often built in Scout camp or at the Scout Show as part of the Pioneering Merit Badge.

You will need some hemp cord, some pieces of strong string, four 1/4" dowels 10" long and two 1/4" dowels 4" long. A piece of scrap lumber at least 30" long and 4" wide makes a good base.

Make the shear lashings first, about 4" from the top of the shear legs. Tie loosely so the legs can open. Add the crosspieces, fastened with square lashing about 2" from the bottom. All lashings begin and end with a clove hitch.

Stretch the cord between the supports and tack the ends in place. Add the hand ropes and fasten them to the same anchor. Paint or stain the wood to give the bridge a rustic look.

- Boys' Life Magazine

FORESTER ACTIVITY BADGE

Ten year old boys and trees are natural companions. To these boys, a tree is good for climbing, swinging from or building a tree house. Through the Forester Badge, it is hoped that the boys' appreciation for trees may be expanded.

In earning the badge, the boy may learn how trees grow, or how to identify them or how to plant and care for them. Hopefully he will learn how important a role they play as one of our natural resources. A total of 125,000 forest fires are started each year by careless people. The Webelos Scout should learn how to prevent becoming a part of that statistic. Later, when he becomes a Scout, the boy may wish to continue the study of trees with the Forestry Merit badge. It is certain he will spend a lot of time in the woods; hiking, camping and adventuring. This is just the beginning of his life-long friendship with trees. He should learn not to use his knife or axe on live trees; the difference between green and dry wood, and which is best for campfires.

DEN ACTIVITIES

1. Collect leaves for definite identification. Boys could mount them or make leaf prints.

2. Bring a log to den meeting or find a tree stump and have the boys count the annual rings to determine the age of the tree. See if they can tell something about the kind of weather - dry or wet spells - through which the tree lived by looking at the rings.

3. Visit a lumber year or saw mill. A local lumber dealer can help the boys by furnishing wood samples for their collections.

4. Check with a local forester about advice on planting projects and seedlings.

5. Plant a tree.

6. Make a tree survey in your area.

7. Ask a fireman or ranger to tell the boys about wildfire and how to prevent and control it.

8. Teach the boys to measure tree diameter and height.

PACK ACTIVITIES

Exhibit: Forest plants; posters of tree's life history; leaf prints.

Demonstrate: Tree planting methods; show samples of wood.

BOYS' LIFE REPRINT BOOKLET, NO. 26-053 "Forester Activity Badge" IS USEFUL.

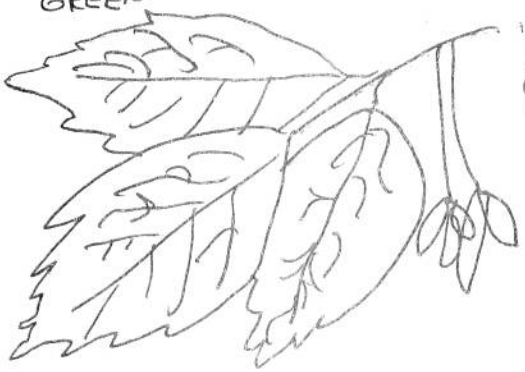
IDENTIFYING TREES

If you want to become expert in identifying trees, learn to look for seven features in each tree you see. Trees growing in the wild are of many different ages, and young saplings do not look much like the fully developed tree. That's when the seven identification points can become useful. Look first of all at the shape of the tree and its general size. Next, examine the shape of its leaves and the way they are placed on the stem. What kind of veins and what sort of texture do the leaves have? If it is blooming, note the shape, color, and size of the blossoms.

After the blossoms have gone you may see the fruit, which contains the seeds of the tree. Look at these carefully, for they are good clues. The twigs, likewise, with their color and other markings are useful for identification, especially in winter. The shape of the buds, their position on the twig, their size, smell and texture are important. The bark is also a clue, although this often changes with the age of the tree. The illustrations below show these points on the common box elder.

TWIGS:
THICK GREEN LEAVES GROW OPPOSITE EACH OTHER.

LEAVES: THE ONLY MAPLE WITH COMPOUND LEAVES EACH STEM HAS 3 TO 7 LEAFLETS WITH COARSE TEETH. LEAVES ARE YELLOW GREEN



BOX ELDER

A BROAD AND UNUSUAL MEMBER OF THE MAPLE FAMILY

FLOWERS PALE YELLOW GREEN IN CLUSTERS OR SLENDER DROOPING GROUPS

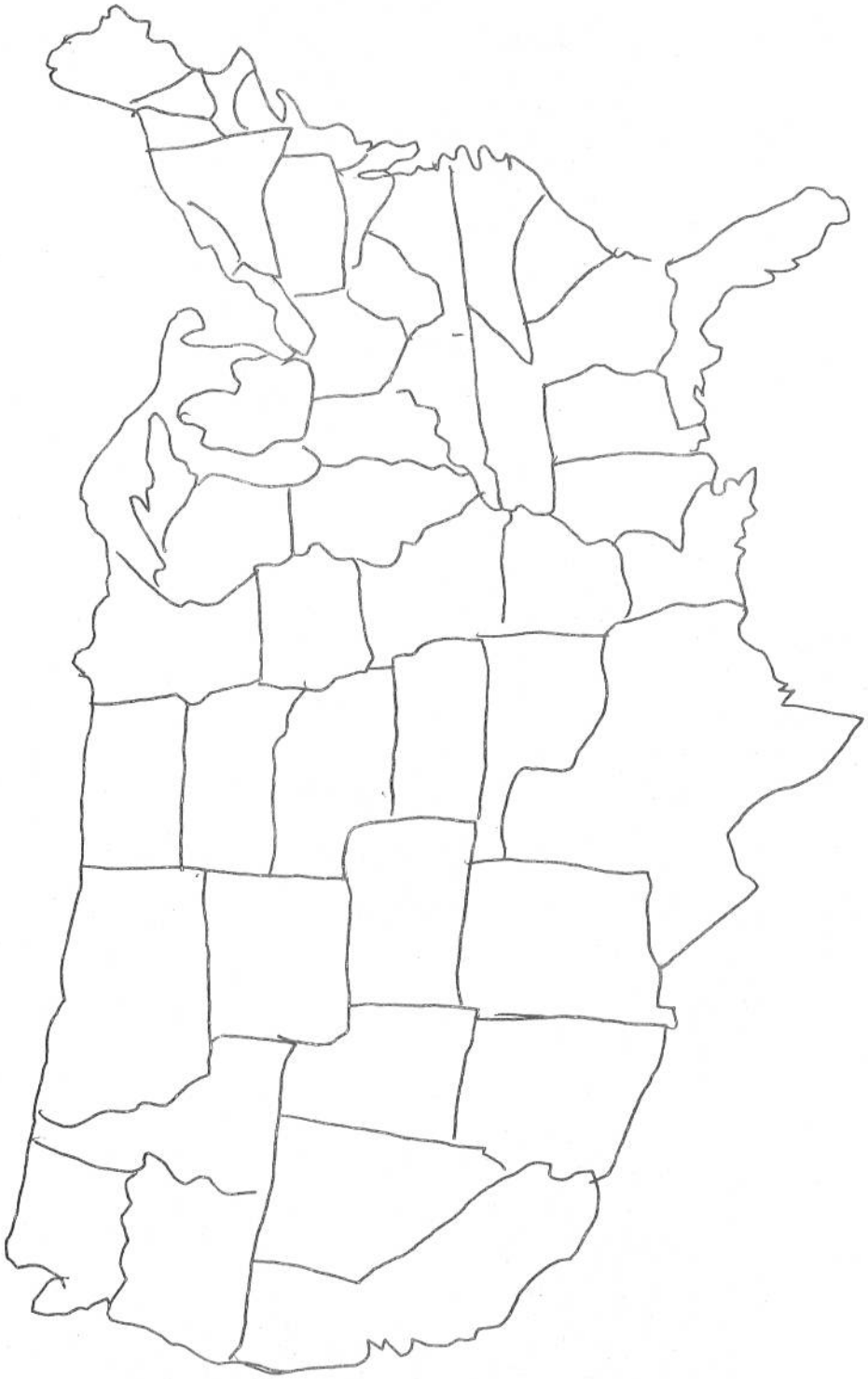
SEEDS
TWIN-WINGED SEED TYPICAL OF THE MAPLES ARE FORMED IN CLUSTERS

BARK GRAY-BROWN THIN BROKEN INTO RIDGES THAT GROW IN DEPTH AS TREE AGES

SHAPE: ITS WIDE SPREADING SHAPE AND MEDIUM HEIGHT (40 TO 75 FT) MAKE IT A POPULAR SHADE TREE

FORESTER ACTIVITY BADGE

Use the map below to illustrate North American Bird flyways for the Naturalist Activity Badge and the major forests of the U.S. for the Forester Badge.



FORESTER ACTIVITY BADGE

Six Forest Trees and Useful Wood Products:

Cedar - shingles

Redwood - weather resistant lumber

Longleaf Pine - chief lumber producing pine of the southern U. S. - also turpentine and tar.

Pecan, Oak, Ash - (Hardwood) furniture

White Pine - pulpwood for paper and lumber

Douglas Fir and Ponderosa Pine - chief lumber producing pine of the Pacific states - also telephone poles.

THE MAJOR SOFTWOODS ARE DOUGLAS FIR AND SOUTHERN PINES
PRODUCTION OF LUMBER IN THE U.S. - ABOUT 85% FROM SOFTWOODS, and 15% FROM HARDWOODS.

Six Forest Plants Useful to Wildlife:

Wild flowers, such as honeysuckle - nectar for bees to make honey.

Wild berries, such as blueberries - food for birds and animals.

Grasses and Mosses - food for deer and other animals

Hollow trees (cottonwood) - homes and shelters for small animals.

Chestnut trees - food for wild turkey

Pine trees - red cockaded woodpecker, an endangered species, nests only in pine forests.

Cypress trees - ivory billed woodpecker (almost extinct) lives on woodboring insects that tunnel under bark of dead Cypress trees.

FOR ADDITIONAL IDEAS:

See Boys' Life Reprint Booklet #BL-94 "Nature Hobbies and Activities"

Visit the L. B. Houston Park Nature Area in Dallas (formerly called the Elm Fork Nature Area). Guide booklets may be obtained from the Dallas Museum of Natural History at Fair Park. Call HA 1-2160 or Ha 1-2169. This is a field trip well worth your while.

GEOLOGIST ACTIVITY BADGE

Most boys, at one time or another, have a rock collection of some sort. Some of them may be surprised to learn that the study of Geology deals with rocks, and it can be fun. The Book (Webelos) contains information on volcanoes, geysers, and the formation of mountains so that the boys will acquire a fairly good knowledge with only a little assistance.

This is one of the badges that seems to be oriented toward increasing the boys' awareness of the outdoors. While working on the badge, the boys will learn how the earth was formed, how rocks and minerals are used and how a Geologist works.

If you can locate a rockhound in your pack or community, he can help the boys with some of the technical aspects of geology and the study of rocks and minerals. Perhaps one of the dads is a Geologist and if so, he can be of great help.

DEN ACTIVITIES

1. Have boys start rock collections.
2. Have boys begin drawings of causes of volcanoes, geysers and earthquakes.
3. Go on a rock hunt to an old quarry, highway cut or riverbank, perhaps with a rockhound along as a guide.
4. Identify rocks and minerals collected on rock hunt.
5. Make a volcano (Boys' Life Reprint #26-082, Geologist & Scientist Badges)
6. Make a buckskin nugget pouch to carry rocks (BL Reprint #26-082)/ This is not for the Geologist Badge alone. It will complete one of the requirements for the Craftsman badge.
7. Make a mineral hardness kit. (See Boys' Life Reprint #26-082)
8. Have a geologist come to den meeting to demonstrate use of geologists' tools.
9. Have a contractor come to talk to boys about materials used in home building such as slate, limestone, brick, marble, cement, gypsum, etc.
10. Visit an industry that uses geological materials.

PACK ACTIVITIES

Exhibit: Rock and mineral displays; drawings of volcanoes, posters on cause and effect of earthquakes.

Demonstrate: Hardness test for minerals; rock tumbling

- Indian Nations Council

GEOLOGIST ACTIVITY BADGE

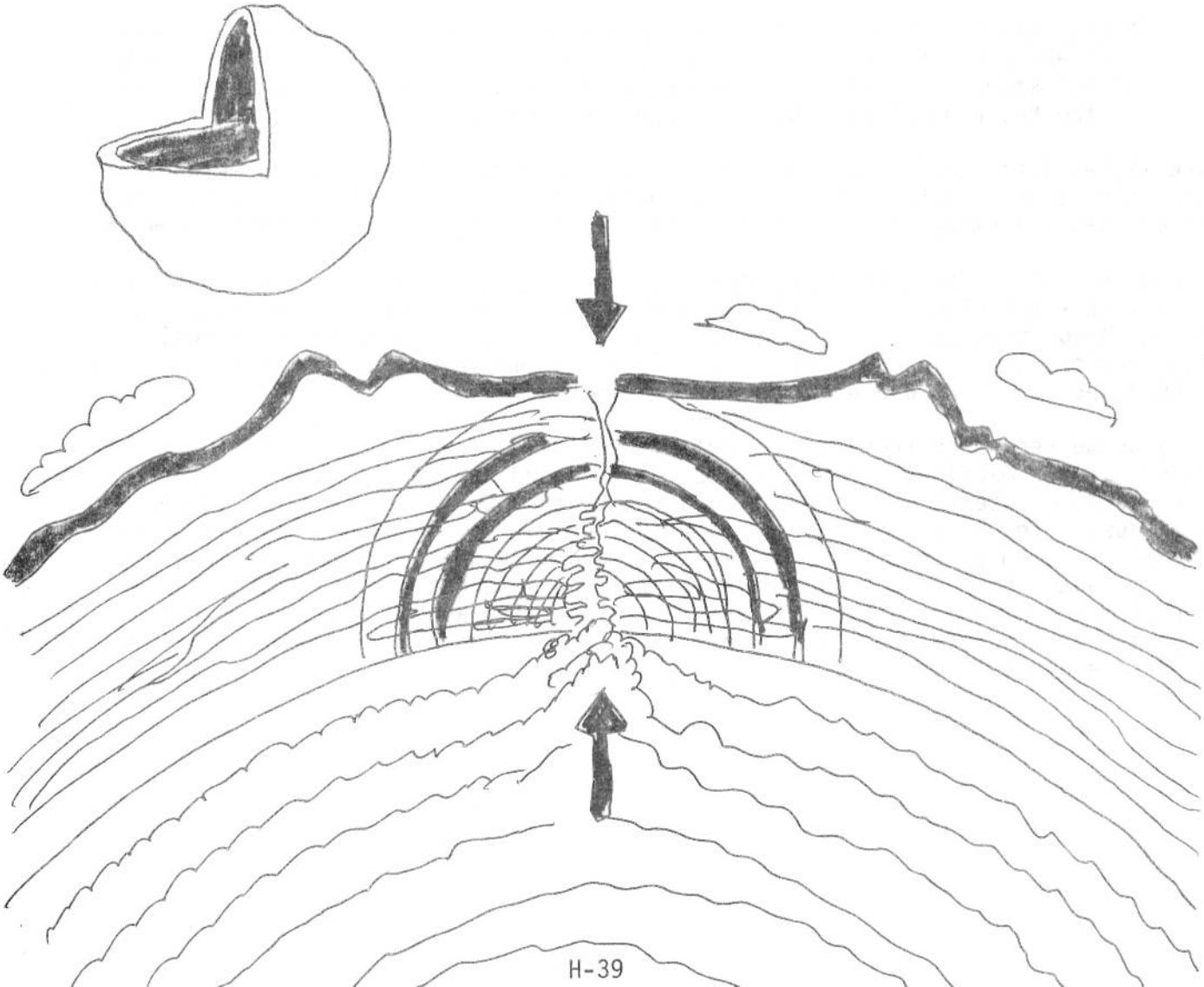
Every hour of every day there is one earthquake some place in the world. Most quakes are small, so no one is hurt. Sometimes few people realize the quake has actually happened.

Geologists know where earthquakes can happen, but they can't tell exactly when--yet. They are working on this and soon may be able to pinpoint the day when a quake will occur. Earthquakes start in what geologists call the earth's crust. That crust is a rock and dirt skin about 30 miles thick. Below the crust the earth is very hot. There, in the core of the earth, rock is a boiling liquid.

The boiling core sometimes heats up one place inside the crust. Rocks then are squeezed by the heat. When one big mass of rocks squeezes against another mass of rocks, more heat builds up. Finally the rocks tear apart, one mass going one way, the other mass going the other way.

Inside the crust where the rocks come apart is called the focus of the quake. Straight up from the focus, where waves of shock reach the ground, is the epicenter. There the quake is at its worst. The ground shakes, heaves and cracks in a circle moving out from the epicenter. It moves something like waves when you drop a stone in water, but faster and rougher. And just as the waves in a pond grow smaller and die as they move away from the center, so an earthquake dies.

- Boys' Life Magazine



GEOLOGIST ACTIVITY BADGE

Some of your boys may not think the study of rocks is either interesting or important. To introduce them to the subject, you can tell them of the importance of rocks and how they can determine the wealth of a nation. Their kinds and quantities can determine whether the people of a nation are poor or wealthy. The importance of rock can easily be pointed out in four different ways:

1. Food - Soil is made up of the fragments of rocks with their minerals and many other substances. Soil is a direct result of the weathering of rock of which it is composed. Except for the products of the sea, all animals and people are directly and indirectly dependent upon food grown in the soil. We, therefore, see that rocks are important for life itself.

2. Fuel - Fuel comes from rocks. Coal is a rock composed of organic material. Hard coal is called anthracite; soft coal is called bituminous. Oil is found in rocks such as sandstone and shale. Our economy couldn't exist as it presently does without a good supply of fuel.

3. Mining - Many metallic and non-metallic ores such as iron, copper, zinc, aluminum, lead, sulfur, borax, and others really are rocklike. Without these ores, manufacturing as we know it would not be possible. We all know the importance of uranium for making electricity and creating other kinds of power that will eventually propel vehicles on land and in space.

4. Construction - Think of the tons and tons of crushed rock gravel and sand that are used in making roads and buildings. There are the various kinds of cut stone used for building blocks and monuments and the material used in the building of your home and the many things that are in it.

We have listed just four reasons why rock is so important in our lives. Perhaps you can think of many more. The following paragraphs contain some interesting information that can stimulate your boys' interest in Geology. Pass it on to them....

Here are some surprising facts about just one common mineral product that you are familiar with - petroleum. Did you know that we Americans need and use everyday, enough petroleum products such as gas, fuel oil, lubricants, asphalt, plastics, fabrics, rubber, insecticides, fertilizers, and even medicines to fill a train of tank cars 300 miles long? We use each day, 10 million barrells of it.

Why do we need such tremendous quantities of oil? Mainly because it furnishes the power for the machinery that does most of our hard labor. It supplies us with thousands of useful products and by-products that we use every day. If we consider just a few hours in the fore part of your day and think how oil has served you, we might remember that your home was nice and cozy when you awoke this morning because of heat. Your toothbrush was possibly manufactured from petroleum. Some of your clothing was made of nylon. Your breakfast may have been cooked over a flame coming from natural or bottled gas. The car that took you to school was powered by gas or diesel fuel, if you went by bus.

NATURALIST ACTIVITY BADGE

Most Webelos age boys are fascinated by wild creatures. Working on the Naturalist Badge gives a boy a chance to develop his natural curiosity and may begin a lifelong habit of observing things all around him. We miss a great deal when we do not have some appreciation or knowledge of the wonderful world of nature around us.

This introduction to the world of nature will prepare the boys for further adventure in Scouting where they choose to work on related merit badges dealing with plants and animals and when they earn the Environment and Conservation skill awards.

If you are not an experienced outdoorsman, bird watcher or amateur naturalist you may welcome some expert help. Check with a high school science teacher, state conservation department or an amateur naturalist among your den's fathers.

In this part of the country, it is probably best to work on the Naturalist badge during the spring or early fall. Most animal life is hard to find in winter and plantlife is dormant. It is possible for a boy to earn this badge without ever going into the field, but that would be unfortunate. Schedule trips to areas where wildlife can be found - a park, the woods and fields, a country road, or even someone's farm.

DEN ACTIVITIES

1. Make insect zoos or terrariums. (See BL Reprint #26-054 Naturalist)
2. Learn to identify poisonous plants and reptiles.
3. Make bird migration maps, using large USA maps. Then go bird watching and see how many of the species you can identify. (See BL Reprint #26-054)
4. Take a nature hike and look for animal tracks; make plaster casts of tracks.
5. Study wildlife homes (See BL Reprint #26-094"Nature HOBBIES")
6. Make bird feeders, then observe birds who use them.
7. Boys keep a nature notebook, jotting down discoveries on field trips.
8. Make a list of all plants in a given area.
9. Make a visit to a zoo or visit nature exhibits such as the Museum of Natural History. See the mounted wildlife there.
10. Make a leaf and nut collection.

PACK ACTIVITIES

1. Exhibit: Insect zoos, terrariums, nature books, coast of animal tracks,bird migration maps, leaf and nut collections.

Demonstrate: Mounting insects for collections, making plaster casts, give oral reports on poisonous plants and reptiles.

TIPS FOR LEADERS: Plan you den meetings with lots of OUTDOOR activity, but first observe these precautions:

1. Be sure the boys can identify poisonous plants, insects, reptiles.

2. Cover outdoor activities section of Webelos Scout Handbook.

3. Know and practice the Outdoor Code on all field trips.

NATURALIST ACTIVITY BADGE

POISONOUS SNAKES AND REPTILES

A naturalist in this country doesn't have to travel far and wide to study strange and dangerous reptiles. In the United States, we have some of the rarest poisonous reptiles in the world. Of the more than 13,000 kinds of snakes on earth, fewer than 40 types grow the special scales that turn into rattles at the ends of their tails.

Out of 2,500 species of lizards, only the Gila monster of the Southwest and its close relative, the Mexican beaded lizard have poison glands. Compared to these rare creatures, the vipers and cobras in the rest of the world are as common as toads.

The wide ranging copperhead and the water-loving cottonmouth have no rattles They are pit vipers with small openings on either side of the face between eye and nostril, which help the snakes find their game. They have long movable fangs which swing into position when they strike.

The brightly colored coral snakes are relatives of the world's cobras. Their fangs are smaller than the vipers and do not move. They are as shy as they are deadly, but because they look much like other snakes, a wise naturalist learns how to recognize them quickly.

The poisonous snakes found in Texas are Copperheads (Southern Copperhead, Northern Copperhead, Broadbanded Copperhead, and Trans-Pecos Copperhead); the Cottonmouth Water Moccasin; Rattlesnakes (Western Canebrake Rattler, Banded Rock Rattlesnake, mottled Rock Rattler, Blacktailed Rattler, Mohave Rattler and Prairie Rattler); and the Coral Snake.

BE SURE TO WRITE FOR THE BOOKLET, POISONOUS SNAKES OF TEXAS AND FIRST AID TREATMENT OF THEIR BITES, published by Texas Parks and Wildlife Department. It is Bulletin #31.

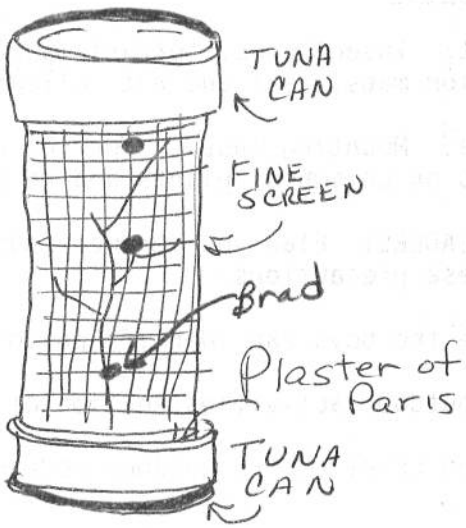
For information on Texas Wildlife, write to: TEXAS DEPT. OF PARKS AND WILDLIFE
JOHN REAGAN OFFICE BUILDING
AUSTIN, TEXAS 78701

Ask for the packet on Texas Wildlife and for the snake booklet. No charge.

COLLECTORS CAGE

Supplies Needed: Fine hardware cloth
two tuna cans
two or three brads
plaster of paris
tin snips

The top may be removed to put pets inside.



NATURALIST ACTIVITY BADGE

BIRD SILHOUETTES

Developing an interest in birds and bird identification while you are young can lead to a career of bird study or a lifetime of birdwatching pleasure. One of the basic things for the beginner is to learn how to recognize some of the more common birds by their silhouettes. Since body shape and size, tail length, the presence or absence of a crest and habitat choice all give clues to each bird's identity, this task may not prove too difficult.

First consider the bird's tail. It may be forked like a barn swallow, pointed like a mourning dove, or round-tipped like a bluejay's. Is it long like a mockingbird's, medium length like a robin's, short like a meadowlark's, large like a grackle's or extremely long, thin and forked like a scissortail's? Does the bird use it as a brace against a tree trunk in the woodpecker fashion?

Next, consider the bird's size. It is large--as large as a crow? Or as small as a hummingbird? Or as slender as a swallow, or as chunky as a quail?

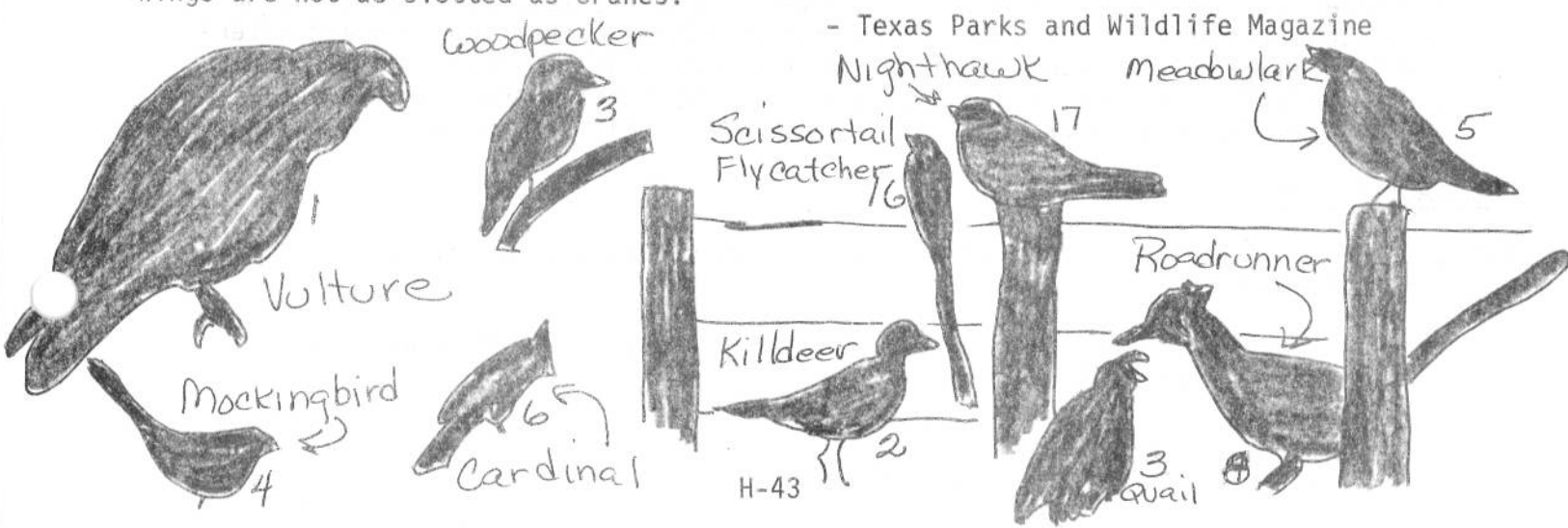
Now, look at the bird's head. Does it have a large pointed crest like that of the blue jay? cardinal? Or is the crest small like that of the bobwhite quail? Does it have a ragged looking crest like that the kingfisher has, or does it have the plume of the Gambel's quail? If there is no crest, look at the shape of the head. Does it have the round, ping-pong ball shape of the dove or the streamlined head of the mocking-bird?

A look at the bird's beak can also be helpful in identifying the bird. Hawks and owls have the large, hooked beaks of the meat-eaters, while the vulture, which feeds on carrion, has a less sharply hooked beak. Woodpeckers have long, strong beaks for pounding away at trees all day, while the kingfisher has a long pointed beak to enable it to catch fish more easily. The poor nighthawk has an extremely small beak for a bird of its size. But its mouth opens wide to enable it to scoop in insects.

Beaks can also help you tell the difference between two similar silhouettes, such as the blue jay and the cardinal. Both are medium sized with similar body shapes and crested heads; however, the cardinal has the short thick bill of the seed eater, while the jay has a longer thinner beak.

Flying birds present a different kind of silhouette, and it may be difficult to tell the difference between many species. But you should still be able to tell the difference between many species. Cranes, for instance, fly in a "V" formation as do geese. Cranes fly with their long necks and legs outstretched. Geese also extend their long necks, but their legs do not extend beyond their tail feathers and their wings are not as slotted as cranes.

- Texas Parks and Wildlife Magazine



OUTDOORSMAN ACTIVITY BADGE

This badge is one of the most important in the Webelos program because it gives the Webelos Scout a preview of what lies ahead for him in Scouting. The activities that the Webelos Scout will do with his father and his Webelos Den Leader in earning this badge will influence his feelings about camping and the out-of-doors in general. And since the Boy Scout program emphasizes hiking and camping, it is important that the Webelos start off right, that they have fun as they learn to make themselves comfortable in the out-of-doors with a small amount of equipment.

The best way to work on this badge is on a den campout with the Webelos Den Leader and the boys' fathers. Policies of the Boy Scouts of America encourage overnight campouts. This is not full-fledged Scout camping, but is only a taste of what is to come when the boys join a troop.

DEN ACTIVITIES

1. Have a tent-making project of a simple tarp tent which will provide adequate shelter for two boys. (See Webelos Scout Book and this book for instructions).

2. Do fire laying for regular wood fires or charcoal fires so Webelos Scouts can learn to lay them for cooking or campfires.

3. Build a charcoal stove from a #10 can obtained from school cafeterias. Vent them at the top and bottom with can opener and help your Webelos to build a fire in them.

4. Show the boys how to make an improvised sleeping bag or bed.

5. Make sure the boys are familiar with fire safety principles which include no flame lights in tents and no liquid starters for charcoal fires.

6. Show the boys how to make a list of items they will need for camping.

7. Learn several cooking techniques, including the foil pack method.

8. Have a den cookout.

9. Go camping.

10. Make up a den first aid kit.
    A number of kits are on the market, but as a Webelos Den project, you can make one for the den. The first aid kit is best packed in a waterproof container such as a plastic refrigerator box. Here are some items that can be considered standard: soap; box of adhesive dressings (assorted sizes and waterproof); adhesive tape; sterile gauze bandages (small and large); burn ointment; small scissors; tweezers, and a packet of needles; safety pins; ammonia inhalant capsules; chapstick; salt tablets; snakebite kit; and poison ivy lotion.

PACK ACTIVITIES

Exhibit: Homemade tents, first aid kit, improvised sleeping bag, posters or charts on safety.

Show: Slides from an overnight campout; explain contents of first aid kit; the foil pack cooking technique.

OUTDOOR COOKING

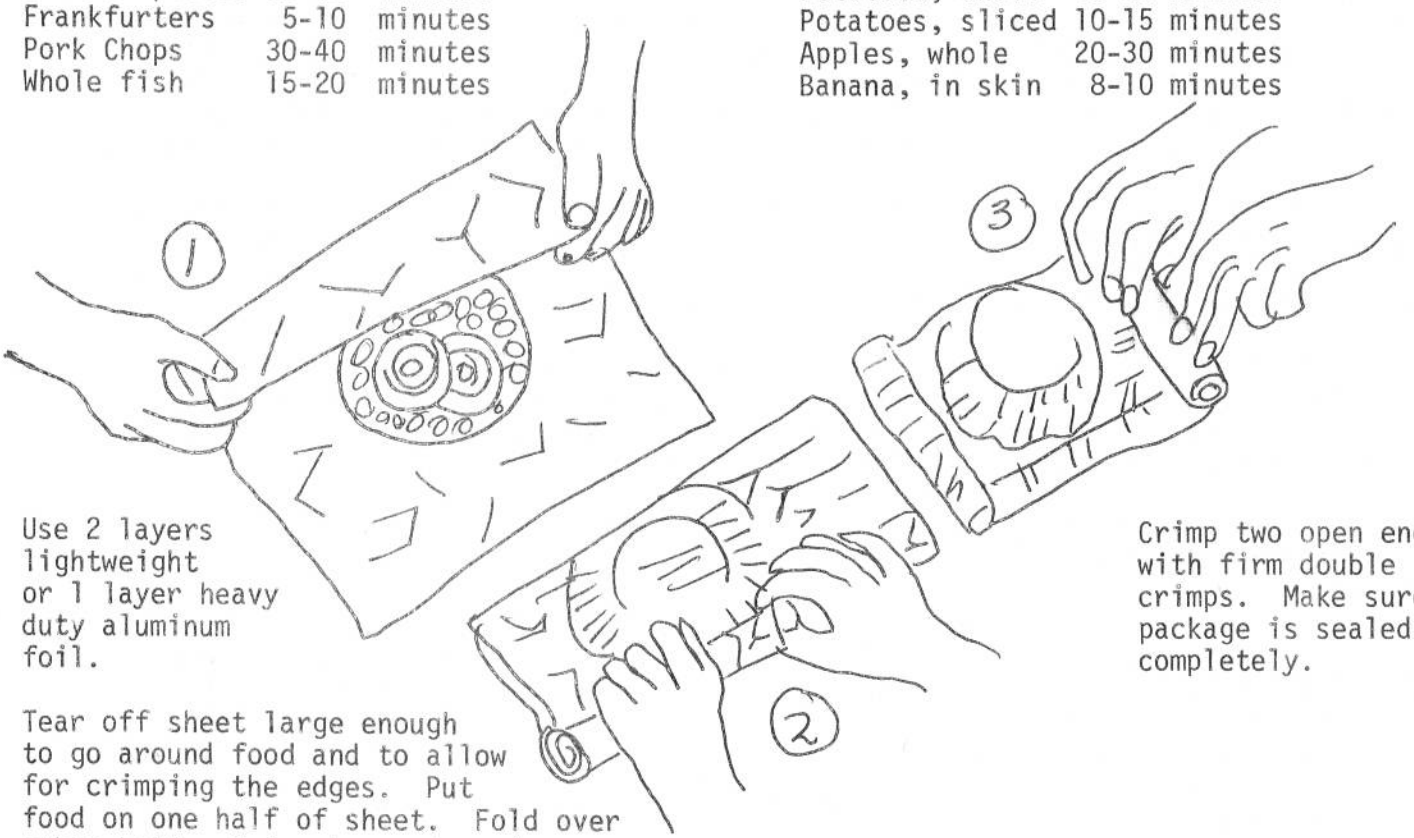
This can be great fun even make the difference as to whether a trip is enjoyed or not. One of the greatest boons to the outdoor cook, especially one who doesn't like to do dishes is aluminum foil. Practically everything you can do with pans can be done with aluminum foil.

Here are a few things to remember about foil cooking. It has the same principles and advantages as pressure cooking: you must have an air space and your cooking retains its juices; it is quick and healthful.

Have a bed of hot coals, never a flaming fire. Start your fire well ahead of the proposed eating time and allow it to die down to glowing embers. You will need a shallow bed of glowing coals which will last for the length of time required for cooking. Next in importance is the way you wrap and seal the food. Carefully follow the instructions and illustrations below. The important thing is to keep the wrapping airtight to keep the moisture in. This way you cook by steam and retain all of the juices. Follow the timetable below for cooking. Foods that require different cooking times should be wrapped separately. When food is done, rake the packages out of the coals. Unwrap or make a criss cross slit in the top layer of foil, open up and use the foil wrapping as your plate.

Cooking Times

Hamburger	8-12	minutes	Carrots	15-20	minutes
Beef, 1" cubes	20-30	minutes	Corn ears	6-10	minutes
Chicken pieces	20-30	minutes	Potatoes, whole	45-60	minutes
Frankfurters	5-10	minutes	Potatoes, sliced	10-15	minutes
Pork Chops	30-40	minutes	Apples, whole	20-30	minutes
Whole fish	15-20	minutes	Banana, in skin	8-10	minutes



Use 2 layers lightweight or 1 layer heavy duty aluminum foil.

Tear off sheet large enough to go around food and to allow for crimping the edges. Put food on one half of sheet. Fold over other half. Crimp long edges in tight seal

Crimp two open ends with firm double crimps. Make sure package is sealed completely.

- Indian Nations Council

RECIPES

Foil Dinner: Lay a large flat hamburger or pork chop on a sheet of heavy-duty aluminum foil; cover with slices of raw potato, onion, and carrots; season with butter, salt, and pepper; wrap food with foil as shown on previous page. Cook for about 20 minutes over hot coals, turning twice.

Hobo Popcorn: Serves eight. 8 squares heavy aluminum foil, each 6 by 6 inches; 8 teaspoons cooking oil; 1/2 cup popcorn; string. In center of each foil square, place one teaspoon of cooking oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over hot coals. Shake constantly until all corn has popped. Season with margarine.

Fruit Cobbler: Serves 8-10. Use three #303 cans sliced peaches or 5 regular cans sour cherries (sweeten cherries with 2 cups sugar); 1/2 box white or yellow cake mix; 1 stick margarine. Place peaches or sweetened cherries in dutch oven. Add cake mix, sprinkling it over top of fruit. Do not stir. Slice margarine in thin slices and dot the top of the cake mix. Place lid on dutch oven and put in hot coals. Shovel some coals onto the lid. Bake about 30 minutes.

Corn on the Cob: Select a good ear of corn and cut off the top end to where it can be inspected. Leave the husk and silk on. Wrap evenly and securely and place on grill or coals. Turn corn frequently. Cook about 30 minutes. Husk and serve with salt, pepper, and butter.

Twixter Biscuits: Open a box of Bisquick and make a depression in the contents so that you can pour a little water into the hole. Stir it gently with a "Twixer" (a clean forked stick) until it forms an egg-sized ball. Remove it from the twixer flatten it, and wrap it around a clean preheated stick to bake as a twist over the coals. If you prefer, you may form it into a biscuit and bake it in aluminun foil.

For extra flavor, make a depression in the dough and fill it with jam, jelly, or cheese, then wrap with foil and bake over the coals for 10 minutes. For pizza, flatten the dough and spread on tomato paste, thin slices of cheese, salt, pepper, and oregano. Wrap with foil and bake in the coals.

Marshmallow Treats: Lightly toast marshmallows on a pointed stick over coals. Toast chocolate-flavored marshmallows and place between chocolate chip cookies. Stuff the centers of large glazed doughnuts with marshmallows. Run a pointed stick or skewer through the doughnut and marshmallow and toast lightly.

Baked Apples: Core an apple and place it on a square of aluminum foil. Fill the core with raisins, brown sugar, and a dash of cinnamon. Wrap foil around and bake for 10 minutes in hot coals.

Favorite recipe: Use 1 Elephant (medium size), 2 Rabbits (optionsl), salt, pepper. Cut the elephant into bite size pieces. This will take about 2 months, so plan ahead. Brown. Add enough brown gravy stock to cover meat. Cook uncovered at 465 degrees for about 4 weeks, adding more liquid if necessary. This recipe serves 38,000 people. If more people are expected, add the two rabbits, but only if necessary, because most people don't like to find a hare in their stew.

OUTDOORSMAN ACTIVITY BADGE

HIKING

Take your boys on a hike. This will satisfy one of the requirements "Take part in one of your den's outdoor activities".

Have the boys prepare a "hike kit" to take with them. It should include the following: Matches in a waterproof container, piece of string, notebook, pencil, knife, handkerchief, toilet paper, map of area, compass, money for a telephone call, and a snack.

See if the boys can borrow a compass and if so, have them on the hike point out the north, south, east, and west directions.

Have the boys prepare a trail snack to take with them. See the recipes below:

Hikers Nosebag

1/4 lb. seeded raisins
1/4 lb. cheese
1/4 lb. chocolate
1 apple
(Put in plastic bag)

This and That

1/4 lb. seeded raisins
1/4 lb. peanuts
1/4 lb. chocolate bits
Broken graham crackers
Mix together and place in plastic bag.

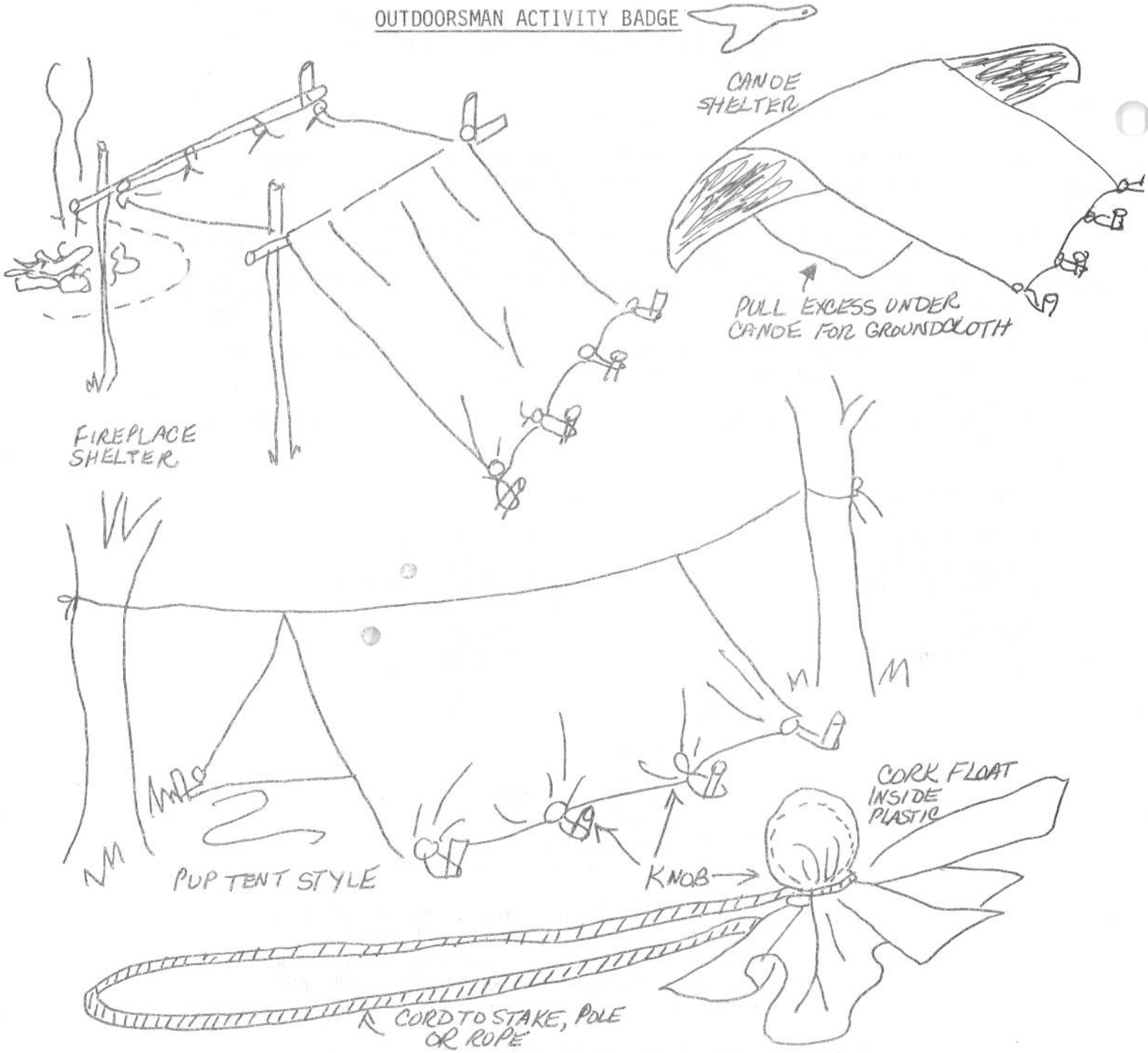
Honey Bars

1/4 lb. raisins
1/4 lb. figs
1/4 lb. dried apricots
1/4 lb. roasted peanuts
1 tsp. lemon juice
Honey to give proper consistency

Put fruit through grinder, mix in chopped peanuts and lemon juice. Add honey to make a stiff dough. Form into bars. Wrap in foil. Refrigerate overnight. Eat and enjoy.

Doctored Up Oatmeal Raisin Cookies

Using a package of refrigerator oatmeal-raisin cookie dough, let soften. When soft, add wheat germ, honey, and more raisins to the dough. Form dough into 4" size patties and cook at 375 degrees until done. This makes a good nutritious food for a hike.



TARP OR TENT: Sturdy sheets of polyethylene are waterproof and lightweight, so can be used to protect food, line a pack, cover a woodpile or serve as a ground cloth. In addition, this handy stuff can replace a tent in mild weather. For a tarp tent, buy an 8' x 12' sheet of 6 mil thickness or piece of polyethylene cloth reinforced with film. If polycloth is not available, you can strengthen a regular sheet with strips of plastic tape (the type which is reinforced with glass fibers). Place the tape around the edges of the sheet and run strips across the length and width every two feet, checkerboard fashion.

To fasten lines to the plastic, tie cork fishing floats into the tarp as shown, or use a number of smooth rocks or a stiff ball of mud. Use knobs to anchor tarp to stakes or poles. Tie it down with thin sash cord or nylon line. See illustrations for various types of shelters.

- Boys Life Magazine

CAMPOUT PREPARATION

The key to any successful program is planning. In preparing for a Webelos father-son campout, a certain amount of planning is necessary to obtain good results.... that is, happy boys and fathers and a relaxed leader. The information below is intended as a guide for you to use along with the Webelos Den Leader's book, the Webelos Scout book and other literature available.

1. PREPARE YOURSELF
   A. Select the date and camping area. This should be done well in advance.... several weeks if possible. The Circle Ten Council campsites are listed below with directions. Detailed maps can be obtained from the Scout Service Center.

      1. Privately owned facilities.
         Check with families in your pack..someone may own a cabin or land in a suitable location.
      2. Camp Wisdom
         From Dallas, go south on Highway 67. Turn right on Camp Wisdom Road. Go West, cross the railroad tracks. Go about one mile to the signal light at Cedar Ridge. Turn right. Go to Red Bird Lane. Turn left. Entrance about 300 yards on the left.
      3. Camp Texoma (Lake Texoma)
         From Dallas, go North on Highway 75 (Central Expressway). South of Sherman take Farm Road 1417, exit and go West (left). Follow 1417 fifteen miles to Farm Road 120. Left on 120 straight ahead 6 miles (do not swing right where road forks on northwest side of Pottsboro.) to Willow Springs School. Right at school (1.3 miles), left (1.7) miles to Cooper's Grocery. Right at Cooper's Grocery 1/2 mile to camp entrance. (Distance one way is about 95 miles.)
      4. Camp Cherokee (Clements Scout Reservation)
         From Athens, go South on State Highway 19 (3.4 miles). Turn right on Farm Road 753 (3.9 miles). Turn left on Farm Road 2970 (2.4 miles) to entrance.
      5. Camp Constantin (Possum Kingdom Lake)
         At Weatherford, go North on Highway 920 (1 mile) left on 920 (5 1/2 miles). Left on Highway 1885 (16 miles). When you cross Highway 281, 1885 becomes 254. Follow 254 through Graford to Highway 16. Take Highway 16 to Highway 36. Stay on Highway 36--it ends at camp.

         OR

         At Mineral Wells, go West on Highway 80 (1 mile). Turn right on Highway 337 (11.5 miles), turn left on Highway 254 (7.4 miles). Continue on Highway 16 (2 miles) to Park Road 36 (6.7 miles) to the camp gateway.

B. Make reservations

1. If you decide to use a privately owned campsite, arrangements should be made with the owner.
2. If you plan to use Scouting facilities, make reservations through the Scout Service Center (637-1480)
3. In either case, a Local Camping Permit is required. Turn this in to the Scout Service Center at least two weeks prior to campout.

2. PREPARE THE BOYS

Preparing the boys goes beyond informing them that a campout has been planned. This period of preparation for the campout offers many opportunities to introduce materials, materials which will be helpful to the boys in their Webelos training. Some of the opportunities are:

A. Discuss and plan the campout with the boys. This is one of the requirements of the Outdoorsman Activity badge. "With your family, or den, plan and take part in an evening outdoor activity which has a campfire".

B. Discuss fire safety and its need. This is another requirement of the badge. "Know and practice the rules of outdoor fire safety." An excellent set of fire safety rules can be found in the Webelos Book.

C. Teach the boys the taut-line hitch. They will need to know this knot in setting up their tents.

D. Include your Den Chief in the campout planning. His experience in Scout camping without a doubt will be helpful. He could help teach the taut-line hitch and the basic rules of fire safety. Be sure that he goes along on the campout.

E. About one week before the campout, send home an individual checklist for each boy, along with a letter giving final details as to when and where to meet, when you will return, etc.

3. PREPARE THE DADS

Preparing the dads is equally important as preparing the boys. The end result of this operation is a smoothly run campout with everyone knowing what is expected. Properly informed dads will reduce the load of responsibility on the Webelos Leader to a minimun and will make the campout more enjoyable for everyone.

OUTDOORSMAN ACTIVITY BADGE

A. Meeting with Dads

1. Held about two or three weeks prior to campout. This should give a fairly good estimate of how many dads will be going and is close enough to the actual date that last minute changes can be avoided. Probably 100% of the dads will not attend, so be sure that those who don't are contacted soon after the meeting and informed of its content.
2. This is a planning meeting for adults. More will be accomplished if the boys do not attend.
3. Cover these items at your meeting.

   a. Date of Campout.
   b. Location - cover in detail how to get there. Give the dads a map. Transportation will probably be on a father-son basis.
   c. Time and place of rendezvous and estimated time of arrival back home.
   d. Schedule of events of campout. Plan activities you feel the boys would like to participate in. For example: nature walk, hikes, swimming, fishing, campfire program.
   e. Menu for Webelos Cub Scouts and dads.
      (1) Keep the menu simple, remembering that each dad and his son cook, eat, and clean up together. (This satisfies the requirement "Help cook your own lunch or supper outdoors with your parents or another grownup. Clean up afterward.")
      (2) Suggest that similar (not necessarily identical)meals be planned for all involved.
      (3) At least two meals involving some cooking should be anticipated. (Saturday evening and Sunday morning). Or, if you arrive earlier, you may be cooking Saturday lunch as well.
      (4) A sack lunch would be sufficient for Saturday noon and a light snack for Sunday noon.
   f. Equipment. Each dad should have a personal equipment checklist similar to his boy's. Don't forget the first aid kit, even though you may not use it.
   g. Remember..pressure gas stoves and lanterns (the Coleman type) cannot be used at Scout camps. This is a national regulation.
4. The meeting with the dads can be an excellent time to get to know each other better. Don't overlook the leadership potential within this group. Give the dads an opportunity to participate in leading the activities.

IN SUMMARY: Aside from the fun your Webelos Scouts will experience on this campout, they should have satisfied the requirements for the Outdoorsman Activity Badge by the time they return home. In addition to this badge, certain requirements for other badges can be completed on the campout.

OUTDOORSMAN ACTIVITY BADGE

WEBELOS REGULATIONS FOR USE AT COUNCIL CAMPS

1. These regulations are essentially the same as those issued to Scoutmasters and troops in Circle Ten Council. We have prepared this information in the hope that you, Mr. Webelos Leader, and your Webelos will enjoy your camping experience to the fullest. Our camps are used primarily by Boy Scouts who plan their short-term camp in advance and arrive in camp fully prepared to accomplish specific training objectives in the time allotted. We ask you to accomplish and plan your program in advance and to keep your youngsters busy and happy within your site. Many times a scout troop in an adjacent campsite may invite your unit to join them and offer to teach basic skills, join in a Scouting game, or enjoy the fellowship of their campfire. Please wait for an invitation. Their program for the weekend may not allow them time to host your Webelos. They are not unfriendly, just busy. Respect their program.

2. Do not plan to arrive at camp or leave camp before 7:00 A.M. or after 10:00 P.M. Present your permit to the Camp Ranger on arrival at camp and check out with him when you leave.

3. Camping may be done only on established sites, fires built only in areas provided and kept under constant supervision. Units furnish their own fire-building materials. Cooking with charcoal is recommended.

4. Each unit must have adult leaders and fathers in camp at all times. They must assume the responsibility of confining their group to their own campsite and prevent any noise or activity which might disturb the sleep of other campers between the hours of 10:00 P.M. and 7:00 A.M. Any boys hiking off the camp property must be accompanied by an adult.

5. Guns are not permitted in any of our camps. Additionally, we follow the National B.S.A. regulations as to use of knife and axe. Inasmuch as the proper use of Scout knives is taught in Cubbing, we welcome their use by your Webelos in camping activities and skills, however, National restricts the use of Scout axes to those Scouts who have earned the Tote 'N Chip card. This is training not available to Webelos so axes may not be used on Council camping property. We further advise you, the leaders, to discourage their use at any time, reserving this skill for the future when the boys have reached Scout age.

6. Protect wild flowers and game. Do not cut, blaze, or trim live trees. Dead trees may be cut only with the permission of the Camp Ranger.

7. Keep your campsite neat and clean, but, to prevent erosion damage, do not rake areas, clear underbrush, ditch tents, or otherwise alter the natural terrain. Do not bury trash or garbage. Use containers provided and place adjacent to road or entrance to campsite for disposal.

8. Swimming opportunities for Webelos are restricted to the pool at Camp Wisdom during the summer months under the supervision of a qualified life guard approved by the camp ranger. Canoes and rowboats are not available for use by Webelos. National regulations for water safety are quite specific in restricting lake-front swimming, canoeing and boating to Trained Scout Troops and Explorer Posts. Circle Ten Council will maintain these standards throughout our camping programs.

9. Campers, adults and boys are not allowed to bring any pets to camp.

10. Your unit and each boy in it is very important to us. Some of your Webelos may be enjoying their first great outdoor experience in our camp. We would also like you, your other adult leaders, and the boys' fathers to camp, play, and hike as a group. Stay on existing trails and footpaths. Your Webelos have keen, alert and inquiring minds and to them exploration is a challenge. To us, it is a potential hazard. We don't want to mar your unit's experience with a lost boy...or even a lost leader.

If you need additional information, please feel free to call the Camping Service at 637-1480. We are there to serve you and your Webelos.

OUTDOOR CODE

AS AN AMERICAN I WILL DO MY BEST TO --

BE CLEAN IN MY OUTDOOR MANNERS - I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

BE CAREFUL WITH FIRE - I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

BE CONSIDERATE IN THE OUTDOORS - I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

BE CONSERVATION-MINDED - I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlkie methods in all my outdoor activities.

SCHOLAR ACTIVITY BADGE

Let's face it. A majority of Webelos-age boys may not like school. There may be one of a dozen different reasons. Probably the main reason is that a 10 year old boy is...or would like to be... a free spirit, doing whatever he feels like when he feels like it. School is often seen as a place of confinement rather than learning.

A Webelos age boy has a very high quotient of curiosity and a thirst for knowledge. There is at least one boy in your den who can ask seven straight questions about a subject that interests him. The problem is that for many boys, math, English, history and geography are not very high on their current list of interests.

Through the Scholar Activity badge, we hope to encourage boys to do well in their school work, to understand why schools are necessary and what they offer, and to learn how schools are run in this country. If a boy is at least a fair student, he should have not a trouble in earning this badge. The requirements are easy.

DEN ACTIVITIES

1. Talk with the boys about the history of education; how schools developed in America and try to arise their curiosity.

2. Invite a member of the school board or a professional educator to talk to the boys on the value of an education and what school has to offer a boy.

3. Plant flowers or shrubs on school grounds.

4. Help the custodian set up the meeting room for P.T.A.

5. Raise flag at school over a period of several weeks.

6. Take a tour of the Education Service Center or the Board of Education in your town.

7. Invite someone to come and discuss careers which are available in the field of education.

8. Prepare a large chart of the school system, showing where the children fit in both as students and helpers. Contact the education service center for information about the educational chain of command in your area.

9. Encourage the boys to talk about what is going on through their school activities...the people who work at the school...how each boy is progressing in school..Get them to talk about the jobs they are going to do or are doing in school (such as safety patrol, etc.) and why they are important.

10. Obtain some old school books for the boys to browse through. It will be interesting for them to see how fast education is moving forward.

11. Encourage boys to find out all they can about schools in your community... the different types and how they work.. the problems and opportunities. Discuss these at den meeting.

PACK ACTIVITIES

Exhibit: Chart of school system, old school books alongside current ones.

A BRIEF HISTORY OF EDUCATION

When prehistoric man learned to communicate with words he was able to pass on his limited knowledge to his children. Each generation has added new ideas gained from experience. As contact between individuals, tribes and nationsincreased, so did the exchange of knowledge. But this word-of-mouth education was slow and limited.

It wasn't until writing was invented, about 5,000 years ago that formal education began. In Asia and Egypt, temple priests taught selected boys the mysteries of their religions. These young men studied to become priests, government officials, scribes, or astronomers. About this same time the system of apprenticeship was established. Boys from poor families were bound by agreement to work for a master without pay. In return he taught them a trade or an industrial craft. The master also had to feed, clothe and house his apprentices. This system of apprenticeship was still in effect in Colonial America.

When Greece became the cultural center of the western world around 400 B.C., education took a new turn. No longer was education a religious rite or mystery. All citizens could attend school if they wanted to. Only slaves were excluded. These schools prepared boys for citizenship and educated them in literature, medicine, philosophy and similar fields. The teaching of ancient Greek wise men like Plato, Socrates and Aristotle still influence modern academic studies.

During the Middle Ages (500-1500 A.D) education was controlled by the church. Although people spoke in various languages, books were written only in Latin. At that time students came only from wealthy families.

The Renaissance (1300) brought a great rebirth of culture to Europe. The Greek ideals of liberal education were revived. After the Reformation (1500s) church-financed public schools were started, using the common national languages in reading and writing. Education was made available to all but the very poorest families.

The education system in early America was of four types:
(1) Apprenticeship training. Poor children and orphans were bound out as apprentices to learn a trade.
(2) Elementary schools. Many were supported by churches and similar groups. Town schools were at first private - later were supported by town taxes.
(3) Secondary and higher institutions - where the emphasis was on Latin to prepare boys for college.
(4) Prevocation schools which taught technical subjects. These were called academies.

By 1751, nine universities had been established in America. Harvard was first. All except the University of Pennsylvania were founded by religious groups.

In 1939 the first of many Normal schools for teacher training was started. Massachusetts passed the first compulsory public school attendance law. Boston opened the first public high school.

America today has a greater percentage of young people to age 18 attending school than any other country in the world.

- Indian Nations Pow Wow Book

SCIENTIST ACTIVITY BADGE

BERNOULLI'S PRINCIPLE

The following experiments are listed in the order that requirements appear in the Webelos Scout book.

1. Materials: A ping-pong ball, some adhesive tape, 1 ft. thread or string and a faucet.

What to Do: Fix the string to the ping-pong ball with tape. Turn on the water to form a steady stream. While holding onto the string, flip the ball into the water from a few inches away. Not only will the ball stay with the string at an angle, but you can draw the ball up the stream almost to the faucet.

What happens: The water, streaming around one side of the ball, exerts less pressure than the air which surrounds the other side. Even though you can feel the resistance of the water as you draw the ball upward, the air pressure is still stronger as the experiement proves.

2. Materials: Two ping-pong balls, two feet of thread, some mending tape and a drinking straw.

What to Do: Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about 1 ft. below your fingers and about one or two inches apart. Have the boys blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.

What Happens: The air current directed between the ping-pong balls reduces the intervening air pressure. Stronger pressure from the far sides pushes the balls together. The strength of the air from the straw will determine how close the balls will come.

3. Materials: A candle and candlestick; two bottles - one with rounded corners, one with square corners; (metal or cardboard containers can be used instead of bottles)

What to Do: Light the candle and place the round bottle in front of it. Blow hard against the bottle and the candle will goout. Place the other bottle (square) in front of the relit candle and blow hard. The candle will remain lighted.

What Happens: With the round bottle, the air current flows around the bottle and puts out the flame. With the square bottle, the air currents are dispersed.

Next Step: Using different shaped bottles and two ping-pong balls on strings, place a ball on opposite sides of the bottle so that they are close, but not touching. Blowing against the bottle at right angles to the balls, one ball will come closer to the bottle and the other will move away. The shape of the bottle will determine the way the balls move due to the ease with which the air currents move around the bottle. This is the principle that supports planes.

PASCAL'S LAW

1. Materials: Coke bottle, balloon, vinegar, baking soda

What to DO: Place about 1/4 cup baking soda in the coke bottle, Pour about 1/4 cup vinegar in the balloon. Fit the top of the balloon over the top of the bottle and flip the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

What Happens: The baking soda and vinegar produce CO_2, which pushes equally in all direction. The balloon, which can expand with pressure, will do so.

2. Materials: A medicine dropper; a tall jar, well filled with water; a sheet of rubber which can be cut from a balloon; a rubber band.

What to Do: Dip the medicine dropper in the water and press the rubber bulb so the dropper is partly filled. Test the dropper in a jar - if it starts to sink, eject a few drops from it until finally it floats with the top of the bulb almost submerged. Now, cap the jar with the sheet of rubber and fix the rubber band around the edges so that the jar is airtight. Push the rubber downward with your finger and the upright dropper will sink. Relax your finger and the dropper will rise.

What Happens: You have prepared a scientific device known as a "Cartesian Diver". The downward pressure on the rubber forces the water up into the bottom of the diver, compressing the air above it producing the effects of sinking, suspension and floating, according to the degree of pressure.

3. Materials: Large tin can, tape, water

What to Do: Punch three holes in the can, one near the top, one in the middle and one near the bottom. Tape the holes closed. Fill the can with water to the top. Pull the strips of tape off and measure the length of the streams. The bottom stream will go the farthest due to the added pressure of the air and the water in the can.

What Happens: The total pressure in a container of water is the sum of the air pressure and the water pressure at that point.

4. Materials: A rubber balloon, several pins with large heads, a roll of plastic tape.

What to Do: Inflate the balloon and affix little squares of plastic tape to it. Stick each pin through the center of the tape and to your amazement, the balloon will not burst.

What Happens: The adhesive substance on the tape acts like a self-sealing automobile tire, adhering to the pin as it is pressed inward. When the pin is removed, the adhesive is forced outward by the air pressure from within the balloon, automatically sealing the tiny pinholes.

- Indian Nations Council

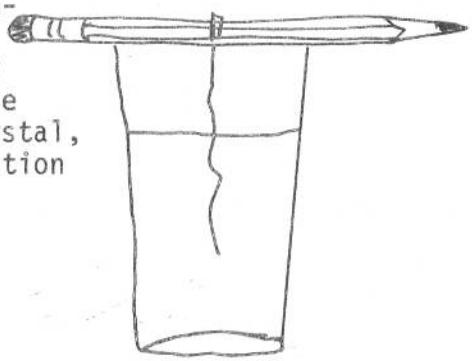
SCIENTIST ACTIVITY BADGE

MAKE CRYSTALS YOU CAN EAT

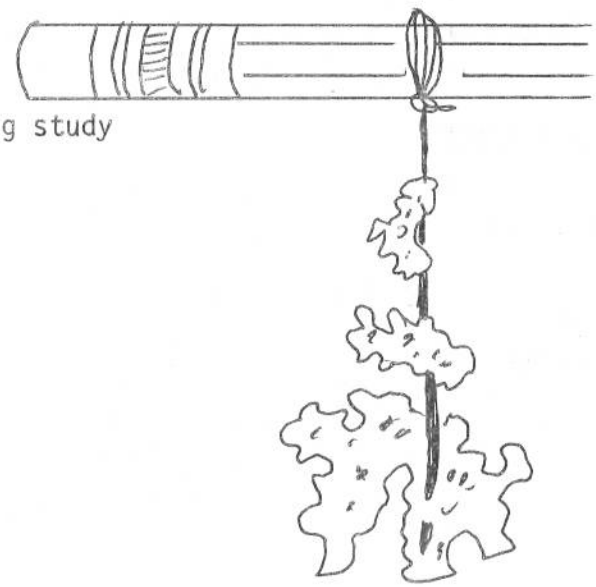
If you've ever eaten rock candy or spooned sugar onto your morning cereal, then you have come face to face with crystals. Ice, table salt, glassware and sugar are just a few of the many substances made up of crystals. The best way for Webelos Scouts to learn how crystals are formed in nature is to perform an experiment to make crystals.

Pour one cup of water into a small pan. Cover and bring it to a boil. Turn off the heat and add two cups of cane sugar. Stir until dissolved. Let cool. Pour sugar solution into a tall glass. Tie a piece of clean white string to a pencil or stick and place the stick across the glass so that the string hangs down into the liquid. Put the glass in a cool place for a few days. In a short time small crystals will form along the sides of the glass. Soon they will begin to cling to the string. After several days, large crystals, hard as a rock, will have formed around the string. Lift the string out of the glass and taste some delicious homemade rock candy.

Unlike living things, crystals grow by adding layer upon layer of their own substance to the exterior surface. In growing, tiny atoms in a crystal naturally arrange themselves in planes or flat surfaces. They form eventually a geometric pattern in space. Some crystals arrange themselves in a six-sided structure; others in ten-sided or twelve-sided formations. It is impossible to see these tiny atoms when you look closely at a crystal, but the sparkling light you do see is caused by reflection from the many inner surfaces of the crystal.



Many minerals found in the outdoors are crystals too. Quartz, mica, gold, silver and graphite are some of these. If you are hiking in the woods and find a shiny stone embedded in a duller one, then you have probably discovered quartz. If the shiny stone peels in layers, then you have found mica. Take a good look at all the crystals you find. Examine them under a magnifying glass and hold them up to the light. You will have begun the exciting study of crystals.



- Indian Nations Council

LIGHTNING

Lightning kills about 150 Americans a year and injures about 250. Lightning is a secondary effect of electrification in a thunder storm cloud system. The earth is normally charged negatively with respect to the atmosphere. Lightning occurs when the difference between the positive and negative charges becomes great enough to overcome the resistance of the insulating air, and to force a conductive path for current flow between the two charges.

Thunder is the crash and rumble associated with lightning and is caused by explosive expansion of air heated by the lightning stroke. When lightning is close by, the thunder is sharp and explosive in sound. More distant strokes produce the familiar growl and rumble of thunder. The distance in miles to a lightning stroke can be estimated by counting the number of seconds between lightning and thunder and dividing by five.

Streak lightning is a single or multiple line from cloud to ground.

Forked lightning shows the conductive channel.

Sheet lightning is a shapeless flash covering the broad area, often seen in cloud-to-cloud discharges.

Heat lightning is a type seen along the horizon during hot weather and is believed to be the reflection of lightning occuring beyond the horizon.

Ribbon lightning is streak lightning whose conductive channel is moved by high winds making successive strokes seem to parallel one another.

Beaded lightning appears as an interrupted stroke.

Ball lightning appears as a luminous globe doughnut shape or ellipsoid which hisses as it hurtles from cloud to earth, and maneuvers at high speeds, rolling along structures or hanging suspended in the air.

Safety Rules

1. Stay indoors. Don't go out unless absolutely necessary.
2. Stay away from open doors and windows, fireplaces, radiators, stoves, metal pipes and plug-in electrical appliances.
3. If no buildings are available, your best protection is a cave, ditch, or under clumps of trees which really are at least head high.
4. Where there is no shelter, avoid the highest object in the area.
5. Avoid hilltops, open spaces, wire fences, metal clothlines, etc.
6. If traveling, stay in the car. Cars offer great lightning protection since they rest on insulating rubber tires.
7. Get out of the water and off small boats.
8. Don't use metal objects like fishing rods and golf clubs.
9. Don't use the phone during a storm, because lightning may strike telephone lines outside.
10. Don't use plug-in electrical equipment during the storm.

- Indian Nations Pow Wow Book

SCIENTIST ACTIVITY BADGE

The Beaufort Wind Scale was originally devised by Sir Francis Beaufort to describe windspeed in chart form. By watching the effect of wind on objects in the neighborhood, it is possible to estimate its speed. Copy the scale on a large sheet of cardboard and hang it in your den meeting place to use for reference.

THE BEAUFORT WIND SCALE

NO.	TITLE	EFFECT OF WIND	MPH
0.	Calm	Smoke rises vertically	Less than 1
1.	Light Air	Smoke drifts	1 - 3
2.	Light Breeze	Leaves rustle	4 - 7
3.	Gentle Breeze	Flags fly	8 - 12
4.	Moderate Breeze	Dust, loose paper raised	13 - 18
5.	Fresh Breeze	Small trees sway	19 - 24
6.	Strong Breeze	Difficult to use umbrellas	25 - 31
7.	Moderate Gale	Difficult to walk	32 - 38
8.	Fresh Gale	Twigs break off trees	39 - 46
9.	Strong Gale	Slight damage to roofs	47 - 54
10.	Whole Gale	Trees uprooted	55 - 63
11.	Storm	Widespread damage	64 - 75
12.	Hurricane	Devastation	Above 75

The Webelos Scouts might like to look for pictures in magazines which fit the various descriptions above and add them to the chart in the proper places.

Use a calendar to keep a record of wind speed over a period of time.

- Indian Nations Council Pow Wow Book

SHOWMAN ACTIVITY BADGE

The Showman Activity Badge has something for every Webelos Scout. For the "ham" actor, there's drama...for the shy boy, puppetry...and for almost every boy, music. After working on this badge, your boys should be able to provide some good entertainment for pack meeting or for a den family night.

You might decide to use as a theme for the Showman badge the Cub theme of the month which is Blue and Gold, so all the entertainment at the pack meeting will be coordinated. Then again, your boys may have some ideas of their own about a good theme to follow.

It is doubtful that you will produce any skilled entertainers, but the badge should help expose the Webelos to theatre and musical arts and perhaps build self-confidence in some of them. It's bound to be fun.

The Puppets, Skits, and Costumes section of this book will be helpful to you in planning work on this badge. Also refer to Cub Scout Activities book and the Boys' Life Reprint booklet #26-047 "Showman Activity Badge" for more ideas. The public and school libraries have a good selection of books which deal with this subject.

DEN ACTIVITIES

1. Attend a high school play.
2. Invite a high school drama teacher to explain and demonstrate make-up techniques and the meaning of stage directions.
3. Use a tape recorder to record the boys' voices so they can hear how they sound.
4. Write and perform a puppet play. Make the puppets to go with it.
5. Visit a costume shop. Refer to the yellow pages in the phone book for a list of the costume shops in Dallas.
6. Write a one-act play for pack meeting
7. Plan a den entertainment night for the whole family. This could be a variety show including musical numbers, a play and a puppet show.
8. Have boys bring their favorite records and play them for the den.
9. Make a puppet stage from cardboard
10. Talk about sound effects. Let the boys try some of them out.
11. Take your entertainment to a children's home or hospital as a good turn.

PACK ACTIVITIES

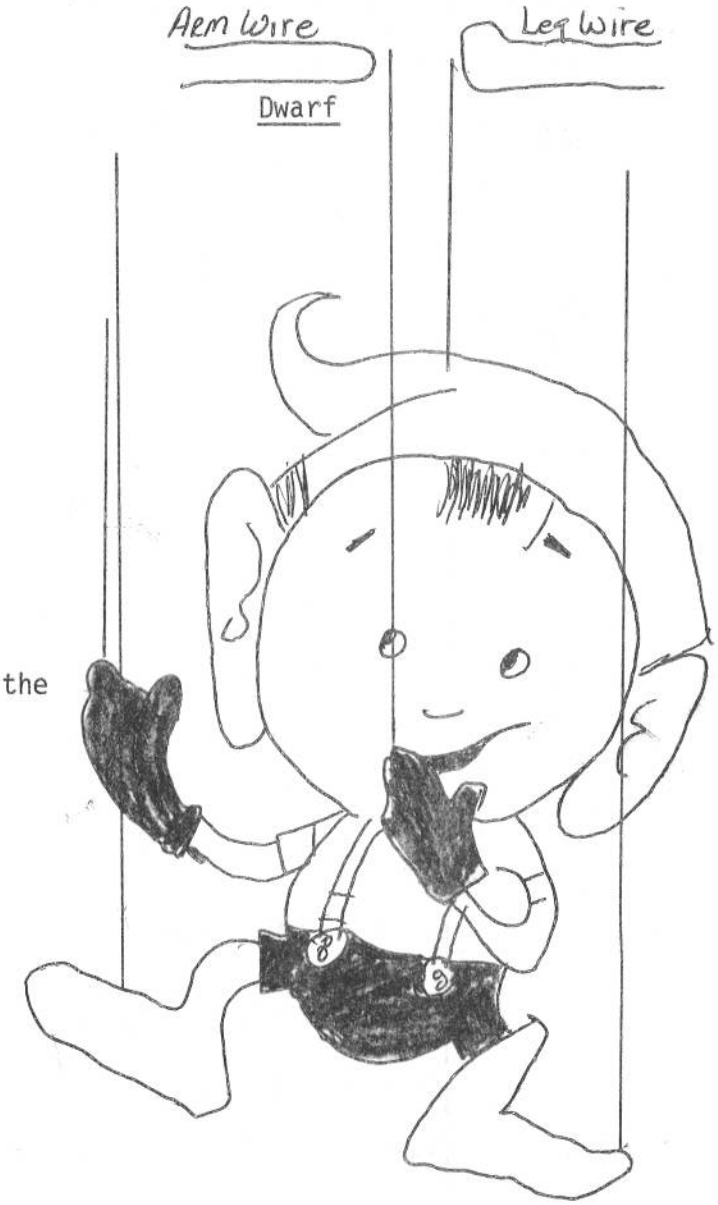
Exhibit: Variety of puppets, costumes, posters or charts of composers.
Demonstrate: Put on some form of entertainment such as a musical show, puppet show, or skit.

- Indian Nations Council

SHOWMAN ACTIVITY BADGE

PUPPETRY - MARIONETTES

By definition, a Marionette is "a jointed puppet manipulated by strings or wires attached to its limbs". Below are instructions for making papier-mache balloon marionettes. Also included are instructions for making the cardboard or Jiggly-jointed marionette.



Papier-mache Balloon Marionettes

Use a large balloon for the head and a small one for the body. Cover both balloons with strips of newspaper dipped in liquid starch or wheat paste. Strips of newspaper should be torn, rather than cut with scissors. Burst the balloons when dry.

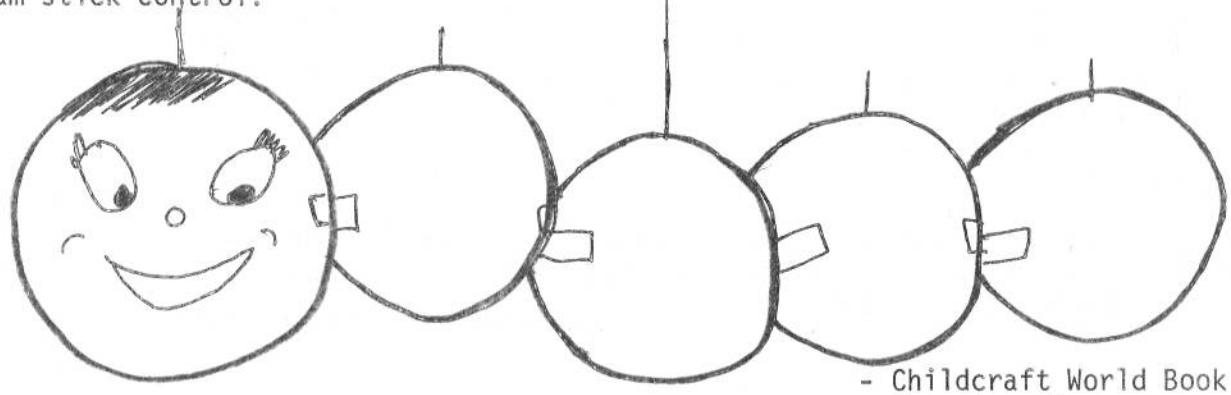
Bend the pieces of wire to make arms and legs as shown. Cover the wires with papier-mache strips. Use tape to loosely attach the head, arms, and legs to the body. Add cardboard ears. Paint on the eyes, the nose, and the mouth.

Attach strings to the head, the hands, and the feet. Tie the strings to a pencil or an ice-cream stick control. Pull on the leg string to make the leg move, on the arms string to make the arm move.

Wiggly Worm

Use five round balloons for the worm. Cover them with papier-mache strips as explained above. Paint the paper-covered balloons with tempera paints.

Use tape to join the balloons, but leave enough room between the balloons to let the worm wiggle. Burst the balloons when the papier-mache is dry. Attach strings along the back of the worm, one for each balloon. Tie the other end of each string to a pencil or ice-cream stick control.



- Childcraft World Book Encyclopedia

SHOWMAN ACTIVITY BADGE

CARDBOARD OR JIGGLY-JOINTED MARIONETTE

Pull the string to make these lively, colorful puppets dance and jump. Trace actual size patterns below and cut out of cardboard. Draw on features with felt-tip pens. Add hat from construction paper.

Punch holes and assemble pieces with paper fasteners (brads). With needle and thread, run heavy thread between arms and between legs and tie. Then tie a 12" piece of thread between arms and legs, leaving a loop for pulling to work arms, legs, or both together.

SHOWMAN ACTIVITY BADGE

Folk music is an old form of music. Adam may have sung folk songs to Eve. Primitive man probably sang folk songs, keeping time by clapping his hands. As long as there have been people, there have been folk songs.

Even though you may not be able to carry a tune, we all enjoy singing folk songs. If "Turkey in the Straw" sounds like "Home on the Range", the way you sing it never mind. They're both still folk songs..from vastly different backgrounds. "Turkey" is an old minstrel tune first popular about 150 years ago. Its melody is from a common Irish piper's reel. "Home on the Range" is a cowboy song written about 100 years ago in Kansas, and was sung all over the Midwest before becoming popular nationally in the 1930s.

Many of our folk songs were brought here long ago by people who left Europe to escape persecution or to seek fortunes in the new world. Black slaves from West Africa supplied a rhythm a beat and a relaxed and happy sound which are present today in folk music as well as rock 'n roll and jazz. Negro music also gave us the "blues", an important part of both folk and jazz music.

Traditional folk songs are those passed on by word of mouth. Often the words and sometimes the music change over the years. Some scholars think that songs which are written down or recorded are not folk tunes. But young, modern singers such as Bob Dylan, Simon and Garfunkel and John Denver and the songs they write certainly belong in the folk field.

Just as the folk singer comes from many backgrounds, the American folk tune is a mixture of different cultures and music styles. You can hear the sea chantey "Blow the Man Down", a French Canadian tune "Alouette", a railroading song "I've Been Working on the Railroad", southern mountain love songs "Black Is the Color", negro spirituals "When the Saints Go Marchin' In"; negro blues "The Ole Bollweevil Song". They can be old...such as "Greensleeves", an English ballad 400 years old - or as new as John Denver's tunes today.

The unamplified guitar is to the folk singer what a bus is to a bus driver. But folk singers also play other instruments such as the banjo, lute, or mandolin.

We all sing folk songs, but if you want to be folk singers, perhaps entertaining friends someday or even being paid to do so, listen to Burl Ives, Woody Gutherie, Pete Seeger, Bob Dylan or John Denver. Copy their styles, learn their songs.

- Indian Nations Council

SPORTSMAN ACTIVITY BADGE

The Webelos Den Leader's major objective in this activity badge is to conduct den meetings in such a way that every boy in the den becomes sufficiently skilled to meet all the requirements of the Sportsman badge. Just participation in a sport is not enough. Each boy should be able to demonstrate his skill and knowledge in his four selected sports. He also learns that by doing his best, he achieves a feeling of real accomplishment.

In a recent survey of boys of all ages across the country, playing team sports topped the list of activities that they are interested most in doing. Seventy-nine percent of boys age 8-11 considered learning how to play in team sports as very important. Only "building up the body" surpassed this figure.

Boys are interested in sports no matter where they live. Sports are fun to watch, but they will enjoy them more if they understand the rules and are able to participate in the game. When boys have difficulty with this badge, it may be because they do not participate in sports. With this in mind, try to plan den outings which will involve as many sports as you can work in. Include high school or college games, as these games generally have more all around enthusiasm. Do not be too critical of those boys who do not excel, but instead, judge each boy on whether or not he is doing his best.

SUGGESTED DEN ACTIVITIES

1. Have each boy make a list of the sports in which he participated during the past few months.

2. Learn what two individual and two team sports the boys will want to do.

3. Invite a sports figure, coach or referee to visit your den meeting and tell the boys the importance of team work, fair play and good sportsmanship.

4. Plan a trip to a football, baseball, or soccer game with the boys and dads. Don't forget hockey, too.

5. Display posters on football signals and discuss them with the boys. Practice these signals until the boys know them well.

6. Plan a father-son bowling night.

7. Decide on a sport to demonstrate at pack meeting. Select one that most Cub Scouts won't know much about, so they will learn something.

8. Let the boys practice archery, using a bale of hay behind paper targets. Teach them the safety rules.

9. Make shuffleboard discs and cues as shown in the Webelos handbook. Lay out a court with chalk on the driveway and play a game.

SPORTSMAN ACTIVITY BADGE

TAKE THE SNAP, THROW THE PASS

Try this basic drill at den meeting. Let the boys teach their hands, legs, eyes and arms to work together. For the target, hang an old automobile tire about six feet above the ground. Take the snap from your center, move back three or four short steps and fire away. Take it slow at first to get the feel of the action. The tire target should be about 10 yards away when you throw the pass.

1. Stance. Place your feet shoulder width apart; toes straight ahead; knees bent slightly. The back of your right hand is against the center's rear; your left hand is below; heels of your thumbs together.

2. Grip. On the call of Ready! Snap! the center brings the ball up to your hands. Grip the ball with fingertips on the laces and your thumb around the other side of the ball.

3. Run. Take three or four short steps to the rear. Keep your eye on the target.

4. Throw. Plant your right foot and brake. Step forward on left foot with your toe pointing at target as you raise your arm for the throw. Throw and follow through after releasing the ball.

THROW THE BLOCK - FIGHT IT OFF

Hut! The ball is snapped. Offensive linemen hurtle at the defenders. In the next few seconds the success or failure of the play will be decided. That's the story of football. If the offensive men make solid contact, the chances are good that the play will gain a few yards. If the defenders slip through the blockers, the play may be stacked up for a loss.

That's the reason good blocking is so important in a contact sport like football. That's also the reason a defensive lineman must know how to fight against the block. In this contest the offensive player has one slight edge. He knows when the snap is coming. He can move first and he can use different kinds of blocks to keep his opponent guessing.

The defender has the advantage of being able to use his hands and to stand up straighter for a better view of the play. An offensive lineman must stay low and he can never look back to see if the play is going in the right direction. Often the defensive player is larger than the offensive lineman, but he also may be slower.

So knowledgeable football fans watch line play closely. A good match-up between a big, fast defender and a quick, tricky- offensive lineman is often as interesting to watch as the moves of a passer or ball carrier.

If a football team is a winner, chances are that this team knows all about throwing and fighting off the block.

- Indian Nations Council Pow Wow Book

SPORTSMAN ACTIVITY BADGE

TIPS ON BOWLING

The straight ball is the most important shot in bowling. Most bowlers learn it first and the best ones always remember how to use it.

If you havent figured out how to knock down all 10 pins with every throw--and nobody has--you need the straight ball. If you are a beginner, this is the place to start. If you are an expert, this is the shot you will pull out of the bag when you must pick off two or three pins left standing.

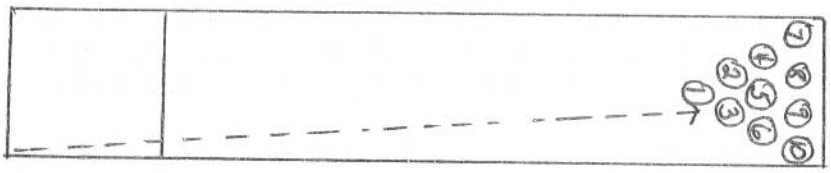
Eventually you will want to learn to roll a hook shot or curve that will slice into the pocket between the number 1 and 3 pins for a strike. The hook is the shot which most champions use on the first roll. But before you learn the hook, sharpen your skill with the straight ball.

Here's how to make a four-step delivery and roll a ball straight for the strike pocket. When your aim with the straight ball is deadly, you are on your way to becoming a first class bowler.

Grip -- push thumb into thumb hole. Fit should not be tight or loose. The knuckles of your two middle fingers should be over the two finger holes.

1. Start with feet slightly apart, left foot forward. Ball supported with both hands between waist and chin.
2. Step off with right foot. Ball swings down and out from body.
3. As left foot comes down, ball is at full length of arm and starting backswing.
4. On third step (right foot) ball is back at shoulder level.
5. Step four is a crouch and slide as ball swings low and rolls off palm.
6. Follow through with palm up. Don't twist the wrist and watch the foul line.

This is the line the straight ball takes to the strike pocket.



- Boys' Life Magazine

SPORTSMAN ACTIVITY BADGE

TIPS ON VOLLEY BALL

- A service is made by batting the ball over the net with one or both hands.
- A point is won when either team fails to return the ball to the opponents' court.
- The ball must be batted. Scooping, lifting, shoving or following the ball are not permitted.
- A ball may be batted in any direction and a player may use any part of his body above the hips in playing the ball.
- The ball may be touched only three times by one team before being returned over the net.
- Players cannot catch or hold the ball or reach over the net to play the ball.
- The team first scoring 15 points is winner.
- When score is tied at 14-14, one team just must make 2 points on service to win.
- A team counts a point on service only.

(See Webelos Scout Book for further details on play).

TIPS ON SHUFFLEBOARD

- The red disc is shot first. Alternate red and black until all discs are shot.
- Discs must be played from the clear within the respective half of the 10-off area. If not, a penalty of 10-off, offender's disc removed and opponent credited with any discs removed.
- After all discs are played, players walk to opposite ends of court and start play, with the color lead changing to black.
- 50 points make a game
- A disc remaining on the court after having struck any object other than a live disc shall be removed. It is called a dead disc.
- A disc which stops in area between farthest deadline and starting area is dead and shall be removed before further play.
- A player shooting before an opponent's disc comes to rest is penalized 10 points. His disc is removed and his opponent credited with the score of any of his displaced discs.
- After both players have shot their 4 discs, score all discs (those within and not touching lines separation triangle in 10-off area not considered)
- Play continues until all discs have been shot, even if game point has been reached.
- If a tie results at game point or over, two complete rounds shall be played and score totaled. Highest score at game point or over shall be declared winner. In singles, one round of play decides tie. A round consists of complete play at head and foot of court.

(See Webelos Scout book for layout of court and more details on play).

TRAVELER ACTIVITY BADGE

Almost everybody loves to travel. Webelos Scouts really are no exception. But don't forget that not everyone has the opportunity for extensive travel. Obviously you can't give your boys that opportunity while working on the Traveler badge. But you can introduce them to some of the joys of travel and perhaps to a means of travel new to them. Through the badge requirements, the boys will learn to read maps and timetables of buses or airlines serving the area. They will use this information in planning trips. They will learn the comparative costs of bus and air transportation. They may take some trips with their parents. They will learn to pack a suitcase and to check to see if family cars have adequate first aid kits.

Earning the Traveler Badge will not only help the boys prepare for travel experiences, but it will also enable them to get the most out of any trip they take and to learn more about our country.

Remember that to earn this badge, the boys must be involved in trip planning. The fun is really in the traveling, but with advance planning, you can make the planning periods fun too.

DEN ACTIVITIES

1. Visit county, state or national park.
2. Take a bus or train trip.
3. Visit historic site nearby.
4. Visit a travel agency or automobile club office and find out what they do.
5. Calculate cost and speed of a plane trip.
6. Make car first aid kits.
7. Visit a train dept., bus terminal, or airport, to see inside operations.
8. Discuss timetables and how to read them.
9. Have a speed contest of locating specific destinations and how to get there, using maps and timetables.
10. Teach proper packing of suitcase. Afterwards, have speed contest, stressing neatness as well as speed.
11. Locate points of interest on city and state highway maps.
12. Prepare a list of travel agencies and transportation media available in your area.

PACK ACTIVITIES

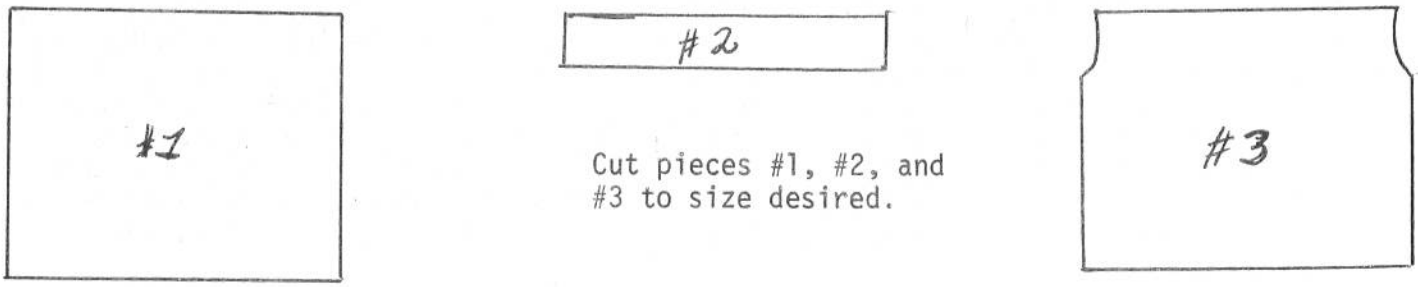
Exhibit: Family car first aid kits; enlarged map of area showing points of interest; timetables; snapshots from trips; travel logbooks.

Demonstrate: How to pack a suitcase for a trip; how to determine comparative costs. Show slides or movies taken on den trip with commentary. Give oral report on trip.

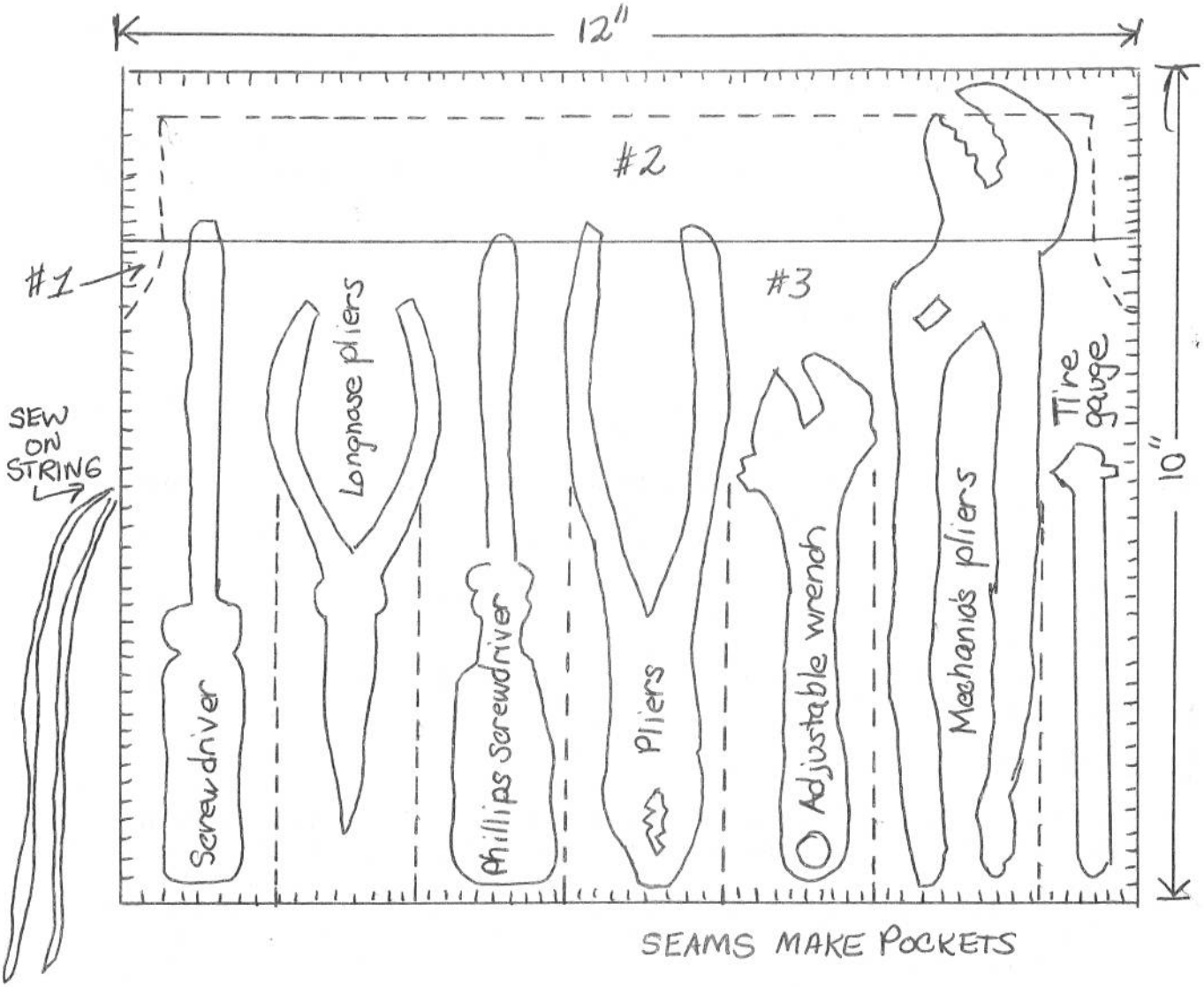
See Boys' Life Reprint #26-079 Engineer and Traveler Badges

TRAVELER ACTIVITY BADGE

TRAVEL TOOL KIT - This handy carrier will fold up small but still carry a great many things useful for any kind of trip. This is an auto repair tool kit, but you can change the tools to make a bicycle kit or boat kit. Make from denim or canvas.



Cut pieces #1, #2, and #3 to size desired.



1. Sew #2 to #1
2. Sew #3 to #1
3. Make seams as desired

KIT ROLLED UP

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. 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.

CAR FIRST AID KIT

Listed below are items which should be included in your family's first aid kit: The kit should be in a small plastic wooden or metal box containing:

- roll of 2-inch gauze bandage
- sterile gauze dressings
- cravat bandage
- sunburn ointment
- insect repellant
- soap
- baking soda
- tweezers
- small scissors
- jackknife

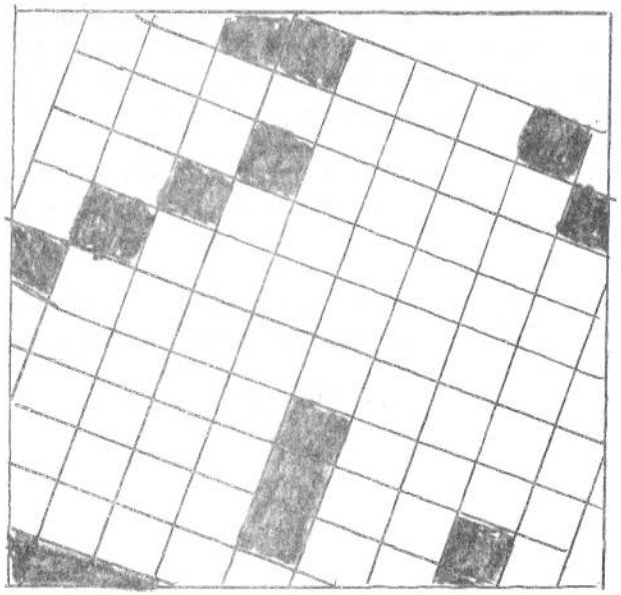
Additional emergency supplies for your car might include:

- two 3" x 17" x 1/4" splints
- fire extinguisher
- tow chain or rope
- flashlight
- flares or red flags.

PENCIL AND PAPER GAMES

Salvo: Rule your paper into one hundred squares, numbering each and put your "fleet" on it. Each man has a battleship, cruiser, destroyer and submarine. The battleship takes five consecutive spaces, cruiser four, destroyer three and sub two. Black out spaces to show where ships are placed.

Each man fires four shots in turn. Tell your enemy where your shots go by giving him the numbers of the spaces. A ship is sunk when hit on each of its spaces. Every time a ship is sunk, you lose one shot per turn.



Auto License Bingo: Each player writes down 15 numbers on a sheet of paper. They may be any numbers from one to 99 and a player may list the same number several times.

When everyone has written down his numbers, the umpire starts the game by calling out the last two digits on the license plate of each truck or car that passes by. If the number called is on his sheet, the player draws a line through the lucky number and shows his sheet to the umpire. The one who crosses off five of the numbers first is the winner and calls "auto bingo" to claim victory.

Cootie: The object is to draw Mr. Cootie ahead of the other players but you must get the right number to draw each part of him. The number one stands for "body", two stands for "head", three for "leg", four for "antenna", five for "eye", and six for "tail". Make your cootie with a body, six legs, one tail, one head, two eyes, and two antennae.

To start drawing, you must roll a one on a die, or get a one as last number on a car license. After you have the body, you may begin to use other numbers for the other parts of cootie. First to get cootie wins.

THE ARROW OF LIGHT AWARD

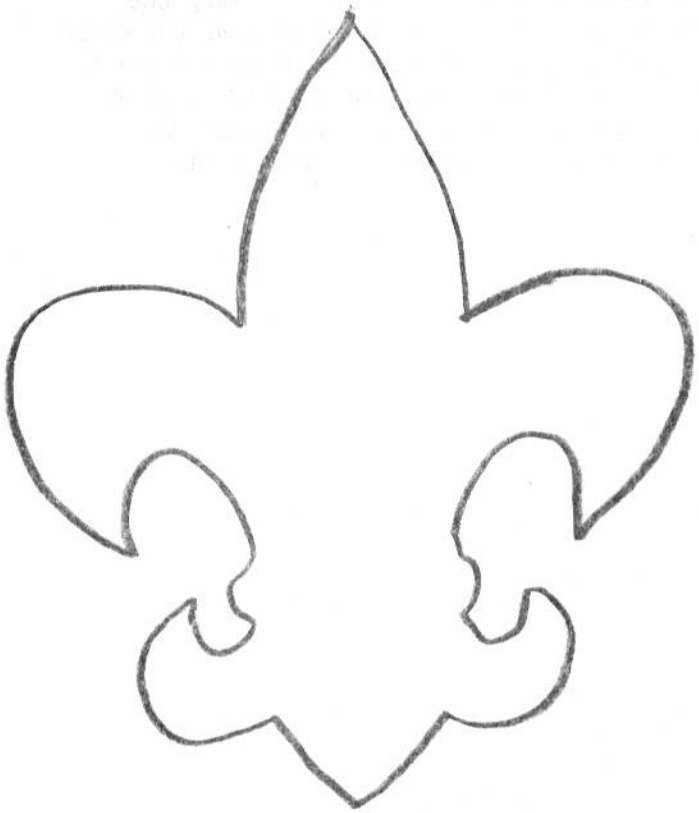
As a boy reaches the end of his year as a Webelos Scout, hopefully you, the Webelos Leader, the boy's parents, and the boy's own initiative have worked together in enabling him to earn the highest award in Cub Scouting, The Arrow of Light award. Having earned this award, the Webelos Scout has virtually passed the first plateau in becoming a Scout. On the next two pages are two of the requirements for the Arrow of Light award. As a Tenderfoot Scout, a boy must know from memory the Scout Law.

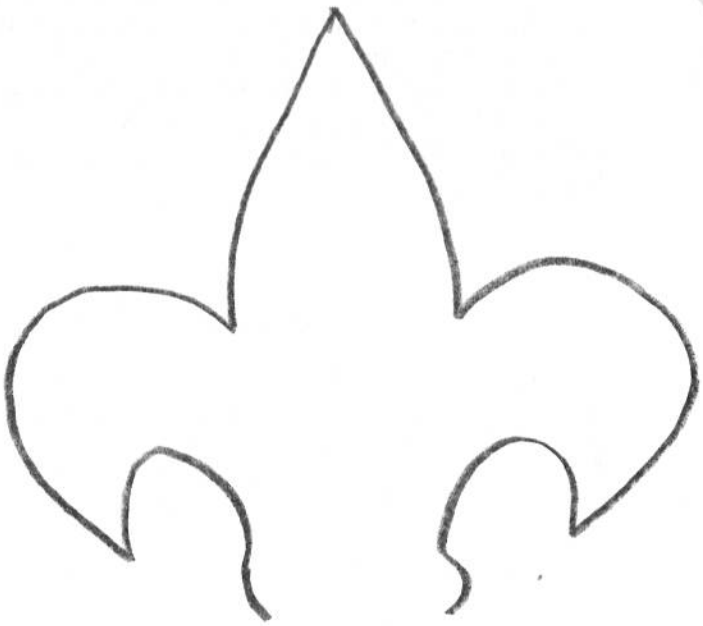
Ten Needs of a Boy

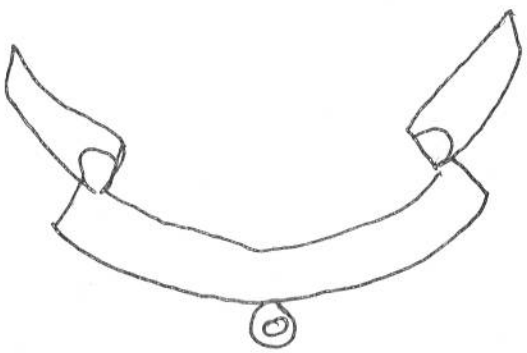
1. To climb a mountain and to look afar.
2. To sit around an embered campfire with good friends.
3. To test his strength and his skill on his very own.
4. To be alone with his own thoughts and with his God.
5. To be ready to reach out and find the hand of an understanding man ready and willing to help.
6. To have a code to live by...easily understood and fair.
7. A chance to play hard just for the fun of it...and to work hard for the thrill of it.
8. To have a chance to fail...and know why.
9. To have and to be a good friend and have a chance to prove both.
10. To have a hero...and a vision to measure him by.

PARTS OF THE SCOUT BADGE

(See explanation of these parts in the Webelos Handbook, page 276)







Don't Be Knocked Out By The Tenderfoot

TRUSTWORTHY - A Scout tells the truth. He keeps his promises. Honesty is part of his code of conduct. People can depend on him.

LOYAL - A Scout is true to his family, Scout leaders, friends, school, and nation.

HELPFUL - A Scout is concerned about other people. He does things willingly for others without pay or reward.

FRIENDLY - A Scout is a friend to all. He is a brother to other Scouts. He seeks to understand others. He respects those with ideas and customs other than his own.

COURTEOUS - A Scout is polite to everyone regardless of age or position. He knows good manners make it easier for people to get along together.

KIND - A Scout understands there is strength in being gentle. He treats others as he wants to be treated. He does not hurt or kill harmless things without reason.

OBEDIENT - A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobey them.

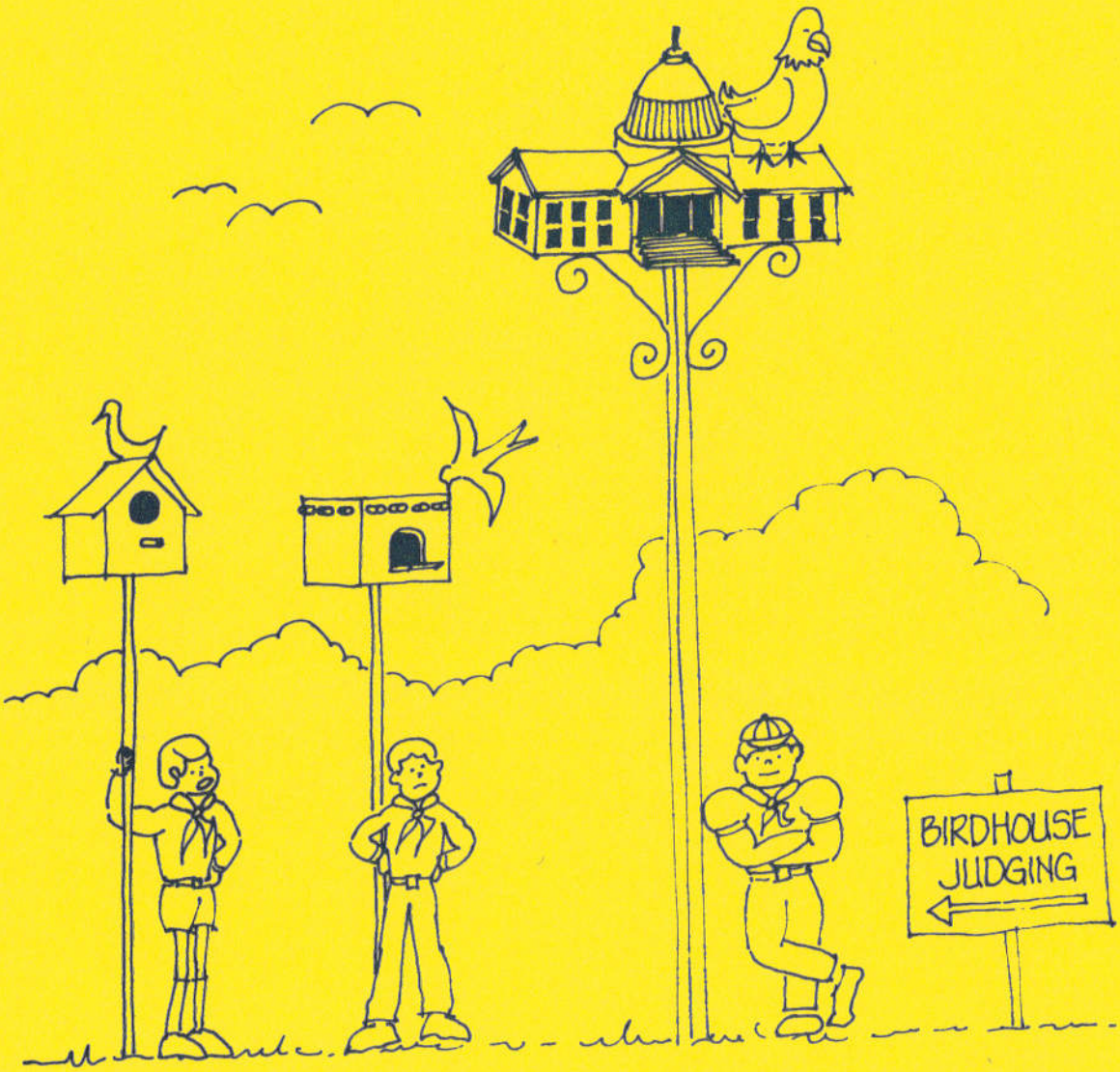
CHEERFUL - A Scout looks for the bright side of things. He cheerfully does tasks that come his way. He tries to make others happy.

THRIFTY - A Scout works to pay his way and to help others. He saves for unforseen needs. He protects and conserves natural resources. He carefully uses time and property.

BRAVE - A Scout can face danger even if he is afraid. He has the courage to stand for what he thinks is right even if others laugh at or threaten him.

CLEAN - A Scout keeps his body and mind fit and clean. He goes around with those who believe in living by these same ideals. He helps keep his home and community clean.

REVERENT - A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others.



"Oh brother !"

ODDS 'N ENDS

THE SECRETS TO SUCCESS

How Does YOUR Pack Measure Up?

Some of the secrets of having a good, well organized and active pack include the following:

1. TRAINED LEADERS -

   A trained leader is an enthusiastic leader. Enthusiasm breeds more enthusiasm, among other leaders as well as among the boys. If you miss training in your district, go to the training available in another district.

2. PARTICIPATION IN THE BICENTENNIAL CELEBRATION -

   July 4, 1976 marked the 200th anniversary of the signing of the Declaration of Independence. To mark this milestone in man's quest for liberty, the Boy Scouts of America planned a four-year celebration which began in September, 1973 and which ends in August, 1977. The B.S.A. has observed each year of the bicentennial with special local and national programs. We are now going into the last 9 months of this program. The three themes emphasized during the last program year are as follows:

   a. Heritage '76 - projects and events looking at the nation's history. Activities might include visits to historic sites or museums; making a miniature exhibit of an historic event, shrine or relic such as the Liberty bell; learning about Indian tribes in our area and/or the first settlers.

   b. Festival U.S.A. - projects and events celebrating the birthday. Activities might include participation in community festivals, or parades; hosting visitors from another country, starting a collection of Bicentennial promotion items.

   c. Horizons '76 - projects and events looking toward the nation's future. Activities might include taking part in clean air or a clean water campaign in your community.

   The Bicentennial program is designed to deliver to America a new generation of prepared young citizens who are physically strong, mentally awake, and morally straight.

   Packs make their own plans to take part in the Bicentennial program by planning and carrying out appropriate activities. When the pack has taken part in one activity, the boys and leaders are eligible for the appropriate medal and patch. The patches are 60¢ each; the medals are 25¢ each and are obtained from the Scout Service Center, 1922 Anson Road, Dallas. The patch is worn as a temporary patch on the boy's right shirt pocket. Leaders wear the patch in the proper location of a temporary patch.

3. HOLD AN ANNUAL PLANNING CONFERENCE IN APRIL -

   Advanced planning is one of the major keys to having a successful and enthusiastic pack. This conference is a meeting of the leaders and other interested parents in the pack who plan the pack's activities and themes for the next year. Don't forget to invite your Den Chiefs, too.

4. PARTICIPATE IN THE ANNUAL SCOUT SHOW -

Unfortunately, too many packs do not participate in this event. If your pack does not, you are missing one of the most exciting "happenings" of the year. Do yourself and your boys a favor. Enter the Scout Show. The boys will have a great time - and so will you.

5. EARN THE SUMMERTIME PACK AWARD -

Boys are eager for the fun and adventure of Cub Scouting during the summer when they have the most free time and have the greatest need for Cub Scouting. It's up to you to plan informal activities for those boys and their families who remain at home for the summer.

You can insure a year-round pack program and qualify for the National Summertime Pack Award by planning and conducting three pack activities, one each for the months of June, July, and August. You will find that there will be plenty of boys and parents around to make your monthly pack outings successful.

In order for your pack to remain active during the summer, you do not have to conduct a schedule of formal weekly den meetings and monthly pack meetings. Boys want to do things in the summer different from what they have done the rest of the year. Use the good weather and the time available to plan unusual types of outdoor den and pack activities. Be sure also to pick up the "Go and See" booklet available at Scout Office for suggested field trips.

To be successful, plan den and pack activities that people in your area like to do. Do them as part of your Cub Scout program. Put the accent on friendly, informal family and den activities. Distribute a schedule to each family in the den.

Requirements for Summertime Awards

PACKS can qualify for the attractive full color National Summertime Pack award and pack flag streamer by conducting three pack activities. one each during June, July, and August. There is no attendance requirement for this award.

DENS averaging at least 50 percent or more of their members at the three summertime pack activities will be eligible for the colorful den participation ribbon.

BOYS attending their pack's three summertime pack activities qualify for the National Summertime Award Pin, #464, which the pack purchases and presents.

Submit your application for the National Summertime Pack Award to your Council office; then make arrangements for the awards to be presented. For additional information see "National Summertime Pack Award Planning Guide", #3748.

LOCAL SCOUT DISTRIBUTORS

Culwell and Son, Inc.
524 Casa Linda Plaza
Dallas (75218) Ph. 327-4543

Culwell and Son, Inc.
6319 Hillcrest
Dallas (75205) Ph. 521-5134

Culwell and Son, Inc.
13020 Preston Rd. at LBJ
Dallas (75240) Ph. 661-3075

Myers Dept. Store
197 Pleasant Grove Shop. Center
Dallas (75217) Ph. 391-5106

J. C. Penny Co.
170-A Lancaster-Kiest Shop. Center
Dallas (75216) 376-7353

J. C. Penny Co.
310 Inwood Village
Dallas (75209) Ph. 357-9491

J. C. Penny Co.
800 North Park Shop. Center
Dallas (75225) Ph. 363-5281

J. C. Penny Co.
Garland Shopping Center
Garland, Tx. (75040) Ph. 278-2134

J. C. Penny Co.
950 Big Town Shop. Center
Mesquite, Tx. (75149) Ph. 328-5461

Neal's B & H Department Store
Ridgecrest Center
2241 Rochelle at Story Rd.
Irving, Tx. (75060) 255-1650

J. C. Penny Co.
Red Bird Mall
7200 S. Westmoreland Blvd.
Dallas (75237) Ph. 296-1461

Dad and Lad's
17 Richardson Heights Village
Richardson, Texas (75080) Ph. 231-3497

Henderson's
101 S. Prairieville
Athens, Tx. (75751) Ph. 675-3204

J. M. Dyer Company
122-124 West Collin St.
Corsicana, Tx. (75110) Ph. 874-4736

Beall's
400 West Main
Denison, Tx. (75020) Ph. 465-1151

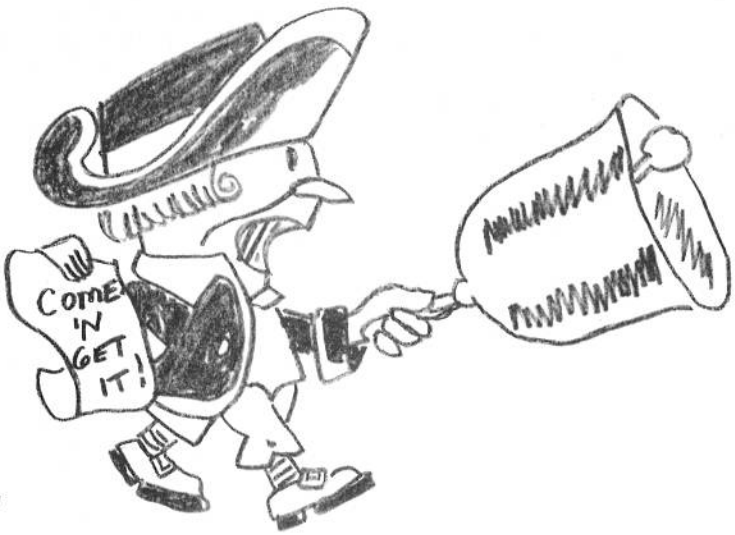
J. C. Penny Co.
206-208 West Main
Durant, Oklahoma (74701) Ph. 924-1397

Jack Poff Clothier
116 West Knox
Ennis, Tx. (75119) Ph. 875-7521

Perkins Brothers
2610 Lee Street
Greenville, Tx. (75401) Ph. 455-4310

The B & B Store
206 E. Louisiana
McKinney, Tx. (75069) Ph. 542-5221

Marchman's
200-202 Rogers
Waxahachie, Tx. (75165) Ph. 937-1920



THEMES AND HOW THEY WORK

The secret of good planning for Cub Scout den and pack activities is the wise use of monthly themes. A theme is simply an idea or emphasis around which you and the other pack leaders plan things for the Cub Scout dens to do from one pack meeting to the next.

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings them together at the pack meeting with skits, stunts and handicrafts, all bearing on a single theme. If the dens are active during the month on a single idea, an interesting and entertaining pack meeting is the natural result because it reviews all things the dens have done.

Parents and Cub Scouts are eager to see what other dens have done with the theme. A friendly rivalry usually exists and quite often den spirit is developed even among parents.

The Webelos dens do not use the pack's monthly themes. Instead, they work on one of the 15 Webelos Activity Badge areas. Often the Cub theme and the Activity Badge for the month are compatible....such as "Cub Scout Circus" and "Showman"... or "Things That Go" and "Traveler".

Themes must have strong appeal for boys. They must offer variety so that each boy can do things he likes. They should instill the deeper values of Cub Scouting.

The theme is simply the framework on which the activities of your den are built. In planning, you and the other leaders must break this down into one or more activities or projects for the weekly den meetings. Obviously, these will vary from den to den. There should be plenty of room for the den leader to maneuver within the theme idea.

Follow these guidelines in selecting activities:

> Each activity should have a definite objective in harmony with the aims and policies of Cub Scouting.
>
> Each activity should contribute toward the development and maintenance of proper home relationships.
>
> Each activity should be simple, within the capacity and interest of both Cub Scouts and their parents.

The pack's themes for the year are decided at the Annual Planning Conference held in April.

- Indian Nations Council Pow Wow Book

NOW HEAR THIS!

The themes listed below are those being contemplated by national headquarters. The Cub Scout Program Helps and Webelos Scout Program Helps will be written on these themes. However, they are only suggestions for your pack. If your pack feels the need to replace one of these themes with one of their own, that is your choice. Keep in mind the guidelines mentioned on the previous page of this book. The program material fron national headquarters and at your district Cub leader roundtable will be based on these themes.

MONTH	CUB SCOUT THEME	WEBELOS ACTIVITY BADGE
December, 1976	Winter Festival	Engineer
January, 1977	The World of Tomorrow	Scientist
February	Blue and Gold	Showman
March	Kites/Spring	Geologist
April	Our Latest States	Scholar
May	Genius Night	Artist
June	Muscle Builders	Athlete
July	Trails, Treks, Trips	Outdoorsman
August	Water Fun	Aquanaut
September	Doorways to Adventure	Naturalist
October	Discover America	Citizen
November	The American Indian	Engineer

December is the month, no matter what your religious beliefs may be, that encourages a feeling of goodwill and good cheer--the feeling of "children all nestled all snug in their beds, while visions of sugar plums danced in their heads". Rejoicing takes place in many countries of the world. It is a family get-together time. It is a time for greeting those we haven't seen or heard from for a long time. It is a time when the poor, the sick, and the unfortunate are given special care.

Through this theme we can remind boys that giving is a two-way street and that the statement "A Cub Scout gives goodwill" in the Law of the Pack means more than just being pleasant. Encourage boys to learn to say thank you.

This is a time when we can help our Cubs understand a little better the meaning of this season. Since we are in the business of character building, we should continually keep in mind the Cub Scout ideals. At this season of the year, we have an opportunity to make the meaning of the Cub Scout Promise, the Law of the Pack, and the Cub Scout Motto effective in the lives of each of our boys. Explain the meaning of Christmas and the meaning of Hanukkah.

Ideas for Service Projects

There are many possibilities for projects. The best one is one that meets a need. Before adopting a service project, consult appropriate authorities--welfare and charitable organizations, parks and conservation officials, and hospital or institution heads. Usually you will find these officials willing to suggest projects and methods. Here are a few suggestions for service projects:

For the Den:

* Make toys for children who may not otherwise get them--beanbags, stuffed toys, others suggested in Wolf and Bear Books.
* Go caroling in an institution such as a nursing home or children's hospital.
* Make Christmas tree decorations or mantlepieces for the aged in your neighborhood
* Have a money-earning project (yard work, window washing, etc.) for contributing to the World Friendship Fund.

For the Pack:

* Have a holiday party at an orphanage or children's home.
* Collect books for a children's hospital or orphanage.
* Collect toys, clothing, canned goods for distribution to a needy family.
* Contribute to the BSA's World Friendship Fund that provides Scouting aids to other nations.

Crafts

Crafts in this season of the year are usually of the decorative type--for trees, doors, or tables--to make for the pack meeting or home. Crafts may also be of the gift type made for Dad, Mom, or the whole family.

Skits

Skits pep up the pack program and help to bring parents out to the meeting Here are some sketchy ideas that can help your den develop an effective skit or stunt:

- The poem "A Visit from Saint Nicholas" is read and the scenes are acted out by the Cubs.
- Cubs narrate and act out scenes of how Christmas is celebrated in other lands.
- Boys could represent different decorations that are used during the holiday season. Represent them with cardboard cutouts such as a Christmas ball, holly, tinsel, mistletoe,popcorn, bells, pine cones, etc. The boy represents these with a little speech or rhyme and the den ends up with singing "Jingle Bells".

Trips and Things

Since the last week of the month is vacation, you might want to take the boys on a special field trip such as ice skating or roller skating. Your den might enjoy a taffy pull, popping corn or a cookie bake.

Special Treats

The mothers of the boys in your den might enjoy making these for refreshments for a den meeting, or the boys will enjoy shaping popcorn balls.

POPCORN BALLS

1 cup sugar
1/2 cup water
1 tsp. vinegar
2 tbs. light corn syrup
1/2 tsp. salt
1 tbs. margarine
6 cups popped corn

Combine sugar, water, vinegar, corn syrup and salt. Cook to hard ball stage (265 degrees). Add 1 tbs. margarine. Pour over buttered corn (already popped). Grease hands. Form into balls, lightly but firmly. Let balls cool on cookie sheet or waxed paper.

CAKE ICING

Since November and December are festive times of the year in which much baking is done, we are including the following recipe. This icing is very conductive to decorating and does not harden as you work with it. It will even stay soft overnight.

3/4 cup Crisco (this brand has no taste)
2/3 cup milk
1 tsp. vanilla
2 boxes powdered sugar

Cream Crisco. Add sifted powdered sugar alternately with milk to powdered sugar. Beat until smooth. Add vanilla. (You can also add food coloring to make any color icing desired)

Pack Meeting Ideas

Appoint a parents committee to decorate the meeting room with streamers, ornaments, etc. This committee may also trim the tree, or if the Cubs have made ornaments or decorations, they might supervise the Cubs (one den at a time), doing it during the preopening period.

Preopening - Have recordings of holiday music to get visitors into a happy mood. Decorate the meeting place with white crepe paper streamers. Have a lighted tree with Santa Claus, sleigh bells, gifts, refreshments and song sheets.

Opening - Welcome to everyone. Have a Webelos den post the colors and lead the Pledge to the Flag.

Den Fun Period - Have dens stage skits, stunts and games. Have a pack committeeman filling in for Santa arrive and preside with appropriate "HO HO HO" for a gift exchange. Candy treats may be given. Cubs present their gifts to their parents.

Recognitions - Have Santa present awards for advancement, Webelos Badges, and Webelos awards.

Closing - Announce next months theme.

You may wish to use the following agenda for your Christmas pack meeting:

Opening Ceremony - Use one of those listed in this book.

Christmas Carols - Led by your pack song leader

Tree Decorating - Dens come up one at a time and hang their decorations on the pack Christmas tree.

Presentation of Gifts to Parents - Dens again come up one at a time to get the parents' gifts from under the tree. Present the gifts to the parents.

Advancement Awards

Attendance Awards - Present "Cubby" or an award of your own pack choosing to the den with the largest percentage of parents attending. Present a braided rope "cowstail" to the den with the lowest percentage of parents attending. This award goes on the den's flag pole for one month until the next pack meeting. In addition to Cubby for the best attendance, you may wish to present a ribbon for the den's flag--one they can keep. Do this each month and you will soon see who the most active dens are.

Announcements and Closing

Activities this month should be aimed at stimulating and putting into action the vivid imaginations of your Cub Scouts. Help them explore the wide variety of interests contained in the elective areas of the Wolf and Bear ranks. With rockets, jets, etc.buzzing in their heads, point their activity toward the future. What will it be like?

Den Skits and Costumes

Dens may select the moon, planets, or stars as the theme for building props and skits. They may choose science areas as a basis for make-believe experiments and out of this world action. Suggest they plan visits to the planets to talk with the strange people or they can explore undiscovered areas of our world. Plan a visit to the Health and Science Museum at Fair Park. Visit an airport or spend an evening outside weather permitting and do star study.

Star and Planet Study

As part of this theme, the boys in your den may wish to study stars and constellations. Some den projects might include:

- Making a tin can viewer with a constellation outline made in the closed end with an ice pick or nail.
- Decorate the ceiling of the meeting place with constellations made of luminous stars.
- Develop den charts showing the easily recognized constellations.
- Develop a picture story of the moon, using photos and articles from Magazines,using the boys' own pictures and their vivid imaginations.
- Read some legends about constellations.
- Make a solar system mobile, using various sized balls for the planets and moons.

Make spaceships at home for the Space Derby or Rocket Derby, or make race cars at home for the Pinewood Derby. If your pack decides on the Rocket Derby, check first with the Fire Marshal in your area. Many cities have ordinances against shooting rockets. At den meetings, boys can start making space helmets, satellite models, space decorations for the pack meeting, simple costumes or other props for their den's skit. The theme suggests a very wide variety of skits that the boys can develop such as trips to the moon or other planets or a landing on the moon (finding something other than the astronauts found).

Games, Songs and Fun

Adapt familiar songs and games,too, to fit this particular theme. For example, change items in "Old MacDonald Had a Farm" to missiles, rockets, atom smashers, sonar beams, etc. Review and play games relating to the theme found in the Games, Stunts, Tricks, and Puzzles Section of this book. Encourage den chiefs to plan personal fitness stunts in den meetings to challenge boys to improve themselves. Include stunts that emphasize alertness and personal protection. Most good games improve health, thoughtfulness, self-discipline, personal consideration, and courtesy. Stress good appearance.

Derby Materials

You will find many items listed in your Cub Scout supply catalog that will help make your derby successful whether it be a space, rocket, or pinewood derby. These items are secured from your local Scout distributor (see list on page C-3 of this book). Determine your needs and order well in advance. Since many of the packs will be having derbies this month, the stores may run short of supply on the derby kits. It is wise to purchase your pack's derby kits well in advance, or place a special order for them well in advance. Remember, the boys need a month to work on their kits. Space Derby, Rocket kits, and pinewood derby kits may be purchased by the box (eight kits to a box), which is cheaper than buying the individual kits. Ribbons and trophies may also be purchased from your distributor. If you are having a space derby, remember to purchase boxes of extra rubber bands and extra props. Remember that it takes three rubber bands to fly the ship properly. If your pack is having a rocket derby, you will need a rocket launcher which you may build or buy from the distributor. Rocket engines are sold separately from the kits.

Pack Meeting Agenda

Gathering Period - As the boys come in, register their spaceship, rocket, or car by their (the boys') names. Inspect ships or cars to be sure they are in order (see instructions in this book). Run the derby in heats.

Opening - Assistant Cubmaster calls out "Now Hear This, Now Hear This" Cubmaster welcomes everyone, briefly introduces theme, and invites everyone to rise and sing the Star Spangled Banner.

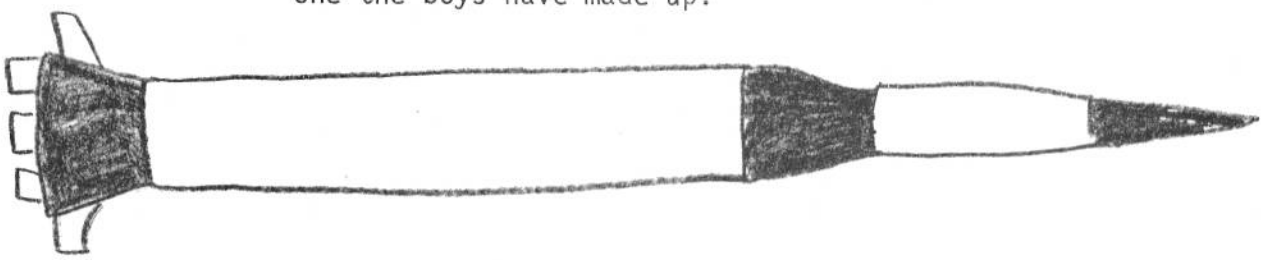
Song - Sing one suitable for the theme. Check Cub Scout Song Book and Pow Wow Book for ideas.

Skits - Have boys make up their own or use one in this book.

Advancement Recognition - As each boy's name is called for his award, he comes forward with his parents.

Races

Closing - Announce next month's theme. Close with Guiding Star Ceremony from "Staging Den and Pack Ceremonies" or one the boys have made up.



PINEWOOD DERBY RULES

1. All cars must pass inspection to qualify for the race:

   Inspection Points:

   a. Car must have been made this year.
   b. Width shall not exceed 2 3/4 inches.
   c. Length shall not exceed 7 3/8".
   d. Weight shall not exceed 5 ounces.
   e. Axles, wheels, and body wood shall be as provided in kit.
   f. Wheel bearings, washers, and bushing are prohibited.
   g. The car shall not ride on any kind or type of springs.
   h. Details added must be within length, width and weight limits.
   i. The car must be free-wheeling with no starting devices.
   j. No loose materials of any kind are allowed in the car (such as lead shot).
   k. The official number must be clearly marked or visible on both sides of the car.

2. Each heat will be announced. Drivers will report to the starting line and place their cars on the track. All other persons must remain behind barrier.

3. The starter will make sure the cars are on the track properly and then start the race.

4. The starter and drivers will then report to the finish line to record results.

5. The car whose nose is first over the finish line is the winner. Place spotters will pick first, second, third and fourth places.

6. If a car leaves the track, runs out of its lane, interferes with another car or loses an axle, etc. the heat will be run over. If the same car gets into trouble on the second run, the contestant automatically loses that race. If, on the second run, another car is interfered with, the heat will be run a third time but without the car that was disqualified.

7. When the results of each heat are recorded, the drivers will return to their seats. Cars should be placed on a display table when not actually being raced.

8. Awards will be announced shortly after the heat for which awards are to be made. The drivers and their dads will report to the stage for the awards as their names are called.

9. There are a total of ___ heats and ___ awards to be given. Den winners will be determined first. The first four places from each den will advance to the pack championship heats. The remaining drivers will participate in consolation heats.

MAY THE BEST CAR WIN!

(SUGGESTION: Modify these rules to fit your needs and furnish a copy to every boy participating in the race, at the same time he is issued his derby kit)

PINEWOOD DERBY RACE PROCEDURE

1. Register cars.
2. Inspect cars or reinspect cars which previously failed inspection.
3. Race control assigns heats.
4. Race control provides Cubmaster with heat card.
5. Cubmaster announces race and passes heat card to starter.
6. Starter assembles drivers and cars and starts race.
7. Place spotters remove appropriate car from track.
8. Starter and drivers report to finish line. Starter records race results on heat card.
9. Drivers take their seats.
10. Starter returns heat card to race control.
11. Race control posts heat results on master control sheet; places the appropriate awards with heat card; and passes heat card and awards to Cubmaster.
12. Cubmaster presents awards; initials heat card to indicate that awards have been presented; and returns heat card to race control. If no awards, Cubmaster announces race results and returns card to race control.

SAMPLE HEAT CARD

Heat Number: _____ Track Number _____

Driver's Name Car # Place

_____

_____

_____

_____

Awards for this heat _____

Awards presented (initial) _____

- Indian Nations Pow Wow Book

PINEWOOD DERBY CHECK SHEET

TASK	ASSIGNED TO
1. Pinewood Derby Chairman	_____
2. Date, Time, Place (Includes all arrangements for place to hold race and for publicity)	_____
3. Purchase & Distribution of Derby Kits (Equipment chairman is assigned to purchase the required number of kits for the entire pack and distribute them to den leaders)	_____
4. Collect Money for Kits (Den leaders sell kits to boys. Treasurer has responsibility to collect money from the den leaders)	_____
5. Pinewood Derby Track (Includes all arrangements necessary to provide a track, including setting up the track at race time. Tracks can be borrowed from another pack or you can build your own.) If possible, set track up the night before for trial runs.	_____
6. Race Organization (Includes all activities necessary to determine race procedures, the type of race, the heat structure, how many heats, the type and number of awards. This person also serves as "race control" at race time)	_____
7. Procurement of Awards (Responsible person purchases the required awards, including arrangements for the necessary engraving)	_____
8. Rules, Registration, Inspection Team (Determine all rules for registration and inspection of cars at race time, as well as rules for running the race. Responsible for registration and inspection, including assignment of numbers to each car. Assist "race control" person.	_____
9. Starter (Align cars properly on track and start each heat)	_____
10. Place-Spotters (Work at finish line to pick winners of each heat)	_____
1st	_____
2nd	_____
3rd	_____
4th	_____
11. Announcer & Awards Presentation (Announces each heat and presents awards)	_____

PINEWOOD DERBY SUGGESTIONS

1. A simple method of inspecting the length and width of each car is to construct a box, measuring 2 3/4" x 7 3/8" x 1 1/2". If the car fits in the box, it passes that part of the inspection. (This saves measuring each car individually). A small postage scale which measures ounces can be used for weighing the cars.

2. Have a pre-race inspection of cars about one week before the race to catch all possible problems before race time. This minimizes disqualifications and disappointments at race time.

3. Pre-establish numbers by den (i.e. Den #1 number 1 thru 10; Den #2 numbers 11 thru 20, etc.) Since some cars will, without fail, have a number problem or have no number at all at race time, numbers can be printed on tape and stuck on the cars as they are registered.

4. Have numbers pre-established on registration form. Register drivers opposite their assigned number on form. This will automatically eliminate duplicate numbers and will group drivers by den.

5. Car numbers can be posted to den race sheets in advance and adjusted for actual entrants after registration. Heat numbers and their awards can also be filled out in advance on the heat cards. This will save time.

6. Have some activity planned for about 15 minutes after registration completion to allow time to organize den heats.

7. Determine den heats and fill out heat cards from den race sheets and registration sheet.

8. Run den heats and determine finalists for each den. If 4 or less drivers to a den, run one heat plus a final so everyone gets to run nearly the same number of times.

9. Run the den finals at one time, one right after the other, after all den elimination heats are completed.

10. Have some activity planned for 10 minutes after completion of the den finals to allow for organization of consolation and pack heats.

11. Run consolation heats through semi-finals. Split consolation heats up the same way as pack heats to the same cars don't race against each other as often.

12. Run pack championship heats through semi-finals.

13. Take a five minute break for something.

14. Run consolation final.

15. Run pack championship final.

16. Timetable:
    Set up track and chairs from 6:00 to 6:30
    Begin registration at 6:30
    Complete registration at 7:15
    First race at 7:30

17. Awards. Consolation drivers should not receive more awards than the first four place drivers in each den. Also, try to have consolation ribbons different from den and pack ribbons or prizes.

    Den Awards: Cup and 1st place ribbon for winner. 2nd, 3rd, and 4th place ribbons.

    Consolation Awards. 3rd and 4th place ribbons in each heat with 1st and 2nd place winners advancing to the next tier of heats. Thus, as each driver is eliminated, he receives a ribbon.

    Award 1st, 2nd, 3rd, and 4th place ribbons in the first tier of heats and in the final heats only. This way the 4 finalists will be the only ones receiving 2 ribbons.

    Either of these methods lets each boy in the consolation races feel like he has won an award rather than simply being given a participation ribbon after one race.

    Championship Awards. Large trophy for pack winner; smaller trophies for 2nd, 3rd, and 4th places. Also 1st, 2nd, 3rd and 4th place ribbons.

18. If your trophies are to be engraved, it is more economical to buy your trophies from the establishment doing the engraving, since it may be done at no extra cost or at least a minimum cost. Bought separately, the engraving will cost around 10¢ per letter.

19. Consider using some sort of board to post race progress, such as with tags on hooks, to allow spectators to watch the race progress.

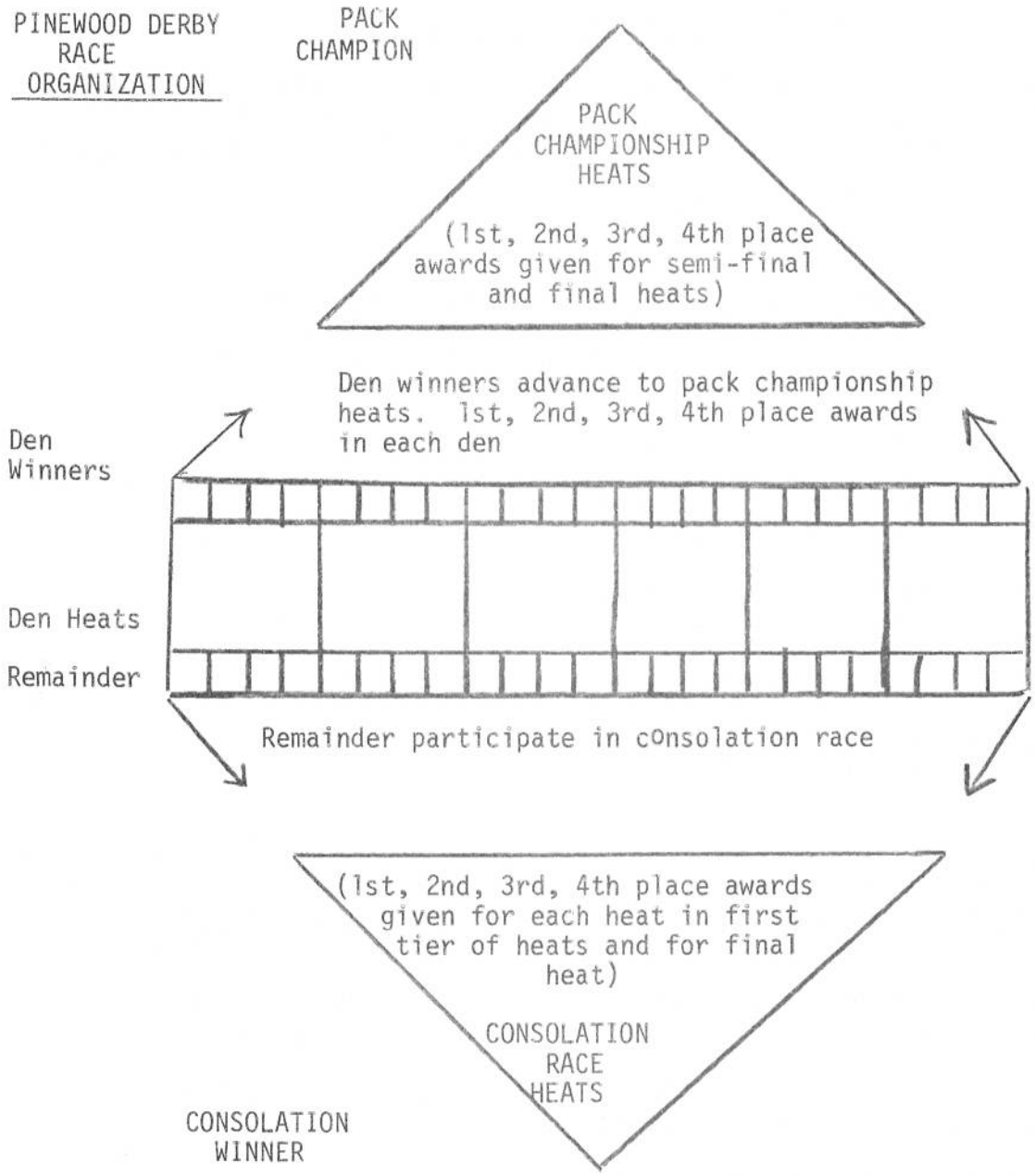
20. Determine work assignments and hold a special meeting a few days prior to the race to orient everyone to their job.

21. Use a Polariod camera to photograph finish. This simplifies picking winners in a close race and the photo can be given to the winner.

22. Try to arrange for judges from outside the pack to avoid parent problems when a boy doesn't win.

- Indian Nations Council Pow Wow Book

PINEWOOD DERBY
RACE
ORGANIZATION



This organization allows a maximun number of races for each boy and allows each boy to win an award.

A 4-lane track is best to provide the best compromise between the time problem and the number of races per boy. The faster cars will run more races.

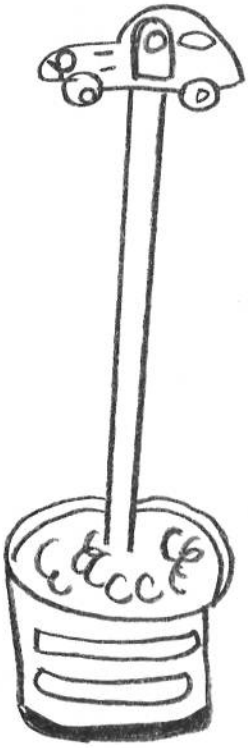
NOTE: See "Cub Scout Activities" book for further information on planning and running the Pinewood Derby.

- Indian Nations Pow Wow Book

PINEWOOD DERBY PRIZE

Materials Needed:

Plaster of Paris
Plastic cap from spray can
Label maker and tape
Water
1/4" diameter dowel rod, height desired 5-9" or shorter
Small metal car from variety store with hollow underside (about 1 1/2" - 2" long)
Acquarium gravel



Directions:

Mix enough plaster to fit in car; pour in and set in dowel straight. Hang onto it until dowel will stand alone. Let dry overnight.

Mix plaster to fill cap from spray can; insert other end of dowel and hold until well set (until dowel will stand upright alone). Add gravel for color atop plaster while still wet. Excess can be shaken off when plaster is set.

Pre-label spray can lid; add winners name at Derby.

1. Most original car
2. Fastest car
3. Slowest car, etc.

Include pack number and derby date.

To pre-determine dowel height: measure with a pencil held into the car and behind the lid; add 2" to sink in plaster of lid.

Note: If the miniature car you have to use has open windows in it,just tape over the openings with masking tape which can then be peeled off after the plaster has hardened.

Note: You may wish to purchase the plaster of paris special pinewood derby mold (the one that reads "Pinewood Derby Champion"). Paint, and use label maker for the name of the winner.

- Torrey Pines Pow Wow Book, 1974

SPACE DERBY

Twin-Tower Rocket Raceway (See page C-20)

The Space Derby is one of Cub Scouting's most popular boy-parent projects. Why? Because Cubs get a charge out of building their rubber-band powered rockets and watching them zoom along the raceway.

It is easy to buy the official Cub Scout Space Derby Kits at your Scout distributor and there are ribbons and trophies available. The raceway can be built easily and inexpensively.

Identical in construction, the towers consist of two legs, two feet, one cross-arm, and one bottom brace each. The launching gate frame is made as a unit and is attached to the crossarm on one tower with small strap hinges.

Begin construction by cutting all parts to size before assembling. Clamp the legs together in pairs. Then lay out the bolt-hole centers, squaring the lines across the legs so both pieces will be matched. Drill 1/4" holes for all bolts.

Make the plywood feet next. Clamp them in position on the legs. Drill matching bolt holes in them, using the leg holes as guides for the bit. Label parts with numbers before actually disassembling the pieces so that they can be reassembled again easily.

Lay out both cross arms for bolt holes and screw-eye centers, again in pairs. Do the same with the bottom braces. Now install the butt hinges at the top of the legs and the screweyes in the crossarms.

Then assemble the towers. Open the screw-eyes slightly before installation so the fishline (30 to 50 lb. test monofilament) can be slipped into the eyes from the rear rather than threaded through the eyes.

The launching-gate frame consists of 4 pieces of wood, 12 dowels and 2 small strap hinges. Assemble the frame with brads and glue, squaring it up before the glue sets. Lay out the dowel-hole centers, then drill holes 5/8" deep. Press-fit the dowels into the holes instead of using glue. This makes replacement easy.

Install the strap hinges and mount the frame on one tower crossarm, centering it. The launching gate frame requires a small counterweight to balance the frame in a horizontal position. Use a small C-clamp attached to the center of piece "E".

Set up the raceway indoors or out. Locate the towers at least 100 feet apart. Use guy ropes fastened to the ends of the crossarms or at the hinges at the top of the legs to anchor the towers to suitable supports (see drawing). Then thread the fishline in one length around the screw-eyes, draw tight to equalize tension, and secure the ends. If used outdoors, the plywood feet can be omitted, substituting headless spikes or rods to act as ground anchor pins. The plywood feet merely hold the towers erect while the raceway is being set up.

SPACE DERBY SUGGESTIONS

1. To stage the race, participants wind up their rubber band rockets' motors. Then they hook the rockets over the guidelines, centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown and fire at "Zero" by lifting the rear of the starting-gate frame, thus releasing the rockets.

2. Run your race in heats, up to four contestants at a time. Cubs work hard on their rockets, so each boy gets to try at least twice instead of eliminating him from competition after the first race. For instance, in a 6-Cub den, try two heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the winner competing with the other heat winners for the den championship and entry in pack finals.

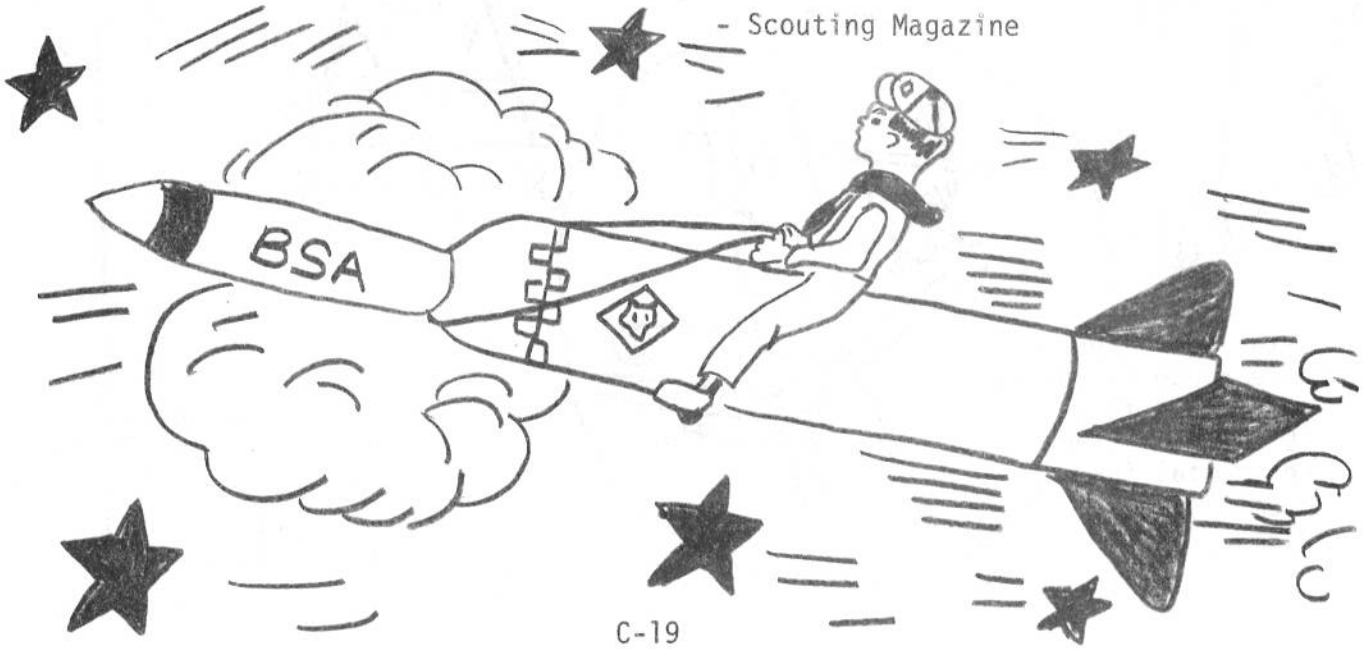
3. Recruit dads as your flight operations team - two as starters; two as judges; and two as gatekeepers to line up the boys. Use other fathers as inspectors, scorekeepers, and announcers.

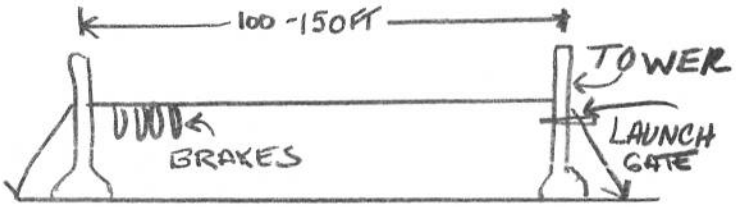
4. Experienced rocket racers "warm up" their space ships by gradually winding the rubber band motors to full capacity. Try 50 turns first, then 100, 200, and so on. Release the propeller between each winding. Try some backyard runs on a length of monofilament line before competition.

5. Soak rubber bands in castor oil several days before the derby. This prolongs the good life of the bands and will help eliminate breaking during the competition. Pack leaders should still have boxes of extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly the ship properly.

6. To save time, whenever a ship gives any trouble, pull it off the line and run it with the last heat. Allow boys to wind propellers before coming to the starting gate. Turn a spotlight briefly on each heat winner as his name is announced.

- Scouting Magazine





Outdoors - attach guy ropes to stakes, trees or fences.
Indoors - attach ropes to wall, hooks, or columns.
Brakes - hang strips of cloth over guidelines near the finish tower.

SPACE DERBY LAUNCHER

Towers:

A.	4	3/4" x 3 1/2" x 72" pine
B	2	3/4" x 3 1/2" x 40" "
C	2	3/4" x 1 3/4" x 40" "
D	4	1/2" x 12" x 24" plywood

Fastenings:

1	2	2 1/2" butt hinges
2	4	1/4" x 5" carriage bolts
3	4	1/4" x 4 1/2" wing nuts/washers
4	8	1/4" x 2" wing nuts/washers
5	8	#10 screweyes

Launching Gate:

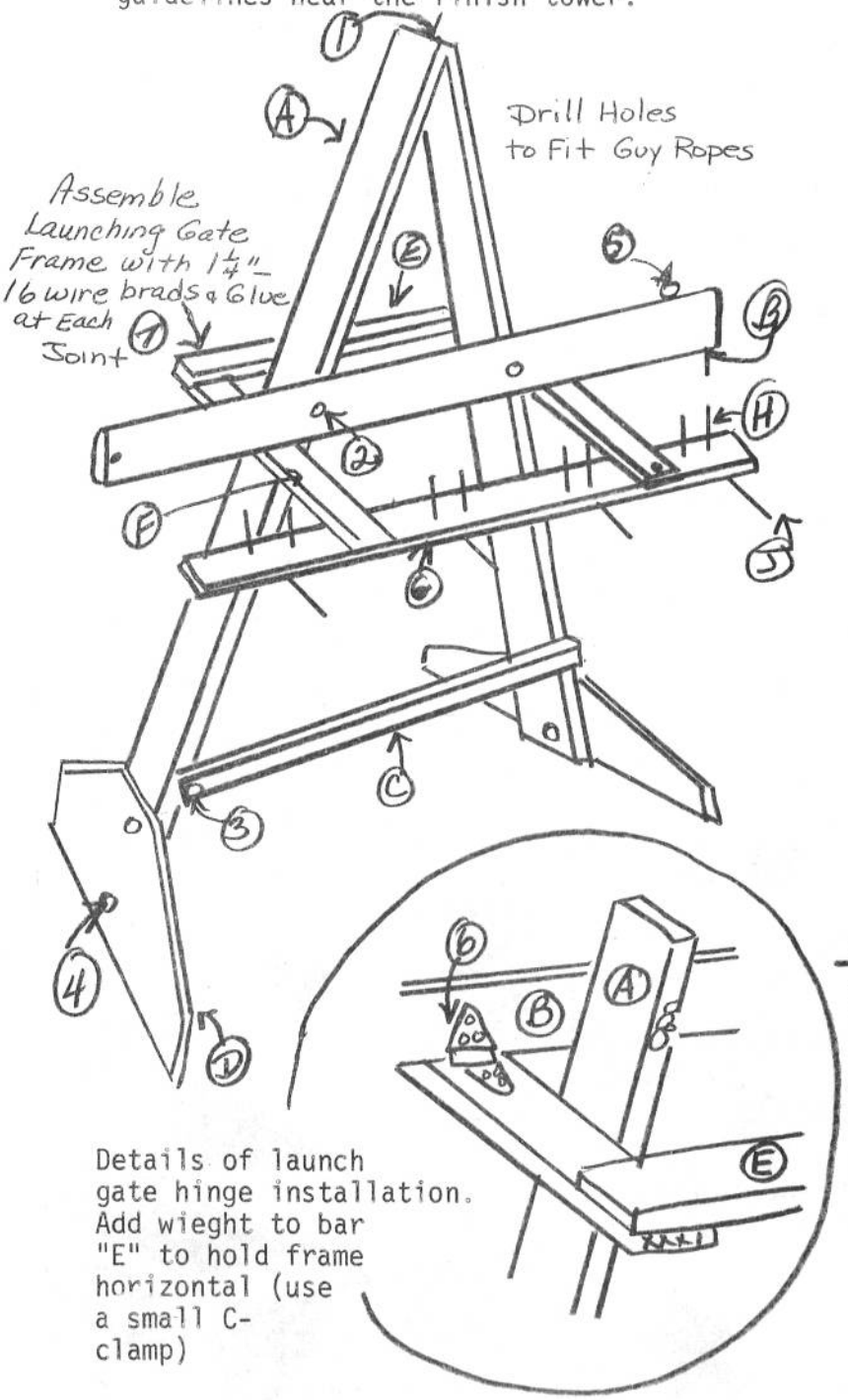
E	1	3/4" x 1 3/4" x 24" pine
F	2	3/4" x 1 3/4" x 18" "
G	1	3/4" x 1 3/4" x 36" "
H	8	1/4" x 3" wood dowels
J	4	1/4" x 5" wood dowels

Fastenings:

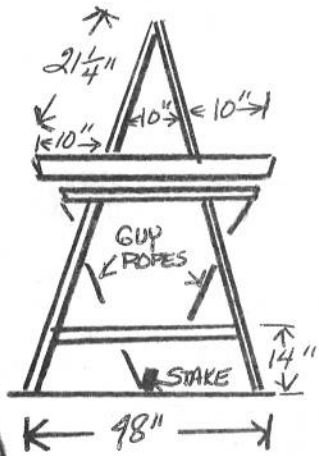
6	2	2" strap hinges
7	8	1/4" - 16 wire brads & white glue

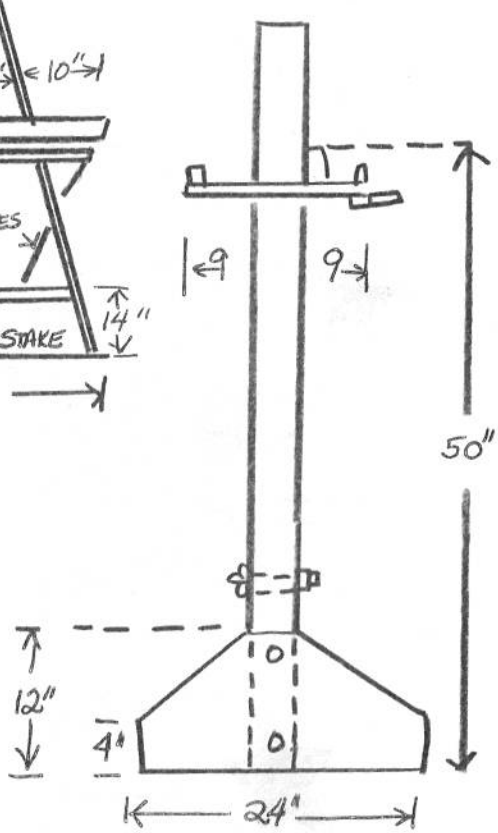
Miscellaneous:

600 ft. 50 lb. test monofilament fish line; 3/17" or 1/4" rope guy lines.



Details of launch gate hinge installation. Add wieght to bar "E" to hold frame horizontal (use a small C-clamp)





THE BLUE AND GOLD BANQUET

The Banquet should incorporate the following:

DISPLAYS: These might be related to Scout Month; handicraft projects; den doodles; den wall advancement charts; pictures of events and activities of the den or pack.

OPENING CEREMONY: Since the theme this year is Blue and Gold, the opening might have something to do about the history of Cub Scouting.

INVOCATION: This may be given by a pack official, a Cub Scout, or a clergyman.

THE DINNER: Remember to keep the cost reasonable, serve food that is generally accepted by all families, and be sure the food is served hot! The dinner should go smoothly if adequate planning and preparation has been done in advance. Simple table decorations may be used.

WELCOME AND INTRODUCTIONS: The Master of Ceremonies (usually the Cubmaster) will want to recognize guests, the head of the sponsoring institution, etc. Comments should be kept short and to the point, with plenty of applause.

ENTERTAINMENT AND SINGING: Den stunts and skits should be short. Outside entertainment can be used, but remember, many times it is expensive...and you will be missing an opportunity to let the boys entertain their families. Whatever the entertainment you select, be sure it is enjoyable for the boys and their parents.*

AWARDS: Make your awards ceremony impressive, but not too long.

RECOGNITION OF LEADERS: This is a good time to recognize all pack leaders. A long drawn out ceremony will cause the boys to squirm. Make the recognition short, but meaningful.

CLOSING: Put a perfect end to a perfect evening. Closing may be quite short and quiet.

*If your pack wishes to have outside entertainment, you may want to ask a member of the Texas Rangers, Dallas Tornado Soccer Club, or one of the other sports organizations to speak. How about a musical group or a karate demonstration. Remember, the boys have a very limited attention span. They do not enjoy lengthy speeches...they prefer action.

BLUE AND GOLD BANQUET INVITATION

INVITATION	R.S.V.P.
Cub Scout _____ invites you to attend the Blue and Gold Banquet on February _____, 1977, at _____ (Location) _____ at ___(Time)_____ o'clock. This will be a potluck dinner, and you will be contacted later as to what to bring. If you have any questions, please call: Mrs._____, Den Leader Phone:_____	Our family will attend ___(Yes or No)_____ There will be _____ members of our family, including our Cub Scout. Signed:_____

FOOD PLANNING TIPS

Each den, using the following guidelines, can select their own menus. Potluck meals could include:

Meat: Chicken, Meat Casseroles, Ham
Starch: Scalloped Potatoes, Potato Salad, Macaroni, Rice
Vegetable: Corn, Beans, Carrots
Salad: Jello, Tossed, Relish Plate
Bread: Rolls, French Bread
Dessert: Cupcakes, Cookies, Cake
Drink: Punch, Milk, Coffee, Soft Drinks

Guidelines for Amounts of Food:

..... #303 can serves 5 people. For 30 people, add 1 extra can (7 total)
..... Jello Salad. A 6 ounce package of Jello plus two #303 cans of fruit in a 13" x 9" pan serves 24 people.
..... A 9" x 13" cake serves 24 people.
..... A 4-quart bowl full of potato salad, beans, tossed salad..serves 18 to 24 people.
..... Beverage. 1 gallon punch will fill 25 - 5 ounce cups. Allow plenty of extra. Double the amount you think you will use.

This month, Cub Scouts will study nature and will climax their month of fun with a kite derby.

What does the word nature mean to you? Does it make you think of a meadow in spring? virgin forest? vast prairie teeming with scurring animals under a sky alive with birds? That is nature, but so is almost everything you see when you look out of your window. Nature is all around you. Your park and your own backyard contain such an abundance of living things that it could be studied for weeks. In addition to nature ideas found in this book, ideas may be found in Cub Scout publications such as "Naturalist Activity Badge Helps", Boys' Life Reprint Booklet #26-054 and "Nature Hobbies and Activities", Boys' Life Reprint Booklet #BL-94.

Den Projects

Although the weather is still somewhat unpredictable for March, there will be days suitable for outdoor den activities. These activities may point toward a nature treasure hunt, a field trip to the zoo, and a trip to the museum. But this does not mean that den leaders should limit their nature activities such as these. Nature and Spring cover the whole physical universe including sun and stars, clouds and weather. Here are some good den projects:

Birds: Have Cub Scouts
- build feeders, shelter, birdbaths. See Wolf Cub Scout book and crafts for cub scouts.
- visit zoos, bird exhibits
- take a birdwatching expedition to a park or woodland. Get a field guide to birds from the library and borrow field glasses. Make a list of birds seen and identified by the den. Hold a contest for the most birds seen by an individual Cub.

Insects: Boys will enjoy these
- Collect and mount insects seen on the den's expeditions. See Nature Crafts elective in Bear Book
- Study an ant colony. See the Cub Scout Fun Book.

Plantlife: Dens will have fun as they
- Learn to identify plants
- Plant flowering trees or pots

General Projects: Boys can spend extra time doing these:

- Have a nature ramble and play nature games.
- Plant grass seed as a conservation project in the sponsor's yard or at the den meeting place.
- Make a cigar box garden or egg carton garden.
- Do leaf spatter painting.
- Get pictures and information about the state bird, flower, and tree.
- Make a compost pile. See Landscaping elective in the Bear Book .

General Projects (continued)

- Have each Cub Scout in your den mark off a square foot of ground in the yard with string and have each boy study his "claim". See the difference in the types of wildlife that can be found.
- Make a nature observation calendar. Ea Cub makes one. For each day he writes in an item of nature he has seen. He may also draw a picture.

Games, Song, Tricks

Sing "Be Kind to Your Web Footed Friend", "Old Akela Had a Pack" and "Smokey the Bear", from the Cub Scout Song Book. Play nature games listed in this book or in the "Games for Cub Scouts" book.

Pack Meeting

The Kite Derby should replace the regular pack meeting; however, if your pack is going to have the Derby in addition to the usual pack meeting, you can use the following agenda:

Opening - Present flag. Audience repeats pledge of allegiance. Welcome by Cubmaster. He gives directions for the audience's participation in the following song that helps introduce the theme for this month:

"Old Ma Nature"
(Tune: Auld Lang Syne)

From East to West, from North to South
Ma Nature's Backyard lies;
Discover things you've read about
Just use your ears and eyes.

Skits - Dens perform simple imitations, charades, or pantomines about nature. Make the skits short and simple.

Audience participation - Use one in this book

Recognitions - Select one from the Pow Wow Book or Staging Den and Pack Ceremonies Book. A stick advancement tree with snap-on clothespins may appeal to the boys.

Turtle or Frog Race - Have den champs compete in the turtle or frog race. See instructions for these races in the Cub Scout Activities Book

Announcements - Announce plans for the Kite Derby and for next month's pack meeting.

Closing - Cubmaster or a den may want to elaborate on the importance of keeping our country clean and beautiful.

KITE DERBY

A kite derby is a great deal of fun. Be sure that the Cubs are given a set of rules and good regulations well enough in advance of the derby so that they will have plenty of time in which to build their kites. Try making this a mother-son kite flying contest instead of a father-son contest. Be sure to have plenty of judges, preferably outside of the pack.

Entrance Requirements:

1. All kites are to be boy-mother(or father) made. Only one entry per family.
2. All kites must be homemade. Coverings and decorations must be original - other parts (like sticks) from store kite may be used.
3. All types of kites are permitted - including slot, box, sleeve, and multi-section.
4. No restrictions on materials of construction except - no fighting kites permitted.
5. No wire flight lines permitted.
6. Kites in power lines are not to be retrieved and are lost.
7. Kites may be adjusted and modified at any time during the event.

(SEE THE LIST OF "KITE FLYING NEVERS" LISTED IN THE MARCH PROGRAM HELPS)

Kites may be judged and ribbons awarded for the categories listed below. The number of awards and categories depends upon the size of your pack.

PRE-FLIGHT - judged for:

- Smallest kite
- Largest kite
- Funniest kite
- Prettiest kite
- Best decorated kite
- Most unique kite
- Craziest kite
- Strangest kite
- Most complicated kite
- Outstanding use of materials kite
- Best craftsmanship kite

FLYING - judged for:

- First up
- Highest after 5 minutes
- Highest after 15 minutes
- Highest after 30 minutes
- Most stable flying
- Most graceful in the air
- Most acrobatic
- Fastest climbing
- Best sportsmanship
- Most unforgettable
- Best try

SEE THE "CUB SCOUT ACTIVITIES" BOOK FOR ADDITIONAL INFORMATION ABOUT KITE DERBY
DON'T FORGET THAT WOLF ELECTIVE 6 IS KITES.

People still think of Alaska sometimes as a frozen, barren land. This is far from true, and our theme for this month can help both the den leaders and the Cub Scouts become better acquainted with her people, climate, industries, food, homes, animals, recreation, and history. The same may be said about our latest state, Hawaii.

History and Geology

Both Alaska and Hawaii have fascinating histories and culture. Refer to your nearest encyclopedia or library for the complete story on both states.

Things to Make

The boys can make dog sleds, kayaks, igloos from cubed sugar or papier mache totem poles, model Eskimo villages or Polynesian villages, Alaskan or Hawaiian flags, scales for weighing goal, cardboard carton igloos, poke bags, gold nuggets, wooden-hoop skin drums, make-believe snow-shoes, Hawaiian leis, ukuleles, volcanoes, salt maps of the islands, etc. Leis are made by stringing together coral, feathers, nuts, seeds, shells, or pieces of ivory, as well as flowers. Make mailing-tube totem poles by sketching on faces and designs and painting with poster paint. Add noses, ears, and wings of colored construction paper. Make a physical features map by mixing equal parts of flour and salt with enough water to make the mixture creamy. Do not heat. Place this mixture on a sheet of heavy cardboard and mold it into the outline you want. Let dry and paint.

Skits and Fun

For skits, act out Gold Rush fever, bearded miners panning gold,"The Shooting of Dan McGrew," Eskimo or Hawaiian dance, champion spitter contest, skits on such things as the founding of Hawaii.

Special Activities

Visit a library, a zoo, lumber mill or yard, farmer's market. Collect minerals, discuss northern lights and other phenomena of nature. Study about the animal life found in both states. Discuss fish found in both states and study about them, such as the migratory habits of salmon. Study about the Alaskan Pipeline, the pros and cons of building the pipeline. Discuss the various types of peoples found in both states.

Pack Meeting

Gathering Period - Have the meeting area decorated with flags of both states. Over the entrance to the room have signs which read "Aloha" or "Welcome Eskimos". At the exit, have signs such as "Good-bye Sour-Dough. Arrange exhibits in a way so that parents and visitors can view them.

Pack Meeting (continued)

Opening - Have a grand entrance with boys entering by dens pulling cardboard carton dog sleds or draping leis over the mothers' necks. Boys can place their den totem poles up front, then return to their seats. Sing "America".

Games - Have relay race (snowshoe race using shoe boxes as snowshoes) featuring two players from each den.

Den Skits or Stunts- may be dances or a skit pertaining to the history of Alaska or Hawaii.

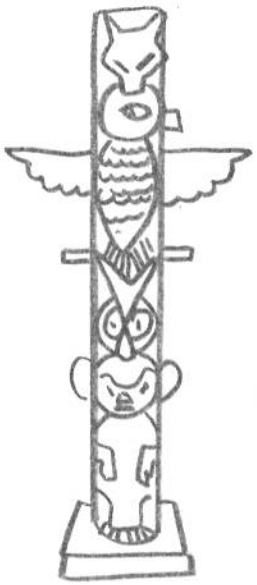
Recognition Ceremonies - Induct cheechakos (new arrivals, or Bobcats). Let Cubmaster and Cub Scouts be sourdoughs. Give advice to cheechakos for finding the real treasure or gold of Cub Scouting: the fun they will enjoy as families in Cub Scout activities and along the achievement trail. "To help you, here are tools of the Klondike prospectors", the Cubmaster says as he presents paper picks and shovels to which are attached the newcomer's Bobcat badge. He tells them to "Help Other People" and to "Follow Akela". Lead Cubs in the Promise and the Law of the Pack. Be sure to include parents of the cheechakos, as the entire family is joining the pack.

Pack committee can develop a totem pole, using wood blocks (like doughnuts) or tin cans (with both ends removed) that can be placed over the top of the pole. Each block or can should be painted with appropriate symbols to indicate ranks in Cub Scouting. As each group is recognized, a Cub Scout with his parents places the symbol on the totem. Start with Bobcat and progress to Webelos.

Attendance Awards

Announcements - announce next month's theme and any special pack activity coming up.

Closing - Sing Good Night Cub Scouts



MAY 1977 GENIUS NIGHT

The theme this month leads in to a special project that can result in some very interesting exhibits for the May pack meeting. In addition, your pack will want to have a Bike Rodeo, with emphasis placed on bike safety and skills. A Bike Rodeo is one of the highlights of the year.

At the April pack meeting, give each Cub Scout a "genius kit". What is a "genius kit"? Well, it is a bag of odds and ends just waiting for an idea to come along. It may look like a collection of scraps, but it can become something the world has never seen before. The genius kit is just waiting for the boys' minds and hands to go to work on it.

The results are up to the boys imaginations. They can build something useful or decorative, silly or solemn. No matter how they turn out, the boys will find their kits full of fun. Tell the boys to share the kits with their parents. Look at the things in it and try to see what they can become. Maybe their dads will have an idea too or know a way to use tools to solve a problem in building the project. It is not necessary to use all of the items in the genius kit if the Cubs don't need them. They use only the pieces they wish and cut them up or join them together to suit themselves.

Hand the kits out in April to each Cub Scout. The "kit" consists of a paper bag . Each boy receives a bag containing an identical set of scrap materials. He will have one month to construct something ingenious from the materials. The product will then be exhibited at the May pack meeting and judged according to its class. Have enough prizes and ribbons on hand to reward every den and Scout. To ensure a variety in your genius exhibits, you may set up and assign a specific one to each den. Include such categories as animals, machines, games, boats, den furniture, spaceships, etc.

Explain the rules of the project and include a copy of the rules as well as a list of the contents of the kit in each bag. A kit may consist of the following materials:

1 piece of cloth, 12" x 18"	1 No. 2 can
12-inch piece of 1/4" dowel	1 wire coat hanger
1 board, 1x6x10 inches	6 pipe cleaners
8 nails, 1 inch long	2 spools
1 small tube of glue	4 corks
4 feet of string	12 tacks
4 ice cream sticks	1 golf tee

Keep the rules simple:

1. Use only the materials supplied, but you do not have to use everything.
2. Cut up the materials any way you wish.
3. Use your imagination and have fun.
4. Use any tools you wish
5. Bring your genius creation to the May Pack Meeting.

One of the objectives of Cub Scouting is to encourage and recognize a boy's creativity. This theme helps to meet that objective. It is fun, too. Assign a special committee to collect materials, assemble the kits, and distribute them at the pack meeting.

YOUR CUB SCOUTS AND BICYCLE SAFETY

Boys and bikes go together. Since so many young people have bikes today, emphasis is placed on skill,care, maintenance and safety.

Objectives - As with any other Cub Scout activity, the bicycle safety program will call for plenty of fun and games. By the end of this month, boys should know how to keep their bicycles in safe condition; drive their bicycles safely, and know traffic signs and the rules of the road.

Recognition - Special neckerchief slides and slide molds are available at the Scout Service Center, 1922 Anson Road, as well as bike decals to be placed on bikes which pass the safety inspection at the bike clinic your pack has.

Bicycle Maintenance - In den meeting, there should be instruction and practice in minor maintenance problems and the servicing of a bicycle. If you are not very familiar with bicycles or handy with an adjustable wrench,you should turn this instruction over to the Den Chief or a dad. Remember, this is merely minor maintenance and servicing - not a full course in bicycle overhaul. Begin by discussing with the boys the importance of keeping a bike in good condition. Ask what can happen if brakes fail?...handlebars are loose? and a wheel is wobbly?...a tire is cut and bruised?...the pedals feel floppy? Have the boys explain what they would to to correct these conditions. Their answers will tell you what they already know about maintenance. Let your discussion and instruction prepare the boys to respond to the mainentance quiz on the next page.

Safe -Driving Instruction - Use Boys' Life article on this subject to teach the boys in easy to digest form. Boys' Life reprint booklet "Bike Fun" is available at the Scout Service Center. The bike rodeo will be a test of the boys' driving knowledge and skill.

Bike Security - Have the Den Chief demonstrate how to lock a bike properly. This should be done by wrapping the chain through the frame, both wheels and a post or other solid object and then attaching the lock. Show how easy it would be to steal a bike secured in other ways. Show how to find the serial number on a bike. It will be found either directly above the front fork, on the left side of the rear fork just above the axle, or on the underside of the pedal crank housing. Urge your boys to register their bikes and obtain a license.

The National Safety Council urges that special thought always be given to every aspect of bike safety. Below are some suggestions and rules to insure safe bicycle riding.

Proper Bicycle Size. It is important the bicycle fit the rider. To test this, have the rider sit with the heel of one foot on the low bike pedal and grasp the handlebars as though riding. The following should be noted:

1. Leg, thigh, and heel on the low pedal from a straight line.
2. Seat is parallel to the ground.
3. Upper part of body is inclined slightly forward.
4. Handlebar grips are at right angles to handlebar stem and are about the same height as seat.

(Continued)

Proper Conditioning. A bike should be kept in proper condition and mechanically safe. Regular checkups are just as important for a bike as they are for a car.

1. Clean and repair bearings yearly.
2. Keep handlebars, grips, seat, and pedals tight.
3. Keep chain and sprocket guarded to avoid catching clothing.
4. Check tires weekly.
5. Check brakes at regular intervals.

Proper Riding Technique. A skillful rider doesn't ride too far, nor too fast. He observes all of the following rules:

1. Wear light colored clothing.
2. Develop skill in balancing and pedaling to keep from swaying into traffic.

Safe Traffic Rules. Even more important than the suggestions above, remember to observe the following:

1. Obey all traffic signs and laws. Red lights are meant for bike riders too. Know your state and local laws and obey them.
2. Keep to the right hand side of the road-the side for slow traffic. Ride your bike on the side of the road with traffic, the same as other vehicles, unless local laws prohibit riding bikes on streets.
3. Ride single file and a safe distance behind the vehicle ahead.
4. Stop to see that sidewalk or streets are clear before riding out of alleys, driveways, or from behind parked cars.
5. Dismount and walk bike across heavily traveled streets.
6. Signal your intention to turn. (To turn left, extend left arm straight outward; to turn right, extend left arm out and upward. Return hand to the handlebars before making your turn).
7. Carry parcels and books in a basket or luggage carrier.
8. Never ride two on a bike. This rule should never be broken. Passengers interfere with vision whether on handlebars, crossbars, or astride the mudguard. NEVER drag children on skates, in a wagon, on a tricycle, or on a skateboard.
9. Never hitch on to other vehicles.
10. At night, have a white light on the front of the bike, a red light or reflector on rear. Make sure lights are burning.
11. Park bike in a safe and proper place, standing upright to avoid wear and tear. LOCK IT!

Bicycle Maintenance Quiz

1. True or False: Your saddle should be low enough so that you can put both feet flat on the ground while in the saddle. (False)

2. True or False: Your bike chain should have about a half-inch of play and should be oiled to keep it from rusing. (True. Have a boy show how to adjust chain tension)

(Continued)

3. True or False: Spokes help keep the bicycle wheel straight and true. (True. Ask a boy to show how to tell when a spoke is loose.)

4. True or False: On bicycles with hand brakes, the wheel rims must be kept clean. (True)

5. True or False: Your handlebars can be a little loose without danger. (False. Handlebars should always be tight. Have a boy show how to tighten them.)

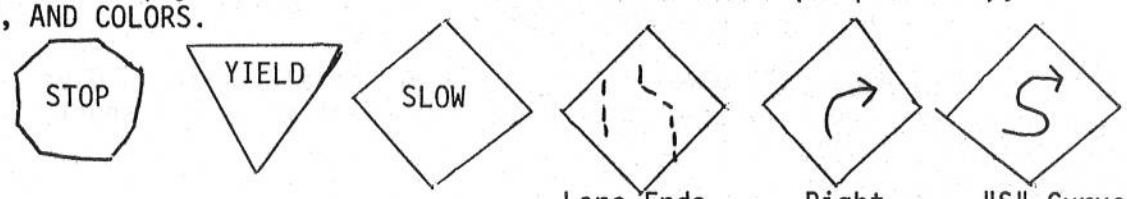
6. True or False: You can make brake repairs yourself. (False. An experienced bicyclist may be able to make some cable adjustments on hand brakes, but for safety's sake it is best to leave brake repairs in the hands of a serviceman)

7. True or False: A bike must have a front light, reflectors and a bell or horn. (May be either true or false. Check with police for local ordinances)

8. True or False: As long as their is some air in your tires, it doesn't matter basically how much. (False. They should be inflated to the correct pressure for safety and longer wear. Ask a boy to show where to find what the correct tire pressure should be)

BIKE "ROAD-EO" SIGNS

Use and make some of the signs illustrated below at your den meeting and pack meeting to familiarize the boys with road safety and sign meanings. Make them from plywood or cardboard. USE ACTUAL SIZES (if possible), SHAPES, AND COLORS.



Lane Ends Merge Left

Right Turn

"S" Curve

Use some of the International Roadsigns now coming into use. Paint as actually seen on the streets and roads.

A slanted red line means "Not Permitted"

Bike Route

Bicycle Xing

BIKE RODEO

A bike rodeo is an excellent pack activity to have either instead of or in addition to the regular monthly pack meeting. Not only does it give the Cub Scout an excellent opportunity to display his bike skills, but a bike rodeo can be used to teach bike safety and to mark bikes for identification purposes. For the rodeo, a pack may incorporate the following:

BEFORE EVENT: (Plan a good month in advance. Get free booklets and pamphlets from the City Traffic Department)

BOYS: Repaired, cleaned and adjusted their bikes.

COMMITTEE: Planned meeting, assigned a judge to each event, obtained permission to use a church, store, etc. parking lot on the meeting date; obtained traffic cones from police department; printed score sheets; obtained awards; obtained free literature; gathered materials (chalk, masking tape, blocks) for various skill areas; and gathered materials for games.

PRE-OPENING: Set up track and skill events one hour before opening.

OPENING: Flag ceremony.

RODEO: Boys given a score sheet. One score sheet for each boy who then carries his sheet to each station for the judge to mark. The bike is first judged for mechanical condition and for adjustment for rider. These are slow stations and serve to space the boys so that there will be no bunching at the skills stations. As a boy finishes the last event, his score sheet is taken up and evaluated. Short sprint races at the end of the skills course away from the skills area is used to hold attention until all have finished.

After all have finished, play bike relay games. Give ribbon awards and conclude pack meeting with a short closing.

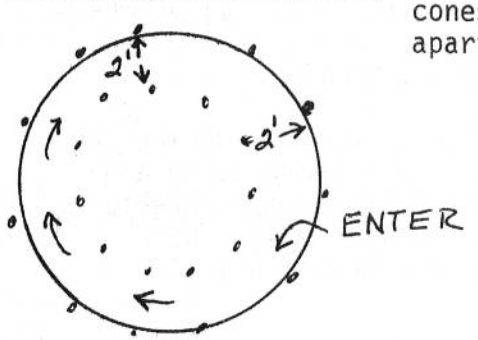
PACK MEETING AGENDA

1. Opening
2. Advancements
3. Announcements
4. Skills
5. Games
6. Awards
7. Closing

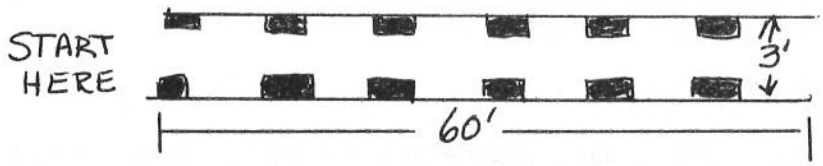
BIKE RODEO SKILLS AREA
OBSTACLE COURSE

The Obstacle Course may include the following skills:

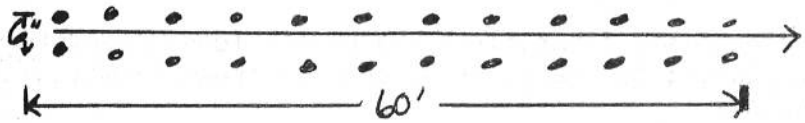
1. CIRCLE AND BALANCE - Boys ride their bikes in a circle between chalk marks, cones, or blocks of wood which have been placed 2 feet apart. Object of this skill is to try to ride around the circle two times without touching the blocks.



2. BALANCE AT SLOW SPEED - Boys ride their bikes from starting line to finish line as slowly as possible without losing their balance. A stop watch is used to measure time. Boy with slowest pedaling time has the best skill.



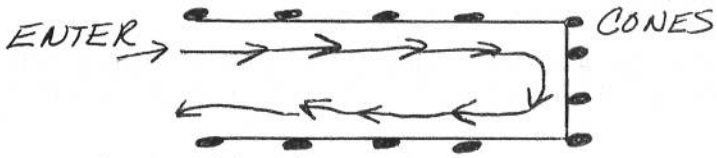
3. STRAIGHT LINE RIDING - Boy rides bike a distance of 60 feet between cones or wood blocks placed 6 inches apart. Object is to ride the distance without touching any blocks.



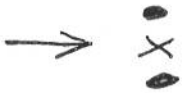
4. WEAVING - MANEUVERING - Boys weave among cones. Object is to complete the maneuvering without touching or knocking down any cones.

5. CIRCLING AND CHANGING DIRECTION - FIGURE 8 - Boys are to ride correctly in the figure 8.

6. TURN AROUND IN LIMITED SPACE - The boys' maneuverability with his bike is tested by having him make a "U" turn in a narrow space.



7. STOPPING - Boy must stop his bike either on a certain spot or between two markers.



TIPS FOR SUMMER TRIPS

The annual Cub Scout Program Helps will present suggested themes and a variety of summer activities from which you can select your summer fun. If you cannot find suitable ideas for your pack activities, try picnics, field days, and short trips in the community or to nearby pools and zoos.

Trips provide a welcome change from the routine of pack meetings during the school year and will be eagerly anticipated by the Cubs. Where to go and what to do are questions for the pack committee, the Cubs and the parents. The following destinations might be considered for a summer trip. Note that there is a point to each visit in addition to the overall aim of summer fun.

Seeing Things Made

Manufacturing plants such as aircraft, automotive, appliance, or electronics firms; chemical; paper, plastic, paint, furniture or toy plants; handicrafts or other small-craft industries.

How Your City Runs

Power, light, water, gas, sewage plants; police and fire stations, city hall, courthouse; telephone building, post office, hospitals; newspaper plants, radio and TV stations.

How Your City is Fed

Truck and dairy farms; dairies, flour mills, bakeries; food processing, canning, and bottling plants; beverage, candy and ice-cream firms; city markets; food distributors.

How Your City Travels

Bus, truck, airplane, and shipping terminals and facilities.

Learn About Your Heritage

Art galleries, museums and memorials; celebrated old homes, quaint old sections, monuments, and other historic sites; houses of worship, civic centers, important local buildings; summer theatres and band concerts; special local historic celebrations and parades.

Let's Go Outdoors

Parks, forests, aboretums, botanical gardens, cemeteries; game preserves; hiking and nature trails; ball games, lakes, rivers, fishing, boating; special outdoor displays and exhibits; and any recreational area suitable for family picnics, cookouts and games.

BE SURE TO PICK UP THE "GO AND SEE" BOOKLET AT SCOUT OFFICE FOR AVAILABLE FIELD TRIPS IN DALLAS AS WELL AS SUGGESTIONS FOR PLACES TO GO AND THINGS TO DO AROUND TEXAS....

Dallas

Dallas Health and Science Museum and Planetarium: (Fair Park) Displays on human anatomy, structure and care of body. Open 9:00 A.M. to 5:00 P.M. Monday-Saturday; 1-6 Sunday; Free. Planetarium shows Saturday and Sunday 3 and 4:15 P.M. Adults $1; children under 12 75¢. 428-8351.

Dallas Museum of Natural History (Fair Park): Shows the flora and fauna of Texas. Habitat groups with stuffed animals in natural surroundings. Fossil and bird halls. Trophy heads. Open 8 A.M. to 5 P.M. Monday through Saturday; 12 noon to 6 P.M. Sunday. Free. 421-2169

Dallas Garden Center (Fair Park): Grows trees, shrubs, grasses and flowers in inside garden room two stories high. Open 10 A.M. to 5 P.M. Monday - Friday; 2 to 5 P.M., Saturday and Sunday. Free 428-7476.

Texas Hall of State (Fair Park): One of the grandest historical buildings in America. Records 400 years of Texas history in its decorative motifs. Exhibits of children's toys and models of pioneer transportation. Mon. thru Sat. 9-5, Sun. and holidays 2-6. Free 421-0730.

McKinney

Heard Natural Science Museum: Nature trails, which wind through outdoor museum of plants, animals and insects. Guided tours. Habitat displays, books, paintings in building. Open 9 a.m. to 5 p.m. Tues.-thru Saturday; 1 to 5 p.m. Sunday. Closed Mondays. Free (donations accepted). F.M. 1378 four miles southeast of McKinney. 214-542-5012.

Grand Prairie

Chapman Auto Museum: Displays about 120 antique and special interest automobiles. Stocks 75 to 80 for sale. Open 10 a.m. to 6 p.m., seven days. $2 - adults; $1 - children ages 6-12. 2426 W. Main, Grand Prairie, 263-2553.

The Wax Museum: Wax figures of people of Texas and the Southwest. Open 10 a.m. to 6 p.m. Monday-Friday; 10 a.m. to 7 p.m. Saturday and Sunday. 2350 W. Dallas St. Grand Prairie. 263-3023.

Dallas

Dallas Aquarium (Fair Park): Over 2000 specimens of marine life displayed Guided tours must be arranged in advance. Mon. thru Sat 8-5, Sun. & holidays 1-5. Feeding of freshwater fish at 3 Mon. & Thurs. Free 428-3587

Dallas County Heritage Center: Old City Park at S. Ervay and Gano. An antebellum mansion a log school house, a log cabin playhouse, a depot, a drummer's hotel, and a railroad section house have been re-assembled. Tues thru Fri. 10:30 thru 1:30, Sat. and Sun. 1:30-4:30. Adults $1.50, children 50¢. 421-7800 or 528-0143.

Dallas

Old Tige's Fire Fighters: Exhibits fire fighting equipment from the past. Open 9 a.m. to 5 p.m. Saturday; 12 noon to 5 p.m. Sunday; weekdays by appointment. 3801 Parry, 821-1500.

John F. Kennedy Museum: Audiovisual show. Exhibits hall. Open 9 a.m. to 5 p.m. seven days, $1.50. 501 Elm 742-8582.

Dallas Zoo: Rates as one of the world's best. Maintains more than 2000 mammals, birds, reptiles and amphibians. Animals fed throughout the day. Open 7 days 9-5. Petting zoo. Marsalis Park, 621 E. Clarendon. 946-5155.

Ft. Worth

Noble Planetarium, Museum of Science and History: "A Spectroscopic Symphony" trips through the universe with sight, sound, music, color and poetry. Sat & Sun. at 2:30 & 3:30, also Sat. at 11. Adults $1 children 50¢. 1501 Montgomery. 732-1631.

Log Cabin Village: Frontier lifestyles are recreated in a woodsy settlement. Mon thru Sat 9-5, Sun 1-5. University Dr. and Colonial Pkwy. 926-5881.

Botanic Garden: 77 acres of both formal and casual gardens, with paths and benches. Open 7 days. Free except for Japanese garden, a beautiful addition, which is $1 and open only Sat. 10-5 & Sun. 1-5. W. Freeway & University Dr. 737-3330

Forest Park Zoo: The acquarium is of special interest. Open 7 days til dusk. Ages 12 and over $1. University at Colonial Pkwy. 923-4637. Also has a children's zoo, and also a train ride. Longest miniature train ride in the country - 5 miles. Open 7 days 10-8. Next to zoo. 923-8911.

Fort Worth Museum of Science and History: Exhibits on Texas, Medicine, Man. A great place to spend a morning with the family. Mon. through Sat. 9-5, Sun. 2-5. Free 1501 Montgomery. 732-1631.

Ft. Worth Nature Center and Refuge: 3400 acres, three major trails including the only nature trail in Texas for the mobile-handicapped. Picnic facilities, a lotus marsh community, a museum with naturalist on duty. Daily 8-5. Free 2 mi. past Lake Worth Bridge on HWY 199. 237-1111.

Kowbell Indoor Rodeo: Every Sat. night at 8. Hwy. 287 in Mansfield. 473-1128. Call for admission prices.

OUTDOOR COOKING

Not only do your Cubs love the out-of-doors, but this month, give them the opportunity to do some outdoor cooking on one of your den field trips. Try some of the ideas below.

Tin Can Stove Cooking

This is the easiest style of outdoor cooking for Cub Scouts. The directions for making the tin can stove and buddy burner are in the crafts section of this book.

"Eggs in a Basket"

This is cooked on the tin can stove which is heated either by a buddy burner or several hot coals. Grease the top of the can. Cut the center of a piece of bread out with a cookie cutter. Then place the piece on top of your stove. Break an egg into the center of the bread and cook on one side. Turn and cook the other side. Total cooking time is about 5 minutes. To give a french-toast appearance, lightly scramble egg in bread frame and draw it with a fork back over the bread.

Foods which can be fried can be cooked on top of the can. Eggs in a basket, bacon, hamburgers, and tacos are a few of the foods you may want to have the boys try. Pancakes also work well.

Stick Cooking

Either a stick, wood dowel, or wire coat hanger is needed for stick cooking. Cut a straight green stick about 1/2" in diameter and four feet long; sharpen to a point on the end. Willows work well.

Adapt a coat hanger for stick cooking by untwisting the hanger at the top and unfolding it until it is straight. To make a handle place three empty thread spools on one end and bend the wire extending behind them around to the front of the spools and turn the end around the wire to secure them onto the hanger.

Hotdogs are good for Cub Scouts to cook on a stick. They can also try the following:

"Angels on Horseback"

Roll slices of angel food cake in Eagle Brand Milk, then dip in cocoanut. Roast on a stick over the coals until toasted. Now enjoy.

Paper Bag Cooking

Use a small paper bag on the end of a pointed stick to cook bacon and eggs for breakfast. Cut the strip of bacon in half and cover the bottom of the bag with it. Break the egg into the sack over the bacon. Roll the top of the sack halfway down in one-inch folds and push a stick through the roll at the top of the bag. Hold the bag over the coals and the grease will coat the bottom of the bag as it cooks. The egg will cook in about 10 minutes. Be careful. If the sack gets too near the coals, it will burn. When the eggs and bacon are done, roll down the sides of the sack and eat your breakfast.

- "Roughing It Easy"

Dutch Oven Cooking

The method of dutch oven cooking is one that the Cubs will become much more familiar with once they enter Scouts. Below is a favorite recipe for peach cobbler.

"Dutch Oven Peach Cobbler"

Ingredients:
- 2 large cans sliced peaches
- 1 1/2 cup flour
- 1 cup sugar
- 2 cans refrigerator biscuits
- Margarine
- Cinnamon

Before beginning, light about 30 charcoal briquets.

Directions: Mix flour, sugar, and sliced peaches in the dutch oven. The inside of the oven need not be greased. Flatten each refrigerator biscuit and place in a layer over the peaches, flour, sugar mixture. Dot the top of the biscuits with margarine. Sprinkle with cinnamon. Cover with the oven lid. Place the dutch oven on top of the coals. Place 18 coals on top of the lid. Bake for 20-25 minutes. It's ready when the top crust is a golden brown.

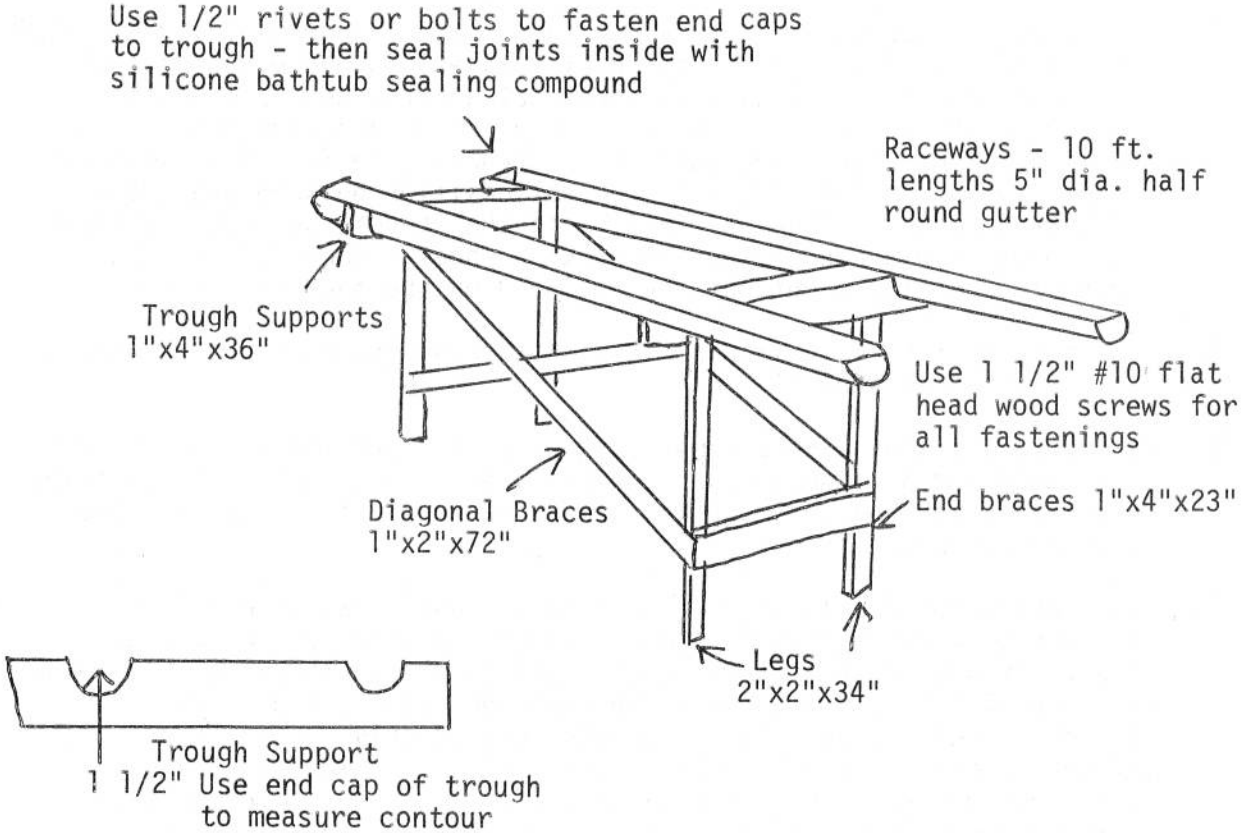
- Ted Cox

RAINGUTTER REGATTA

(Also see Cub Scout Activities book for additional information)

Ahoy mates! You're watching the sailing regatta of the century! Although the "seas" are only 10-foot lengths of rain trough, filled with water, and the ships are a mere six inches long, each race can be an exciting event. This is a very popular pack race. Each boy makes his own boat (with parent help) to enter in the race.

The raceway consists of a simple frame that supports two 10-foot lengths of rain trough filled with eight gallons of water. The frame is designed so that it can be assembled and disassembled quickly. The illustration below gives material sizes and fastening details.



MATERIALS NEEDED FOR DOUBLE RACEWAY

2 10 ft. lengths of 5" dia. half round gutter
4 End caps for gutter - and rivets or bolts to attach end caps to gutter
2 Trough supports 1"x4"x36", cut so that gutter will fit snug
2 End braces - 1"x4"x23"
4 Diagonal braces - 1"x2"x72"
4 Legs - 2"x2"x34"
1 1/2 #10 flat head wood screws for all fastenings

AUGUST 1977 WATER FUN

MAKING YOUR OWN AWARD RIBBONS

Inexpensive award ribbons can be made on a mimeograph machine as follows:

1. Buy ribbons of desired colors and width.

2. Cut ribbons desired length, either with regular or pinking shears, straight across or to a point.

3. Take a mimeograph stencil and down the center type in the desired information on a typewriter, turning ribbon to stencil position just as you type any mimeograph stencil for reproduction. Before starting, clean the type with brush or use some kind of type cleaner. Make sure you do not type past width of ribbon you plan to use. Use a stylus to make any drawings you desire. (See Fig. 1)

4. This step is important to keep your work from being messy. DO NOT TEAR OFF THE BACKING SHEET AS YOU NORMALLY DO when you place your stencil on the machine. On the backing sheet cut a strip the same width and length of your ribbons you will be printing and centered exactly back of your typed portion of stencil (See fig. 2). This can be done by laying the ribbon in correct position between the stencil and backing sheet. Then carefully lift the stencil and without moving the ribbon draw around it on the backing sheet. Then lift up the ribbon and carefully cut out that section on the backing sheet.

5. Next fasten stencil in machine leaving backing sheet with long cut out slot attached to stencil.

6. Make sure you are using a mimeograph which has sat for a few days not being used and not having been recently re-inked as this process takes very little ink and too much ink will soak into the ribbon and make words run together.

7. Next take a cut ribbon holding both ends tightly lay it down over the open slot where stencil shows through the slot cut in backing sheet. It should print very quickly and easily as the ribbon touches the stencil the ink will cup up through the cut parts of stencil and print your ribbon. This job goes very quickly. Lay the ribbons between layers of paper towels to dry. It's as simple as that to print your own ribbons. That way every boy can be awarded a participation ribbon for entering the boat regatta.

See Figures 1, 2, 3 and 4 on the following page.

- Torrey Pines District Pow Wow Book

MAKING YOUR OWN AWARD RIBBONS (CONTINUED)

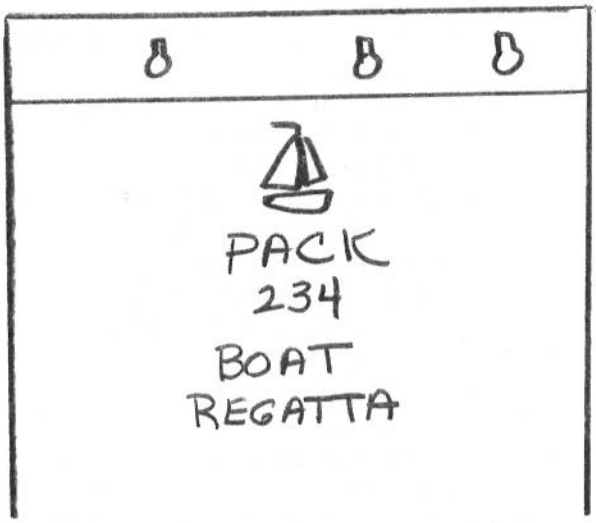
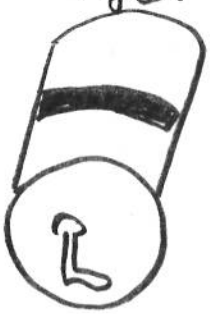


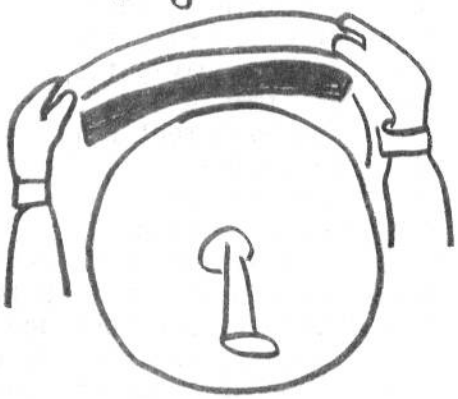
Fig.(1)

Fig(2)

Fig(3)



Fig(4)



IDEAS FOR DEN MEETINGS

Visit fire station
Safety inspection for bikes
Visit airport
Have a glider flying contest
Take bus ride
Visit zoo
Visit a courthouse
Visit the municipal building
Visit a dairy
Take a nature hike
Have rock hunt
Have a scavenger hunt
Backyard cookout for parents
Marble shooting contest
Pet show
Visit historical spot around your area
Hike in woods to collect leaves
Night meeting to study stars
Visit telephone company
Plant tree
Learn basic first aid
Bake cupcakes and eat them
Have a tall tales contest
Make Mothers' Day gifts
Make Fathers' Day gifts
Make Christmas gifts
Build den equipment box
Make den doodle
Visit planetarium
Make Halloween masks
Do a conservation good turn
Make clay models and fire them
Have a Scout visit your den to tell about Scouting. Have him show the Cubs what equipment he carries in a pack
Visit printing shop
Have a picnic at a council camp
Visit bakery
Have an obstacle race
Have a treasure hunt
Take a Mystery trip
Do a neighborhood good turn
Have kite flying contest
Visit newpaper office
Make games for shut ins
Backyard breakfast cookout
Den swap day
Game-making day
Tour state park
Visit weather station
Visit museum
Model Day (each boy brings his own)
Den uniform inspection
Make homemade ice cream
Have a bug hunt
Collect items for recycling
Bird watching contest
Make sailboats to race
Have den songfest
Build den stools
Butterfly hunt
Grow chrystals
Visit coin collector
Visit acquarium supply shop
Make neckerchief slides
Make slide holders for wall
Service project for school or church

Note: Although your pack will increase with a number of new boys this month, it is also important to inform the boys you already have in your dens of what the coming year will bring to them. Explain the Bear program to those boys who have become 9 and also to their parents. Explain the Webelos program to the boys who have entered Webelos dens. Remind the parents of their obligations to their sons and the pack and tell them what will be expected of them in this new year.

Summer is over--by your Cub Scouts' reckoning, if not by the calendar. The boys are back in school getting acquainted with new teachers and making new friends. They are also ready for new adventure in Cub Scouting.

September is the time for renewal for the Cub Scout pack. If your pack has been active during the summer, reorganization should not be necessary. The nucleus of pack leadership should be rarin' to go. If your pack is typical, you will be in the process of recruiting more new Cub Scouts now than at any other time, and this means more Den leaders and Webelos den leaders. It also means that you will have a host of parents who should be told immediately what Cub Scouting is all about so their sons will derive the greatest possible benefit from it. The den and pack programs for the month are designed to do two things:

1. To get all of your dens in full operation as soon as possible with special attention to those which have a number of new recruits.

2. To inform the parents, especially those whose boys have just joined, how Cub Scouting works and what they must do to ensure that their sons get full benefits.

Out theme this month lends itself to an open-house type of pack meeting where we can show new boys and their parents what the program is all about. Make your open house an interesting and informative one. Tell them about your program plans for the next few months. Remember, a rolling pack gathers more boys.

Elective Show and Do:

Each boy in the pack should select some elective and with the help of his datemake an exhibit or work out some demonstration for the pack meeting. Each den could be assigned an exhibit and demonstration area where they can operate during the first part of the pack meeting.

There are two ways to run the pack meeting. One is to have a series of tables and a demonstration period where Cubs demonstrate and instruct in both the achievements and electives. The second way is to have display booths where achievements that lend themselves to display may be seen and demonstrated for the whold pack, making them a part of the pack meeting program.

Den Meeting Place Equipment:

Set up a typical den meeting place with flag stands, benches, stools, game box, toolrack, bulletin board, advancement chart, and den doodle. Display items used this month in preparation for the year ahead.

New Families:

Have a greeter on hand to welcome the new families. Arrange for the distribution of registration forms (for those boys who did not join at "School Night for Scouting"), Cub Scout books, leaders' aids and information leaflets to acquaint new families with the program.

PACK MEETING

Preopening - Have greeter welcome all new parents. Have den displays set up with Cubs taking turns explaining their displays.

Opening - Assigned Cub Scouts bring flag forward, everyone repeats the pledge of allegiance and flag is posted. Cubmaster asks all Cubs to give the Cub Scout sign and repeat after him--one phrase at a time.

> "As future citizens, we will do our best to be prepared in body and will, and 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 Scouting team."

Welcome - Extend greetings to new families and introduce them if practical. Explain that this pack meeting is set up to give a bird's eye view of Cub Scouting and some of its activities.

Songs - Pack song leader has group sing selected songs.

Demonstrations & Skits - Dens put on demonstrations of achievements and electives. This should fortify their own knowledge of the subject as well as be informative and fun for the audience.

Bobcat Induction Ceremony - This is a most important time for the new Cub Scout. Use an impressive ceremony.

Achievement Ceremony - Proper recognition is important to get boys to advance and grow in the Cub Scout Program. Plan ahead for good ceremonies.

Closing - Make any announcements, such as when the next pack meeting will be.
Cubmaster asks all Cub Scouts to form a big circle around him. Cubmaster's minute suggests that each Cub pause to reflect on his accomplishments of the day, each night before going to bed. "Every Cub Scout should accomplish something worthwhile each day...each day's accomplishments should be a little better than the last. Stand by a window with your room dark and look out into the darkness of night and ask yourself the simple question: Have I done my best today? Then each day, vow to do better than the day before. If all of us did that, then kept our promises, we would have the best Cub Scout pack in the city. Now, before we close tonight..I want to ask you this question...answer it silently to yourself. 'Have you done your best today?' (Pause a few seconds, then dismiss with) Good night Cubs!"

BE SURE TO EXPLAIN THE PARENTS' SUPPLEMENT AND ITS PURPOSE.

OCTOBER 1977 DISCOVER AMERICA

The theme for this month can be very broad. It can encompass the study of America from early days to the present--her history, heroes, territory, and customs.

Den activities this month may include making ship models from the age of explorers, learning how to draw and read simple maps, treasure hunt games, and hikes to explore unknown territory in the den's community. The pack meeting can be a Halloween party with all of the Cubs and leaders decked out in costumes.

The boys can spend part of the month studying about the early history and exploration of America and then spend the rest of the month studying about different parts of our country. Each boy could learn details about a specific state and share that information with his den and with the rest of the Cubs at the pack meeting. The Cubs could also learn about different states history, state emblems, birds, nicknames, etc. Get a map of the United States and see how many states the boys can identify on the map.

Den Projects

These may include working on models, whether it be models of early exploring ships or models of modern day designed American airplanes or rockets. Prints of old maps of early Ameria should be readily available for the boys to study. Try your local library. Boys can also take hikes or field trips to nearby historical landmarks.

Pack Meeting

For the pack meeting, have the meeting place decorated with replicas of old maps, posters or pictures of old ships, new ships, aircraft, etc. There should be portraits of early explorers and portraits of modern day astronauts.

Den skits can be based on early explorers--a funny experience that may have happened to an explorer when he landed in America or one of its states or a portion of America or some scene depicting the exploration or settlement of a part of the country.

Recognize all boys who have joined the pack this month or who have advanced in their ranks or earned arrow points. Be sure that parents are called forward to take part in the induction ceremony by pinning new badges on their sons. The Cubmaster should also officiate at ceremonies transferring 10 year olds to Webelos dens and graduating Webelos Scouts into Scout troops.

At the closing, have the Cubmaster announce next month's theme and the date, time and place of the meeting.

Every American boy loves to pretend he is an Indian roaming the country, performing feats of daring and skill. The leader's objective this month should be to help our boys understand the real American Indian and the many fine contributions he has made to our culture and civilization.

Discuss the various tribes in our country and select one for the den to study. Look up its history--where they've lived, what they wear and eat, and how they live. Develop a skit around a famous Indian like Hiawatha, Squanto, or Pocahontas or present an Indian dance.

Since early in our history our military strategists have adopted Indian techniques in battle field maneuvers. In World Wars I and II, Indian maneuvers and languages were used by Indian soldiers and Marines to confound the enemy.

From Indians, American pioneers learned how to hunt, fish, trap and canoe. From the Indian our forefathers learned to fashion clothes from deer skins and to cope with the wilderness. The Indian gave the white man the great gifts of cotton, corn, tomatoes, tobacco, potatoes, peanuts, beans, squash, rubber, chocolate, quinine, pineapples, and pumpkins; many of these have today become billion dollar industries. Our Cub Scout program has been enriched by Indain lore in woodcraft and even watercraft.

The Indian made good use of materials native to his environment. His clothes varied from simple everyday dress to heavily, ornamented costumes. He used fine feathers, furs, beads, stones, and bright metals in making them. Cub Scouts will want to make breechcloths, moccasins, leggings, arm bands, and headdresses. They will be particularly interested in Indian weapons, tomtoms, shields, war clubs, peace pipes, dance rattles, coupsticks, and ceremonial drums. Boys will enjoy applying authentic Indian designs and pictograph writings to their handicrafts.

Teach simple designs, Indian signs and dances. Many ceremonies can be built around the story of Akela and the Grand Howl. Play up interesting picture writing projects. Adapt dress to the tribe your den selects for study. Tell a story in simple Indian sign language. Reference books will help you teach simple basic dance steps. Explain that the Indian had a dance for every mood and occasion. Boy Scout troops and Order of the Arrow members may be able to help.

Build table top models to show types of houses used by Indian tribes. This activity will particularly be appropriate where space and materials are problems.

Jackets and leggings can be made from burlap, canvas, or other available materials. Make headbands, war bonnets, wigs, necklaces, and ornaments. Use shells, macaroni, clothespins, toothpicks, old hats, feathers (real or from paper), tin cans, foil, bells, bright colored paints, beads, and pieces of fur.

The World Book has quite a bit of information about Indians.

Den Meetings

Activities can include crafts, games, arts, dances, costumes, stories, and the study of a specific tribe. The project will be more interesting if the tribe chosen is the one living nearest your locality. You may include its history, where and how the people lived, what they wore, and the kinds of food they ate.

The customs and languages varied throughout the country. One den may wish to develop a skit related to these variations, another may select a famous Indian personality as the subject for a skit. Indian dancing is a popular activity. Your den may wish to perform a dance as their part in the pack meeting.

Boys will enjoy the theme more if the things they do are authentic and not just playing Indian. Check out books from your library.

Field Trips

Southwestern Historical Wax Museum - Dallas-Ft. Worth Turnpike.
Call 263-2391
Amon Carter Museum of Western Art, 3501 Camp Bowie - Ft. Worth
Call 738-1933
American Indian Arts Center - Forum 303, Arlington 469-8316
Joe Grandee Gallery and Museum of the Old West
1419 East Abram, Arlington. 261-8330.

Costumes

Make jackets, breechcloths and leggings of canvas, muslin, flour sacks, old shirts, or burlap; headbands, war bonnets, or headdresses with feathers; wigs, war paint, necklaces, beadwork, and other ornaments like anklebells.

Handicraft

Dens can make rattles, tom-toms, weapons, shields, moccasins, coupsticks, totems, etc. See craft section of this book.

Indian Village

Make tepees of canvas, muslin or burlap and improvise a council fire. Also show a hide drying on a rack.

Indian Sign Language

The Indians had a highly developed means of communications. They thought in terms of pictures and songs and explained them with their hands. Their songs were about everything that they did--songs portrayed peace, war thanksgiving, planting, and lullabies; songs for dances and games also were made up.

Pack Meeting Ideas

The Indian theme gives leaders a chance to plan activities that will permit each boy to express his ideas as much as possible. He can do what he wishes in Indian dancing, handicraft, and other aspects of Indian life.

Make your pack meeting a ceremonial night with the whole tribe assembling in full regalia (Indian blankets and costumes). Have each den prepared to demonstrate its Indian dance, craft, ceremony, or skit depicting some phase of Indian life.

Create an Indian atmosphere by decorating the meeting room with Indian regalia.

Gathering Time - Ask Den leaders and Den dads to serve as greeters. Decorate a tepee with Indian signs and drawings near the entrance of the meeting room and have a well-costumed brave (Cub) seated by it beating a tom-tom.

Opening - Akela calls the meeting to order by using the Cub Scout sign. Use one of the openings found in this book.

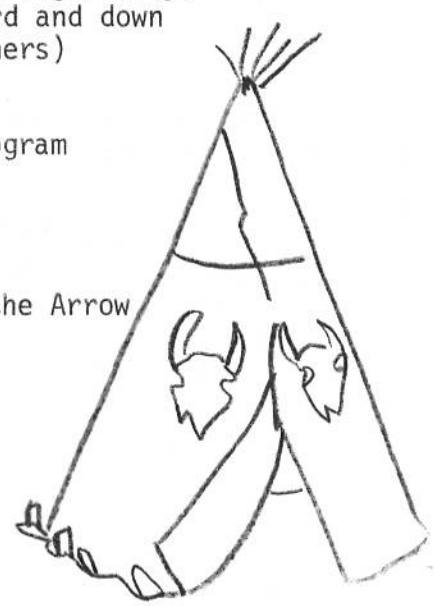
Stunts & Demonstrations - Call on each den to present its part of the pack meeting program -- stunt, skit, demonstration , dance or phase of Indian life.

Ceremonies - Make the awards presentation very impressive. The Cubmaster and committee should be in Indian dress.

Closing Ceremony - Make announcements including on on next month's theme. Use the Indian farewell in English and Indian sign language (all follow the Chief's directions:) May the Great Spirit (closed right fist with two fingers extended and spiraling upward) make (open hands extended forward moving up and down vigorously) sunshine (right hand forming an arc upward and down from left to right) in your (point to others) heart (point to self).

You may also want to substitute and use the following program agenda:

Gathering period - All dens with exhibits
Opening Ceremony
Indian Dance - Have a guest dancer, such as an Order of the Arrow dance team.
Puppet Show - Den _____.
Skit - Den _____.
Awards - Awards Chairman
Webelos Graduation
Announcements and Attendance Award
Cubmaster's Moment and Closing



CLIMBING THE MOUNTAIN

Afar in our dry southwestern country is an Indian village; and in the offing is a high mountain, towering up out of the desert. It is considered a great feat to climb this mountain, so that all the boys of the village were eager to attempt it. One day the old Chief said: "You may all go today and try to climb the mountain. Go as far as you can. When you are tired, come back, but let each one bring me a twig from the place where he turned back". Away they went, full of hope...each feeling that he would surely reach the top.

Soon a fat, pudgy boy came slowly back, and in his hand he held out to the Chief a leaf of cactus. The Chief smiled and said: "My boy, you did not reach the foot of the mountain. You did not even get across the desert.

Later a second boy returned. He carried a twig of sagebrush. "Well" said the Chief. "You reached the mountain's foot, but you did not climb upward".

The next boy had a cottonwood sprig. "Good," said the Chief. You got up as far as the spring. Another came later with some buckthorn. The Chief smiled when he saw it and said: "You were climbing. You were up to the first slide rock".

Late in the afternoon, one arrived with a cedar spray and the old Chief said: "Well done. You went halfway up". An hour later, another came with a switch of pine. To him the Chief said: "Good, you went to the third belt. You made three quarters of the climb".

It was the next day when the last boy returned. He was a tall splendid boy of noble character. His hand was empty as he approached the old Chief, but his countenance was radiant, and he said: "My father. there were no trees where I was. I saw no twigs, but I saw a shining valley".

Now the old Chief's face glowed too, as he said aloud and almost sang: "I knew it. When I looked upon your face, I knew it. You have been to the top. You need no twigs for token. It is written in your eyes and rings in your voice. My son, you have felt the uplift. Tell us about the glory of the mountain".

"I reached the crest of the mountain just as the sun was setting. It was very cold and the wind blew fiercly. Snow and ice were everywhere. I had gained this majestic pinnacle to be cheated of the view by the shadows and the darkness of night. To retrace my steps over that rough and treacherous trail in the dark could have led to immediate disaster. So I sought out a spot under a great overhanging rock which protected me from the wind and afforded me an excellent view of the star-studded sky. When the moon rose, I could see great fleecy clouds floating far below. I was enchanted and quite comfortable as I waited for the dawn. As I crouched in this

(continued)

lofty spot I thought of everyone in our tribe and realized how much I liked them. I thought of our needs, but they seemed small compared to our blessings. I thanked the Great Spirit for the wonders of creation. How I wish that all of you could have shared the splendor of the sunrise. As the light came I looked on the other side of the mountain. There was an unbelievable beautiful valley with a crystal clear lake reaching into the sunset. There were large herds of deer, elk and buffalo feeding on the grass-covered slopes. I watched for any sign of man, but I saw none. This unspoiled valley is truly a paradise. As I prepared to descent the mountain, I looked about for a momento, and then I realized that the most important thing I could bring back to our tribe was news of the valley beyond the mountain.

The old Chief slowly rose and placed his outstretched hands on the youth's shoulders. As he gazed into the brave's eyes he said: "In the twilight of my years, you came as an eagle flying out of the sunset to lead our people. Henceforth you shall be known as Flaming Eagle, Chief of this mighty tribe. I salute you. May the Great Spirit grant you the strength, courage and wisdom to lead us for many moons."

Oh Ye Scouts, keep this in mind, then: The badges that we offer for attainment are not "prizes". They are merely tokens of what you have done or where you have been. They are mere twigs from the trail to show how far you got in climbing the mountain. Far more important than the badges then, is what you have learned along the trail, those things which will help you become a good leader. The badges are reminders of your progress along the trail, and are encouragement for you to try even harder to reach the top of the mountain.

- Adapted from a story by Earnest Thompson Seton
- Indian Nations Council Pow Wow Book

This story might be used to introduce the Indian theme to the den.

The story can be adapted to an advancement ceremony for pack meeting.

The story can also be used as the basis for an impressive skit for pack meeting.

FATHER - SON CAKE BAKE

One of the most popular fund raising ideas widely used by packs is the Father-Son Cake Bake. Cakes are baked by the Cub and his dad and are then auctioned off to the highest bidder. This pack meeting is one of the most popular with the Cubs. Before cakes are auctioned, they are judged and prizes are awarded. Rather than auction the cakes some packs charge an entry fee and Cubs draw for the cakes they will take home.

RULES FOR FATHER-SON CAKE BAKE:

1. Cakes must be baked by Cub and another male. (If there is no father in the family, then an uncle, older brother, or neighbor may help). Cake mixes may be used.

2. NO FEMALE assistance allowed in any respect.

3. Entire creation must be eatable, including all decorations.

4. All cakes must have a title to be shown as part of the cake decoration or on a card attached to the cake. Cakes will be registered and numbers issued for judging purposes.

5. All cakes must be on a give-away tray.

6. All cakes will be auctioned at the Pack meeting with proceeds going to the pack.

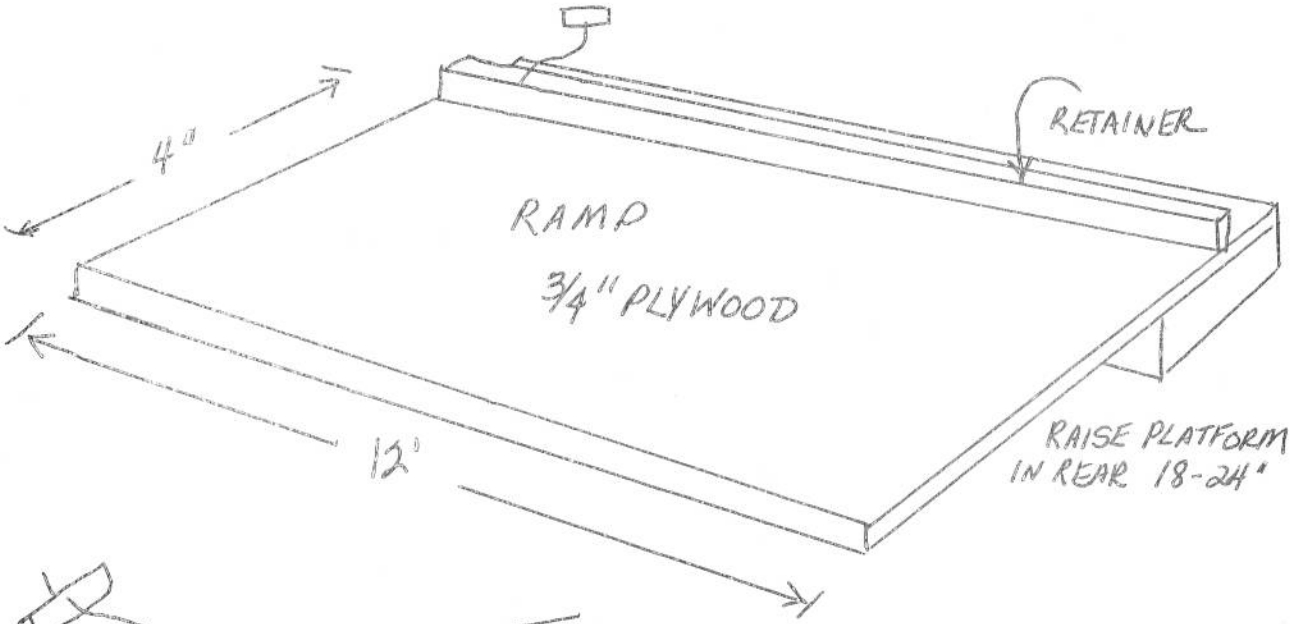
7. Cakes will be judges (by outside guests) and prizes awarded in the following categories:

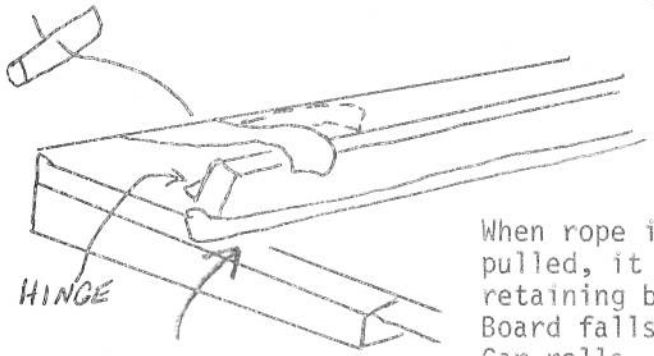
   (1) Judges Choice (Grand Prize Winner)
   (2) Most Original Creation - 1st, 2nd, and 3rd Place
   (3) Most Appropriately Named Cake - 1st, 2nd, and 3rd place
   (4) Biggest Cake
   (5) Tallest Cake

NOTE: This in one pack meeting where the Cubs need to sit with their families. The Cake Bake may be based on a theme, or don't use a theme and let each Cub do his own creative thing.

CUBMOBILE DERBY

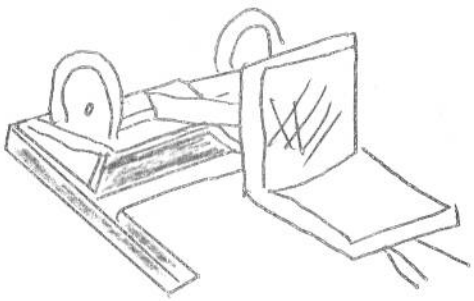
Below and on the next page are drawings of the ramp used and the actual cubmobile racer itself. Complete instructions for conducting the derby are in the "Cub Scout Activities Book, #3837 found at Scout Headquarters and distributors.





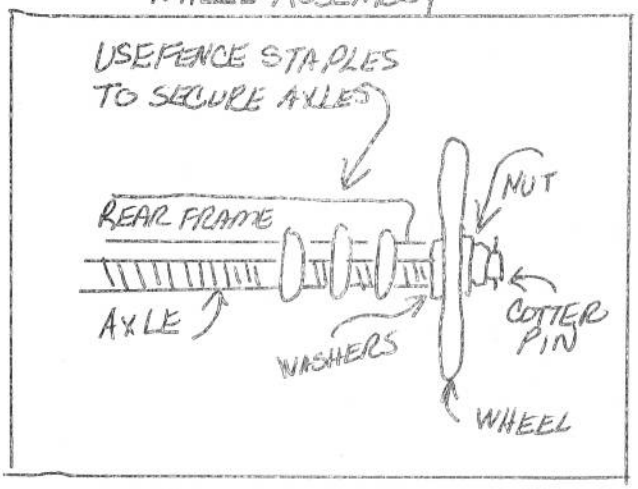
Bar falls into space allowing car to roll.

When rope is pulled, it releases retaining board. Board falls. Car rolls.

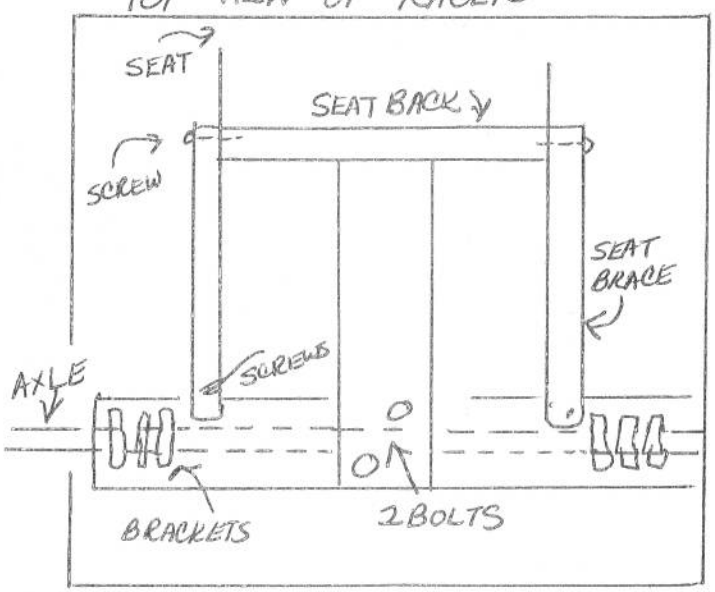


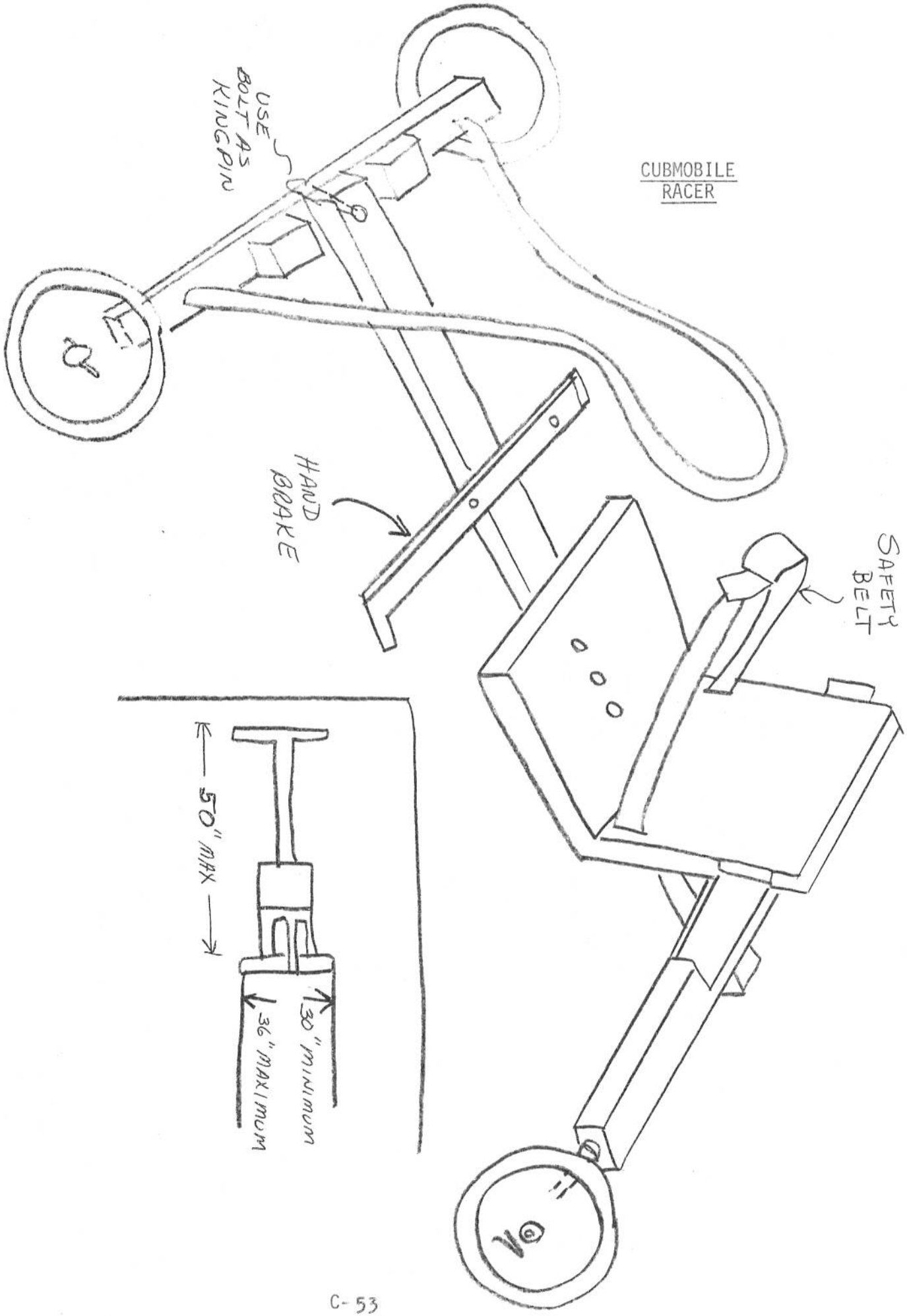
Back wheels are held by bar until released

WHEEL ASSEMBLY

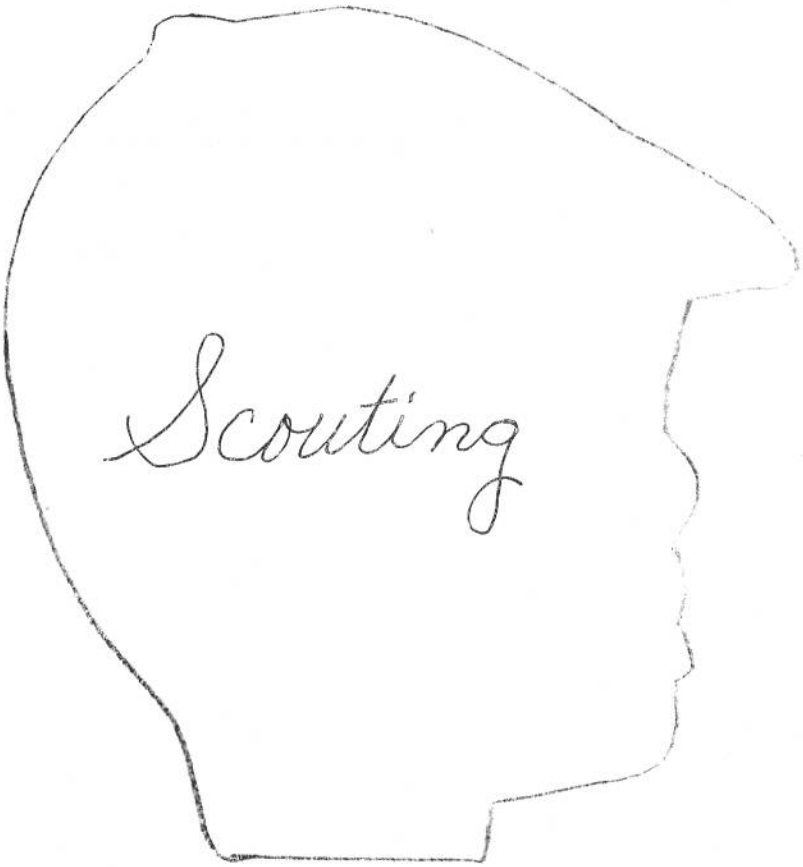


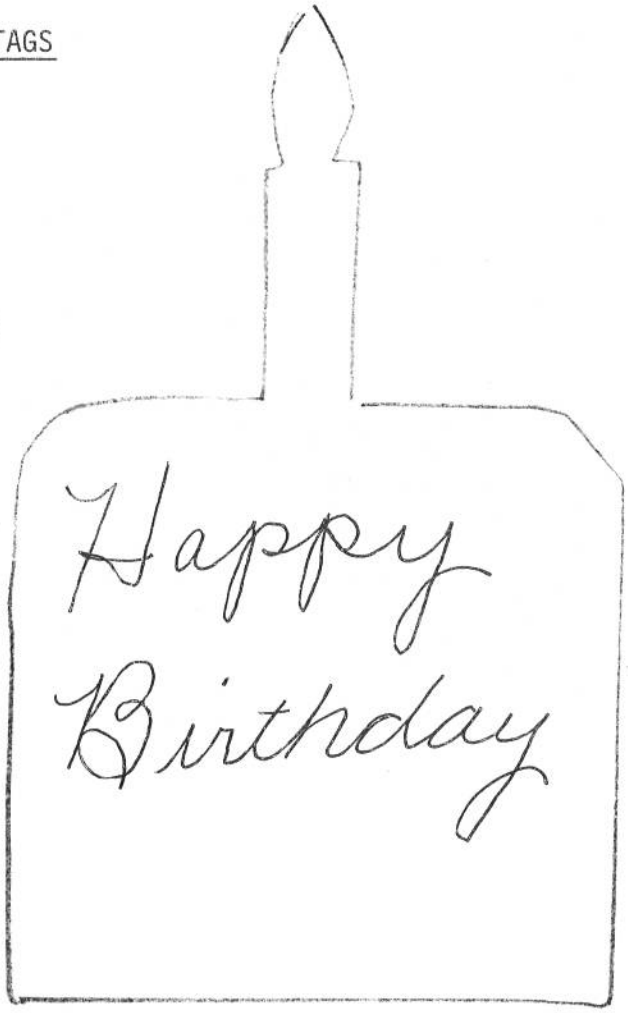
TOP VIEW OF RACER



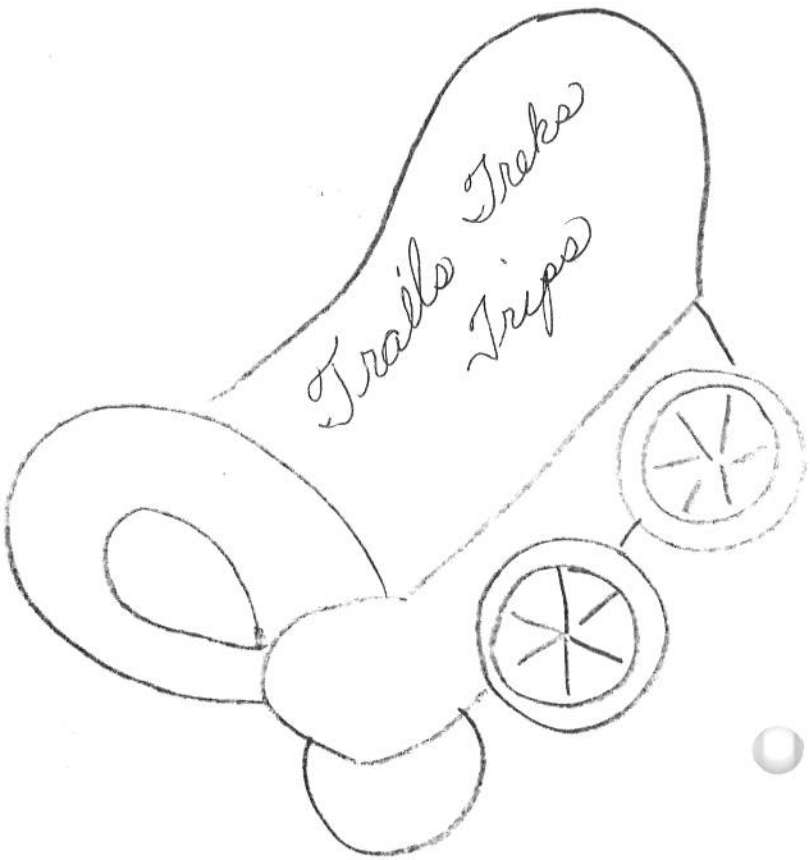

CUBMOBILE
RACER
SAFETY
BELT
HAND
BRAKE
USE
BOLT AS
KINGPIN
50" MAX
30" MINIMUM
36" MAXIMUM

NAME TAGS


Scouting


Happy
Birthday


MINI BIKE
TRAIN
SCOOTER
BALL
SKATE BOARD
Winter
Festival


Trails Treks
Trips

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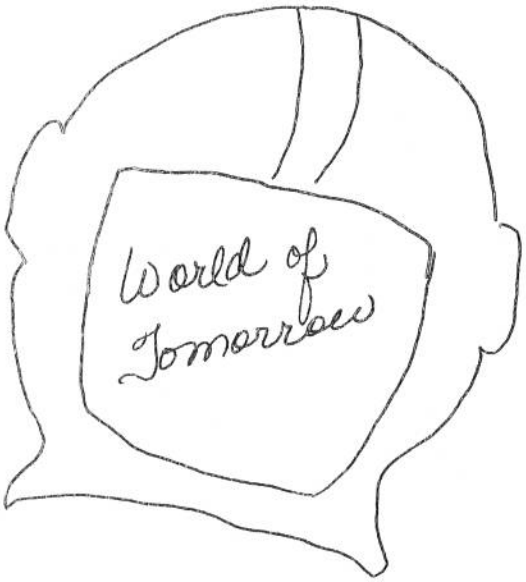

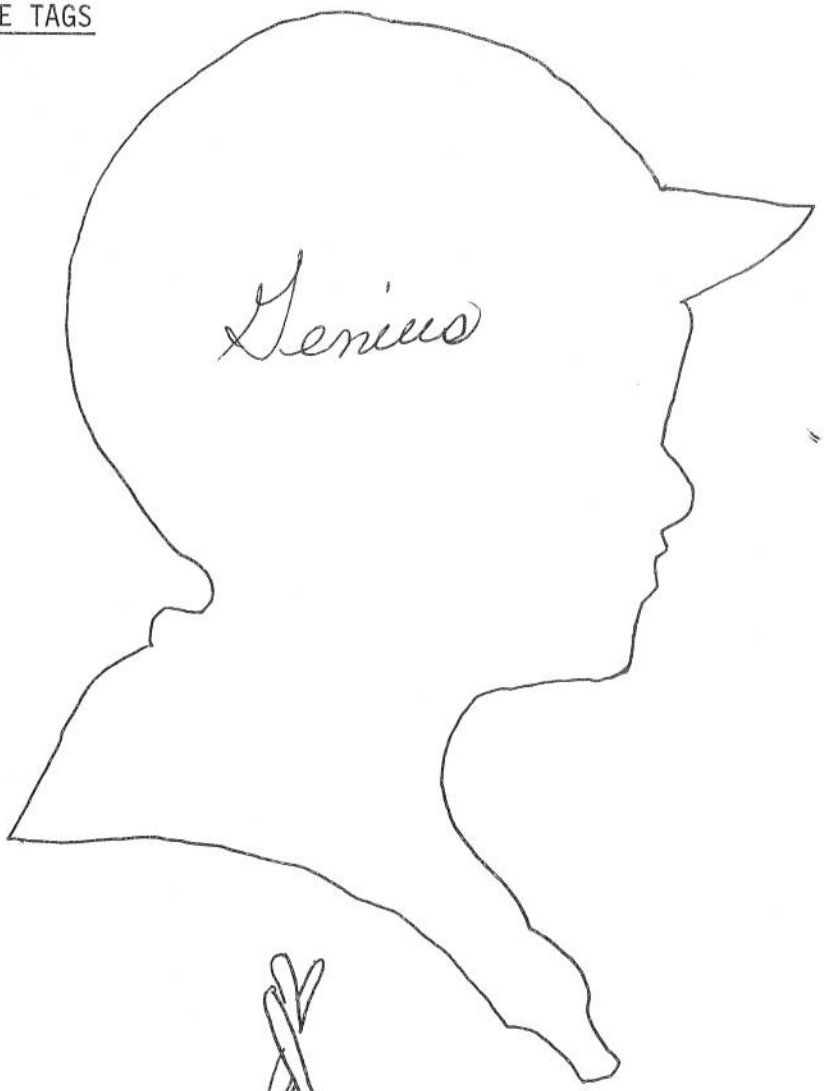

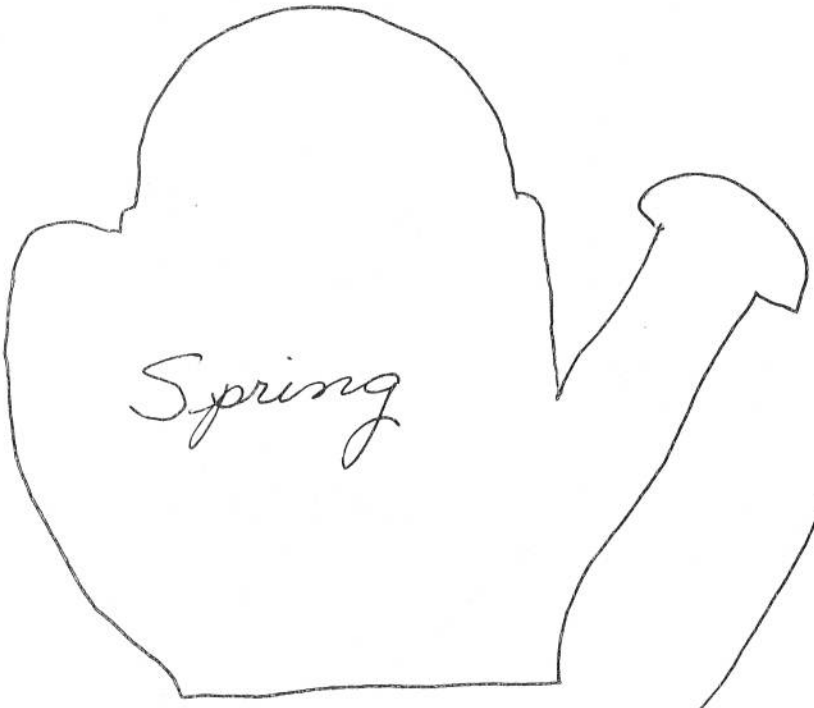

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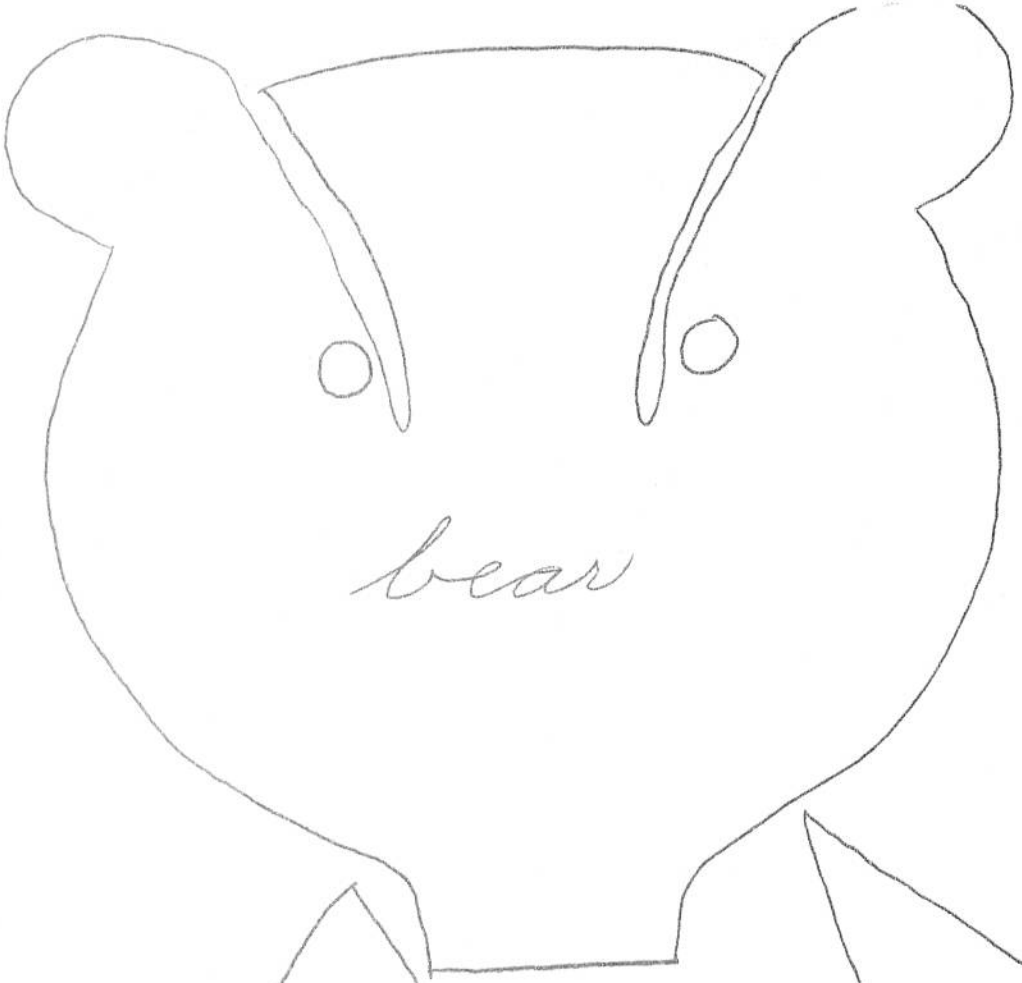
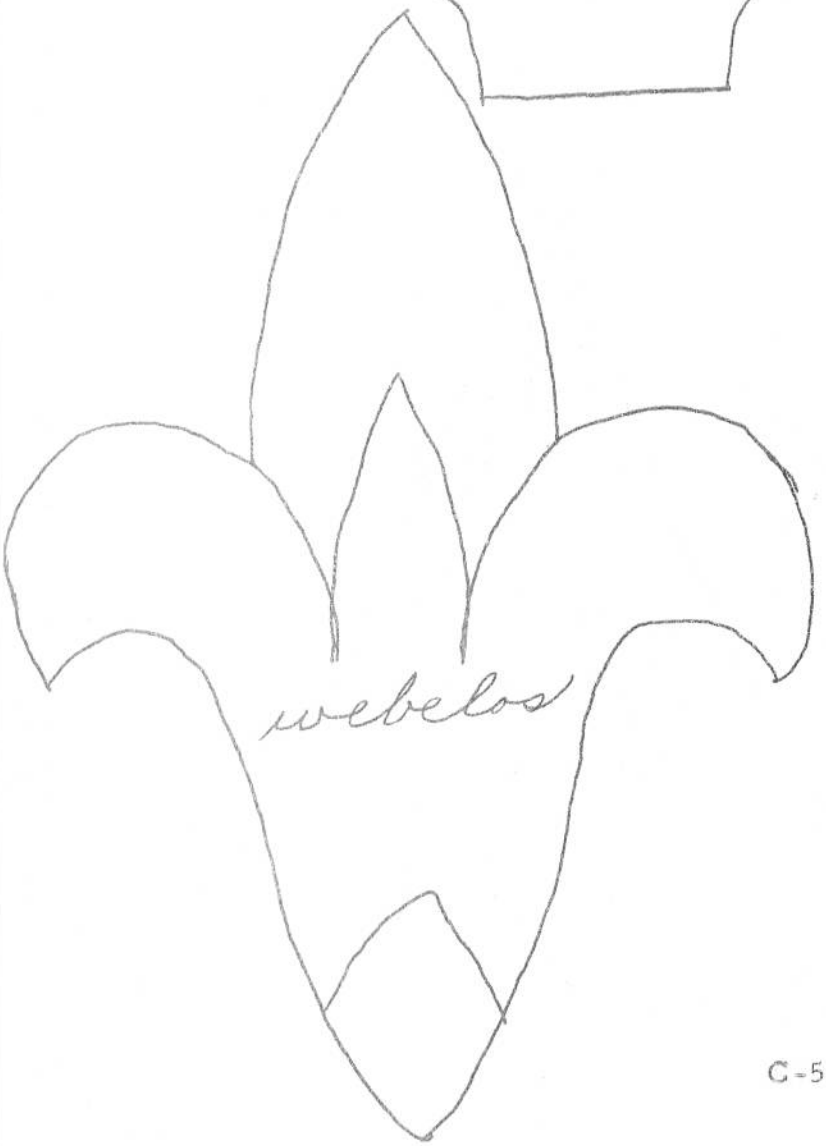




"Hurry ! We can beat Super Cub to the top."

GAMES, STUNTS, TRICKS & PUZZLES

GAMES, STUNTS, TRICKS & PUZZLES

GAMES AND GAME LEADERSHIP

Philosophy

When we examine the subject of games, we must approach it from two points of view, that of the leader, and that of the boy.

In the eyes of a Cub Scout, the primary purpose of games is to have FUN, and because of this, games are worth doing. He is very serious in his approach to them, and every detail matters enormously. Here you will find his energy and enthusiasm intensly concentrated. When he has been able to participate in a good game that has been carried out to everyone's satisfaction, he feels a sense of real accomplishment.

A leader uses games for entirely different purposes. These include character training (to wait his turn, respect the rights of others, give and take, to play fair, to be a good sport), physical development (growth, strength, stamina, coordination), mental development (following rules, quick thinking, alertness, strategy), and they can be educational.

Selection of Games

In selecting games to play, we must consider the place, the occasion, and the abilities of the boys.

A game must be satisfying to the strongest boy, yet not overtax the weakest. Activities involving great endurance are out of place for boys this age, and you must be alert to the danger signals of breathlessness, quick and shallow breathing, pain in the region of the heart, spots before the eyes, and throbbing eyeballs. Any boy who has experienced a recent, severe illness should be discouraged from strenuous activity.

Games should provide for all. Avoid games in which the losers drop out, for often the one who needs the game the most is the first to drop out. In relays, have only a few on each team so that they don't spend so much time waiting for turns.

Leading Games

The first and most important rule is "BE PREPARED". Know your game thoroughly. Plan what you are going to do and how you are going to do it. Boys are not to be deceived as to the preparedness of their leaders and to win respect is to be prepared. Even refer to notes if necessary.

START WITH YOUR BEST GAME which is probably your simplest. Select a game that is easy to explain and enjoyable to play. Make sure it succeeds and you will build your own confidence as well as the morale of the players.

USE GAMES THAT ALL CAN PLAY and vary them. As often as possible, use games that meet achievement or elective requirements.

CONSIDER SPACE LIMITATIONS. If your game involves boundary lines, plot them in advance. Have your equipment ready beforehand so that there is no loss of time.

Guard against OVERCONFIDENCE. Don't give the impression that you know it all. You will discourage creativity in your boys, and when you do make a mistake, it will seem even greater in their eyes.

Stand where you can be seen and heard by all to EXPLAIN games. Get everyone's attention before you begin. Be enthusiastic; it is contagious. Be brief and clear. Speak slowly and distinctly so that they can understand you the first time.

TEACH by steps and demonstrations. Avoid long explanations. Have a small group walk through the procedures.

OVERLOOK mistakes. The person who made the mistake invariably feels worse for having erred than anyone else. Remember that everyone who participates in athletics appreciates the coach who subtly points out errors in a general way, rather than one who constantly finds fault with the individual members of the team.

KNOW WHEN TO QUIT. Don't wear a game out. Stop while everyone is still having fun.

GET ASSISTANCE if needed. Choose judges or referees from the group.

KEEP CONTROL. Instill high ideals of sportsmanship and fair play. Insist that the rules be followed, yet be lenient as to correctness of form. Allow noise and shouting during the game, but be sure you can get the group's attention and maintain control.

LEAD JUST ENOUGH to set the pattern without crushing the initiative of the players. Occasionally turn the leadership over to a boy and observe his choice of game and procedure. The boys need this training as they do the largest amount of their playing among themselves without adult leadership.

EXPECT THE BEST from your group. You will get the best from your group only when you expect it and strive for it.

- San Gabriel Valley Council Pow Wow Book

Stars and Straws Race.

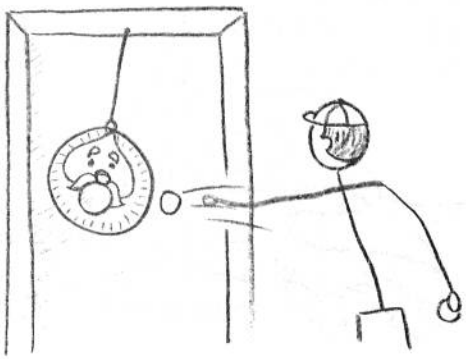
Materials: package of straws
package of gummed stars
drinking cups

Object: Pick up a star by sucking on straw (thus holding star to end of straw)

Divide players into teams. Place cup for each team at finish line about 8 feet away from players. First player in each team gets the star, goes to the cup and releases it into the cup. Second player repeats until time limit is up. Team with the most stars in the cup wins. Players must not touch stars with anything but straws. If a star is dropped, player returns to the starting line for another. Variation: Players are lined up in two teams, and each player is provided with a cup and straw. Two stars are placed on a table. The first player on each team picks up a star by sucking on a straw and places it in his cup. The next player must pick up the straw in the same way place it in his cup and so on as the star passes down the line. The first team to pass the star down to the end of the line is the winner. Players may not touch the stars with their hands. If a star is dropped, pick it up with the straw.

- Two Rivers Council Pow Wow Book

HUNGRY SANTA GAME. Draw a colorful Santa Claus head on a paper plate, using colored magic markers. Cut out a large hole for the mouth. Suspend the plate from a doorway and give each Cub a supply of 'snowballs' (table tennis balls). The object of the game is to throw the 'snowballs' into Santa's mouth. The one having the most hits wins.



ICICLE HUNT. You will need numerous pieces of string in varying lengths. Hide them around the room before the boys arrive. Have the boys hunt for the 'icicles'. The leader ends the hunt after a given period of time. The winner is the boy whose icicles form the longest line when laid out end to end...not the player who collects the most pieces.

JINGLE BELL CHOW MEIN. This game is a good one to test the skill of your boys. You will need 2 shallow bowls, several jingle bells (about the size of a marble), and 2 full length pencils with erasers on them. To play the game, place all the jingle bells in one bowl. The player uses the two pencils as chopsticks. With the eraser end down, the player tries to transfer as many bells as he can from one bowl to the other. He can use only one hand. If only a couple of players are used, set a given amount of time. When using teams, the team to get all the bells in the bowl first wins...with each boy taking his turn to transfer all bells into the other bowl...and the next boy transferring them back into the first bowl, and so on.

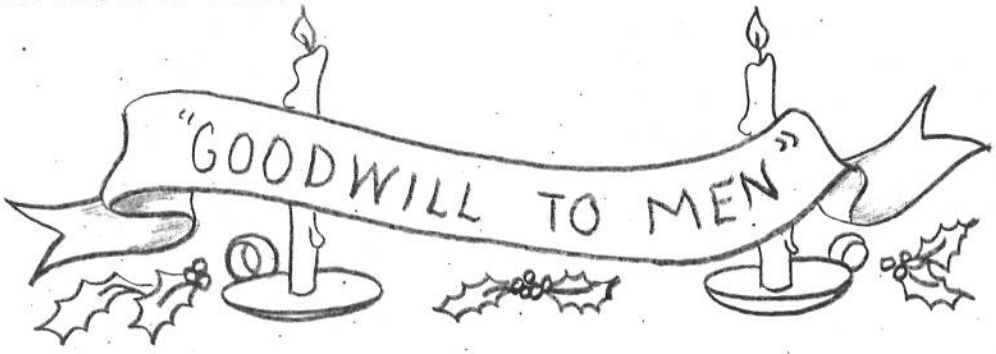
- Indian Nations Council Pow Wow Book

GATHERING SNOWBALLS. Players are furnished with wooden spoons. They try to gather cotton balls from the floor and put them in a large bowl on the table. No hands allowed.

- Indian Nations Council Pow Wow Book

WRAP THE PACKAGE RELAY. Sides should have from four to seven players each. The first player on each side is given a trinket; the second, a box; the third, paper; the fourth, cellophane tape; the fifth, ribbon; sixth, seals; and the seventh, a card on which a greeting is to be written before it is tucked under the ribbon. At a signal, the sides try to beat each other wrapping the package. Caution on neatness and give points for both neatness and speed: four for neatness, six for speed. For fewer players, cut out some of the steps, ribbon and cards, for example. Players third and fourth may work together.

SANTA'S BAG (TOUCH AND TELL). Take about 10 brown paper bags and number them from 1 to 10. Put one familiar article in each bag (preferably an article related to Christmas) and tie the bag shut. Each Cub Scout is given a piece of paper and a pencil. He lists the numbers 1 to 10 on the paper. He tries to guess what is in each bag by feeling through the paper bag and records on his paper what he thinks it is. Cub with the greatest number of correct answers wins.



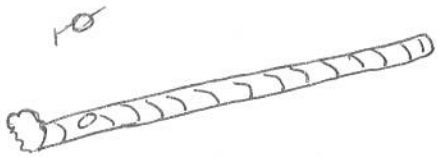
THE SAME TO YOU. This is a lot of fun, so give it a try. Players are seated in a circle. One is in the center. He points to any player in the circle and says, "Merry Christmas to you." The person thus addressed must say, "The same to you" before the center player has finished this greeting. If the player addressed fails to reply, he takes the place of the center person. Also, if the person in the circle answers without the center player saying, "Merry Christmas to you," he becomes the center player. The fun comes when the leader quickly points to someone in the circle without saying anything, and that person, anticipating the greeting, answers at once.

PACK OF TOYS. Players arrange their chairs in a circle, facing clockwise. Each player is given the name of a Christmas toy. One player is "it". He walks around the inside of the circle and says, "Santa packed his bag and in it he put _____". The players representing those toys immediately get up and follow "it" around the circle. Suddenly "it" says, "and the bag broke." All (including "it") scramble for chairs. The player left without a chair becomes "it" for the second round.

- San Gabriel Valley Council Pow Wow Book

FLYING SAUCERS. Bend a coat hanger into a circle and hang it from a doorway with a string. Glue two small paper plates together or tape two pie tins together for saucers (make three). To play, take turns trying to fly the saucers through the circle from across the room. Score 5 points for a successful trip.

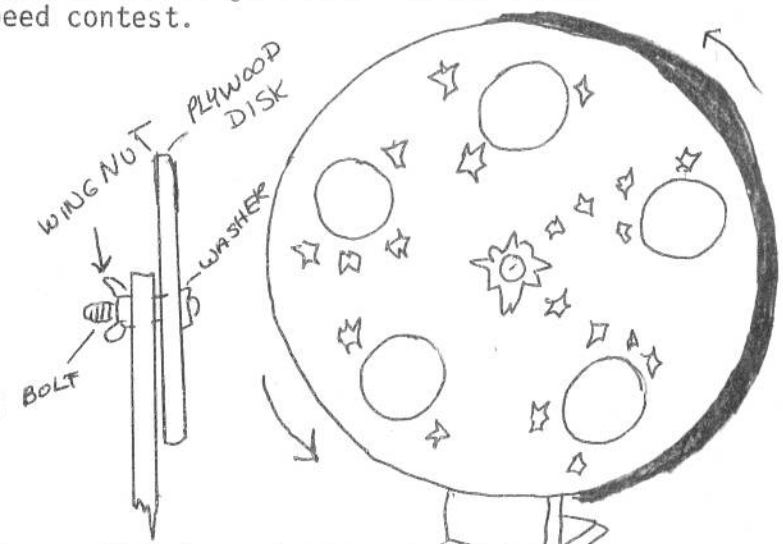
FLYING SPUTNIK. A dried pea, stuck through with a pin is the sputnik. Seal one end of a straw with clay or chewing gum. Pierce the straw with a pin near the plugged end. Blow gently and balance the pea on the column of air that rises from the hole in your straw.



SPACE RACE. This is a simplified Space Derby relay. Divide the den into teams. For each team, stretch a 15-foot length of string between chairs. Before tying to the second chair, insert a cone-shaped paper cup with the tip cut off on each string. Each boy on a team blows the cup the length of the string and returns it. Continue in relay fashion until all have raced.

CAPSULE RECOVERY. For each den use four sizes of cans--a small juice can, a soup can, a No. 2 can, and a No. 2 1/2 can--also an ice cream stick with a piece of string tied to it a little off center. Set the cans in a row. The Cub lowers the stick into the second largest can. He tries to wedge the stick against the can's lip and pick the can up and drop it into the largest can. He continues until all cans are nested. This is a speed contest.

SPACESHIP INTERCEPTOR. Cut out a plywood disk about 2 ft. in diameter. Drill a hole in the center, representing the north star. Draw the polar constellations that circle the north star: little dipper, big dipper, Cassiopeia, Cepheus, and Draco and cut out holes large enough for a bean bag to go through in the center of each constellation. Mount the disk on an upright 2 x 4, so it will revolve. Spin the disk while Cubs try to throw small bean bags through the whirling constellations for points.

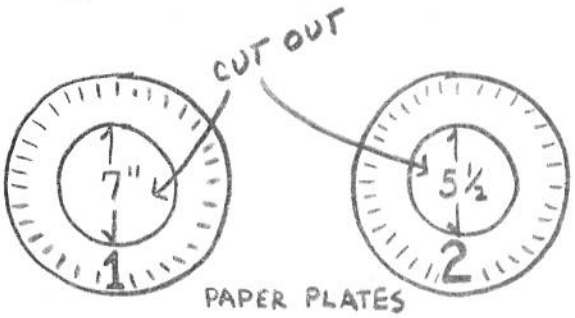


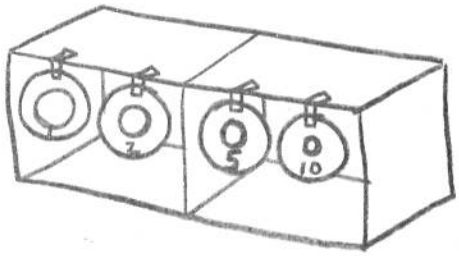
AVIATORS TEST. Give a 3 or 4 foot long broomstick (or substitute) ~~to each~~ team. Form teams into parallel lines. At the signal, the first boy in each line runs to a spot in front of his line, stands the stick on end, places his forehead on the stick and does three complete turns, drops the stick and returns to touch off the next boy in line. The team finishing first is the winner.

ASTRONAUTS GO AROUND THE MOON. Words: Astronauts go around the moon, (repeat three times); every afternoon....bump. Action: The circle moves clockwise. On the word "bump" all squat. The last one down is out. The game continues with all moving in the opposite direction.

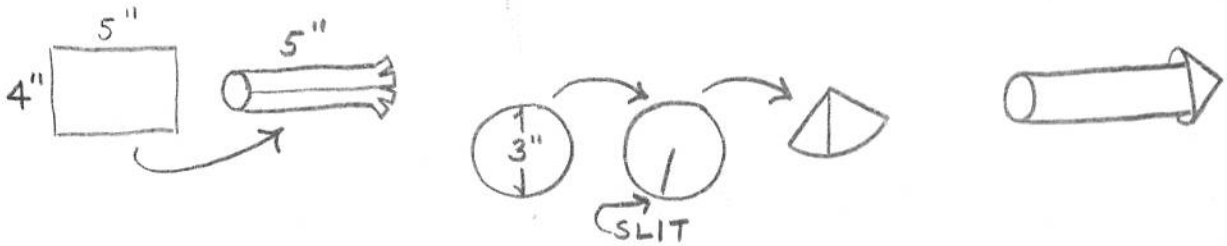
- Two Rivers Council Pow Wow Book

SHOOTING ROCKET. Use two medium-size cardboard cartons and four 9" paper plates. Remove one side from each carton; stand the cartons, open sides facing out, side by side on a table. In the center of each plate, cut a round hole in the following diameters: 7", 5 1/2", 4 1/2" and 3". On the rim below the 7" hole mark a large figure 1. Mark a 2 below the 5 1/2" hole; a 5 below the 4 1/2" hole and a 10 below the 3" hole. Attach the top rims of the plates to the top of the cartons, starting with the 7" opening and ending with the 3" one.





For the rocket, roll and glue construction paper 4" x 5" into a tube 5" long and 1" in diameter. Cut slits at one end and fold out for tabs. Cut a 3" paper circle, slit to center, overlap cut edges to make a cone shape 2" wide at the bottom. Glue to tabs on tube.

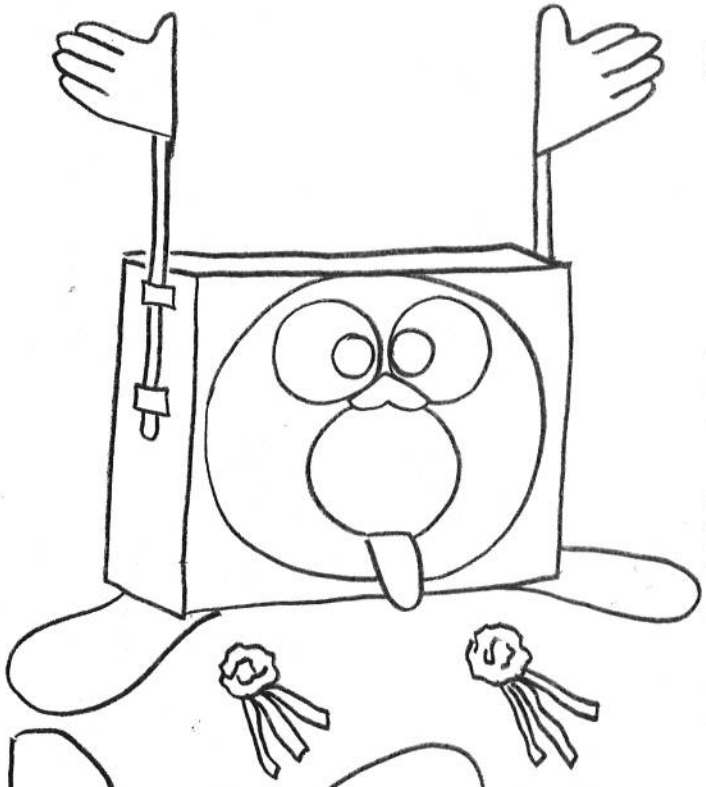


To play the game, players stand 4 feet from the cartons and try to shoot the rocket through the holes, starting with the largest hole and working along to the smallest hole. Each player gets four tries on each turn, and scores according to numbers written on plates through which he shoots successfully. Player to reach a score of 25 first, wins the game.

- Torrey Pines District

ASTRO MOON SAMPLE RELAY. Divide into two relay teams. A pair of canvas gloves, a fruit jar with lid and 5 straight pins are at goal line for each team of astronauts. At signal, each team's first player runs to goal, puts on the gloves, empties the jar, picks up the pins, puts them in the jar again, puts the lid on, lays the gloves aside and runs back to his team to touch off the next player.

- Indian Nations Council Pow Wow Book



MOON MAN GAME.

Materials: Detergent box (8" x 11" x 3")
2 9 1/2" plastic straws
Construction paper
Cellophane tape
Cotton balls
Aluminum foil
Red crepe paper

Cover box with white paper. Cut out and paste chartreuse oval on front of box. Cut out mouth, making the hole in the box also. Cut out and glue on eyes, nose (fig. 1) and feet. Tape straws to sides of box and paste hands on straws. (fig. 2) Tongue should be pasted on inside of hole for mouth. Make meteorites by wrapping cotton balls with 3-inch squares of foil and inserting three 8-inch strips of crepe paper as you crumple the foil around the cotton.

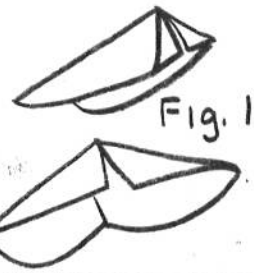
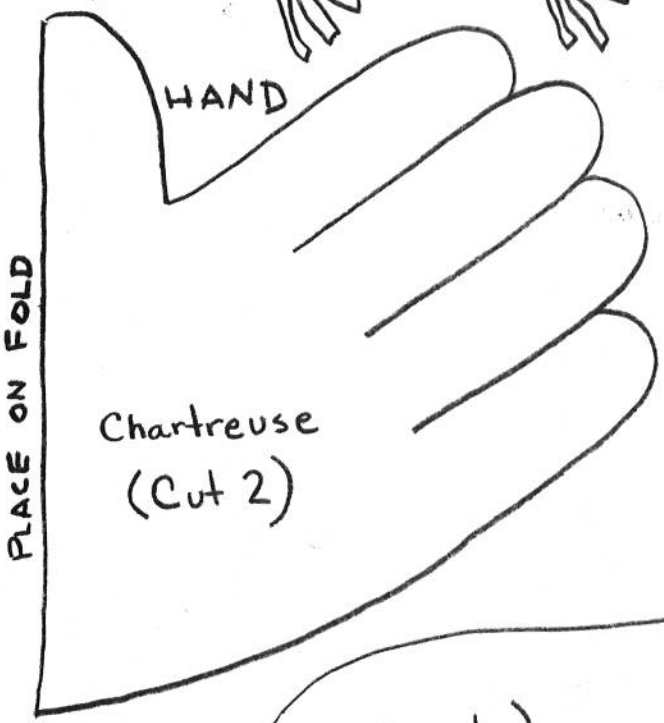
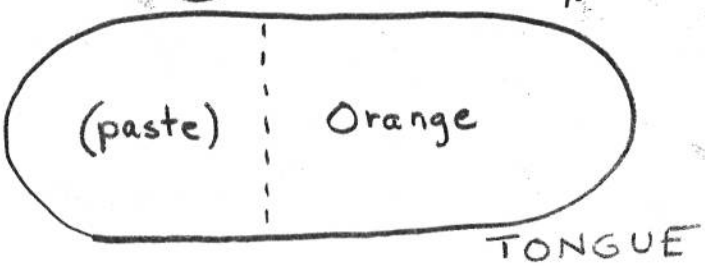
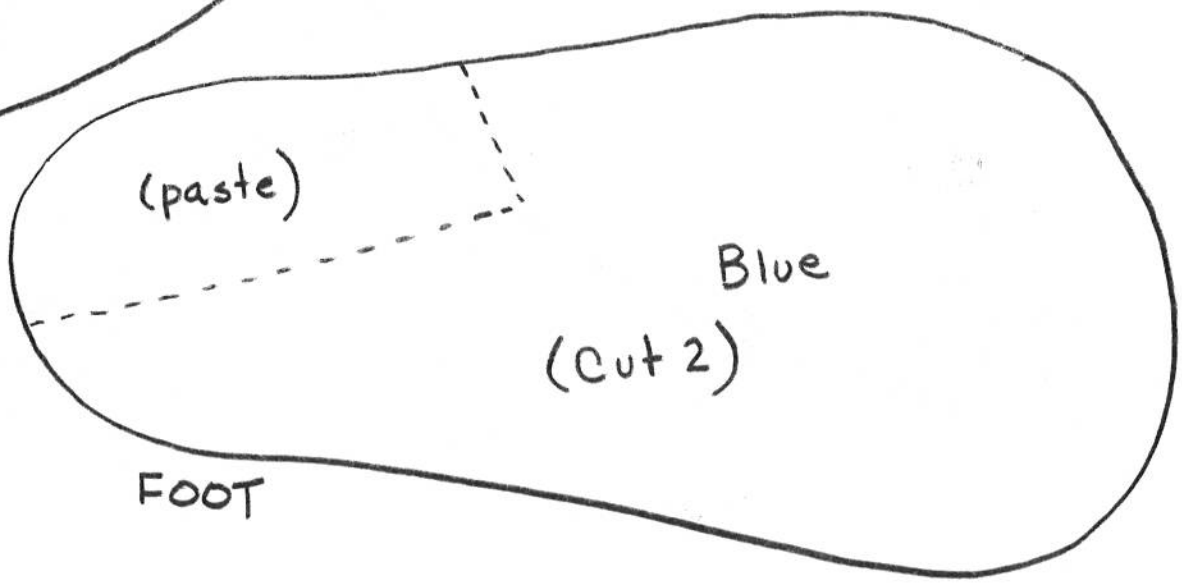


Fig. 1

Fig. 2



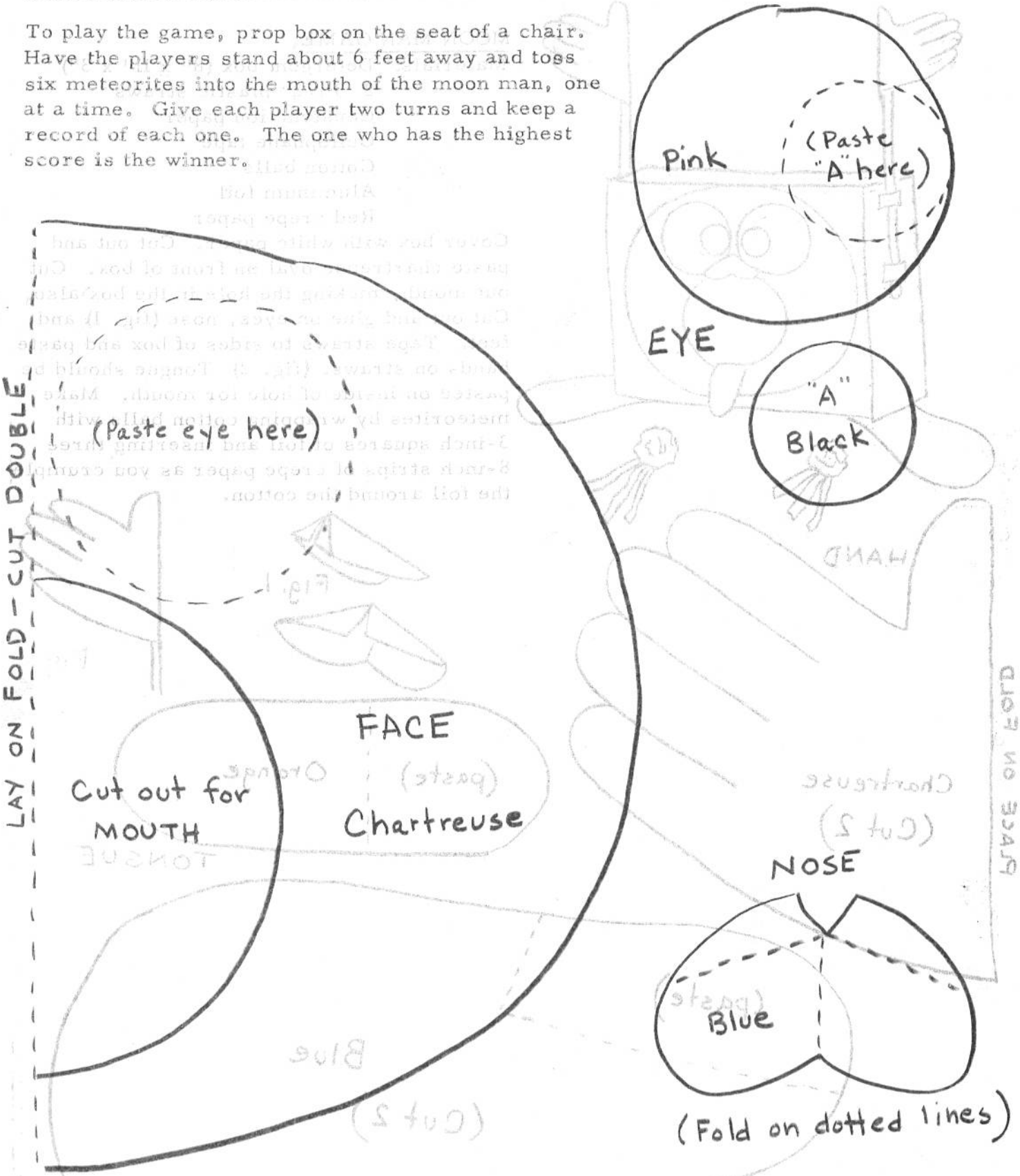




D-7 - contributed by Jimmie Ritz
Indian Nations Council Pow Wow Book

MOON MAN GAME (Continued)

To play the game, prop box on the seat of a chair. Have the players stand about 6 feet away and toss six meteorites into the mouth of the moon man, one at a time. Give each player two turns and keep a record of each one. The one who has the highest score is the winner.



THE LATEST--A PAPER OUTFIT FOR MOM. Here is a fine stunt for a dad-and-son team. Each dad-and-son team is given several sheets of newspaper and some straight pins. The idea is for dad and son to tear the paper and make a paper outfit for mom. The best team wins.

HAT MAKING CONTEST. A hat making contest could be one of the highlights of a Blue and Gold Banquet. This is where the adults can take part, with the dads making hats for the mothers and then the mothers taking a turn by making them for the dads. You will need a good supply of ribbons, pins, needles, feathers, flowers, thread, string, tape, scissors, plus a few old hats that can be rebuilt by those taking part.

FACE STRETCHER. This is a possible fun stunt for after the banquet. Get a Cub Scout representative from each den. Place a fairly large rubber band over each Cub Scout's head with the rubber band passing over the tip of his nose and around his head. The object is to get the rubber band down around the neck without touching it--just by making facial gyrations. The fun comes when the audience sees the expressions that develop while the Cub Scouts are working on their rubber bands. Have the den whose representative won give its den yell.

FEEL AND PASS. Players are seated around a table, all hands under the table. At the end of the table are two covered boxes. Fill one box with little articles like a pencil, ball, clothespin, knife, spoon, fork, marble, screw, key, soap, pliers, nut, nail, bolt, or anything unbreakable. Have your Den Chief at one end of the table and you at the other. You take an object out and give it to one of the boys. He feels it and passes it to the next boy...UNDER THE TABLE. Have your Den Chief watch to be sure the object stays under the table and eyes up. When the object has gone all the way around the table, put it into the empty box and cover it. After all the objects have gone around give the boys a piece of paper and a pencil. Give them time to write down as many objects as they can remember.

Variation of above game: Display ten or so items on a table. Give the players one minute to look but not touch the items. Cover them and allow each 5 minutes to write as many as they remember.

- Two Rivers Council Pow Wow Book

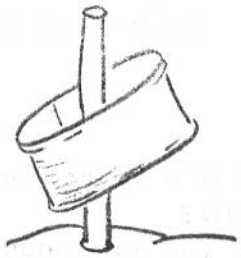
DRAW ME. Have paper and pencil for each person. Each one writes his name at the top of the paper. Then he draws some sort of headgear and folds the paper down to where it just covers the hat. He then passes the paper to the person on his right. The next person draws a head to fit just under the hat, folds the paper down to just cover the head, and passes it to the next person. The next person draws the arms, shoulders, and body down to the waist; the next the hips; the next the legs; and the last the shoes. The papers are passed once more and opened up. Then pass around for each to see his portrait.

- Last Frontier Council Pow Wow Book

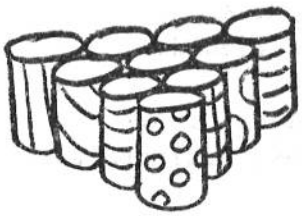
BANQUET ICEBREAKER

Find someone in the room who answers each of the descriptions below. They should sign in the proper space. Introduce yourself first.

		Signature
1.	Someone who wears size 10 1/2 shoes	_____
2.	Someone with your same color of eyes	_____
3.	Someone who has a Girl Scout daughter	_____
4.	Someone who was born in December	_____
5.	Someone wearing blue socks	_____
6.	Someone who has been to summer camp	_____
7.	Someone who has been to Philmont, N. M.	_____
8.	Someone with a pre-school child	_____
9.	Someone who was a Cub Scout as a boy	_____
10.	Someone who has earned the Eagle rank	_____
11.	Someone who was born in this city.	_____
12.	Someone with the numbers 3, 5, & 2 in their telephone number	_____
13.	Someone who went to the Univ. of Texas	_____
14.	Someone who has never flown in an airplane	_____
15.	Someone who has a cat and a dog	_____
16.	Someone with a comb in their pocket	_____
17.	Someone who is as tall as you are	_____
18.	Someone who has the letter "O" in their first name	_____
19.	Someone who was not born in Texas	_____
20.	Someone who is wearing blue and gold other than a scout uniform	_____



RING TOSS. Remove both lids from small cans (such as tuna cans). Place a stake in the ground. Select a distance and then try to throw the can so that it will loop the stake.



BOWLING. Decorate ten cans that are all the same size. Place the cans in four rows. From about fifteen feet roll a heavy ball toward the cans. Each player gets two throws a turn. If all the cans are knocked down on the first throw, the player gets one extra roll. First player to reach 30 points wins. Each can knocked down counts one point.

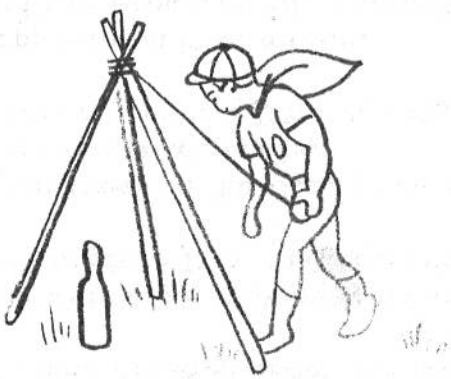
MATCHING CONTEST. Prepare two or more sets of cards. Each set will consist of pictures of birds, animals, insects, or other nature objects and an equal number of cards with the correct names of the objects. The game leader places a set of pictures on the floor 5 or 6 feet in front of each team. The name cards are stacked in front of the pictures. Each player runs up, selects a name card, matches it with a picture, and then runs back and touches off the next member of his team.

MYSTERY BAGS. Insert articles from nature (such as acorns, pine cones, etc.) in cloth bags or lightweight paper bags that are about the size of a bean bag. Pin bags shut so no one may see what is in them. Number the bags and fasten them to a clothesline or a blanket. As Cub Scouts or families arrive, provide each person with a pencil and card. Then let them feel each bag to see if they can detect what the hidden objects are.

ONE OF A KIND HUNT. Cubs line up about 5 feet apart at the edge of the yard or playground. Each is given a bag or paper cup. On signal, they drop to hands and knees and begin crawling toward the finish line, picking up one of each nature object they see and putting it into their container. This is not a race; they are allowed 5 minutes to reach the finish line, which may be any distance away up to about 100 feet. Score 1 point for each inanimate object (blade of grass, stick, leaf, etc.) and two points for animal life (worm, spider, etc.).

San Gabriel Valley Council Pow Wow Book

GIANT SWING. Set up a small tripod with a chain (or rope) hanging down from the center. Attach a ball to the end of the chain. Place a bowling pin or something similar on the ground in the center. Swing the ball and chain so that it passes by the pin on the forward swing and knocks it down on the return. Players get two tries and ten points for each knockdown.



NATURE QUIZ

1. How can a beaver tell in which direction the tree which he is felling will fall?
2. There are some 650,000 types of insects in the world. Yet, if a biologist were told that an insect was looking at him over its shoulder, he would be able without looking to name the insect. Can you?
3. If two male and two female mosquitoes were in your tent, ready to begin feasting as soon as you put the light out, which would bite you first... the male or the female?
4. How do squirrels manage to find most of the nuts which they bury for safekeeping until they are ready to eat them?
5. Which gay little male bird falls in love in late winter and turns somersaults on the branches to impress his girlfriend?
6. Why should the gray squirrel be classed as a good scout?
7. Quite a few animals whistle as well as birds. Can you name just three of the more common ones?
8. What small amphibian animal uses its eyes to help it swallow its food?
9. Does the light of the male glowworm shine brighter than that of the female?
10. Which is the flower on the cornstalk...the tassel or the silk?

Indian Nations Council Pow Wow Book

ANSWERS

1. Unfortunately he can't. Many of them are found crushed under the trees which they have felled.
2. The praying mantis is the only insect known which can look over its shoulder.
3. Only female mosquitoes bite you. The male prefers fruit and vegetable juices to blood.
4. They don't. Many of the walnut and other nut trees in the U.S. grew from nuts which squirrels had buried but could not find afterwards.
5. The gallant little chickadee, a small bird of the titmouse family, forgets the cold when he hears the call of Cupid.
6. Because he always spies on you from the opposite side of a tree.
7. Among the whistling animals are the ground hog (woodchuck), chipmunk, deer, bat, gopher, hare, and otter.
8. The toad uses its eyes to help it shove a large insect and other tasty bites down its throat. The funny faces it makes while doing so are worth watching.
9. It doesn't. In fact, the male glowworm has no light. Only the wingless female carries a light to attract its flying mate.
10. Both are flowers. The tassel is the male flower and the silk is the female flower.

PENNY HIKE. Someone tosses a penny at each corner. Heads the den goes right, tails they go left.

EGG ROLLING CONTEST. First, designate starting and finish lines. Place hardboiled eggs on starting line and have boys get on their hands and knees and roll eggs with their noses to the finish line. The first boy to cross the finish line is declared the winner. If players touch the egg with anything other than their noses, they are disqualified.

SPOTTING MOTHER NATURE. Use this game to develop nature and conservation skills, alertness and observation. Ask the boys to watch for things that grow, crawl, and fly and make a list of them. The boy with the most items on his list wins. This could be done during a nature hike.

BACK TO BACK. Players pair off. One player is "it". Den chief or appointed leader gives commands which others follow, such as "knee to knee," nose to nose," "thumb to thumb", etc. Sooner or later he calls "back to back" and all must find a new partner and stand back to back with him. The player left out becomes "it" and the game continues. If you wish to use the game to help contestants become acquainted, have players turn around, shake hands, and exchange names.

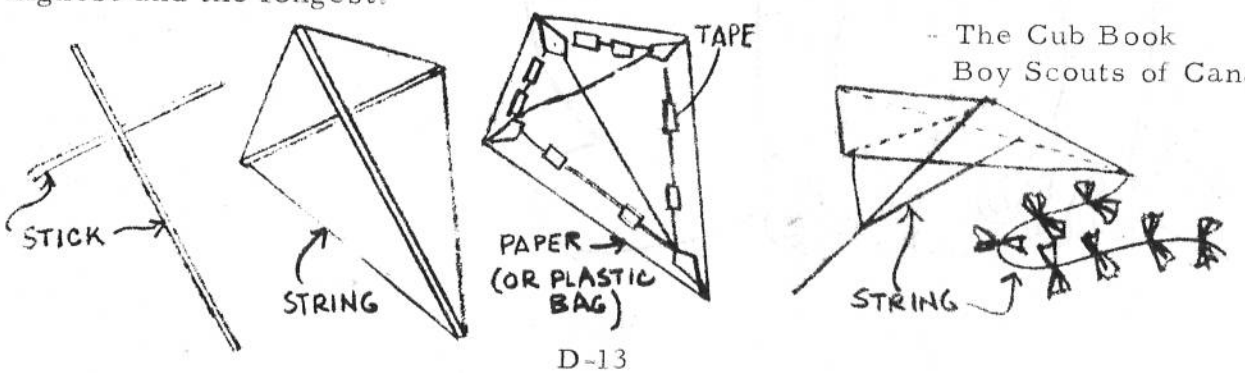
PIGEONS AND SQUIRRELS. A circle approximately 6 feet across is chalked on the floor to represent a tree. A rope quoit and two ping-pong balls (a nest with eggs) are placed in the center of the circle. Two Cub Scouts (Mr. and Mrs. Pigeon) stand in the circle. Four others (squirrels) are outside. The squirrels try to remove the eggs, one at a time, from the nest. Any squirrel pecked (touched) by a pigeon while reaching into the tree, is out. The pigeons win if they still have eggs at the end of a given time (one or two minutes). Fresh pigeons then take the places of the original ones and the game is repeated.

STRING ALONG. Take a piece of string about a yard long on your hike. Every now and then, place the string in a circle on the ground. See how many different things you can find enclosed within the circle. You may be in for a surprise, for it is not unusual to find 20 or more things. Now stretch a string in a line. See how many different things touch it.

- National Capital Area Council

KITE FLYING HIKE. Some of the fun in this type of hike is that you must build your own kite. You can make a simple kite from two sticks, a piece of paper or a plastic bag, tape, string and paper for the tail. See who can fly their kites the highest and the longest.

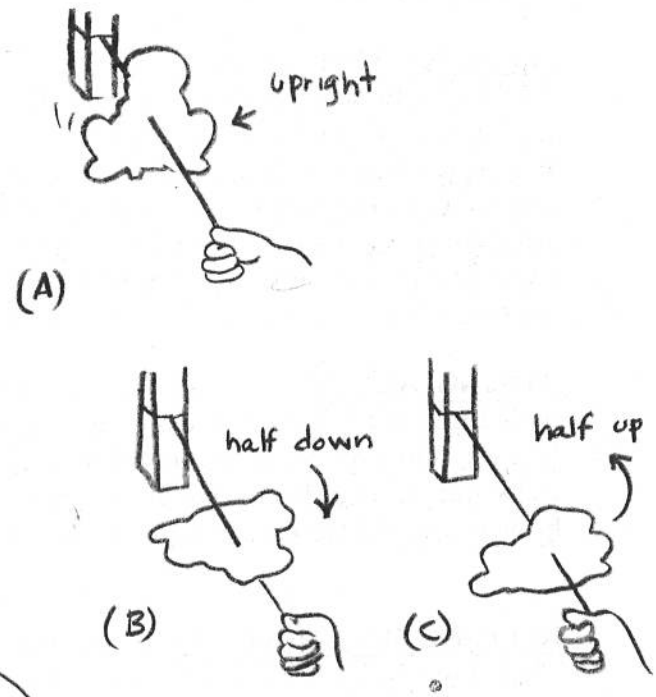
- The Cub Book
Boy Scouts of Canada

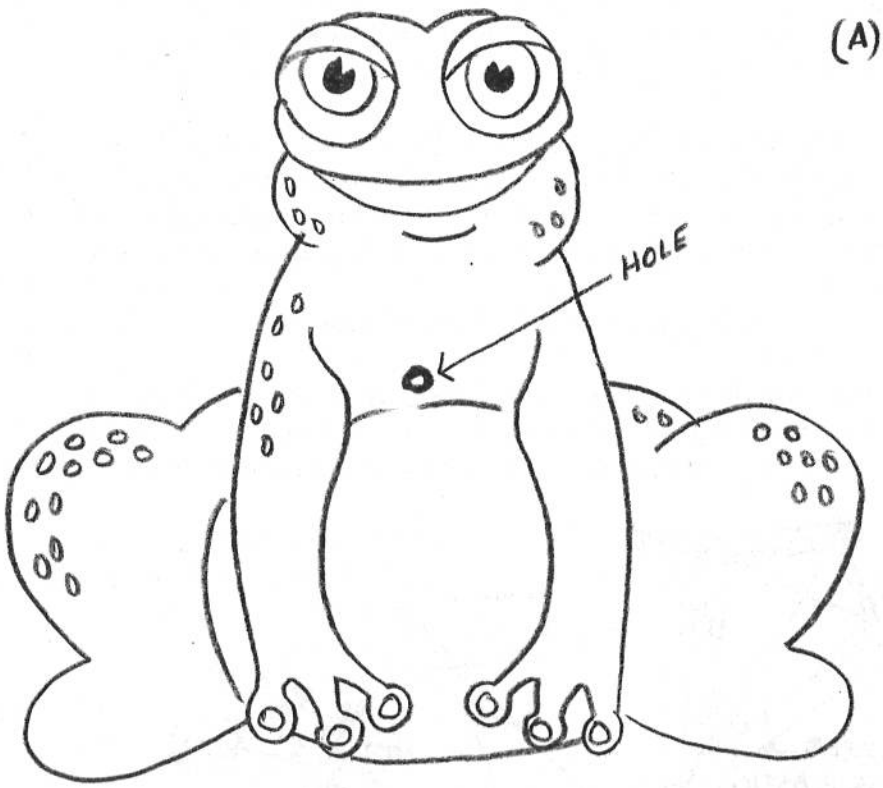


FROG LEAPS. This is a frog race. Each player needs a cardboard frog. The frogs start at one end of the strings and jump along to the other. The finishing line can be a mark on the floor or ponds made out of cardboard for the frogs to jump into.

Materials needed: thick cardboard
a piece of strong (about two yards long) for each player
tracing paper
a pencil and some paint
scissors
thin cardboard to make the cardboard ponds

Trace this frog pattern on tracing paper. Turn the paper over and scribble over the back. Put it, right side up, on the cardboard and press along the lines of the pattern again. Cut out the frog shape. Paint it a bright color. Make a hole in the middle of the body where the mark is and thread string through it. Fasten one end of each string to a chair leg so the frogs stand in a line with their feet just touching the floor. Put a cardboard pond at the other end of each string. Each player holds the end of a string and jerks it up and down to make the frog leap along it. The first frog to get into its pond or past the finishing line wins.



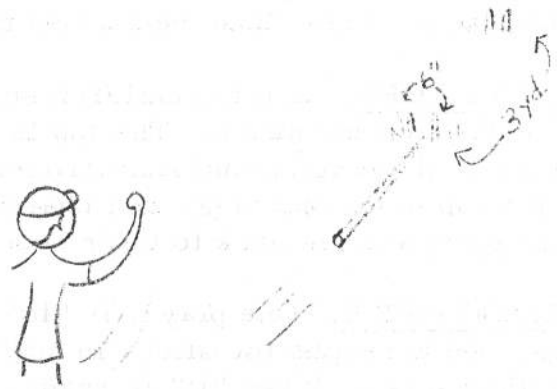


HAWAII:

HAKOKO NOHO. (Wrestling While Seated) Opponents sit down facing each other with right legs extended and left feet under right knees. They then put left hands on the other's right shoulder and right hands on the left side of the other's waist. Wrestlers try to unseat each other by pushing sideways with their hands. Winner must win two out of three falls.

UMA. (Hand Wrestling) The wrestlers kneel on the ground, lean forward and place right elbows on the ground. They then clasp right hands, and each tries to force his opponent's hand to the ground or make him move his elbow.

IHE PAHE'E. (Sliding the Javelin) Use a broomstick for javelin. Aim is to slide it as far as possible over a grassy field. Or make it a test of accuracy by setting up three pairs of stakes (each pair about six inches apart) and about three yards between pairs. The same idea is used in a game called ULUMAIKA (Disc Bowling) except that discs of stone called Maika are used instead of a javelin.



ALO-IA. (Dodging) Divide den into two teams and give each team a ball made from rolled rags or other soft materials. Balls should be of different colors. Each team goes into a huddle and the ball is hidden on the person of one player. The referee then calls for the teams to break the huddle and to mingle. On the referee's signal, the players hiding the balls take them out and hold them high for all to see. The referee calls, "Ekahi, elua, ekolu--Alo-ia!" ("One, two, three--dodge!") The players with the balls then try to hit an opponent. Chasing is permitted. When a player is hit by an opponent's ball, he drops out. Play is continuous until all players on one team are hit, or Ma-ke.

CANNING THE PINEAPPLE RINGS. The props for this game can be made very easily, but it can be a lot of fun for the Cub Scouts to play in den meetings. Have two coffee cans with plastic lids and desired number of cardboard pineapple rings cut the right size to fit into the cans. Divide the den into two teams and provide each team with a pair of pliers or kitchen tongs. On a table or floor, set the two empty cans with the lids laying beside them and a stack of cardboard pineapple rings beside each can. At a given signal the first boy from each team goes up to his teams can, picks up the pliers and with those he picks just one pineapple ring off the stack and puts it in the can. Remind the boys that the pineapple is to be untouched by human hands. The boy after accomplishing that, lays the pliers down and then goes back to tag the next boy in line. This is done by each team until all the stack of cardboard pineapple rings have been placed in the can, then the next boy in line runs up and puts the plastic lid on his team's can of pineapple rings and runs back to the team. The first team to accomplish that is declared the winner. In this way the boys can use their imaginations to pretend that they work in a pineapple canning factory in Hawaii.

- Joyce Newell, Torrey Pines Pow Wow '76

HAWAII:

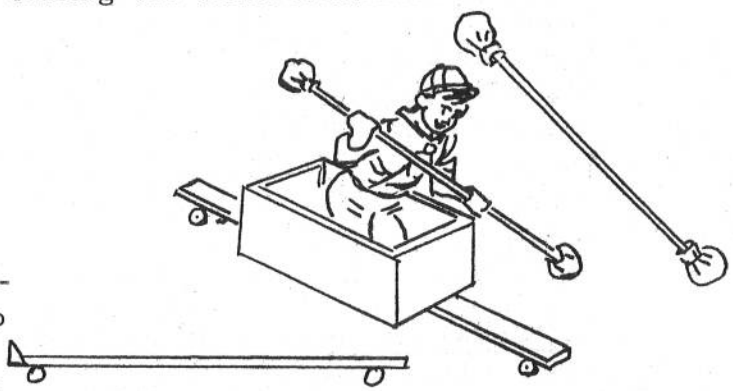
HULA DANCE. Put recorded Hawaiian music on a record player and have dens compete for best dance.

ALASKA:

GEGOUDGE. A hole is dug in the ground to represent the bank (or use a coffee can). Six peanuts, markers or marbles are given to each player. One player, the banker, stands near the hole. The others stand six feet away and take turns pitching their peanuts into it. If a player pitches an even number in, he gets that many from the banker. If he pitches an odd number in, he loses those peanuts to the banker.

SPINNING TOPS. Eskimo children spin their tops by twirling the long stem between their hands. The top is set in motion and then the owner dashes out of the igloo and runs around it, trying to get inside again before the top stops spinning. Set chairs in a circle so players must run around them and get back to their seat before the top stops.

GUESSING GAME. One player is "It" and is given 20 or more Popsicle sticks. He arranges the sticks in several piles while the other players close their eyes. When "It" is ready, each player quickly calls out his guess for the number of piles. The first one calling the correct number is "It" for the next game.

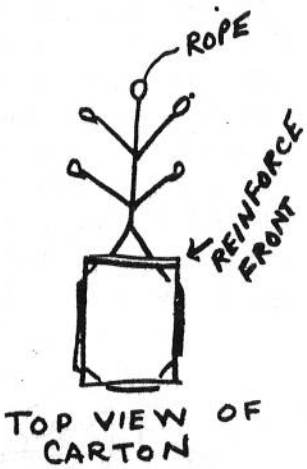


KAYAK. Mount wheels from a roller skate on ends of a two-by-four and nail a box on the middle. Pad ends of a pole and you have a kayak ready for races.

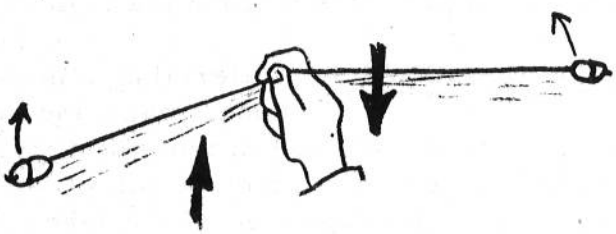
KAYAK RACE. Each boy has a kayak. Number blocks one to six. Rule off a play area to resemble a small football field with about thirty or more grids. Make two dice, each a different color. One indicates which kayak moves and the other the number of spaces. Boys take turns playing.

ALASKA:

DOGSLED. Make a sled from a heavy cardboard carton and strong rope and it will take a lot of hard wear. Make loops in ropes for handles for your "huskies" (Cubs). You may need to reinforce the carton sides to support rope stress. A single piece of heavy carton fastened over the front lower edge of the "sled," along the bottom, and fastened to the back side can improve the sledding surface. Avoid nails or metal fasteners on the lower surface.



ESKIMO YO-YO. Attach two objects (acorns, nuts, carved bone, or wood) to the ends of two pieces of string, each about 18 inches long. Hold the strings between thumb and forefinger so one string is slightly longer than the other, allowing objects to swing past each other without striking. (Strings may be fastened to a special stick holder.) Start by swinging one object in a circle, then swing other in opposite direction. This will require practice in timing. Then, moving your hand up and down with a pulsating motion, objects will continue to revolve in opposite directions. You may find the following procedure requires less skill. Stretch the strings out on the floor. Bring holder up sharply and objects will start moving in opposite directions. Continue by using the same pulsating, pumping motion described. Give the opposing pendulums a chance to act as the hand is moved up and down. Any side movement of the hand upsets the action.



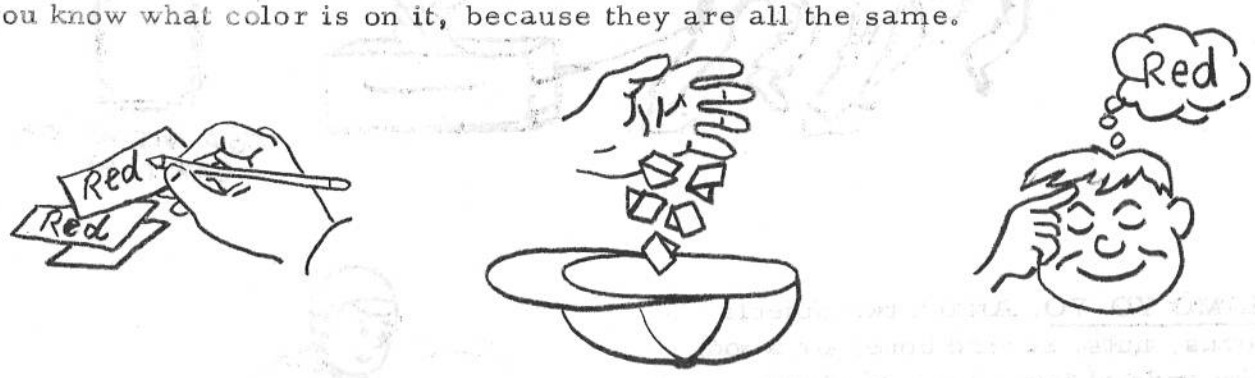
CARDBOARD DROP. Materials: A piece of cardboard about eight inches square
A button in front of each standing player

The idea of this game is to drop the cardboard so that it falls on the button and covers it. This is a tricky thing to do, for the cardboard will zip and swirl as it falls. A player may pick up his cardboard and try as many times as he likes. The cardboard must be held with only one hand and the player is not allowed to stoop over as he drops it.

YOU'RE A MIND READER! Materials: Some slips of paper, a pencil, a hat

What the audience sees: You have different people in the audience call out different colors. You write the colors on pieces of paper. The papers are placed in a hat and a member of the audience is asked to take one. He is told to read the name on the paper and concentrate on it. You then "read his mind" and tell him what color he is thinking of.

SECRET: When the audience calls out the colors, you merely write the same color on all of the slips. It doesn't make any difference which slip is selected; you know what color is on it, because they are all the same.



THE CAPTIVE DIME. Materials: A glass, 2 nickels, a dime

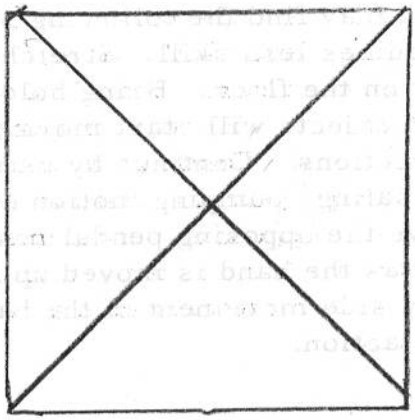
The Set-up: Place a dime on a cloth-covered table. Then place a nickel on each side of the dime in such a way that when you place an inverted glass over the dime, the rim of the glass will rest on the two nickels.

The Challenge: To remove the dime from under the glass without touching the dime, the nickels, or the glass.

How to do it: Simply scratch the tablecloth with your fingernail as close to the glass as you can. Short, fast scratches will start the dime moving as if by magic! Pretty soon the coin will be out.

WAVY DIAGONALS. Materials: a pencil, piece of paper, mirror, a large book, magazine, or piece of cardboard

Set-up: Stand someone in front of a mirror and hand him a pencil, a piece of paper, and something to lean the paper on. Now have him look at the mirror in which the paper is reflected---not at the paper! He is to draw two diagonals, as shown in the illustration. No one will be able to draw two fairly straight diagonals.



The explanation: Since you see things in a mirror in reverse, you have to operate under circumstances to which you are not habituated. The results will amuse everyone.

THE MAGIC LIST. Materials: Pencil, paper
The Set-up: Copy the figures shown in the illustration. Ask your friend to pick out a number from 1 to 30, but not to tell what the number is. Then have him tell you what column or columns his number appears in.
The Challenge: That you will tell him what number he selected.
How to do it: Add the top figures at the head of the columns in which his selection appears. (Suppose his number appears in Columns A, D, and E; you would then add 2, 8, and 4. The answer would be 14. Sure enough, 14 appears in only those three columns.

A	B	C	D	E
2	1	16	8	4
27	25	24	9	23
14	17	28	30	20
15	11	17	10	7
18	9	30	27	12
10	21	21	14	15
22	3	18	26	6
7	29	22	28	30
19	19	23	13	5
26	7	19	11	21
23	15	26	29	14
6	5	27	24	22
3	23	25	12	13
11	13	20	15	29
30	27	29	25	28

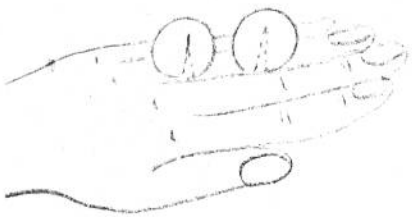
TRIPLE DROP. Tape three big paper cups to a panel of cardboard. Standing above the cups, try to drop three clothespins so each lands in a cup.

EASY SECRET CODE. Print all the words of a secret message, but divide the letters incorrectly. Only those in-the-know can decipher such a message easily. Here's how it works.

Before: It is fun to write a letter with the words spaced wrong.

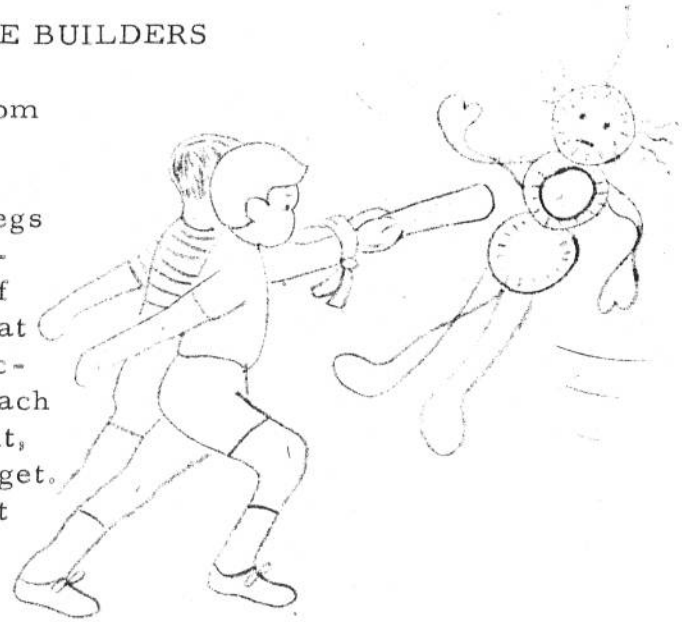
After: Iti sfu nto wri tea let terwi tht hew ordss pac edwr ong.

TWO-COIN TRICK. How steady is your hand? try holding two coins as shown in the illustration. If you have a really steady hand, you will be able to do it without any help. If not, a toothpick behind the coins--as shown by the faint dotted line in the illustration--will enable you to do it and will mystify your friends.)



BEAD IN A BOX. This little game you can make in no time at all. All you need is a small cardboard box (which you open at one end by cutting off the end), a piece of thread or light string, and a heavy bead. If you like, you can paste bright paper around the box to make it attractive. String one end of the thread through the bead (which should be reasonably heavy, yet small enough to fit into the box) and fasten the other end to the box with the help of a large needle. The thread should be about 15 to 20 inches long. Hold the box with the bead dangling down from it and give a jerk so that the bead flies up into the air. Then quickly try to catch the bead in the box as it falls. It is not as easy as it might seem.

FENCING. Make a worthwhile opponent from three paper plates, edges stapled together. Cut out the center of the middle plate; this opening will be the target. Cut out paper legs and arms and staple them in place; add features and yarn hair to increase the sense of challenge! Tie each pair of Cubs together at the wrist. For a foil, roll up a 12-page section of newspaper and tape to hold. Have each team stand about five feet from the opponent, foil in tied hands, and lunge at the open target. But wait! That's too easy! Have the target suspended by string and swing him as the contestants lunge.



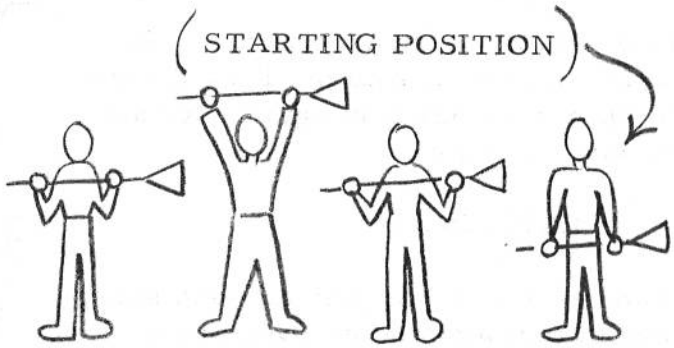
WRESTLING. A towel will take the brunt of the punishment in this wrestling match. Gather and tie the ends of the towel. Mark the center of the towel with paint or colored string. Mark a line on the ground. Tie each couple together at the wrist. Give each pair an end of the towel. Have the center of the towel over the line on the ground. At a signal, the test of brute force begins, as each pair tries to pull the other over the line to defeat.

WEIGHT LIFTING. The weight isn't really the challenge in this event, but balance is. First, nail a paper plate to the top of a ladder. Then, with their wrists tied together, have each couple try to lift an egg on a spoon and deposit it on the paper plate. Start with the egg on the ground.

PUNCHING BAG. Fill a cloth flour sack with sand, place inside two sacks and hang in the garage with strong rope. For hard punching, wear a pair of old gloves.

BAR BELLS. Drill holes near ends of 4-foot water pipe. Insert coat hanger wire and twist around ends. Mix prepared cement and pour into coffee tin which has been greased inside with Vaseline. Put end of pipe into center of tin of cement which will harden around the wires. When hard, treat other pipe end in the same manner to make bar bells.

DRILL TEAM EXERCISES. These drills are conditioning exercises performed with a broom or bat. The additional weight will make the exercises more strenuous while providing for greater development to the top part of the body. The Cubs should be required to memorize a drill so that they can perform it in a continuous fashion to a song.
Form in squads--at double arm lengths between Cub Scouts.

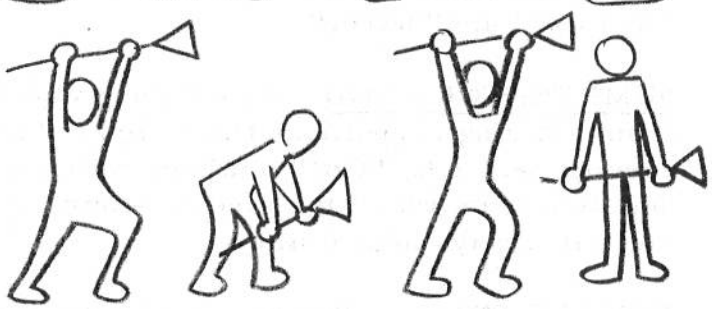


EXERCISE 1

Flex elbows moving broom to the thrust position. Thrust upward to the up position. Recover to the thrust position. Back to the start position.

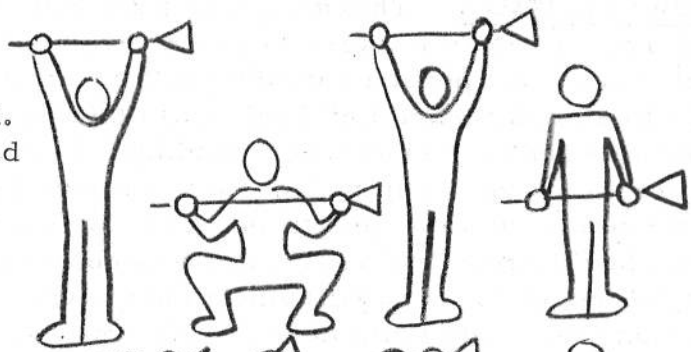
EXERCISE 2

Swing broom forward and upward placing it behind the shoulders, full knee bend. Recover to the first position. Return to start position.



EXERCISE 3

Lunge sideways to the left and swing broom forward and up to overhead position. Turn body to left and bend forward swinging broom to low position at side of left ankle. Recover to first position. Recover to start position.

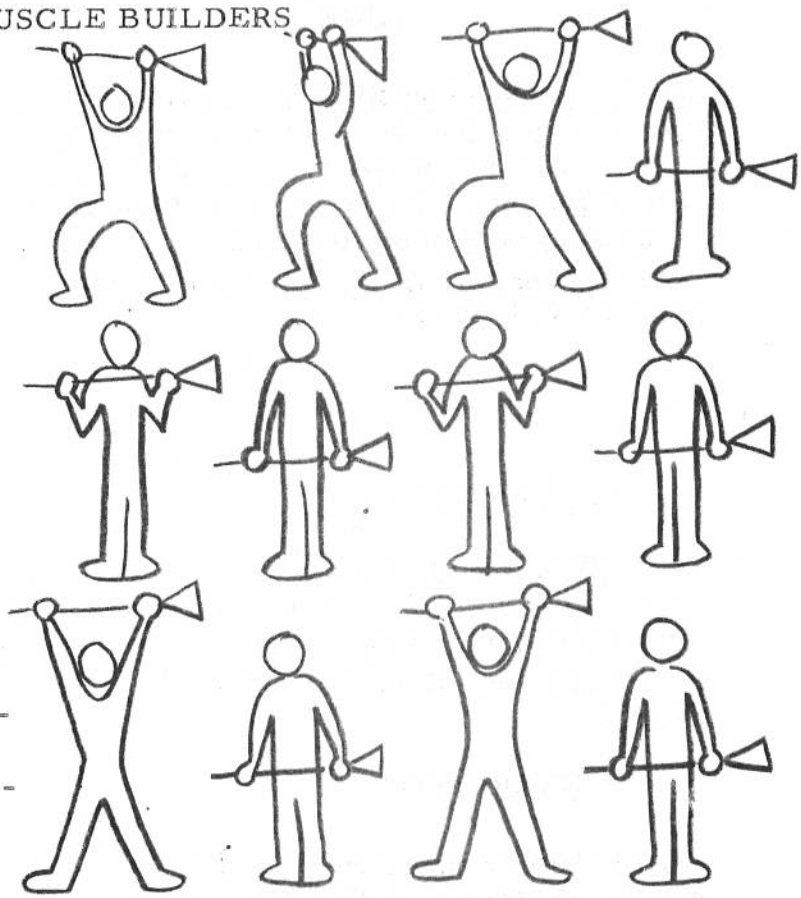


EXERCISE 4

Swing arms forward and up over head. Bring arms down to shoulder level and do full knee bend. Recover to first position. Return to start position.

EXERCISE 5

Lunge sideways to the left raising broom overhead. Turn the trunk of the body left. Recover to first position. Return to start position.



EXERCISE 6

Lunge sideways to the right raising broom overhead. Turn the trunk of the body right. Recover to first position. Return to start position.

EXERCISE 7

Flex elbows to thrust position. Recover to start position. Flex elbows to the thrust position again. Return to start position.

EXERCISE 8

Jump to a straddle position and swing broom forward and up over head. Recover to start position. Jump to a straddle position and swing broom forward and up over head again. Return to start position.

TORTOISE AND HARE. Running in place. Starting position--Cub Scouts stand at attention. Count 1--jog slowly in place. Count 2--on command "hare," the tempo doubles. Knees are lifted high, while arms pump vigorously. Count 3--on command "tortoise," the tempo is slowed to an easy jog. Repeat commands "tortoise" and "hare."

JUMPING FOR FOOD. An amusing way to serve fruit or sweets is to hang them from a string at just about the height of the head or a bit higher. Let the Cubs line up, call out, "Go!" and then watch the fun. Use of the hands is not allowed. The line from which the food is hanging will probably jiggle enough by itself, but you can always help it along.

BOWLEG RACE. This race will give much amusement to spectators and participants. If there is more than one large ball available, it can be a regular race; but if only one person can take part at a time, the object should be to see who can run to a certain spot and back again the fastest. Each participant has to hold the ball between his knees while running. The ball must not be touched with the hands while the player is in motion, and, of course, valuable seconds will be lost every time he has to stop, pick it up, and start running again. To do this successfully, you should press the ball gently between your legs, holding your legs in a bow-legged position. You will find running with the ball easiest when you roll the upper part of your body from side to side, thus shifting the weight on your feet as you do this. This way, you will make progress forwards, and the ball will stay between your legs.

BAREFOOT MARBLE RACE. Mark a goal line and starting line. Carry marble under bare toes across the floor to the goal line. If you drop marble, you must start over.

- Two Rivers Council Pow Wow Book

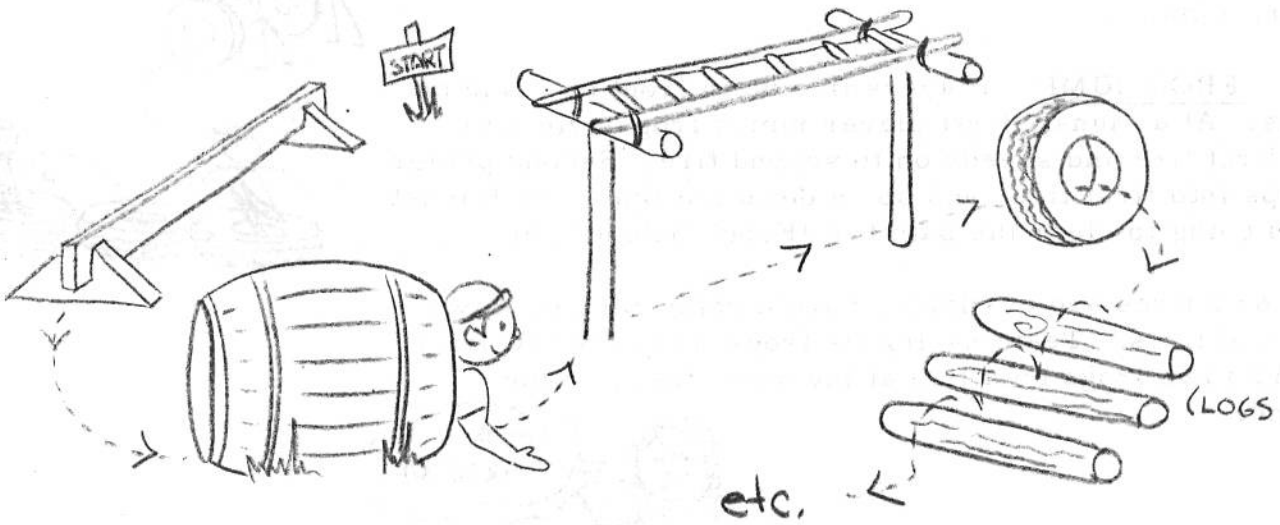
SWIMMING. Tie each couple together, back to back, at the waist. Have them race to a finish line. But, as in every Olympic event, form is also important--have them move their arms in a swimming stroke as they race.

DISCUS THROW. Use a paper plate for this discus. Tie the arms of each pair of contestants together, and then see which team can hurl the discus the greatest distance.

TRACK EVENT. This time, tie a left and a right ankle of each pair together. Attach a balloon to a string about a foot long, and then tie it to the tied ankles of the pair. At a signal, the teams will race toward a finish line. Any team breaking its balloon, en route, will be disqualified.

NEWSPAPER EXERCISES. (1) Hold a sheet in your hand and crumple it into a tight ball one-handed. Wad as tight as you can right from the start. (2) Try to pull apart a rolled up double sheet in front of chest, then behind back. (3) Roll a double sheet into a thick wand and twist it apart. (4) Tear a doubled sheet in half, bring halves together and tear to four, then eight, sixteen, etc., until too thick to tear. (5) "Skin the Cat." Step over the wand and bring it back and over head without releasing ends. (6) Jump over wand forward and back. (7) Stuff a bag with wadded paper; use as a punching bag.

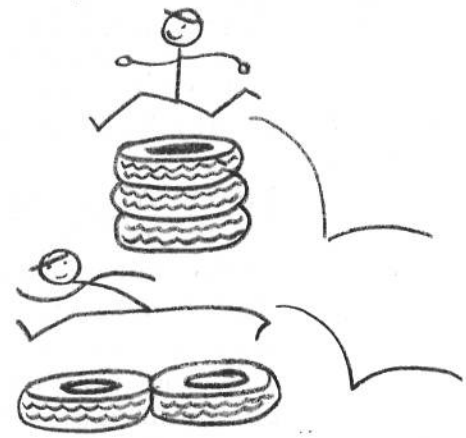
OBSTACLE COURSE. Put a long 2 x 4 board into notched supports and nail it securely for tight-rope walking. Add a barrel to crawl through, an overhead ladder to swing from rung to rung, a rubber tire to tumble through, and any other obstacles you can think up. Lay out a regular course and time yourself from start to finish. Try to beat your own time.



"BACKYARD FUN WITH TIRES"

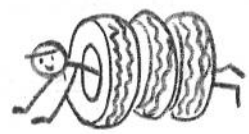
For lots of sport, fun and exercise, nothing beats an old discarded automobile tire for safe outdoor play. The tire can be decorated with paint to suit the individual taste for a really attractive toy. Both boys and girls of any age will enjoy tire toys. First, dust and wash the tire and let dry thoroughly. Paint the other side and let it dry. When the paint has dried, you can add designs with a contrasting paint. Let the boys express their creative ideas here--perhaps patriotic red, white and blue or gay Indian designs.

Here are a few suggestions for games for one or more players. Many other games will, quite naturally, be invented by the players, as they use their tire toys.



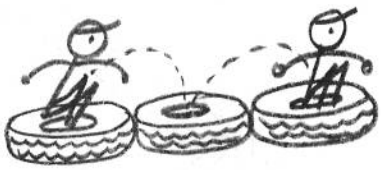
1. HIGH JUMP. Place one tire on ground. Players line up and in turn start from a marked point and jump the tire. When all players have jumped, another tire is added, and so. The one who can clear the highest stack of tires is champion.

2. BROAD JUMP. This is played the same as high jump, except the tires are placed flat on the ground, with tires added lengthwise until the winner is determined.



3. TUNNEL. Prop the tires together. Players, one at a time, must crawl through without knocking down any tires.

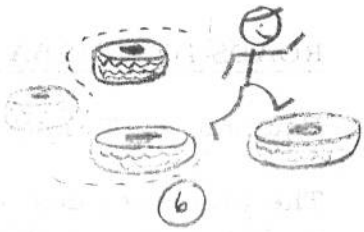
4. RACE. Each player places his tire at a marked starting line, and at a given signal, gives a strong push to his tire. The tire that goes farthest without falling over, wins.



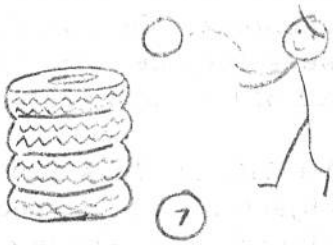
5. FROG JUMP. Players line up in front of a line of tires. At a signal, first player jumps frog-style into the first tire and speeds on to second tire. Second player jumps into first tire, and so on down the line. Each must keep going to clear the path for "Frog" behind him.

If 6 or 8 tires are available, have a relay race with two lines of tires. Team having its frogs jump the row first with no two frogs on a tire at the same time, is the winner.

TIRES (continued)

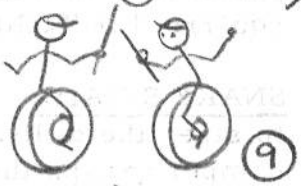


6. MAZE RUN. Players take turns running the maze. Place tires in a zig-zag. Player starts at first tire and runs around edge of tire to second tire, then third and so on, without stopping. The one to finish without losing his balance, wins.

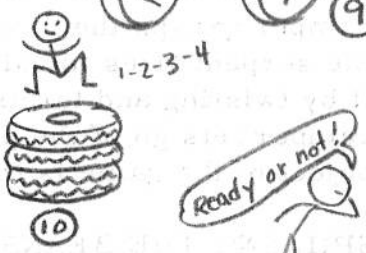


7. BALL GOAL. Stack 3 or 4 tires evenly. Players line up 6 or 8 feet from tire stack, and take turns (one pitch per turn) with a large ball. Count 1 point for each goal made. The winning score is 10 points.

8. TIRE WAR. Players stand in a circle facing each other, with their tires 6 feet apart. At a given signal, they shove their tires toward center. Tires left standing win.

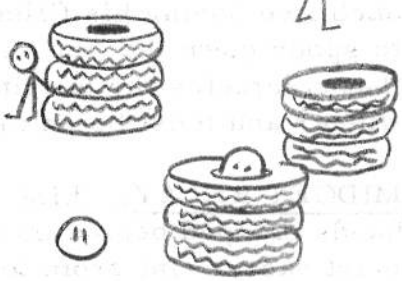


9. KNIGHTS. Two players, using cardboard dowels from clothes hangers for swords, balance on tires with feet inside rim (feet must not touch ground). Knights battle with swords to knock opponent off balance. First to do so is winner.



10. TRAMPOLINE. Use either 1, 2, 3, or 4 tires stacked (depending on age and competence of players). Jump while counting. Try to count to 100 without stopping. This is a good muscle builder. Also try rotating around the tire as you bounce.

11. HIDE AND SEEK. This is for the little ones who will enjoy such a natural hideaway. Use 3 or 4 tires stacked away from the hide and seek counting area.



12. PLAY PEN. If there's a toddler who persists in getting underfoot during the tire games, he will be delighted to be set aside in a tire of his own, partially filled with sand.

ROADSIDE CRIBBAGE. This game makes the miles roll by on a hike.

Equipment: Twenty-one pebbles, beans, or small twigs for each player.

The group decides on certain kinds of birds, flowers, trees, rabbits, squirrels, or one particular bird or animal tracks. Each player uses his 21 pebbles for counters. On signal, each player looks for the things decided upon. When he sees one, he calls "pegs," and throws away a counter. The one who first pegs all of his counters wins.

Variation: This game may be adapted to the city, searching for appropriate objects, such as trees, shrubs, flowers, dogs, cats, etc. It may also be played at the shore or near a pond, looking for boats shells, crabs, or plants.

QUEST. Divide into teams if more than two are playing. The teams hike together, each with an identical list of nature finds to look for on a particular hike. The one who sees a listed find first gets points for his side. When the hike is over the side with the largest score wins. The lists should include the points each discovery is worth: bird's nest, five points; blue jay, six points; squirrel (or "wild animal" in general), eight points; spider web, two points, etc.

SNAKE'S TAIL. This is great fun for campers. Line up the players according to size, the tallest heading the line, and the smallest forming the "tail." Each camper grasps the belt of the one in front of him and the tallest, or "head" of the serpent tries to catch the smallest, or "tail", while others try to prevent it by twisting and turning and keeping in the way of the snake's head. If a camper lets go of the person in front, he is dropped from the game. The object of the game is to keep the leader or "snake" from catching its "tail."

SPILLING THE BEANS. Choose sides, give each camper a spoon, the first in each line having his filled with beans (dry beans). Pass the beans from spoon to spoon down the line without spilling until it reaches the last one. The line that completes the passing with the least beans in the spoon being spilled is the winner and must be entertained by the losing side.

MIDGET RELAY. Line up the campers in two rows, facing each other with hands clasped behind their backs and toothpicks in their mouths. Each team must pass a ring from toothpick to toothpick up the line and back again. The prize given to the captain of the winning team may be a box of colored toothpicks or a ring from the "five and ten," or a roll of lifesavers.

THE BIG BUG HUNT. Have a contest to see who can collect the most insects (one of a kind) in a given time (say 10 minutes).

There comes a time in every Den Mother's life when she feels she just must get her Cubs outside...by using the BUG HUNT above, she can get outside with her Cubs, at the same time teaching them to be attuned to the wonders of nature around them, for instance:

Take a Walk with Your Den: The game, see what the birds, ants, squirrels, are doing. Tell your Cubs the game is to see which Cub can find something in nature that would be interesting to watch--then stop and watch. An ant hill is most interesting or maybe a spider in his web; or insects climbing on trees or bushes; or the clouds in the sky and what sort of pictures the Cubs get from them. Simple? Of course, but interesting to the Cubs and to you, too!

- Egyptian Council 1974 Pow Wow Book

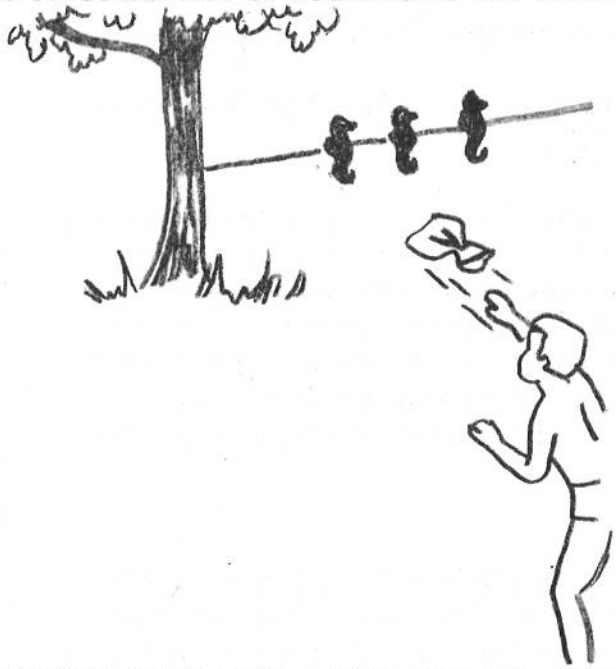
WHAT'S THAT? The campers sit in a circle. Thirty or more different objects are passed quickly from hand to hand and then taken away. They are all familiar things--a pencil, a book, a potato, an eraser, a spool of thread, a jackknife, etc. At the close, each camper is asked to write down as many of the objects as he can remember in three minutes. The writing is then stopped, and the person remembering the most, receives a prize. To pep it up, include a wet glove packed with rice, or a small piece of ice which will come as something of a shock.

SKEDADDLE. Two teams face each other, each fifteen feet from a center line, and count off. Nature objects are placed on the center line and called out, so that all hear the name of each at least once: sugar pine cone, burr, maple leaf, fireweed, granite rock, spruce wood, and so on. There should be about ten objects. The leader then calls off the name of one object, and a number. Players with that number race to the center. The one who gets the object tries to get back to his line before the other tags him. If not tagged, he makes two points for his team, if tagged, one point. The object is returned to the line and play begins again; score for game is twenty-one, or as decided.

OUTDOOR WATER GAMES:

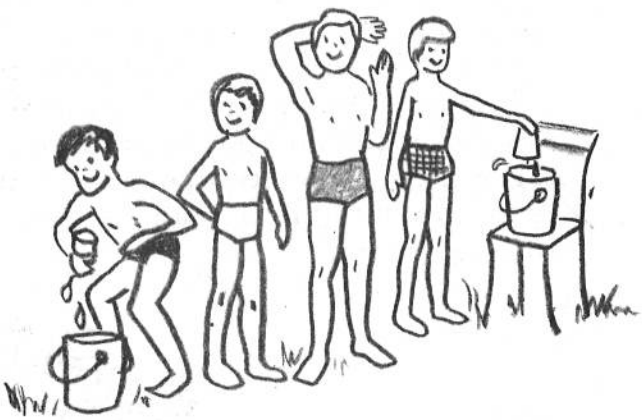
For the games using water-filled sandwich bags, use three bags, one inside the other, and fill only halfway with water so they will not break as easily. Tie the top tightly with string.

BALLOON BOUNCE. For this game, use water balloons. Partially fill the balloon with water and then inflate. Place the balloon on an outdoor chair. Each player sits on the balloon, bouncing up and down until the balloon breaks. Count the bounces. The player with the least number of bounces is the winner.



BAG THE SEA HORSE. Cut three identical sea horses from plastic bottles, using the dimensions shown. Punch a hole in each tab; score the tab and bend backward. Using a long piece of clothesline, string the sea horses, about 6" apart, through the holes in the tabs. Tie the ends of the clothesline around tree trunks or poles. With three water-filled plastic bags, each player tries to hit each of the sea horses. Score 10 points for each successful effort. Have play-offs, if necessary, to determine a winner.

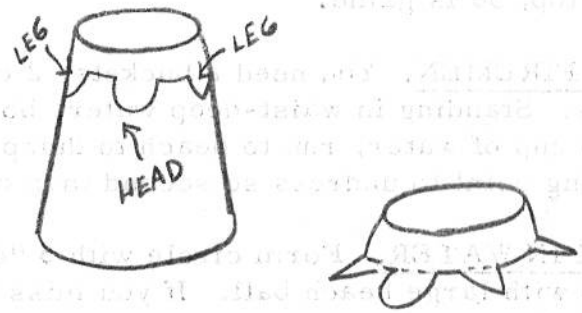
BUCKET BRIGADE. This game is played with teams. Each team forms a line to a large empty bucket placed on a chair. Have a pail of water at the other end of the line. The object is to transfer water from the pail to the bucket with a small paper cup. The first player fills the cup with water from the pail and passes it down the line to be poured in the bucket. Use only 4 cups, passing them back and forth. Set a time limit. The team having the most water in the bucket at the end of this time is the winner.

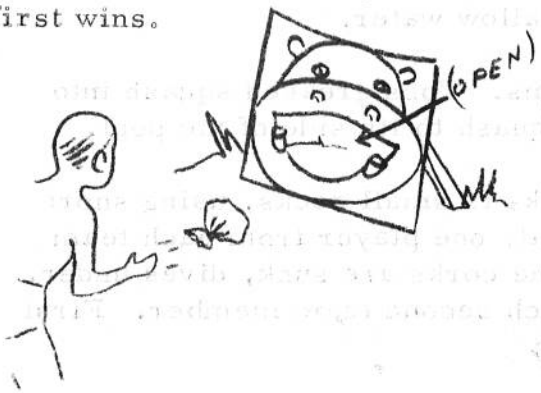


WATER BAG TENNIS. For paddles, use rather flat-sided, quart plastic bottles, such as those used for fabric softeners. For the ball, use a water-filled plastic bag. Tie a piece of string between two trees for a net, and you're all set to play. Score as you would regular tennis.

MUSICAL WATER BAGS. Appoint someone to be the "music," with his back to the players as he sings. Make a water-filled plastic bag for each player. The players stand in a circle and, when the music starts, each player throws his bag to the person on his left, catching the bag from the person on his right. If the bag falls to the ground, it may be picked up and used as long as it isn't broken. If it breaks, the game just goes on with the remaining bags. When the music stops, the player without a bag is eliminated. The last person to have a water bag is the winner.

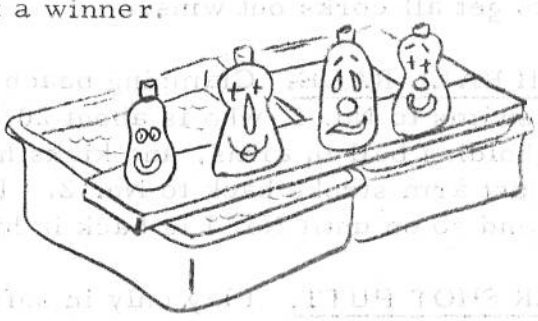
TURTLE RACE. Invert a paper cup and cut it, as shown, to make a turtle, bending out the head, tail and legs. Each player gets a dishpan of water and a turtle. At a given signal, the players put their turtles at an established starting point in the dishpan. Then, using lung power alone, they blow the turtle around the sides of the pan until it is back at the starting point. The one to complete the course first wins.





FEED THE HIPPO. On a piece of cardboard or plywood, about 30" square, draw the head of a hippopotamus, cutting out the open mouth. Standing about 8 feet away, players toss water-filled plastic bags through the open mouth. They get three tries to do it. Have play-offs for those with perfect scores to select a winner.

DUNK THE CLOWN. Paint clown heads on four, pint-size plastic bottles. Fill two dishpans with water and place them together. Place a board across the two pans with the clowns lined up on the board. Using 5 water-filled plastic bags or balls, each player tries to knock the clowns in the water. The player who dunks the most clowns wins; have play-offs, if necessary.



WAITER'S RACE. Each Cub holds a plastic glass or cup filled to the brim with water and carries a towel on his arm. He runs to the second Cub, fills his glass with the remaining water, and puts the towel over his arm. To win, the team finishing first must also have the most water in the glass.

SWIMMING CAPERS:

ROCK RELAY. Mark location of pile of rocks with balloon buoys. First Cub of each team races out, dunks to get the rock, races back with it to touch the next man. First team to finish delivering one rock per cut wins.

INNER TUBE HORSESHOES. Toss inner tubes at stakes set about 12 feet apart. Ringer is 5 points, topped ringer is 10 points for player whose tube is on top; 50 is game.

WET FIREMEN. You need 2 buckets, 2 cups, 2 big hats, trousers and sweat shirts. Standing in waist-deep water, boys from each team don clothes, scoop cup of water, run to beach to dump water in bucket and return to starting point to undress so second man can take over. Full bucket wins game.

DUCK IN WATER. Form circle with 3 "ducks" in middle. Players try to hit ducks with large beach ball. If you miss you take duck's place. Players may pass ball around.

TUG OF WAR. Same as land version, but in shallow water.

SQUASH SCRAMBLE. Divide pack into two teams. Toss greased squash into pool at shallow end and each team tries to get squash to its side of the pool.

KINGFISHER RACE. For this game you tie corks to small rocks, using short pieces of string. Choose two teams. At a signal, one player from each team runs from shore into the two-foot depth where the corks are sunk, dives under, picks up a cork in his teeth and runs back to touch second team member. First team to get all corks out wins.

BEACH BALL RACE. Clamping beach ball between legs and using only arms, No. 2 swims to No. 1, who is about 20 feet away in shallow water. No. 1 takes over, holding ball in arms, and kicks his way back, handing ball to No. 3, who then must arm stroke back to No. 2. Then No. 2 kicks his way to hand ball to No. 4 and so on until No. 1 is back in his original position.

WATER SHOT PUTT. Play only in safe water in secluded area where no one will be endangered. Each player tries to putt (not throw) his rock (tied to a balloon) through floating or anchored inner tube. Closest to tube gets a point, through tube scores five. Game is 21 points.

UNDERWATER TAG. In shallow end of pool, about chest deep, play tag. A swimmer can save himself by ducking under water. Any player who goes out of restricted area becomes "it."

SWIM GAME. The object here is to get possession of a spring-type clothespin which each swimmer has attached to the back of his swim trunks. As each swimmer loses his pin he retires from the game. Last player to keep his clothespin on is the winner.

SPOT THE BOBCAT. Equipment: A small piece of masking or adhesive tape.

Teams of five to eight players are formed; each team is given its own corner or place. On signal, the players scatter and stand with their eyes shut. The game leader runs around tapping each player lightly on the back; at the same time he puts a piece of tape on one of the players who, unknown to himself, becomes the "bobcat." When everyone has been tapped, the game leader shouts, "The bobcat is loose!" All players then open their eyes and run around trying to spot the bobcat. When a player does so, he hurries to his team corner, trying not to arouse the bobcat's suspicion. If a player suspects that he is the bobcat (no player is allowed to touch his own back to find out whether or not he is the bobcat), he goes to the center of the room and roars loudly. When this happens, all players must freeze. If the player who roared is the bobcat, the game is over. If the boy who roared is not the bobcat, the game continues for one minute before time is called. (Occasionally, the group may want to play until only the bobcat is left.) The winning team is the one with the most players in its corner when the game ends.

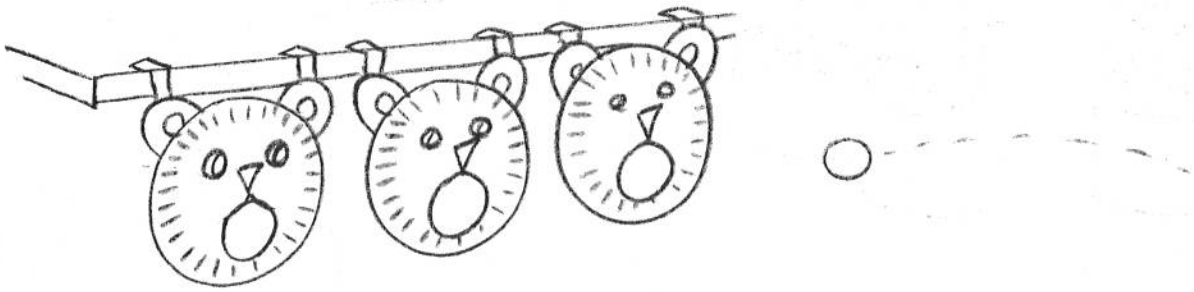
BUILD A CUB. Cut a one-inch square from a piece of wood. Draw a letter on each side as follows:

A - Arms
B - Body
L - Legs (Need two)
H - Head
E - Eyes (Need two)
M - Mouth

Roll like dice. Each Cub has one turn unless he gets the item he needs. Then he gets an extra turn. The first one to build a Cub on paper wins.

- Two Rivers Council Pow Wow Book

FEED THE THREE BEARS. To make the hungry bears, cut out the center sections from paper plates, as shown, including part of the rim at what will be the bottom of the bear's mouth. Cut ears from the discarded portion and staple in place. Draw features with a felt tip pen. Tie a string through a hole in each ear, so that the head hangs down about 8 inches. Tape the three heads along the edge of a table with masking tape. Have the player stand 5 feet away. Give him three small balls, one for each bear. Player who succeeds in throwing through all three mouths, receives a small prize.



- 1969 Balboa District Pow Wow Book

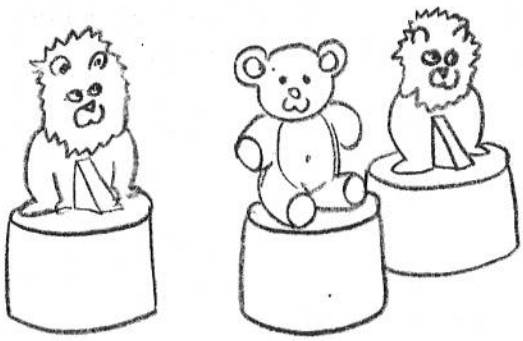
WOLF ACHIEVEMENT PLASTIC LID TOSS. Helps boys toward earning Wolf "TOOLS" and "FAMILY FUN" achievements.

Using 1/4" dowels and piece of 2" x 4" lumber (12" long) and plastic 1 lb. coffee can lids, create a den game or use for winter project for each boy to make his own. 1/4" dowels can be purchased at hardware store or lumber yard, the 2" x 4"s can usually be obtained free for the asking at a construction site.

Drill holes 1/4" dia. 1" deep every 3" in 12" long piece of 2" x 4" lumber. Using a 1/4" dowel, cut into 3 pieces... 3", 6", and 9" long. Using white glue or any wood glue, glue dowel pieces into holes. Let stand at least 24 hours. Take plastic lids and with scissors cut out inside of lid to the outside ridges. Number each dowel on base... small (2), medium (5), large (10). Using the cut out lids as rings (you should have at least 4 or 5 rings) toss from about 5 ft. away and keep score. Can be painted if desired.

- Two Rivers Council Pow Wow Book

LION TAMING. Try to tame the lions by knocking them off their pedestals. For pedestals, use inverted ice cream cartons or paint buckets. Set them up in several rows. For animals, round up stuffed animals (they needn't be all lions) or make the animals out of cardboard, at least a foot tall. To support cardboard animals on pedestals, use two strips of wood with the animal between. Use any kind of balls you want to toss at the animals. Players knocking the most animals off their pedestals with the least number of balls win.



Lay in a small supply of road maps of your state, which you can probably do by visiting three or four service stations. Have one for each boy and let him use it to plan real and imaginary trips. Let him take it on your actual trips.

Road Maps can be used in games to pass the time while you're on a trip. Here are some such games:

FIND THE CITIES. The leader names five cities or towns shown on the map. Using a crayon, the Cub Scouts circle them. First one through wins.

FIND THE DISTANCE. The leader names two cities fairly distant from one another. The Cub Scouts must calculate the distance without peeking at the mileage chart on the map. First one finished with the correct mileage is the winner.

WHAT'S THE POPULATION? When you pass through a town each Cub Scout makes an estimate of its population and writes it on a slip of paper. The leader then checks the population list on the map to determine the winner.

TRAFFIC SIGNALS. Traffic signals or signs can be identified according to their shape and appearance in addition to the message printed on them. Give credit to individual boys who are first in identifying roadside traffic signs. First to identify five signs wins that game.

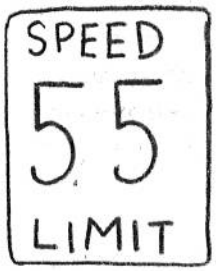
TYPICAL STANDARD SIGNS

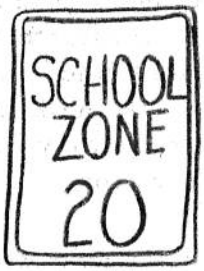
Octagonal signs means Stop

Round signs mean Railroad crossing

Diamond sign means caution slow down

Rectangular signs show traffic regulations and precautions





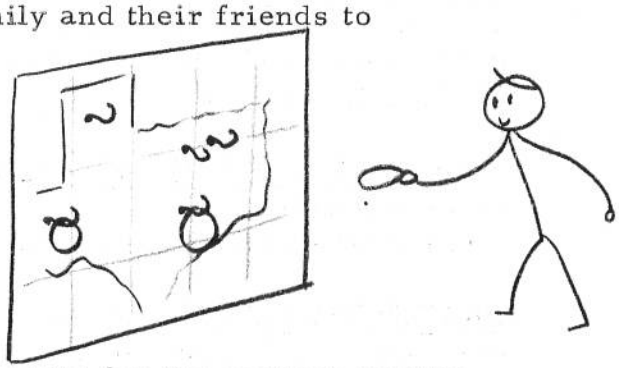
NAME THE STATES CONTEST. See how many of the 50 states you can name in 10 minutes. Divide den into two teams for this contest. Den chief and den leader count those named.

Tip: Go through the alphabet letter by letter and think of all states starting with each letter.

A....Alabama, Alaska, Arizona, Arkansas
B....None
C....California, Colorado, Connecticut, etc.

Challenge boys individually to list states. The writing factor will be good practice for them. Suggest they challenge the family and their friends to such a contest.

STATE RING TOSS. Tack a state map on a board. Put cup hooks at locations of cities. Have the Cub Scouts try to ring the cities with quoits or rubber jar rings from a distance of five feet. Score two points for the largest cities, one for small cities.



STATE QUIZ. Divide into two groups. Score one point for the correct answer to such questions as:

1. What's the state capital?
2. The largest city?
3. Name of the governor?
4. The state's population?
5. State flower? State bird?
6. Names of all neighboring states?
7. Presidents from the state?
8. Nickname of the state university's athletic teams?
9. Names of the two U.S. senators from the state?
10. A famous sports figure from the state?

DISCOVERY GAME. The object of the 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 to North. He then distributes an envelope to each denner. On signal, the denners open the envelope and read the instructions to their dens. Example:

"You are looking for Pennsylvania. Go southeast until you come to a corner of the room. Go north 7 steps. Look around the furniture you find there." The den might find a piece of paper reading "Pennsylvania" there, or they might find a note with new directions. The den discovering its "state" first wins. However, if they need the help of their den chief to find directions, add 2 minutes to their time.

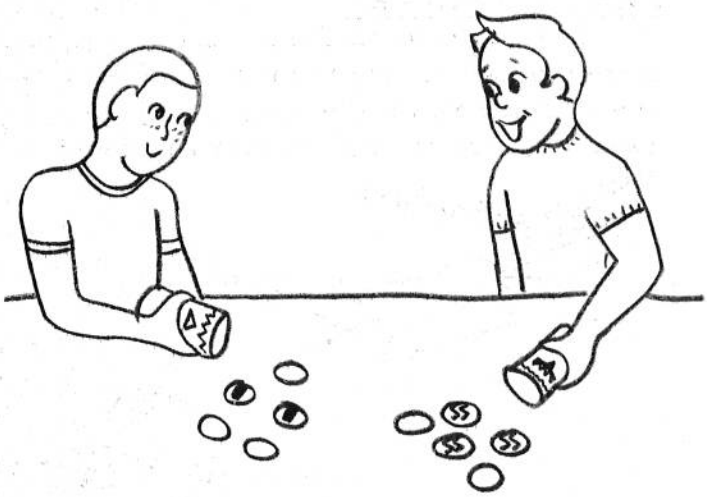
Give the winning den an inexpensive compass or other small prize.

PAPAGO. Equipment: 4 plastic cups
1 marble
sand or cornmeal may be substituted

Divide players into two teams. Give one player from the first team four cups and 1 marble. This player then conceals the marble in one cup and pours sand in all. He then gives the filled cups to the opposing team. They hand the cups one at a time back to the player. He dumps out the sand to find the marble. If it's in the first cup he scores 10 points, second cup - 6 points, third cup - 4 points, fourth cup - no points. Now the play goes to the second team. The play continues until everyone has had a turn. Add the points for each team. High score wins.

Two Rivers Council Pow Wow Book

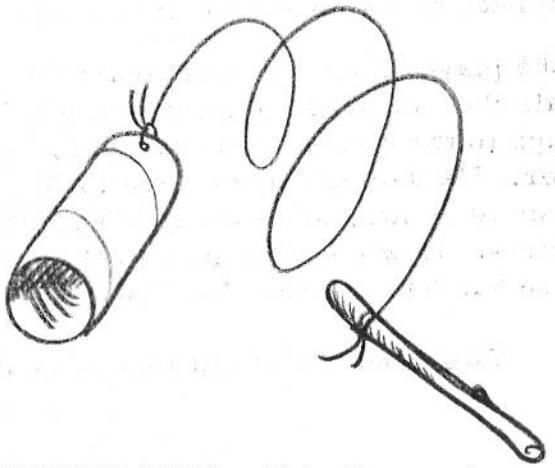
INDIAN PEBBLE GAME. Indian boys liked to play this game and made their own equipment. Each player will need a small juice can. After cleaning it well, he paints the outside or covers it with construction paper and decorates it with Indian designs. Next, he gets a handful of flat pebbles, or peach or apricot pits, decorates them on one side only with Indian designs. Each player should have the same number of pebbles. In playing the game, each player in turn empties his can of pebbles and counts those that fall with their painted sides up. After several rounds, the player whose pebble-count is the highest wins.



ROLL THE BALL. A corn cob, cut flat on both ends (you can use a cardboard roll) is placed on end. A 4" square of heavy cardboard is balanced on top and 5 or 6 beans placed on the cardboard. From a distance of about 20 feet, players take turns rolling a ball to knock over the corn cob. Each marks the spot where his ball lands. When the target is knocked over, player whose ball is nearest to the beans wins them. Winner is the one with the most beans.

PILGRIMS AND INDIANS. Around the room, hide cards on which there are letters which spell 'Pilgrims' and 'Indians'. There should be several full sets of cards, with several extra cards. Divide the group into equal teams of 'Pilgrims' and 'Indians'. On a signal, they begin searching for the letters which will spell their name. The first person to collect cards to spell 'Pilgrims' or 'Indians' correctly is the winner.

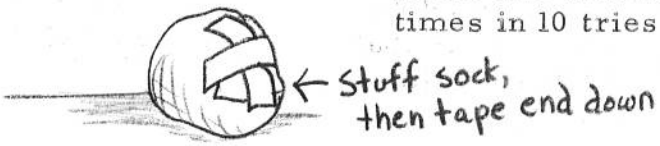
Golden Empire Council Pow Wow Book



HOLLOW-BONE-AND-STICK GAME. Boys of many tribes played this game, using different materials. You need a cardboard tube from toilet tissue, a piece of string and a small stick. Tie one end of the string to the tube and the other end to the stick. Now, holding all in your hand, toss the tube into the air and try to catch it on the stick. Think it's easy? Just try it. Indian boys made this toy using bones, leather rings, or gourd rings (instead of cardboard), and leather thongs (instead of string). But the idea is the same.

INDIAN GIVEAWAY. This Comanche game starts with the leader, or chief, drawing a circle on the ground. The players stand inside the circle and the leader outside. He throws small sticks (popsicle sticks are the right size) one at a time into the ring. The players try to get as many as they can. This game teaches young warriors to be alert and quick.

ZUNI DART GAME. Make darts from corncobs or wood blocks. Attach feathers. Stuff a sock for the ball which is placed on the ground. Winner is the one who hits the ball the most times in 10 tries from a 10-foot distance.



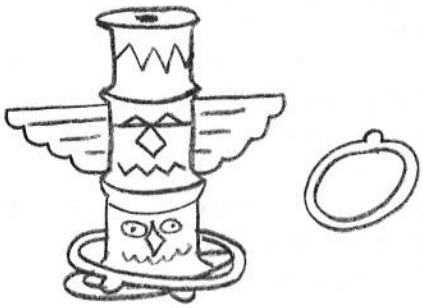
ZUNI STICK KICK. Cut two 12-inch sticks from an old broom handle and paint in colorful patterns. Draw a circle with a 30-foot radius on the ground. On signal, two players begin kicking their sticks around the outside of the circle. First stick making the complete trip wins. If stick touches the circle, the player is disqualified.

SHOWIYALTOWE. This was played by the Pueblos. Each player has several arrows. The first player throws one of his arrows 10 or 12 feet. The second player then throws an arrow, trying to make it land so that its feathers touch the feathers of the first arrow. If he succeeds, he takes both arrows and then makes a throw to start another round. If he fails, the third player throws, trying to touch feathers with an arrow on the ground. Each player takes all arrows that are feather-touched by his. The winner is the one who finally gets all the arrows.

BIRD OR ANIMAL. The chief imitates the sound of any bird or animal, and the players, who are standing in a circle, try to guess what it is. The brave who first gives the correct guess is praised by the chief and makes the next sound.

INDIAN RING TOSS.

Equipment: Small Indian totem pole (wooden, or made from thread spools with cardboard wings)
6 rubber canning jar rings



From given standing line, each Cub throws rubber rings one at a time at totem. Object is to get as many rings as possible over top of totem.

Two Rivers Council Pow Wow Book

THE HIDDEN STICK. This guessing game can be played by two teams of three or more. You will need four paper towel rolls closed at one end with paper, and decorated with Indian symbols. You will also need a painted stick that fits inside the rolls, and dried beans, peas or pebbles for counters. One team hides a painted stick inside one of the tubes and lines them up with the closed end toward the other team. A player from the second team guesses in which tube the stick is hidden. If he is correct, his team gets ten beans. If not, a second player guesses and, if correct, takes six beans. If third player guesses correctly, his team gets four beans. The second team then hides the stick and the first team guesses. Winning team is the one with the most beans after each team has had ten guesses.

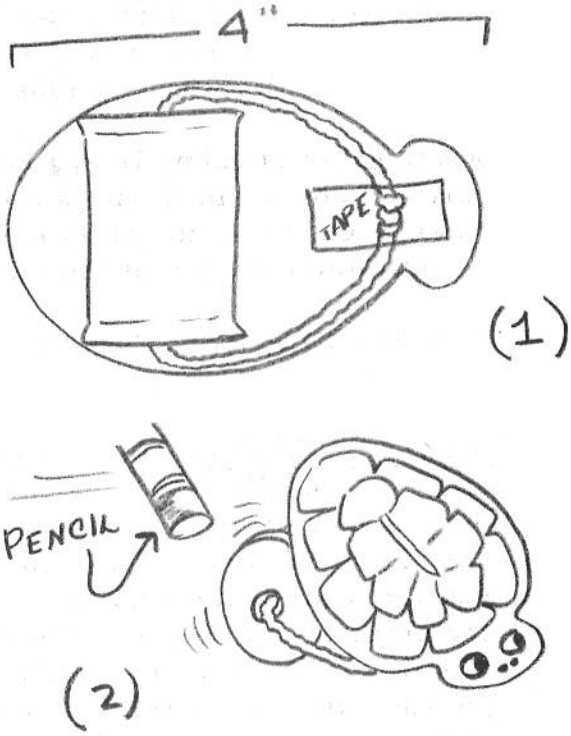
KICK THE STICK RELAY. Teams line up at starting line with a crooked stick about a foot long in front of each line. First player kicks stick, along the ground, to goal and back. Players continue in relay style.

COWBOYS AND INDIANS. Half the players are cowboys. Their base is one end of the play area. Behind the base is a jail in one corner, a fort in the other. In the middle of the play area is a river--a real or imaginary line. Half the Cowboys are runners and stand halfway between their own base and the river. The other half are guards, who stand near their base behind the runners.

The Indians are set up in exactly the same manner on the other side of the play area across the river. At a signal, the runners of each side cross the river and try to reach the fort (or the jail if there are prisoners). Those who are caught by the guards stay in jail until the game is over, or until released by being tagged by a teammate. Runners may rescue only one at a time, and then both players may walk back. When all the runners on both sides are in the fort or tagged, play begins again, the runners of each side changing places with their own guards. Play ends when time is called, or all the runners of one side are in jail.

INDOOR RACES

Races should be simple, fun and challenging. Here are four types of races that meet all the requirements. What's more, they're for indoors!

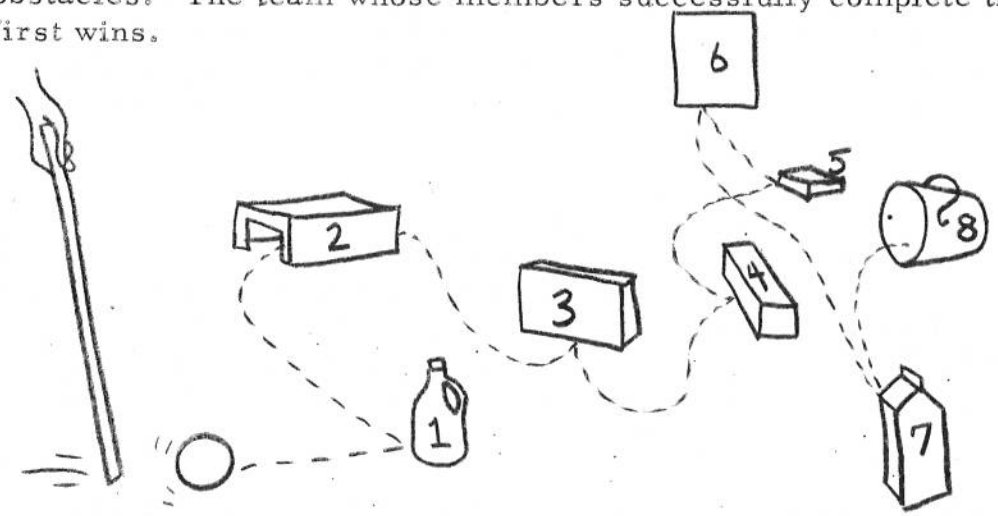


TURTLE RACE. Each participant has his own turtle. To make each turtle, cut a turtle shape 4" long from paper. In addition, you'll need a large, empty thread spool and a pipe cleaner, 7" long. Insert the pipe cleaner through the spools; bend as shown, and twist the ends together. Be sure the pipe cleaner clears the spool sufficiently so it rolls freely. With a felt marker, decorate the turtle's shell and draw his features. Then glue and tape the turtle, just under the neck, to the twisted ends of the pipe cleaner as shown. Mark off the starting and finishing lines, preferably on a hard surface such as the basement floor, rather than a carpeted area. Line up the turtles. Give each child a pencil. At the word "Go," each child pushes his turtle with the pencil toward the finish line. The fun is in the erratic movement of the turtles. Some will spin around and others will angle off to the side, but each will make it to the finish line sooner or later; the first one is the winner.

FROG RACE. You will need flat buttons, about 1" in diameter or larger. For the frogs, use peanuts in the shell. Draw features and legs on the shells with felt markers. Glue the frogs to the buttons. Give a frog to each player together with another plain, flat button. Mark off the starting and finishing lines on a flat surface. Line the frogs up. To race the frogs, each player snaps his frog along with the plain button, "tiddlywink" fashion. The secret is to snap the frog along in short moves so he won't flip over. If he does flip over, it's back to the starting line to begin again. The player whose frog crosses the finish line first wins.

BLINDFOLD FEEDING. Two teams of two players are blindfolded. One member of each team is given a spoon and a bowl of cereal. The other two players, protected by a towel or large cloth, are then fed the cereal. See who can feed the cereal to his partner the fastest.

OBSTACLE COURSE RACE. Here's a simple version of miniature golf. You will need enough room to set up two courses, with about eight identical obstacles in each. For obstacles, use whatever you have available. Empty boxes and milk cartons should be weighted with a few stones so they stay in place. The obstacles illustrated are: (1) Plastic bottle; (2) Shoe Box Tunnel (tape stones to the inside); (3) Cereal Box; (4) Cheese Box; (5) Gelatin Box; (6) Detergent Box; (7) Milk Carton and (8) Pail. Divide your group into two teams. Give each player a yardstick and a small ball, about 2" in diameter. Mark the starting point on both courses. Each player plays the course by hitting the ball with the stick so the ball hits or goes through the obstacles. The team whose members successfully complete their course first wins.



HAMSTER HOOP. This race is played by teams of paired contestants. The pair who completes the race in the shortest time wins. The object is to bat the hamster back and forth through the twirling hoop as rapidly as possible 10 times. If the hamster falls to the floor, it's back to 0 and start again. Use an embroidery hoop or simply cut out the center of two paper plates, leaving about 1/2" of the rim intact. Staple or glue the rims together. Suspend the hoop from the ceiling with string so it is about shoulder height. For the hamster, inflate a small balloon and draw the features. Set the hoop in motion and give the hamster to one of the players. He lightly bounces the hamster in his hand (Fig. 1) until he feels he has enough momentum to bat it through the hoop (Fig. 2) to his teammate, who then bats it back.

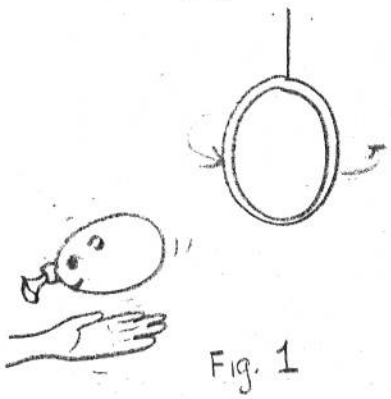


Fig. 1

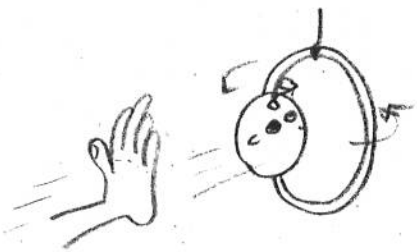


Fig. 2

SHOPPING. Cubs sit in a circle and one Cub is sent out of the room while the rest decide what he is when he comes back. They decide, for example, that he will be a fireman. When he comes in, he asks each Cub, in turn, what he can buy for himself. In this case he can buy a rubber coat, rubber boots, axe, hose, light, and so on. When he has gone once around the circle, he has two chances to guess what he is.

SECRET ORDERS. Players are divided into teams of five to eight. The "orders," prepared by the game leader, list various things to be done by each team. The list is at the end of the room where the first player in each team runs. He may find that he has to shake hands with every member of his team; number two may be ordered to untie and tie everyone's shoes, and so on until all orders are carried out. The first team to carry out its orders fully is the winner.

SLEEPING PIRATE. The group forms a circle and one person sits in the center, blindfolded and with a can of pebbles or a bell between his knees. He is armed with a flashlight or water pistol. A Cub is chosen to try to steal the "treasure" and the pirate is allowed three shots. If he "shoots" him he remains in the center. If the "treasure" is stolen, the thief becomes the pirate.

HOLIDAY CANDY PITCH. Take a large piece of poster board and draw the calendar of the month. This game can be used for Halloween, Christmas, Valentines Day or any holiday of your choosing. After making a calendar for the month you are using take the square of the day of the holiday and color it appropriately. Give each player a plastic sandwich bag with equal number of pieces (4 or 5) of candy in it. Using the brightly colored holiday square as a target have each player stand six feet from the board and pitch each piece of candy, trying to place it on the HOLIDAY. Each player gets to eat his own candy after pitching whether or not he gets it on target.

Two Rivers Council Pow Wow Book

TAILOR'S RACE. Two Cubs run holding spools tied together with a foot of thread. If thread breaks, they have to stop and tie a knot.

COTTON BALL RELAY. Have boys line up into two teams. Give each boy a soda straw. Give the first boy of each team a cotton ball and on a given signal they start passing the cotton ball down their line by using the straws only. (Cannot use hands) The first team to get their cotton ball at the end of their line is the winner.

BLOWING STRENGTH. Give each boy a cotton ball. They then line up across and at a given signal they must blow their cotton ball across a given line (use whatever distance you want). They cannot use any help from their hands or other parts of the body.

- Mission District Pow Wow Book (San Diego County)

JACK-O-LANTERN MARBLE GAME.

Materials needed:

a sheet of balsa wood, 1/8 inch thick, 4 inches wide, and 19 inches long
five marbles
glue, paint, and brushes

How to Make It:

1. Cut an 8 inch section of balsa. Draw a jack-o-lantern on it, with an open mouth at the bottom edge. The mouth should be 2 inches wide and about 1 1/2 inches high. Cut out the mouth opening.

2. Paint the pumpkin orange. Paint the eyes, nose, and background black. When the paint is dry, turn the jack-o-lantern face down.

3. Cut two 4 inch squares of balsa. Glue them, standing on edge, across the back of the 8 inch section, on both sides of the mouth. Glue on the remaining piece of balsa, connecting the two 4 inch squares.

How to Play the Game:

Place the jack-o-lantern on a carpet or rug. Take turns shooting the marbles from 3 or 4 feet away. The player who gets the most marbles into the mouth wins the game.

HOOP TOSS. Roll any hoop swiftly between two players while the others (ball-tossers) are strung in a line by pairs, one player on each side of hoop's line of rolling. Each ball-tosser must throw ball cleanly through hoop so that his buddy can catch it on one bounce to score a point. Highest scorers after ten rolls win and become new hoop-rollers.

MAP MAKING AND NAVIGATING. Let the boys divide up into teams of two or three. 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 and then ironed to yellow them. Have the boys set up their own symbols for their maps. Then after the teams are through making their maps, they trade maps so that each team has a map made by another team. They then try to navigate themselves to the designated spot inthe neighborhood. The team that gets to the designated spot on their particular map and back to the Den Leader's house first is the winner. At the beginning, give all of the boys the same set of symbols to use such as for a house, telephone pole, store, car, etc.

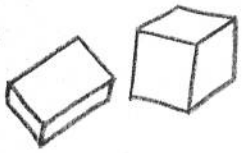
DEN GAME CHEST

This chest is filled with fun games, made from materials found around the home. Each den should make its own, decorating it with its own designs, perhaps using the den mascot theme.

The chest should be kept at the den meeting place. All material should be replaced after using. With proper care, the Den Leader and Den Chief will never be without needed game material.

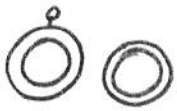
From time to time leaders and Cub Scouts will develop new ideas and additional equipment will be added. We have made a list of games which can be played with the materials shown. You'll be wise to make a game card file complete with playing rules and keep it in the chest where it will be handy. (It's a funny thing how your mind goes blank when you are suddenly called on to run a game or lead a song.

BLOCKS OF WOOD
- Bowling
- Skittles
- Throwing games



CLOTHES PINS
- Drop in Bottle
- Pitch at target
- Wrestlers
- Clothesline relay

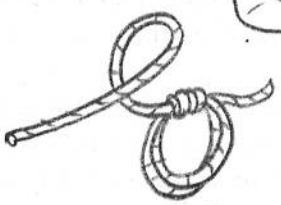
CURTAIN ROD RINGS
- Tossing games
- Bottle games



SODA STRAWS
- Bottle pick-up
- Bean relay
- Ping Pong Blow

TOOTHPICKS
- Lifesaver pass
- Stack on Milk Bottle
- Pick up sticks

ROPES
- Champ Nit Game
- Playway games
- Quoits



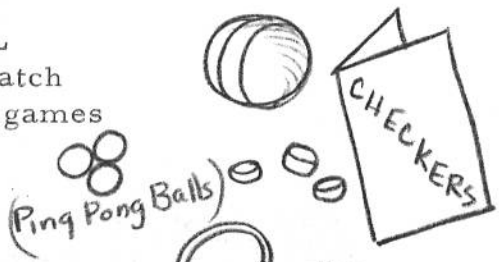
MARBLES
- Rolling games
- Tossing games
- Pop marbles
- Pop bottle roll

SPOONS
- Carry Ping Pong Ball
- Snap Ping Pong Ball at target

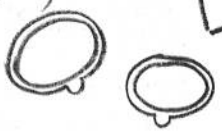
PAPER CUPS
- Tossing games
- Blowing relay

TIN PLATE
- Spin the plate
- Toss cards into plate
- Toss washers into plate

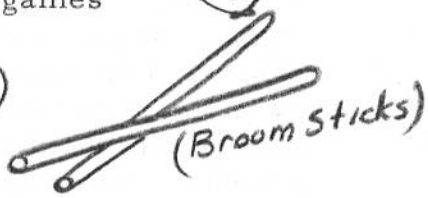
RUBBER BALL
- Throw and catch
- Ball tossing games
- Spud ball
- Captain ball
- Pass ball



JAR RUBBERS
- Ring Quoits
- Toss and count games
- Ring baseball



BEAN BAGS
- Duck on rock
- Bean bag board games
- Hot potato



- San Gabriel Valley Council Pow Wow Book

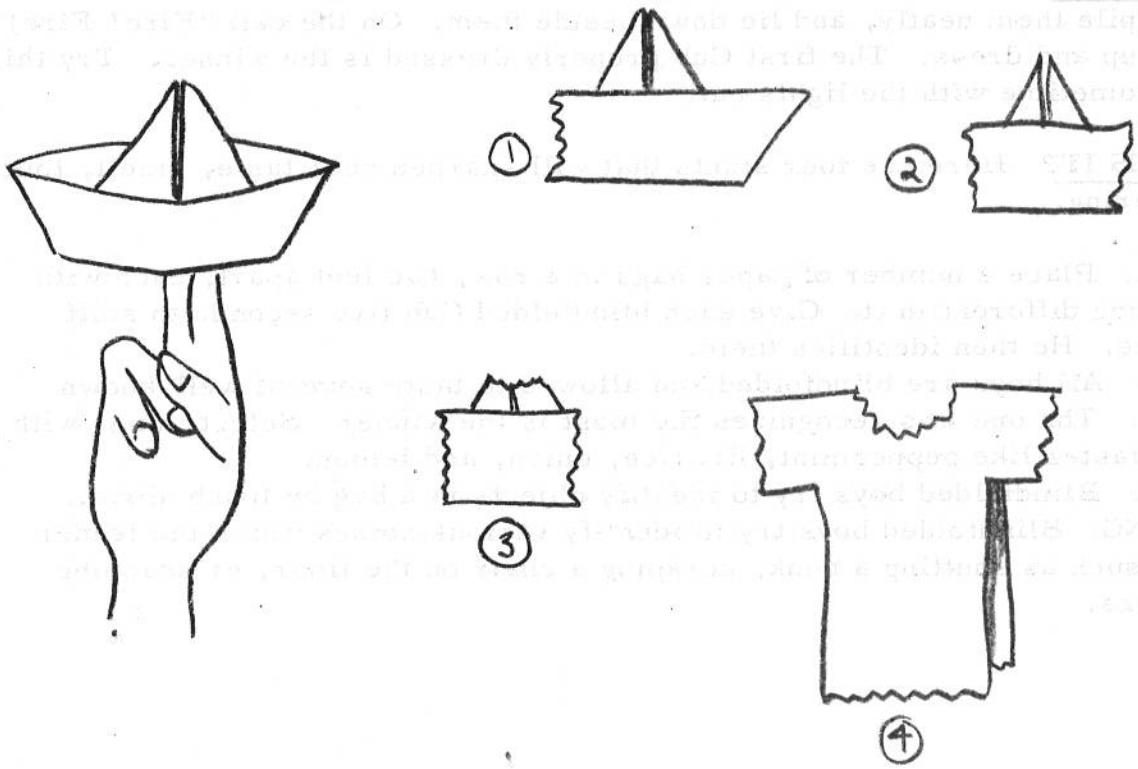
THE CAPTAIN'S SHIRT
(A Story - Stunt)

When it's your turn to tell a story, here's a good one to try. Do the actions as you tell the tale.

First you make a paper boat as shown in the drawing. Have each boy make a hat and join you in the action.

And this is the story:

One day a ship (show it) left to go fishing on the Grand Banks of Newfoundland. The weather was fine and everything went well -- at first! But soon black clouds filled the sky and a terrible storm hit the ship. In the darkness it hit a large rock (tear off the front of the boat). Crash, and the bow was gone. (1) The storm grew worse and all the sailors crowded to the stern but - crack! Another rock (now tear off the back of the boat) and another problem. Now the stern had disappeared under the waves. (2) A great blast of wind and the bridge of the boat disappeared (tear off the top of your ship) (3) - Poor ship - there was nothing left except the captain's shirt! (Here you unfold the rest of the ship and you should have - (4))



- Two Rivers Council Pow Wow Book

MORE STUNTS

MARBLE TOSS. Put 10 marbles and a box on the floor. Sit by the box and take off your shoes and socks. Pick up one marble at a time with your toes and drop it into the box. Use each foot in turn. This could be used as a race to see which Cub could get all the marbles in the box first.

THUMBLESS STUNTS. Have a friend tape your thumb and forefinger, on each hand together, making the thumbs unusable. Then try to do the following: (1) Untie your shoelaces and at a signal, try to retie them, (2) Peel an orange, (3) Tie a bow.

ONE LEG PICKUP. Place an object such as a handkerchief on the ground. Keep the weight on one foot and the other leg extended back, arms extended sideways for balance. Now bend over and pick up the object with your mouth.

TOE WRITING CONTEST. Equipment needed for this stunt--two pencils and two pieces of paper. Remove shoes and socks and grasp the pencils underneath and across the toes. See who can make an "X" first, write his name, and draw a picture. Give each foot a turn.

STEPPING STONES: Place small blocks of wood or pieces of paper on the floor to form a twisty line of stepping stones, some close together, others far apart. Each Cub tries the "stones" in turn while balancing a tennis ball on a paper plate.

FIRE! FIRE! Boys remove their caps, neckerchiefs, sweaters, socks, and shoes; pile them neatly, and lie down beside them. On the call "Fire! Fire!" all get up and dress. The first Cub properly dressed is the winner. Try this game sometime with the lights out.

WHAT IS IT? Here are four stunts that will sharpen your taste, smell, touch, and hearing.

SMELL: Place a number of paper bags in a row, two feet apart, each with something different in it. Give each blindfolded Cub five seconds to sniff each one. He then identifies them.
TASTE: All boys are blindfolded and allowed to taste several well-known flavors. The one who recognizes the most is the winner. Select things with strong tastes like peppermint, licorice, onion, and lemon.
TOUCH: Blindfolded boys try to identify objects in a bag by touch alone.
HEARING: Blindfolded boys try to identify various noises which the leader makes such as shutting a book, scraping a chair on the floor, or snapping of fingers.

TRICKS

A PENNY LOST. Three boys went to the supermarket for big, BIG lollipops. The cost of three big, BIG lollipops was 30¢. Each boy handed the clerk a dime. However, the clerk discovered that the cost should have been three for 25¢. She gave five pennies to the stock boy who was supposed to return the change to the three boys. He ran after them. Not being too honest, he returned only one penny to each boy, keeping 2¢ for himself. So each boy actually paid 9¢ for his big, BIG lollipop. That makes 27¢ for all three. The stock boy kept 2¢ which makes 29¢. Where did the other penny go?

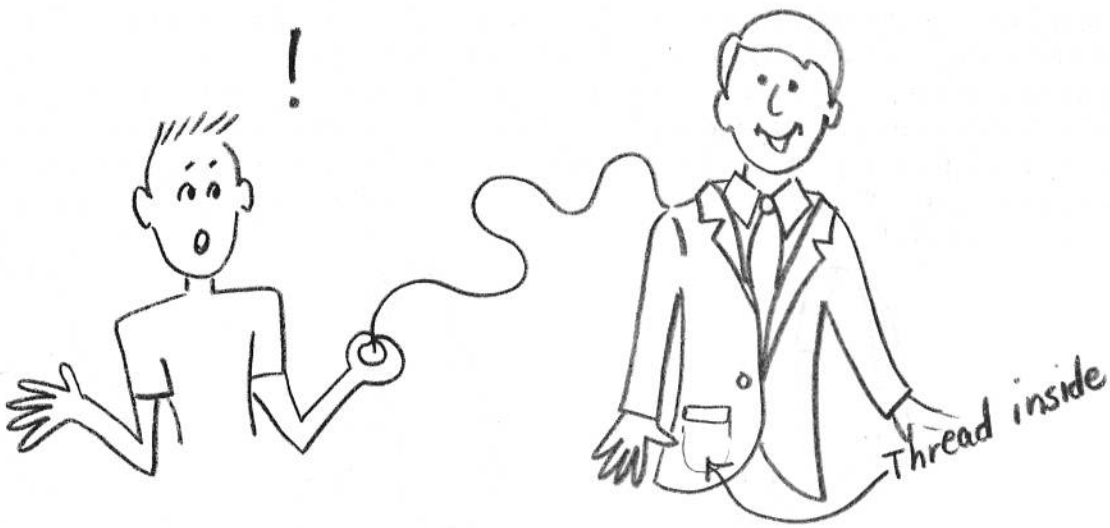
GALILEO'S DILEMMA. If you hold a small sheet of paper and a big book at arm's length and then drop them at the same time, which will land first?

ACROBATIC MATCHBOOK. You'll need a paper clip and an empty matchbook for this final test of your genius. Using these simple materials, try to make the matchbook automatically turn crazy somersaults.

FIFTEEN. Two players take turns taking one to three beans from a pile of fifteen. The player who draws the last bean loses the game. The player who draws the 2nd, 6th, or 10th bean can win the game.

INDIAN ROPE TRICK. Two short ropes are looped together and tied loosely around the wrists of two boys. The trick is to unlink the ropes without removing them from the wrists.

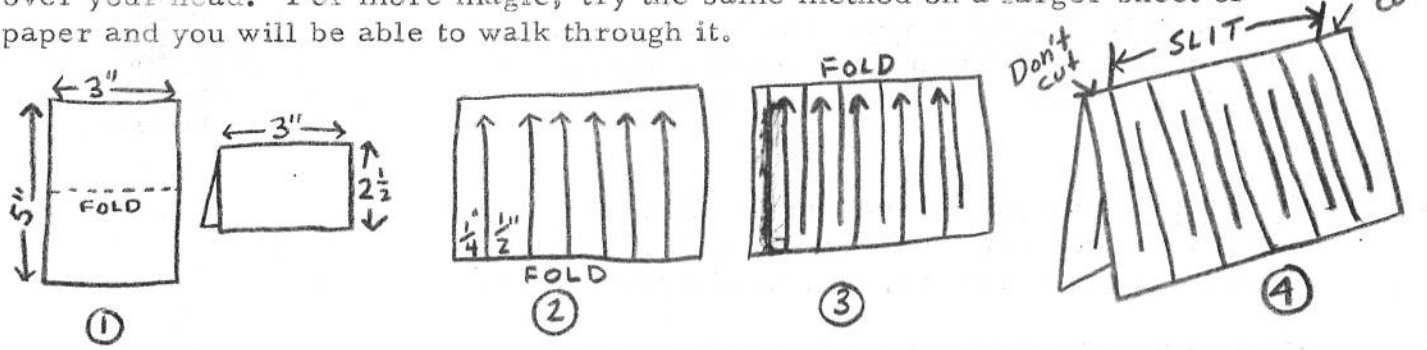
ENDLESS THREAD. Put a spool of white thread in your coat pocket. Take the end of the thread and using a needle, bring it up under your arm and through your coat, at the shoulder. Make it look like a piece of thread clinging to the coat. Soon someone will try to remove it and, of course, the more they pull the thread, the more that will appear. Watch the funny expressions of surprise that appear on their faces.



MORE TRICKS

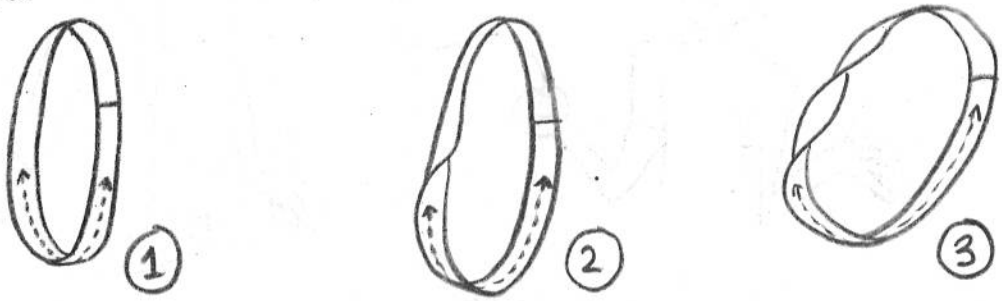
PAPER CUTTING TRICKS. Everybody loves to learn new tricks, especially easy ones. All you need for these simple paper tricks are a pair of scissors and some paper--newspaper or magazine pages will do.

TRICK NO. 1 You probably won't believe it, but you can actually put your head through a piece of paper no bigger that a 3" x 5" file card. Fold a piece of paper, 3" x 5" in half end to end as shown by dotted line. Your folded paper is now 2 1/2" x 3". (Fig. 1) Starting 1/4" from edge, cut slits 1/2" apart along folded edge from fold to 1/4" from opposite edge. DO NOT CUT ALL THE WAY TO THE EDGE. (Fig. 2). Turn paper around and cut between slits already made. Again, BE SURE TO STOP 1/4" FROM OPPOSITE EDGE. (Fig. 3). Slit paper along fold between points A and B--DO NOT SLIT END STRIPS. (Fig. 4). Now open it out and magically it will be large enough to slip over your head. For more magic, try the same method on a larger sheet of paper and you will be able to walk through it.



TRICK NO. 2 For this trick, a little advance preparation is needed, but you will find it is well worth the few minutes it will take. Cut three strips of paper, making them at least 20" long and about 1" wide. The longer and narrower you make the strips, the easier it will be to fool your friends.
Straight Loop...From the first strip, make a plain loop by gluing the ends of the strip together (Fig. 1).
Half Twist...With the second strip of paper, make another loop, but give the strip a half twist (Fig. 2) before you glue the ends of the strip together.
Full Twist...Make the third strip into a loop, this time giving the strip a full twist before you glue the ends. (Fig. 3).

When you are ready to perform this trick, show the loops to your friends, but hold the loops so that the twisted parts are hidden by your hands. Next, pick up your "magic scissors" and carefully cut along the center of each strip, as indicated by the dotted line in the drawings. First cut the loop with no twists and you will have just what you expect--two separate loops. Then cut the two twisted loops. You, yourself, will be surprised to see what happens when you cut these loops!



ANSWERS TO TRICKS

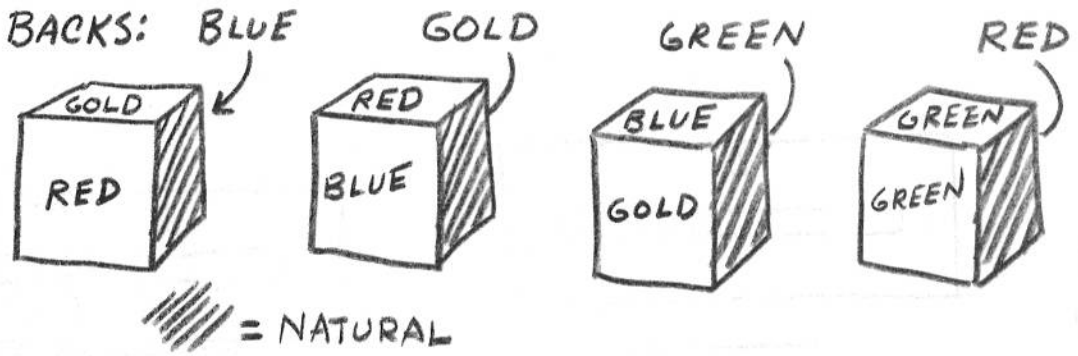
A PENNY LOST. The clerk gave back 5¢ and kept 25¢. The stock boy gave each boy 1¢ and kept 2¢. Each boy paid 9¢ (27¢ total) less 2¢ to the stock boy which equals 25¢.

GALILEO'S DILEMMA. It depends. If the book is held in one hand and the paper in the other and both are dropped, the book will land first. However, if the paper is placed on top of the book and they are dropped together, they will fall together.

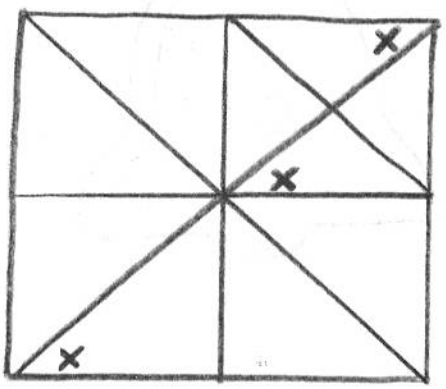
ACROBATIC MATCHBOOK. Open the matchbook and slip a paper clip onto the striking strip. Close the matchbook and bend slightly across the middle. Stand matchbook on end with the paper clip up. Watch it flip!

PUZZLES

FOUR CUBE PUZZLE. Cut 1" x 1" wood into four cubes, sand well and paint the three sides of each cube the colors shown in the drawing. Leave the remaining three sides of the cubes natural. Objective of the puzzle is to arrange the cubes so that they are in a straight line touching each other in such a way that the four different colors will be showing on each of the three exposed sides.



HOW MANY TRIANGLES? A triangle is a three-sided figure. How many triangles can you find in this diagram with only one "x" marked inside them? There are three obvious ones, but quite a few more if you look carefully.



THE LIBERTY BELL PUZZLE

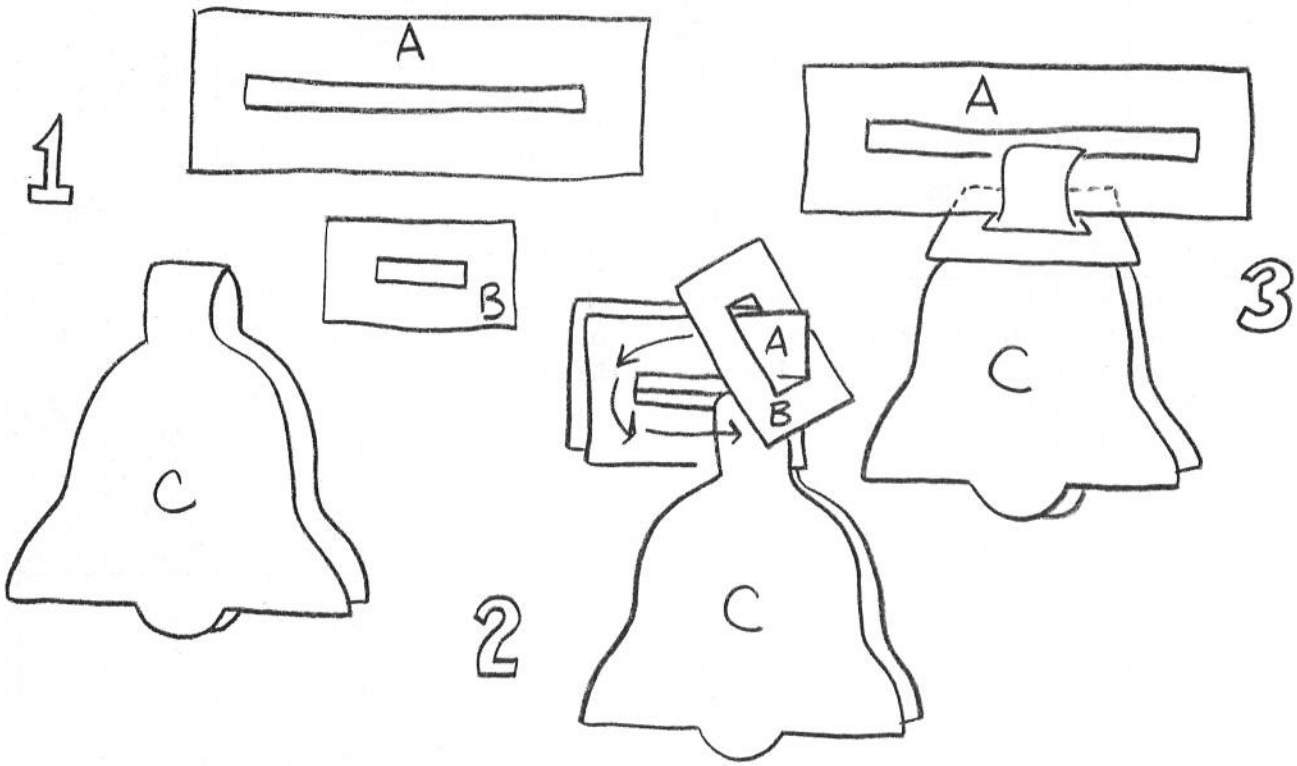
Here is an amusing little puzzle that can be constructed out of a thin piece of cardboard or heavy paper.

First fold the cardboard over and start at the handle to cut out the liberty bell as pictured in drawing C, so that you will have two joined at the handle by the fold of the paper.

Now cut out two other pieces with slits in the center like those marked A and B. The opening in A should be large enough for the bell to pass through and the opening in B large enough for the bell handle.

Then, as in Fig. 2, first hang the bell over one arm of the lower fold and bend piece A in the center without creasing it. Now slip piece B all the way around piece A and over the handle of the bell as indicated by the arrows straighten out piece A as in Fig. 3. To get the bell off, this process is reversed.

Hand the completed puzzle to a friend and tell him to take the bell from its support without bending it. After a few minutes he will be ready to swear the trick is impossible.



- North Trail District Workshop

"It doesn't matter what kind of ridiculous costume he wears, we know who he is!"

CUB SCOUT PUPPETRY

Puppetry is an art that appeals to boys of all ages, probably more to boys of Cub age than any other. Furthermore, simple puppetry can be put to definite use in the Cub Scout program. Puppets can be used in connection with the twelve basic achievements, especially family fun, collections, flag study, health, and safety, as well as with many of the monthly themes and several of the electives for each year level.

No one knows who invented puppets or when or where they first "performed". They have been found in Egyptian tombs, in China, and in India in very early history. They were in wide use throughout the Middle Ages for teaching the Bible. (Marionettes originated with the words, "little Marys.") Puppets have acted before royalty and before monks. They have been made and enjoyed by scholars, poets, and artists. Famous music has been written for them. And some puppets have been "executed" publicly to save their owner's neck.

Types of Puppets

There are many different types of puppets; however, those best suited to Cub Scouting are:

1. Simple, unjointed, or simply jointed puppets, used primarily to cast shadows or silhouettes; these are operated on long sticks, dowels, or stiff wires.
2. Cloth puppets of woven or knitted material, commonly called sock puppets.
3. Paper-bag or box puppets.
4. Puppets made of novelty articles (brushes, mops, balls, spoons).
5. Puppets made of balsa wood, papier mache, or a sawdust and paste mixture; these lend themselves to finer facial detail, but take longer to make and paint. They are especially enjoyable, however, for older Cubs.

Except for No. 1, all the above types are hand puppets. They are manipulated by the Cub's hand, one finger guiding the head, two other fingers guiding the puppet's hands. There are no feet, the costume being made long enough to cover the arm clear to the elbow. Jointed puppets, worked by strings attached to arms, legs, and head are called marionettes.

Suggestions for Handling a Puppetry Project

Have the boys discuss and decide on the play they wish to present before they start their puppets. KEEP IT SIMPLE-a nursery rhyme or favorite fairy tale.

Let the boys plan the dialogue themselves and have them say their lines in an informal manner, even if it comes out a little different every time. It is almost impossible to manipulate a puppet and recite memorized lines at the same time. Occasionally it is better to have only a reader backstage.

Avoid complicated projects. They should not last over a month for greatest enjoyment. (This, of course, does not eliminate repeat performances.)

Do plan to make use of a stage crew if everyone cannot be in the play. Keep the theater and the puppets in proper scale. Small puppets on a big stage lose their appeal.

Most Cub Scouts are most adept at molding and painting than at sewing. Call on the mothers represented in your den to furnish materials and assist in sewing the costumes. Dads in the den assist greatly in building the theater.

Construction Tips on Puppets

Almost all hand puppets consist of these parts:

A head made of a sock, sawdust, balsa wood, or papier mache.

A rigid neckband of cardboard or rubber to which the head and costume are securely fastened.

Some sort of covering for the arm of the operator; this may fit tightly (snake, etc.) or it may be very full and ruffly.

Hands or paws add greatly to the attractiveness and workability of the puppet. They are little more than short sleeves in the costume left plain or having little hands or paws of leather, felt, wood, or heavy cardboard attached. Two fingers placed in these extensions work the puppet's hands.

In making facial features and hair, there is almost no limit to the materials you may use--colored buttons, felt, colored paper, crayons, notebook eyelets, leather, wool yarn, pieces of fur, rickrack, buckles, and fringe. Rummage centers are excellent sources of inexpensive bits of material. Features should be large and somewhat exaggerated. Make them and the costumes colorful.

About Puppet Stages and Theatres

The degree of simplicity of your puppet theater will depend upon the time and materials you wish to use.

The simple stage is just a curtain stretched across the room at such a level that the Cub Scouts can hide behind it and handle their puppets. If it is a den production, the back edge of a davenport or the back of a table, draped to the floor, will serve.

A sheet draped over the top part of a door on the puppeteer's side and a second sheet over the bottom of the door on the audience side, with a space between for the stage, makes a very acceptable theater.

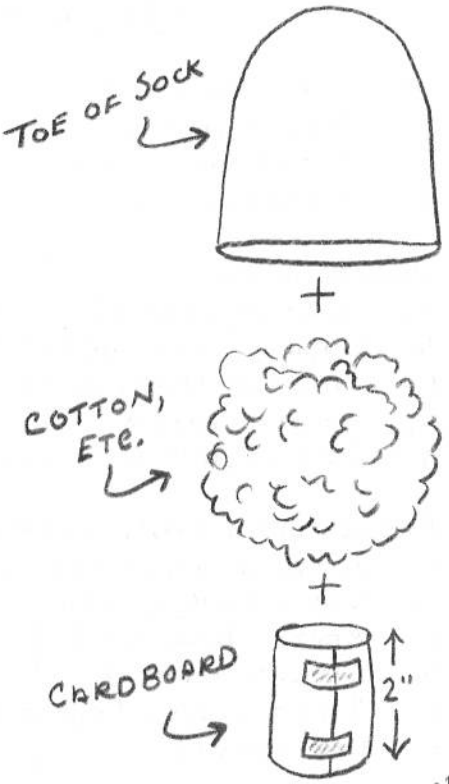
A large cardboard box (cereal or paper-towel boxes are a good size) can be made into a good-looking theater. Cut out a rectangle from the upper front for the stage and the lower half of the back for the puppeteer's arms to operate.

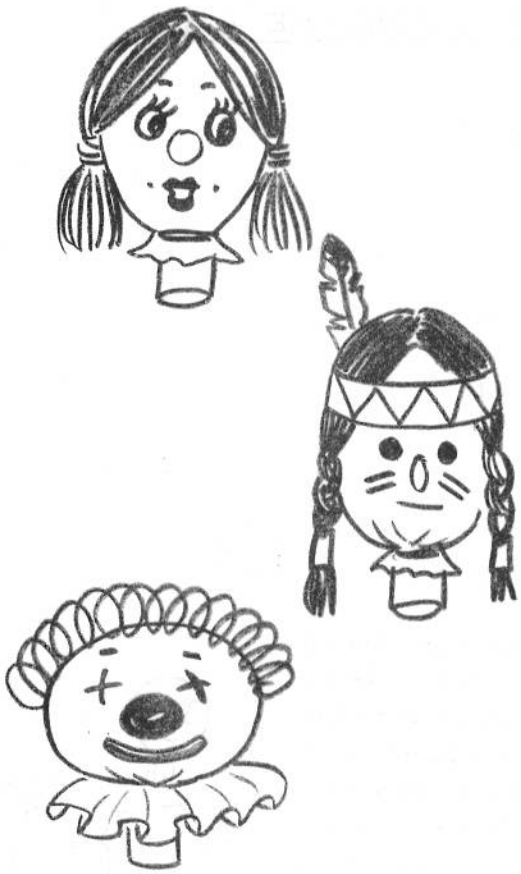
A large, permanent puppet theater can be built by the Cub Scouts with the help of fathers in the pack and can become the property of the entire group. This project is very worthwhile.

Simple backdrops can be done in crayon or water color, boy style. Scenery may be painted on a light window shade or on a stiff sheet of cardboard with supports on the upper corners to be secured in the theater wings.

HAND PUPPETS

One of the simplest and most fascinating of all puppets is the hand puppet. Use an old sock (the toe or heel or a part of the leg). By stuffing it with paper, cloth, cotton, or some other material and using some cardboard, needle, thread, and good imagination, you can make an interesting puppet. Roll the paper or light cardboard into a tube that will fit your finger, it should be about 2 inches long. Fasten it together with tape. See Illustration. The nose may be sewed in by pulling a section of the sock out and wrapping with thread or a separate stuffed piece of cloth may be sewn on. Buttons, beads, or other items may serve as eyes, ears, or noses. Show-card, poster colors or similar waterpaints may be used to add further details. It is a good idea to cover the colors, after they are dry, with a clear spray. This will add luster to the finish and make it easier to keep clean.





HOW TO MAKE YOUR PUPPET ACT

1. The three-finger setups
   a. Thumb and little finger
   b. Thumb and second finger
   c. Three fingers in head

2. Puppet actions
   a. Head--nod or thrust forward and back
   b. Hands--clap, hold to head, scratch head, fling to sides, cross in front, point
   c. Waist--(your wrist)--bow, twist, sway, sit down
   d. Legs--(your forearm)--walk, leap, limp, dance

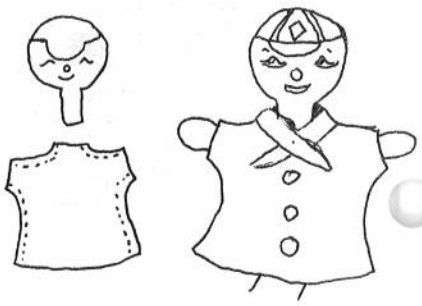
3. Puppet personality and characterization
   a. Excited--clasp hands, jump up and down
   b. Sad--hand to face, slow movements
   c. Angry--beat head, bang hands
   d. Afraid--tremble
   e. Tired--slow, languid movements
   f. Old--shaky

EVERY ACTION SHOULD HAVE A PURPOSE AND A MEANING

Some things puppets can easily do:

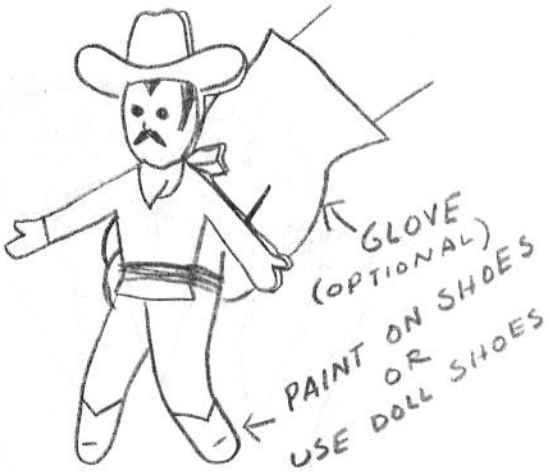
a. March to music
b. Dance
c. Lead the orchestra
d. Sweep or scrub the floor
e. Fight
f. Play musical instruments
g. Wash and iron clothes
h. Stack blocks
i. Play with a balloon
j. Wash dishes
k. Dust

CUB SCOUT PUPPET: Cut a 4" circle of cardboard for the head, adding a strip 1" wide and 3" long for the neck. Draw on the face and hat. Cut two Cub Scout shirts from old blue fabric. Glue the neck onto the inside of the front piece and sew buttons down the front. Sew the two pieces together at shoulders and side seams. Cut a neckerchief from yellow paper; wrap around neck of puppet and fasten by inserting a brass paper fastener through both fabric and cardboard. Now, your puppet is ready to perform (with a little help from a friendly hand).



Puppets are more than just little dolls. They are a means of expression; a means of reaching the shy boy, a way to encourage a boy who wants, more than anything, a chance to perform in front of people. But because of his nature, 'he just can't'. He gets butterflies and forgets his part. Puppets are the answer.

FINGER PUPPETS: Finger puppets are perhaps the simplest to make and operate. Just cut a 4-to 6-inch figure and attach it to the front of your index and middle fingers with a rubber band. The fingers form the legs for your puppet. He can dance, skip, run, hop--whatever you want him to do. Figures of cardboard or other heavy paper work best and last longer.



PEANUT-SHELL PUPPETS: Peanut shells make wonderful finger puppets. Just poke the bottom out of a big peanut and scoop out the nuts. Paint features on the top of peanut shell. Paint the hair on, or glue bits of wool or cotton on for the hair. Wear fingers from an old glove, or just wear a handkerchief over your fingers. Use pipe cleaners or toothpicks for arms, or paint arms.

- Otetiana Council Pow Wow Book

WOODEN SPOON PUPPETS: Paint a face on the outside curved part of a wooden spoon. Stick thumbtacks into the spoon for the eyes, nose, and mouth or glue buttons to the spoon for the features. Glue wood shavings or wool to the top and back of the head for the hair. Select costume material from a scrap box. Fasten a ring of wire or a pipe cleaner around the neck part of the spoon so that your index finger can fit tightly into this ring, under the puppet's hair, and hold the handle of the spoon. Or use an elastic band around the neck of the spoon and your index finger to hold both the handle and the finger together.

- Otetiana Council Pow Wow Book

EGG CARTON FINGER PUPPETS

Materials needed:

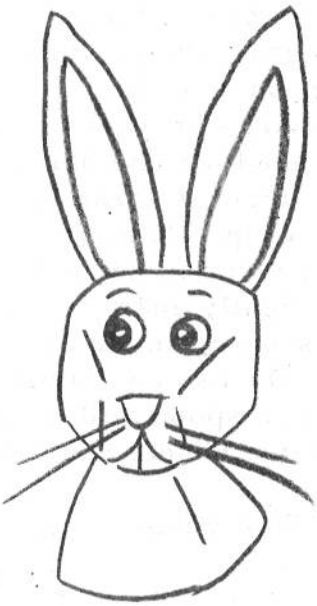
Plastic egg carton
Crayons or felt-tip pens
Scraps of felt, yarn, ribbon, etc.
Glue
Cellophane tape

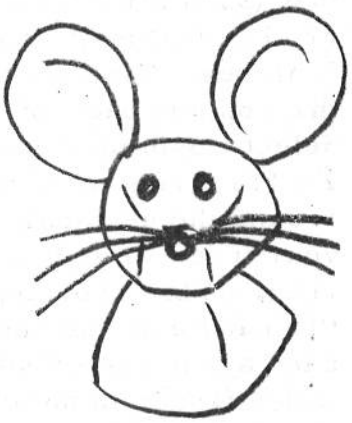
Cut the cups from the egg carton. Decorate the puppet as desired. Yarn can be used for hair. Bow ties can be made from felt or construction paper.

Use felt-tip pen to draw on features. Add hats, feathers, etc.

To help the puppets stay on your fingers, wind a three-inch piece of cellophane tape around your finger, sticky side out. Tuck this tape inside the puppet. When you put it on your finger, it will stay in place.

Animal head puppets can be made by using two of the cups glued together. Use pieces of the egg carton lid to make ears. Plastic moveable eyes are fun to use.



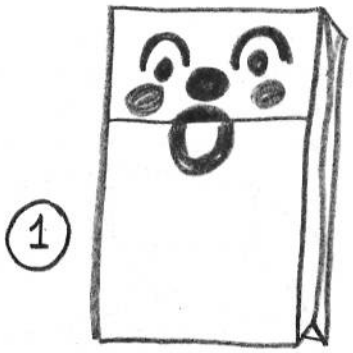


- Indian Nations Pow Wow Book

PAPER SACK PUPPETS

These are the easiest, least expensive and fast type of puppets for Cub Scouts to make.

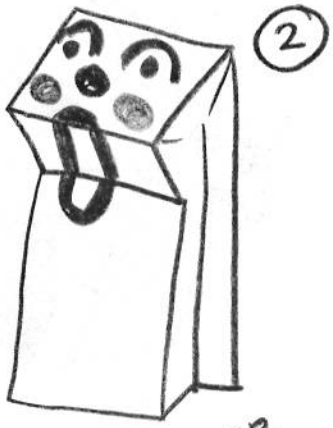
Use small paper bags (lunch bag size). You will need crayons, felt-tip pens or paint; scissors and a pencil. Additional materials such as felt, yarn, construction paper, buttons, can be used where needed.



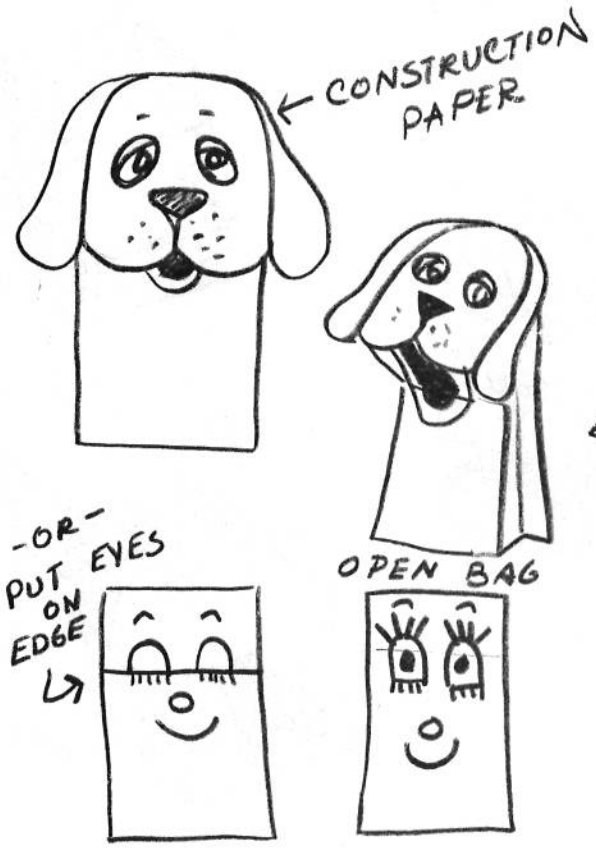
Leaving paper bag folded (with fold on top), mark lightly where features will go. Eyes and nose should be on bottom of bag; top of mouth on bottom of bag; and bottom of mouth on side of bag. (see #1)

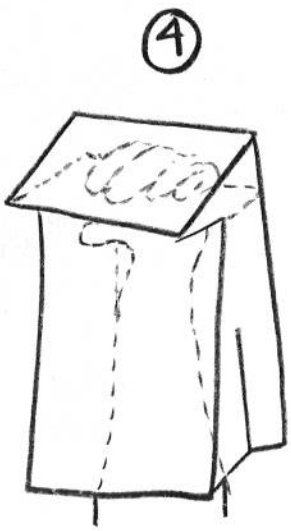
Lift up bottom of bag and finish filling in mouth (#2).

Glue on hair, ears, clothing, etc. (#3)



Operate puppet by placing hand in sack with fingers over edge in bottom. (#4) Open and close your hand to make your puppet talk or sing.

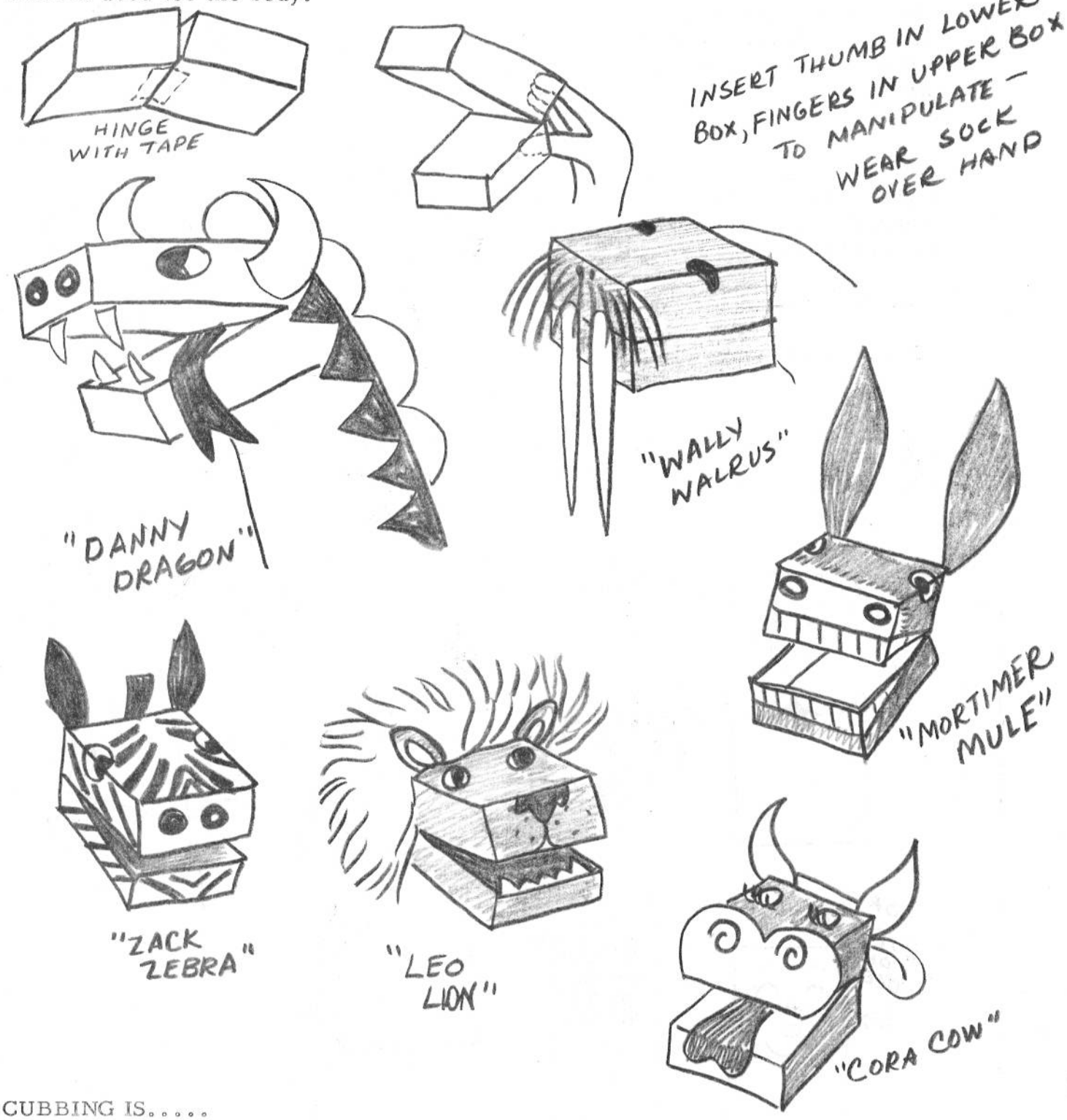




- Indian Nations Pow Wow Book

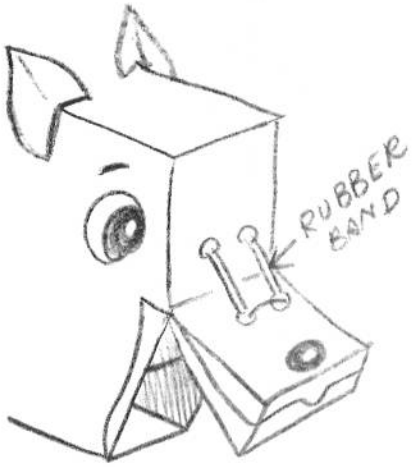
PUPPETS FROM BOXES

For small puppets, use Jello boxes; for larger ones, use cereal boxes. You will need 2 for each puppet, one each for upper and lower jaw. Paint boxes or cover with construction paper; then hinge together with tape at open ends. Features are either painted on or made from construction paper. An old sock is used for the body.

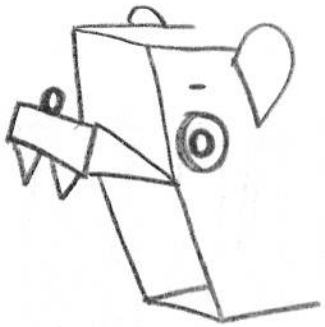


CUBBING IS.....
USING YOUR IMAGINATION.

TALKING PUPPETS

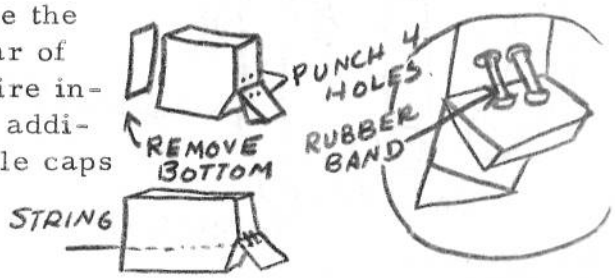


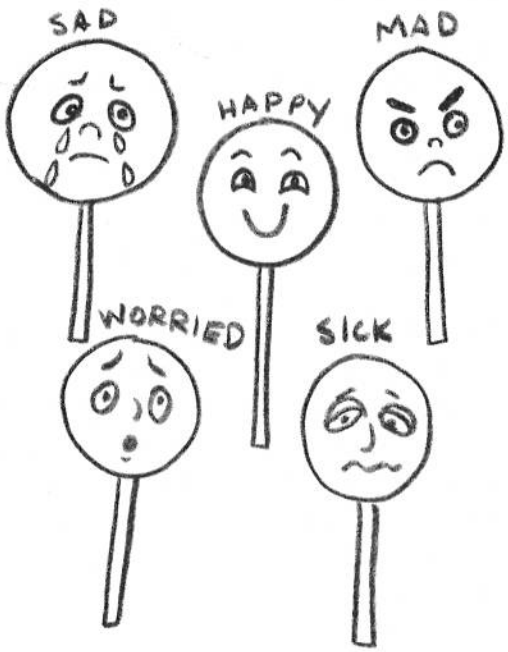
These clever box puppets with mouths that open and shut are easy to make and fascinating to watch. Each puppet is made from a detergent box with perforations around one end of the top for easy opening. Any similar box made of lightweight cardboard can be used and the same type opening can be cut with a knife. Cut and remove the bottom of the box. Fold back the perforated end of the box top. (This will become the upper jaw of the puppet.) On each side of this fold, punch a pair of holes about 1/2" from the fold. Cut a rubber band and thread it through one hole, across to corresponding hole on opposite side of fold, then down and up through next hole and back across fold into fourth hole. Tie end of band together tightly so that the cover is held wide open. Next, tie the end of a length of string through the holes in the "jaw" portion. Bring rest of string back through box and out the open end. Place your hand inside open end of the box, grasp the string and operate your puppet's mouth by pulling on string. When the string is released, the mouth will snap open.



You can make different types of animals from these box puppets. Paint the box with tempera paint. If your box has a shiny surface which doesn't take the paint well, run the paint-filled brush over a bar of soap before applying to the box. Paint the entire inside of mouth red and add red lips. Paint any additional features desired, or glue on plastic bottle caps and paper cutouts.

- Pack-o-Fun Magazine



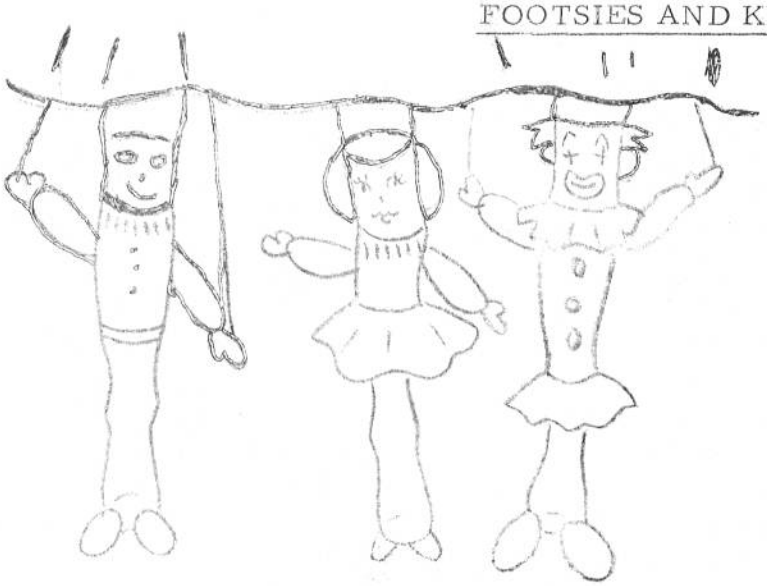


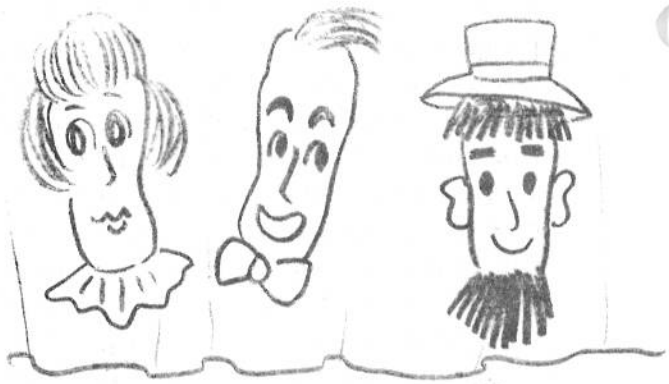
STICK PUPPETS

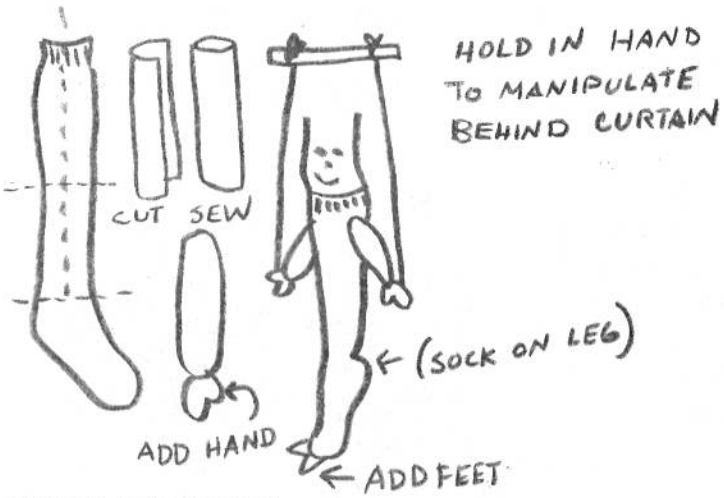
PERSONALITY PUPPETS: These puppets can help childred express their feelings. Double circles of cardboard glued together over the sticks may be given exaggerated expressions to indicate strong feelings, such as joy, sorrow, fear, anger, and suspicion. Decorate them with crayon, paint, paper, or felt. Add a bow under the chin, or a hat, but keep them very simple. To encourage flexibility, hold up puppets showing different faces and ask the children to say "Good morning" in the tone of voice indicated.

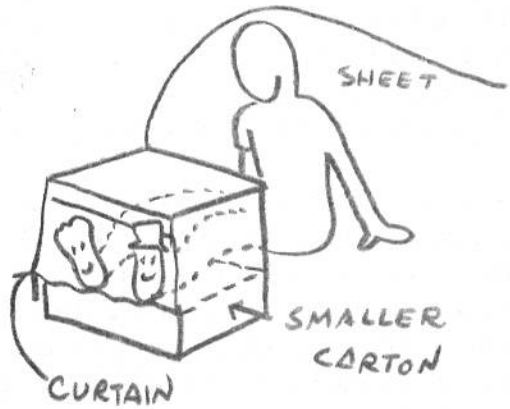
- Otetiana Council
Pow Wow Book

FOOTSIES AND KNEESIES









KNEE PUPPETS

For each puppet you will need one sock to slip onto your leg for the body of the puppet, and part of another for the arms. Cut off the foot of the second sock; then cut sock leg in half lengthwise.

For arms, cut one of these pieces in half. (Save other half for another puppet). Sew across end and down side; turn, stuff and sew to body. Sew felt feet onto toe of body. Sew felt hands to arms.

String the arms of each puppet to a stick, so that the puppeteer can wear a puppet on each leg and operate the two easily.

Use eyebrow pencil and lipstick to draw puppet's face on bare knees.

FOOTSIES

The faces on these funny footsies are on the sole of the sock. You can cut out felt features and sew or glue in place. Sew on yarn hair.

To portray different characters add collars, bow ties, hats or whiskers.

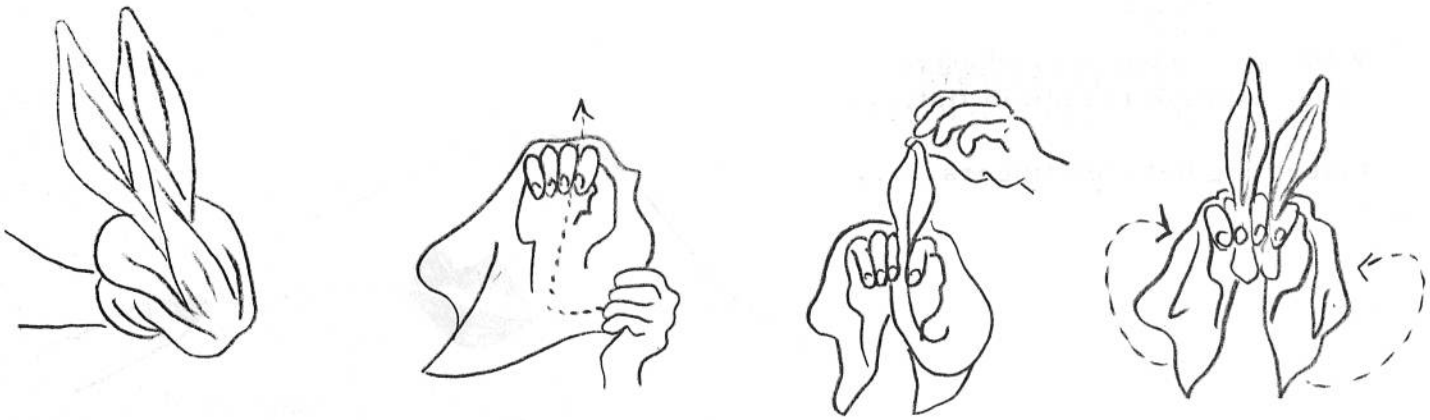
For Footsie Theatre, cut a cardboard carton as shown. Place a smaller carton inside as a resting place for legs. Drape a sheet over puppeteer. Glue a curtain of crepe paper across front of theatre. Cut curtain into strips so foot puppets can 'enter' through curtain while legs of puppeteer are concealed.

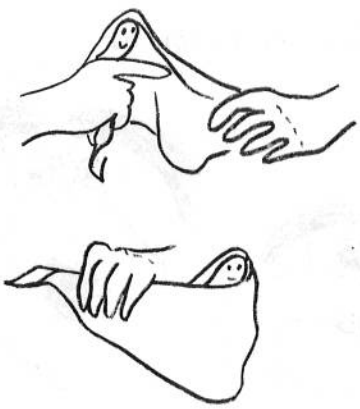
- Indian Nations Pow Wow Book

"HAND" PUPPETS

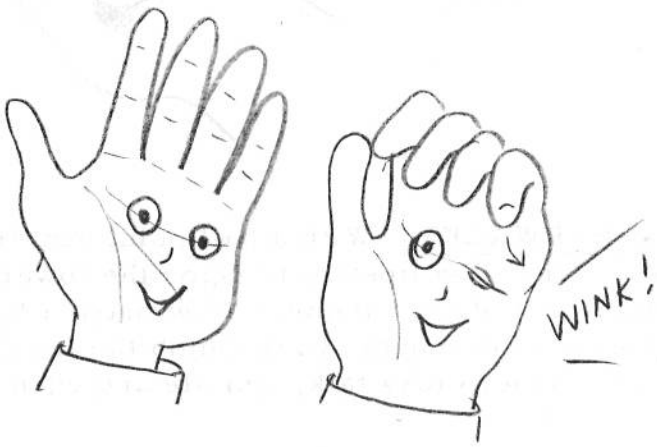
Hand puppets are sometimes referred to as instant puppets--because you can make them in an instant. They call for materials that are handy, such as handkerchiefs, matchboxes, lipstick, and right and left hands. The following are a few that can be made with such things:

INSTANT BUNNY: Make a loose fist, drape a handkerchief (large) over it as shown in diagram A. With your other hand, pull one of the front corners of the handkerchief up between your first two fingers. That's one ear. Now do the same with the other corner, pulling it up between the second and third fingers. Now you have two ears. Wrap the two back corners around your wrist, and you have a bunny with floppy ears and a wriggly nose (your second finger is inside the handkerchief.)





THUMBELINA: With a ballpoint pen draw a funny face on your thumb. Drape a handkerchief over it, as in B. Pull it around in front to hide your hand. You can also put a peanut shell on your thumb and draw Thumbelina's peek-a-boo face on that.



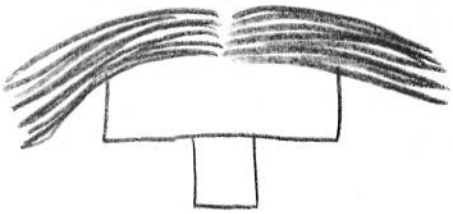
WINKUMS: Find the fold in the palm of your hand - just under the little finger. Draw one eye right on that fold. Draw the rest of the face to fit, as in C. Now, by curling your little finger down you make Winkums wink.

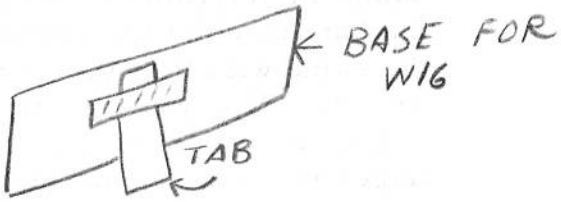
- Indian Nations Council Pow Wow Book

FIST FACES

Your fist can become a real face - it moves, talks, wiggles 'n twitches... and it's so easy.....

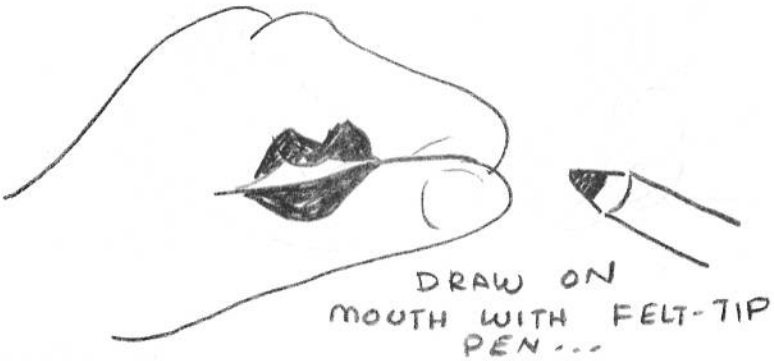
Make a wig from yarn. Make eyes and nose from construction paper, buttons, felt, etc. Insert wig, eyes and nose, draw on mouth with felt-tip pen. Now move your fingers for lots of fun and action.



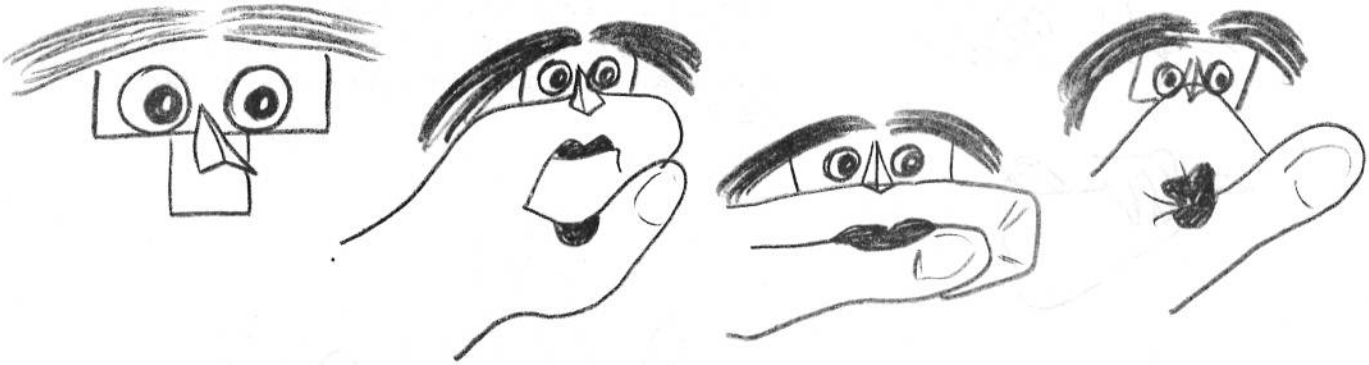


WIG--glue yarn to cardboard base with tab to hold in fist....

Insert wig between fingers.....



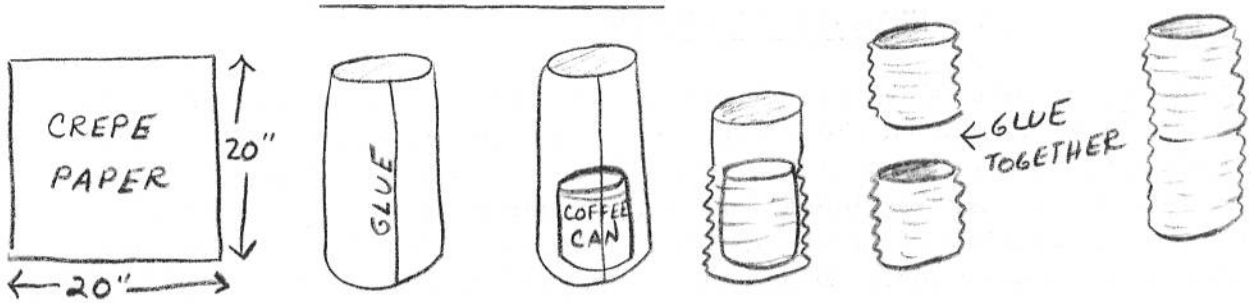
Glue buttons or felt eyes to cardboard base with tab, glue on button or construction paper nose



JABBERWACKY: With a ball point pen draw a face on the back of your hand, as shown. Use lipstick to color the lower half of your first finger and the upper part of your thumb. Now make a fist. Your first finger becomes the upper part of mouth, your thumb the lower part, and by moving them you can make Jabberwacky talk, whistle and even pretend to chew.

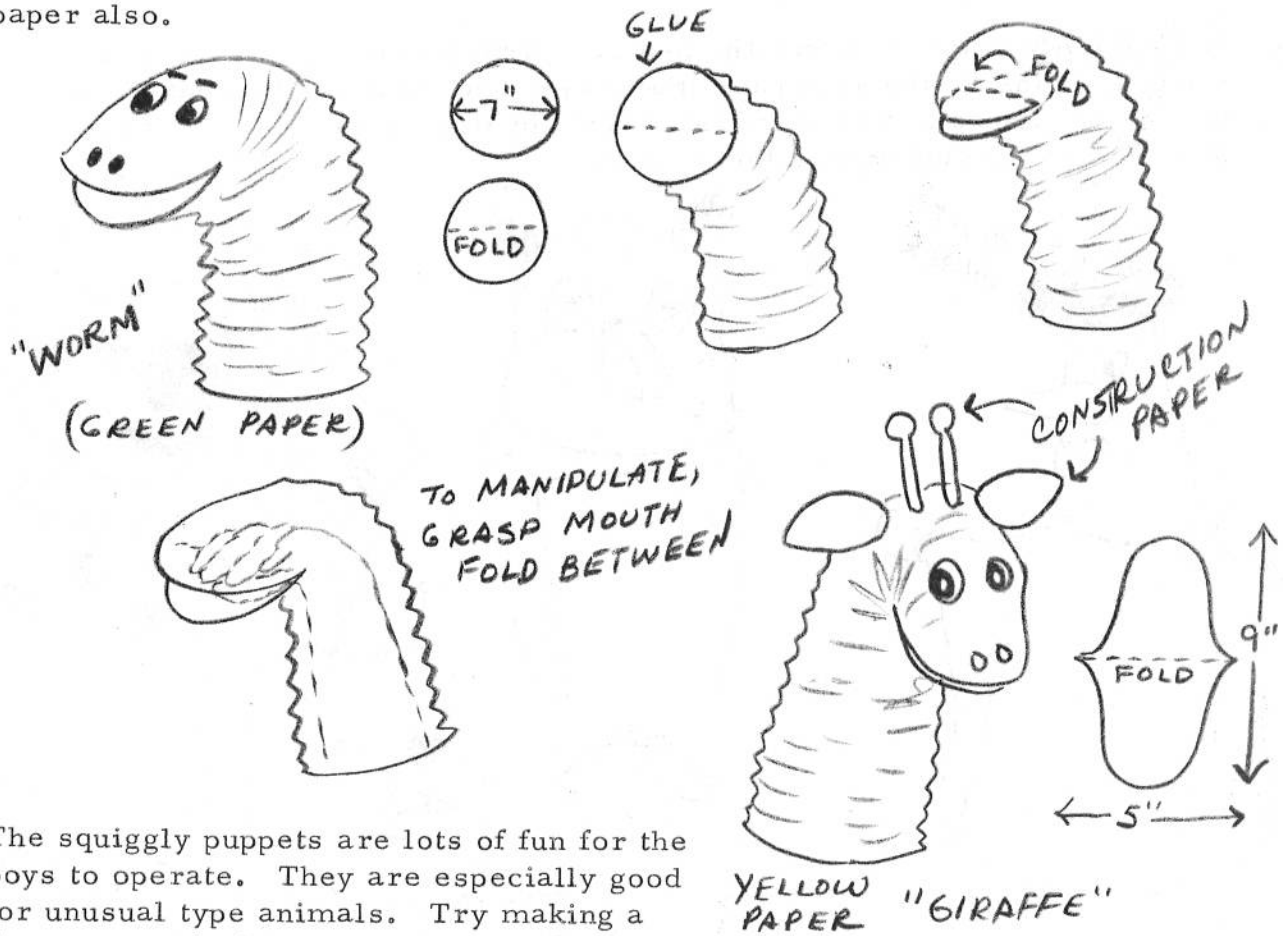
- Indian Nations Pow Wow Book

SQUIGGLY PUPPETS



To make these gay, colorful puppets, you need to cut a 20" piece of crepe paper from roll, so you have a 20" square. To make tube, glue edges together (lengthwise). Place tube over a coffee can and push crepe paper down to form crushed pleats, starting about 1" from bottom of can. Turn can as you work so pleats are formed on all sides. Pleat entire tube. Now make a second tube the same way and glue the two together to form one long tube for the basic puppet body.

Mouth is a 7" construction paper circle, folded in half and inserted in tube and glued. Eyes, ears and other features can be made from construction paper also.



The squiggly puppets are lots of fun for the boys to operate. They are especially good for unusual type animals. Try making a dragon, an elephant, a mule and a snake. Boys will have some great ideas of their own.

- Pack-o-Fun Magazine

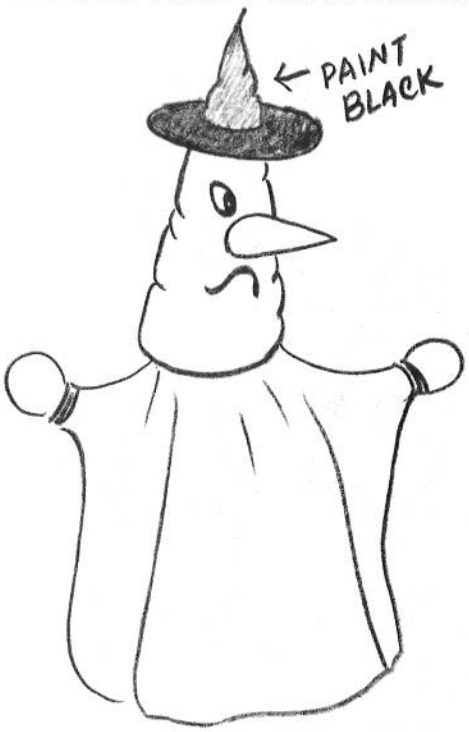
VEGETABLE PUPPETS

WITCH HAZEL - Select a short, chunky carrot. Use an apple corer to carve a hole in the wide end, just large enough to fit your index finger. Attach the carved-out piece to the carrot with a straight pin to make the nose. Paint eyes and a mouth. Cut a circle of black construction paper and slip it over the pointed end to make a hat. Hazel's dress is a square of black cloth about the size of a man's handkerchief. Drape this over your hand and fasten with rubber bands around your thumb and middle index finger. Fit puppet over your cloth-covered index finger.

OLIVER OWL - Cut a large potato in half and carve a hole in the cut end. Shape a slice of potato into a beak and attach with pins. Carve and paint the eyes and make feather ears. Oliver's body is a small paper bag, slit on one side for your hand and tied at the bottom with a rubber band.

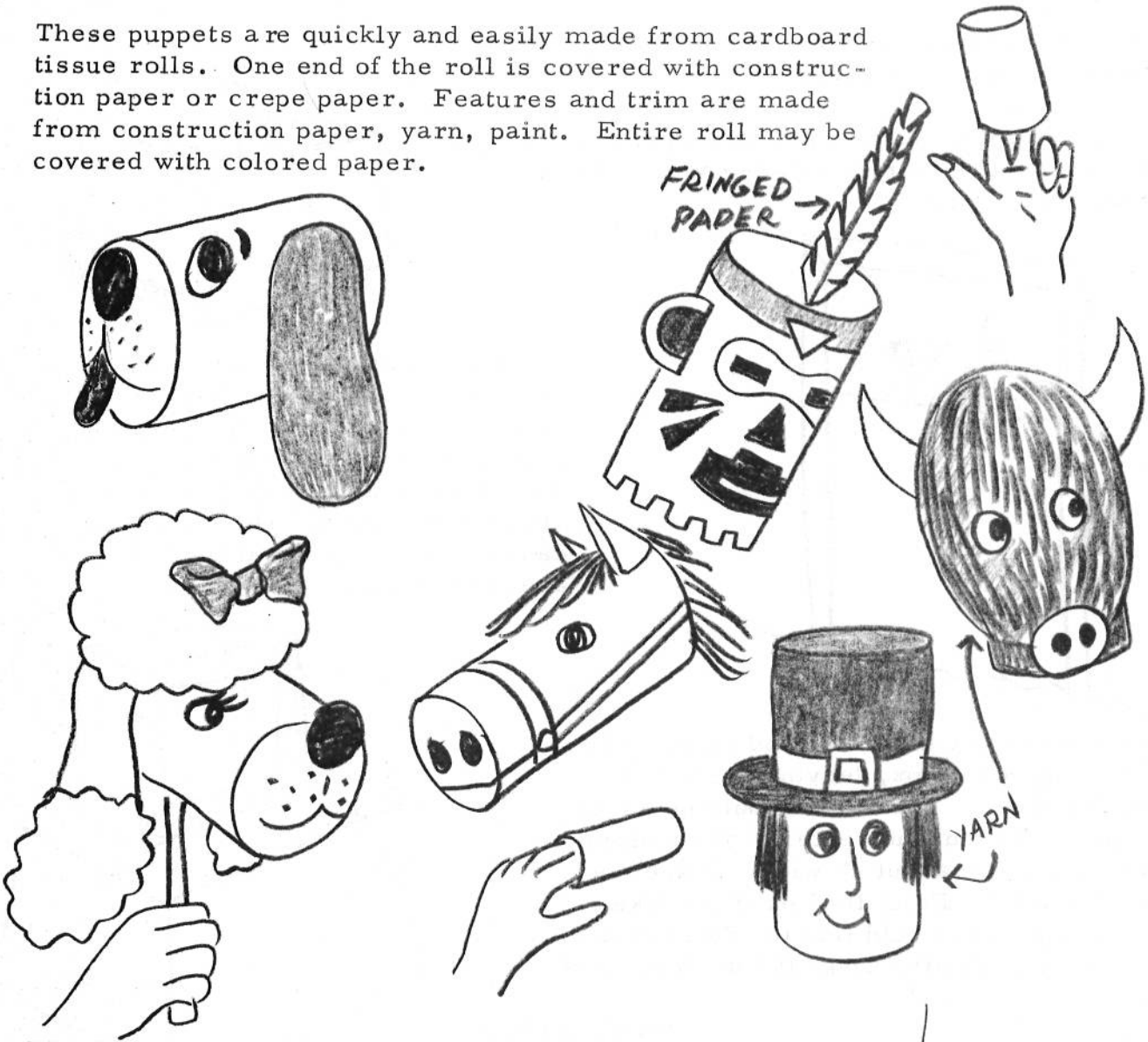
CLARENCE THE CLOWN - He is a white turnip with a radish nose and parsley hair. Cut the tip off a cone-shaped paper cup for his hat. A polka-dot kerchief and a paper doily ruffle make a nice clown suit.

MARTIN MARTIAN - Pin a carrot-tip nose to a firm green pepper, and use nails or straight pins for the antennae. Paint eyes and mouth. Make Martin's space suit out of a piece of aluminum foil draped over your hand. Form his feet with rubber bands tied around the corners.



CYLINDER PUPPETS

These puppets are quickly and easily made from cardboard tissue rolls. One end of the roll is covered with construction paper or crepe paper. Features and trim are made from construction paper, yarn, paint. Entire roll may be covered with colored paper.



FROZEN ORANGE JUICE LID PUPPET

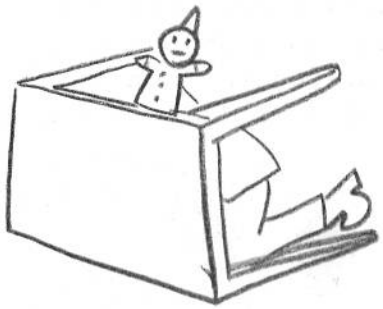
To make puppet, make holes in the center of the lids with a hammer and nail. String the lids onto a cord, leaving some excess of cord for flexibility. Use to form arms, legs, and body of the puppet. Attach a plastic foam ball for the head by passing cord through the ball. Add yarn hair and felt feet and hands. Attach control strings.

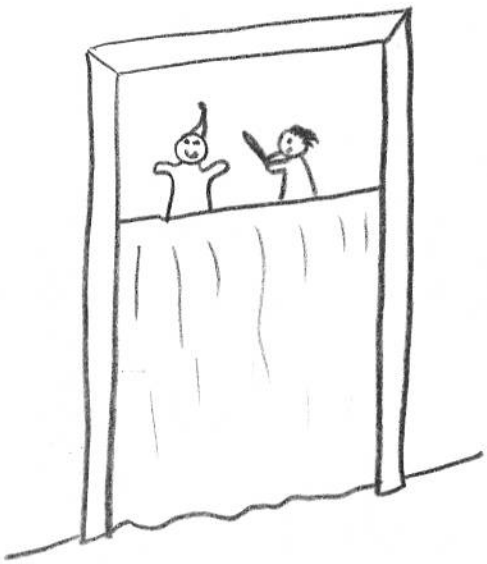
NOTE: Use lids from pull tab cans to avoid sharp edges!

CREATE A STAGE.....

Once the puppets have been completed, you are ready to give a performance. For this, you need a stage.

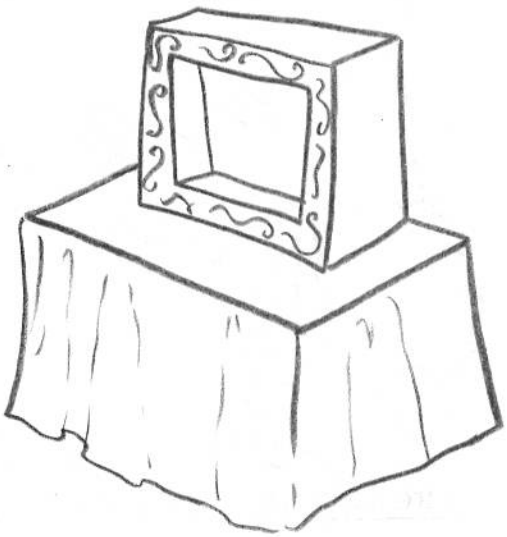
Almost anything can be used as a temporary stage. The simplest is merely a table, which has been turned on its side.





A simple doorway can be used as the basis for a stage. Drape a cloth across it, at the necessary height, so boys can stand behind the curtain and operate puppets above their heads. The cloth can be draped lower, if the boys are to be seated.

A cardboard box makes a good stage. Cut off the top of the box, leaving the bottom and four sides. The sides should be about 12" high. Cut out the center of the bottom, leaving a frame about 4" wide. Place the box on a table. Paint the box if you like, and perhaps you would like to add a curtain.
- Golden Empire Council Pow Wow Book



TRAY STAGE

Materials: The shallow top cover of a cardboard box
Scissors, some paint, some ribbon or heavy string

Cut two holes, large enough for your hand to fit through, in the top of the box. Paint the entire box top a gay color. Attach a long piece of ribbon or string to each of the four corners of the box top and tie the four loose ends around your neck so that the cover hangs parallel to the floor. Now put your hands up through the holes, put the puppets on your hands, and let them play, right there, on top of their own tiny stage. You can carry this stage with you wherever you go.

MORE PUPPET STAGES

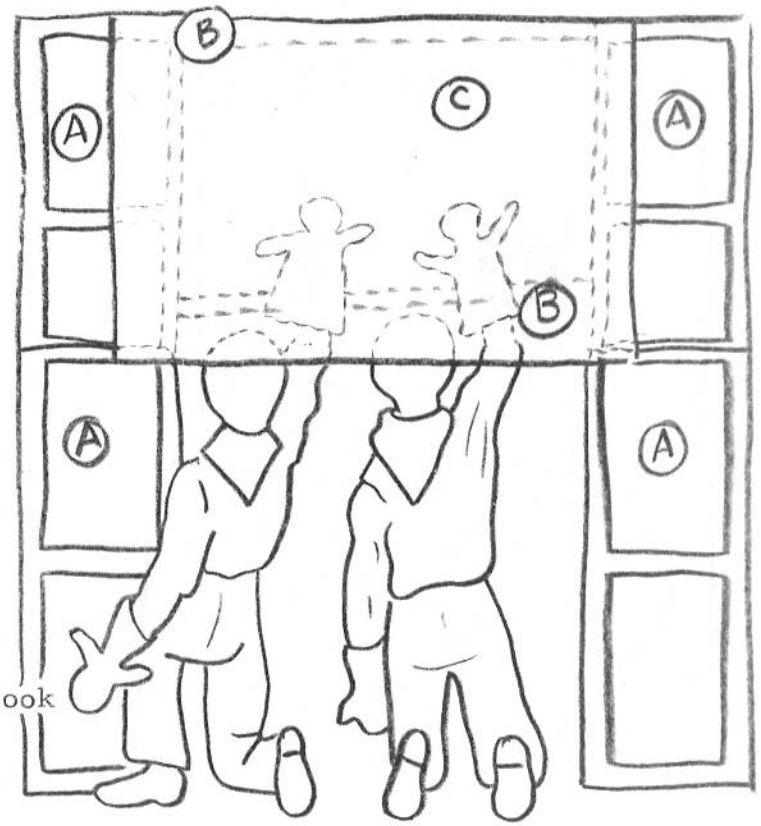
You can also make a puppet stage using four wooden crates (such as orange crates). Pair up crates and nail together end to end (A). With the bottoms of the crates toward the front, nail a lath across the top (on front side) and one across the middle section (B).

If you want to add a top, cut it from cardboard.

Paint or cover your theatre with crepe paper.

Tack a piece of crepe paper or fabric (C) behind acting area.

- Golden Empire Council Pow Wow Book



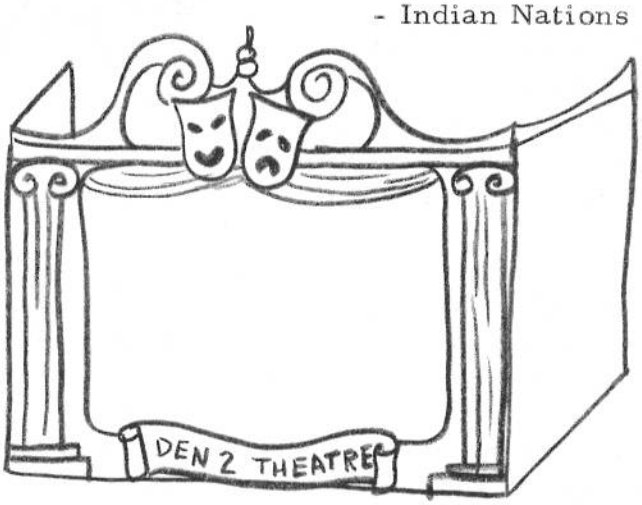
CARDBOARD BOX STAGE

For a table model, use heavy cardboard about 30" x 60" for front. Tape on two sides for support. Or use an oblong shaped box of this approximate size.

Cut out center. Decorate as desired.

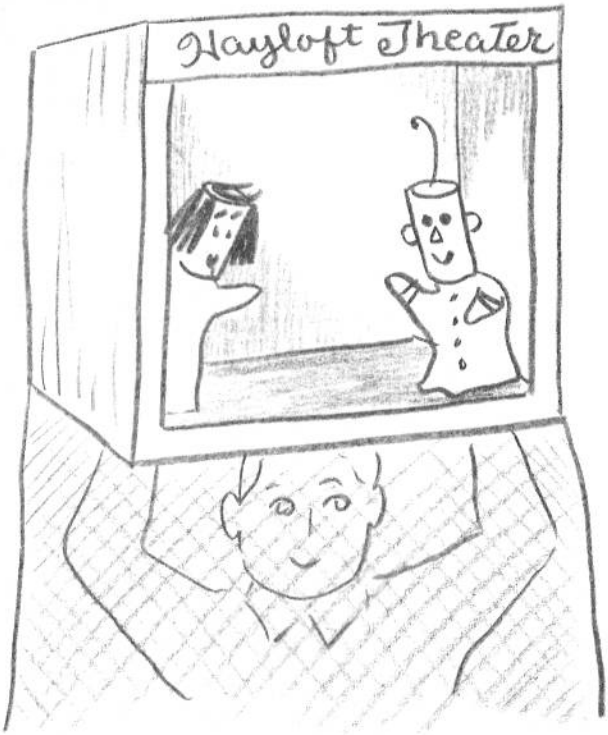
This stage can be set on a card table which has been draped with a floor-length cloth to hide the boys.

- Indian Nations Council Pow Wow Book



CUBBING IS....
TRYING TO KEEP ALL YOUR MARBLES WHEN THINGS DON'T GO RIGHT.

HAYLOFT PUPPET THEATER

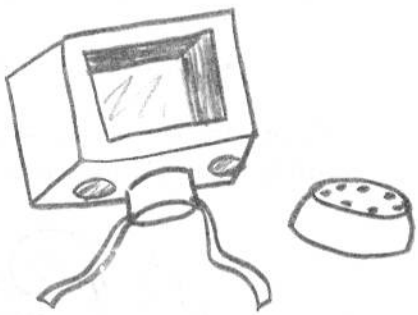


This oldtime puppet theater takes on a new twist. The theater, made from a box, rests on your head while you work the hand puppets stuck up through holes in the bottom of the box.

You can have a lot of fun with a theater like this. Each member of the den could make his own theater. Then put on a series of one act plays. To keep your plays simple and the action moving put on plays starring only two characters.. one for each hand puppet. (Jokes could be used for the plays.) You'll have a great time letting your fingers do the action to play the part of each puppet and changing your voice to represent specific traits of each character.

For still more fun, you could hold a competition, giving first, second, and third prizes for the best comedy, best drama, best musical, and the best in other categories you can think up.

You might also give awards for the most unique theater. The box needn't be square. You might make your theater from a tall, skinny box or a low, wide box. Caution: don't use a box that's too outsized as it may be difficult to hold on your head.

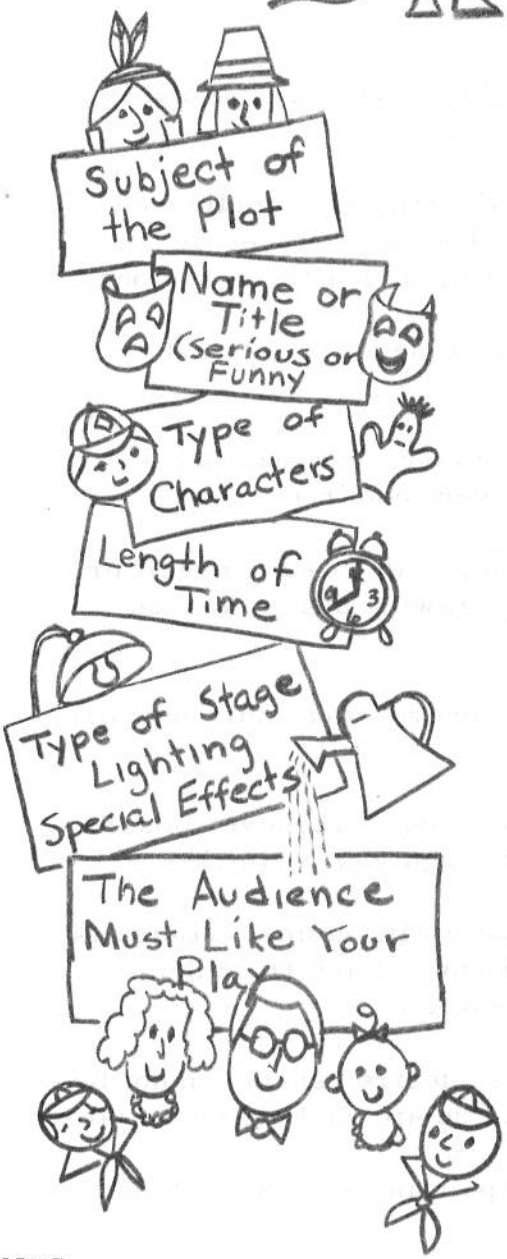


Theater: Pick a box and cut an opening for the stage. On the bottom of the box, attach the bottom 3" of a round gallon plastic bottle to fit on your head. To attach, punch pair of holes around the bottom of bottle, as shown. Punch matching holes in bottom of box and lace plastic "cap" to box. Add ties to tie cap under your chin. On each side of the plastic cap, cut a hole to stick your puppets up through bottom of stage. Paint the theater, inside and out, and add excelsior on the roof. To make yourself "invisible" while working the puppets, glue gauze or cheesecloth around thebottom and drape the material over your shoulders.

Puppets: For heads, use 2" cardboard rolls. Glue cardboard circles to ends, with holes punched in bottom circle just large enough to insert your index finger. Paint or cover with paper. Paint or draw on features and add yarn hair.

For the costumes, use a piece of fabric that covers your hand. Place fabric over your outstretched thumb and first two fingers and cut three holes to stick your index finger, middle finger, and thumb through. Middle finger and thumb become arms for puppet. Insert your index finger into the hole in the bottom of each puppet. Stick your puppets up through holes in bottom of stage, and the show is ready to begin.

SKITS



HOW TO WRITE A SKIT

Been wondering how to put your ideas into skit form? Where to start? What to do?

The steps and suggestions below aren't a cut and dried cure-all. To get off to a good start you should know your facilities, your subject, how many boys you have in your den, and what parts they will play.

Jot it down:

1. The subject of the plot.
2. The title, whether serious or funny.
3. The kind of actors you'll use--puppets or live Cubs.
4. How much time will you have? Write a skit timed for twenty minutes. Boil it down to five, saving only the best lines.
5. Your stage: Is it an open floor, a platform at one end of the room, or a real stage? Check the lighting and what special effects you can use.
6. Remember--the crowd must like your play, so write it to fit them. Keep the scene changing to a minimum.

HINTS

In writing your skit, use stage directions liberally. Tell who goes where and who does it.

Stimulate interest and surprises as you go along. A "walk-on" in each scene will spark interest. A "walk-on" is a character hunting a rabbit or bird, blowing up a balloon, or engaging in some other nonsense.

If you have more actors than the story calls for, sandwich in musical numbers, dances, songs, or magic between acts. Such extra material, including "walk-ons", should relate to the play for continuity's sake.

Create a mood with scenery, paint in grays if spooky or sad; colors if gay.

Avoid long speeches!! Use gestures and pantomime freely, with exaggeration.

- Bois D' Arc District

SCENERY FOR CUB SCOUT SKITS

Scenery for Cub Scout skits is simple to make, fun for the boys, and adds greatly to the realism of your skit.

A few simple guidelines will help you and your den make colorful and imaginative scenery for practically any skit you choose!

1. Locate cardboard by scouting the local furniture, appliance stores or warehouses in your area. Use large pieces of cardboard from refrigerator, appliance, or mattress cartons.

2. Score cardboard with a sharp knife when necessary to cut or bend to shape.

3. Use a craft knife, shears or kitchen scissors to cartons. (Cutting will usually be the job of the den leader.)

4. Mark guidelines for cutting and painting with a heavy pencil or marking pens. (Sometimes a simple drawing of the desired finished product is helpful.)

5. Nail wooden lathes to back of heavy scenery when more support is needed.

6. Paint on blank or unpainted side of cardboard whenever possible. (Sometimes the lettering will bleed through your paint.)

7. Use latex to cover large areas and apply with roller. (Latex is cheaper--often the boys can bring left-over latex from home; and it washes off hands and clothes easily.)

8. Tempera can be used to tint latex when desired shade cannot be found. Also use tempera for trim and detail work on top of latex.

9. Use old clothes or Dad's old shirt forpainting smocks; stand back and let the boys do the work!

10. Keep your scenery simple, so it will be fun for the boys and you. KISMIF.

- Bois D' Arc District

CUBBING IS.....

MAKING BELIEVE YOU ARE SOMEONE ELSE AND IN A DIFFERENT TIME, ONCE A MONTH.

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 lifelike 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 the rubber band around the spool over the ends of the balloon tight. Blow into the open end of the 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 the bottom of the 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 the tin. Shake the tin so it vibrates. Bang it against your knee for an 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) fill a 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.

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

(continued)

SPECIAL EFFECTS (continued)

STORM - Combine wind, rain and thunder sounds, then turn stage light 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 microphane.

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 the 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 a 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 a hole in the container, place pencil inside, and pull the string out through the hole. Rub the string with resin or a green leaf. Drag fingernails along the string to produce noise into the microphone.

PUPPY DOG - Blow up a balloon. With first 2 fingers of both hands, stretch neck of balloon, slowly releasing air.

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

CAMPFIRE (Lighting 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.

- Compiled by Sue Turner
Bois D' Arc District

DECEMBER 1976 WINTER FESTIVAL

CHRISTMAS TRADITIONS

Characters: 6 boys

Arrangement: Each boy comes onstage holding the object he's speaking about, or a poster with an appropriate picture on it. He can read his lines, or they can be read by a narrator.

1ST BOY: The Christmas Tree. The custom of decorating small evergreen trees at Christmas time began in Germany. However, it reached America before it arrived in England. The German settlers in Pennsylvania decorated the trees with lights, sweets and colored paper. That is how the Christmas tree became part of our traditional Christmas.

2ND BOY: The Mistletoe. Ancient Celtic priests believed mistletoe had medicinal powers and was sacred. They thought it brought good fortune. Mistletoe was also considered the plant of peace, and under it, enemies met and reconciled their differences. From this ceremony came the English custom of kissing beneath it--the one tradition that has survived to the present.

3RD BOY: The Christmas Wreath. During the 16th century in Germany, branches of fir or spruce were intertwined in a circular shape. This symbolized the love of God which had no beginning or end. One legend tells of a young girl of Bethlehem who wept because she had nothing to bring to the Christ Child but a crown of holly leaves. The babe touched the crown and the leaves gleamed and scarlet berries appeared where her tears had fallen.

4TH BOY: The Christmas Candle. Medieval Christians believed that on Christmas Eve, the Christ Child wandered through town and countryside in search of those who believed in Him. On that night they placed candles at their windows to guide Him.

5th BOY: The Poinsettia. This Christmas flower was discovered in Mexico in 1828 by Dr. Joel Poinsett. The people of Mexico and Central America call it "Flor de la noche buena" or flower of the Holy Night, because it reaches full bloom at Christmas.

6TH BOY: The Christmas Card. At Christmas in 1843, in London, "A Christmas Carol" by Charles Dickens had just been published. A friend, Sir Henry Cole had an artist friend design a Christmas greeting to send to his friends. This was to be the first Christmas card. It took more than 30 years for them to become popular. They were first introduced in the United States in the late 1870s.

- Southbay - Silverstrand Pow Wow Book






DECEMBER 1976 WINTER FESTIVAL

"SANTA'S HELP-IN"

Characters: Santa - with long list and empty sack
Helper 'X' - with green cap
6 Helpers - with red caps, working tools and toys

Setting: Santa's Workshop, with all 7 Helpers busy working on toys and whistling or singing "Jingle Bells". As curtain opens, Santa enters, puzzled, despaired, checking list in his hand.

SANTA: Ho! Ho! Help! This is an unusual list from the Cub Scouts of Pack____. We're running out of time! Good grief! Sakes alive! (Santa sits down with sack opened, looking very, very sad.)

HELPER #1: I've worked hard on trains; have they run out of brains?

HELPER #2: It's clear to see they don't want trucks from me.

HELPER #3: Surely Santa, you know the score. That's no ho! ho! Please tell us more.

HELPER #4: I know, great red and white one...they need a change. (He rattles coins in his pocket.)

HELPER #5: That's right wise leader. Any new ideas in our "goody range"?

HELPER #6: Shazam! Me thinks the Cubs are tired of toys; How about more arrow points for those boys?

HELPER 'X': (running across stage, carrying cardboard shield resembling large sock with arrow points glued on) Sock it to 'em, Santa! (He places shield in Santa's sack.)

All stand and bow together, and yell "Shazam".

- from Balboa District Roundtable 1968

TO PEOPLE FROM PRESENTS

Have you ever wondered, in the midst of your Christmas shopping, what the gifts you pick out might be thinking about your choice? In this skit, six typical Christmas presents have a chance to express themselves on the subject. The skit is brief, requires little rehearsal, and can be performed either by boys or puppets. The setting can be anywhere.

Characters:

Hand-painted tie	Set of China
Handkerchief	Girl doll
Electric train	Money

Costumes: Suggestions are given in the body of the skit for costuming live performers. Each player should be labeled in large letters announcing which item he represents.

(As the curtain opens, the players are heard singing, off stage, the 3rd stanza of "Jolly Old St. Nicholas". The announcer appears and says:)

Announcer: At last it is here--that time of year,
When children are writing to Santa,
When lists are compiled with gifts for each child,
Old friends, and Aunt Jane in Atlanta.
"Uncle Harry" we cry, "always wears a dull tie;
Let's pick one that's cheerful and merry":
But maybe we ought to give a wee bit of thought
How the necktie will feel about Harry.

So let's lend an ear, this particular year,
While bells carol out from the steeple,
And hear what gifts say, if they had their way.
And presents could pick out people!

(One at a time the players enter, speak their lines, and retire to the back of the stage. The first player is the one labeled "Hand-painted Tie." He wears an enormous tie cut from yellow fabric or cardboard with brilliant painted designs.)

Hand-painted Tie: I'm a hand-painted tie and it's fitting that I
Should be worn by a dashing type fellow.
Don't let me be sent to the sober-faced gent
Who sooner would die than wear yellow!

(Enter player labeled "Handkerchief." He carries a large cardboard square, with dots around the edge to indicate hem-stitching.)

Handkerchief: Santa, dear Saint, I've a long-time complaint;
Though I really don't wish to be cranky.
But it causes me pain--that insulting refrain,
"You can always give her a hanky."

(continued)

TO PEOPLE FROM PRESENTS (continued)

(Enter player labeled "Electric Train". He carries a large circle of cardboard painted to resemble the front of a train.)

Electric Train: As a shiny new train, I've a right to be vain,
I'm king of the toys, so I'm told.
Could I go to a lad, instead of a Dad
Whose youngster is just two months old?

(Enter player labeled "Set of China".) (This could be represented by a large cardboard cut-out of a cup and saucer.)

Set of China: For the elegant din-ah--there's china no fine-ah,
For a lady to get from her spouse;
But get angry I'm apt, if on Christmas I'm wrapped
As her gift to the Man of the House!

(Enter "Girl Doll", walking stiff legged. She wears wig and dress.)

Girl Doll: My complexion's like milk--my clothes are of silk;
I'm a doll for a girl to adore;
Do I have to be got by some two-year-old tot,
Who'll use me to wipe up the floor?

(Enter "Money" with rectangular cardboard painted like a $5 bill.)

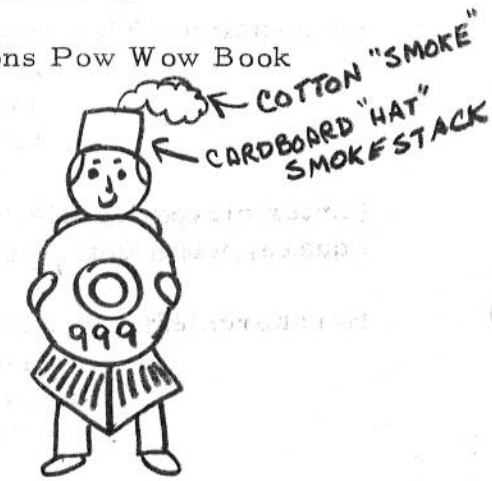
Money: Oh, money is dandy and sure comes in handy,
To the Joe who is loaded with woe,
But I'd surely resent being wrapped up and sent
To the Joe who is loaded with dough!

(All players come forward and speak in unison.)

All: But wherever we go, we want you to know,
We hope you'll be glad we appear;
To bring happiness, we're proud to express,
This greeting of love and good cheer.

(Players sing one chorus of "We Wish You a Merry Christmas".)

- Indian Nations Pow Wow Book



CUBBING IS...
LEARNING TO BE CREATIVE.

DECEMBER 1976 WINTER FESTIVAL

THE GIFT
(A Skit for Hand Puppets)

Opening Scene: One boy holding gift wrapped box.

Cast: As many other boys as you have in your den. Puppets may be dressed as Cubs or in ordinary boys clothing. Den Leader or Den Chief can provide sound effects.

1st Boy: I can't guess what's in this box Aunt Mary left for Christmas. Wonder if I dare open it? No. Mom would probably get mad at me, 'cause she said to wait until Christmas Day. Maybe I can shake it and guess. (shakes box...it makes a thunking sound) Boy! This is a tough sound.

2nd Boy: (entering) Hi! What're you doing? What's that?

1st Boy: I'm trying to guess what's in this package from the sound. Listen and see if you can figure it out. (shakes package... thunk, thunk)

2nd Boy: That sounds like a book to me.

1st Boy: Maybe, but I don't think so. It's very light.

2nd Boy: Here's Chipper. Maybe he can tell.

3rd Boy: Tell what?

2nd Boy: What's in the Christmas package. (shakes it...thunk, thunk)

3rd Boy: I'll bet that's a basketball pump.

1st Boy: What would I do with a basketball pump? I don't even have a basketball. That's not it.

3rd Boy: Well, that's what it sounds like to me.

4th & 5th Boys: (enter) (2nd & 3rd boys leave in order not to crowd stage)

4th Boy: We heard you trying to guess. Maybe we can help.

5th Boy: (Takes box and shakes it...thunk, thunk) Could it be clothes?

1st Boy: I've never heard clothes go "thunk, thunk."

(Puppets keep coming by ones or twos with enough leaving to keep only three on stage at a time, unless you have a very large stage.)

6th Boy: Maybe if you shook it a little harder...(shakes box hard...thunk, thunk, CLICK) Hmmmmmmn.....

7th Boy: Maybe it's a mouse trap.

1st Boy: This is getting ridiculous!

8th Boy: Let me see it. (reaches for box but DROPS it.)

1st Boy: (picks up box and shakes it; makes loose, rattling sound such as pull tabs in a soft drink can) Well, whatever it WAS, that's not what it IS anymore!

- Longhorn Council

ASTRONAUTS MEET MOON MEN

(A Singing Skit)

Cast: Four boys are needed for this skit; two astronauts and two moon men

Scenery: String a wire across the stage and hang folds of silver stars on blue decorated crepe paper for background. Cut jagged-shaped mountains from black mat paper or construction paper and attach to crepe paper with masking tape.

Two astronauts walk slowly on stage, looking around as they walk. When they reach center stage they sing:

(to the tune of "Three Little Maids" from 'The Mikado')

Two astronauts from earth are we,
Filled to the brim with boyish glee.
We are the first to land you see.
Two astronauts are we.

They walk carefully off to the left without looking back. Two moon men appear from right. They point and stare at the astronauts. When they reach center stage they sing:

(to the tune of "My Darling Clementine")

There are two earthmen,
There are two earthmen,
There are two earthmen over there.
Let's sneak up behind them
And give them quite a scare.

Moon men turn and face right as astronauts back slowly on stage from left. All four bump into each other back to back. They jump and scream with fright when they see each other and start to run in different directions. But they stop and cautiously walk together to center stage where they all sing:

(to the tune of "The Marine's Hymn")

We are not afraid of you, and you're not afraid of us.
We are here to do a job, to live on the moon or bust!
We must not fight with each other,
We must try to live in peace.
For it's time to let the people know
That the moon's not made of CHEESE!

- Cub Capers

ROLLICKING ROBOTS

CAST: Den Chief Announcer, Robot Narrator, 6 Cub Scout Robots

DEN CHIEF: Den____presents "The Rollicking Robots" from "The World of Tomorrow."

(Robots enter slowly in a line, then turn to face audience)

ROBOT NARRATOR:

We're the very latest triumph of engineering skill;
We can walk, we can talk, we can raise an arm at will;
We're really rather handsome, all gleaming steel and chrome;
Oh, everyone should have a little robot in the home.

You'll never have to feed us, our wants are very few;
A sip of battery juice and a nut and bolt or two;
Our actions are dependable, just like a metronome;
Oh, everyone should have a little robot in the home.

(As each boy takes his turn, he steps forward stiffly three steps and bows before he speaks.)

ROBOT #1: When Junior has some homework that no one can explain,
We're just the ones to help him, with our electronic brain.

ROBOT #2: Those nights when Father moans and groans about his income tax,
We'll do the calculations, if he'll just feed us the facts.

ROBOT #3: We can help with mother's gardening when she's setting out her plants,
Our feet are built for digging holes or stamping out red ants.

ROBOT #4: If sister fears she'll oversleep cause she stayed out late at night,
Just set us for the proper time; we'll wake her up all right.

ROBOT #5: We'll be glad to mind the baby when he's crawling on the floor;
And shock him, oh so gently, if he's heading for the door.

ROBOT #6: To cheer you up, we'll bring you music straight from our transistors;
And even go into a dance while rattling our resistors.

(Robots dance: Three slide steps to left; then three slide steps back to position. Three bounces forward; then three back to position. Swing left arm and right leg forward and back; then right arm and left leg. Repeat these kicks, then bow.)

ROBOT NARRATOR: We hope we have convinced you of our many splendid uses,
And we faithfully promise not to blow out any fuses.
We'll be always at your service with our every volt and ohm,
Now don't you think that you should have a robot in your home?

- Skit Hits, Indian Nations Council

JANUARY 1977 THE WORLD OF TOMORROW

THE SUPER SCIENTIFIC SPACE STUDY

Characters: Two Astronauts, "Countdown" and "Blastoff"; 2 Little Green Men; "Space Cat" and "Space Mouse"

Costumes: Astronauts may wear space helmets made from cardboard or ice cream cartons. Little green men may wear green crepe paper tunics with green face make-up. Space Cat and Space Mouse wear signs or sack masks.

Props: Backdrop of space ship. Large poster of a piece of green Swiss cheese. Large green mass for Space Mouse to carry.

(As scene opene, "Countdown" and "Blastoff" have just stepped from their space ship.)

Countdown: Well, Blastoff - here we are! On the Moon, at last!

Blastoff: Right, Countdown. We finally made it! Now let's get on with our experiments. You pick up some Moon rocks and I'll start on our Super Scientific Space Study. (Blastoff starts off in one direction, Countdown in the other.)

(From behind a large cardboard cutout of a Moon Rock, step two boys dressed as Little Green Men. They speak only by saying Beep Beep Beep Beep very rapidly.)

1st Green Man: (to other) Beep Beep Beep Beep (points and shakes finger at Blastoff)

2nd Green Man: (pointing to Countdown) Beep Beep Beep Beep (gestures wildly)

(Countdown and Blastoff see the green men at the same time.)

Countdown: Do you see what I see, Blastoff?

Blastoff: I certainly do. Let's try to talk to them. Maybe they can help us find our Super Scientific Space Data. (They walk over to green men.)

Green Men: (together) Beep Beep Beep Beep

Blastoff: I don't think they understand at all. Say, I've heard that one picture is worth a thousand words. Let's try that! (From behind space ship he takes a poster, not showing it to audience, but revealing it to green men. At once they smile and nod.)

1st Green Man: Here Kitty Kitty Kitty. (From stage left the boy dressed as Space Mouse runs across stage holding large green mass. He is chased by Space Cat. They exit.)

Countdown: Well, I guess that settles it. Now we can tell Earth that the moon really is made of Green Cheese. (Blastoff smiles - turns poster around to show large picture of cheese to audience. Astronauts shake hands with green men, smiling and exit.)

- Indian Nations Pow Wow Book

A JOURNEY INTO SPACE

Puppets: Three boys - Jim, Fred, Bill (all hand puppets)

Setting: Inside rocket ship. In background is a round frame where various scenes can be shown. This represents window in rocket ship. As curtain opens, 3 boys are on stage.

JIM: Golly Bill, do you think we ought to be in here?

BILL: Sure, why not? The airport is open to inspection. I'm going to inspect this rocket ship. Look at this button. (Pushes button)

FRED: Gee, that closed the door!

BILL: Well, what do you know. Wonder what this other button does. (He pushes button. All puppets jerk back and begin to bounce around.)

JIM: You started the rocket. We're taking off! (Scenery changes)

BILL: Well, what do you know!

FRED: I'm getting dizzy. (He weaves around.)

BILL: You're short of oxygen. I'll push this oxygenizing button. (He does)

FRED: That's better. (Scenery changes)

JIM: Look, there's the moon! It really does have mountains on it!

FRED: I'm getting scared!

BILL: Nothing to be scared of. Welre having an adventure in space!

JIM: We're approaching Mars. Look! It really does have canals and mountains on it. (Scenery changes)

FRED: Do you suppose we should land? I don't want to stay in this rocket ship forever.

BILL: Well, you don't want to land here! (Scenery changes)

JIM: Look, I'll bet that's Jupiter. See the rings? There's a red one in the center. (Scenery changes)

FRED: There's another planet. That must be Saturn.

BILL: Probably no one will believe us when we get back home.

JIM: How are we going to get back? (Scenery changes)

BILL: I don't know. Let's enjoy ourselves first. Look, there's Uranus. It's green!

FRED: I'm feeling kinda green. How can we tell people what we saw if we don't go back home?

BILL: (Scenery changes) Look, there's Neptune. See its moon?

JIM: I want to go back home!

FRED: So do I!

BILL: Let me see if I can find a reverse button. Here's one! (He pushes it)

JIM: Look, we're turning around. (Scenery changes in reverse.)

FRED: Hey, what's this? (points to one side)

BILL: Golly, that's a tape recorder. It's been taping everything we said. Now they'll believe us when we get back home! (Scenery changes)

JIM: If we get back home! (Scenery changes)

FRED: Oh boy. I can see the earth now. We're almost there. (Scenery changes)

BILL: I'll push this "stop" button. (Pushes button. Puppets jerk to stop.)

JIM: We made it! Wow, what an adventure!

FRED: I'm glad we're home. I'll take the earth any old day!

BILL: Hmmmmm. Now if I can only figure out how to open the door!

CURTAIN

ACHIEVEMENT PARADE SKIT
(A Skit for Box Puppets)

The Cub Scout puppets are made from Jello boxes covered with blue and gold paper. One puppet is made to look like a Boy Scout. As each puppet says his part, a Cub Scout holds up one of the large cardboard insignia posters for the appropriate rank.

1st Cub Scout:

I'm a little Bobcat
As you can plainly see,
I've learned my Law and Promise
So a full-fledged Cub I'd be.

2nd Cub Scout:

Now I am a Wolf Cub
With a gold arrow too,
Soon I'll have a silver one
To sew on my shirt of blue.

3rd Cub Scout:

I'm in my second year now,
And a Bear Cub I've become
I've even earned some denner cords
When you work they'll give you one.

4th Cub Scout:

Webelos is the name for me,
And now it is the time,
They teach us to be Boy Scouts,
And the dads keep us in line.

5th Cub Scout:

At last I am a Boy Scout
And my Cubbing days are done,
When I think back the last 3 years,
It really has been fun.

6th Cub Scout:

Once I was a box of Jello
Sitting in a store,
When a lady came and bought me
And took me out the door.
She used me in a salad,
And I thought my life was doomed,
When she threw me in a basket
Where the other trash had loomed.

Then this little Cub Scout
Came and rescued me
And told me that a puppet
I was going to be.
He gave me a face and a brand-new name,
Then started teaching me a puppet game.
Now it's time for us to go,
And we really hope you liked our show.

- Palomar District Pow Wow Book

A REMEMBRANCE BOUQUET

(A skit to help you say thank you to your leaders.)

The Blue and Gold Banquet is the time when most of us like to pay tribute to a hard-working leader, teacher, mother, or father. Here is a simple skit for boys to put on that will help them to say "thank you" to those who have given of their time and patience throughout the year.

In this skit, there is a Narrator and eleven other players. Each of the eleven players carries a large card with one of the letters of the word "Appreciation" on it. (One player carries two cards, one for each of the two "p's" in the word.) If you wish to reduce the number of participants, some players can take the roles of two letters. As each planer recites his verse, he displays the letter side of his card. The verses can be written on the back of the card to avoid memory work. After he has spoken his part, he adds an appropriate flower to a bouquet, the background for which has been made ahead of time. Instructions and diagrams for making the bouquet background are given at the end of the skit.

The bouquet can be filled with real flowers, plastic flowers, or flowers made from construction paper. If paper flowers are used, each child can autograph his as a memento to his leader. If real flowers are used, we suggest putting them in a vase or a basket instead of attaching them to a background.

As the scene opens, the Narrator and the players are lined up on the stage, holding their cards and their flowers. The letters on the cards are concealed until each player recites his lines. The floral bouquet background should be to one side of the players. This background can be hung on the wall or supported on a stand.

Narrator: We gather here today with much anticipation
To extend to our leader our deep appreciation.
For her (or his) diligent efforts, we wish to say thanks
And for her (or his) patience and help as we've come through the ranks.
We offer our greetings in a remembrance bouquet,
And give her (or him) our thank-you's for her (or his) help on the way.

Letter A: A is for affection that we feel in our heart,
And with this orchid, the bouquet I'll start.

Letters PP: Personality and patience our leader has had.
These roses, we hope, will make her (or his) heart glad.

Letter R: R means reliable and a most willing worker.
Here's a carnation to one who's far from a shirker.

Letter E: E is for the effort of one who's not lazy.
I'll add to the flowers by placing this daisy.

(continued)

A REMEMBRANCE BOUQUET (continued)

Letter C: C means she's (or he's) cheerful, the best way to be,
So in tribute I add this bright peony.

Letter I: I is for industrious, she's (or he's) the most yet.
So here is my token, this shy violet.

Letter A: A is for attention to all of our needs.
Let me add a tulip to say thanks for kind deeds.

Letter T: T is for thoughtful, she (or he) is, of us all.
My flower's a pansy, so bright and so small.

Letter I: I is for interest in people and our city.
Here are lilies of the valley so white and so pretty.

Letter O: O is for others of whom she (or he) is ever aware.
I offer these lilacs to show that we care.

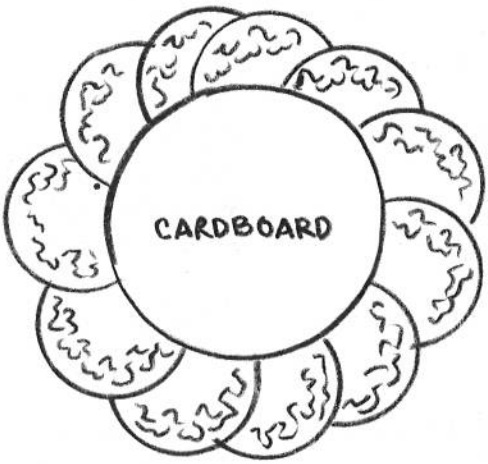
Letter N: N stands for her (or his) name_____, whom we honor today.
I'll add an iris to complete her (or his) bouquet.

After the last verse is said, the lettered cards spell out the word "Appreciation." At the end of the skit, the bouquet is presented to the person whom you are honoring. Insert the name of your own leader in the last verse.

BOUQUET BACKGROUND

To make the background for your bouquet, cut a large circle of stiff cardboard. Paint or cover with green paper. Make a decorative border, as shown, from paper doilies. Glue these to back of the background all around the outer edge. If you are going to use plastic flowers in your skit, punch holes in the background so that you can insert the stems of the flowers. If paper flowers are used, they can be thumbtacked to the background.

- Pack-o-Fun Magazine



WHAT MAKES A LEADER

Have a computer on stage made from a cardboard box but cut an extra large slot so a large cardboard figure can fit through it later. On each table at the banquet, have a piece of paper. On the paper, members at the table decide on and list the three qualities they think are most important for a leader. A representative of each table brings his table's paper up and gives it to the Master of Ceremonies. The MC reads off the qualities and then the representative places it in the computer through the slot. When the MC reads off a duplication of a quality (as there is bound to be), he stresses the importance of that quality. After all representatives have inserted their papers, the MC says that now the computer can take all the information and come up with a good leader.

The MC turns the dials, presses the buttons and spins the tape reels. The operators inside provide computer noises, flash the lights and rock the computer. Finally, they push a large cardboard figure through the slot as the MC says: "The computer has done it! It has given us a leader with all these qualities and here he is--AKELA!" (The MC holds the cardboard figure of Akela beside him.)

"QUICKIES"

BOY: (Comes on stage with a stick in his hand. He puts the point of the stick down on the floor, picks it up, puts it down in another place.)
CUBMASTER: What are you doing?
BOY: Oh, I'm just stickin' around.

BOY: (Runs on stage with his hands grasping his waist. He yells "Help!" "It's all around me. It's all around me. Help!"
CUBMASTER: What's all around you?
BOY: My belt!

BOY: (Comes on stage carrying a wooden case)
CUBMASTER: What are you doing now?
BOY: I'm taking my case to court.
SAME BOY: (Returns on stage later in the program. This time he's carrying the case on top of his head.)
CUBMASTER: What are you doing now?
BOY: I'm taking my case to a higher court.

- Golden Empire Council Pow Wow Book

FASHIONS FOR OUR LEADERS

A group of youngsters will delight in making these fashions to present to their leaders. Or, the leaders can do a turnabout and entertain the group by presenting the fashion show. The show is presented as a regular fashion show, with a commentator and as many models as are available. The staging can be as simple or elaborate (complete with runway) as desired. A minimal amount of rehearsal is needed--just be sure the models know how to pivot and show off their creations to full advantage. The models can either exit after their appearance or line up on the stage.

COMMENTATOR: As we start the year, it seems only fitting that we present a few of the latest fashions, especially suited for our leaders. We're sorry that patterns for these fashions are not available. They were accidentally used in a papier mache project that--well, it never quite got off the ground. Well, now, on to our show. Our first model is wearing the fashionable long skirt that is seen everywhere these days. This particular skirt buttons down the front and has added features especially for our leaders. (He waits as the model unbuttons the skirt to reveal the unusual underside.) As you can see, a woman wearing this skirt will be ready to set up a craft session at the drop of a stitch. (The model opens the long skirt. Sewn or taped to the inside are many kinds of scrap materials, plus scissors, tape, glue bottles, rulers, etc.)

COMMENTATOR: Our next model is wearing a specially designed "Leader's Stole." From the front, this stole has the regular appearance of any stole. But on the back, and always at hand (the model turns around), is a telephone--something a leader should never be very far away from. Added features of this stole are on the inside. (The model removes the stole and displays the inside.) Here we find all important phone numbers listed, as well as pads of note paper for jotting down any messages and reminders. The unusual fringe on this stole also assures the wearer of never being without a pencil. (The stole is a long piece of material. Tied to the back is a telephone--use a toy plastic one, as they are lightweight. Tape phone numbers and pads of paper to the inside of the stole. Tie pencils to the ends of the stole for "fringe.")

COMMENTATOR: Popular on Today's fashion scene is the fringed vest. This design, made with mop strings, will be an indispensable addition to a leader's wardrobe. At a moment's notice, she can whip off her vest and wipe up any spills of paint or soda pop. The marvelous feature of this is that the mopping up will give the vest an overall, abstract, spotted design which will guarantee that there will never be two-of-a-kind of this vest. (Use an old pillowcase to make the vest. Cut out holes for arms and neck; slit up the front. Baste mop strings to the pillowcase, covering it solidly. Spill things, at random, over the vest, so it will have that abstract design.)

(continued)

FASHIONS FOR OUR LEADERS (continued)

COMMENTATOR: Our next model is wearing the special "Leader's Apron." This apron is made especially full around the top. Why? Because, on some days, meetings run late and things begin to pile up. And no matter how busy she is, a leader must always remember to have dinner ready for her own family. With this apron, she will always have dinner at her fingertips! (The apron is simply made, adding any decorations on the outside that you wish. On the inside of the waistband, tie several packages of "instant" foods, letting them hand down. The more packages you attach, the better the effect will be.)

COMMENTATOR: The next accessory we have to show you is one that any woman who works with children should have. This lovely scarf will keep your hair in place as you work, but it will also serve another important purpose. This scarf has built-in earmuffs, to help you get through the days when you can't stand the noise. But that's not all! Concealed inside one earmuff is a tiny, battery-operated tape recorder that plays a recording of "Self-Hypnosis Can Work for You!" (The model wears the scarf and, at the proper time, removes it to show the audience the earmuffs which are sewn inside. For the tape recorder, simply attach a film reel to the inside of one earmuff.)

COMMENTATOR: And now, we have another skirt for you. Light and airy, this skirt will gracefully flutter as you walk. That's because it's made entirely of facial tissues. Each tissue is attached individually, so that they may be ripped off as they are needed. This skirt will save you countless steps when the children need a tissue for wiping hands and drying tears and noses. See how easily it works? A tearful eye appears and, presto!--you have a tissue! (For the skirt, use a regular skirt, covered with tiered rows of facial tissues. To attach the tissues to the skirt, use small pieces of tape.)

COMMENTATOR: This next fashion note will save much wear and tear on a leader's voice, as it takes care of 90% of the situations that arise with children. As the need arises, you simply turn your hat so the appropriate side faces the child. (The model wears a pyramid hat made of cardboard. To make the three sides of the hat, cut three large triangles the same size. Tape them together on the underside. On each side, print one of the following words: "Yes!" "No!" and "Quiet!" The model turns the hat on her head as the Commentator speaks, showing each side to the audience.)

COMMENTATOR: As with all fashion shows, we have saved our pride and joy until last. This final creation is completely individual. You can make one of your own, because the materials it is made from are those that only a woman working with children can collect. You can make it at the end of a rewarding year. We are proud to present the first "Leader Coat," made entirely of things we have left behind and never claimed! (The coat is indeed made of everything imaginable that a child might forget and leave behind--mittens, hats, scarves, tennis shoes, belts. You will probably be able to think of many other items children have been known to lose. Take them all and attach them to an existing coat. The more outlandish the items, the better. After this model has shown the coat to full advantage, the entire cast of models comes out, forms a line and bows to the audience.)

- Pack-o-Fun Magazine

PICNIC FOR INSECTS ONLY

The scene is the meeting hall of the International Insect League. It is their annual meeting. A sign at the back of the stage says: INTERNATIONAL INSECT LEAGUE, 3561st annual meeting. Have a table at one side of the stage for the chairman of the meeting and chairs on the other side for those attending the meeting. You'll need seven actors, each one representing a group of insects. You may use more actors, adding those to the groups. You may eliminate characters by simply referring to a group of insects and not have anyone representing them.

Costuming can be simple or elaborate as you want. Simple signs, such as CHAIRMAN TERMITE - MR. ANT - or MR. GRASSHOPPER can be worn by the actors. If you want more, wings could be made from wire-stiffened tissue paper and tied to the body, antennae could be made from wire with plastic foam balls on the tips then attached to a cardboard headband. This skit would probably be best if taped ahead of time and just let the boy pantomime.

CHAIRMAN TERMITE: This meeting will come to order. I'd like to welcome all you delegates to the 3,561st meeting of the International Insect League. Tonight, we make our plans for this summer's picnic which is for insects only. We don't have any minutes from the last meeting. As you remember a frog came in and broke the whole thing up. But we do have a treasurer's report...Mr. Grasshopper.

MR. GRASSHOPPER: As of today we have on hand two sacks of honey, donated by the bees, 25 drops of blood, courtesy of the mosquitos, and 5 bread crumbs the ants left after taxes. Our supplies are really getting low.

CHAIRMAN TERMITE: Thank you, Mr. Grasshopper. As you know, gentlemen, we need your help, especially since our annual picnic is coming up. All of you have your assignments for the picnic, and I'd like to have up-to-date reports, especially from the invitations committee. We certainly don't want any people there. The picnic will be held in the North Woods - my friends are really looking forward to it. Mr. Ant, will you tell us how plans for food are going?

MR. ANT: We're crawling right along. We plan to hit a lot of human picnics and kitchens before the big day. You might say the big push is on. Our workers are out day and night. I think I can promise you all a real crumby time. Ha-Ha.

CHAIRMAN TERMITE: Thank you, Mr. Ant. We'll be looking forward to it. By the way, don't forget to throw in a toothpick or two for us termites. Mr. Caterpillar, may we have a report on the decorations?

MR. CATERPILLAR: Yessirreee. We promised you butterflies, and we'll give you butterflies. Yessirreee. My group intends to climb in their cocoons right after this meeting so we'll be ready for the big day. You'll have about 2,000 butterflies arranged on trees and bushes. Yessirreee. And the spiders have promised to spin a chain of webs between the butterflies. Yessirreee, really spectacular!

(continued)

PICNIC FOR INSECTS ONLY (continued)

CHAIRMAN TERMITE: We get your message, Mr. Caterpillar. Yessirreee. And now, in charge of lighting, a report from Mr. Firefly.

MR. FIREFLY: Yes, we were never ones to sit back. If we did, no lights. Well, the lighting should be just as spectacular as the butterflies. 10,000 fireflies are coming. Right now we're checking all their batteries. And we're fortunate to have real experts checking them - Japanese beetles - and we'd like to thank them. Let's just say, we're going to get a charge out of doing our part.

CHAIRMAN TERMITE: That's the spirit. And now, for the surprise I've been saving for you - the entertainment. We are happy to say that the Beatles, (much applause) will be the main attraction. How are you doing fellas? (The Beatles hum a note.) That's just great fellas. The beatles will be backed by a full orchestra of crickets. Now, with all these fantastic plans, let's have a final important check with the grasshoppers about invitations. Have they all gone out?

MR. GRASSHOPPER: All the invitations have gone out. I tell you it has sure kept us hopping. And from what we hear, everyone's coming. We'll really have to watch the gate carefully, so no people get in.

MR. ANT: Yes, they always ruin our picnics.

CHAIRMAN TERMITE: Well, I think we'll discourage them. The wasps will be in charge of the door.

MR. ANT: Well, I hope so. Remember last year? They came and squirted all that insect spray? Why, we had thousands of casualties. That's why our supplies got so low. Then, we moved our picnic to the beach, and they followed us there - same thing. And those human insects they bring with them. Why, it's terrible.

CHAIRMAN TERMITE: The wasps have been warned to watch especially for those human insects, and to be sure, above all, not to let them in.

MR. FIREFLY: Human insects? I'm sorry, Mr. Chairman, but I wasn't around last year. What human insects?

MR. ANT: Ha! You didn't have to be around last year. These human insects have been around for a long time. They're there all the time, but in the summer they are really awful. They are at the beaches, in the parks, along the streets. And boy, I don't want to be anywhere they are.

MR. FIREFLY: Human insects? What are they called?

ALL: LITTER BUGS!!!

- Two Rivers Council Pow Wow Book

NATURE DISPLAY OR FOWL PLAY

This skit is strictly for laughs, but has an advantage that extra parts can be made up and added or some left out to fit the number of boys in your den. The only props needed are a table and chair and the nature (? ? ?) samples for the boys to carry as described below.

As the curtain opens, the announcer is seated on a chair beside the table facing the audience.

ANNOUNCER: (Stands up while speaking, then sits down and remains seated through the rest of the skit.
We've all been collecting nature samples
Each and every day
Growing things, flying and crawling things,
We've brought to display
Someone come out here right now (motions off stage for someone to come)
Show us what you've brought tonight.
And let's keep all our fingers crossed
That the girls don't die of fright.

1st Boy: (Enters carrying a coffee can with holes punches in the lid)
I didn't really know what to bring
So I asked my mom about it
She thought this frog was just the thing,
But I'm really beginning to doubt it.
(He opens up the can and carefully lifts out a florist's frog so all the audience can see it. Then he puts it back in the can and sets it on the table and exits.)

2nd Boy: (Enters carrying a large box and sets it down in front of him.)
I looked through my pet collection
and picked a snake or two
But my mother gasped and said, (boy opens box and pulls out a table leaf as he says last two lines)
Take this leaf--I'm sure it will do.
(Then he deposits leaf on table and picking up box exits shrugging his shoulders as if to say, I don't understand why she doesn't like snakes.)

3rd Boy: (Enters running and puffing and panting carrying a small brown paper bag.) Holding the bag high in the air he says...
Look, I've brought some shells,
I collected them at the shore
(Then opening the bag he peeks in with a surprised look on his face.)
Oh, no. This is really terrible,
It's our groceries from the store.
(As he says last line he reaches in and pulls out broken egg shells up for all to see and takes them and puts them on the table. As he goes off stage he could mutter..Sea shells--not egg shells, I'll never live this one down.

(continued)

NATURE DISPLAY OR FOWL PLAY (continued)

4th Boy: (Enters carrying a small paper bag behind his back.)
I wanted to bring along a tree
One that's big and tall
But, really folks here's the only one
That I could find at all.
(As he says the last line he brings out the bag from behind him and opening it pulls out a shoe tree, then holds it up for all to see and then puts it on the table and exits.)

5th Boy: (Enters with a shoe box)
I have many samples of soil
Which is fun to collect in Spring
But it was dear old Mom who decided
This was the best to bring.
(While saying the last line he holds up a soiled sock, shirt, etc. and with a look if disgust on his face, deposits it back and places it on the table and exits.)

6th Boy: (Enters with a box with air holes punched in it, handling it carefully.)
Watching our fine feathered friends
Is my hobby, tried and true
So please don't scare my birdie
Or he might fly out at you.
(He carefully opens and gently lifts out a badmitton birdie and holds it up for all to see, places it back in the box and exits.)

7th Boy: (Enters carrying a box)
I have brought a lot of bark
I want you all to see
And you think it's not all bark
Just listen and you'll see.
(He takes out a toy dog from the box and holds it up for all to see. Have an off-stage voice do some loud barking! The boy places the dog on the table and exits.)

8th Boy: (Enters empty-handed)
I want to share a bud with you
Now don't sit and shake your head
(Motions to boy off-stage who comes and joins him)
That's what he said his name was
At least that's what he said.

The two boys hurriedly exit and smiling as the curtain closes.

- Two Rivers Council Pow Wow Book

BACK TO NATURE

The time and place: The time is Spring! Ah, Beautiful Spring! The setting is the woods where our group of boys and their leader have come for their first all-day outing of the season.

The Characters: The Leader, Mrs. Jones
Several Boys

Costumes: All the boys are in uniform with full packs. One has a card table fastened to his back, another an electric toaster, and another an electric hot plate. One has a tablecloth and napkins. Silverware and dishes are placed so that it will look as if one of the boys is taking them out of his pack.

(As the curtain opens, the group enters.)

Leader: Well, boys, we've gone far enough this morning. Let's have some scrambled eggs and toast for lunch. (Boys drop their packs and sit down as if completely exhausted.) Tom, get the hot plate and toaster connected, and start lunch while the rest of us fix the table. (Tom gets the plate and toaster set up, and connects them to an extension cord. He starts hunting for a place to plug in the cord. Keeps hunting, looking more and more perplexed.) Bob, set up the table, and Jack, get out the tablecloth and dishes. Bill, see if you can find some flowers for the table. (Boys set table to look like a banquet table rather than a picnic table. Bill returns with a very elaborate vase filled with flowers. Tom returns holding cord.)

Tom: Mrs. Jones, where do I plug this in? I've looked everywhere, and I can't find a socket.

Leader: Did you look near the bottom of those trees? There should be a plug there.

Tom: I've looked there already, but no luck!

Leader: Oh, my! How disgusting! How can anyone eat if they can't plug in electric appliances! Well, we'll just have to eat bread and butter without eggs. Jim, get out the bread.

Jim: I thought Jerry was bringing the bread--I only have eggs.

Jerry: No, you were supposed to bring bread--I've got eggs, too.

Leader: Oh, dear, no bread! No, electricity! Well, we'll have to be satisfied with just dessert. Peter, you didn't forget that, did you?

Peter: No, Mrs. Jones, here's the ice cream, right here! (Holds up dripping, squishy carton as skit ends.)

LAWNMOWER SALESMAN

Scene: In front of a store

Characters: 2 customers, 2-6 Cubs, 1 salesman

Scene Opens: Boys are down on their hands and knees representing lawnmowers. The salesman is waiting for a customer.

Customer: (Enters) Hi! I need a new lawnmower. Mine blew up this morning.

Salesman: Sure thing. Let me show you some of our models. (Pointing to first boy). Here we have our cheapest model. It has a stall free engine and is really a great model. Here--I'll demonstrate. (Salesman tries to start it by pulling cord.)

1st Boy Lawnmower: BRRRRRRMMMM BRRRRMM BRRM BRM (then dies)

Salesman: Must have a bad sparkplug. Oh well, let me show you another model. Notice the fuel injection in the front. It's a very good machine. I'm sure you won't have any trouble with it. (Salesman tries to start it by pulling cord.)

2nd Boy Lawnmower: BRRRRR RRMM, BRRRRRR RRM, BRRRR RR RRM, BRRRRRMMM (then dies)

Salesman: They must have forgotten to put in the fuel. (Using as many boys as needed, each may be a different model lawnmower. All of the models used do not start until the last one.)

Salesman: This is our last and final model. It is our most expensive mower, the Super Duper Lawn Queen. It has ten horse power motor. I'm sure this one won't fail. (Salesman tries to start it.)

Last Boy Lawnmower: BRRR RR RRM, BRRRRM, BRRRM. (Then dies)

Salesman: I can't imagine what's wrong with it. Let me see if I can find someone to help me get it started. (Goes into audience and gets someone, Cubmaster, or any adult in the audience. Asks person if he or she will come up and help start the lawnmower. Person from audience comes and tries to pull cord.)

Last Boy Lawnmower: BRRRM BRRRM BRRRRMMMMM(really takes off)

Salesman: That's all it needed, A BIG JERK!

GOLD IS WHERE YOU FIND IT

Setting: Prospector panning for gold

1st Son (walks up to Prospector): Pa, what are you doing?

Prospector: Panning for gold.

(1st Son walks away flipping a golden rock.)

2nd Son (walks up to Prospector): Pa, what are you doing?

Prospector: Panning for gold.

(2nd Son walks away carrying a hatful of golden rocks.)

3rd Son: Pa, what are you doing?

Prospector: Panning for gold.

(3rd Son walks away carrying a bucket of golden rocks.)

4th Son (walks up): Pa, what are you doing?

Prospector: Panning for gold.

4th Son: What is gold?

Prospector: It's a precious ore that will make us rich.

4th Son: What does it look like?

Prospector: It's a shiny yellow stone.

4th Son: Oh! Like those that my brothers are using to build their dam downstream.

(Prospector screams and swoons.)

- Cub Scout Program Helps

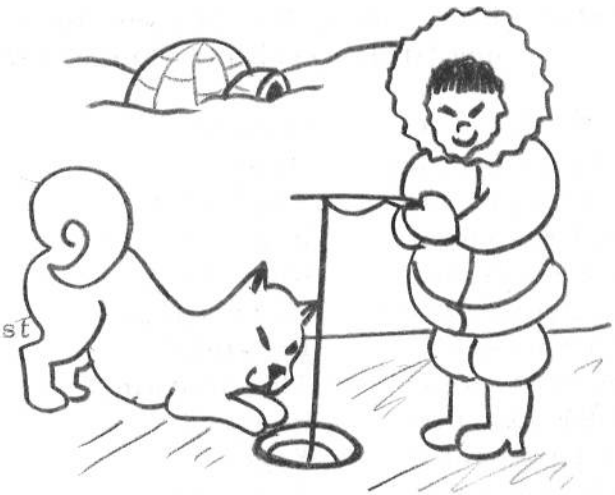
...THE SECRET OF SUCCESS IN LIFE IS FOR A MAN TO BE READY FOR HIS OPPORTUNITY WHEN IT COMES....

- Golden Empire Council

The following vocabularies could possibly used in making up your own skits or songs:

Alaska Dictionary

Cheechako--"just arrived," hence, tenderfoot
Dust--fine gold
Husky--sled dog
Igloo--sod house, any Eskimo dwelling
Kayak--a single-passenger skin boat
Malemute--sled dog
Muckamuck--food
Mukluk--fur boot
Mush--"Get on!" Command to a dog team
Outside--the United States
Panhandle--Southeastern Alaska
Poke--a moose-hide bag for holding gold dust
Potlatch--a community festival
Skookum-house--jail
Sourdough--an old-timer, veteran



Hawaii Dictionary

Komo Mai--Come with me; Come inside
Mahalo--Thank you
Kane--Man; Male
Wahine--Woman; Female
Kau Kau--(slang, Colloquial) Eat; Enjoy food
Lapa Lapa--Large Dolphin
Haole--White person, Caucasion. Formerly any foreign person in Hawaii. Today-slang: A person from the Mainland.
Puka--Hole. Example: Puka shells, shells with holes. Puka pants, pants with holes.
Luau--Hawaiian feast; Young tops of Taro plant (used to flavor pig as it is cooked in underground Imu)
Hukilau--To fish with net; Net food; Pull rope. Feast featuring Sea Food.
Hawaii Kai--Beautiful Ocean or water scene; Hawaiian Ocean
Hula--Dance of Hawaii: Different hulas for each different dance implement; Not to be confused with, "OTEA" ancient fast dance of Tahiti.
Aloha--Affectionate Greeting with many meanings: Hello; Good-bye; How are you; Good morning; I like you; I love you; "Take out the garbage", etc. ALOHA also definately means "Have a nice day."

THREE RIVERS

Setting: Two prospectors meet. First prospector has camp set up and food cooking. Dog is sitting beside him. (Boy on all fours is dog.) Second prospector comes in pulling mule named Sunshine. (Two boys covered with blanket are mule.)

Props: Pick, pans, No. 10 cans for cooking, two beat-up hats, mask for dog (if desired) and blanket for mule.

1st Prospector: Howdy!
2nd Prospector: Howdy!
1st Prospector: Any luck?
2nd Prospector: Nope!
1st Prospector: Come fur?
2nd Prospector: Quite a jog.
1st Prospector: Et lately?
2nd Prospector: This mornin'.
1st Prospector: Hungry?
2nd Prospector: Yep.
1st Prospector: Join me?
2nd Prospector: Don't mind iffen I do.
1st Prospector: Have a plate.
2nd Prospector: (holds up plate and looks at it) Don't want to seem to be pickyunish, but ain't this plate a mite dirty here in the corner?
1st Prospector: (looks scornfully at him) Well now, it all depends on how you look at it. But I'll tell you one thing for sure. It's as clean as Three Rivers can get it.
2nd Prospector: (shakes head looking at plate) Clean as Three Rivers can get it?

(Mule brays a loud "hee-haw")

2nd Prospector: Shut your mouth, Sunshine. You heard what the man said.

(1st prospector dishes out stew and they eat)

2nd Prospector: Mighty good vittles!
1st Prospector: Thanks pardner. Mind handin' me the plates so we kin clean 'em up?

(2nd prospector hands him the plates)

1st Prospector: (puts plates on floor and calls loudly over his shoulder) Here Three Rivers. Here Three Rivers!

(Dog comes up and starts licking plates.)

BOY GENIUS

Characters: 3 to 4 boys (or you can add on to make more)

Scene opens. First boy is sitting on chair (bed). Toys and clothes are scattered around the room. (You can fill in with any toys available to you.) He is in deep thought. Several of his friends have come over to see him.

They enter.

All: Hi_____! What are you doing?

1st Boy: Just thinking.

2nd Boy: Thinking about what?

1st Boy: My invention.

3rd Boy: Are you inventing something?

1st Boy: Sure, I want to be famous like Alexander Graham Bell or Thomas Edison.

4th Boy: What do you have in mind? Maybe we can help.

1st Boy: Really! Do all of you want to help?

All: Sure!

1st Boy: Okay, (getting up) First of all I need a big box. _____, there's one in my closet. _____, I need two toy airplanes. _____, then I'll need some kite string. Last I need some rage. You can use my clothes for that. Okay, now put everything in the box.

(Looking around the room--then in the box.) Well, that just about takes care of it.

4th Boy: Takes care of what?

1st Boy: My invention. I just invented a way to get my room cleaned before my mom gets home.

ROBOTS IN HISTORY

The boys will have a lot of fun presenting these "blackouts," featuring robots. For each "blackout," the Narrator introduces the scene, the lights are turned on while the scene is played, and then turned off immediately after the punch line. The Narrator can use a flashlight to read his script. Flashlights can also be used to set up any necessary scenery.

You will need at least six actors, including the Narrator--the more the merrier! For simple costuming, you can make hats from inverted ice cream containers, adding wire antennae at the top. If you wish more elaborate costuming, make suits from large cartons. All the actors walk robot-style--stiff-legged and stiff-armed. The robots also talk in a staccato monotone. The props and scenery necessary are suggested in each scene. You can have the "Scrap Heap" ready for the final "blackout," arranging as large a heap as you can on a wagon, ready to roll on stage.

NARRATOR: Good evening, ladies and gentlemen. Tonight we present great moments in history, and what might have happened if the geniuses involved were robots. For our first scene, we will re-create the first Thanksgiving dinner.

(Scene: The lights go on revealing a table center stage. The table is set for at least four people. The robots come on and seat themselves around the table.)

1st ROBOT: Here it is, 1621 already. We have had a good year. The women have been preparing a special feast of Thanksgiving in honor of the occasion. They said it is just about ready.

2nd ROBOT: Good. I am very hungry. They have gone out of their way to get special foods just for the occasion. Ah, here comes dinner now.

(Robot woman enters, carrying trays loaded with items she mentions.)

ROBOT WOMAN: Here we are for our special Thanksgiving dinner--roast door keys, nuts and bolts dressing, and a glass of machine oil for everyone!

(Blackout)

NARRATOR: Now, we will show you what really happened to one of the greatest generals of all time, Napoleon.

(Scene: Robot Napoleon is center stage, right hand inside his jacket at the breast. Two other robots come on and shoot Napoleon with water pistols. He falls over, and the other robots exit. Then, two more robots come on and stop in horror, looking down at their fallen chief.)

1st ROBOT: Oh, Lou, what is it? Is he dead, Lou?

2nd ROBOT: Yes, Fred, I am afraid so. He's been shot with water pistols.

1st ROBOT: That is too bad, Lou. There is no hope, Lou.

2nd ROBOT: No Fred, because he is all rusted.

1st ROBOT: Yes, he is. I guess you can say he has met his WATER, LOU!

(Blackout)

NARRATOR: And, now, we hear the words of a great American patriot, Patrick Henry, if he had been a robot.

(Scene: Robot Patrick Henry stands center stage and recites his line.)

ROBOT: I know not what course others may take but, as for me, give me liberty or give me a short circuit!

(Blackout) (continued)

ROBOTS IN HISTORY (continued)

NARRATOR: This only brings to mind the words of another patriot, Nathan Hale, and what might have happened had he been a robot.

(Scene: Robot Nathan Hale is center stage, blindfolded and hands tied.)

ROBOT: I only regret I have but one life, but one life, but one life...

(He keeps repeating like a stuck record until another robot comes out with an oil can and pretends to squirt oil to fix him. He then continues.)

ROBOT:...to live for my country!

(Blackout)

NARRATOR: A military man might wonder where a certain phrase came from. We offer this possibility if General Theodore Roosevelt had been a robot.

(Scene: Three robots are lying on stage; another enters with Roosevelt.)

ROBOT: I don't know what to do, General, the men are so tired, and I know you need them for the battle tomorrow. They are all run down; their batteries are worn out. I just do not know what to do.

ROBOT ROOSEVELT: I am surprised at you, Doctor. Now, think, what is it that you should do?

ROBOT: I am sorry, sir. What can I do to make their batteries well?

ROBOT ROOSEVELT: CHARGE!

(Blackout)

NARRATOR: Inventors of the past, too, might have had some surprising results if they had been robots. For example, Thomas Edison might have played this scene.

(Scene: Two robots--a man and a woman--are center stage. The man is proudly holding up a light bulb.)

MRS. EDISON ROBOT: Oh, Tom, I'm so proud.

TOM EDISON ROBOT: Yes, my dear, our first-born. What shall we call him?

MRS. EDISON ROBOT: Oh, Tom, let's call him, "Little Bill!"

(Blackout)

NARRATOR: If robots had been in charge when Alexander Graham Bell invented the telephone, the conversation might have gone something like this.

(Scene: Robot Bell is center stage, talking on an old-fashioned telephone.)

ROBOT BELL: Hello, Hello are you there?

VOICE OFFSTAGE: The number you have reached is not in service. Please hang up and dial again. This is a recording.

(Blackout)

NARRATOR: We have shown you what great moments in history might have been like had our geniuses been robots instead of human beings. Now, let us call all of these geniuses out again so that you can see them one last time.

(One of the robots comes out and whispers in the Narrator's ear.)

NARRATOR: I am sorry, ladies and gentlemen, but I have just been informed that our geniuses have been working so long and so hard that they have had a total breakdown. And when robots have a breakdown, THEY HAVE A BREAKDOWN!

(Scene: One robot comes on stage pulling a wagon load of scrap metal--a heap of pots, pans, trash cans, and other metal. Add clattering sounds offstage.)

(Blackout)

MAY 1977 GENIUS NIGHT

THE GENIUS OF ALL GENIUSES

This is a simple skit, but has some humor which gives a skit audience appeal. Also remember KISMIF -- Keep it Simple, Make It Fun!

Characters: Any number of Cub Scouts (add or subtract lines as needed)
Contest Chairman

Props: Table -- Sign (GENIUS OF THE YEAR CONTEST)
Pencil and paper
Each character's costume as needed (see explanation below.)

The boys who are playing the parts of the nominees and even the ones playing the nominators can be dressed in any kind of old man's costume desired--bald heads, wild wigs etc. Anything goes! The funnier, the better and the boys will enjoy creating their own goofy costume from dad's old clothes, mom's wigs, etc.

As the curtain opens in center stage, there is seated the Contest Chairman, behind a table upon which a sign is posted (large enough for audience to see: GENIUS OF THE YEAR CONTEST - Nominations now being accepted.)

Two boys in costume enter (one is the nominee and the other the nominator). They walk over to the table and the one making the nomination or nominator walks stiff legged and swings arms like a robot.

He speaks to Chairman: Sir, I'm signing up this gentleman, Mr. Gadget as my nominee for the Genius of the Year award. (bends over and writes something on paper).

Chairman: What has he done that makes you feel he's eligible to hold such a title?

Nominator: Well, he was named Mr. Gadget because he has invented a gadget for everything he wants done.

Chairman: Give me an example.

Nominator: (With stiff-armed motion, he pretends to push a button on his chest which appears to be jammed and he starts talking like a computer.) Does not compute -- does not compute -- does not compute. (Starts walking stiff-legged off stage with nominee hanging head shamefully following him).

Chairman: Why, Mr. Gadget! You even invented a gadget to nominate you. Shame on you!

Two more boys come on stage.

Nominator: (Signing on piece of paper) I nominate this fellow, Mr. What's His Face.

(Continued)

THE GENIUS OF ALL GENIUSES

Chairman: (raising his voice) Mr. WHO! What kind of name is that?

Nominator: Well, they say that real Geniuses don't take time to remember small details such as their name because they're much too busy being a Genius. So we don't really know this fellow's name, because he can't remember, so we just call him "What's His Face". But believe me, he's a Genius all right!

(Nominator helps old What's His Face off stage as he trys to turn around and go the wrong way.)

(Two more boys come on stage.)

Nominator: (Goes to table but hesitates) Mr. Chairman I would like to nominate this man, Mr. Genius himself, but he'll have to sign his own name for me because I can't write! But believe me, I'm smart enough to know he's a genius. (Mr. Genius signs his name.)

Chairman: (watching) Hey I can't read that name at all. His writing is terrible. Are you sure he qualifies for this nomination?

Nominator: Oh definitely. Didn't you know all Geniuses have terrible handwriting. I heard that someplace, so I knew Mr. Genius here must be one, because nobody can ever read his handwriting.

(Chairman shakes his head as the two walk off.)

(A boy in a Cub Scout uniform enters and approaching the table he signs his name.)

Chairman: Hey fellow! Are you nominating yourself?

Boy: Sure, why not! I must be a Genius!

Chairman: What makes you say that?

Boy: Well, my mother calls me Sonny and that's a nickname for sun, which is the brightest thing I know, and bright means brilliant and brilliance is certainly the sign of a genius. So there, don't you think that took a Genius to figure that one out!

(Boy stands, head held high, and shoulders thrown back proudly as curtain closes.)

- Torrey Pines Pow Wow Book

MAY 1977 GENIUS NIGHT

SHORT SKITS

MUSICAL GENIUS: The announcer makes a flowery introduction about how fortunate the audience is to have this opportunity to hear the splendid vocal group about to perform. After the introduction, the group marches on stage and lines up across the front. The announcer states that their first number will be the appealing ballad "The Little Lost Sheep". Following a short musical introduction, singers open their mouths and produce a long, loud "Baa-a-a".

ARTISTIC GENIUS: Scene is an art show at which a number of brightly splotched canvases are on display. The judges arrive, inspect them and finally select one for the prize. It is more brightly colored than the rest. "What imagination!" they say. "What genius!" They call for the artist, who appears in beret and flowing tie. When winning picture is shown to him, he says, "Oh, my goodness, that got in by mistake. That's the canvas where I clean my brushes!"

SCIENTIFIC GENIUS: Scene is launching pad of latest rocket, which can be cut from a large piece of cardboard. There is an elaborate countdown, but rocket fails to go off at zero. All those present inspect it and check on a number of highly scientific-sounding devices - the super-sonic sector wire; the exhaust fin fanstand; the sub-stabilizer exidizer, etc. All seem to be perfect. Finally the smallest boy says: "I've found the trouble. Somebody forgot to put in the fuel."

MILITARY GENIUS: Sergeant is drilling a group of uniformed men, who are a pretty sloppy lot - shoestrings untied, shirt tails out, collars unbuttoned, hats at odd angles. They carry toy or cardboard rifles. Sergeant drills them in a march, but they go in the wrong directions, trip while turning, and so on. Finally, he has half of group marching left and half to right. He instructs them to reverse direction and they turn and march toward each other. Instead of passing between each other, they meet head on and all fall down. Sergeant weeps bitterly into large handkerchief, steps among prostrate bodies and pretends to jump up and down on them.

MEDICAL GENIUS: Setting is office of famous psychiatrist. He is seated behind table. Nurse brings in patient with flowerpot on his head. Another patient enters and runs around, waving arms as though flying. Next patient keeps brushing his clothes and complains about bugs crawling on him. Doctors says: "For heavens sake, don't brush them all over me!"

- Balboa Pow Wow Book

THE BOUNCING BOY

Personnel: Puppet boy bouncing on bed
2 Cubs on each side of stage

1st Cub: Oh dear! Did you hear what became of poor Fred,

2nd Cub: Who was always bouncing on top of the bed?

3rd Cub: When he wanted to bounce, Fred simply would choose

4th Cub: A bed that was handy -- he didn't care whose.

1st Cub: And then he'd start in, bouncing higher and higher,

2nd Cub: Till everyone wondered just when he would tire.

3rd Cub: Up again, down again, forward and back,

4th Cub: Down again, up again -- Alas and alack!

1st Cub: Imagine what poor Freddy's family was feeling

2nd Cub: When they saw him go bouncing straight through the ceiling!

- Jack and Jill Magazine

THE WEAKER SEX

For costuming, have the performers dressed in leotards; use shoulder pads, partially inflated balloons, or art form stuffed inside the leotards, to represent bulging "muscles."

The scene opens as an exercise class of muscle-bound students is about to begin. The instructor puts them through their paces. With much stress and strain, they use the various pieces of equipment. That is, all except one very large disc marked in large letters "1,000 Pounds." None of them can manage to lift it. Finally, the instructor announces the end of the class and calls in the cleaning woman to straighten up. She comes in and nonchalantly picks up the "1,000 Pound" disc and carries it off.

"QUICKIE"

BOY: (Comes on stage swinging a loaf of bread)
CUBMASTER: What's going on? What are you doing?
BOY: I'm just loafin' around.

- Golden Empire Council Pow Wow Book

MUSCLE BUILDING CHAMPS

Characters: 6 boys in uniform, holding props as described below

Setting: All boys come on stage and speak their lines.

All Together: We all excel in building muscles
We're champs at that, you see;
Just listen to our stories
And I'm sure you will agree.

1st boy: (steps forward) I hold the title of strongest in my den,
Do you suppose it's because of my friend?
(Holds up toy skunk. Other boys hold their noses)

2nd boy: (steps forward) I'm known as the den's muscle man this year,
Most of my muscle is between my ears.
(Pulls out small hat from behind his back and tries desperately to fit it on his head.)

3rd boy: (steps forward) I hold the title of fastest of all,
I'm first in line for the chow basket call.
(Pulls out bag of cookies and begins eating)

4th boy: (steps forward) I'm known as the champion of the high jump,
One time I missed and got a big lump.
(Rubs head, with painful expression on face.)

5th boy: (steps forward) To keep in shape, I exercise each day,
I wonder why my muscles turned out this way.
(Removes sweat shirt to show colorful padding on arms and legs)

6th boy: (steps forward) I'm the champ at making things disappear, you see,
Watch us all disappear, as I count to three.

(He counts slowly 1 - 2 - 3 as curtain closes)

- Torrey Pines Pow Wow '74

"QUICKIE"

BOY: (Comes on stage and has a large leaf, He puts the leaf down on the floor, turns it over, picks it up and puts it down in another place, turning it over, etc.)

CUBMASTER: What in the world are you doing?

BOY: Oh, I'm turning over a new leaf.

- Golden Empire Council

THE PICNIC (Pantomime)

Scene: Outdoors. A picnic background is set with a few shrubs and flower pots.

1. A group gaily enters with picnic baskets and blankets. They set everything out and prepare to eat.

2. Suddenly there is an imaginary rainstorm. The players scramble around in an attempt to hold a blanket above the food. They sigh with relief as the rain ends.

3. They begin to eat. One player suddenly scratches, then a second and a third, as if ants have attacked. Everyone leaps about, scratching and yelling. As the ants go away, the players sit in a circle around the food and again start to eat.

4. A bear (a simple cardboard mask and a sign "Bear" on his back will serve) walks up, curiously looks over the shoulders of the players. They do not notice him. The bear taps a player on the shoulder and mutters something. Without looking up, the player hands the bear an egg.

5. The bear nods in thanks, walks away nibbling the egg. He suddenly stops, comes back and asks for salt, gets it, and walks away, still unnoticed by the busy players.

6. The bear comes back, sits down on a blanket and eats. The players notice the bear and run offstage. One timidly returns, pauses a moment, then slowly walks over to tap the bear on the shoulder. Without turning around the bear hands the player some food. Two other players enter, tap the bear, also receive food.

7. The other players return, one by one. Finding the bear to be a jolly animal, they all join together to dance in a circle.

"QUICKIES"

BOY: (Comes on stage with a folded towel or blanket. He puts the blanket down on the ground, picks it up and puts it down again in another place, picks it up, puts it down somewhere else, etc.)
CUBMASTER: What are you doing?
BOY: I'm just covering ground.

BOY: (Comes on stage swinging a wire coat hanger round and round)
CUBMASTER: What are you doing here with that?
BOY: Oh, I'm just hanging around.

- Golden Empire Council Pow Wow Book

CAMPER SKIT

This simple verse skit requires a Narrator, three Travelers, and two Operators for the "motor" of the camper. Each Operator holds one of the handles at the back of the camper; (a large piece of cardboard), together they move the camper up and down in place to simulate the camper racing cross-country as the verses are read. The camper stops at various points along the way, and the Travelers get out while the verse is read. The Travelers then get back in the camper, and their faces appear at the windows. The camper continues jogging along in place. As the second to the last verse is read, the Travelers get out and on the last words--"Our motor's just conked out!"--the Operators drop the camper and sprawl out flat on the floor. The curtain closes, and the Narrator recites the last verse.

The Travelers can be loaded down with all sorts of "tourist" paraphernalia--cameras, maps, binoculars. When they are out of the camper, they pantomime excitement at the view. The Operators are not visible until the end of the skit. The Operators also spin the wheels of the camper during the trip. As the scene opens, the camper is center stage. If you have slides of the various scenes mentioned, project them on a screen at center stage; the camper can be to one side.

NARRATOR:

It's summertime, and on the roads, the newest rage appears--
The camper, handy carrier of the modern pioneers.

Going camping, going camping, all cross the land.
We'll take you on a whirlwind trip--just look what we have planned!
We'll mention points of interest, as we go from East to West
Of beautiful America; imagination does the rest.

Our first stop is Niagara Falls--a honeymooner's thrill!
Just looking makes us thankful we don't have that water bill!
Across the Blue Ridge Mountains and the Shenandoah Valley,
Keep that camper going--there's no time to dilly-dally.

Then up across the plains states to the Black Hills of Dakota,
And there we see Mount Rushmore with its presidential quota.
Four faces carved, 60 feet long, with features strong and grave,
And deep inside, we'll bet they're glad that they don't have to shave!

Now come along, we have to go, these sights will never bore us.
But now we're stopped--a massive hole has opened up before us!
It's miles long and miles wide, a mile deep they say--
The awesome, huge Grand Canyon--just don't trip along the way.

And now, we're on the other side. Let's see some more delights--
The Carlsbad Caverns, how which is which--stalagmites and stalactites.
Stalactites point down, stalagmites up--it's easy to forget--
But just sit on a stalagmite--you'll remember then, we bet!

(continued)

CAMPER SKIT (continued)

And now, let's rush, as miners did some hundred years ago,
To California, where grew up the moving picture show.
Death Valley and Yosemite--these sights will not annoy ya'--
As you gaze in wonder and in awe at the great and grand sequoia!

The ocean stops us, so we've reached the end of our long route.
But then, we guess it's just as well--our motor's just conked out!

So if you can, this summer take a camper trip to see
Some of the wonders of this land that's home to you and me.
And, if you can't afford to go and take a pers'nal look--
Do the next best thing, and take a trip through the pages of a book!

- Pack-o-Fun Magazine

"QUICKIES"

Cub #1 (unhappy with a sad look on his face) I lost my dog.

Cub #2 That's too bad. Why don't you put an add in the paper?

Cub #1 Dummy, my dog can't read!

Cub #1 How come you didn't wait to see the second act of the play?
Cub #2 I couldn't wait. The program said it took place a year later.

Cub #1 I'm sorry to hear that you fell down the stairs.
Cub #2 Oh, it's all right.
Cub #1 All right? It is?
Cub #2 Yes--I had to come down anyway.

Cub #1 What's the date?
Cub #2 I don't know.
Cub #1 Look at the newspaper.
Cub #2 No good. That's yesterday's paper.

Cub #1 That's a nice little dog you have there, but his legs are too short.
Cub #2 What do you mean short? They reach the ground!

Cub #1 Do you drink lemonade?
Cub #2 What else can you do with it?

THE CHAMPION OF THE SEA

(The First Television Broadcast from the Depths of the Sea)

If you are going to use an aquavision booth and sea creatures for a skit, make a background to look like water. To do this, stretch a long piece of fabric, sheeting or paper, about 36" wide, across the front of the stage to represent water. (Tape pieces together to get the necessary length.) Wind the ends of the material around flag standards or coat racks to hold it taut, taping the ends for added strength. Or, you can tape the background to a wall. If old sheeting or paper is used, it can be painted to look like water. If paper is used, cut the top to look like waves. Whatever you use, you can cut coral, fish, seaweed and starfish from cardboard and glue them to the background. You could also use cheesecloth or a badminton net to represent the sea. These materials can be set up in front of the players.

You will need eight actors--two announcers in the aquavision booth, and six players who carry or pull the sea creatures on stage, move them around as action requires, and act as the sea creatures' voices. In addition, use small strainers as microphones for the broadcasters; you will also need a bell to ring when called for in the script. As the scene opens, the aquavision booth is to one side with the broadcasters inside it.

Red Snapper: Good evening, ladies and gentlemen. This is Red Snapper. Bob Blowfish and I are here tonight by tel-shell satellite from our aquavision booth, 'way down in the deep, dark depths of the Atlantis Sea.

Bob Blowfish: Yes, folks, this is truly a momentous occasion. We are here tonight for the first live broadcast from the sea. The occasion is the title fight between Killer Whale and Hammerhead Shark for the heavyweight championship of the sea. And these two fellows are really heavyweights.

Red: Yes, they are. Killer weighed in this morning at eight tons, and Hammerhead weighed in at half a ton. That's a lot of blubber!

Bob: It sure is, Red. Referee for tonight's fight will be Sam Swordfish. Sam is a veteran of the fight ring. He's always able to cut right in and separate the fighters in those tight clinches.

(The Crab comes on.)

Red: I see that some of the creatures are beginning to arrive for tonight's fight. Here comes King Crab, former lightweight champion of the sea. (King comes up to the booth.) Good evening, King.

King Crab (gruffly): Hmmph!

Red: King, it's always a pleasure to have you with us. Especially this evening, for the first aquavision broadcast.

Crab: (gesturing in front of the booth): Aquavision! Well! Hi, Mom and Dad. It's me, King!

(continued)

Bob: Please, Mr. Crab. We wanted to ask you what you think the outcome of tonight's fight will be.

Crab: Well, there's a lot to consider in this game. You've got to be good in a pinch--I always was. Then, too, you've got to have a hard shell. Both these boys have what it takes. There's over a seven ton weight difference, and that could tell the story. But then, you have to remember that whales can't see too well, while Hammerhead can see in front and back at the same time. He's a sharp shark! I'd say, all in all, it's going to be a real splasher!

(The Jellyfish comes on.)

Red: Thank you very much, King, for those observations. (King goes and stands on the opposite side of the stage.) I see we have a lady fan with us this evening. (Calls to Jellyfish.) Hello, there. What's your name?

Jenny Jellyfish: (coming up to the booth): Oh, my. Is this the aquavision booth? Is it really?

Red: Yes it is. And we want folks to see you all. Now, what's your name?

Jellyfish: (hamming it up): Oh, I'm Jenny Jellyfish. (Waving in front of booth.) Hi, Mom and Dad. Can you see me? Can you see me?

Bob: Oh no, not another one. Miss Jellyfish, everyone sees you. We wanted to ask you a little something about tonight's fight. How do you feel about it?

Jellyfish: Oh, my. It makes me quiver all over just thinking about it.

Bob: Who do you think will win?

Jellyfish: Seasakes! I have no idea. But I'm sure it will be a whale of a fight.

(The Octopus comes on.)

Red: Thank you, Miss Jellyfish. (Jenny goes and stands with King.) Now, here comes an old fan of the fight game, Olly Octopus. Good evening, Olly.

Olly Octopus: Oh, hi, Red and Bob. (Gesturing.) And hi, Mom, Dad, Sis, and Uncle Orville down in Coral Gables.

Bob: Oh no, not again. Tell us, Olly, why are you such a fight fan?

Octopus: I just like to give the boys a hand. Tentacally speaking, of course.

(The Swordfish comes on.)

Bob: Of course, Olly. (Sees Sam.) And now, ladies and gentlemen, it looks like the fight is about to begin. Here's Sam Swordfish, the referee for tonight's fight. Sam, how do things look? (Sam comes up as Olly joins the others.)

Swordfish: Holy mackerel and sufferin' catfish! Aquavision! Hi, Mom! Hi! Dad!

(continued)

Bob: Sam, please. How do the boys look?

Swordfish: The boys! What boys? Oh yes, the fight. Well, they look great. Just great. Here they come now. I'd better get in the ring.

(Sam goes to center stage, as first Killer and then Hammerhead enters.)

Red: Folks, the exciting moment has come. Killer is coming in now. And boy, he looks great! (Killer goes a roundabout way to the center of the stage, where he bumps into Sam before coming to rest.) As King Crab mentioned, whales have very poor eyesight, but he does have that weight edge.

Bob: And here comes Hammerhead. Boy, he looks ready for a fight. (Hammerhead goes straight to center stage, opposite Killer.) Sam is explaining the rules to them. (Bell rings.) There's the bell, and the fight of the centuries begins!

(Killer and Hammerhead go back and forth at each other.)

Red: Killer moves in right on top of Hammerhead--I guess he didn't see him. But now that he's found him, Killer plants a right fin to the head of Hammerhead. Hammerhead comes back and Killer takes a left fin to the mouth, and then a right fin in the eye. Hammerhead really looks tough. Now, they're in a clinch, and Sam cuts them apart. Killer lands an uppercut to the cheek--and Hammerhead counters with his tail!

Crab: Something's fishy here!

Bob: Killer is down! That blow from the tail really stunned him" It looks like Killer is through!

Red: It sure does. He's not moving. Sam is counting now. (Sam counts to 10, keeping time with his sword.) Hammerhead is the new champion of the sea! Let's get him over here and talk to him. Hammerhead! Hammerhead! Come over and say a few words to our aquavision audience.

(Hammerhead comes over.)

Red: Here he is, Ladies and Gentlemen. The heavyweight champion of the sea--Hammerhead Shark. Tell us, Hammerhead, how did you ever do it? And with your tail! Isn't that against the rules? Isn't that hitting below the belt?

Hammerhead: Oh, no. It was all perfectly legal. I did my homework. I won because I knew what one of the great, unanswered mysteries of the sea is.

Red: Oh? What mystery is that?

Hammerhead: A mystery that has baffled man for centuries--WHERE IS THE BELT OF A WHALE!

- Pack-o-Fun Magazine

WELCOMING PROGRAM

(A simple program for the opening meeting of the year.)

No scenery is required for this program. There are no costumes except their uniforms. The verses may be said by individual performers or by a group of boys. Have the performers line up on stage. Let each performer step forward as he gives his verse. The final two verses are given by all. In the seventh verse, have the performers point at the audience on the last line.

1st SPEAKER:
Another year is starting,
And we'd like to welcome you.
And tell you what our purpose is,
And what we hope to do.

2nd SPEAKER:
The Cub Scouts are a group of boys;
Who help us grow up strong,
And teach us to do what's right
And fight against what's wrong.

3rd SPEAKER:
They show us how much we can do,
If we work as a team;
Then we'll have fun and jobs won't be
As hard as they first seem.

4th SPEAKER:
We'll go on hikes and field trips,
To learn of nature's wonders,
So we'll respect her when we're grown
And not make any blunders.

5th SPEAKER:
And we'll be shown in many ways
That each man is our brother;
And we will see the joy there is
In helping one another.

6th SPEAKER:
We'll learn to be good citizens
And, hopefully, we'll see--
That laws are made for all the men
So each man can be free.

ALL:
To do all this, the Cub Scouts need
Good leaders--this is true--
That means we need the help of all
of you--and You--and YOU!!!

ALL (OR ONE):
And now, to start the year off right,
In a good and proper manner,
We'd like you all to rise and sing
Our own "Star-Spangled Banner."

(All rise and sing)

- Pack-o-Fun Magazine

WHAT ARE CUB SCOUTS MADE OF?

This may be used as a reading or a skit. To use as a skit have a narrator who pauses to let the Cubs pantomime their parts.

NARRATOR: Cub Scouts are made of 8, 9, and 10 year old boys. (3 Cubs enter, one saying "I'm 8," one saying "I'm 9", and one saying "I'm 10".)

NARRATOR: Some are solemn and wide-eyed. (Enter 2 Cubs, one saying, "I'm solemn", one saying, "I'm wide-eyed".)

NARRATOR: Some are wiggly and giggly. (Enter 2 Cubs, one saying, "I'm wiggly", one saying "I'm giggly.")

NARRATOR: They come in two varieties, Cubs and Webelos. (Enter 2 Cubs one saying, "I'm a Cub", one saying "I'm a Webelo.")

(You may very the number of Cubs in the skit by having more than one come in and say the line together.)

NARRATOR: Cub Scouts love...Making noise: (Cubs do Grand Howl) Competition: (Cubs pair up, part arm wrestle, part leg wrestle and part do back to back push ups.) Getting awards: (Cubs point proudly to badges on their uniforms.) Singing silly songs: (Cubs sing one verse of favorite song.) Games: (Cubs do a crab race.) Making things: (Cubs pantomime hammering and sawing.) And just getting together: (Cubs huddle with arms around buddies.)

NARRATOR: Cub Scouts dislike...People who forget the refreshment box: (Cubs boo and hiss.) Being still: (Cubs all wiggle.) Lining up: (Cubs attempt to line up but mainly mill around.) And being called sweet: (All Cubs make faces.)

NARRATOR: Cub Scouts are fastest at...Voting for field trips: (All Cubs raise hands and shout "yea, yea") Eating refreshments: (All Cubs pantomime stuffing refreshments into mouth with hands.) and getting to the head of the line: (All Cubs try to be the first in line.)

NARRATOR: Cub Scouts are quietest during...Their grace: (Cubs bow their heads and fold their hands.) A flag ceremony: (Cubs salute and repeat pledge.) And waiting for the Cubby award announcement.

NARRATOR: Cub Scouts are most important...while doing good deeds: (Cubs show Goodwill bags.) Voting in their elections: (Cubs vote) and doing community service: (Cubs show a poster announcing KAB Day)

NARRATOR: Cub Scouts are the basic ingredients for two special things. They are what justifies the time a volunteer leader gives...and Cub Scouts are what Boy Scouts are made of.

- contributed by Betty Christenson
Grey Owl District

THE CUB SCOUT DILEMMA OR DEN MOTHER'S DRAGNET

The story you are about to hear is too often true. The names have been changed to protect the innocent. (DRAGNET TUNE)

This is the City--beautiful, sunny, rain-free Dallas--where thousands of boys between the ages of 8 to 10 comb the streets in search of Den Mothers. My name is Sunday. I'm one of these boys. I'm not a Cub Scout. The reason for this dilemma, no Den Mothers.

It was Saturday, October 16th; I was on day watch in my own neighborhood; same old story, looking for Den Mothers. I met many new faces, but always the same old story--no one had time.

A nice looking, well-dressed woman was coming down the street toward me. I judged her age to be around 40. She was swinging a new hat box in her right hand. Obviously she had been shopping. I approached her. "Could I have your name, Ma'am?"

Lady: "Why, yes, little boy. I'm Mrs._____."
Boy: "And your age, lady; could I have your age?"
Lady: "My age? My, but you're a tall little boy. You must be nearly 4 1/2 feet tall."
Boy: "That's about the size of me, Ma'am. Now could I have your age?"
Lady: "Well, I'm in the neighborhood of 32; but what's this all about?"
Boy: "I want the facts, Ma'am. Just the facts. Are you now, or have you ever been a Den Mother?"
Lady: "Den Mother! Heavens, NO!"
Boy: "Do you have any boys, Lady?"
Lady: "Why, yes, one is eight and one nine."
Boy: "Where were you on Monday, October 12th, between 4:00 and 5:00 p.m.?"
Lady: "Let's see now. Oh yes, on Monday at that time I have my hair done."
Boy: "And Tuesday, October 13th, at the same hour, where were you then, Ma'am?"
Lady: "Oh, I play bridge on Tuesday afternoon. I was at my Bridge Club."
Boy: "And Wednesday, October 14th, what do you do on Wednesdays between 4:00 and 5:00 p.m.?"
Lady: "Well, I'm taking a course in Ancient History. We are studying the prehistoric boy."
Boy: "The prehistoric boy, Ma'am--I'm sorry that you find that more vital and interesting than the live ones who need you so badly. How about Thursday, Ma'am, can you account for your time on Thursday?"
Lady: "Oh, I must go to the Fashion Show and Tea at the Country Club on Thursday. You see, I'm Chairman of the Potato Chip Committee."
Boy: "What do you do on Friday?"
Lady: "Surely you don't expect me to be a Den Mother on Friday? That's the only day I have to myself."
Boy: "I'm sorry, lady, you'll have to come along with me to Scout Headquarters for further questioning."

(DRAGNET TUNE)

The case of _____ was held the next week. I was found guilty on all counts of evading Den Motherhood, thus causing untold agony to many little boys. I was sentenced to two years of hard labor as a Den Mother, or until such time as my boys both become ten years of age.

(DRAGNET TUNE)

AMERICA IS MY COUNTRY

(A choral reading)

ALL: America is my country.
How glad I am that this is my land;
Prairie and forest,
Snow-capped peaks and mighty canyons,
Cities of steel and farms with red barns;
How glad I am that this is my land.
Beautiful is the face of my country.
1st Boy: Down the mountains race the streams,
2nd Boy: That slow to winding rivers.
3rd Boy: In peaceful woodlands blue lakes sparkle;
4th Boy: Foamy waters rush upon the rocky coasts;
5th Boy: A nightingale sings, while magnolias bloom;
6th Boy: And far to the West, great redwoods touch the sky.
ALL: Beautiful is the face of my country.
With full hands, my country gives freely to her people;
1st Boy: In fertile Iowa soil is food for fruitful harvest;
2nd Boy: Below the earth lies Pennsylvania coal;
3rd Boy: And the busy Tennessee waters feed hungry turbines;
4th Boy: Farm animals dwell in Oregon forests rich with timber;
5th Boy: And fish inhabit the streams;
6th Boy: Oklahoma oil pours forth in eager gushers;
ALL: And in Texas, <u>everything</u> is big!
Beautiful are my country's farms;
1st Boy: Golden with wheat at thrashing time;
2nd Boy: White with cotton and lambs at play;
3rd Boy: Purple with grapes on vineyard slopes;
4th Boy: Have you ever seen a peach orchard in the spring?
5th Boy: On vast ranches in Montana cattle are grazing;
6th Boy: Kentucky thoroughbreds kick up their heels;
ALL: And on a little farm in Vermont, yellow ducks to "Quack, quack, quack".
All across my country, people are making things;
1st Boy: In Grand Rapids they are fitting legs on tables;
2nd Boy: In Seattle they are squeezing sardines into little cans;
3rd Boy: In Gary they are pouring liquid steel and the skies glow with fire;
4th Boy: At a garment factory in Oshkosh, a lady is stitching a seam;
5th Boy: At Oak Ridge, scientists split the atom;
6th Boy: In Chicago, someone is making a TV so children can watch Disneyland,
ALL: Which happens to be filmed in Hollywood.
In my country are 227,000 miles of railroad tracks and more than
3 million miles of roads.
There are boats and trains and trucks and cars and busses and planes.
Chug, chug, chug,
1st Boy: Go the trains as they leave the station;
ALL: Clickety-clack, clickety-clack
2nd Boy: As they roll across the plains;
3rd Boy: Boat whistles call with deep voices.
4th Boy: Taxis honk their horns.
5th Boy: And above us the sound of jet planes makes us hold our ears.
6th Boy: Now our rockets are in space and men are on the moon.
ALL: Where will we be going next?

HE WAS HERE BEFORE THE WHITE MAN

Characters: Narrator; one boy dressed as Indian Chief with long headdress; groups in appropriate costumes to portray the tableaus below:

Setting: Narrator is on stage in front of curtain. Curtain opens to show each tableau. Each time, the Indian Chief is standing to one side watching the tableau. Appropriate music may be played between scenes to allow time for scene-changing. Artificial campfire is at center front of stage to be lighted at appropriate time.

Narrator	Tableau
(Curtain Opens) "The Indian was here - Where Leif Ericson came To touch our shores and leave again.	(tableau of Norsemen at prow of Viking boat)
He was watching in 1492 When Columbus landed to claim for Spain A new continent which he thought Was China and the Spice Islands.	(Columbus planting a Spanish flag)
He watched as an Indian Princess Saved her John Smith And became his wife, As often has been told.	(Indian maiden standing between tomahawk and John Smith, warding off the blow)
When the Puritans gave thanks For the harvest and for this land, They were joined by the Indian And his gifts.	(Thanksgiving table, puritans receiving corn and Indian beads from an Indian)
When the white man became greedy And pushed the Indian westward, He took up his tomahawk, Danced the war dance, And fought for his hunting grounds; Bravely, but hopelessly.	(Indian braves, in warpaint, dancing and waving tomahawks)
Now he lights our fire As did his fathers before him. He lights our fire Where once was his council place. We honor him by our actions here. We dance his dance and sing our songs. We hear great tales and meet worthy challenges In the spirit of the Red Man Who was here before the white man came.	(Chief moves from his place where he has been watching tableaus to council fire, which he pretends to light. Then he stands by fire, facing audience, arms folded.)

- Complete Book of Campfire Programs

LITTLE-KNOWN INDIAN LORE

You can present this program with any number of little Indian Braves. If you have separate ones perform each of the actions, you will need eleven. If you have less available, each one can take two or more parts. If you have extra actors, have them sit in the circle in costume and participate in the dancing. As the scene opens, the Braves are all sitting in a semi-circle, facing the audience. One, the Chief of Ceremonies, rises and comes to the center of the stage.

Chief of Ceremonies: How! I am Chief Bob Standing Hope, your Chief of Ceremonies. We are here tonight to give you a little background on Indian lore. To open the evening's program, I would like to present the first real American combo, "The Fore-locks."

(Four Braves come center stage with their tom-toms and play in rhythm. They should practice and work out a routine beforehand. After playing, they bow and return to their seats in the semi-circle.)

Chief: Thank you, Fore-locks. Now, here is the first real American music critic to comment on their performance.

(Another Brave rises, comes center stage, says "Ugh!" loud and clear, and resumes his seat.)

Chief: Next on the program, Tom Rumpled Fur, a real cool cat, will tell you something of Indian home life. (Another Brave comes center stage.) Good evening, Tom Rumpled Fur.

Tom: Good evening, Chief.

Chief: Tom, I understand you just got back from a hunting trip. Did you go for bear or for buffalo meat?

Tom: Oh, no, nothing like that.

Chief: Oh? Then, what did you hunt?

Tom: Well, I went to get something for my son. His name is also Tom. To avoid confusion, we call him, "Tom-Tom."

Chief: What did you get for him?

Tom: Well, my wife wanted me to get him a bird.

Chief: And did you?

Tom: Well, sort of.

Chief: Sort of? What do you mean, "sort of?"

Tom: Well, I sort of got him a bird. You see, I got Tom-a-HAWK. (Holds up tomahawk.) And boy, was my wife mad!

Chief: I can understand that. What did she do?

Tom: What every Indian wife does--she really SQUAWked!

Chief: Well, I think that's enough of your personal life. I thought you might like to tell the folks here a few facts about Indian names. For example, how did the tepee get its name?

Tom: Oh, that's easy--The tepee was named by an old Spanish gentleman who was visiting the tribe one day.

Chief: Oh, really? I didn't know that.

Tom: Yes, he was a guest one night when the wind was really blowing. The wigwam began to shake and tremble, and he became quite frightened. He said he didn't like our houses.

(continued)

Chief: What has that got to do with the name "tepee?"
Tom: It's got everything to do with it. When we asked the Spanish gentleman why he didn't like our house, he said, "Eet ees a leetle teepee." And the name "tepee" stuck; and that's what our houses are called today.
Chief: That's fascinating. Thank you, Tom, for this interesting insight into little-known facts about Indian life. (Tom returns to the circle.) Also with us this evening is Chief Benson Hedges. He stands tall among other men--He's a silly millimeter longer. Chief Benson will speak to us this evening on the origin of the peace pipe and why it is no longer used by the tribe. (Chief Benson comes center stage.) Chief Benson, what is the purpose of the peace pipe?
Benson: The peace pipe was used as a sign of peace and friendship among members of our own and other tribes. (Displays pipe.) As you can see, it was highly decorated and became a part of a ceremony. Chiefs would sit in a circle and pass it from one to the other. Of course, that's where the problem started.
Chief: What do you mean?
Benson: Well, we'd pass this pipe around. First, the Chief would get it, and say he had a cold. He'd pass the pipe to the next Brave, and then the Brave would have a cold. Then, the pipe would be passed on, and so would the germs. One year we had a very bad cold epidemic. That's when the witch doctor did what he did.
Chief: What was that?
Benson: He insisted that all peace pipes manufactured have this warning on them. Here, read this. (Hands the peace pipe to Chief Bob, pointing to printing along the stem of the pipe.)
Chief: (reading): "Warning! The Witch Doctor has determined that smoking peace pipes is dangerous to your health." (Hands pipe back to Benson.) Thank you, Benson. (Benson resumes his seat.) Speaking of witch doctors, we're fortunate to have with us tonight Chief Mumbo Jumbo, (President of the W.D.M.A.--Witch Doctors' Medical Association. (The Doctor rises.) Good evening, Doctor. Tell us, what's new in the field of witch doctoring?
Witch Doctor: Oh, there are many new things. Most important of all, we have developed new ceremonies for preventive medicing.
Chief: How interesting. Witch doctors have gone in for preventive medicine, too. Could you show us one of your ceremonies?
Witch Doctor: I shall be happy to. (The Witch Doctor performs a brief dance.)
Chief: That was great, Doctor. It reminds me of a dance that was popular in my grandmother's day, called, "The Big Apple."
Witch Doctor: You're absolutely right. We witch doctors perform this dance for our tribes daily now.
Chief: No kidding. Why?
Witch Doctor: Because it's the greatest form of preventive medicine. You know the old saying, "Big Apple a day keeps the doctor away!" (Dances back to his seat.)
Chief: Speaking of dances, we thought we would show you two dances that were done in honor of the buffalo and the horse--two animals that were very important to the Indian. First, Buffalo Bill.

(Buffalo Bill comes center stage with his buffalo head costume and performs a short dance, mimicking the movements of the buffalo.)

(continued)

LITTLE-KNOWN INDIAN LORE

Chief: Very good, Bill. The buffalo was very important to the Indians, wasn't he?
Bill: Yes, the buffalo provided the Indian with food, skins to make his home, and countless other things.
Chief: Other people also appreciated the buffalo. Why, even a song goes, "Oh, give me a home where the buffalo roam..."
Bill: Yes, I could never understand that song. Why would anyone want a home where the buffalo are roaming in and out? Now, I like buffalo, but that would be a little too much! (He shakes his head and resumes his place in the circle.)
Chief: And now, Sam Saddle-sore will do the Horse Tail Dance.

(Sam comes forward wearing his Horse Tail Costume and does a short dance, imitating the movements of a horse.)

Chief: Thank you, Sam. The horse, too, was certainly valuable to the Indian, wasn't he?
Sam: Oh, very much so. He provided the Indian with transportation. Why, the horse was every bit as important as the buffalo.
Chief: I know he was.
Sam: Well, I'm glad you admit that. You'd think other people would have. That's why the horses were so upset.
Chief: Upset? Why? I think everyone knows the horse was very important, and I think the horse is just as well recognized as the buffalo.
Sam: Oh, Yeah? Then why didn't they make a horse nickel? (Sam goes back to his seat, dejectedly.)
Chief: Well, folks, I guess that just about winds up our...(A Brave rises from the circle, rushes up and interrupts.)
Brave: Chief Hope, you forgot the most important dance of all!
Chief: What dance is that?
Brave: Why, the Rain Dance!
Chief: Oh, I'm sorry. I didn't think you did that any more.
Brave: Oh, sure we do. And it still works. Okay, fellas let's show him.

(The Braves all rise and begin a simple Indian dance in a circle, imitating rain falling with their hands. The "Fore-locks" play their tom-toms for the beat.)

Chief: (holding hands out and looking up; dancing stops): It's not working. I don't feel any rain.
Brave: Just wait. We'll try again. It always works.

(The dancers dance a few minutes and stop again.)

Chief: I'm sorry, but it doesn't seem to be working. We can't keep everyone here all night.
Brave: (Looking off stage): Ah, ha! Wait here. I see a far-off smoke signal. I think it has worked! (Goes off stage and comes back on, carrying a slip of paper.) It worked! It worked! We just received this sports bulletin by smoke signal. (Reads the bulletin from the paper, very loud and clear.) "THE BRAVES AND INDIANS BASEBALL GAME HAS BEEN RAINED OUT!"

-Pack-o-Fun Magazine

WHY COSTUMES?

Costumes can help set the theme or the mood of the whole skit. They have the magical ability to transform a boy into a man from outer space, a pirate, an astronaut, a clown, an Indian, an exotic animal, or anything else his imagination suggests!

Costumes can be simple or as elaborate as you and the boys would like for them to be. Cloth costumes are quite durable, but the cost is more and also you (or mom) spend more time making them, rather than letting the boys have the fun.

Types of Costumes

Crepe paper can be used effectively in costume making. It is a relatively inexpensive costume material and can be glued, stapled, sewn, draped, and folded. Its ability to stretch is also an important factor. Simple tunics, shifts, vests, and hats can be fashioned quite readily. With its wide range of colors, crepe paper has many boy-making possibilities.

Costumes made from old clothing are an easy source for mothers, den leaders, and boys. Don't throw out those old tights, T-shirts, Dad's old robe, felt hats, etc. Save feathers and sparkly trim for knights' costumes; scraps of bright material, cast-off toy guns, foil for deputy badges, vinyl for leather vests and trim will be useful for costumes on cowboy themes. Use your imagination before you use your trash can!

Cardboard boxes make excellent costumes for clowns, animals, vegetables, robots, etc. Cut holes for the head and arms in advance, then let the boys paint them with latex and trim with tempera paint.

Paper sacks can be used effectively for both costumes and masks. Save large and outsized sacks for future use. They can be painted in the same fashion as the boxes. Latex paint will add strength to the paper sacks.

Don't forget that a simple sign to identify your characters can be as effective as a costume. Props such as a cardboard mustache, eye patch, bandana, cardboard sword for a pirate, can do a great deal to costume your characters and set the mood for your skit.

Remember to keep your costumes and props at the Cub-age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costume-making.

- Bois D' Arc District

MAKE-UP

Make-up will often help tell an audience what a character is like. It also makes the character seem more real to the other actors, so everyone plays his part better. Make-up can hide an actor's own features, change their form, make them look larger or smaller, or completely alter them in other ways. The more light that is used on the stage, the more make-up is needed.

Theatrical make-up is expensive. You can find inexpensive substitutes at a variety store. Some of the things you might need are:

Liquid make-up remover or cold cream	Nose putty	Foundation make-up
	Spirit gum	Eye shadow
Cream rouge	Black tooth enamel	Eyebrow pencils
Cotton	Lipsticks	Hairpins
Face Powder	Shower cap	Clown White

Make-up should be applied after the actor is in costume, so it helps if you use an old make-up cape or towel tied around the neck to protect the costume. These are the steps for putting on make-up and taking it off:

1. Be sure face is absolutely clean before applying make-up. Use either soap and water or cleansing cream. Be sure to remove all traces of cream.
2. Apply foundation. This can be either pancake type or liquid or grease paint. Cover face entirely, and those parts of neck and ears which will show.
3. Put on cream rouge. Keep it away from the nose and never place it lower than the nostrils.
4. Make up the eyes. Eye shadow on eyelids. Pencil a line under lower eye-lashes to make the eyes look larger. Pencil eyebrows to make them darker and more definite.
5. Make up mouth. A slight change in lip line will alter the whole expression of the face. The best color for boys is a blend of reddish-brown (lipstick with brown eye shadow). Apply with fingertip.
6. Powder gives the skin a dull coating.
7. To remove make-up, rub face well with liquid make-up remover. Wipe face with tissue. Wash face with soap and water.

TIPS: With nose putty you can make a big nose or cover your own eyebrows. It can also be used to form a raised scar or bump or change the shape of any part of your face. All other make-up goes over it.

Black tooth enamel or black crayon can be used to give effect of missing teeth.

New-looking wounds can be drawn with lipstick or fingernail polish. Old scars can be drawn with eyebrow pencil and powdered over.

Spirit gum is used for applying wool crepe hair for whiskers, mustaches, beards, and eyebrows. Spirit gum will stick only to dry surfaces.

To look older, frown and wrinkle your forehead. Use a grey eyebrow pencil to mark in the creases. More lines add more years.

Cornstarch can be powdered into hair. Hair begins to grey at temples first and in streaks.

QUICK WIGS

These easily assembled wigs are just the thing for Cub Scout skits, masquerades or Halloween 'trick-or-treating'. As a base for the wig, use the top of a nylon stocking, gathered along the cut edge to form a skullcap. Or, cut and use the crown from an old felt hat. For hair use cotton yarn, untwisted rope or strips of crepe paper 1/2" wide.

Curly Locks - For short or long curly hair, curl narrow gift wrapping ribbon and sew to stocking base. (Cotton stocking could also be used.)

Bald Headed Man - Use old bathing cap (white or flesh colored) for base. Paint or glue a fringe of yarn hair around edge.

Colonial - Wrap and sew cotton batting around skullcap to form a puffed hairdo. Batting rolls for curls added to sides make wig for colonial lady. Long batting curl, tied in back with black ribbon makes wig for Colonial man.

Scarecrow - Sew uneven lengths of heavy cotton rug yarn or raffia to a cap base, or to a band which can be sewn inside old hat.

Indian - Arrange black yarn or crepe paper strips across entire base and stitch through center to make 'part'. Bring strands down to ears, braid, wrap and tie with bright cloth.

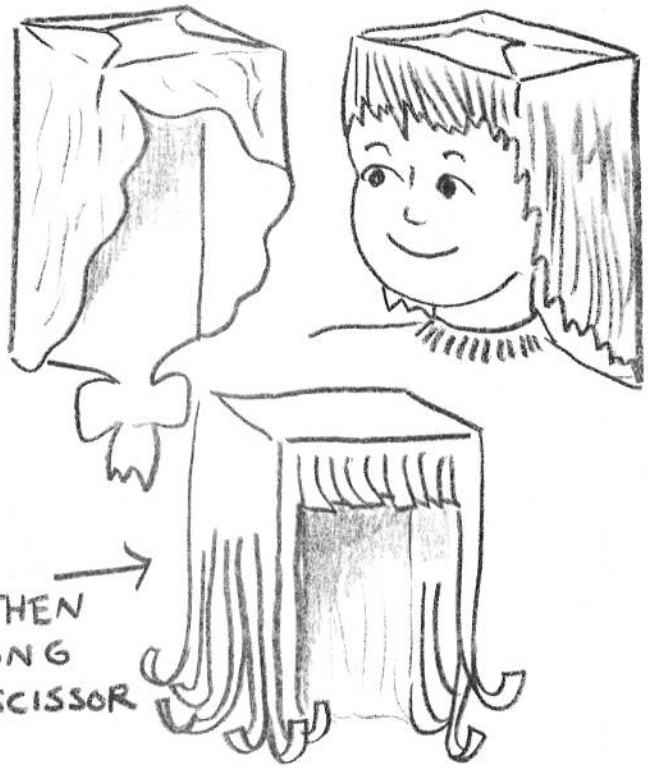
Princess - Follow directions for Indian wig, using yellow yarn or crepe paper strips. Do not braid. Add conical paper hat with small attached veil.

Old Man - Use white cotton stocking cut and sewed to form skullcap. Glue white cotton balls all over skullcap.

Braids - Stretch about three strips of crepe paper, 3/4" wide. Twist each strip around and around. Now braid the three strips together.

- Bois D' Arc District

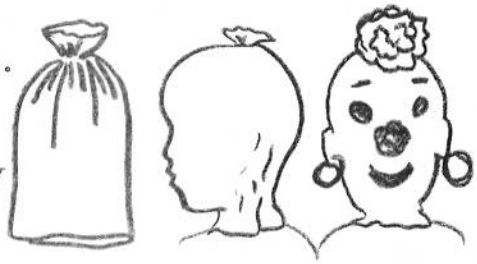
PAPER BAG WIGS: To make a wig, select a paper grocery bag that will fit over your head. Choose the hair style you like--curly, shaggy, long, or short--and draw the hairline on the sack. Using the hairline as a guide, cut out the front and around the edges for the hair style you have selected. Color your wig with crayon or felt tip markers. Be a blonde, brunette or redhead. "Hair" can be shown by outlining (like the "George Washington" style) or by cutting the bag in strips (like the curly wig). Glue or tape on hair ribbons, barrettes, or other decorations.

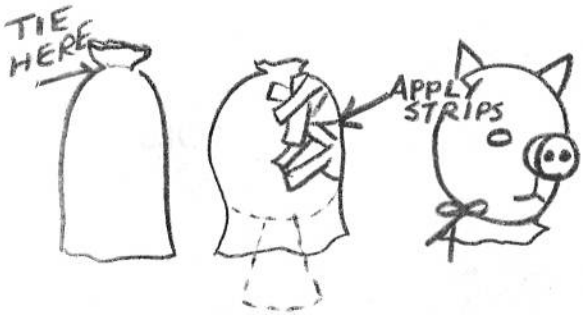


HOW TO MAKE MASKS

Even witches must be astonished at some of the odd-looking masks they see on Halloween. They would probably be even more surprised to know how easily masks are made from scraps of this and that.

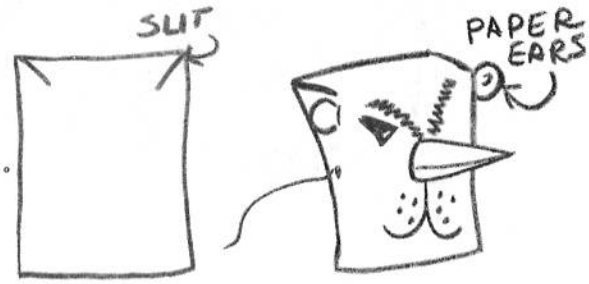
STOCKING MASK: Use the top half of a nylon stocking. Tie at cut edge. Turn right side out, and sew or glue on mop or yarn hair; yarn or cotton eyebrows, eyelashes; Easter straw, fur, cotton rug, cotton, or terry cloth for hair or fur. Use a yarn pompom for nose; felt or paper cut-outs for mouth; curtain rings or buttons for earrings.





CHEESE OR POLISHING CLOTH MASK: Tie one end of a 20" piece of loosely-woven cloth as shown. Sew on trim as suggested above, or cover with a hard shell in this way: Place wet cloth over an inflated balloon. Cover with two layers of wet, 1/2" wide strips of brown package tape. When thoroughly dry, sand, shellac and paint with tempera colors.

PAPER MASK: Slit a 9" x 12" piece of construction paper as shown. Overlap and glue flaps. Cut holes for features. Decorate with paper, paints, yarn, fringed paper, bottlecaps, a drinking cone (for nose). Use feathers, toothpicks or drinking straws for whiskers.



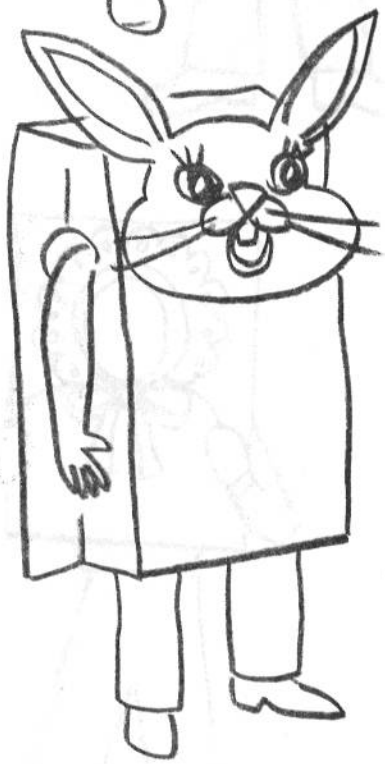
LARGE PAPER BAG MASKS

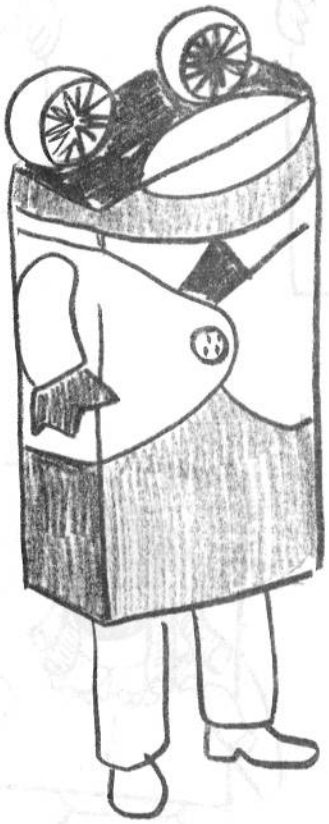
Large brown paper bags can be used for masks and/or costumes for just about any character you can describe.

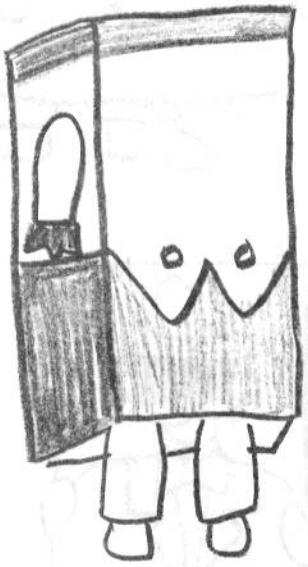
These can be painted, or you can added colored construction paper features and trim.

The bag slips on over the head. Cut arm holes for the boy's arms.

These can be easily worn over the Cub uniform.







FROG

Body is painted a bright green. Latex paint works well on paper bags and makes them more durable.

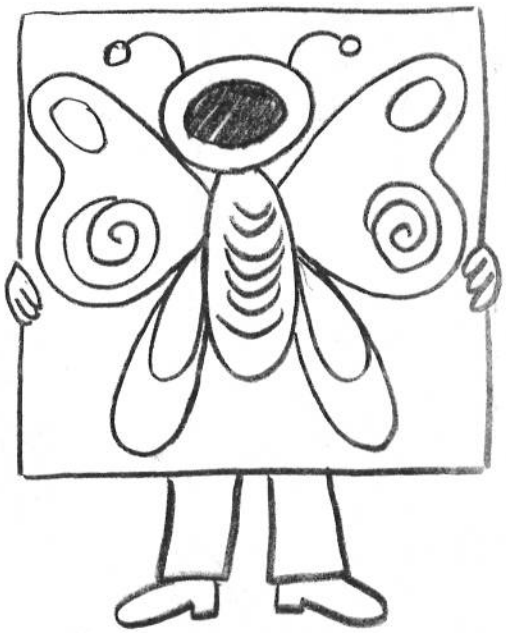
Eyes can be cardboard cutouts or made from large styrofoam balls.

Arm hole is not cut out of this costume. The frog's arm is painted on. Boy's arms stay inside costume.

- Indian Nations Council Pow Wow Book

PEEK-A-BOO MASKS

The characters in some skits can be represented by poster board masks, which have the face or face and figure painted on, and a face hole cut out. The boy holds cardboard in front of him and puts his face in the face hole.



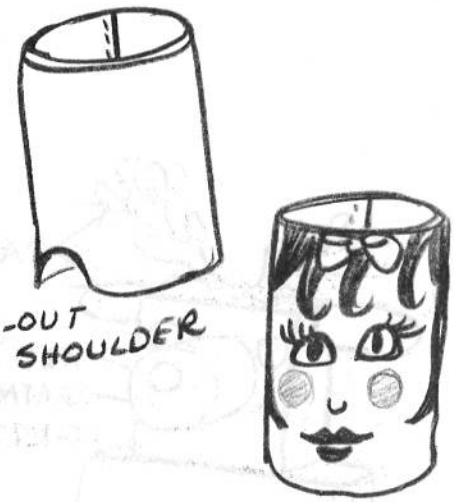
- Indian Nations Council Pow Wow Book

MARDI GRAS MASKS

These masks are made from double-page spreads of newspaper, six sheets thick and are painted with tempera.

General Instructions: Place the newspaper on your ironing board and press each of the six sheets with an iron set on "medium." Overlap the ends of the paper and stitch them together, using a large needle and string. This seam will be the back of the mask. Fit the mask down over your head and cut out curved sections at the sides so the mask fits comfortably over the shoulders. Then, mark the areas where your nose and eyes are, and cut out small openings to see and breathe. The mask's features will not match the openings for your eyes and nose. When making the mask features, place the mask on the table and lightly pencil before painting to space them properly.

Realistic Masks: Although outsized, these masks more closely resemble ordinary people and represent a hero, a heroine, and a villain. They would be great to use for presenting a skit. Paint the mask, painting the face area and the hair; you may indicate the top of the clothing around the bottom. Add appropriate features, either painting them or gluing on paper cutouts. Glue on any other distinctive details, such as a pretty bow in the heroine's hair, or a tie on the hero.

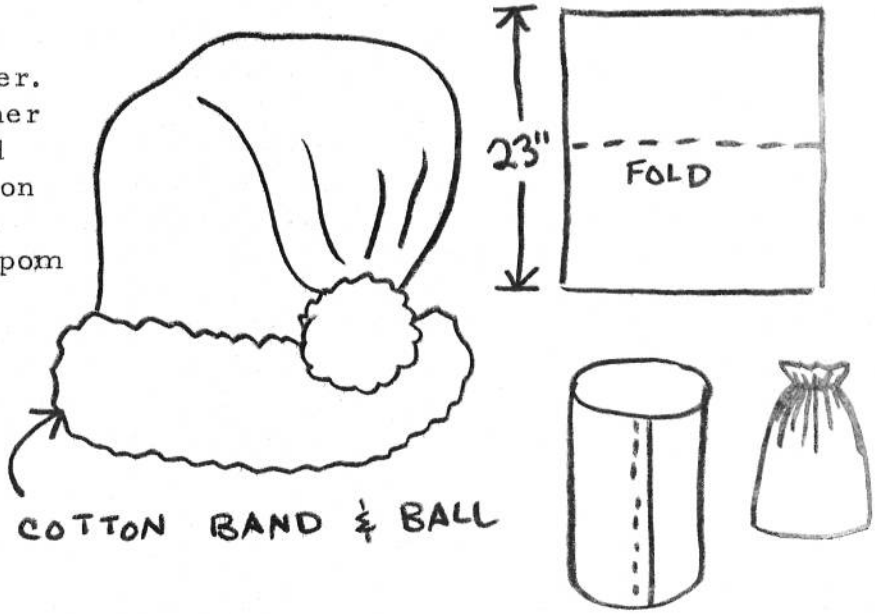


ORANGE-PEEL TEETH: The skin of an orange can be used to make false teeth which will startle your friends when you suddenly smile at them. The illustration shows how to cut the orange peel. The finished "teeth" can then be inserted between your real teeth and your lips.

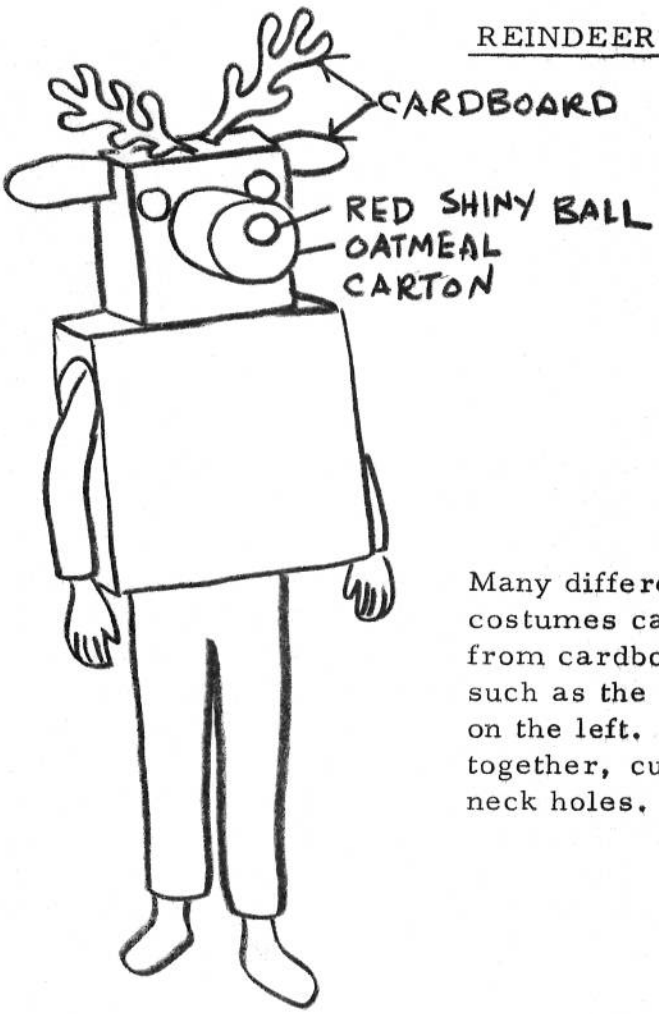
BIG EARS: All you need is glue, crayons, and drawing paper. Draw the big ears as lifelike as you can, looking in a mirror to get your idea. Color them pink with red outlines. Glue strips of paper on the backs so they loop over your ears. Just glue ends of paper because the center of the strip has to slip over your real ear.

SANTA OR ELF HAT

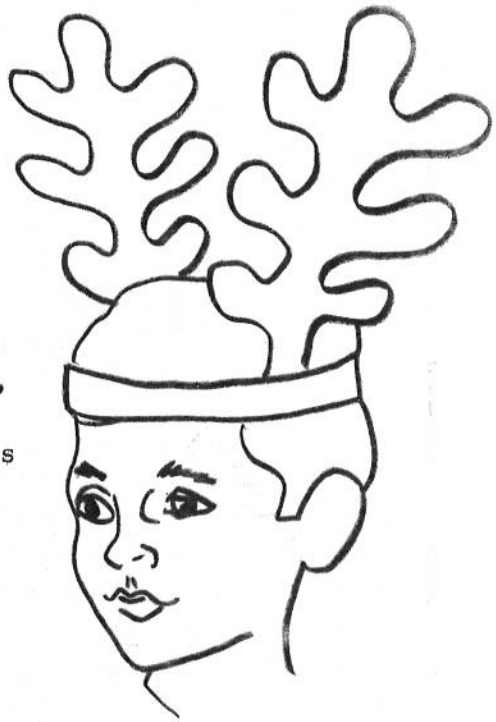
Use a 23" strip of red crepe paper. Fold in half. Staple edges together along side seam. Gather top and fasten with wire. Add white cotton pompom and glue on cotton band. For elf hat, leave off cotton pompom and cotton band.



REINDEER COSTUMES



Many different animal costumes can be made from cardboard boxes, such as the one shown on the left. Glue boxes together, cut arm and neck holes. Paint.



- Indian Nations Pow Wow Book

ASTRONAUT'S COSTUME

The basic costume can be a pair of coveralls dyed electric blue, silver, or other bright color. Or, you can use a sweat shirt and sweat pants combination, or even old ski-type pajamas dyed or spray painted.

Boots are galoshes wrapped in foil or ski boots.

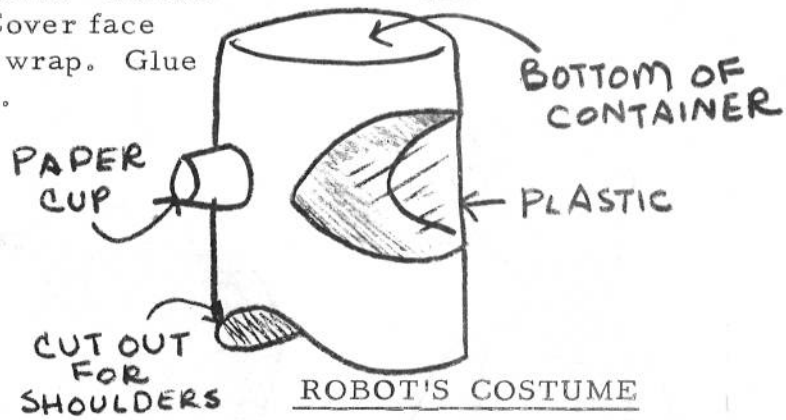
For gloves spray paint old work gloves silver.

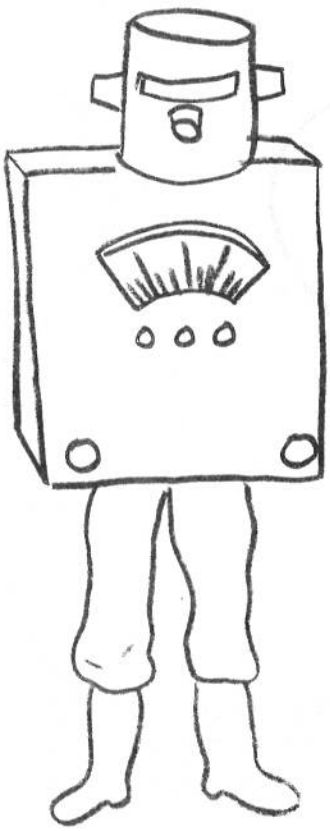
Run insulating wires of various colors down outsides of arms and legs. The life support system can be a box mounted on a hiking pack frame and decorated with old radio parts and painted dials.

NASA emblem and American flag patch can be glued to costume.

HELMET

Use a 3-gallon size cardboard ice-cream container. Cut out front as shown. Cut out curved piece for shoulders. Cover face opening with plastic or plastic wrap. Glue on small paper cups over ears.





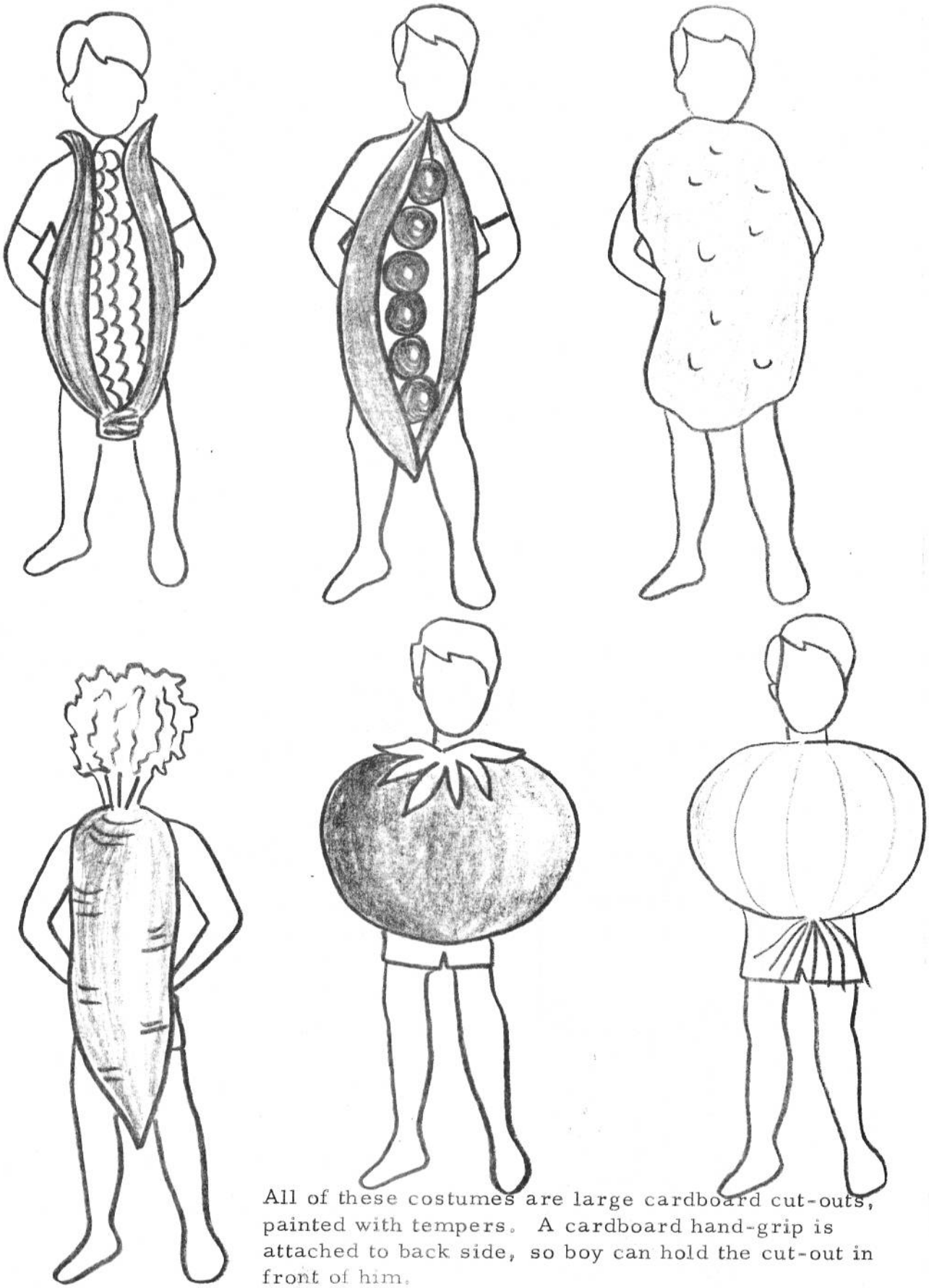
ROBOT'S COSTUME

The robot's costume is basically the same as the Astronaut's. He wears a similar helmet with a smaller eye opening and paper cup for nose.

He wears a large cardboard box which can be spray painted silver, with dials, buttons either painted or glued on.

The success of the robot's costume will be determined by his actions - they should be slow, jerky and automated.

- Indian Nations Council Pow Wow Book

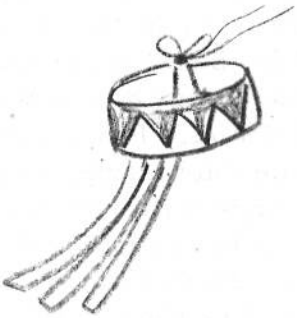


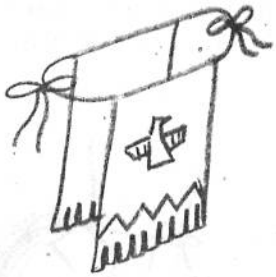
All of these costumes are large cardboard cut-outs, painted with tempers. A cardboard hand-grip is attached to back side, so boy can hold the cut-out in front of him.

INDIAN COSTUMES

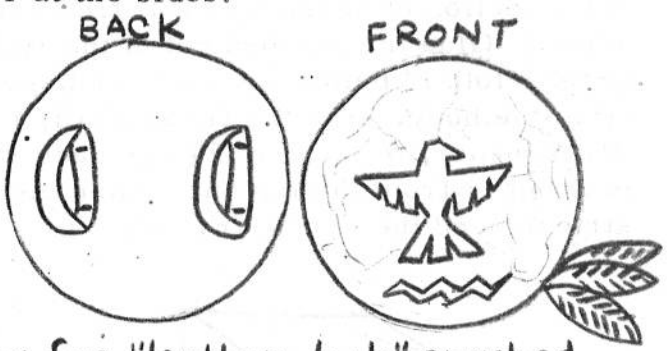
ANKLE BAND: Cut a piece of brown paper, 5" wide and long enough to fit around your ankle. Fold 1/2" of the top edge down and glue over a piece of string. Cut fringe to within about 1/2" from the top edge. Fold over again at the top and tie around the ankle.

ARM BAND: From brown paper, cut a strip 2" wide to fit around the arm. Fold one long edge over a piece of string and glue. Add designs. For the long fringe, cut a strip of brown paper, 2" x 10". Fringe lengthwise to 1/2" from the end. Glue this end inside the arm band. Tie the band around the arm.





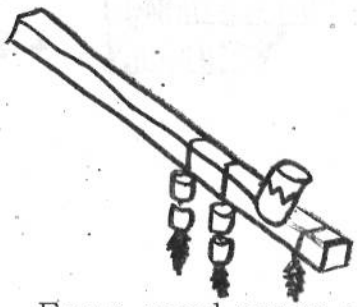
BREECHCLOTH: For the front, cut a piece of brown paper, 9" x 13". Fringe the bottom end and fold the top end over a piece of string; glue to hold. Make the back the same way. Add designs. To wear the breechcloth, tie the front and back together at the sides.



SHIELD: As a base, use the cardboard backing from a large pizza. Staple a loop of ribbon or tape near opposite edges on the underside, as shown. (Slip arm through loops when using shield.) Cover the shield with crushed paper. Add paper feathers for trim and your choice of painted designs. (See instructions for "leather-look" crushed brown paper under HEADBAND, below.)

HEADBAND: Cut a strip of brown paper about 2" wide and long enough to reach around the head. Crush and recrush the paper between the hands until it is softened and wrinkled as much as possible. Then spread out the paper and iron with a lukewarm iron. Fold the strip in half, lengthwise, and overlap and glue the ends to fit the head. From colored paper, cut pieces about 3" x 7". Fold in half, lengthwise, and fringe diagonally along the sides. Trim one end to a point to look like a feather. Insert and glue the feathers between the folds of the headband.

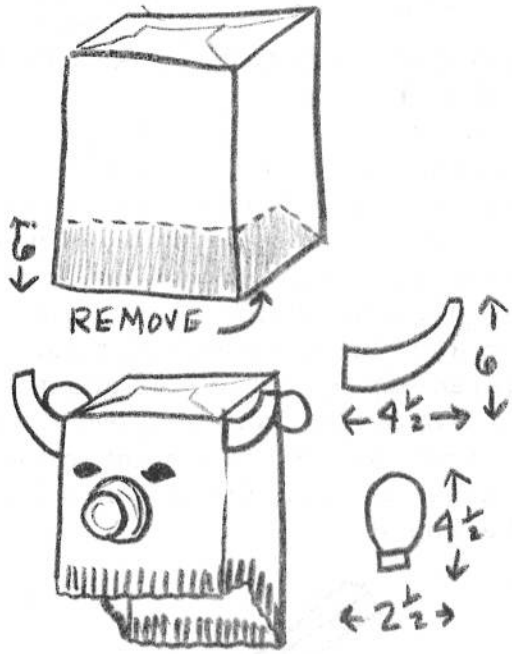
PEACE PIPE: The pipe shown uses a 3/4" square piece of wood about 14" long. A round dowel could also be used. The bowl is a piece of broomstick about 2" long. Nail and glue the bowl to the stem. Decorate with Indian symbols and beads and feathers. Other material that could be used are the cardboard roll of a hanger for the stem and a little larger role for the bowl or a pill bottle could be glued on. For a spool peace pipe, string spools on an old arrow shaft or dowel, with a larger spool for the bowl of the pipe. Decorate with beads and feathers.



INDIAN COSTUMES

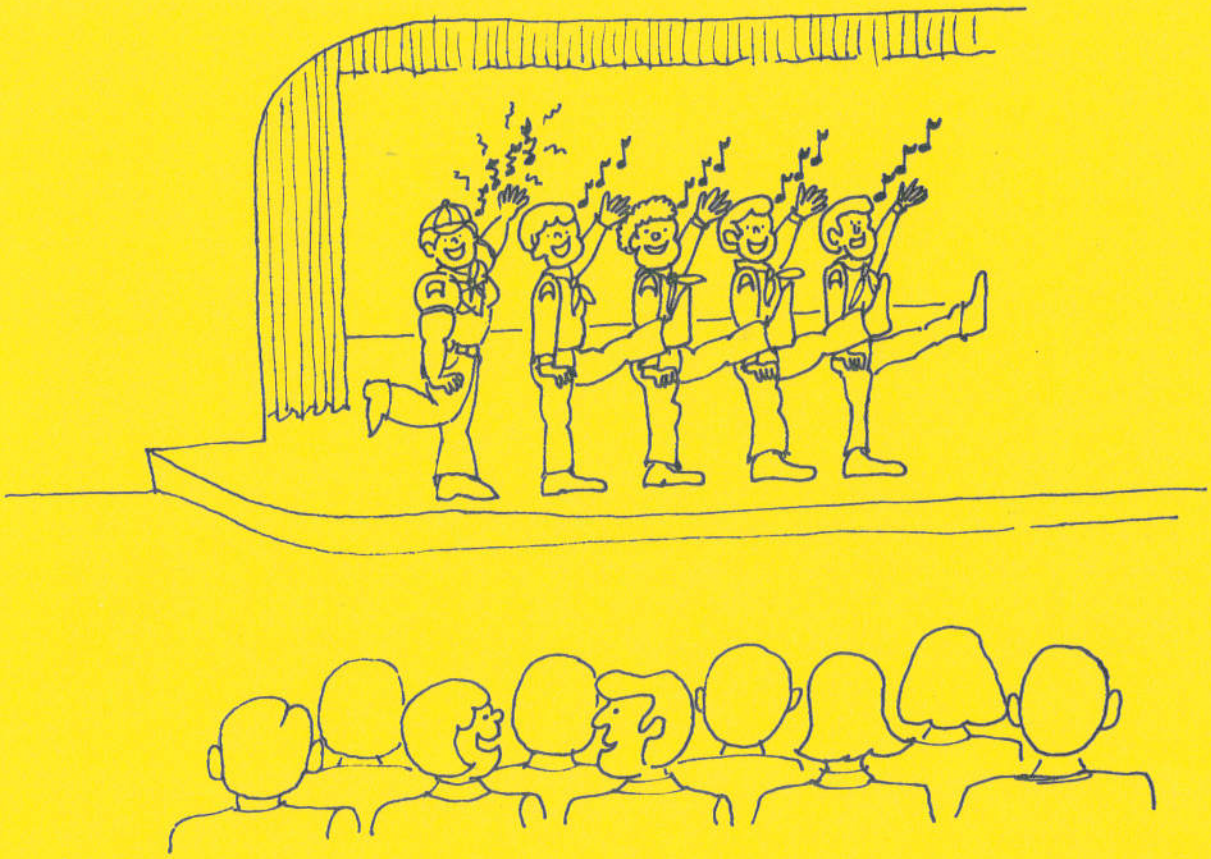
WITCH DOCTOR HEADDRESS: To make the headband, cut a strip of light weight cardboard, 2" wide and long enough to go around the head. Glue the strip into a ring. Also from cardboard, cut a strip, 2" x 36". Glue one end of this strip inside the front of the headband, curve the strip up over the head and then glue again inside the back of the headband, letting the excess hang down the back. From cardboard, cut horns with tabs, as shown. Bend the tabs and glue to the sides of the headband. Paint and decorate the entire headband. For feathers to attach along the back strip, cut 8" feathers from brown paper. Fringe the edges, or draw fringe with felt markers. For shafts on the feathers, glue paper soda straws between two feathers, letting about 3" of the soda straw extend at the bottom. Starting at the top of the trailing back strip, glue the shafts of the first two feathers flat against the strip. To attach the remaining feathers, make small holes in the strip. Insert the shaft of a feather in a hole, bend about 1/2" of the shalft on the underside, and tape.

HORSE TAIL: This is a special accessory for an Indian performing the Horse Tail Dance. To make the horse tail, cut a section of cardboard roll from kitchen wrap, as shown. Glue the slanted end of the roll to the back of the breechcloth 1" below the waistband, so the roll sticks out from the body. For the fringed tail, cut two strips of brown paper, 5" x 24". Fringe each strip, lengthwise, to about 1" from the top end. Glue the top of each fringed strip around the cardboard roll.



BUFFALO HEAD: Here is another headdress especially made for a ceremonial dance. Cut a large, brown paper bag, as shown. Cut fringe, about 4" deep, around the lower edge. Glue a round plastic container, such as those used for pudding, to the front of the head for a nose. Glue paper nostrils to the nose. Cut out eyes above the nose. From light weight cardboard, cut ears and horns, as shown, and paint. Glue the horns to the front of the head. Bend tabs on the ears and glue them to the sides of the head. To simulate the buffalo fur, cut strips of paper, 1/2" wide. Curl the strips, pulling them across a scissors blade or winding them around a pencil. Glue the strips to the head, covering completely.

- Pack-o-Fun Magazine



"Well, I guess he can't do everything!"

HOW TO LEAD SONGS

Did you know you can become a song leader? Well, follow these tips and see how much fun you can have. You see, people have a fundamental rhythm urge. Watch them respond by tapping a toe, humming to themselves, or even gently swaying the body to a lively tune or the beating of a drum. The advice in the Cub Scout Songbook will help you become a good song leader.

Here are some tips for a song leader:

... Be convinced that singing builds and produces group participation.

... Select songs that fit the occasion.

... Establish pitch by trying it softly to yourself, then aloud so all can get it. If you're too high or too low, stop and start over again.

... Be sure the whole group knows the song. If they don't, teach them. Songbooks are good to learn by, but once the group knows the song, sing without books.

... Don't ask what song they want to sing. Tell them.

... Use easy-to-follow motions to set the tempo. Start everyone at the same time.

... Start with lively, action songs. Encourage pep and enthusiasm by your example.

... End with inspirational songs.

... Teach songs at den meetings which will be sung at pack meeting.

... Help the group relax and enjoy themselves. Singing is fun. If the group is used to singing together, there won't be any need for 'ice-breaking'.

- Last Frontier Council Pow Wow Book

THE CUB SCOUT CHRISTMAS SONG

(Tune: Nat King Cole's "The Christmas Song")

Cub Scouts sitting round the Christmas Tree,
Making wishes big and small,
Christmas time is a beautiful time,
When love's available for all.

And a Cub Scout knows,
That loving is the greatest gift,
It flows so freely from their hearts,
So they say, with a smile on their face,
That Christmas is the time for cheer.

They know that scouting really works,
It makes them close and friendlier every day,
And when another is in need of help,
They'll jump right to it,
And will help him right away.

As our spirit grows,
And Christmas time comes into view,
Please learn this lesson from your scout,
As he smiles and he says to the world:
"Merry Christmas to you".

- Torrey Pines District

CHRISTMAS SONG

(Tune: "Rudolph the Red-Nosed Reindeer")

Here's to the Cubs in our den
As they follow, help, and give
All of the boys in our den,
Know just how a Cub should live.

Now that it's time for Christmas,
We've been very helpful boys,
We've gathered lots of old things,
Fixed them up like brand new toys.

Saved our pennies every meeting,
Bought a lovely Christmas tree;
Trimmed it up to take to our
Den-adopted family.

Bright and early Christmas morning,
When they see our shiny toys,
We'll be happy that we shared our
Christmas joy with other boys.

CHRISTMAS TIME

(Tune: "Jingle Bells")

School is out, we won't pout
Cub Scouts shout "Hip-hurray",
Something special's coming soon,
And it's Christmas Day.

Wrap the gifts, trim the tree,
Mind your Mom and Dad.
You'll get presents if you do,
Boy, won't we be glad.

- Indian Nations Council

THE DARING SPACEMAN

(Tune: "When Johnny Comes Marching Home")

1. I am a daring astronaut, Hurrah, Hurrah
I'm getting ready to blast off, Hurrah, Hurrah
The rocket takes me high in space
My capsule is a most comfortable place
To a space adventure, I am on my way.

2. I'm orbiting now around the moon, Hurrah, Hurrah
I think I'll land there very soon, Hurrah, Hurrah
I pitch and yaw and roll through space
I've not seen these sights any other place
I'm a daring spaceman - Won't you come with me?

3. Let's fly to other planets now, Hurrah, Hurrah
Come fly with me - I'll show you how, Hurrah, Hurrah
We'll stop at Mercury, Venus, Mars,
At Neptune we'll take a good look at the stars,
What a lovely sight - the wonderful world of space.

THE ASTRONAUT'S PLEA

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

1. I went for a ride in a spaceship
The moon and the planets to see
I went for a ride in a spaceship
Now listen what happened to me.

Chorus

Bring back, bring back,
O bring back my spaceship to me,
to me
Bring back, bring back,
O bring back my spaceship to me.

2. I went for a ride in a spaceship
The capsule was crowded and I
Developed a cramp in my muscles
So I decided to walk in the sky.

Chorus

3. I went for a walk in my spacesuit
The ship was controlled from the
ground.
And someone in charge down at NASA
Forgot I was walking around.

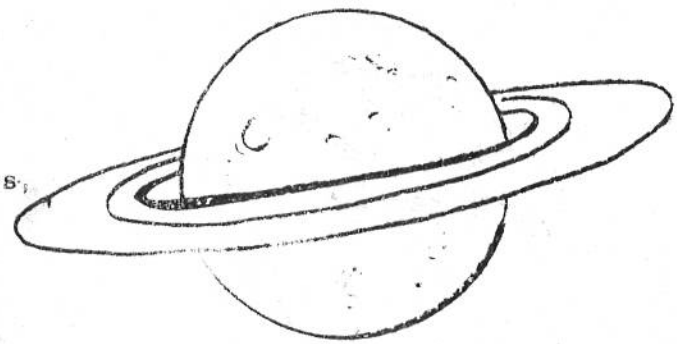
Chorus

- both songs from Indian Nations Council Pow Wow Book

ASTRONOMER'S SONG

(Tune: "Yankee Doodle")

We've got our eyes upon the sky,
We watch the stars that shimmer,
The sun and moon are friends of ours,
We know their every glimmer,
Keep your eyes upon the skies,
Watch the twinkling stars,
It's better than a TV show
By Jupiter and Mars.



BOYS AND MEN OF CUB SCOUTING
(Tune: "Clementine")

Cubs: Oh my father, oh my father,
We are glad to have you here,
Glad to have you join in Cubbing,
Glad to have you share our cheer.

Chorus
Everybody: All the boys and dads together
Lift their voices so you'll hear,
Pals in good or stormy weather
Every day throughout the year.

Dads: Listen fellows, listen fellows,
We are proud to share your fun;
We will help you with your Cubbing
Till the highest badge is won.

Chorus Everybody:

Cubs: Webelos will be our goal,
Into Scouting we will grow,
And we'll try to make you prouder
Of our work as up we go.

Chorus Everybody:

Dads: That's the kind of thing the country
Needs to keep it strong and fair--
"Follow, Help, and Give" and later
"Be Prepared" to do your share.

Chorus Everybody:

CHEW, CHEW, CHEW YOUR FOOD
(Tune: "Row, Row, Row Your Boat")

Chew, chew, chew your food
Gently through the meal.
The more you chew, the less you eat
And the better you will feel.

FEBRUARY 1977 BLUE AND GOLD

ALL YOU ET
(Tune: "Alouette")

All you et a
Think of all you et a,
All you et a,
Think of all you et.
Think of all the soup you et (Leader)
Think of all the soup you et (Group)
Soup you et (Leader)
Soup you et (Group)
All you et (Leader)
All you et (Group)
Oh, all you et a
Think of all you et.

All you et a
Think of all you et a
All you et a,
Think of all you et
Think of all the meat you et, (Leader)
Think of all the meat you et, (Group)
Meat you et (Leader)
Meat you et (Group)
Soup you et (Leader)
Soup you et (Group)
All you et (Leader)
All you et (Group)
Oh, all you et a
Think of all you et.

(The leader may continue naming all the dishes...turkey, dressing, fruit, salad, dessert, etc., and may end up with "Think of all you could of et".)

MARCH 1977 KITES-SPRING

WOODSY THE OWL
(Tune: "Smokey the Bear")

With a pointed hat and feather and a pair of short green pants
You will find him always saying, "Please let's save our plants"
People stop and listen when he tells 'em "Give a hoot"
"Cause ev'rybody knows that he is saying DON'T POLLUTE!

Chorus: Woodsy the owl, Woodsy the owl.
Not like old Smokey - he doesn't growl.
But he's always telling us - we'd better give a hoot.
Let's listen now to Woodsy, and remember DON'T POLLUTE!

You can take a tip from Woodsy that there's nothing like clean air,
Cause we all have to breathe it, then we certainly should care.
We just have to look around us, then we'll surely give a hoot;
Cause what a world to live in if we continue to pollute.

You had better listen to him, before our world is past repair,
And we all must do our part, to show him that we care.
For his message is important, to his cause we all must heed;
We'll all join up with Woodsy, for a cleaner world, indeed!

- Balboa District Pow Wow Book

IN THE BACKYARD
(Tune: "Clementine")

In the backyard, in the backyard,
You will find your summers fun;
If you look at what's around you
You'll have fun till day is done.

After sunset, watch the stars shine,
Natures' wonders you can see;
Mother Nature's backyards endless
Always there for you and me.

Did you ever, watch an ant work,
Have you listened to the bees;
Have you watched birds build their nests high
And been thankful for the trees.

If you'll just look, all around you,
Many new things you will find;
If you'd only realized it
They were right there all the time.

(Sing first verse again to end song.)
- Portland Area Council

LITTER BUGS BEWARE
(Tune: "Auld Lang Syne")

We are the folks who hunt the bugs
That litter up our streets
With papers, bottles, old tin cans,
And wrappers off their sweets.

We want to keep our playground clean
Without a lot of fuss,
Let's start today to do our share
No litterbugs for us!

No litterbugs, no litterbugs,
No litterbugs for us.
Let's start today to do our share
No litterbugs for us!
- Last Frontier Council Pow Wow Book

OLD MA NATURE
(Tune: "Auld Lang Syne")

From East to West,
From North to South
Ma Nature's backyard lies;
Discover things you've
read about
Just use your ears and eyes.

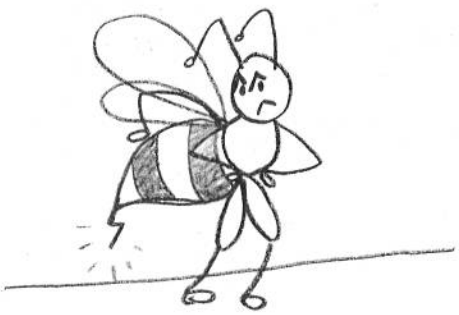
THERE WAS A BEE
(Tune: "How Dry I Am")

There was a bee-i-e-i-e
Sat on a wall-i-al-i-al,
And it did buzz-i-uz-i-uz
And that's not all-i-al-i-al.

There came a boy-i-oy-i-oy
With a big stick-i-ick-i-ick;
He gave that bee-i-e-i-e
An awful lick-i-ick-i-ick.

And then that bee-i-e-i-e
That boy did sting-i-ing-i-ing
And it did hurt-i-urt-i-urt
Like everything-i-ing-i-ing.

And then that boy-i-oy-i-oy
Let out a yell-i-ell-i-ell
He lit for home-i-ome-i-ome
He's running still-i-ill-i-ill.
- Boy Scouts of Canada
Campfire Songbook



ALASKA, MY ALASKA

(Tune: "Maryland, My Maryland")

O, land of gold, I sing of thee
Alaska, my Alaska.
Thy snow-capped peaks I love to see,
Alaska, my Alaska.
From Arctic Ocean's frozen shore
To Baranoff of Russian lore,
Thy mighty rivers I adore,
Alaska, my Alaska.

O, may thy future shine most clear
Alaska, my Alaska.
And in the hearts of men grow dear,
Alaska, my Alaska.
Henceforth, O fairest land I know,
The wealth from out thy hills shall flow
And cast o'er all a radiant glow,
Alaska, my Alaska.

'EKOLU 'IOLE MAKAPO

(Tune: "Three Blind Mice")

'Ekolu 'iole makapo
(Three blind mice)
'Ekolu 'iole makapo
(Three blind mice)
E 'ike holo o lakou
(See how they run)
E 'ike holo o lakou
(See how they run)
Holo lakou i ka wahine mahi'ai
(They all run after the farmer's wife,)
'Oki 'ia ka huelo me ka pahoa kalai
(Cut off their tails with a carving knife)
Hiki ia 'oe ke nana ai
(Did you ever see such a sight in your life?)
Ekolu 'iole makapo
(Three blind mice)
Ekolu 'iole makapo
(Three blind mice)

ANNUAL PLANNING

(Tune: "Brother John")

Chorus: (repeated)
Annual planning, annual planning
Do it now, do it now.

Plan your Pinewood Derby
Plan your annual cakebake
Blue and gold
Blue and gold

Chorus

Monthly Den activities
Pack meeting programs
Songs and games
Songs and games

Chorus

Four uniform inspections
Summer Pack meetings
Cub World too
Cub World too

Chorus

Join in the Scout Show
Sell those tickets and make dough
Make Scouting fun!
Make Scouting fun!

Chorus

- North District
Circle Ten Council

MAY 1977 GENIUS NIGHT

After each verse is read by a boy, everyone sings the following chorus to the tune of "The More We Get Together."

Chorus: He wants to be a genius, a genius, a genius,
He wants to be a genius--but not right now!

I'll build a rocket in a minute,
Ten thousand people will fit in it;
We'll circle the moon on a two hour cruise--
But first I have to clean my shoes.

Chorus

I will cure the common cold,
And fix you so you don't grow old;
Each virus I will kill quite dead--
But first I have to make my bed.

Chorus

I'm making a very special glue
For all the atoms they split in two;
I'll glue them together and use them again--
But I'm late for school, so I can't say when.

Chorus

I'm going to build a peace machine
That will shut people up when they get mean;
I'd have it finished but I can't see
How to fix it so it won't catch me.

Chorus

I'd draw you designs for unbreakable eggs,
For biteless dogs and unscratchable legs,
For unspillable milk and a fire without smoke--
But I can't get going 'cause my pencil broke.

Chorus

I'll build a giant TV set
To show the monsters I will get
When I safari up in space--
But first I have to wash my face.

Chorus

I'll dive to the bottom of the sea
In a special boat designed by me;
All the sunken treasures I'll discover--
But first I have to ask my mother.

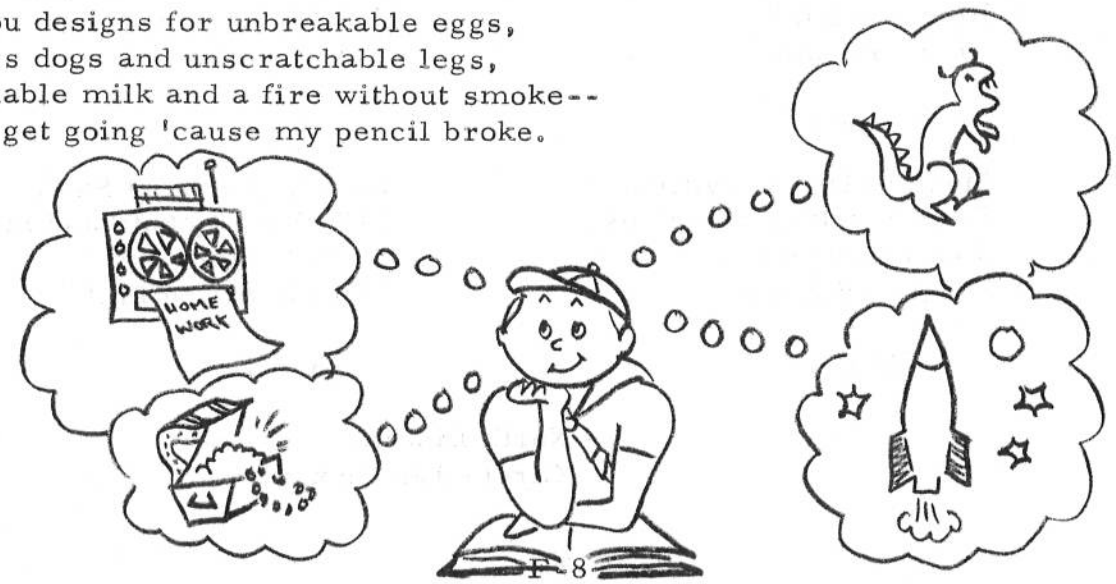
Chorus

I'll build a giant pogo stick
To cross the oceans mighty quick;
Just one jump and there you are--
But first I have to wash the car.

Chorus

I'd make a handy homework doer
So my mistakes would be much fewer;
I'd make the other kids look like fools--
But dad won't let me use his tools.

Chorus



BUILDING MUSCLES

(Tune: "Camptown Races")

On muscle building we work so hard,
Doo-dah, doo-dah.
In garage and cellar, porch and yard,
Oh doo-dah day.

Chorus:
Our muscles how they've grown,
We're stronger every day.
We exercise and practice hard
In the Cub Scout way.

We try hard to pass the test,
Doo-dah, doo-dah.
We've all learned to do our best,
Oh doo-dah day.

TOUGHEN UP

(Tune: "Clementine")

Do a push up, do a pull up,
Do a 30 yard run;
We build muscles as we hustle,
All the time we're having fun.

Running broad jump, do a high jump,
Throw the ball way out of sight;
Vault a fence and do a chin up,
Lift bar bells with all your might.

Watch 'em flexing, watch 'em bulging,
Watch our muscles growing strong.
Building muscles in our backyard,
That will last a whole life long.

SPREADING CHESTNUT TREE

Under the spreading chestnut tree
Where I held you on my knee,
We were happy as could be,
Under the spreading chestnut tree.

Actions:
Spreading - arms outstretched over head
Chest - strike chest
Nut - tap head
Tree - same as spreading
Held - arms as though embracing
Knee - strike knee
Happy - scowl and give a growl
(Last line same as first)

- ANYBODY CAN GRAB A TIGER BY THE TAIL. YOU ONLY SURVIVE BY KNOWING WHAT TO DO NEXT. -

- Indian Nations Council Pow Wow Book

JULY 1977 TRAILS, TREKS, TRIPS

POLLY WOLLY DOODLE

Oh, I went down South for to see my Sal,
Sing Polly wolly doodle all the day;
My Sally am a spunky girl,
Sing Polly wolly doodle all the day.
Fare thee well, fare thee well, fare thee well,
My fairy fay,
For I'm going to Louisiana for to see my Susyanna,
Sing Polly wolly doodle all the day.

Oh my Sal, she am a maiden fair,
Sing Polly wolly doodle all the day;
With curly eyes and laughing hair,
Sing Polly wolly doodle all the day.
Fare thee well, fare thee well, fare thee well,
My fairy fay,
For I'm going to Louisiana for to see my Susyanna,
Sing Polly wolly doodle all the day.

PICKING UP LITTER

(Tune: "I've Been Working on the Railroad")

I've been picking up the litter,
All the live long day;
I've been picking up the litter,
Just to have a place to play.
Can't you see the litter basket
Sitting on the sidewalk there?
Every little bit will help us,
If you just show you care.

Won't you pick it up?
Won't you pick it up?
Won't you pick it up today?
Help us clean it up.
Help us clean it up.
Help to clean the USA!
- Indian Nations Pow Wow Book

AUGUST 1977 WATER FUN

MUNCHING MANGOS

(Tune: "Are You Sleeping?")

Munching Mangos, Munching Mangos
Mish Mash Mush, Mish Mash Mush,
Jump into the river,
Jump into the river,
Splish, splash, splosh,
Splish, splash, splosh.
- Mission Pow Wow

SOAP AND TOWEL

(Tune: "Row, Row, Row Your Boat)

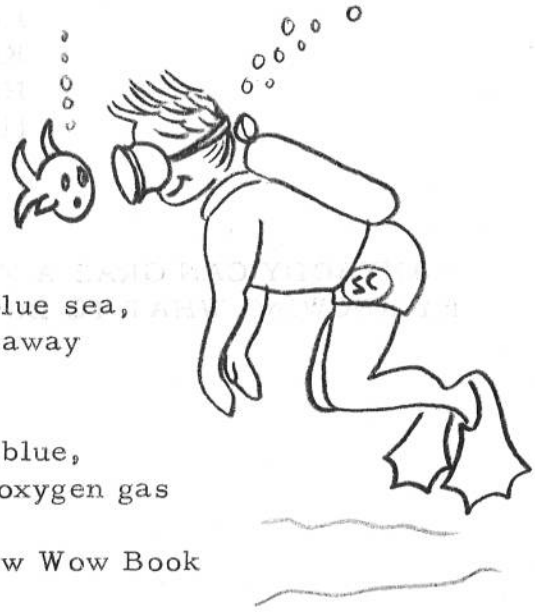
Soap, soap, soap and towel
Towel and water, please.
Busily, busily, busily, busily,
Scrub your dirty knees.
- Torrey Pines Pow Wow Book

SKIN DIVER'S SONG

(Tune: "Sailing, Sailing")

Diving, diving, into the deep blue sea,
And many a fish we've scared away
Oh that you will agree.

Diving, diving, into the ocean blue,
With flippers, and mask, and oxygen gas
We'll have adventure true!
- Torrey Pines Pow Wow Book



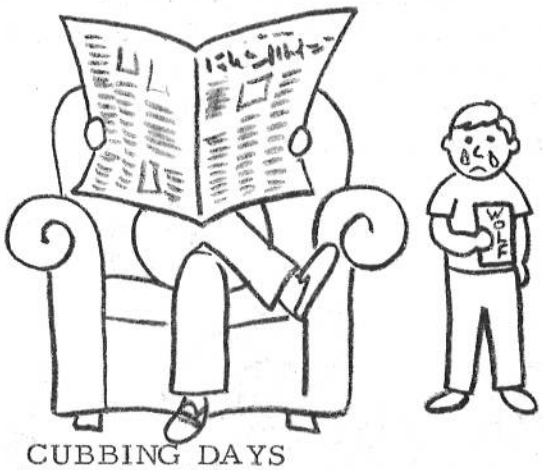
ON TOP OF OLD SMOKY
(Cub Scout Version)

On top of old Smoky
All covered with snow,
There lived a young Cub Scout
Who was going too slow.

He wanted his Wolf badge,
He wanted it bad,
But he never could get it
Because of his dad.

His dad would not help him
He never had time,
So this poor little Cub Scout
Was forced to resign.

Dads, remember this story
And help your young son,
So he'll earn his Wolf badge
And you will have fun.



CUBBING DAYS
(Tune: "In the Good Old Summer Time")

In the good old Cubbing Days
In the good old Cubbing Days
Cubbing with your buddy friends
Gee, the fun is fine.
You join a Pack and then a Den
And have a wonderful time
So give three cheers HIP, HIP, HORRAY
For good old Cubbing Days.

- Otetiana Council Pow Wow Book '75

CUBBING TIME
(Tune: "Clementine)

Round a table, while we're able,
We discuss the things we've done
Every feller in the cellar
Is a second Edison

Chorus
We like Cubbing, we like Cubbing,
Oh, you bet your life we do
And we're going to keep on plugging
'Till we're old and mustached, too.

We can hammer, we can clammer
We can saw a board in two
We can put it back together,
So it looks like something new.
(Chorus)

We like laughter, and the rafters
Drip with merry Cub Scout yells,
Sounds as if all eight of us had
Swallowed strings of jingle bells.
(Chorus)

Our Den Mother, prob'ly druther
Teach a kangaroo to dance,
'Stead of trying to teach all
Wolves and Bears like us in pants.
(Chorus)

- Otetiana Council Pow Wow Book

LET HIM IN, LET HIM IN

(Tune: "Open Up Your Heart")

Cubbing is a program the whole family can enjoy.
It is not a program just for the boy.
So if your son says, "Dad, a Cub Scout I want to be,"
For goodness' sake, dear parent, let us not disagree.

Chorus
So let that Cub Scout in--
We'll take him with a grin,
Frowners always lose,
Cub Scouters always win;
So let that Cub Scout in,
Take him with a grin,
Open up your homes and
Let that Cub Scout in.

CUB SCOUT HARMONY

(Tune: "I'd Like to Teach the World to Sing")

I'd like to teach the world to sing
In Cub Scout harmony.
The Blue and Gold would be the thing
That everyone would see.
Each Wolf and Bear and Webelos
Is doing all he can
To "Do His Best" with all the rest
Of Cub Scouts in the land.

Chorus
We're the real thing (Cub Scouts!)
Why not join us, you'll see (Cub Scouts!)
What fun really can be (Oh, yeah!)
We're the real thing (We're the Cub
Scouts, Oh Yeah!)

THAT'S WHY WE'RE IN CUB SCOUTING

(Tune: "Deep In the Heart of Texas")

The fun things in life,
Our family's delight!
(clap hands four times)
That's why we're in Cub Scouting.

We do our best,
To pass each test;
(clap hands four times)
That's why we're in Cub Scouting.

Just me and my son,
Work, play and have fun,
(clap hands four times)
That's why we're in Cub Scouting.

We think our pack's great,
We keep it first-rate;
(clap hands four times)
That's why we're in Cub Scouting!

THIS LAND IS MY LAND

Chorus

This land is my land, this land is your land
From California to New York Island
From the redwood forests to the Gulfstream waters
This land was made for you and me.

As I was walking that ribbon of highway
I looked above me, there in the skyway
I looked below me in the golden valley
This land is made for you and me.

Chorus

I roamed and rambled, and I followed my footsteps
O'er the sparkling sands of her diamond deserts
And all around me this voice kept saying,
This land was made for you and me.

Chorus

I followed your low hills, I followed your cliff rims
Your marble canyons and sunny bright waters,
This voice kept calling, as the fog was lifting,
This land was made for you and me.

Chorus

As the sun was shining and I was strolling,
Through the wheat fields waving and the dust clouds rolling,
I could feel inside me and see all 'round me,
This land was made for you and me.

Chorus

(See songbooks to learn other State songs.)

HALLOWEEN

I'M DREAMING OF THE GREAT PUMPKIN

(Tune: "I'm Dreaming of a White Christmas")

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 you Jack-o-lanterns burn bright, when the Great Pumpkin visits you tonight.

GREAT PUMPKIN IS COMING TO TOWN

(Tune: "Santa Claus is Coming to Town")

Oh, you'd better not shriek,
You'd better not groan,
You'd better not howl,
You'd 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 bringing lots of cheer.

So you'd better not shriek,
You'd better not groan,
You'd better not howl,
You'd better not moan;
Great Pumpkin is coming to town!

PUMPKIN WONDERLAND

(Tune: "Winter 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!

PUMPKIN BELLS

(Tune: "Jingle 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 songs tonight.

Pumpkin Bells, Pumpkin Bells,
Ringing loud and clear;
What fun Great Pumpkin brings us,
When Halloween is here.

TWELVE DAYS OF HALLOWEEN

(Tune: "12 Days of Christmas")

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

(Continue with:)

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

SEEYAHNAH

(American Indian Song - May be sung as a Round)

1) 2)

See - yah - nah, see - yah - nah, see - yah - nah

see - yah - nah, See - yah - nah yo ho

ARISE

(Zuni Indian Song)

Rise, a - rise, a - rise! Rise, a - rise, a -

rise! The dawn is here, day is call - ing thee; The

dawn is here; life is call - ing thee. Ev - er grate - ful,

ev - er wor - thy be, Ev - er faith - ful, ev - er stur - dy be.

- Sing! American Camping Ass'n.

THE PILGRIMS CAME

(Tune: "Yankee Doodle")

The Pilgrims came across the sea
From England far away;
And now we always think of them
When it's Thanksgiving Day.

The Mayflower was their sailing ship,
Across the waves and foam,
They landed here on Plymouth Rock,
And this was their new home.

The bitter winter was so hard
That many Pilgrims died,
By spring they had some growing crops,
And Indian friends besides.

When harvest time came they were glad;
They had learned many things,
The Indians joined them in a feast,
Their first Thanksgiving.

Some folks think that they were sad,
I think that they were gay,
We thank the Pilgrims every one
For our Thanksgiving Day.

- Indian Nations Council

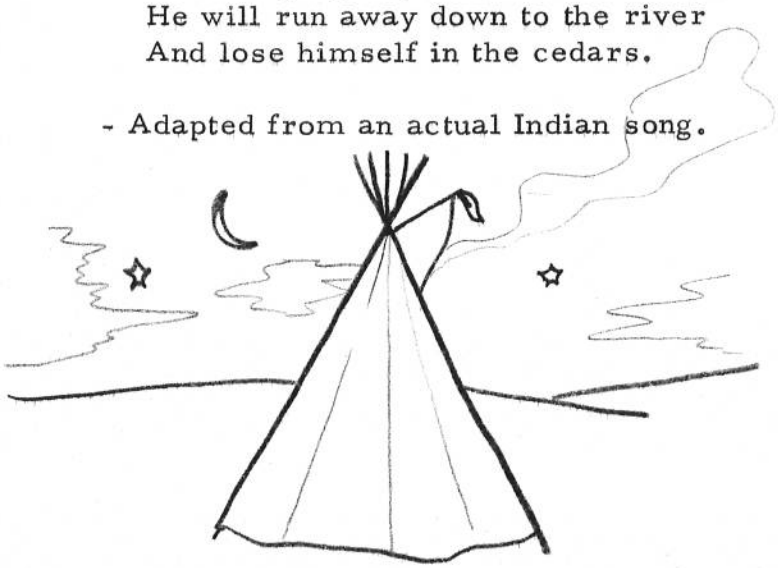
AN INDIAN STORY

(Tune: "HI HO, Nobody Home")

That is the wind; I hear it howling,
It's like a gray coyote; it's trying'
To get inside of my tepee--
Where the fire glows.

I will lie beneath my buffalo robe;
And the gray coyote cannot find me;
He will run away down to the river
And lose himself in the cedars.

- Adapted from an actual Indian song.



OUR PILGRIM FOREFATHERS

(Tune: "Battle Hymn of the Republic")

They came as strangers to a wild land, brave and unafraid,
In spite of many hardships, they still bowed their heads and prayed.
"We're thankful for the growing crops, the beauty of our land,
And freedom to live as we planned."

Chorus: Our Pilgrim fathers make us proud,
They accomplished what they vowed,
We will sing their praises loud,
And freedom marches on.

Squanto was an Indian and helped the Pilgrims out,
He taught them how to plant their corn and how to fish for trout.
They hunted in the woods for deer and caught wild turkeys too,
He was a friend so true.

Bradford was the Governor, he was just and fair,
He thought it important that each man received his share,
He planned the first Thanksgiving holiday to celebrate
A harvest good and great.

- Indian Nations Council

COMMERCIAL MIX-UP

(Tune: "Farmer In the Dell")

Last night I watched T.V.
I saw my favorite show,
I heard this strange commercial
I can't believe it's so.

Feed your dog Chiffon,
Comet cures a cold,
Use S.O.S. pads on your face
To keep from looking old.

Mop your floor with Crest,
Use Crisco on your tile,
Clean your teeth with Borateen
It leaves a shining smile.

For headaches take some Certs,
Use Tide to clean your face,
And do shampoo with Elmer's Glue,
It holds your hair in place.

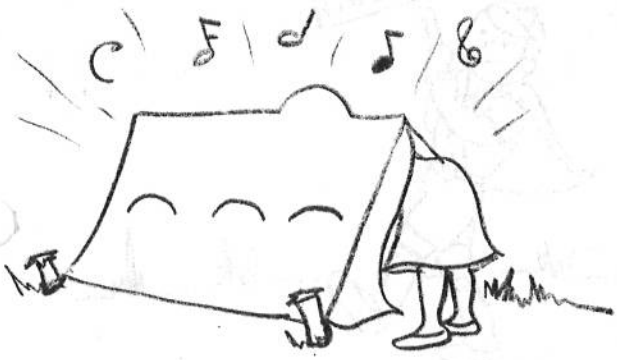
Perhaps I am confused,
I might not have it right,
But one thing that I'm certain of
I'll watch T.V. tonight.

- Last Frontier Council Pow Wow Book

THREE CUB SCOUTS

(Tune: "Three Little Fishes")

Out in the backyard in a itty bitty tent,
Three little Cubs and Den Mama went.
"Sing", said the Den Mama,
"Sing, if you can"
And they sang and they sang
all over the Den.



LOLLIPOP

(Tune: "Harrigan")

L O double L I POP spells lollipop, lollipop
That's the very bestest kind of candy, candy
The guy who made it must have been a
dandy, dandy.
L O double L I POP you see.
It's a lick upon a stick
Guaranteed to make you sick
Lollipop for me.

C A S T O R O I L spells castor oil,
castor oil.
That's the very bestest kind of
Medicine, medicine.
The guy who made it must have been an
Edison, Edison.
C A S T O R O I L you see.
It's a lick upon a spoon
Guaranteed to cure you soon.
Lollipop for me
Castor oil for you.

- submitted by Earline Hunt
Wisdom Trail District

LISPING SONG

(Tune: "Auld Lang Syne")

I with I were a little fith,
I with I were a fith,
I'd thwim and thwim in the deep
blue thea,
I with I were a fith.

I with I were a little thip,
I with I were a thip,
I'd thail and thail the deep
blue thea,
I with I were a thip.

I with I wathn't such a thimp,
I with I wathn't a thimp,
I'd thing a thong that had thumb
thenth,
I with I wathn't a thimp.

- "Cactus" Jack West

MISCELLANEOUS SONGS

I WISH I WERE A LITTLE BAR OF SOAP

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

I wish I were a little bar of soap,
I wish I were a little bar of soap,
I'd slippy and I'd slidy
Over everybody's hidey.
Oh I wish I were a little bar of soap.

I wish I were a little bottle of pop.
I wish I were a little bottle of pop.
I'd go down with a slurp
And come up with a burp
I wish I were a little bottle of pop.

I wish I were a little English Sparrow
I wish I were a little English Sparrow
I'd fly up real high
And spit down in your eye
I wish I were a little English Sparrow

I wish I were a little mosquito
I wish I were a little mosquito
I'd nippy and I'd bitey
Under everybody's nitey,
Oh I wish I were a little mosquito.

I wish I were a fishy in the sea
I wish I were a fishy in the sea
I'd go scooty, scooty, scooty
Without my bathing suitie
I wish I were a fishy in the sea.

I wish I were a juicy little orange
I wish I were a juicy little orange
I'd go squirty, squirty, squirty
Over everybody's shirty
I wish I were a juicy little orange.

I wish I were a little foreign car
I wish I were a little foreign car
I'd go speedy, speedy, speedy
Over everybody's feetie
I wish I were a little foreign car.

I wish I were a little water bed
I wish I were a little water bed
I'd go wiggle wiggle, wiggle
And make everybody giggle
I wish I were a little water bed.

ADVERTISE

(Tune: "Battle Hymn of the Republic")

The fish it never cackles 'bout
Its million eggs or so.
The hen is quite a different bird,
One egg--and hear her crow!

The fish we spurn but crown the hen
Which leads me to surmise,
Don't hide your light, but blow your horn,
It pays to advertise!

DO YOUR BEST

(Tune: "Do-Re-Mi")

DO - to us, means Do Your Best,
RE - are cheers for all the fun,
MI - is what I do myself
FA - means father, mom, and son;
SO - what happens to our pack,
LA - with lots of this and that?
TI - together, to the top!
(clap, clap)
Then that brings us back to DO
(repeat above)
DO..RE..MI..FA..SO..LA..TI
DO..DO YOUR BEST!

- Balboa District
Pow Wow Book

MISCELLANEOUS SONGS

CIRCLE TEN SCOUTING SONG

(Tune: "Camptown Races")

Circle Ten Cub Scouts sing this song:
Pow Wow! Pow Wow!
Circle Ten Webelos come along,
On Akela's trail.
Going to be Wolves, Going to be Bears,
Going to be Webelos,
Climbing up the Cub Scout stairs!

We're in Circle Ten,
Best Council in the land-
We're going to be Boy Scouts soon-
And like to beat the band!
Going to be Wolves, Going to be Bears,
Going to be Webelos,
Then climb the Boy Scout stairs.

(All yell: Yea, Circle Ten! Whoopee!)

- Rufus McKnight
Wisdom Trail District

THE WISDOM TRAIL SONG

(A parody of "Trail the Eagle"
Tune: "On Wisconsin")

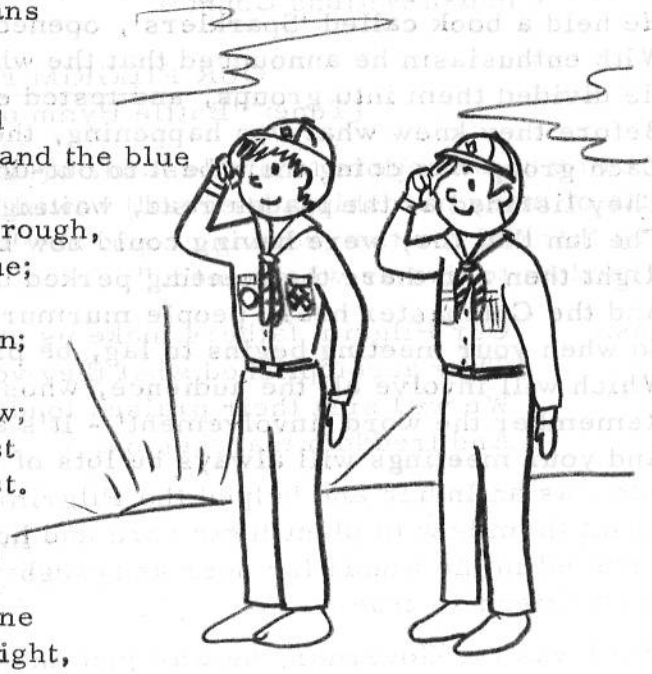
Wisdom Trail, Wisdom Trail,
Climbing all the time,
First in Cubs and first in boys,
We'll make our district shine.
(Keep climbing)
Set the goal and we will make it
And we will not fail
On fellows, onward
Up the Wisdom Trail.

TAPS FOR CUB SCOUTS

As we close
Each Cub knows
What it means
To be fair,
To be true,
To be proud
Of the gold and the blue

Meetings through,
Don't be blue;
Meet again
With our den;
Until then
Obey the law;
Join the rest
Do your best.

Sun of gold,
Sky of blue,
Both are gone
From our sight,
Day is through
Do your best
Then to rest,
Peace to you.



A FEW WORDS ABOUT AUDIENCE PARTICIPATIONS

There are many different kinds of audience participation stunts which can serve to get the whole audience involved in doing something together. Some kinds serve the purpose of letting the people stand and take a stretch by going through motions under the direction of a leader.

Others are in the form of a story, with either worthwhile points or just plain fun. In this type of stunt, the audience is usually divided into groups which respond to a key word read by the leader. Sometimes these stunts can be adapted into skits which can be performed by the boys.

Applause stunts are short and snappy and lots of fun for everyone. There are many different ones which can be adapted to fit the monthly theme.

Sometimes rounds and other songs are used as audience participation stunts.

Whichever type of audience participation stunt you plan to use, remember that the key word is 'involvement'. The more people who are involved, the more fun it will be for everyone. These stunts add variety, action and fun to den and pack meetings.

One of your best resources for audience participation stunts is "Group Meeting Sparklers". You will obtain other ideas at your monthly Cub leader roundtables and Pow Wows.

"The pack meeting seemed to drag that night, and people were tiring fast;
The Cubmaster sensed the feeling and hoped through the meeting he'd last.
Then came a lull in the meeting; the Cubmaster wiped sweat from his brow,
If only he could perk things up - he sure wished that he knew how.
Then suddenly quite like magic his assistant appeared on the stage,
He held a book called 'Sparklers', opened to a certain page.
With enthusiasm he announced that the whole audience would help out;
He divided them into groups, and tested each one for their shout.
Before they knew what was happening, they all joined in the fun;
Each group was doing their best to out-do the other one.
They listened as the leader read, waiting to hear their key word;
The fun that they were having could now be seen and heard.
Right then and there the meeting perked up; things moved along in style,
And the Cubmaster heard people murmur 'Best meeting we've had in awhile'.
So when your meeting begins to lag, be prepared with something to do
Which will involve all the audience, whose enjoyment depends on you.
Remember the word 'involvement' - it's a very special key...
And your meetings will always be lots of fun...as fun as they can be."

- Indian Nations Council Pow Wow Book

SLEEPY DONDER

Reindeer - "Tinkle, tinkle"
Sleep - "Snore-e-e-e"
Candy - "Yum-yum"
Dresses - "Swish, swish"
Cat - "Mew, mew"
Dog - "Bow-wow"
Cow - "Moo-moo"
Quiet - All raise hands and are quiet

You've heard that Santa, when he makes his trip on Christmas eve, usually drives eight tiny reindeer____. But do you know that when the weather all over the world is mild on Christmas eve, he drives only six? Then he leaves at home Donder and Blitzen, his two storm reindeer____. Now Donder and Blitzen are the strongest, fastest animals that Santa owns. They are the ones who lead the others if they must dash through hail, sleet, snow or rain as they make their yearly trip. But once upon a time Donder had a bad habit. He liked to sleep____and sleep____and sleep____.

Yes, just as some boys like too much candy____and some girls like too many dresses____, Donder liked too much sleep____. One day he said, "Santa, all winter the ground hog sleeps____. All winter the black bear sleeps____. This winter, why can't I sleep____?" "You can't" said the cat____. "You can't", said the dog____. "You can't", said the cow____. Santa took down a great big book. He looked inside and said, "Donder, my big almanac says that this year on Christmas eve there will be mild weather all around the world. Why don't you sleep____and see how you like it?"

Donder went off to a cave to sleep____. Up in his work shop Santa toiled. Around him were his cat____, his dog____, his cow____and all the other reindeer____. At last it was Christmas eve. Santa looked out of his window. Snow was beginning to fall. The almanac was wrong! There was going to be a storm! "Donder" called Santa. But Donder was sound asleep____.

"Donder!", all the animals called at once...the cat____, the dog____, the cow____and the other reindeer____. "Quiet!"____, called Santa.

Out of the cave came Donder. "What a beautiful snowstorm!" he exclaimed. "To think that I nearly missed it! I'll never try to spend another winter asleep____."

Into their places ran all the reindeer____. Into the sleigh jumped Santa. "Merry Christmas" called the cat____, the dog____, and the cow____as they waved goodbye to Santa and the reindeer____.

"Merry Christmas", called Santa as he and the reindeer____, led by Donder and Blitzen, disappeared into the snowstorm on their way to deliver toys and candy____to good boys and girls all over the world.

- Balboa Pow Wow Book 1969

DECEMBER 1977 WINTER FESTIVAL

WHY SANTA HAS A BEARD

Santa: (hold hands on stomach while saying: "HO-HO-HO")
North Pole: (fold arms, hugging self tightly while saying: "BRR-R-R-R")
Sleigh: (wave right arm from right to left across front of body while saying: "SWOOSH-H-H")
Workshop: (hold hands over ears while saying: "BANG, BANG - CLATTER")

You've all heard many stories about Santa____ and his workshop____ at the North Pole____. You have also heard stories about his sleigh____ and reindeer. But there is a story about Santa____ that very few people know, so if you will listen very closely, I'll tell you how Santa____ decided to grow a beard.

As you know, the weather is very, very cold at the North Pole____ where Santa____ has his workshop____. He works very hard throughout the year with his little elves, making toys for his Christmas Eve visit. Like everyone else, Santa____ needs relaxation, and a chance to get away from it all. His way to relax was to take a leisurely ride in his sleigh____.

With such cold weather, Santa____ always had to bundle up tightly before taking a sleigh____ ride. Once he forgot to bundle up as tightly as usual and he failed to wrap his heavy wool scarf around his face, leaving only his eyes exposed as he went sleigh____ riding. When Santa____ got back from his ride and walked into the workshop____ where Mrs. Claus and the elves were happily working, he had the most beautiful white icicles, covered with sparkling white snowflakes hanging down the sides of his face and chin, just like a beard.

When Mrs. Claus looked up and saw him, she squealed with delight. "Why, Santa____, you look absolutely marvelous with your sparkling white icicle beard". Well, when Santa____ saw how delighted his wife was, he was very flattered and decided right then and there to grow a long, flowing white beard and mustache. And that is what he did!

Of course, by doing this, Santa____ killed two birds with one stone. He made himself so handsome to Mrs. Claus that whenever she passed by him in the North Pole____ workshop____, she gave him a big smile. This made Santa____ blush so much that to this day, he is still blushing. That's why his cheeks always look so rosy. And now he doesn't have to wrap a wool scarf around his face when he goes sleigh____ riding at the North Pole____. Mrs. Claus has even started taking sleigh____ rides with Santa____ because she is so happy that he grew a beard.

- Balboa District Pow Wow Book

DECEMBER 1977 WINTER FESTIVAL

"THE GOOD OLD WINTERTIME"

WINTERTIME OR
WINTER....."BRR-RR-RR" (fold arms around self as if shivering)
SNOW....."SOFT AND PRETTY" (move fingers downward like falling snow)
ICE SKATES....."GLIDE, GLIDE" (move body back and forth)

This is a story of Wintertime____fun,
Which can be had by everyone.
If you live in a place with lots of snow,____
You can have snow____ball fights don't you know.
And if there's a pond or lake close by,
Over the ice with ice skates____you can fly.
Winter____can hold a lot of joys,
With fun in the snow____for girls and boys.
But if you don't live in a land with snow____,
Then to an ice rink you can go,
When you wish to ice skate____you see.
Yes, wintertime____is fun don't you agree.
Shoveling snow____is something to be done,
Though some may think it not so fun.
The greatest winter____fun it seems to me,
Is to make a snow____man as plump as can be.
You make him a jolly roly poly fellow,
Who turns from white to a dirty yellow,
As the sun smiles on him from day to day,
Your snow____man never dies but just melts away.
But when the next winter____snow____does again fall
You can make another one big and tall.
But whether you choose to just ice skate____,
Or a jolly snow____man to create,
Wintertime____fun can be had by all,
Whether you are big or a child so small.

- Audience Participation Stunts
by Joyce Newell

CUBBING IS.....

AN ENTHUSIASTIC MOTHER WITH
A BRAND NEW BABY, WORKING
PART TIME, AND TRYING TO HOLD
DEN MEETINGS.

A SPACE ODD-ESSY

Thalash----"Glob, gleep"
Flying Saucer----"I see it!"
After the name of any heavenly body----"NASA, Yassuh"

Thalash____, a one-eyed, one horned, three-legged flying furry foreigner from far off Rigel____, one Rigellian day jumped (at least it was a close approximation of jumping) into his flying saucer____, a deluxe specially souped up Centurian Super Six, and zapped his way across the Milky Way____ at what some would say was a frightful speed.

As his flying saucer____sped past Betelguese____, the other major star in the constellation Orion____, Thalash____bid a fond farewell to his home and set a course for an area adjacent to Ursa Major (the Big Dipper)____, and Ursa Minor (the Little Dipper)____to visit a small solar system____ he'd been studying in his search for other intelligent beings, and from which emanated electrical distrubances on many wave lengths.

Using the relatively small yellow star____as a beacon, he eventually found his way to the system he sought--nine planets____and a narrow asteroid belt. Manuevering his saucer____about, he first decided the biggest planet____ with the most moons____must be the dominate one. But there were no beings there, so Thalash____fired up his souped up Centurian Super 6 Saucer____ once again and headed for the third planet____where he had seen evidence of activity.

Coming close, he first encountered two strange little white objects in orbit--the first had been launched many years ago with nothing more than a piece of wood, by a sports figure named "Babe", the second more recently by a figure from the same sport named "Hank". He also ran across some artificial satellites and debris.

He monitored the high and low frequency waves coming from various spots and learned that this planet____was called "Earth"____by its inhabitants. He learned that in the area known as North America, another one of those strange bursts of electrical energy would take place. Two days later Thalash____was nearly blasted out of orbit as something called the "Super Bowl" flashed on his viewing screen. Viewing it as a primitive kind of combat, Thalash____decided to split. He headed his Super Six Saucer____once again for home, disappointed in not finding really intelligent life in this sector of the galaxy____. "Oh, well," thought Thalash____maybe he'd have better luck the next time.

- Torrey Pines Pow Wow Book

THE BIRD ASTRONAUT

Woody.....Peck, peck
Robin.....Bob-bobbing
Blue Jay.....Twitter, twitter
Oriole.....Ta-wheet, ta-wheet
Rocket.....Vroom, vroom

1.

Woody____was a bird,
A woodpecker with ambition,
He fancied he would like to fly
A rocket____on its mission!

2.

Now, Blue Jay____, friendly Robin____
And Oriole____and Thrush____
Said, "Woody____, why be eager
To leave earth in such a rush?"

3.

But Woody____had ambition,
And though Blue Jay____persisted,
The urge to see the space world
Just could not be resisted.

4.

Now Woody____took a fancy
To rocket____"Flying Star"
And decided he would join it
On its journey out toward Mars.

5.

The morning of the launching
Dawned clear and cool and bright.
Young Woody____was excited.
He had hardly slept all night!

6.

Blue Jay____was there, and so
was Thrush____,
Though Oriole____was slow,
And all of them still did their best
To persuade him not to go.

7.

But nonetheless the countdown came:
5-4-3-2--and ONE!
The rocket____came to life and
VROOM!
The launching had been done.

8.

Blue Jay____and Thrush____and
Oriole____
And Robin____strained to hear
The throbbing of the rocket____
Which was no longer near.

9.

Now came long hours of waiting,
And Woody's____friends so stout
Stayed near the pad, they would be glad
To greet him with a shout!

10.

As evening shadows lengthened
And night drew ever nigh,
Blue Jay____said, "Hey!" and
Thrush____said, "Hush!
There's something high in the sky!"

11.

And as they looked they could discern
A tiny little figure.
They watched and strained to catch a
glimpse.
Said Thrush____, "It's betting bigger!"

12.

Then suddenly there came a whoosh!
And blazing light shone 'round.
And when the friends could look to see,
The rocket____was quite sound.

13.

Thrush____held his breath, and
Robin gasped,
And Blue Jay____made no sound.
The rocket____made one last faint vroom!
And Woody____bounded down!

14.

Hail, Woody____, first bird astronaut!
Space tales, he had a score.
Oriole____, Blue Jay____, Robin____,
and Thrush____
Kept begging, "Please tell just one more!"

15.

So if you should see, one day in a tree
A red-headed woodpecker____pecking,
Just ask him to tell of his space trip,
and well....
He'll talk on for hours, I reckon!

JANUARY 1977 THE WORLD OF TOMORROW

A SPACE ADVENTURE

Space..... "Way out there" (Point ahead moving finger from left to right)
Astronauts..... "Onward and upward" (Stand up and thrust arm toward sky)

In the whole universe there's an enormous place,
Which we all refer to as merely Space____.
Astronauts____spend many hours untold,
Searching that Space____where mysteries unfold.
They bring back dust and rocks galore,
Each Astronaut____striving to always learn more.
They circle around for days in Space____,
Keeping up such a strenuous pace.
Our country explored Space____and then very soon,
Our Astronauts____landed upon the far away moon.
Oh what a thrill as we witnessed the sight,
As Astronauts____raised our flag on that first moon flight.
Right out there through outer Space____,
Upon the moon stands our flag in place.
Just where the Astronauts____left it that day,
As a part in history they did play.
One fact discovered which story writers won't please
Was that the moon is not really made of green cheese.
So way out in Space____when you see the man in the moon,
Remember the Astronauts____proved we can't eat him at noon!

- Audience Participation Stunts
by Joyce Newell

FEBRUARY 1977 BLUE AND GOLD

"COMPUTERIZED" BANQUET FUN

This skit is especially designed for ease of presentation at a banquet. It can be adapted for use with any group, simply changing the name of whoever made the computer. For the computer, use a large appliance carton and equip it with jar lids, plastic caps, film reels and coils as for the smaller computer. Cut off the back side of the carton so two operators can fit inside. Cut a wide slot in the front of the computer for inserting homework papers and for punched paper tape to come out.

For lights on this computer, use flashlights, inserting them in holes cut in the computer so only the lights show; tape generously to hold in place. The operators inside turn the flashlights on and off as they are needed. The operators also provide grunts and groans, and rock the computer when it's called for toward the end of the slit; they also push the papers and tape out through the slot in the front.

(Continued Next Page)

"COMPUTERIZED" BANQUET FUN

As the skit opens, Charlie and his computer are center stage. Charlie sits, dejectedly, beside his computer. The Narrator, standing to one side, reads the script.

NARRATOR: This is the story of Charlie Cub and his computer. Charlie was having trouble in school, so he decided to make a computer to help him with his assignments. Charlie figured that if he could get the computer to give him all the answers, life would be a breeze!

(As the Narrator speaks, Charlie and the operators perform the action.)

NARRATOR: But Charlie felt very sad, because his computer did not work. Every night he would feed his assignments into the computer. He would set all the dials, press all the buttons, spin the tape reels--but nothing would happen. No lights would flash, no buzzers would buzz, no clickers would click. The computer would just spit his papers back without any answers. (The operators push the papers out.) Poor Charlie! What was he to do? He was afraid of flunking!

Say, I've got an idea! Maybe you folks can help Charlie. I bet if the computer made all the right sounds it would work! I'll tell you what--you folks can make the sounds for Charlie's computer!

(The Narrator then divides the audience into sections, or designates certain tables for the following sounds:

"Clickety-click".....when Charlie turns the dials
"Buzz-buzz"..... when Charlie presses the buttons
"Whirr-whirr"..... when Charlie spins the tape reels
"Blink-blink"..... when the lights flash

After dividing the audience and giving them their sounds, the Narrator continues.)

NARRATOR: That should do it. Now, let's try it. Okay, Charlie, give the computer your homework again. (Charlie inserts his homework. He and the audience perform as the Narrator gives the instructions.) Now, turn the dials... press the buttons...spin the tape reels. Aha, the lights are flashing!

(But the computer goes dead again and returns his papers without answers.)

NARRATOR: Oh, dear, it didn't work. Now don't worry, Charlie, we'll help you. I think I have it, folks. I don't think we put enough into it. Let's rehearse our sounds a little so they sound like real "buzzes" and "whirrs".

(The Narrator rehearses the audience so the sounds are more authentic.)

NARRATOR: That's much better. Another thing, this time keep making your sound until the computer works. All added together, these sounds have got to do the trick! Okay, Charlie, put your homework into the computer again.

(Charlie inserts the homework again, and the Narrator repeats his instructions, while the audience responds on cue. But this time, they continue their sounds as the others are added making one, loud, cumulative noise.)

NARRATOR: That's great, folks! Keep it going! Come on, give it all you've got!

(The Narrator continues to encourage the audience in their noisemaking, as the computer's lights keep flashing and grunts and groans are heard coming from the shaking, rocking machine, courtesy of the operators. After a while, the homework papers come out through the slot again, followed by a long strip of paper tape.)

NARRATOR: It's working! Charlie's computer works! Did it do your homework Charlie? What does the tape say?

CHARLIE: (running the tape through his hands and reading): I did not do your homework. Who can think--WITH ALL THAT INFERNAL HUMAN NOISE!

BANQUET QUIZ

How much do you know about Cub Scouting? Can you answer the following questions?

1. Cub Scouting is _____ years old this month.
2. Scouting is _____ years old this month.
3. _____ _____ _____ is the founder of Scouting.
4. _____ _____ started the Boy Scouts of America.
5. _____ is the first rank in Cub Scouting.
6. The annual Scout Show in Circle Ten Council is held in _____. (month)
7. _____ achievements are required for the Wolf Badge.
8. _____ electives are required to earn a gold arrow point.
9. There are _____ Webelos Activity Badges which may be earned.
10. The _____ _____ _____ is the highest award in Cub Scouting.
11. We belong to Pack #_____.
12. We are members of Den #_____.
13. There are #_____ boys in our Den.
14. _____ _____ is our Cubmaster.
15. We are in _____ _____ District of Circle Ten Council.
16. The Cub Scout Motto is _____ _____ _____.

- Indian Nations Council Pow Wow Book

Historical Objects: Distribute copies to all guests and see how many persons they can identify by the following clues:

1. A rainbow (Noah)
2. A kite (Ben Franklin)
3. A glass slipper (Cinderella)
4. An apple (William Tell)
5. A slingshot (David)
6. A coat of many colors (Joseph)
7. A wolf (Little Red Riding Hood)
8. Long Hair (Sampson)
9. A hatchet (George Washington)
10. A footprint (Robinson Crusoe)
11. A cloak (Sir Walter Raleigh)
12. A steamboat (Robert Fulton)
13. A rail fence (Abe Lincoln)
14. Three ships (Columbus)
15. A plum (Little Jack Horner)
16. A blue ox (Paul Bunyan)
17. Steals from the rich (Robin Hood)
18. A famous nurse (Florence Nightengale)

KITES IN THE SPRING

SPRING: Stand up and say "Boing-ing" while jumping into the air.
KITES: Stand holding two hands in front of you as if holding kite string, look up and pull on string two times while saying: "Flying High".

Now that Spring____ is sprung
The Kites____ are strung,
All ready for lots of fun.
Children gather round
On the grassy ground
To enjoy the bright Spring____ sun.
If you look so high,
Up in the sky,
Kites____ you'll see everywhere.
Children at play,
Enjoy the day,
Romping in the bright Spring____ air.
Kites____ are fun
For everyone,
When Spring____ time fun you want.
So remember someday
When someone chances to say,
Go fly a Kite____, then say why not!

- Joyce Newell

A GREEN THUMB

GREEN THUMB....."That's Me!"
PLANT....."See It Grow"

Oh, what a terrible bummer
When you're not a green thumber____,
And no matter how you rant and rave
Not a single plant____ can you save!
You dig and hoe and shovel and rake
Hoping a fine garden you can make.
If only a green thumb____ you could possess
You would be full of happiness.
Just to be able to make a plant____ grow
Would certainly be rewarding you know,
But some can do it and some just can't
Does it really take a green thumb____ just to grow a plant____?
Well try it this spring and I'm sure you'll agree,
That stories are created by fools like me
But it takes a green thumb____ to grow a tree!

- Joyce Newell

MARCH 1977 KITES-SPRING

THE LITTERBUG

PAPER....."Crackle-crackle"
CANS....."Clatter-clatter"
TRASH....."Dump-dump"
LITTERBUG....."Toss and throw"

God put bugs in this world for many a reason.
He made them to live in every kind of season,
But the pesty litterbug____with his paper____and can____,
Was made through neglected trash____by the foolish man.
To keep America beautiful, get rid of the litterbug____,
So beach goers can again lounge on a clean sandy rug.
Because of this pest, we must woller around,
In paper____and cans____and trash____all over the ground.
Just who are these litterbugs____who mess up our land?
Do you ever really see them toss that paper____or can____?
Quite often the litterbug____is a sneaky guy,
And at dumping his trash____he's oh so sly.
So most of the time it just appears everywhere,
As if it had dropped right out of thin air.
Could it be we are so used to throwing things here and there,
That we dump that paper____and can____without being aware?
Without even thinking when we toss trash____and waste,
We could be an unconscious litterbug____in all of our haste,
So when you unwrap that gum or small piece of candy,
Don't throw the paper____on the ground just because it's handy.
Next time stop and think when a pop can____you toss,
Cause if you're a litterbug____it's also your loss.
So if every single person would take note of his habit,
That pesty litterbug____we could certainly nab it.
Then that terrible bug we would surely stamp out,
With no more paper____or cans____or trash____about.
To keep America beautiful, we must all do our part,
By taking care of our trash____properly from the very start.

- Audience Participation Stunts
Joyce Newell

APRIL 1977 OUR LATEST STATES

THE UNITED STATES

How well do you know your states?

1. Which state has a ton? (Washington)
2. Which state starts with a pen? (Pennsylvania)
3. Which state has an Indian? (Indiana)
4. Which state has tuck in the middle? (Kentucky)
5. Which state has ham? (New Hamshire)
6. Which state is cut on the end? (Connecticut)
7. Which state has a tan? (Montana)
8. Which state has a color? (Colorado)
9. Which state has ore in it? (Oregon)
10. Half of which state is land? (Maryland)

A GENIUS IS A THIS AND THAT

Norman....."Oh, my!" (raise both hands)
Right....."This!" (raise right hand)
Left....."That!" (raise left hand)
This....."Right!" (right hand)
That....."Left!" (left hand)
Genius...All clap and cheer!

Well, now that everyone's entirely confused, let's begin!

This is the story of Norman____, a boy who wanted very much to be a genius____. But no matter how hard he tried, it just didn't work out. You see, Norman____ had a problem--he could not tell right____ from left____. At school, the teacher would say, "When you know the answer, raise your right____ hand." By the time Norman____ figured which hand was which, it was too late! At home, it was the same thing. It was, "Norman____, you have your left____ shoe on the right____ foot!" Things weren't any better outside. In football, they'd send him in at left____ and he'd be right____. In baseball, they'd yell, "Norman____, move to your left____!" He'd move to the right____. Poor Norman____! No matter what he did, it wasn't right____! Or left____! But Norman____ was determined! Finally, he figured out what to do. He'd call it "this"____ and "that"____. "This____" for right____ and "that____" for left____. Somehow, it all seemed easier. And in no time, he had it down pat. One day, while Norman____ was home alone, a burglar forced his way in! Norman____ was frightened! The burglar asked where his mother's jewels and furs were. Norman____ said, "In the closet." But when the burglar said, "Which way is that____?" Norman____, of course, answered, "left"____. The burglar followed these instructions and found himself in the kitchen! Being a smart burglar, he said, "This____ isn't right____!" and Norman____ said, "Oh, yes it is--but you asked for that____!" The burglar became angry and said, "Now, listen, I asked where the closet is, do you understand that____?" Norman____ answered, "Oh, yes, that____ is left____!" The burglar said, "This____ is enough!" And Norman said, "Oh, no, this____ is right____!" Exasperated, the burglar said, "Oh, forget it! Just tell me where the closet is!" And Norman____ said, "Turn this____." But, naturally, the burglar misunderstood and turned the knob on the door in front of him and plunged headlong down the basement stairs. Just then, Norman's____ parents came home, and when he told them what had happened, his father said the words he'd been waiting so very, very long to hear, "Norman____, you're a genius____!"

...IF YOU'RE NOT AFRAID TO FACE THE MUSIC...
SOMEDAY YOU MAY GET TO LEAD THE BAND.

MAY 1977 GENIUS NIGHT

BILLY BUILDER, THE GENIUS

Saw......"Zip, Zip"
Hammer....."Bang, bang"
Nails....."On the Head"
Billy Builder....."If I had a hammer" (in tune)
Robot....."Does not compute - does not compute"

One fine day, young Billy Builder____had nothing to do. So he decided to build a robot____with nothing but a hammer____, a saw____and some nails____. He decided that his robot____should be very large, so it would require many nails ____, and much hard work. Billy Builder____drew his plans, picked up his hammer____and reached for the nails____. He started to work, day and night, and he wore out saw____after saw____. His hammer____was worn out, and the robot____was still not finished.

Ten years past and Billy Builder____was still at work; hammer____and saw____ busy for days on end. Finally, after many years of hard work, Billy Builder____ had run out of nails____and his last saw____was dull; and his last hammer____ was broken. But his robot____was complete. It stood 35 feet tall and was a work of art!

Now the moment had come for Billy Builder____to activate the mechanism that would make him famous. His name would go down in history as a genius. He laid down his saw____, and what was left of his hammer____. Pushing aside the remaining bent nails____, he made his way to the robot's____controls. He pushed a button and waited. The robot____said: "Should your name be linked to this project, I will deny any knowledge of your existence, and I will completely self-destruct in 5 seconds.

- Balboa Pow Wow Book

JUNE 1977 MUSCLE BUILDERS

THE EXERCISER

The following audience participation stunt gives the audience an opportunity to stand up and move about a bit and stretch. In this type of audience participation stunt the leader reads the narration and the audience performs what the narration says. If desired, one or two leaders can stand beside the narrator and lead the audience in the motions.

The exerciser stood up tall,
And stretched his arms from wall to wall.
He put his hands way up high,
Then down again beside each thigh.
He put his chin upon his chest,
Then pulled it far back his neck to rest.
Then he reached down and touched the ground,
And then he turned himself once around.
Then with his hands he touched his feet,
And then quietly he took his seat.

- Joyce Newell

A STRETCHING WE WILL GO

The following song is an audience participation-type song which could be sung and led by a den of Cub Scouts or some of the pack leaders. It can serve as a stretcher in the meeting to rest the seat.
(Tune: "A Hunting We Will Go")

1. A stretching we will go,
   Moving to and fro,
   And when we're done,
   We've had some fun,
   And relaxed our muscles too.

2. Come on folks let's stand,
   And raise up high each hand,
   Then spread them wide,
   Now to your side,
   As your muscles you relax.

3. Now let us stomp our feet,
   But please don't take your seat
   Before you're down
   Please turn around
   And then you'll take your seat.

"WHEW-W-W-W"

(Tune: "Jingle Bells")

Here is a good exerciser song for stretching during a pack meeting. Do actions as song indicates, be sure to start this one sitting down. Have a group of pack leaders to sing it while the audience does it.

Clap your hands, stamp your feet,
Let's all stand up please.
Face to the left, face to the right,
Now hands on your knees.
Sit down now, stand back up,
Clap your hands two beats.
Now we'll all wipe our brows,
And collapse in our seats.

Sing it through several times and each time get a little faster.

- Both songs by Joyce Newell
  Audience Participation Stunts

IT'S ALL IN YOUR MIND

Jumping Jack.....Stand up and jump once and then say "Boing-g-g-g", then sit back down

Running Ralph.....Stand up and run in place, bringing feet down three times, then say "Zip-p-p-p" and sit back down.

Computer Charlie.....Stand up and in robot fashion, swing arms back and forth saying: "Does compute, does compute"

This is the story about a boy called Jumping Jack____ and another one named Running Ralph____, and still another boy called Computer Charlie____. These three boys were all friends and they stuck pretty close together around the neighborhood.

Jumping Jack____ got his nickname because everywhere he went he was always jumping over things for no apparent reason except that he liked to jump. You would see the boys walking along the street with Jumping Jack____ jumping over benches, curbs, bushes, fences and almost everything that wasn't too high.

As you have probably guessed, Running Ralph____ got his name because he was always running. Maybe it was because his legs were shorter than those of his two friends, which meant that he had to run to keep up with them.

Computer Charlie____ got his name because he was a very intelligent boy, and excelled in mental skills. Everyone teased Computer Charlie____ because he wasn't good in sports and wasn't as strong as his friends Jumping Jack____ and Running Ralph____. However this didn't matter to them because the three boys were great friends and went everywhere together.

One day something happened to prove to all the other children that Computer Charlie____ was just as valuable to this world as anyone else, and that having strong muscles is no more important than being good in mental skills.

The three boys, Jumping Jack____, Running Ralph____, and Computer Charlie____ were on their way to the store one day when suddenly they saw the local bank being robbed and the robber making his getaway. Jumping Jack____ jumped over hedges and fences to hurry to a neighbor's house to call the police. Running Ralph____ was right beside him. But Computer Charlie____ just stood there, watching the whole thing. The swiftness of the two boys brought the police running to the scene of the robbery. The policemen began asking questions. But Jumping Jack____ and Running Ralph____ could tell them nothing about the robbery because they had been too busy running to telephone the police. But Computer Charlie____ began rattling off a long list of facts about the model and color of the car, the license number, the direction the robber went, and a full detailed description of the robber. His mental ability was a great help to the police.

After reading about it in the local newspaper, all the children were so proud of Computer Charlie____ that they never once teased him again about his mental skills. They came to realize that the Computer Charlies____ are just as important in this world as the Jumping Jacks____ and the Running Ralphs____ because when they all pool their talents they can accomplish great things!

SIT-DOWN HIKE

The leader explains that he is taking the group on a hike and they are to be doing as he does and say what he says. In the following, the lines are repeated twice at first to get you started. The audience should repeat all lines and do all the actions.

LEADER: Do you want to go on a hike in the mountains?
GROUP: Do you want to go on a hike in the mountains?
LEADER: Alright, let's go.
GROUP: Alright, let's go.
LEADER: Let's start walking (make walking sounds with feet on floor)
GROUP: (Repeats above lines and actions; and so on for rest of story.)
LEADER: We'll have to cross a bridge. (Hit palms on thighs to sound like feet on a bridge)

Here we are across the bridge, and the horses are waiting to take us up the steepest part of the mountain. (Hold reins with hands, bounce up and down on chair, while making clucking sounds with tongue against roof of mouth to sound like hoof-beats)

This is the end of the horse trail. We'll hike from here to the glacier. (Walking sounds with feet on floor)

Oh dear, we've run into a swarm of mosquitos. (Walking sounds speeded up; start slapping face, neck, scratching here and there)

Let's walk faster and get away from these mosquitos. (Walking sounds speeded up)

See off there. There's our glacier. (Shade eye with one hand and point with the other)

Let's run. (Running rhythm, slapping palms on thighs)

And now for the fun. We'll slide down the glacier. (Give a 'whooshing' sound, ending with 'wheeeee')

We came down a lot faster than we went up. Keep tramping. We will soon be back home. (Walking sounds gradually become softer and softer, and finally stop)

- Balboa District Pow Wow Book
Pack-o-Fun Magazine

CUBBING IS...
HAVING FUN WITH YOUR PARENTS.

ADVENTURES AT THE CREEK

This audience participation stunt can be done in several different ways. One way is to have the leader read or sing it in a chanting voice instructing group to repeat each line after him as he reads with expression and force. Another way this can be done is to divide audience into three groups and read it as a poem and audience responds to key words.

Creek....."Ripple, ripple"
Leak....."Dribble, dribble"
Water fun....."Splash, splash"

Dad and son decided one day last week
For some water fun____they would seek.
They'd take dear Mom down to the creek____
For some water fun____during vacation week.
They had a boat but it did leak____
And was too big for their small creek____.
So dad asked mom so mild and meek
If she'd like to fish down at the creek____.
She said that's fine since the boat does leak____
We'll just all fish from the banks of the creek____.
So dad and son asked cousin Zeke
To help them hurry some worms to seek.
So they found a can without a leak____
And hunted worms with Cousin Zeke.
When the can was full they set it by the creek____
And went back home Mom there to seek.
But dear old mom so mild and meek
Thought them gone so long that she went to the creek____.
When she got there she decided to peek
In the can she saw down by the creek____.
When she saw worms she let out a shriek
All that was seen of her was just a streak.
Then she ran fast until so weak
As far as she could get from that creek____.
Twas then they knew their chances were bleak
That some water fun____Mom would have that week
Unless they'd patch that boat leak____
And for more water____they would seek.
So that they did and had a lovely week
Cruising down the river without a leak____.
And mom recovered during the week
From the terrible shock which made her streak!

- Audience Participation Stunts
Joyce Newell

AUGUST 1977 WATER FUN

FISHERMAN'S LUCK

Fisherman....."Great day for fishing"
Fish....."Bubble, bubble"
Worm....."Wiggle, wiggle"
Reel.....(Everyone in audience pantomimes reeling in a fish.

Once there was a fisherman____who went fishing on a sunny April day. He was hoping to catch a big fish____. He found a nice spot on the bank of the river.

The fisherman____put the reel____on his rod and a worm____from a can on his hook and started to fish____. He patiently waited and waited, but no fish____came to eat the worm____on his hook. The fisherman____ decided to leave his hook in the water and prop up his rod with a stick and take a walk. When he came back, the rod was bending over, and he was sure he had caught a big fish____.

The fisherman____wound in the reel____, and he found only a stick on his hook, but the worm____was gone. So the fisherman____put another worm____from the can on the hook and left his rod propped up on a stick again. This time when he came back, the fisherman____found the rod was bent over and he was sure he had caught a big fish____. But when he wound in the reel____, he found a tin can on his hook, and the worm____ was gone.

The fisherman____put another worm____on his hook, propped up the rod on a stock, and closed his eyes and went to sleep. He dreamed of big, big fish____, hundreds of fish____jumping out of the river. When he awoke, he found his rod was bending over again, but he said to himself: "It's probably another stick or tin can". But when he wound in the reel____, there was a beautiful big fish____on the hook. Just what the fisherman____wanted!

SEPTEMBER 1977 DOORWAYS TO ADVENTURE

PACK MEETING STRETCHER

The leader reads the following slowly after asking the audience to listen closely and do whatever motion he does.

Tonight we've been honoring, leaders and Cub Scouts so famous,
But we can't sit forever, and nobody can ever blame us.
So let us all stand up right now, and move yourselves awhile,
Shake hands with someone close by and give to them a smile.
Stretch your arms way up high, and shake your legs a bit,
Now everyone turn once around and please let's all now sit.
Now that we've all stretched and the blood's again circulatin',
We'll get on with the program, for more fun for us is awaitin'.

FAMOUS AMERICANS SAID THAT

The following audience participation story is a little bit different in the way that it's done. As the reader reads the story, he holds up at the proper time, slips numbered from 1 to 10. He then passes out ahead of time slips numbered to 10 people in the audience or to 10 different dens and when their number is held up, they read out in a loud voice whatever is written on the card thus filling in parts of the story. This one is purely for fun and will be a lot of involvement. If whole dens are used, have more than one slip for each number so that all the den can read it. The numbered underlined words are what is written on the slips of paper.

If we turn back in the history books we could read about many famous trail blazers of America, all of whom had a part in making our country the great land it is today.

There was Betsy Ross, who was said to have made the first United States flag. But if you were to ask her what people thought about her and the deed that made her famous, she probably would have said (1) 'They think I'm an old sew and sew' but that's because she had a sense of humor, after all, if you sew a lot what else could they call you!

Of course, we all remember reading about George Washington's little adventure with his hatchet when he was just a boy of four. However, when his father was asked about that his answer was (2) 'By George, he was just a cut-up!' which goes to show you, boys will be boys, even those who become President of the United States. But really when little George was questioned by his father as to whether he had chopped down the cherry tree, he answered (3) 'Axe me no questions and I'll tell you no lies.' With that Mr. Washington said, "Tell me son who did chop down that tree?" and George immediately replied, (4) 'Pop, I did it'. George's father then said, "Son there's no such person as Popeye so quit trying to blame somebody else for your wrongs." Well as stories go, father and son got everything straightened out so they were talking the same language again.

Another famous American who lent much to the progress of this country was a statesman and scientist, Ben Franklin. People trusted him and had a lot of faith in his wisdom. When somebody would ask him a question, he would answer (5) 'Go fly a kite.' but that's not because he was rude, for what he really meant was for them to experiment with things as he had done when he made his discovery about electricity by flying a kite and key in a lightning storm. He knew that if people would experiment there would be discoveries which would benefit the whole world.

Now when Thomas Jefferson was creating the Declaration of Independence, his fellow countrymen were so proud of the job he was doing that they all came and looked over his shoulder while saying to him (6) 'Write on, brother, write on!' a saying which we're still hearing today.

Then there was the famous Paul Revere who made that well-known midnight ride to warn everyone that the British were coming. He was a brave sould and the last thing they heard him exclaim as he rode out of sight was (7) 'My girdle is killing me!' but he had taken off in such a hurry he forgot to wear his 18-hour one, something he probably remembered the next time.

(continued on next page)

A famous American named Alexander Graham Bell helped discover and bring about the telephone. However, he was most discouraged one day when someone informed him there was one even faster way for word to be passed along to one another. When Mr. Bell ventured to ask that person about that method they replied (8) 'Tell a woman!' It was then he admitted his invention couldn't compete with that method but the old fellow never gave up and thus the telephone came into existance.

American History books tell us about famous men like Daniel Boone who were great frontiersmen, living off the land with their hunting and trapping. However sometimes things were rough and food was a little scarce. When Daniel Boone found himself in such a predicament he took care of it in short order as he always did. He remembered hearing some pioneers passing by say (9) 'You deserve a break today so get up and get away to McDonalds,' and so he did and his family never starved again when times got hard.

How can we forget that famous General Custer who was seen in the history books standing with dead Indians all around him as his arms were held high in victory. He was heard to say, (10) 'I didn't use my anti-perspirant today and I may not use it tomorrow.' But then the fall of Custer came, he used his anti-perspirant; so for a word to the wise, remember what Thomas Edison said, "Genius is two percent inspiration and ninety-eight per cent perspiration!"

OCTOBER 1977 DISCOVER AMERICA

WHERE IS YOUR HOME?

Home....."Home on the range"
United States..... "This land is your land"

Be it ever so humble, there's no place like home....
No matter where in the United States....you may roam.
You may travel all over the United States....
But your own home....state with you always rates.
Some choose to roam while others stay,
Always in their home....state till their dying day.
No matter in what part of the United States....your
home....state may be,
There's one thing everyone says you see,
And everybody I'm sure will remember that--
Home....is where you hang your hat!

- both stories by Joyce Newell
Audience Participation Stunts

MY HOME STATE

The leader instructs the group to repeat each line after him as he sings or chants the following poem: (Read with expression and force which will stimulate the same response) If you choose, this can be sung as a song with the tune of Bill Grogan's Goat.

OUR COUNTRY HAS
FIFTY FINE STATES
WITH EVERYONE
THEIR HOME STATE RATES.
SOME PEOPLE TRAVEL
HERE AND THERE
AND NEVER SEEM
TO HAVE A CARE.
WHILE OTHERS STAY
CLOSE TO THEIR HOME
AND FROM IT NEVER
DO THEY ROAM.
BUT THOSE WHO GO
ALL O'ER OUR LAND
DISCOVER SOON
THAT IT IS GRAND.
WHILE THOSE WHO STAY
IN THEIR OWN SPOT
SURELY MISS OUT
ON WHAT OUR COUNTRY'S GOT/
YES, VARIETY
WE'VE HEARD MEN SAY
IS THE SPICE OF LIFE
AT WORK OR PLAY.
SO VENTURE OUT
OUR LAND TO SEE
AND SAMPLE THEN
OUR VARIETY.

FOR MANY VIEWS
AND LIVING STYLES
ARE YOURS TO SEE
IN OUR COUNTRY'S MILES.
BEFORE YOU SAY
THAT YOUR STATE'S BEST
WHY NOT PUT
OTHERS TO THE TEST.
SINCE EVERYONE
HAS DIFFERENT TASTES
NO STATE WE HAVE
NEED GO TO WASTE.
SOME FOLKS STATE
FROM NIGHT TILL MORN
THAT THEIR HOME STATE
MEANS WHERE THEY WERE BORN.
WHILE OTHERS USE
THE STATEMENT THAT
HOME IS WHERE
YOU HANG YOUR HAT!
NO MATTER WHICH
MAY BE YOUR VIEW
DISCOVER AMERICA
THROUGH AND THROUGH!

- Audience Participation Stunts
by Joyce Newell

CUBBING IS.....

TRYING TO FIGURE OUT HOW MUCH FOOD
YOU'LL NEED FOR THE BLUE & GOLD
BANQUET BECAUSE NOT EVERYONE RSVP'D.

LITTLE WOLF & CRAZY BEAR

Little Wolf.....Give a Wolf Howl
Crazy Bear..... Give a Bear Growl
Cowboys....."Yippeeee"
Buffalo....."Hides"

Now Little Wolf____and Crazy Bear____were from a tribe of American Indians who got their food hunting buffalo____. They roamed the plains, always on the look-out for buffalo____. But since the cowboys____had come to their land, the buffalos____were scarce. Little Wolf____and Crazy Bear____had a hard time finding any buffalo____to feed their people. But they didn't have any trouble at all finding cowboys____. In fact, they had to hide quite often so the cowboys____wouldn't shoot them. Up and down the plains Little Wolf____and Crazy Bear____roamed searching out the buffalo____and hiding from the cowboys____.

One day Little Wolf____saw something moving through the brush and he called to Crazy Bear____. "Hey, Crazy Bear____, what is that?" "I don't know, Little Wolf____" replied Crazy Bear____, "But it looks like it might be good to eat." Little Wolf____laughed and said, "I think it belongs to the cowboys____". "Well, I know it's not a buffalo____" replied Crazy Bear____. So Little Wolf____, a true Indian hunter, pulled back his bow and the arrow went straight to the mysterious animal. Crazy Bear____then went to work skinning and preparing it to take back to the tribe.

After all this work, the two Indian hunters were hungry, so they built a fire and cooked some of the meat. "This tastes too good to be buffalo____", said Little Wolf____. "Yea", said Crazy Bear____. "Those cowboys____sure raise good meat. I wonder why they kill our buffalo____".

When Little Wolf____and Crazy Bear____took the meat back to the tribe, all the women wanted more of this meat. So the hunters set out to find the cowboys____and find what this strange animal was. When Little Wolf____and Crazy Bear____came on the cowboy____camp, it was early in the morning. The cowboys____were still asleep. Little Wolf____and Crazy Bear____saw one of those animals sitting way out from the camp, so they decided to kill it and drag it away. As they were dragging it away, two of the cowboys____woke up. "Hey Buffalo____Bill, did you see that?" asked one of the cowboys____. "Sure did", was the reply. "I see someone finally got Sitting Bull.

- Dar Jewell
Balboa Pow Wow Book

CLIMBING THE MOUNTAIN

Boy: "Wow"
Chief: "Ugh"
Mountain: "To the Top"

Afar in our dry southwestern country is an Indian village; and in the offing is a high mountain, towering up out of the desert. It is considered a great feat to climb this mountain, so that all the boys____of the village were eager to attempt it. One day the Chief____said: "Now boys____you may all go today and try to climb the mountain____. Start right after breakfast, and go each of you as far as you can. Then when you are tired, come back; but let each boy____bring me a twig from the place where he turned."

Away the boys____went, full of hope; each feeling that he surely could reach the top. But soon a pudgy, fat boy____came slowly back, and in his hand he held out to the Chief____a leaf of cactus. The Chief____smiled and said, "My boy____ you did not reach the foot of the mountain____; you did not even get across the desert." Later a second boy____returned. He carried a twig of sagebrush. "Well", said the Chief____, "you got up as far as the mountain's foot, but you did not climb upward." The next boy____had a cottonwood spray. "Good", said the Chief____, "you got up as far as the mountain springs." Another came later with some buckthorn. The Chief____smiled when he saw it and spoke thus: "You were climbing; you were up to the first slide rock."

Later in the afternoon, one boy____arrived with a cedar spray, and the old Chief____said; "Well done. You went halfway up." An hour afterward, a boy ____came with a switch of pine. To him the Chief____said: "Good, you went to the third belt; you made three quarters of the climb."

The sun was low when the last boy____returned. He was a tall, splendid boy ____of noble character. His hand was empty as he approached the Chief____ but his countenance was radiant, and he said: "My father, there were no trees where I got to; I saw no twigs, but saw the shining sea." Now the old Chief's____ face glowed too, as he said aloud and almost sang: "I knew it. When I looked on your face, I knew it. You have been to the top. You need no twigs for token. It is written in your eyes and it rings in your voice. My boy____, you have felt the uplift; you have seen the glory of the mountain____.

Oh, ye Scouters, keep this in mind, then: The badges that we offer for attainment are not "prizes". Prizes are things of value taken by violence from their rightful owners. These are merely tokens of what you have done, or where you have been. They are mere twigs from the trail to show how far you got in climbing the mountain____.

- Adapted from a story by Ernest Thompson Seton

.....A MAN IS TOMORROW WHAT HE THINKS TODAY.....

Audience Participation Story to Advertise a District Recognition Dinner

The following group participation stunt can be a fun way to advertise at a Roundtable or similar meeting for your District Recognition Dinner. Divide the audience into three groups.

DINNER: "YUM-YUM" TRAIL: "UPWARD" SCOUTER: "KEEP ON TRUCKIN"

There was a Scouter____ so they say,
Did his Scouting in a bang-up way.
He followed the Trail____ both day and night,
Striving to lead boys on the Trail____ that's right.
In fact his dinner____ sometimes just sat,
While he worked on Scouting or with Scouters____ met.
While traveling down the Scouting Trail____,
This Scouter____ worked, he did not fail.
Then a Training Award this Scouter____ earned,
While his devoted wife thought her dinners____ he spearned.
But she found out very soon then,
That along this Trail____ he was helping build men!
Then she was so proud of her Scouter____ dear,
And his Scouting efforts she did cheer.
Now the Recognition Dinner____ was coming again
To honor Scouters____ both ladies and men,
Who had helped guide boys on the Trail____ so right,
Indeed, this was to be an important night.
So that Scouter____ and wife went to the Dinner____,
And to his dear wife this was a winner!
For together that night their dinner____ they could eat,
And the Scouter____ could again know the taste of hot meat.
Then as his award he did get, there were tears in her eyes,
For she knew that her Scouter____ had really been wise.
By spending his time on the Trail____ building men.
It mattered not to her now if eating cold dinners____ made him thin.
Let's all now remember the importance of Scouting,
And attend once a year this heart warming outing,
And honor that husband or wife so dear
For backing our Scouting all through the year.
For without that support in a Scouters____ home,
They won't be as effective on the Trail____ as they roam.
So each husband and wife are important in the ranks,
Let's all join in this dinner____ to our mates to say "Thanks."

- Audience Participation Stunts
by Joyce Newell

CUBBING IS.....

SOMETIMES HAVING NOTHING
BUT ASSISTANT DEN MOTHERS.

THANKSGIVING DINNER ON GRANDPA'S FARM

Mrs. Davis: All females say "My goodness, no, thank you"
Mr. Davis: All men rub stomachs and say: "No thanks, I'm stuffed"
Danny Davis: All boys say: "Yes ma'am, please"

The Davis family had gone to the country to have Thanksgiving dinner at Grandpa's farm. This had become a family tradition which everyone looked forward to. Grandma and Grandpa had a large garden where they raised all sorts of vegetables. They also raised cows, pigs, sheep, chickens and turkeys. When Thanksgiving time came, they picked the fattest turkey to be roasted for dinner.

This particular day, the Davis' sat down at the table with Grandma and Grandpa. The table was covered with all kinds of good food. There was the big, brown roasted turkey right in the middle, with dressing, mashed potatoes and gravy, sweet potatoes, green beans, cranberry sauce, green peas, corn, hot biscuits with honey. . . and in the kitchen were two kinds of pie.

After thanking God for their blessings, everyone filled their plates and began to eat. Grandma said: "Would you like some more turkey, Danny?____" He had a big appetite for a nine-year-old boy. Grandpa offered to pass the corn to Mrs. Davis____. There was still a lot of food on the table, but everyone was getting full--that is, almost everyone. "Would you like some potatoes and gravy, Danny?____ I don't see how that boy can eat so much" said his mother. "It's a wonder that he doesn't get fat" said his grandmother. "He runs around so much, he needs all that food for energy" said his father.

Finally it was time for dessert. Grandma brought the two kinds of pie from the kitchen and cut them into wedges. She gave a big piece of pumpkin pie to Mr. Davis____. She gave a small piece of mince pie to Mrs. Davis____. She gave a piece of each kind to Danny____, who ate them both very quickly.

When the Davis family got ready to go back home to the city, Grandma said: "We have a lot of pie left over. Why don't you take some home", she said to Mrs. Davis____. But when she said: "Would you like to take home some pie, Danny____, he wrapped several pieces of pie and put them in the car.

That night, at home, his mother said: "Do you want a piece of pie before you go to bed, Danny?____. He ate a large piece of pumpkin pie, and then went to bed. During the night his mother heard moaning and groaning coming from his room. She went in to see what was the matter. At first she thought he might be having nightmares, but then he awakened, rubbing his stomach. "I'll bet you ate too much today", she said. "Would you like some Alka Seltzer, Danny?____"

- Indian Nations Council Pow Wow Book

CUBBING IS. . . . .

TRYING TO GET EVERYONE INVOLVED.

Applause stunts are a great way to recognize a person or a den for some accomplishment they have performed. Be sure before you start that everyone knows and understands what the applause stunt is and how to do it. Applause stunts not only can be used as recognition, but they help liven up a meeting. They give the audience a chance to move around and let off steam.

Rudolph Applause - Put your thumbs to your head with fingers up, forming antlers. Wrinkle your nose while saying "Blink, blink, blink, blink."

Bee Applause - Put arms straight out and pretend to fly, while saying "Buzz, buzz"

Turkey Applause - Say "Gobble, gobble, gobble", then rub stomach saying "yum, yum".

Apollo Applause - Countdown "10, 9, 8... 3, 2, 1 blast off". Blast off with your hand, gain orbit and say "Beep, beep, beep, beep".

Lightning Applause - Shake your finger like jagged lightning and go "Shh Shh" on each jagged movement.

Jolly Green Giant Applause - "Ho-ho-ho" (in deep voice)

Tonto Applause - Leader says "Where does Tonto take his trash?" The audience yells in reply "To de dump, to de dump, to de dump, dump, dump" to the rhythm of a running horse in a sing-song manner, while clapping hands on thighs.

Robot Applause - Walk in place, stiff-legged and stiff-armed saying "Does not compute, does not compute"

Paper Bag Applause - Make motions to simulate opening paper bag, forming neck, blowing it up and pop it, saying "Pop" loudly.

Mosquito Applause - With hand slap yourself on neck, arms, legs, while saying "Ooooo, aaah, aaah"

Handkerchief Applause - Throw a handkerchief into the air with instructions for the audience to clap and cheer until you catch it or it falls to the floor. Vary the length of noise, with a long throw, a short throw, no throw at all.

Clam Clap - Ask everyone to roll up his sleeves in preparation for this strenuous applause. Double up your fists with your left arm in front of your face and right arm overhead. Then silently open and close your right fist.

Rainstorm Applause - Start by gently patting knees alternately to simulate rain falling. Increase the noise by switching to handclapping as the storm reaches its height. With a hand signal, have everyone shout "Boom" to represent thunder. Gradually decrease the handclapping and then pat the knees as the storm subsides.

A Big Hand - When leader says "Let's give them a big hand", everyone in audience holds up one of their hands with palm open.

A Round of Applause - Audience claps while moving hands in a large circular motion.

Satellite Applause - Move right hand in a circle over the head, opening and closing the fist while saying in a high falsetto voice: "Gleep-gleep, gleep-gleep."

Applaud and Cheer - When you raise your right hand, the audience is to applaud. When you raise your left hand, they yell or cheer. When you raise both hands, they do both at the same time. Do the actions quickly and alternate them.

Buccaneer Applause - "Yo ho, ho and a bottle of Coke"

Ghost Applause - Wail like a ghost three times, "Whoooo, Whoooo, Whoooo"

Popcorn Applause - With one hand closed, cover it with the other hand. Let the closed hand 'grow' from under the other hand and then spring fingers open and say "Pop, pop, pop"

Balloon Applause - Put hands to mouth and blow. As you blow, expand hands and then fling them out with a big "Bang!"

Chinese Cheer - "How! How! How! Phooey, phooey, phooey!"

Pow-Wow Cheer - Explain to audience that when you call out "Pow", they are to respond "Wow" and vice-versa.

Deep Sea Diver Applause - "Blubb, Blubb, Blubb"

Telegraph Applause - "Clickety, Clickety, Clack! Click! Clickety, Clack!"

Japanese Applause - Place palms together, fingertips up, about chest high. Slightly bow head three times, each time saying "Ah So-oo"

Drum Applause - Beat on your legs and say "Tat-a-tat-tat" 3 or 4 times; then beat twice on your stomach saying "Boom-boom"

Six-Shooter Applause - Point finger in the air and say "Bang-bang-bang-bang", then blow 'smoke' from the 'gun'.

Patriotic Applause - Shout "U.S.A." and thrust hand with doubled fist skyward, then shout "Hooray, Onward and Upward".

Paul Revere Applause - Pretend to be riding a horse while moving up and down, while saying "The British are coming, the British are coming".

" I thought we were making model airplanes ! "

CRAFTS

CRAFTS IN THE CUB SCOUT PROGRAM

In the near future, more than at any other time, America will need men with imagination and vision. Cub Scouting can help produce such men by offering boys encouragement and opportunities to pretend, to dream, and to create. Boys can't do this if adults make all plans and decisions for them.

PURPOSE AND PLAN OF CRAFTS IN CUBBING

In addition to training boys to use their hands, craftwork stimulates self-expression, imagination, and creativity. Properly directed, it develops initiative and resourcefulness. Handicraft is used to develop and present the theme of the month in den and pack meetings. It also provides opportunities for the satisfaction of achievement requirements in natural ways that lead to advancement in rank. The Den Leader uses handicraft as a creative outlet, a form of expression, as well as a mastering of the skills involved.

SELECTING PROJECTS

Whenever possible, projects should result from the natural interest and desires of the Cub Scouts. Cub Scouting's aim is to suggest a program offering a wide variety of activities appealing to boys. Dens work out plans for pack program theme, then for the process of acting out something, things are needed and made. Thus, good themes provide opportunities for many kinds of craft activity, but--crafts with a purpose.

Help boys select interesting and useful projects. Keep them boyish and simple; when possible, show a sample. Avoid those deadly "keep 'em busy!" projects. Handicraft is only one phase of Cubbing. Be sure it doesn't take more than its share of the time.

CRAFTS COMPLETED AT HOME

Cub Scout craft projects best accomplish their purpose when they are started in the den meeting, completed at home with the help of the parents, and displayed for all to see at the monthly pack meeting.

DAD'S PART

A handicraft article that is made by a dad and his son is a better example of the purpose of Cubbing than an article made entirely by the Cub Scout. As a leader you should encourage as much "doing together" for Cubs and Dads as possible.

BOYS BUILD DREAMS

Remember, boys want action, a chance to pretend, and to use their imagination. Without thinking, leaders can stifle the very things they want to develop in their boys. Let them have a little freedom in their handicraft.

MATERIAL

Using salvage material challenges a boy's resourcefulness. Ask parents to provide these waste materials for the dens to use. By using scraps, the boy learns to do the best he can with what he has; so you encourage his creativeness. Expensive kits, tools, or craft materials are not necessary for projects. Most anything can be made of scraps of paper, leather, rubber, aluminum foil, cardboard, plastic bottles, wood, tin cans, and other containers.

MEASURING HANDICRAFT RESULTS

Adults judge their handicraft on the excellence of the workmanship and quality of the product. This is because the adult who makes an article is working and doing a job. Since the boy does handicrafts for fun, his efforts need other standards if we are going to judge it fairly. We must see the boys efforts through the eyes of an eight and nine year old. This requires understanding, patience.

AS A LEADER ASK YOURSELF THESE QUESTIONS

1. Are my Cubs learning things that will be helpful to them in Scouting and in later years?

2. Has our den and pack handicraft program helped to bring about more family activity in the homes of our Cubs?

JUDGE THE FINISHED PRODUCT THROUGH THE EYES OF A BOY. TWO ROUGH BOARDS NAILED TOGETHER FLY AS WELL AS THE MOST INTRICATE MODEL PLANE.

HANDY HINTS FOR DEN LEADERS

PAINTING

Storing Paint Brushes - Empty plastic toothbrush containers are ideal for storing small paint brushes between projects.

Mass Painting - A window cleaner sprayer makes a good device for doing mass painting with water paints. Spray things to be painted in a carton so paint is confined to interior of box.

Cheap Antiquing - Use black or brown liquid shoe polish and wipe off excess before it dries. Especially good used with aluminum foil.

Coloring Sawdust - Use water-base paints when coloring sawdust. It gives you better colors.

Workable Tempera - If you have trouble with tempera and poster paint not holding, try mixing a little soap with the paint.

Paint Brush Saver - If you are working with varnish, etc. and giving the article several coats and hate to keep cleaning your brush, get a glass baby bottle, cut out the top of the nipple and stick the top of the brush up through the nipple. Fill bottle half full of lacquer thinner and put the lid (with the brush) back on. Each time you only have to wipe the excess thinner from brush and you are ready to go.

Paint Brushes - Cotton-tipped swabs make cheap throw-away paint brushes.

Finishing - To put a finish on small water-painted objects, apply a coat of Elmer's or similar white liquid glue. This dries quickly and leaves a natural finish.

Roll-on Paint - To make painting less messy for boys, save empty, glass-bottomed, roll-on deodorant bottles. Remove the plastic top and clean thoroughly. Fill with tempera and then replace the top. The boys can then "roll" out the paints. Also, the glass bottle makes it easy to see when the bottle needs refilling.

Plastic Glaze - Another method of protecting water-painted objects is to give a final coat of diluted white glue. Or, mix lacquer thinner with small pieces of pressed styrofoam (cups, egg cartons, etc.) in a jar until styrofoam dissolves and mixture becomes thick.

Paint Substitute - Food coloring mixed with water or liquid starch makes a quick substitute for water paints. Shave crayon bits and dissolve in turpentine (one part crayon to two parts turpentine) for another paint substitute. This paint will not run - it looks like oil paint and works well on unbleached muslin or sheeting for costumes or backdrops.

Painting Styrofoam - Be sure to use a type of paint which is recommended for styrofoam. Some types will dissolve it.

FACTS ABOUT ACRYLIC PAINTS

- Sold both in tubes and jars. The jar colors are usually a bit more fluid.

- Extraordinary flexibility - an almost elasticity - last indefinitely without cracking.

- May be used in tube consistency (thick) or thinned with water.

- Thin layers dry in 5 to 15 minutes. Heavy layers take about 2 hours.

- After drying, the paint is water-proof and will not crack or peel.

- Can be applied to all non-oily surfaces: cardboard, paper, concrete, stucco, masonite, fiberglass, stoneware, glass, wood, cloth, foam, plastic, leatherette, leather, etc.

- They are non-toxic paints.

- Brushes clean with water...but don't let paint dry in brush.

- Works great for painting plaster neckerchief slides and other plaster articles. It is very economical, dries fast, and brushes clean so easily. No finishing coat is necessary.

- Colors range from primary tones to wood tones. Mod art as well as antiquing can be obtained from this versatile media.

- Colors can be easily mixed for added tones and hues.

- Store left-overs in a 35mm film can. Screw lid on tight.

- Use disposable palette or glass. Once paint has dired, it can be scraped from glass with a razor blade.

- Acrylics dry rapidly to an insoluble film which can be dissolved from brushes and other surfaces only with liquids of the lacquer-solvent type. Clean brushes in water immediately after using, or keep in container of water while using.

- Use acrylic paint if you intend to paint a plaster mold for decoupaging.

Brushes for painting can be made by cutting small pieces of sponge pushing them onto one end of a popsicle stick then stapling securely on both sides.

Rub fabric softener over your hands and arms and let it dry before working with shredded foam. The foam will not stick to your hands.

An old suitcase makes a great storage place for your scrap-craft projects. The side pockets can hold your scissors, tape, glue, and so forth. The main part of the suitcase can hold your fabric, jars, plastic bottles, and other materials.

To keep rolled posters stored neatly, place plastic pill bottles over the ends.

Save large, old floor tiles for boys to use under their clay and papier mache projects. After they're through with a project, the tiles will clean easily with hot water.

Coffee grounds mixed with glue make an excellent "paint" for a bear cub and for the beard and eyebrows on an Abraham Lincoln plaque or other pictures.

Mixing Plaster Bowl - Half of an old large rubber ball makes an excellent bowl. Dry plaster can be removed by squeezing the ball.

Preparing Decals - Add a few drops of vinegar to the water used for soaking off the back of decals. The vinegar water on the decals will cut the film of dirt and grease on the surface to which the decal is being applied and the decal will stick better and last longer.

Making Holes in Plastic - To drill holes in hard plastic, heat an ice pick or nail by holding over a flame with a pair of pliers. Then pierce plastic. Do not get the ice pick red hot since plastic burns easily. An eyebrow pencil makes an excellent spot marker.

Tent Stake Markers - For safety, wrap aluminum foil around the stakes of tents pitched in the backyard. The foil will reflect enough light to make the stakes visible by day and night. Use reflector tape for marking things around a camp site. When you explore an area, use it to mark trees to guide you back to the site, especially after dark.

Kill Wood Mites, Etc. - If you are using things like nut shells, pods, acorns, etc. in any way, also old pieces of driftwood, burls, etc., soak for at least 24 hours in a bleach, then let dry in sun. Nuts can also be heated for several hours on a pan in the oven.

Plaster of Paris - Fill your mold with water and dump in paper cup, cottage cheese carton, etc. Add plaster until like pancake batter, then pour in mold and let set. If you want plaster to set up fast, add salt to mixture and to slow setting time add vinegar.

To Color Macaroni, Etc. - Buy the cheapest alcohol you can. Put in jar and add food coloring. Drop in dried ingredients until desired color is obtained. Removed with spoon and spread out on paper towels or newspaper to dry. Turn once.

CRAFT RECIPES

Magic Kitchen Goop - Mix together in a pan 2 cups table salt and 2/3 cup water, heat thoroughly stirring occasionally. Meanwhile mix together 1 cup cornstarch and 1/2 cup water. When salt mixture is hot, add cornstarch mixture to it and mix well. If mixture is too thin, place on stove for a minute or two. It can be divided into parts and colored with food coloring, or can harden in the air and be painted like clay. This mixture does not need to be refrigerated, and will not harden as long as it is kept in foil or plastic.

Barometer - Buy materials at drugstore or hobby store.
3 oz. water, 1 oz. cobet chloride, 1/2 oz. table salt, 75 grains calcium chloride, 1/4 oz. gum arabic - when applied to white material, paper, string, etc., it tells change in the weather--blue for sunny, pink for rain, and lavender for cloudy.

Sugar Crystals - 1 cup water, 2 cups granulated cane sugar. Boil water, then stir in sugar, cool. (Food coloring can be added.) Pour in glass or jar that has been heated good in hot water. Put in string that is weighted down on one end and tied to pencil on the other end. Now watch crystals form up the string.

Chemical Garden #1 -

1 briquette	2 tbs. water
2 tbs. salt	1 tsp. food coloring
2 tbs. bluing	

Place briquette in small dish or aluminum tin. Sprinkle on salt, then add the next 3 ingredients. Place where it will receive sunshine or warmth. Now watch it grow.

Chemical Garden #2 -

2 or 3 briquettes	6 tbs. water	) Place briquettes in aluminum tin and
6 tbs. salt	1 tbs. ammonia	) sprinkle with salt, add liquids. Put
6 tbs. bluing	Food coloring	) different food coloring on each briquette.

Finger Paints - 3 tbs. sugar, 1/2 cup cornstarch, 2 cups cold water, food coloring
Mix the first two ingredients and then add the water. Cook over low heat, stirring constantly, until well blended. Divide the mixture into four or five portions; add food coloring to each portion for the shades desired. Finger paint is usually thicker than regular tempera paint--it is about the consistency of thick cream. If the paint dries out, simply add a bit of water and let it stand overnight.

Modeling Mixture - Fill a clean gallon can half full of sawdust and mix in three handfuls of wheat flour (type used in wallpaper paste). Add water and mix to the consistency of dough. Vegetable coloring can be added to the mixture. Models made from this mixture can be sandpapered and painted when thoroughly hardened and are very light in weight.

Carving Material - Mix 4 parts Vermiculite, 1 part cement and 1 part sand in water to make a heavy paste. Pour in a box and allow to dry. Blocks can be cut and carved with a pen-knife. Vermiculite can be bought in garden and flower shops or many dime stores. It is used for planting seeds or flowers. Sand may be eliminated by mixing 5 or 6 parts Vermiculite with 1 part cement. Or try about 4 parts Vermiculite to 1 part plaster. The elimination of sand weakens the mixture but will keep tools sharper.

MORE HANDY HINTS

ODDS 'N ENDS

Sand or Salt Painting - White sand or regular table salt, mixed with food coloring, will give you pictures with a rough, glittery surface. To make the mixture, put the sand or salt in a glass jar. Add a few drops of food coloring and shake vigorously. Use separate jars for each color. Now, spread the mixture on a tray and let dry about an hour. To make your painting, trace a picture on your paper or cardboard. Spread ordinary white glue onto all areas that are to be the same color, and then sprinkle with the sand. Shake off the excess and save for re-use. Repeat with next color. You could use this method of painting to make very pretty greeting cards and posters, or cover the picture with clear, adhesive-backed paper for trays.

Facial Tissue Raffia - Pastel colored facial and bathroom tissue can be used as a substitute for crepe paper raffia. Cut narrow strips and twist carefully since tissue is more apt to tear.

Paper Raffia - Cut crepe paper in narrow strips. Use either portable mixer, egg beater or electric drill. Tie one end of paper to door knob, etc., and the other end to the beater and turn on low and watch it wind.

Paper Mache - When tearing newspaper remember that it has a grain just like material. Tear from the top down lengthwise. If you are using a balloon for a base get a block of wood (make sure the edges are smooth or cover with masking tape.) Blow up the balloon and tie a knot in it. Take a tack and tack the balloon to the middle of the block of wood. This way it won't get away from you.

Plaster Hints - If you make a plaster of paris mold and it has bubbles dried into it, these can be taken out by sanding with fine sand paper to give a smooth finish.

Cookie cutters can be used as molds, but put a thin coat of cooking oil on the cutter so the plaster will slip out easier; candle molds can be used also.

If plaster has set up too firm before hanger is inserted, moisten popsicle stick and smooth out plaster over hanger.

Staining Wood - To stain wood a brush can be made by wrapping one end of a popsicle stick with cloth and tying it in place. It can be thrown away when finished staining.

Simplifying Skit Presentations - A tape recorder is helpful in preparing and presenting a skit. The voices and noises are recorded in advance and played at the pack meeting as the boys go through the action. It is especially effective with an Indian theme.

"BEAUTIFUL JUNK"

There is a long list of program aids, or resource materials, available in most communities that can help den leaders provide a better and more interesting program for Cub Scouts. Such resources stimulate creativity and give Cub Scouts an opportunity to use their hands to make things constructively.

This project calls for legwork, headwork, and handwork. Most of these items are available for the asking, some for minimum cost. It is not begging, but conservation at its best. Use necessity as your guide and keep your eyes and ears open to the endless list of "beautiful junk" available in your community.

Aluminum Pieces (flexible) - Local lithographing companies. Good for aluminum tooling.

Asbestos Siding - Ask siding contractors for broken pieces. Good for hot pads.

Blueprint Paper - Blueprint companies. Good for making leaf prints.

Bowling Pins - Some bowling alleys give discards away. Use for making figures.

Buttons & Beads - Goodwill, Salvation Army. Make jewelry, pictures, animals.

Cans (gallon size) - Restaurants and school cafeterias. Make tom-toms. Use for storage.

Cardboard Cartons (large) - Appliance and furniture stores, moving companies. Make scenery, props.

Cardboard Cartons (small) - Grocery stores. Make shields, costumes, puppet theatres, games. Cardboard soft drink cartons are excellent for holding paint containers.

Cardboard Cartons (round) - Ice-cream stores have 3-gal. size for making knight's and astronaut's helmets. Kentucky Fried Chicken chain stores have similar buckets. Paint stores have cardboard paint buckets.

Carpet Scraps - Carpet shops give away scraps, discontinued samples and soft foam underpadding. Good for covering den stools, making foot scrapers.

Ceramic Tile - Tile stores give away broken pieces which can be used to make mosaic gifts.

Cigar Boxes - Tobacco stores, department stores, drug stores. Make den storage boxes or gift storage boxes.

Concrete Blocks - Ask manufacturers for flat, broken pieces. Use for book ends, door stops, paper weights, etc.

Cork - Ask gasket manufacturers for scraps of sheet cork. Make coasters, placemats, pictures.

(continued)

Drapery Samples - Drapery shops. Use for costumes, lining gift boxes, covering wastebaskets, etc.

Foil Paper - Florists sometimes have scraps from pot wrappings. Use for paper mosaic pictures or costume trim.

Jars - Goodwill, second hand stores, garage sales. Make decorative jars covered with decoupage, tissue paper collages, or paint for flower vases.

Leather - Leather companies and upholsterers. Use for costumes and leather craft.

Lumber - Ask lumber companies or cabinet makers for scraps and curls of planed wood for woodcraft projects.

Plastics - Some boat manufacturers give away windshield scraps. Use for plastic craft.

Pill Bottles - Ask local druggists to save them. Use for storing beads. Make toys and gift items.

Popsicle Sticks - Check with local dairies. Use for craft stick projects.

Rope (1/4") - Check with venetian blind repair shops. Use for rope crafts.

Sawdust - Lumber yards, cabinet makers. Good for making sawdust clay.

Spools - Dressmakers, tailor shops and alterations departments of stores. Use for making mini-totem poles, animals, other spool craft items. Telephone company. Empty cable spools make tables.

Tires - Gas stations and garages. Use for obstacle courses. Use bike tubes for fitness gadgets.

Upholstery Samples - Upholstery shops. Use for costumes. Use vinyl upholstery scraps for plastic and leather projects.

Wallpaper Sample Books - Wallpaper dealers or paint stores. Good for covering wastebaskets, scrapbooks, etc.

Wire (colored) - Telephone company. Many wire craft projects.

Wire - Electrical contractors, appliance repair shops have used wire.

In the meantime, ask mothers to begin saving:

Aluminum foil	Felt	Rope	Boxes
Jugs	Sandpaper	Burlap	Leather Scraps
Spools	Canvas	Cardboard tubes	Nails
Clay	Paper Bags	Fabric scraps	Copper wire
Picture Frames	Cans	Cord	Plastic
Bottles	Egg Cartons	Coat hangers	Pine cones

WINTER FESTIVAL December 1976

You can make "snow" with soap suds to be used in decorating and crafts.
WHIPPED SOAPSUDS - Mix a big handful of powdered detergent with a little water; whip with a rotary or electric mixer. Leave white or tint with tempera paint. Spread like snow on Christmas tree or greenery. Mix thicker and squeeze through cookie press to make snowflakes, or squeeze through pastry tube or plastic ketsup bottle to write messages on glass, mirrors, foil, etc.

Christmas Tree - Use long-handled spoon or spatula to drift snow on tree branches. Clump heaps of snow where branches join - just where real snowflakes would cluster. If you wish, scatter moist snow with red cranberries or dust with gold or silver glitter or sequins, so it will twinkle under the lights.

Mirrors - Use a clean paint brush, or even your finger to outline a Santa or other Christmas figure on a mirror.

Wreaths - Wreaths will look greener and more festive tipped with snow. Spread on just as on the Christmas tree.

Snowballs - Yes, you can even make snowballs from suds-snow. Work suds to a thick consistency, using lots of soap and a minimum of water. Form the snowballs. Let them dry on waxed paper for several hours. They can be piled under the tree, heaped in a glass bowl as a table decoration or stacked to form a snowman. You can even hang them on the tree.

Pencil Holders - Use a small frozen juice can or similar can. Paint background with tempera. Decorate with a wreath, tree, etc. using soap-suds daubed on with a paint brush.

Christmas Card Holders - Use a cardboard box, such as cereal, soap or detergent box. Paint red. Use black marking pen to draw outline of bricks. Use soap-suds snow for a wide 'collar' on the chimney top.

Coin Banks - Make from milk carton, with a peaked top. Paint carton to simulate bricks, with doors, windows and trim. Top roof with snow. Don't forget to cut a slot for coins in the top.

Snowflakes - Mix suds-snow thick to resemble dough. Use cookie press to squeeze out snowflake shapes. After they are hardened, they can be glued to packages or hung on the tree.

STAINED GLASS

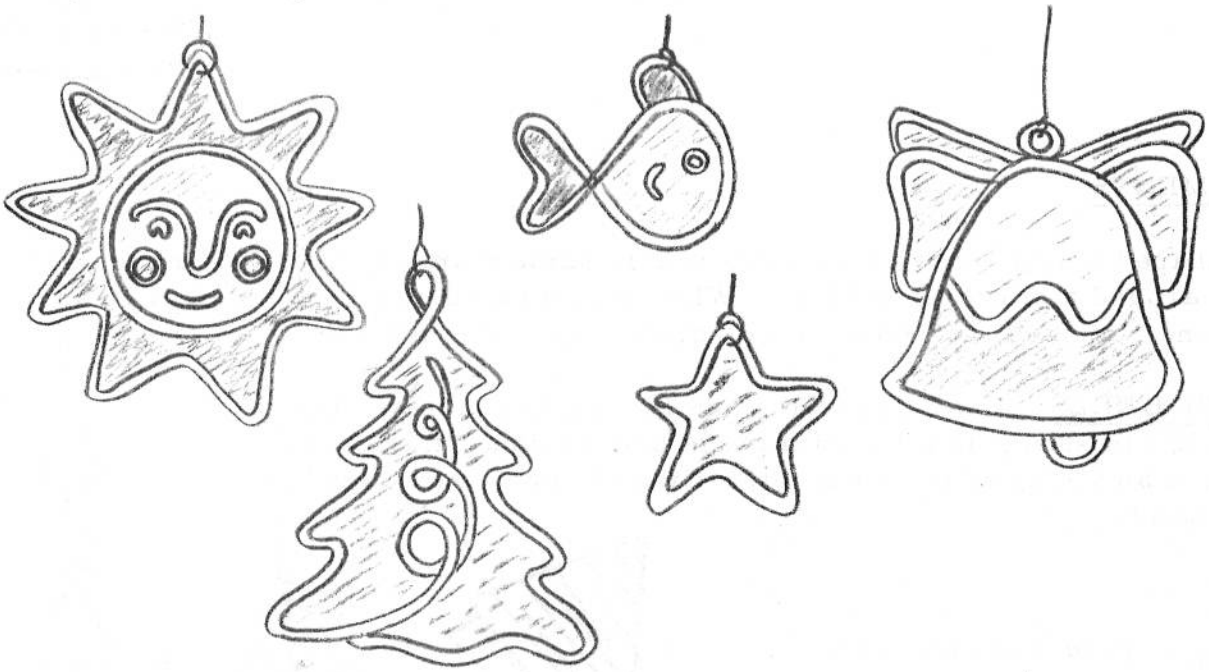
Simulated stained glass, giving the appearance of those popular heavy pieces, can be made with clear-drying white glue, food coloring, and a spool of rosin core solder (available in hardware stores) for the "leading."

To make your design, take one long piece of solder and bend it into the shape you want on several layers of newspaper. Add special features with shorter pieces.

Cover your design with more newspaper and hammer the solder to flatten it in some places. This will give an interesting effect. Then, place your design on kitchen foil so solder lies flat, making sure all edges touch the foil. Tape to hold, if needed.

Decide on the color or colors you want and mix a few drops of food coloring with white glue for each color--the colors will be darker when dry. About 4 ounces of glue will fill two 5" circles.

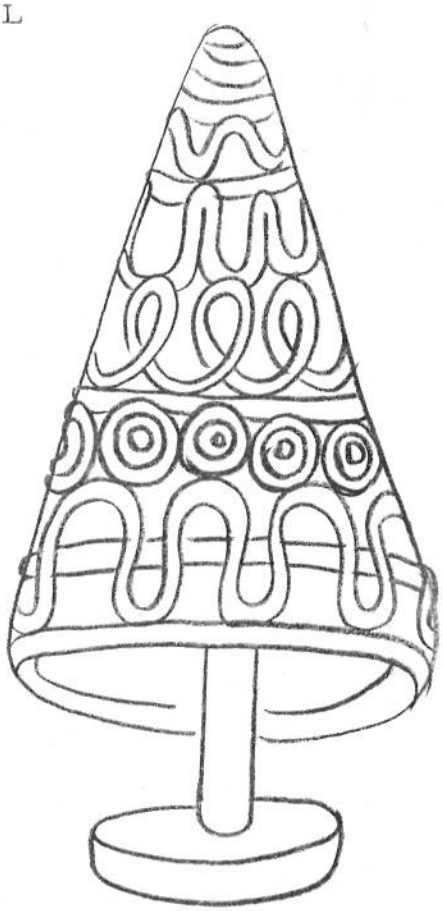
Now, pour your colored glue in the sections of the design, using a toothpick to spread into corners. When it dries, the glue will look like stained glass. Hang ornaments; punch holes with needle.



PAPER TOWEL CANDLES

Cut paper towel or wax paper rolls in various lengths and paint them with poster paint or wrap in foil. Paste on cardboard circle to the top open ends and add yellow paper flames. Tape together in groups of three, five, etc. Add Christmas greens and small colored ornaments around the base.

HOLIDAY TREE



Begin by rolling construction paper in a cone shape.

Cover cone with waxed paper. Glue on design, using cord which has been soaked in liquid starch. Leave openings where you wish to glue tiny ornaments.

When glue has dried, remove construction paper and set tree form on a wooden dowel or small cardboard tube which has been secured in a wood base. Decorate tree with tiny ornaments.

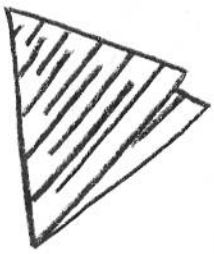
This see-through tree is very attractive and to make it sturdy it is advisable to use quite a bit of cord, overlapping and joining as much as possible.

The trunk and base can be painted as desired, or covered with paper or felt.

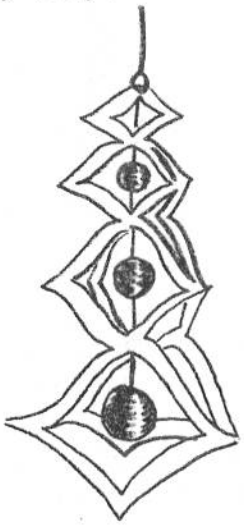
ORNAMENTS:

Ball-shaped ornaments can be made in this same manner, using starch-dipped string around a blown-up balloon. When string has dried, the balloon can be burst and removed, to leave a lacy-looking, see-through ball.

DANISH BELLS - Cut half circles and form into cones as shown. Make knot in string and thread through bottom cone, then make next knot and thread next cone, etc. Size of cones may vary. Spray paint.



MOBIL - Fold a square piece of colored paper twice and make cuts from opposite ends to within 1/2" of edges.



Open and suspend with thread, then hang Christmas ornaments inside.

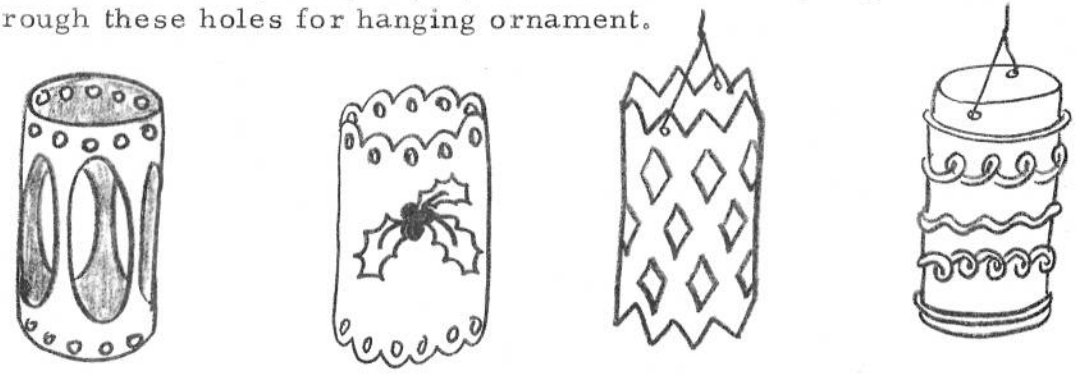
Last Frontier Council Pow Wow Book

CARDBOARD ROLL ORNAMENTS - Materials: Cardboard tube
Tempera or poster paint
Glue
Glitter

Directions: Cut a zig-zag or scalloped edge on each end of a short cardboard tube. Or use hole punch to punch holes along edges.

Paint tube with tempera or poster paint. Add glitter or tiny decorations such as braid, beads, etc.

When tube is completely dry, punch two holes at top edge. Tie a string through these holes for hanging ornament.



HOLIDAY CENTERPIECE

Use a log approximately 12" long. Ask the den dad's help in sawing the log in half lengthwise. (This will make two centerpieces).

Nail metal caps (such as from catsup bottles) on top of log. The boys can bring these caps from home. The caps can be spray-painted if they are an undesirable color. Boys nail through the cap into the log.

You can add pinecones, greenery, tinsel, etc. to further decorate the centerpiece.

Indian Nations Council Pow Wow Book

PINE CONE PIXIES

These perky 'little people' make a delightful addition to any family's Christmas decorations.

Each pixie is made from three pine cones - two small and one tiny size.

The pixie's hat is a felt triangle, glued to a peak and gathered to fit the head with thread. The eyes can be made from felt or if you prefer, use movable plastic eyes. The pixie has no arms, and most of his body is covered with his long beard. Use white fiber or red horsehair for the beard. Set the pixie on a felt-covered circle base. He is handsome with a green hat and base.

MORE PINE CONE CHRISTMAS DECORATIONS

Garland - Spray small pine cones with gold or silver metallic paint. Tie them along a length of gold or silver metallic cord, about six inches apart. Hang in doorway or drape on Christmas tree.

Ball Ornament - Use a medium size styrofoam ball for the base. Scoop out small holes at regular intervals and insert tiny pine cones about 1 1/2" long. Glue cones in place. Add a bow on the bottom and a hanger at the top.

Candlestick Holders - Cut away the narrower part of a large pine cone, leaving a flat top. Glue on a small metal candle holder. Paint cone or leave it natural color and touch ends of cone with glue and glitter.

Cut a 4" diameter circle from heavy cardboard. In the center of each, glue a small metal candleholder. Cover cardboard with tiny pine cones glued in place. The cones can be sprayed gold before gluing if desired.

Pine Cone Flying Angel - Glue a styrofoam ball head to a cone. Add yarn for hair and add features with marking pen. Glue on a pipe cleaner for a halo. Cut wings from foil or construction paper. Attach hanging cord to center of cone.

Reindeer - Use a pine cone for the body and smaller cones for legs, neck and head. Fit the smaller cones between the scales on the body cone and glue in place. Add paper ears and pipe cleaner antlers. Use tiny beads for eyes and nose.

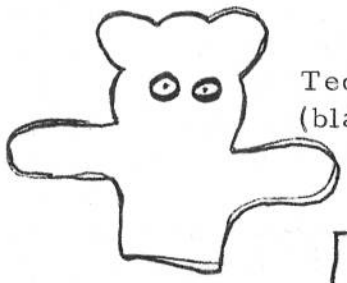
Christmas Corsage - Spray 3 small pine cones white. Wire around the base of each cone, leaving about 3" of wire. Twist wires together and cover with green florist tape. Add green net, holly, and join together with a colorful ribbon bow.

DECEMBER 1976 WINTER FESTIVAL

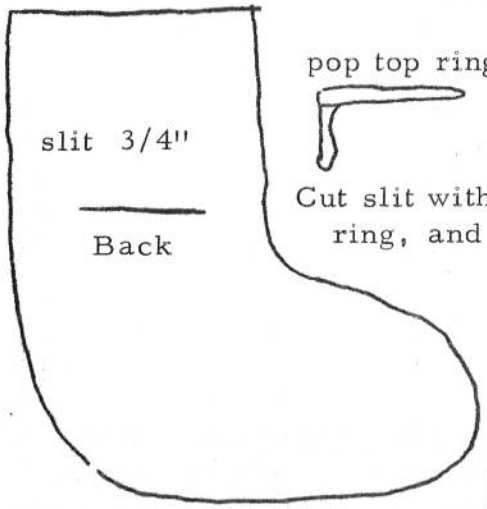
NECKERCHIEF SLIDES

SANTA'S STOCKING - Cut stocking out of heavy cardboard (corrugated paper from box)

Cut red fur slightly larger than cardboard

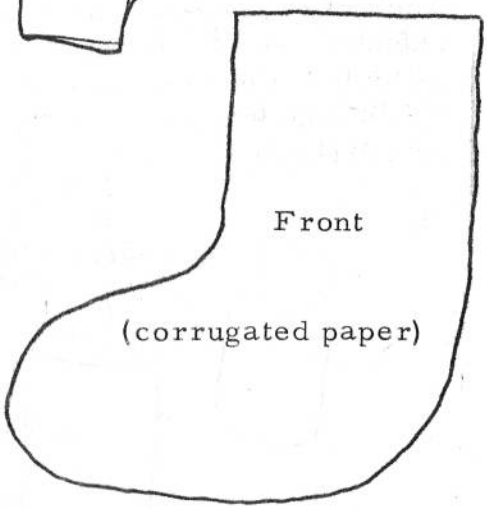


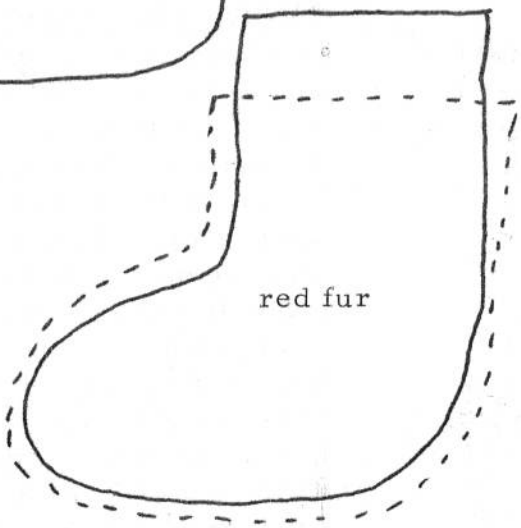
Teddy Bear (black felt)



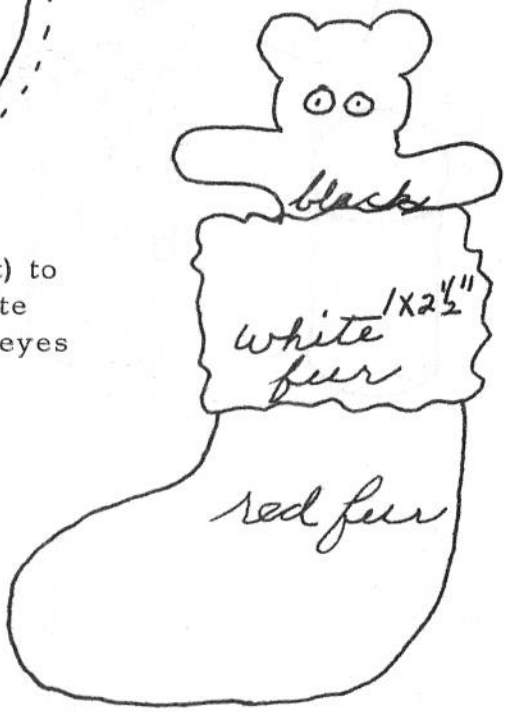
pop top ring

Cut slit with blade, bend pop top ring, and insert in slit (back).



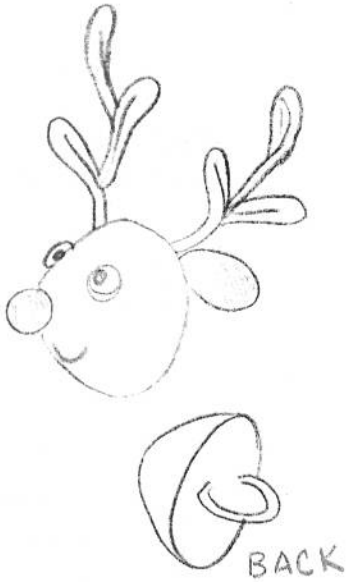


On front glue pop top ring and red fur (or felt) to cardboard. Glue teddy bear to top. Add white fur. Glue eyes to teddy bear. (Tiny plastic eyes may be purchased.)



Ann Callahan
Wisdom Trail District

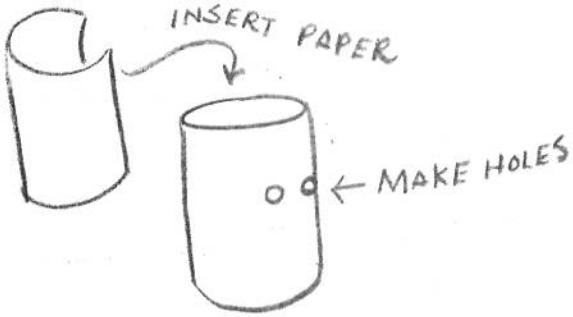
NECKERCHIEF SLIDES

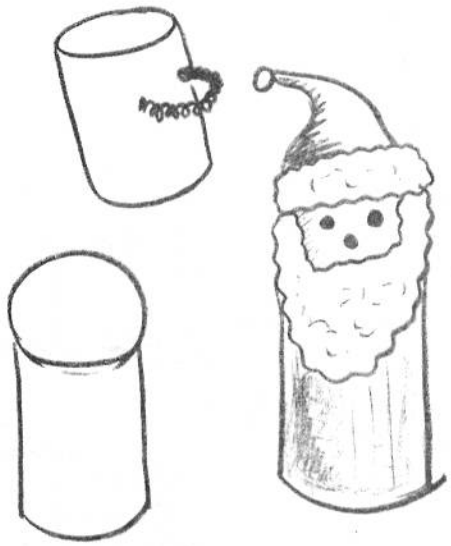


RUDOLPH - Pour plaster of Paris into an egg carton cup (fill about half full). When partially set, insert ring tab from soft drink can. Remove from cup when dry. Let dry completely. (This can be done by putting it in the oven at low temperature.) Paint dark brown.

Add brown felt ears and brown antlers made from chenille stems. Paint on mouth with black paint. Glue on small movable, plastic eyes. Glue on a red nose. (This can be a plastic holly berry cut off a Christmas decoration.)

Sara Johnston
Wisdom Trail District



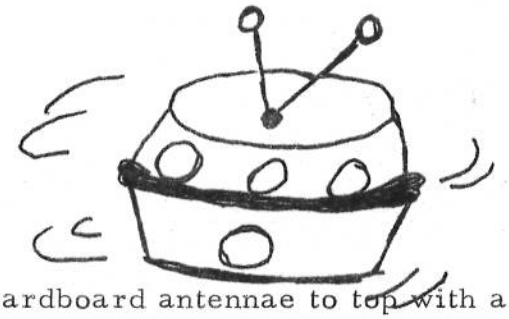


SANTA PILL BOTTLE - Drill two holes in the bottle by heating an ice pick or nail by holding over a flame with a pair of pliers. Do not get the ice pick red hot since plastic burns easily. Line the bottle with red paper. Insert a pipe cleaner through the holes and paper to make a loop. For Santa's head, glue a 1" foam ball to the lid. For his eyes and nose, use tiny straight pins with bead heads. For a hat, use a piece of fabric, 1 1/2" x 3 1/4". Fold in half, crosswise, to cut out two hats, as shown. Glue the side edges of the two pieces together; spread the bottom and glue over the top of the head. Add cotton for fur and beard.

.....MORE DEPENDS ON WILL POWER THAN ON BRAIN POWER.....

FOIL PAN SPACESHIP

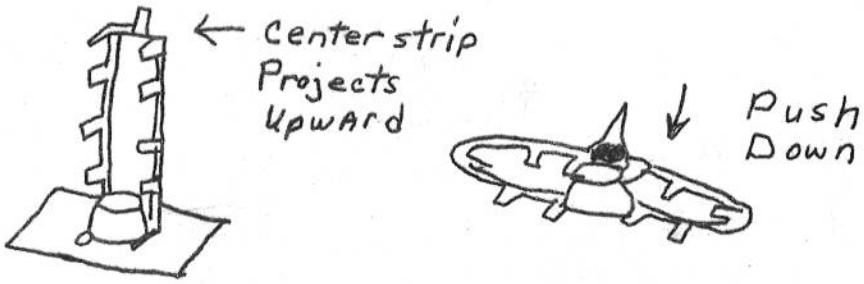
To make a spaceship that will really fly through the air, you will need two foil pans which are the same size (potpie size is fine). Cut portholes around the sides of one pan. Invert and glue paper spacemen inside port-



holes. Attach cardboard antennae to top with a paper fastener. In the side of the second pan, cut a hole for the door. Staple or glue pans together, rim to rim. Toss your spaceship in the air and see it "fly."

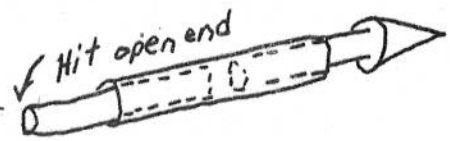
QUICKIE LAUNCHING PAD

Remove entire botton from a plastic tomatoe basket, including outside rim, and tape one end to a cardboard base. Cut center strip from top end and retape so that it projects upward. Glue an inverted nut cup at bottom for a launching pad.



For rockets, shape baking cups down around your finger, trim off 1/2". Place rocket on plastic strip at top of launcher. With fingers at top on each side of launcher, push all the way down to launching pad. Release and rocket will zoom upward!

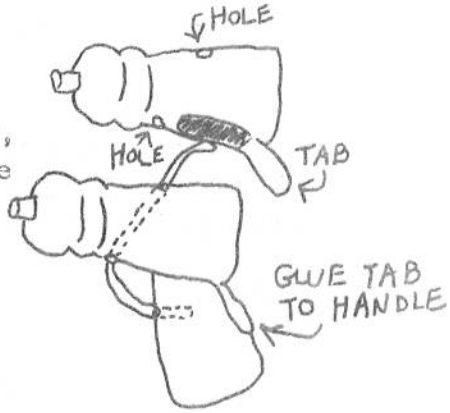
SPACE ROCKET



For the ejector, use two long cardboard rolls (about 25" long). One roll should be narrower so it slips easily inside the other. Glue a cardboard disc to end of narrow roll. To make the rocket, roll typewriter paper into a roll that fits loosely inside the wider cardboard roll. Roll should be single thickness of paper, taped to hold. Form a nose cone from a half circle of paper and glue to the end of the roll. For take-off, place the narrow roll (with open end protruding at rear) inside the wide roll. Place the rocket in top end of the ejector. Hit the protruding roll, sending the rocket shooting across the room. Keep a finger near the upper end of ejector to keep the inner roll from leaving the ejector.

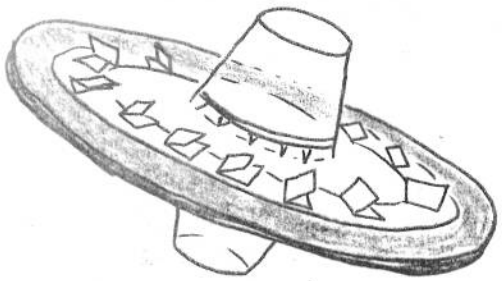
Indian Nations Council

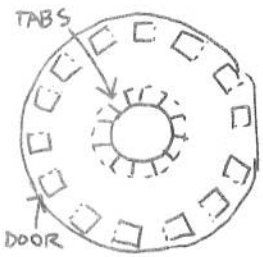
RAY GUN - Use two oval-shaped plastic detergent bottles - one for the barrel and one for the handle. On the narrow side of the 'barrel' bottle, cut a narrow oval tab near bottom, as shown. Insert neck of 'handle' bottle into opening and glue tab to side of handle. For trigger, cut a flexible strip of plastic and insert through holes (as shown) with one end sticking out of top of gun and other end bending into handle. Paint as desired.



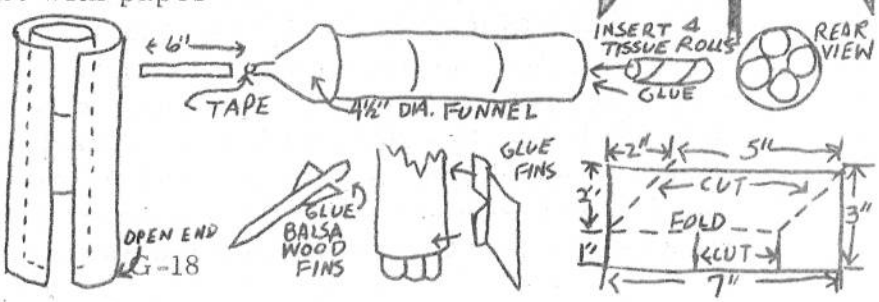
Indian Nations Council

FLYING SAUCER - For the saucer, cut a 12" circle of corrugated cardboard. You will also need two 9" paper plates and two disposable plastic glasses, about 3" high. Invert the plates. In the center of each plate trace around the rim of the glass. Draw another circle, 1" smaller, inside; cut out. Cut tabs from the inner circle to the outer circle; bend the tabs up. Around the rim of each plate, cut little doors, about 1" square, slitting on three sides; bend the doors up. Place the plastic glass in the center opening, and glue the paper plate to the center of the cardboard circle. Adjust the tabs on the plate around the glass and tape them to the glass. Attach a plate and glass to the other side of the cardboard the same way. Paint and decorate the flying saucer; and then fling it out into space.





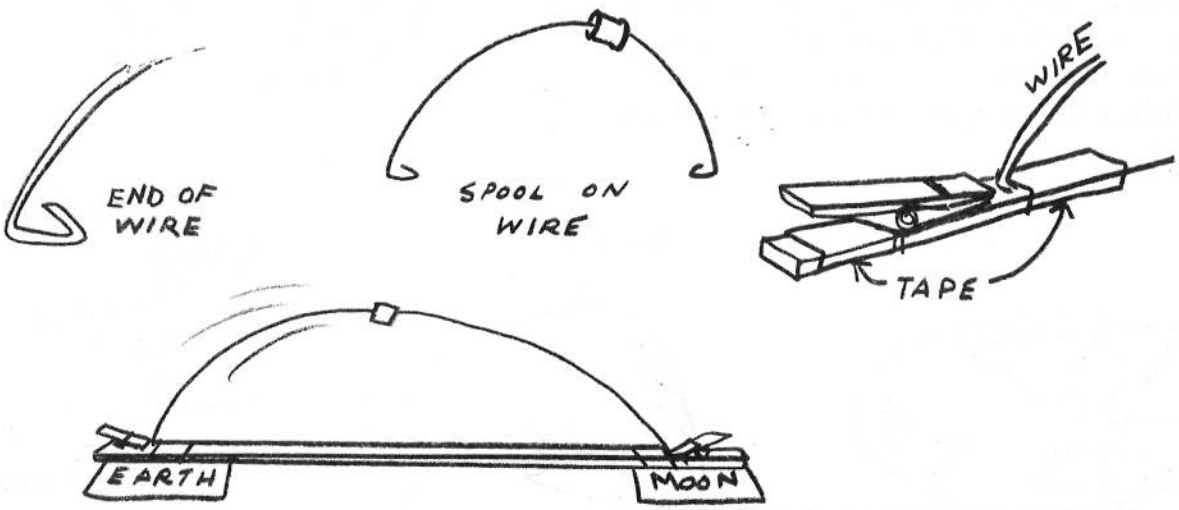
ROCKET - Blast off.....with a rocket designed for use as a centerpiece or den project! You will need three 3 lb. coffee cans, tape, paint or aluminum foil, cardboard or a measuring funnel, four tissue rolls, balsa wood or cardboard for fins, and a 6" dowel. Tape the cans together. Insert dowel into funnel, and glue the funnel on to the end can. Glue the tissue rolls into the other end of the cans, extending them slightly. Cover the three cans with aluminum foil. (The nose of the rocket can be covered with foil too, if desired.) Make fins to pattern shown. Glue the fins onto the rear end of the rocket. Decorate fins and rocket with paper strips or cut-outs.



ROCKET LAUNCHER - Get a yardstick. Paint stores often give them away to advertise. Find a piece of 18 gauge wire about 4 feet long. (Electric wire that is used in new houses is 18 gauge.) Check the sewing basket for an empty plastic thread spool. This will be your rocket. Your launchers will be two pinch-type clothespins. Make an arch from the wire. Slip the spool on the arch. Bend 4 inches of an end toward the center of the wire. Then curve the end back the other way to make a hook. Do the same with the other end. Flatten the hooks so the arch can stand on them. They will work like feet.

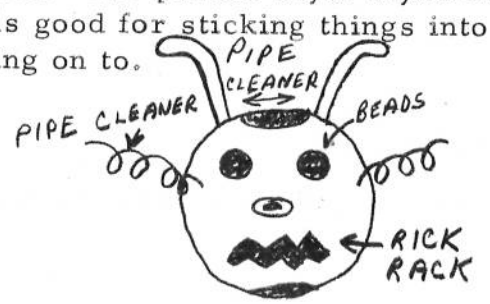
Tape a clothespin on each end of the yardstick with strong tape. Strapping tape would be perfect. Put the mouth end of the clothespin toward the center of the yardstick. Place the wire arch between the clothespins. Be sure the wire and clothespins touch. Tape the wire feet to the stick. Rest the bottom of the spool on the mouth of a clothespin. Give the lever end of the pin a quick hit with your fist. Watch the spool orbit along the wire arch to the other side. You might have to adjust the wire a little until you get a smooth launch.

Label one end of the yardstick MOON and the other end EARTH. Ask a friend to be a fellow astronaut. Stand at one end and have your friend stand at the other. Launch the rocket back and forth. See who can last the longest. Give a point for each perfect launch.

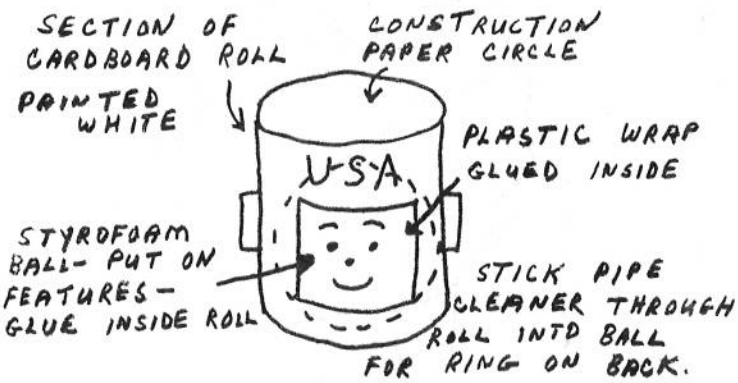


NECKERCHIEF SLIDES

MARTIAN - Martian is made from a 2" porous styrofoam ball. Make hole in the middle with an apple corer; spray paint green. Create your own design with pipe cleaners, beads, peas, etc. The porous style styrofoam ball is good for sticking things into or gluing on to.



ASTRONAUT



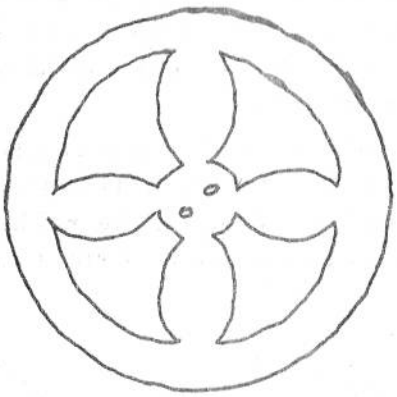
HIGH FLYING SAUCER

Some people say there are no such things as flying saucers, but don't believe them. You can make one yourself and have a lot of fun seeing how high you can send it. You'll need an empty gallon-size plastic bleach bottle bottom; two large size thread spools; a piece of broomstick handle; a metal washer; a length of 1/4" dowel; a couple of small nails and some string.

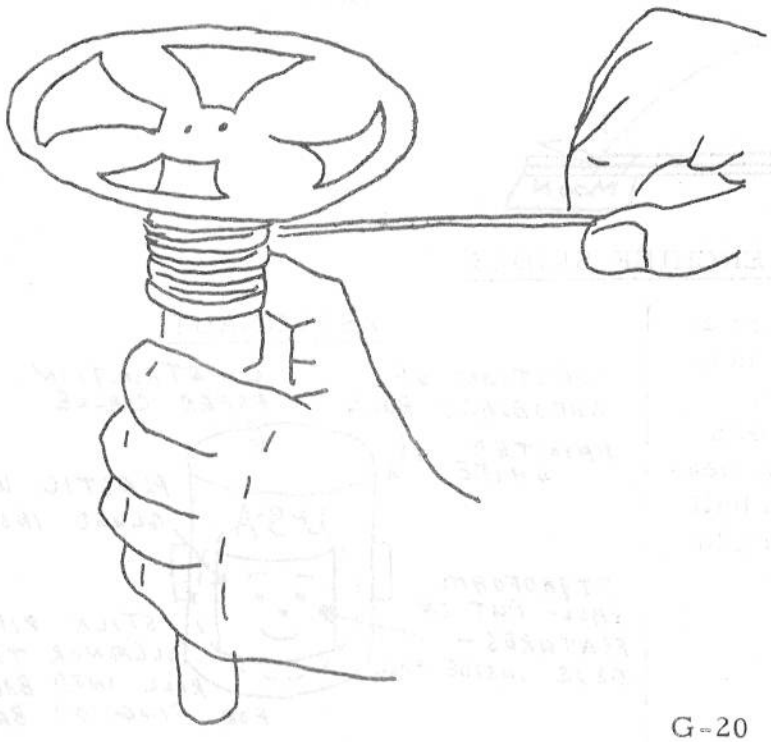
Begin by cutting off the bottom of the bleach bottle with scissors or a coping saw. Then saw off the rounded end of the broomstick.

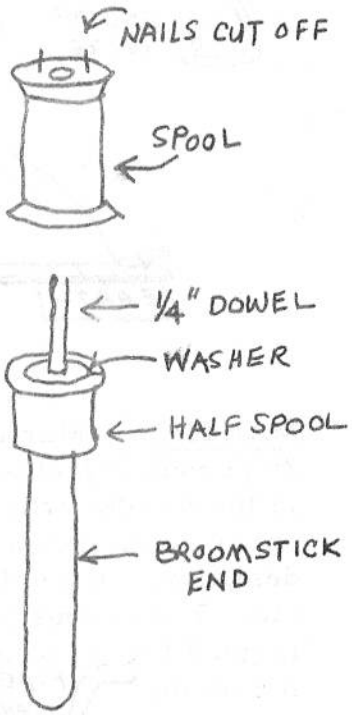
Make a pattern for the saucer the same size as the bottle bottom. Outside rim 3/8", blades 1 1/2" at wide point; 1/2" where they join center. Center is 1" diameter. Joint between blade and rim is 3/8". Drill center holes for nails.

Drive 2 nails in spool. Clip off nail ends. Saw other spool in half. Insert dowel. Glue the dowel in half spool and the half spool to broom handle. Slip washer over dowel.



Ready for launching! Insert the spool on the dowel with two nails pointing up. Slip on the saucer over the nails. Wrap about a foot of cord around the spool as shown in illustration, and tug the cord toward you. Your flying saucer will take off for the sky in a whirl.



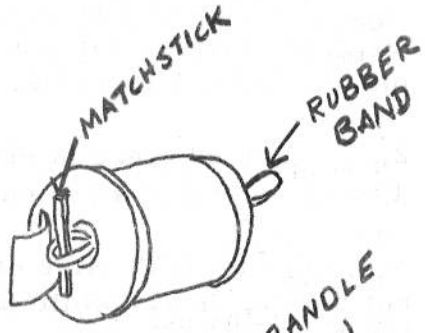


CREEPING MOON BUG

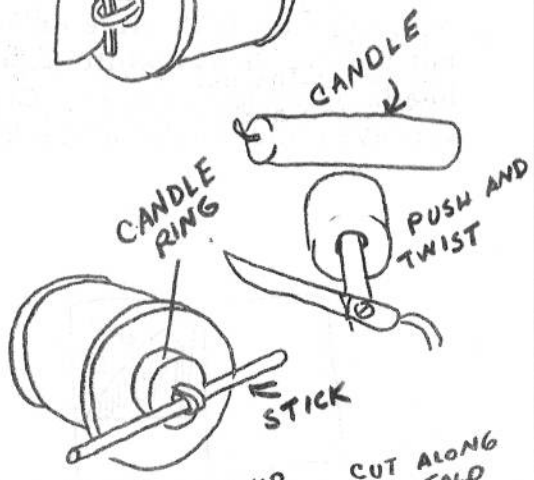
Wind up the motor on this Moon Bug. Put the Bug down and watch it creep along very slowly. You will need:

- an empty spool of thread
- a strong rubber band
- a sheet of thick paper
- thin, bendy wire
- a pencil
- a used matchstick
- a candle
- a stick, about 4 inches long
- a table knife
- scissors

Spool Motor



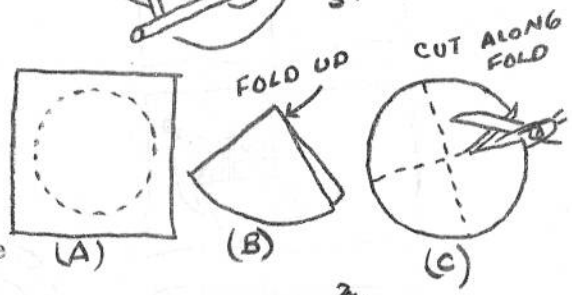
Push the rubber band through the spool. Push a short bit of matchstick through the loop at one end. Stick the matchstick down with a bit of tape.



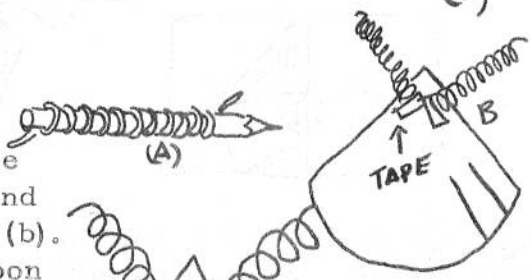
Slice a ring, about 1/2" wide, off the end of a candle with a table knife. Make a hole through it with one blade of the scissors.

Push the free end of the rubber band through the candle ring. Then put the stick through the loop.

Moon Bug



Draw a circle on thick paper and cut it out. Fold the circle in half and then in half again (a). Unfold the paper and cut along one crease to the middle (b). Curl the paper around to make a cone (c). Stick the edges together with tape. Cut two slits in the cone to make a flap.



To make the antennae, wind a piece of bendy wire around a pencil (a). Slide it off. Curl up a second piece and stick them on the paper cone with tape (b). Wind up the spool motor. Put the cone of the Moon Bug over it, with one end of the stick poking out through the flap.

Wind up the spool by turning the stick around and around lots of times. Put the spool down. Put the cone over it with one end of the stick poking through the flap.

CENTERPIECES

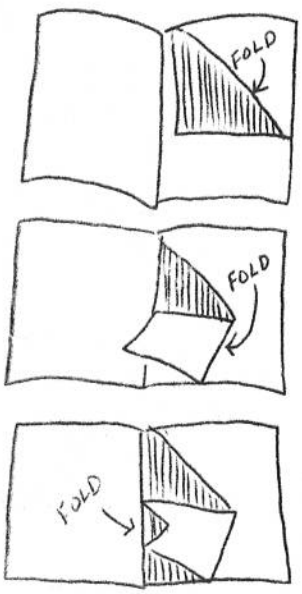
CUB MAGAZINE - Materials needed:

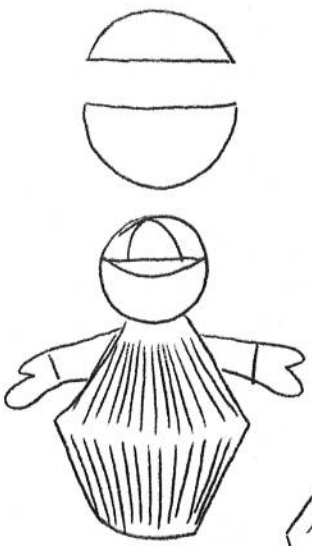
- 1 Reader's Digest magazine
- 12" gold cord
- Heavy white paper
- Yellow felt (neckerchief)
- 1 can blue matte spray paint
- 1 styrofoam ball 3", pink head)
- 1 styrofoam ball 3" (cap)
- 1 white chenille stem
- Black construction paper
- White glue

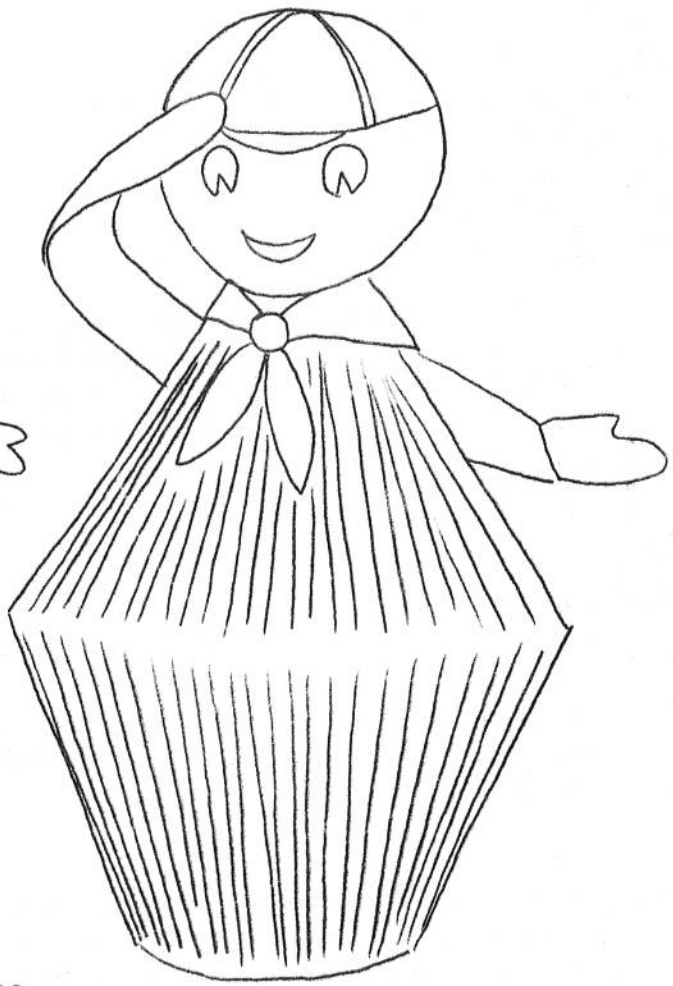
1. Fold magazine as shown below. When folded, stand it up and open in a complete circle. Glue a disc of cardboard to bottom of book to hold pages in place. Spray paint blue.

2. Stick 6" piece of chenille stem into pink styrofoam ball for head and neck. The other end of the chenille stem is inserted in blue body. Glue together.

3. Cut a 1 1/2" slice off other styrofoam ball. This will be the hat. Cut a hat brim of heavy white paper and glue to hat. Paint hat blue. Slice off top of head. Glue hat to head. Cut gold cord into 3 pieces and glue to top of hat. Cut eyes and mouth of black construction paper and glue to face.







4. Arms are heavy white paper. Paint sleeves blue. Glue arms to book. Glue one hand to forehead in a salute. Cut a triangle of yellow felt for neckerchief, and tie around neck.

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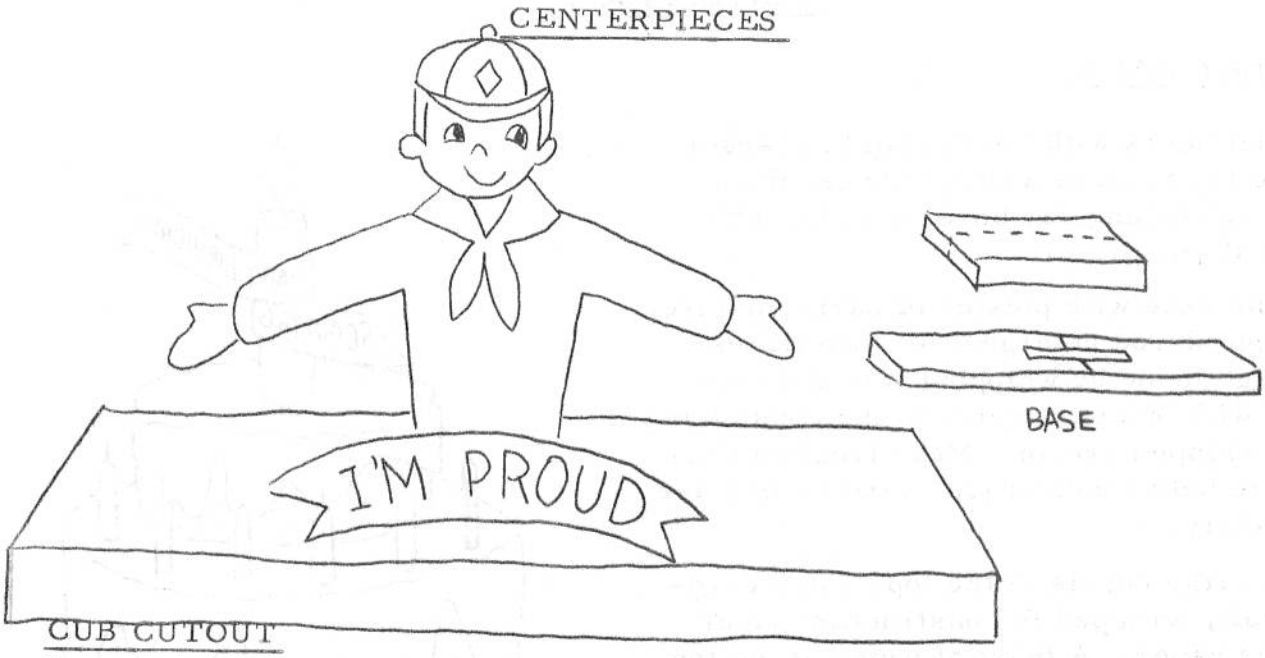
CENTERPIECES



CUB CUTOUT

Base: Use the lid of a sturdy cardboard box, cut in half lengthwise and joined end to end to make a long (approx. 22") base. Cover with colored paper.

Cub Scout: Draw a paper pattern and trace onto heavy cardboard. Cut out. Cover cardboard with construction paper as follows - pink for face, blue for shirt and cap, yellow for neckerchief, pink for hands. Draw features on face with felt-tip pen.

Banner: Cut from heavy cardboard and cover with yellow paper. Lettering is done with blue felt-tip pen or with blue construction paper letters.

Construction: Cut a slip in top of box the size of the Cub Scout's base. Insert Cub Scout and glue. Glue banner across front of Cub Scout.

Make flag stands from small boxes, covered with colored paper. Fill with gravel for weight. Place an American flag on the right side and a den flag on the left. The flags can be made from felt or construction paper. Flag stands are set on table in front of cardboard base. If desired, the Cub Scout's arms can be bent outward and hands bent around flag staffs.

TENT CENTERPIECE

Cover a large cardboard lid with grass display paper. Make a tent from canvas or burlap. Use dowels for poles, with string to support canvas. Make trees of fringed crepe paper wound around cones.

CENTERPIECES

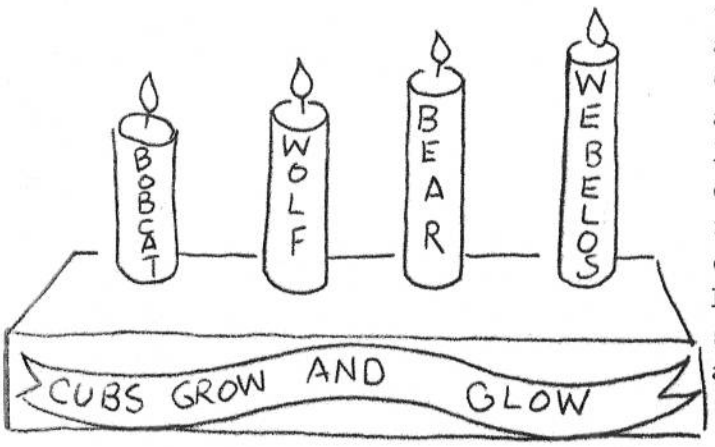
BIRTHDAY CAKE

Use 2 hat boxes with the bottom box larger than the top to make a ledge for candles. Square or rectangular boxes may be substituted if you prefer.

Frost the cake with plaster of paris mixture, or use powdered detergent or soap flakes "frosting" made by whipping two parts detergent with one part water to the consistency of stiff whipped cream. Make frosting thick enough to hold candles; glue candles in place if necessary.

For the large candle at the top, use a cardboard roll, wrapped in construction paper or tissue paper. A twist of paper at the top makes a flame. Wrap a paper banner around the large candle with "Happy Birthday Scouting" written on it.

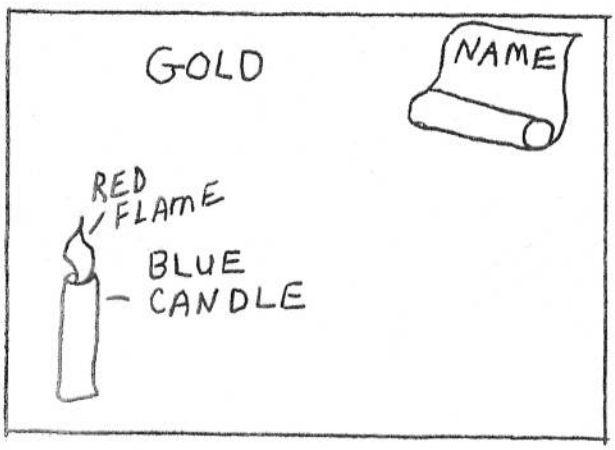
Place wax candles around the ledge of the bottom layer, using one for each person (if you wish) you want to honor.

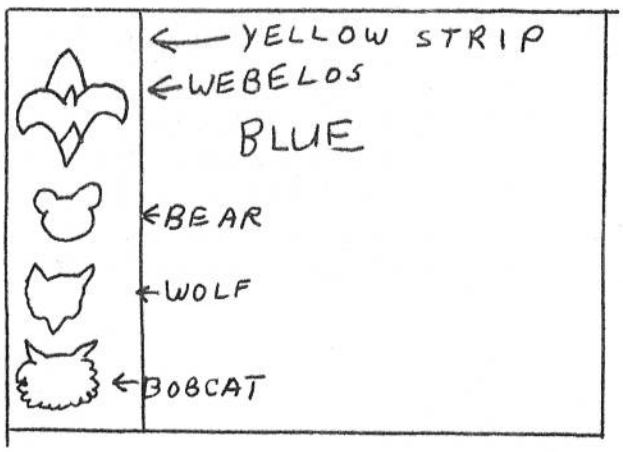


"CUBS GROW AND GLOW" - Cut 4 holes in top of large shoe box lid and cover with dark blue foil paper. Cut cardboard rolls 4 different heights and cover each with gold foil paper. Label one Bobcat, Wolf, Bear, Webelos on both sides. Glue a flame made from red construction paper to the top of each candle. Insert candles into holes in box lid. Make a ribbon out of yellow construction paper and print "Cubs Grow and Glow" on it. Staple or glue in place.

Torrey Pines Pow Wow Book

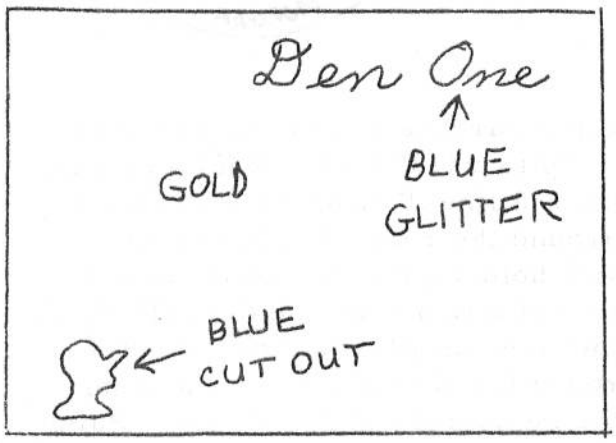
PLACEMAT

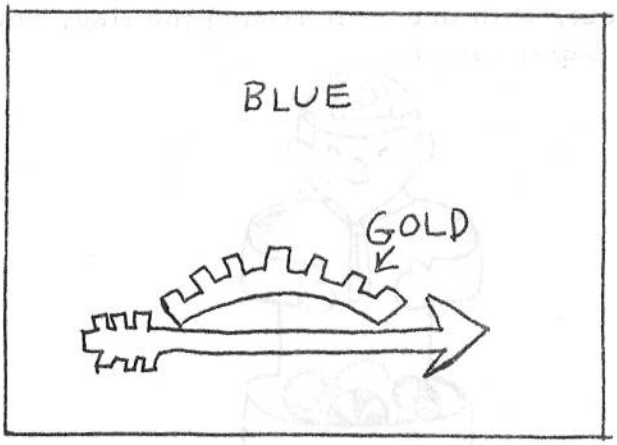


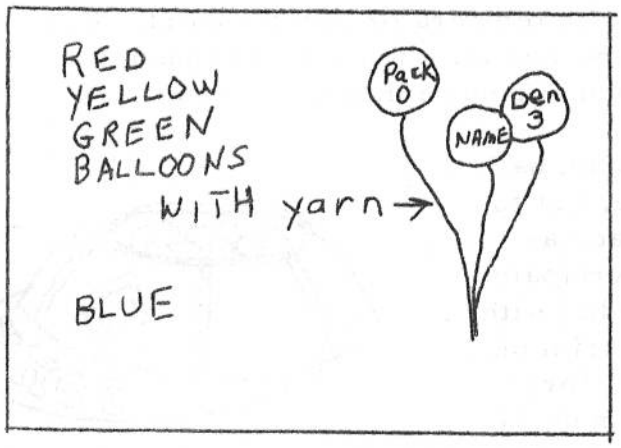


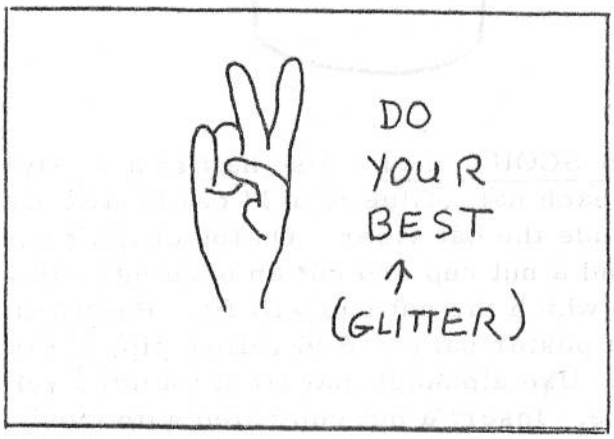
PLACEMATS

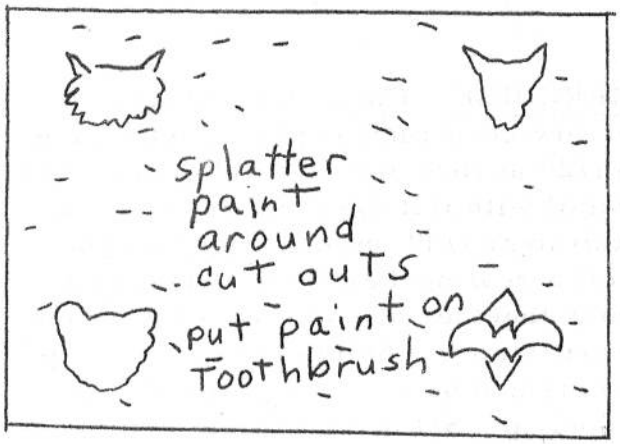
SMILING CUB PLACE MATS - A smiling Cub Scout will greet each guest at the banquet with these simple, appropriate place mats. For each mat, cut a piece of yellow paper, 8 1/2" x 14". For the head, cut a 9" circle of white paper. Cut the hat from blue paper and glue it to the head. Let each boy make the face on his own mat and the mats for his family, adding the insignia and lines on the cap with yellow crayon.

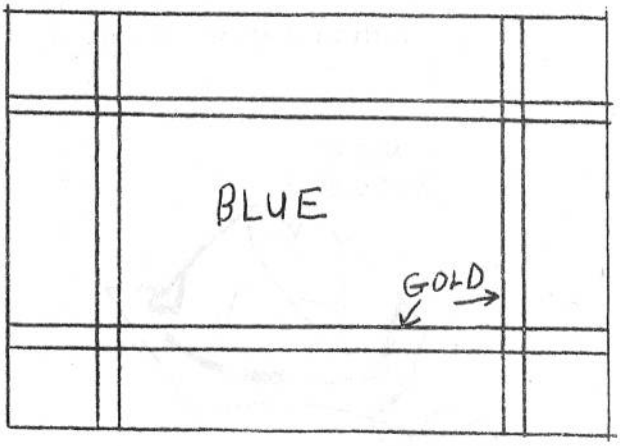






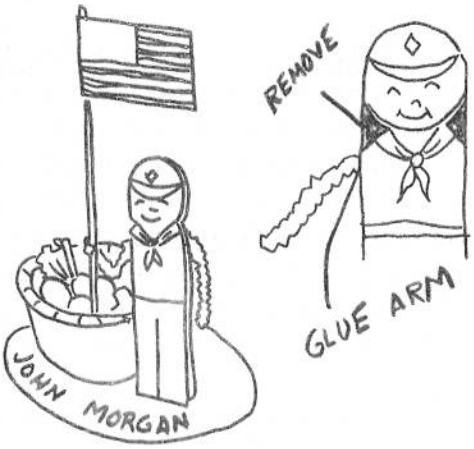


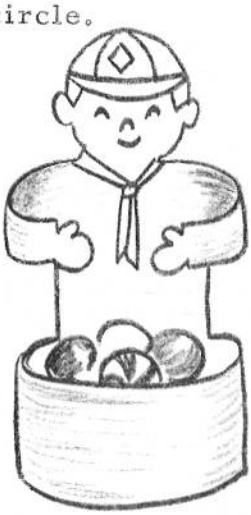




PLACE CARDS AND NUTCUPS

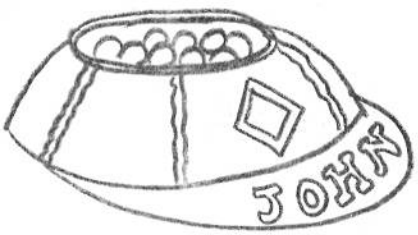
With a kitchen shears, cut a tongue blade in half. (Each blade makes two Scouts.) Using a penny as a guide, draw a head at the round end. Draw features, cap and uniform with felt markers. Cut away the shaded area between the head and shoulders with a knife, or simply leave it uncolored. Glue paper, felt or pipe cleaner arms to the body. For the staff of the flag, use a sucker stick or 5" piece of coat hanger wire. Glue a flag sticker to the staff. Tape the staff inside the nut cup. Glue the nut cup and the Scout, with one arm around the flag, onto a 4" paper circle.





Cut a cardboard roll from kitchen wrap to 3 1/2" high. With a pencil, draw a line 1" from the bottom all around the roll. The lower part will hold a nut cup. Draw an outline of a Cub Scout on the roll above the line, as illustrated; cut out around the Cub Scout and cut along the remainder of the 1" line. Paint the Scout on the inside of the roll with tempera or acrylic paint. Cut the rim off a nut cup, and push the nut cup down into the 1" base.

CUB SCOUT HAT - Use half of a 3" styrofoam ball for each hat. Glue to a 3" cardboard circle, cut to include the hat visor. On top of the hat, trace around a nut cup and cut an opening in the styrofoam into which the nut cup will fit. Paint entire hat with blue poster paint. Add yellow pipe cleaner trim on hat. Use alphabet macaroni (painted yellow) for name. Insert a nut cup filled with candy or nuts in the top of the cap. This will serve as a place card also.



Indian Nations Council

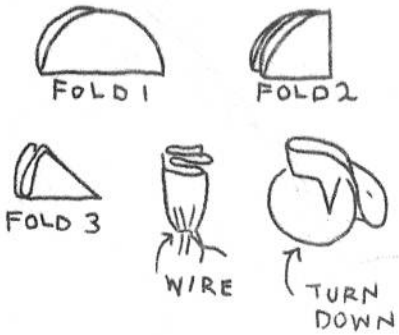
KERCHIEF - Cut a triangle from yellow construction paper, with base 8 1/2" across and sides 6" long. Add detail with felt-tip marker or paint. Roll over 1/4" on long edge, as you roll a real neckerchief. Bring two ends together at point where tie slide usually goes. Staple here. Bend up points and back so neckerchief will stand up. Set a regular nut cup inside.

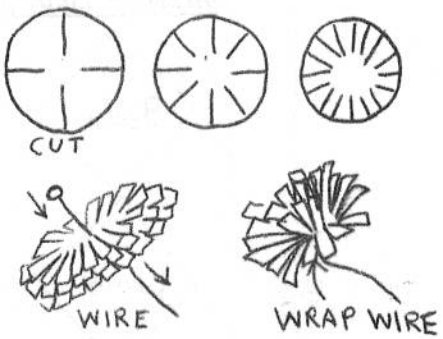
CORSAGES

Coffee Filter Flowers - Although actually a cotton product, the 3 1/2" coffee filters we used have a fibrous, parchment-like finish which is ideal for making artificial flowers. Color your filters before making the flowers by dipping them in clear water and then painting them with tempera or water colors. This will produce a lovely shaded effect. Remember your colors will be lighter when the filters dry. Place filters on newspaper while they are drying.

Use fine bead wire to assemble the flowers and form the stems by wrapping the ends of the wire with narrow strips of crepe paper. An easy way to do this is to glue one end of the strip at the top of the stem; then while holding strip with one hand, twirl stem with other hand. For leaves use filters or crepe paper. Florist tape can be used for the stem winding also.

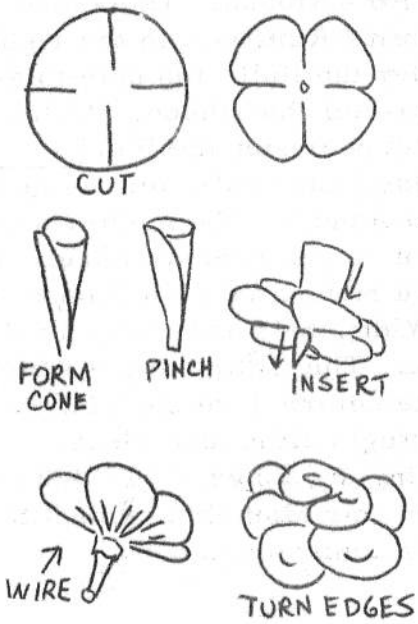
Sweet Pea - For each blossom, lightly fold a filter in half, then in half again, and in half once more. Wrap wire at the resulting point. This will produce a somewhat ruffled effect. Invert the flower and dip quickly in and out of water. Turn down the outside edges of the blossom and hang upside down by the wire until dry. When dry, wrap extending wire to form the stem.



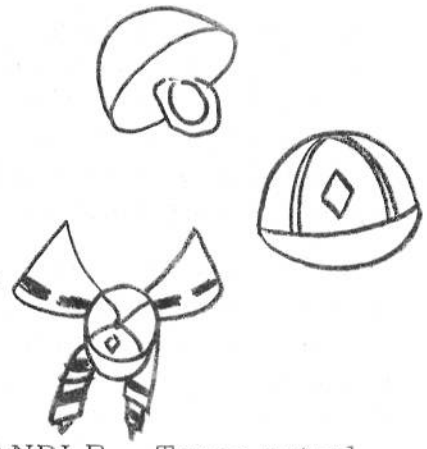


Zinnia - Stack four of the filters and mark off a 1/2" circle in the center of the top filter. Make cuts from the outside edge of the filters to this center circle. First make four cuts dividing the filters into quarters. Then cut each quarter in half and continue cutting until you have petals of the desired width. Punch a small hole through center. Knot one end of a wire and insert the other end through the center hole in the flower. Wrap the wire around the pinched centers of the filters to form a fluffy ball. Use the remaining wire for the stem.

Rose: Place one filter on top of another and mark off a 1/2" circle at the center. Cutting from the edge to the center circle, make four cuts dividing the filter into fourths. Then cut around each of the four sections to form curved petals. Make a hole at the center and turn the top filter so the petals in the two layers are alternated. Now take another filter and roll into a cone. Pinch the bottom of the cone and insert about halfway into the hole in the center of the petaled filters. Wrap with wire to gather the petals and hold the flower. Invert the flower and dip in and out of clear water; turn down the edges of the rolled center and the petals as desired. Hang upside down to dry and then wrap the stem.

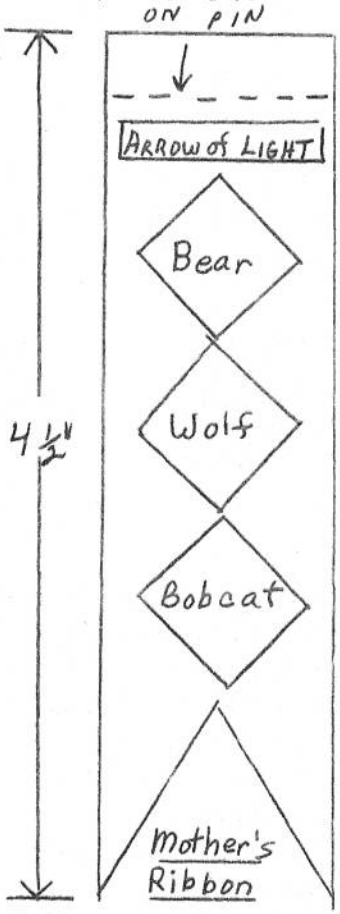


NECKERCHIEF SLIDES



CUB SCOUT CAP - Partially fill an egg carton cup with plaster of Paris. When partially set, insert ring tab from soft drink can. When dry, remove from cup. Let dry completely. (This can be done by putting it in the oven at low temperature.) Cut a bill for the cap from construction paper or poster board. Glue on and let dry. Paint yellow stripes as shown in diagram. Paint rest of the cap blue, including the bill.

BIRTHDAY CANDLE - Trace actual size pattern on blue or gold poster board. Glue on red flame. Glue pipe cleaner on the back. With black crayon or marking pen draw line to show candle melting. (Without pipe cleaner this can also be ~~fastened~~ SLIDES OVER ON PIN as a name tag.)



MOTHER'S RIBBON - A very nice presentation at a Blue & Gold Dinner, if your pack does not already use them, is to have each Cub give his mother a Mother's Ribbon. The actual size pattern for a Mother's Ribbon is to the right. You could give the Mother the following note to explain the meaning and purpose of the ribbon. "This ribbon is presented to you by your son and Pack_____ so you can proudly display your son's rank as he climbs the ladder of achievement. The mother's pins that are presented to you as your son advances in rank are to be pinned on the ribbon with the Bobcat pin at the bottom, then the Wolf, the Bear, and, at the top, the Arrow of Light. The colors of the ribbon are the blue and gold of the Cub Scout uniform. These colors have meaning in Cub Scouting and are a constant reminder of Cub Scouting's aims and ideals. The BLUE stands for truth, spirituality, loyalty, and the sky above. The GOLD stands for warm sunlight, good cheer, and happiness. Wear your Mother's ribbon to all Cub Scout events to show how proud you are of your son's achievements."

KITES; A LONG AND NOBLE HISTORY

The kiters of today are practicing an ancient art. Near as anyone knows, kite flying started untold centuries ago in Eastern Asia. Legends tell of thieves, warriors, and generals who used kites in ingenious ways to outwit their enemies. The Egyptians flew kites too, and a kite rises above the foot soldiers of William the Conqueror in the Bayeux tapestry. Ben Franklin risked his life when he flew a kite in an electrical storm. Marconi, Alexander Graham Bell, and the Wright Brothers experimented with kites. Kites have pulled carriages, carried the first line of a suspension bridge across Niagara's gorge, lifted observers above submarines, and toted weather instruments to heights of 24,000 feet.

KINDS OF KITES

Most Oriental and East Indian kites are flat (in flight, wind pressure bows them slightly). The traditional diamond kite (Malay or Eddy kite) is a flat kite with a cross-string to give it built-in bow (hence, bowed kite).

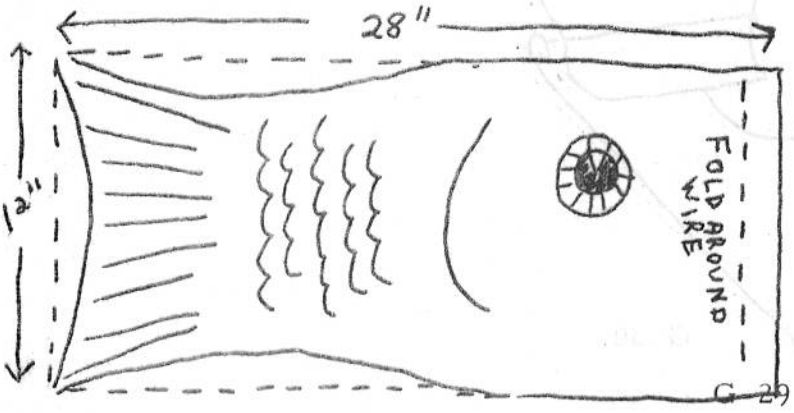
Three dimensional kites include box kites, tetrahedrons, and innumerable variations thereon.

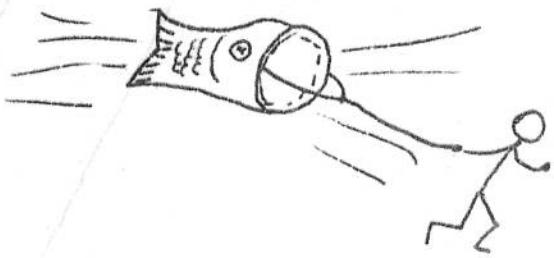
Soft or flexible kites -- the newmakers of the 70's -- need wind to fill out their form. Sleds typically have two side stiffeners and a soft center; they roll up for carrying and storing. Parafoils and their progeny have no skeletons; they roll into a ball, inflatables, blow up like a balloon.

FLYING FISH KITE

Draw a fish on a plain wrapping paper, about 28" by 12". Color one side with crayons or poster paints. Use bright colors so kite can be seen from far away. This kite is made of two halves so you will need 2 drawings as nearly alike as possible. Place the sheet with the colored fish over a second piece of paper. Cut both pieces at the same time, and color other sides. Now you are ready to paste the two halves of the fish together, colored sides out. Spread glue only along the sides of the fish's body. Leave the center and the section around the mouth and tail free. Try not to use too much glue. Wipe any excess away. Make a wire hoop to fit the unglued mouth of the fish. Fasten hoop in place by folding mouth over a little bit and stapling on both sides. This hoop holds the fish's mouth open so the wind can blow through the center, out through the tail. Fasten strings to both sides of hoop, knot, and tie to flying string.

Do-It Book, McCalls



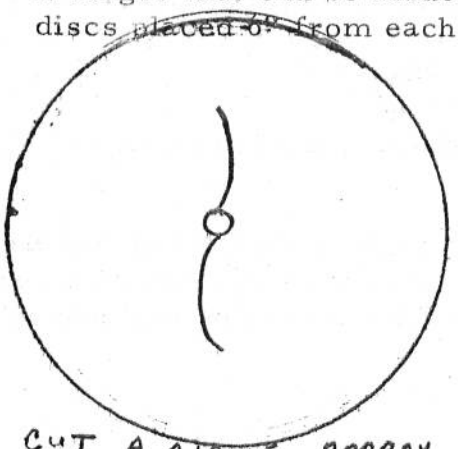


JOE HARBOUR'S KITE

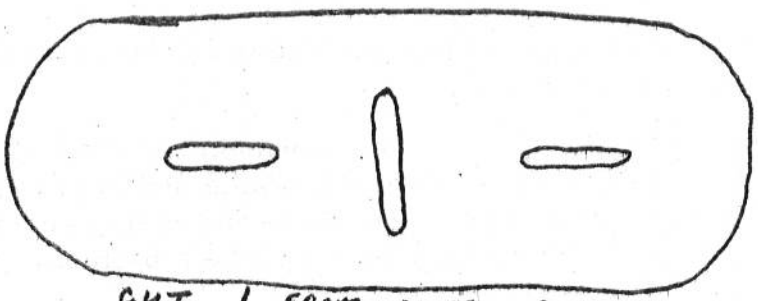
Insert nails into ends of dowels. If dowel splits, you can wrap fine wire around it. Weave dowel in and out of oblong piece of poster board. Cut slit and hole, as shown, in the circular piece. Slip onto oblong piece and center it. Glue on both sides of slit to hold. Use a quick-drying glue if possible.

Slip the pieces cut from plastic film onto nails and slide nails into smaller of the 2 holes. Tie a string or fishing line (approx. 3 feet in length) through the larger hole in one of the pieces of plastic film. Tie the other end through the other piece of plastic film. This is the bridle. Make a circle from string around the bridle as shown in the illustration of the finished kite.

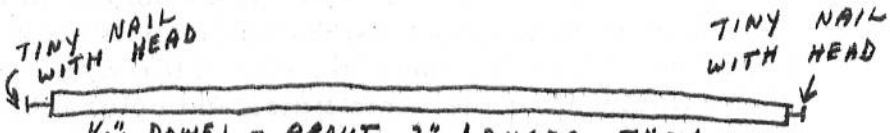
A larger kite can be made by lengthening the oblong piece and using 2 circular discs ~~placed 6"~~ from each end.



CUT A CIRCLE APPROX. 9-10" IN DIAMETER FROM POSTER BOARD.

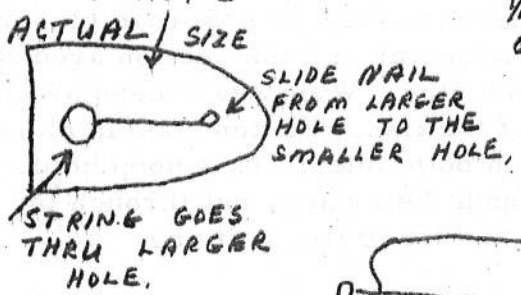


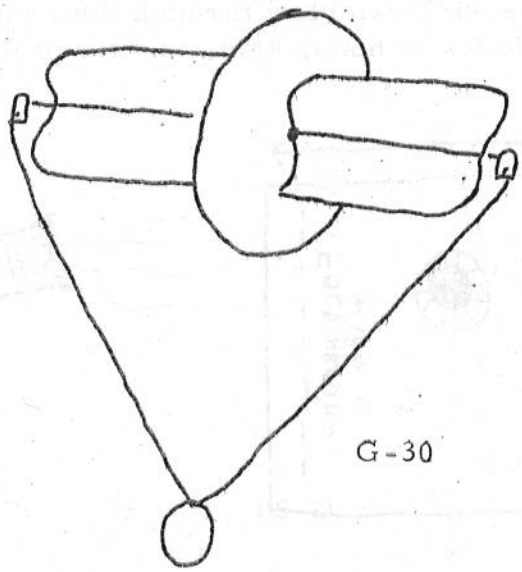
CUT 1 FROM POSTER BOARD APPROX. 6" WIDE AND 11½" LONG.



¼" DOWEL - ABOUT 2" LONGER THAN OBLONG PIECE OF POSTER BOARD

CUT 2 FROM STIFF PLASTIC





CITY KITE

The City Kite is designed to be flown in a small space. It will fly as well from a sidewalk as it will in an open field.

It is made of 6 straws, light string, tissue paper, glue or tape, using scissors and a pencil. The kite frame is made by threading a length of light string through the straws.

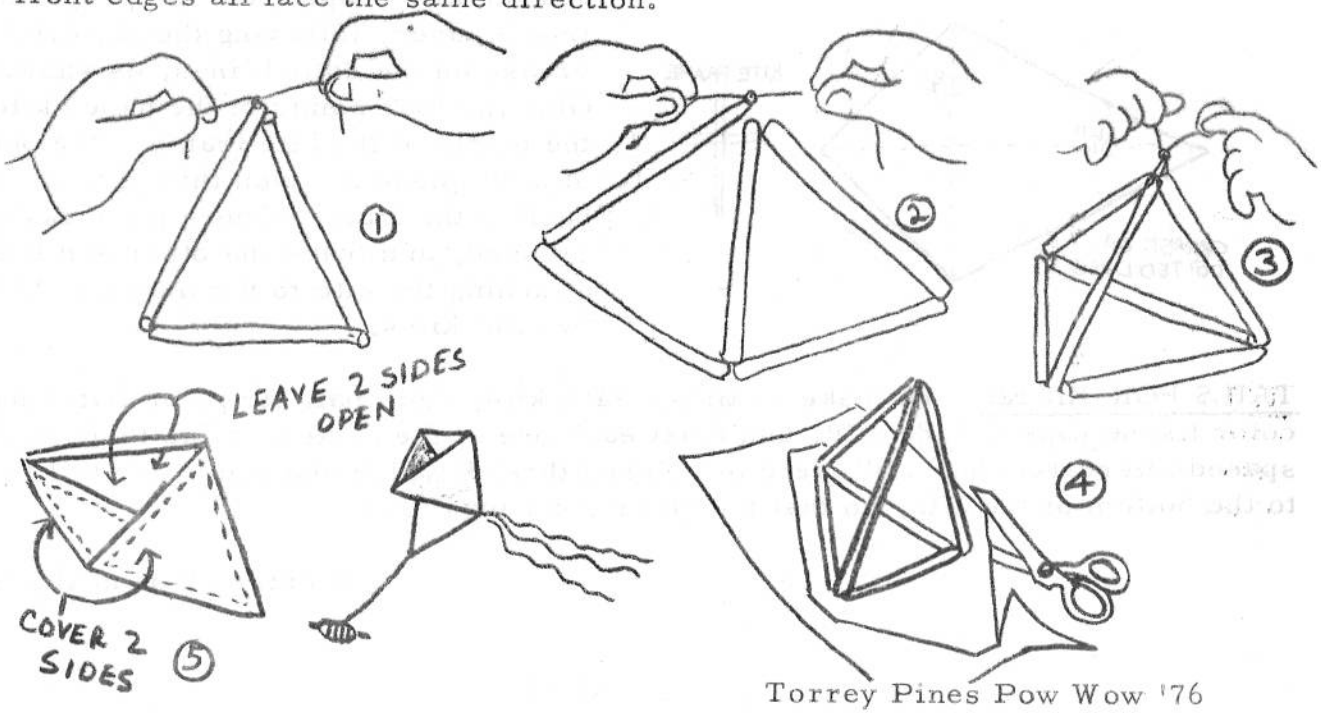
First tie three straws together in a triangle, (Figure 1). Add 2 more to make another triangle (Figure 2). Then add the last one to form the kite (Figure 3).

Two sides of the kite frame need to be covered with a very light paper, such as tissue paper or with thin plastic wrap. Using the kite frame as a guide, cut the paper about an inch bigger on all sides (Figure 4). Glue or tape the edges over the kite frame.

To make the bridle (the string harness which attaches to the kite), attach the top string about one third down from the top edge of the kite (Figure 5). Tie it through the paper around the straw. The lower bridle string is attached to the very bottom of the front edge, and it's a little bit longer than the top string. Attach a roll of light string where the two bridle strings meet and tie securely.

Cut some 2" wide strips of tissue paper and tie them together to make a tail about 3' long. Attach the tail to the bottom front edge of kite.

Successful kite flying depends on experimenting and making small adjustments. Try adding more tail or changing the length of the bridle strings. If you want a kite that flies higher, make two or three city kites and connect them.... either stacking them or attaching them sideways.... just so the front edges all face the same direction.



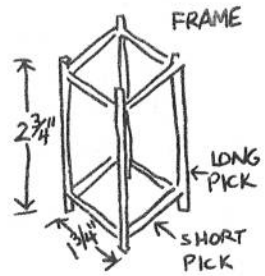
Torrey Pines Pow Wow '76

KITE MOBILE

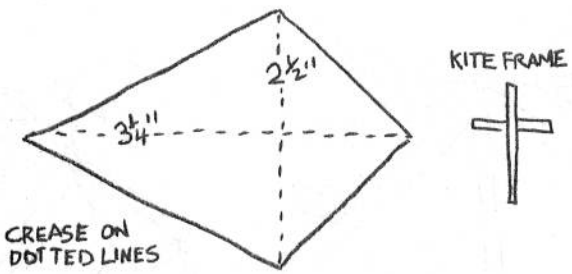
General Instructions - For the covering for each kite, cut three pieces of paper, 4" x 9": two of tissue paper, and one of white paper. Mix equal parts of white glue and water, and brush the glue mixture on the white paper. Place a sheet of the tissue paper over the glue-covered surface, and smooth it out with your fingers. Now, turn the glued piece over, lay it on waxed paper, and repeat with the other sheet of tissue on the other side. Let it dry thoroughly.

For the kite frames, you will need wooden sandwich picks, 1/8" x 3 1/2", available where toothpicks are sold. Or, you may substitute thin strips of balsa wood the same size. The picks can be cut with kitchen shears.

BOX KITE - To make the box kite, cut four picks to 2 3/4", and eight picks to 1 3/4". Glue the picks together to form a box frame, as shown, using a thick craft glue. Let the box frame dry overnight. From the prepared tissue paper, cut strips 3/4" x 8", and glue them around the top and bottom of the box frame, so that the top strip extends 1/8" above the top edge of the frame, and the bottom strip extends 1/8" below the bottom edge. When the glue is dry, decorate the tissue paper with felt markers or tempera. To hang the kite on the mobile, thread a needle with a 10" piece of nylon thread. Carefully poke a hole in the tissue paper, just above a corner of the frame, knotting the thread on the inside. Make three box kites.



FLAT KITE - To make the flat kite, use one full pick and cut one to 2 1/2". Glue them together to form a cross, as shown. Cut the kite shape from the prepared tissue paper, following the pattern, and crease on the dotted lines, as shown. Glue the four points of the paper kite to the points of the kite frame. Tie one end of a 10" piece of nylon thread to the center back of the frame, where the picks are crossed, and leave the other end free for attaching the kite to the mobile. Make two flat kites.



TAILS FOR KITES - To make a tail for each kite, cut small strips of matching-color tissue paper, 3/8" x 1", and twist each one at the center. Glue them at evenly-spaced intervals along a 6" piece of colored thread. Glue one end of the tail thread to the bottom of the kite, so that the other end hangs free.

(continued on next page)

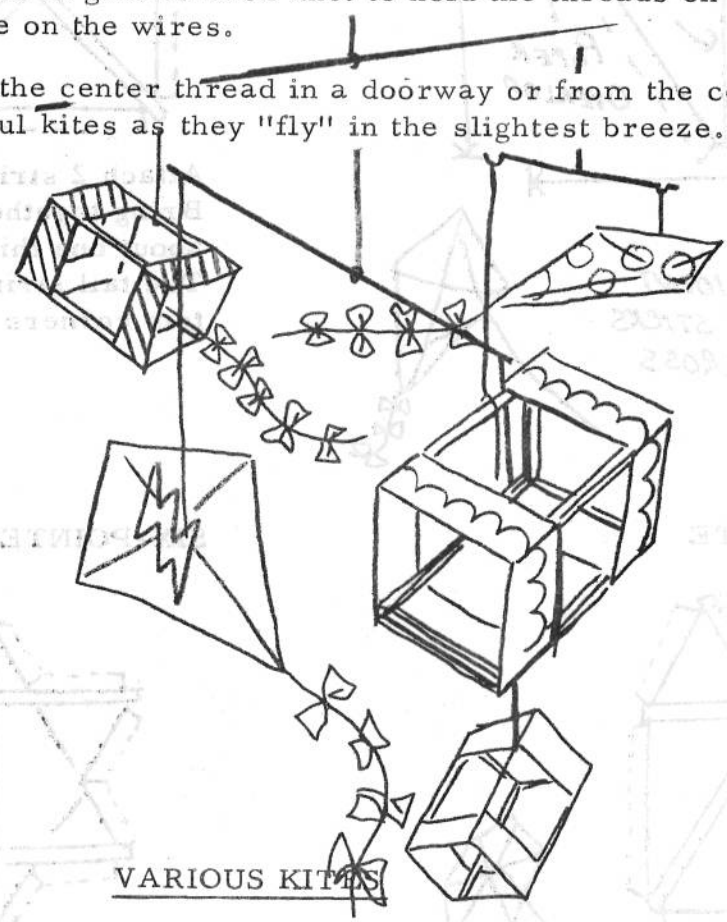
KITE MOBILE (continued)

Assembly - The mobile shown was drawn to show the kites to best advantage. To assemble the actual mobile, you will need two pieces of 22 gauge wire, 12" long.

Tie the centers of the wires together in a cross-like fashion with an 18" length of nylon thread, wrapping the thread around the crossed wires several times in each direction, and knotting tightly. Leave long ends of the thread dangling: one to extend upward for attaching the mobile to the ceiling, and the other to extend downward to attach the fifth kite.

Tie a kite to each end of the wires, and a kite to the center thread extending downward. When you have positioned the kites so they balance properly, apply a dab of glue to each knot to hold the threads on the kites firmly in place on the wires.

Hang the mobile by the center thread in a doorway or from the ceiling, and enjoy the colorful kites as they "fly" in the slightest breeze.



VARIOUS KITES

Various woods may be used for kite sticks. For the frame, use string or heavy linen thread. For the bridle, use heavy string. The paper cover of the kite may be of newspaper, wrapping paper, tracing paper, or heavy tissue. A cloth cover may also be used. The sticks for a 36" kite should be at least 1/4" square; for 48" kite use 3/8" and for 60" kite use 1/2" square. All joints should be lashed together instead of nailed. Good glue will also help in holding the joints together.

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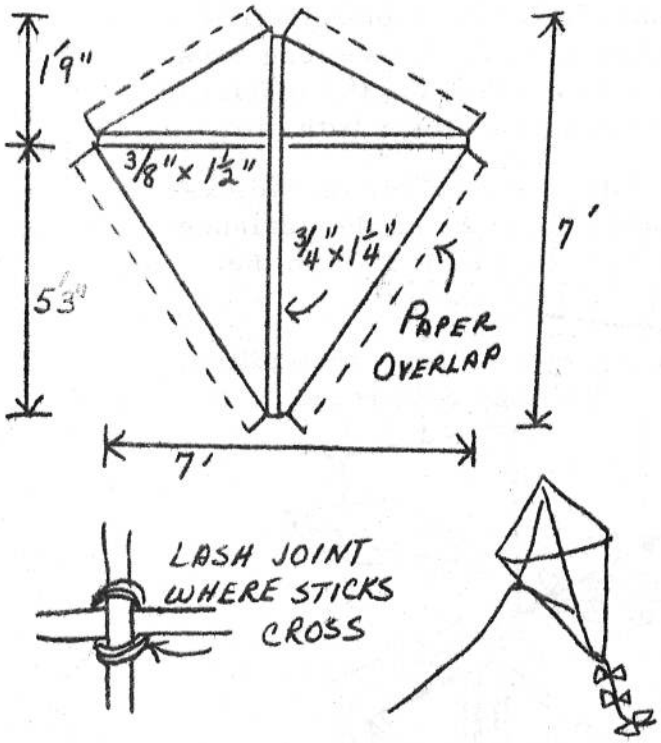
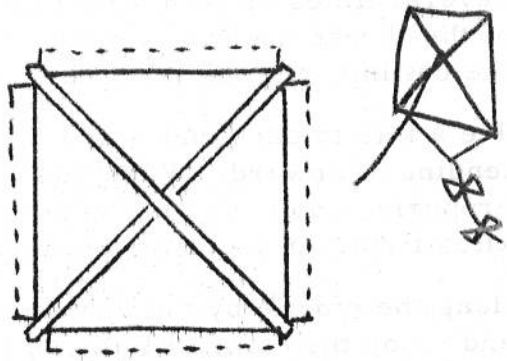
VARIOUS KITES

TWO-STICK-BOW KITE

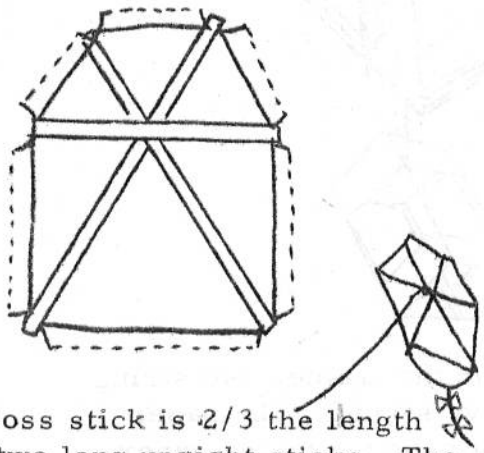


SQUARE KITE



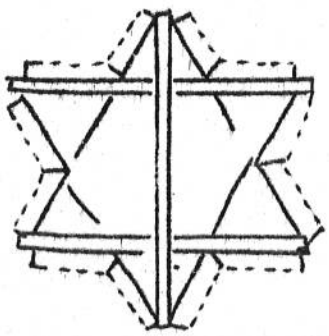
Attach 2 strings to opposite corners. Bring together and tie the kite string about one third down from the top. The tail string is attached to the bottom corners of the kite.

THREE-STICK KITE



The cross stick is 2/3 the length of the two long upright sticks. The crosspiece is lashed 1/3 from the top of the uprights.

SIX-POINTED STAR KITE



Three sticks of same length. Cross sticks at 1/4 from bottom and 1/4 from top.

Make bridle string of three strings. Tie them together near upper cross stick.

GARBAGE-CAN LINER KITE

This is probably the easiest kite you can make from readily available materials, and by far the simplest to fly. All you need is a plastic garbage-can liner (3' high or over), one yellow kitchen-size liner for contrasting color (2' in height), two 3' x 3/16" dowels, self-adhesive tape and string.

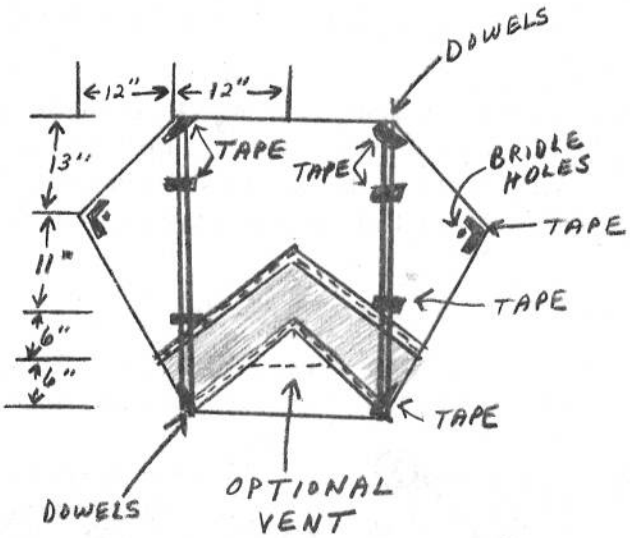
1. Cut open large trash bag and lay flat, on a table protected by a sheet of cardboard. Tape to secure. On bag, draw kite pattern with felt marker (see illustration) and cut out around edges.

2. For yellow inset design (see shaded area in illustration), cut open yellow liner and lay flat on top of kite with edges even at bottom; draw inset design on the yellow plastic, then cut through both layers with a razor blade. Discard unused brown and yellow areas. Tape the yellow inset panel flush with edges of kite, using continuous strips of cellophane tape. Reinforce with tape around edges where plastics meet. Repeat on kite back. (Cut out and tape vent if there are strong winds in your area.)

3. Tape dowels to plastic (see illustration), twice in the middle and at both ends (wrapping tape over dowel ends). Punch out bridle holes with pencil. Reinforce wing tips with strips of tape on each side, front and back.

4. Cut a 10' length of string for bridle. Tie each end to a bridle hole and tie a loop in exact center. Tie flying line to loop. To launch, stand with back to wind, grasp bridle loop and toss kite into air.

NOTE: You can make larger or smaller kites using the same proportions. Use 1/4" dowels for kites up to 4' high, or 1/8" dowels for kites 24" or less.



KITE CHUTE-OUT

Make carrier out of light-weight wire bending to the shape as shown in diagram A.

Thread completed parachute carrier onto kite string--before attaching string to kite. String goes through the 3 loops on top of carrier. (B)

Make a razor cut in a cork and then slip onto string close to the kite. Tie a knot between the cork and kite so the cork won't touch the kite.

Make a parachute from a piece of light-weight fabric. Tie pieces of string to each of the 4 corners. Tie a nut (not a Den Leader) to the strings for weight. Put the nut onto the carrier at point C.

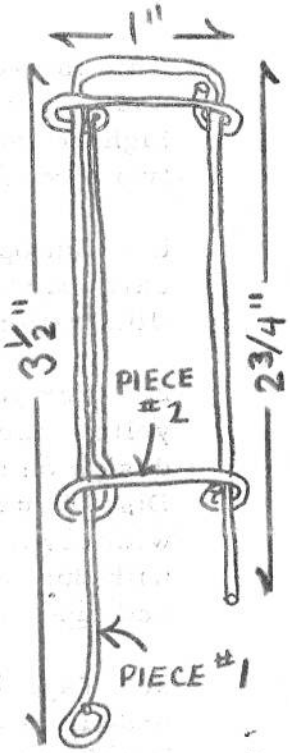
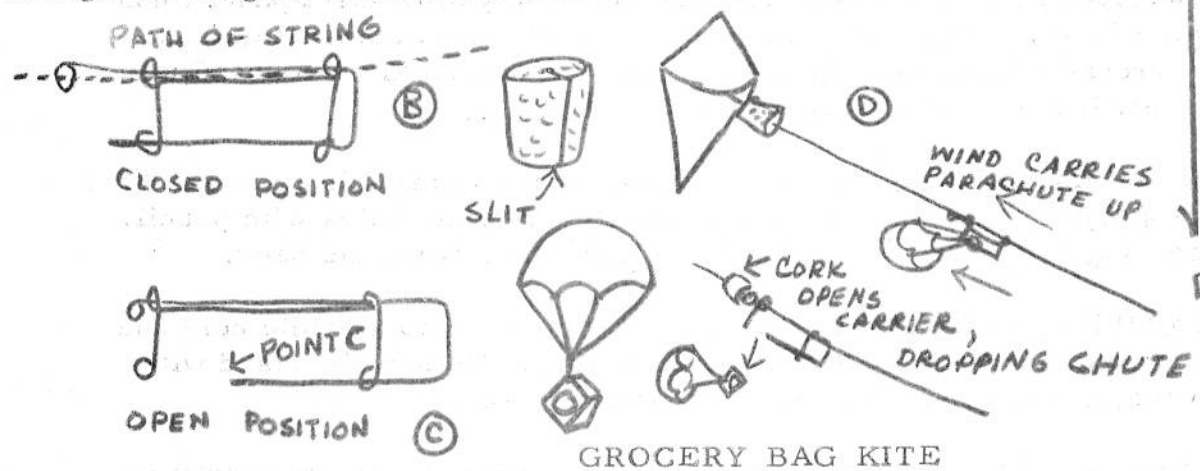


DIAGRAM (A)



GROCERY BAG KITE

Easily Made. You cut and tape.

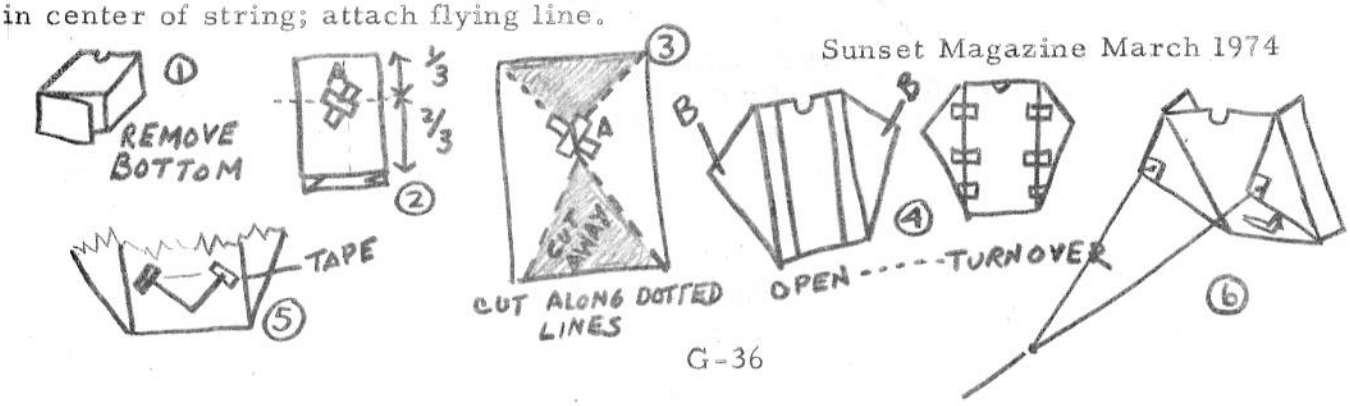
Any size of grocery or paper lunch bag will do. Cut off the bottom, leaving an open sleeve.

1. On the seam side of the sleeve, mark point A, in the center 1/3 down from the top. Apply a cross of tape over this mark. Then mark points 1/4 inch in from each of the four bag corners; draw lines from these marks to the top and bottom of the intersection of the crossed tapes, cut out wings along these lines.

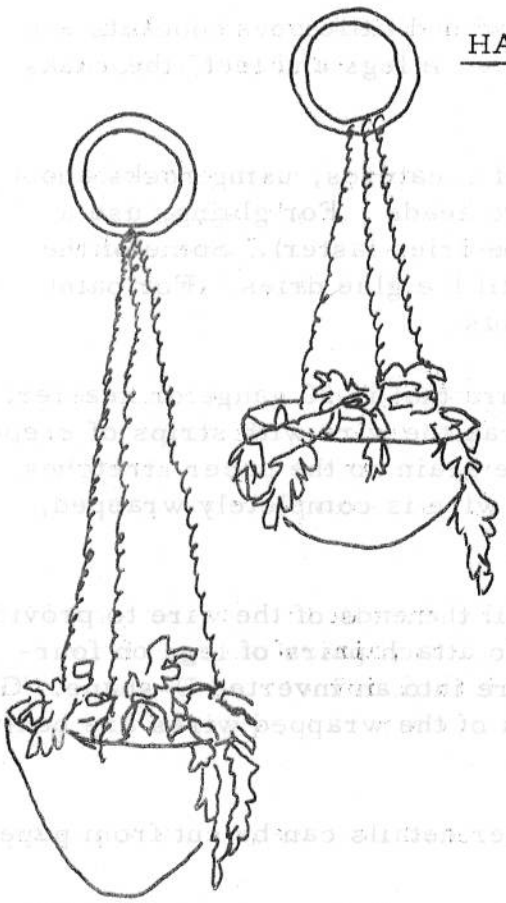
2. Spread wings, turn over, and tape wings to body.

3. Cut triangular vent; tape corners for strength. Punch holes B, where tapes cross. Cut 6-foot length of string; tie one end to each hole. Tie loop in center of string; attach flying line.

Sunset Magazine March 1974



HANGING PLANTERS



These small hanging baskets of greenery are made from the two sections of a plastic egg from L'eggs hosiery.

Heat an icepick and punch three holes around the top of the egg half. Attach a fine chain through each of the holes. Attach other end of chains to a drapery ring.

The L'eggs come in several colors, or they can be spray painted the color of your choice. Line the planter with potting moss and soil. Grape ivy and many other indoor plants are ideal for this little basket.

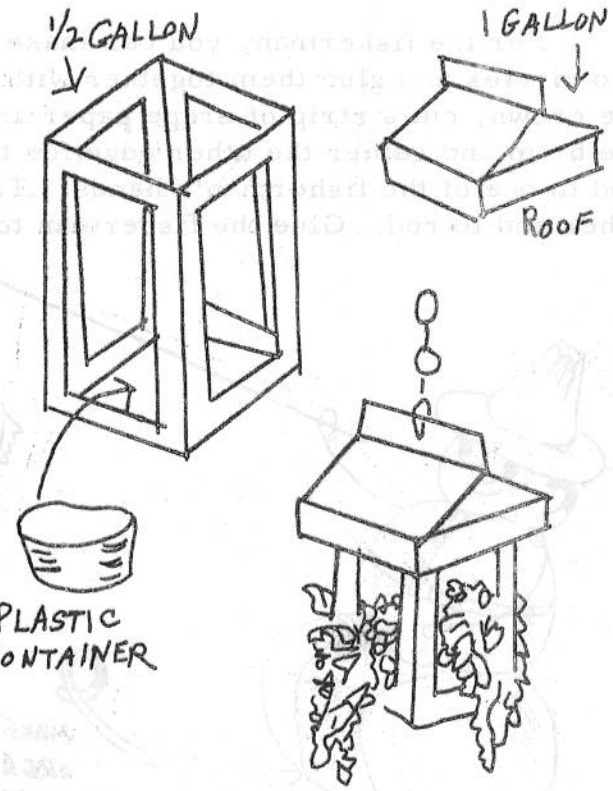
This planter is made from a half-gallon milk carton. Cut each corner down 1" from the top and bend back.

Cut openings in all four sides.

For the roof, cut the gable from a gallon milk carton 3/4" from the gable line. Fit the two pieces together snugly and glue.

Paint the color of your choice. When using powdered tempera, mix with a little liquid detergent, and it will paint on the plastic more smoothly.

Put a plastic cup inside for the plant container. Hang with a decorative chain.



Golden Empire Council

ROCK AND WIRE FUN

It's that time of year again--when the back yard and little boys' pockets are filled with rocks of all sizes and shapes. By adding wire legs and feet, the rocks will make a variety of standing creatures.

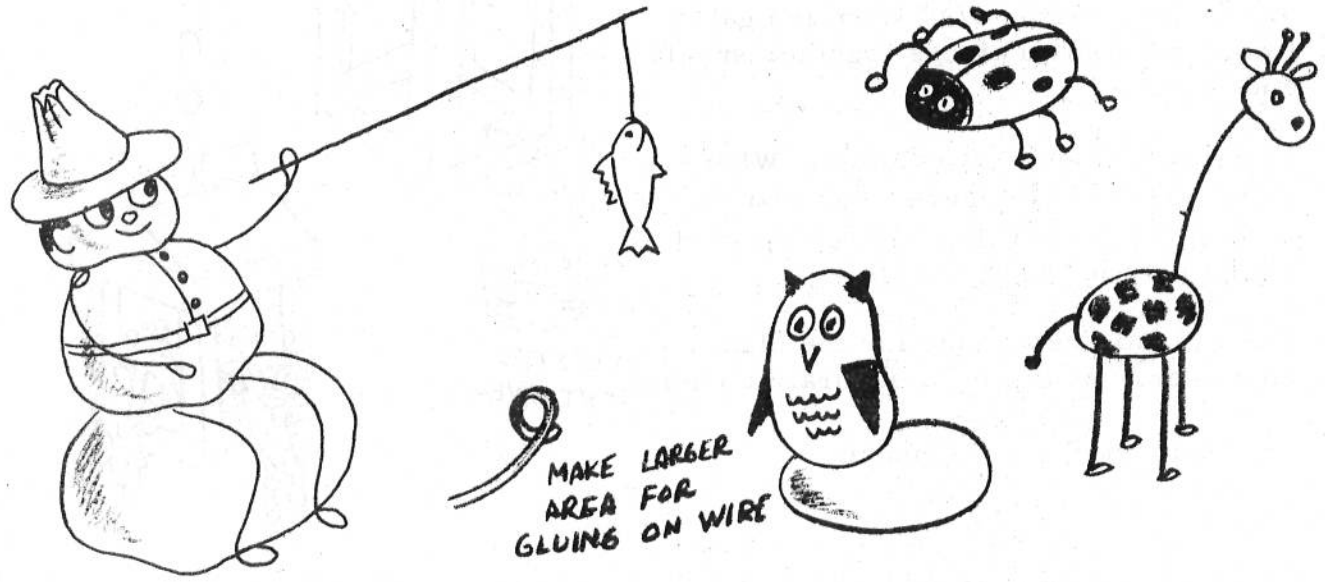
The rocks are used for the bodies and heads of creatures, using rocks about 2" long for the bodies and proportionate sizes for the heads. For gluing, use a thick craft glue or ordinary white glue (the thick glue dries faster). Some of the projects will have to be held together or propped until the glue dries. For painting the rocks, use tempera, enamel, or acrylic paints.

For arms, legs, tails, and long necks, use wire that is 20 gauge or heavier; this wire is sturdy enough to support the rocks. Wrap the wire with strips of crepe paper, about 1/2" wide, cutting the strips across the grain so the paper stretches. Then wind the crepe paper around the wire until the wire is completely wrapped, gluing the ends of the crepe paper.

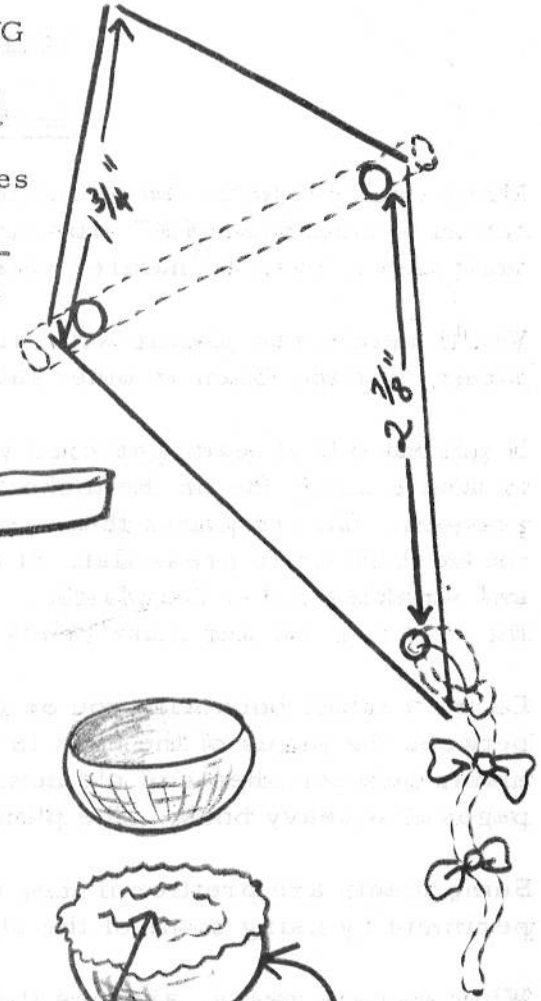
To attach individual arms, legs and necks, coil the ends of the wire to provide a better surface for gluing the wire to the rocks. To attach pairs of legs on four-legged creatures, make each pair by bending the wire into an inverted U-shape. Glue the crossbar to the underside of the body. The ends of the wrapped wires are bent or looped to make hands and feet.

Ears, horns, wings, beaks, features, and other details can be cut from paper or felt and glued in place.

For the fisherman, you can make a hat from crepe paper. For the brim, cut two circles and glue them together with the grain running in opposite directions. For the crown, cut a strip of crepe paper and glue the ends together. Glue one edge to the brim and gather the other edge for the top of the hat. Glue a piece of wire for a rod to one of the fisherman's hands. Tie a paper fish to one end of a string; tie the other end to rod. Glue the fisherman to a rock "seat."

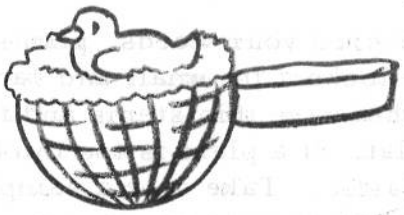


NECKERCHIEF SLIDES



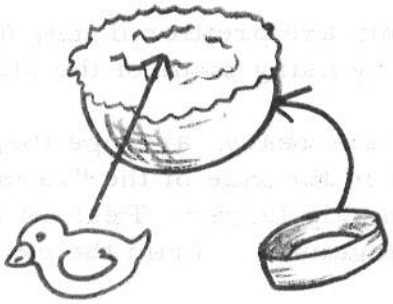
KITE - Cut kite shape from leather. Punch 3 holes as shown in diagram. Tie a yarn tail to hole at bottom of kite. Insert small dowel rod through remaining holes. Pack number or district name can be lettered or burned on the kite.

"BLUEBIRD IN NEST" -



Find a large burr acorn, remove center. Wash acorn in soapy water, rinse and let dry.

Put glue in acorn and cover all of inside. Put in some spagnum moss. Insert bird but put glue on bottom of bird so that it would remain secure and sturdy.



Glue plastic ring to side of burr acorn with plumbers glue or apoxy glue.

Ann Callahan
Wisdom Trail District

Materials needed:
Piece of bark (deco)
Pop-top ring
One scale from large pine cone
Small movable eyes
Alphabet macaroni
Small pieces of greenery or twigs

ECOLOGY - On the back of a piece of deco bark dig a hole (with a knife or small screwdriver) deep enough for the lip of the pop-top ring to fit in it. Fill the hole with glue and insert ring. Glue two eyes on a pine cone scale where it is indented at the top.

On the front find a suitable place to glue the "owl" scale on it. (Leave room for the words.) Glue some greenery or twigs on the bottom of the scale to resemble a tree branch. Glue on alphabet macaroni "GIVE A HOOT DON'T POLLUTE". Entire piece can be sprayed with hair spray to give a finished appearance.

Barbara Myers
Wisdom Trail District

SAMPLES OF SPRING AND SUMMER

Many craft projects can be fun to make as well as useful made from some of nature's most beautiful "products". Placemats, wall hangings, coasters, bookmarks, even a "nature" valentine.

You'll need clear plastic with sticky backing (Con-tac), scissors, construction paper, burlap, linen or other fabrics, weeds and things.

If you haven't already gathered your weeds, plants and other things, it's time to take a hike! Be on the lookout for small and fancy weeds, leaves, ferns and grasses. Gather plants that have thin stems and flat leaves - those that will not be difficult to press flat. If a plant is too thick or juicy, it may leave ridges and wrinkles under the plastic. Take only a sample of each plant so you leave the rest to grow and make seeds for next season.

Carry a small book with you on your hike. As you find your plants, place them between the pages of the book to keep them flat. When you get home, place the plants between sheets of old newspaper and press the newspapers between the pages of a heavy book. The plants dry flat and won't wrinkle this way.

Some plants are prettier if they do wrinkle before you use them. You can experiment by using some of the plants as soon as you get home from your hike.

When you are ready, arrange the plants on a piece of construction paper or fabric cut to the size of the "sample" you want to make. Cut a piece of adhesive plastic slightly larger. Peel off the backing and place it STICKY SIDE DOWN on your arrangement. Trim the excess from the edges.

If you want to label the plants in your design, write their names on small pieces of paper. Place these labels next to the plants before you cover them with plastic.

Some of your samples can be see-throughs. Arrange your plants on the sticky side of a piece of plastic instead of on paper or fabric. If you want to name the plants you won't need paper labels. Just write on the sticky surface with a felt-tip pen. Then peel off the backing of another piece of plastic and place it on top of the arrangement. Cut to size and presto! You have see-through samples.

Your "Nature Samples" can help you enjoy Valentine's Day next February. Rounded leaves or flower petals pasted on white, red or green paper or cloth make nature's valentines. Add a printed message, then place a piece of clear, sticky plastic over the card. Rub the plastic until it sticks. Your valentines will look best if you use the same size leaves or petals for each one you make...

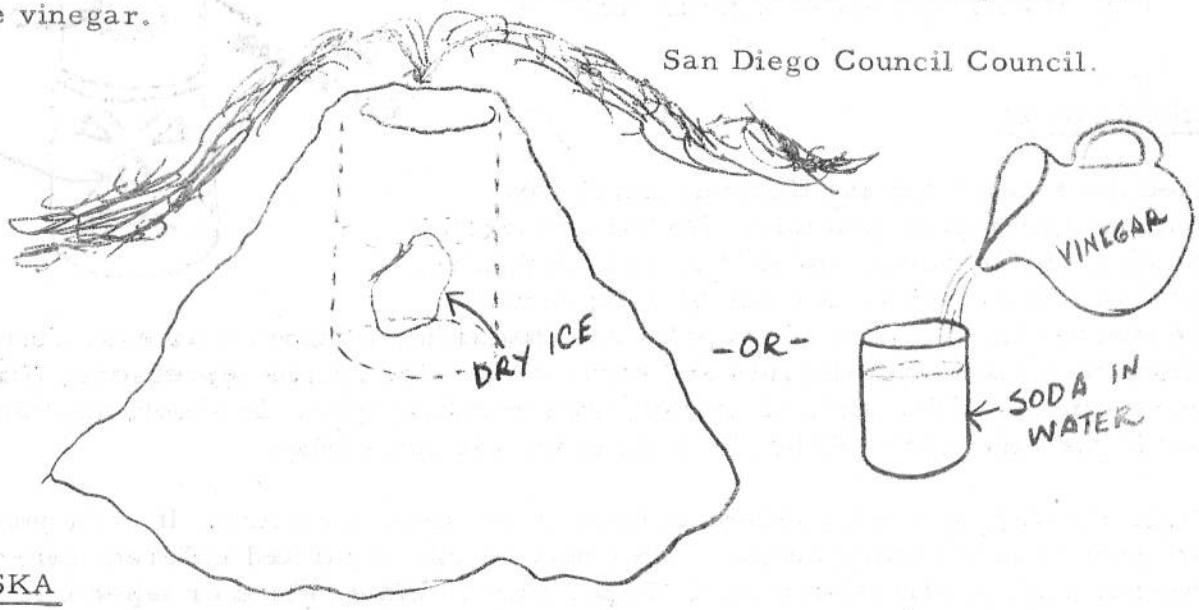
Indian Nations Council

VOLCANO (HAWAII)

A few days before, prepare the board to hold your volcano experiment. Use a piece of plywood or anything you have on hand that is suitable. It should be about 36" square. Cover plywood with two or three layers of waxed paper and tape underneath to hold. For the volcano use three packages of Crepe Paper; Bright Orange, Mint Green, and Brown. Cut the packages in 1/2" strips into a large bowl and add 4 cups of water. Slowly pour in what you need from a 5 lb. bag of plaster of paris until consistency is like clay. Working quickly put mixture onto board which has been covered with waxed paper. Mold into a volcano shape making a depression deep enough for a frozen orange juice can for the crater. Let dry thoroughly. Remove waxed paper.

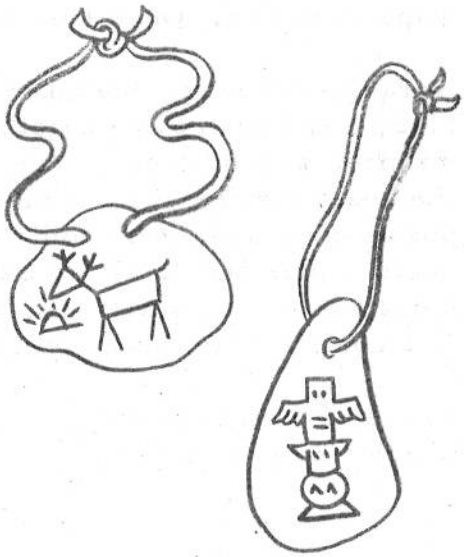
EXPERIMENT: Fill the can about half full of water and drop in a small piece of dry ice. The dry ice will smoke and send clouds of "steam" down the sides of the volcano. You can also experiment with a mixture of baking soda and white vinegar.

San Diego Council Council.



ALASKA

IMITATION SCRIMSHAW - Scrimshaw is a craft of the old whalers of the North Sea and of the Eskimo people. They used whale teeth and animal horns. The imitation ones are made of casting plaster.



Pour a blob of fresh plaster on wax paper. Flatten out slightly or leave in a smooth rounded lump. The plaster must be thick enough to hold its shape but not runny. With a pencil or dowel make a hole for the leather thong. Let dry, but don't let it get "brittle" dry. With a nail, scratch design on it. Darken lines with a felt marker, a brown one is good, then varnish for a shiny, bone-like look.

TIN CAN TOTEM POLE

Materials needed:

Several clean empty cans of the same diameter.

Masking tape or colored plastic tape.

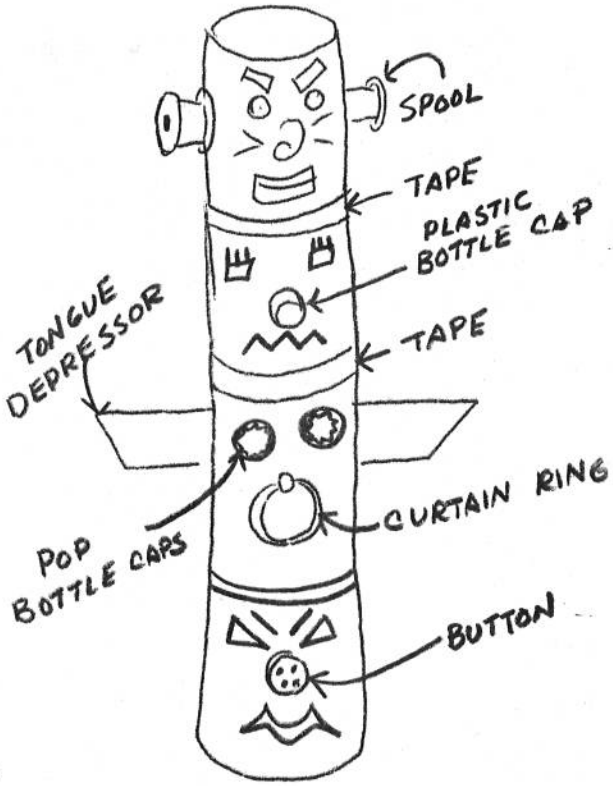
Construction paper of various colors.

Poster paints and brushes.

Buttons, bottle caps, etc.

Scissors and white glue.

Approximate cost -- 4 cents each



DIRECTIONS:

Even the Indians and the Eskimos never saw a wilder totem pole than this. No two are likely to come out the same, and that is as it should be. Some of the materials that can be used to make the various faces on the totem poles are macaroni, buttons, washers, curtain rings, thumbtacks, bottle lids and caps, spools and tongue depressors, lima beans, pieces of felt and, of course, construction paper. In short, anything that is the right size will be the right shape for something.

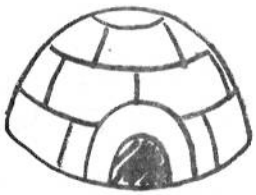
Begin the basic shape by gathering cans of the same diameter. It isn't necessary for them to be the same height. They may be either painted different colors or covered with construction paper. Paper may be either glued or taped into place. Tape is faster. Once they are covered you are ready to begin construction.

Arrange the cans, one on top of the other so that the colors of the different cans blend and fasten them together with either masking tape or colored plastic tape wrapped around them. You will have a much better finished product if you plan the heads before you put them together. Once you know what you are going to put on each one, you should apply all the face paint. In this way you will not accidentally knock off the ears and noses while you are painting. When all the paint has dried, start putting on ears and noses and wings as you choose. Here is a chance to let your imagination really run wild; so go to it!

Torrey Pines District
Golden Empire Council

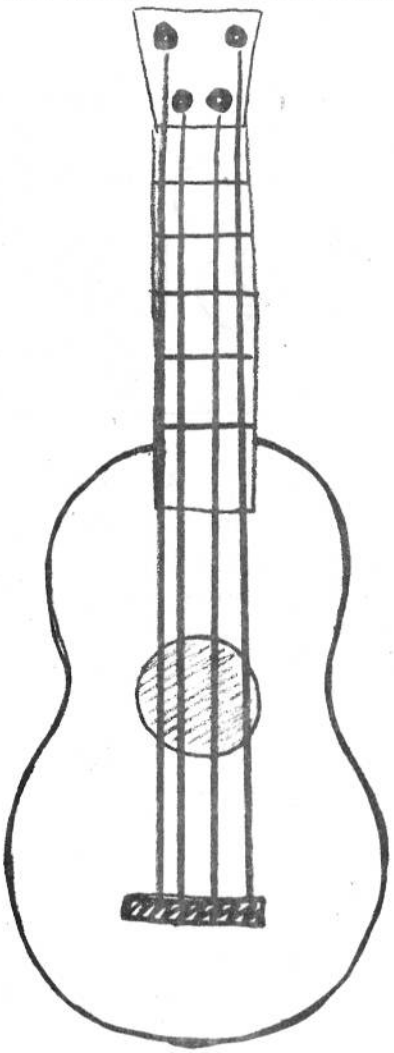
NECKERCHIEF SLIDES

ESKIMO - Use a 2" size fishing cork and cut it in half. The nose is a very small piece of dowel rod. Paint on eyes, hair, and a mouth. Glue in the nose. Cut the fake fur into a strip 1/2" x 6". Glue it in place around the edge of the cork. Use a pop top ring glued on to the back with a heavy-duty glue.

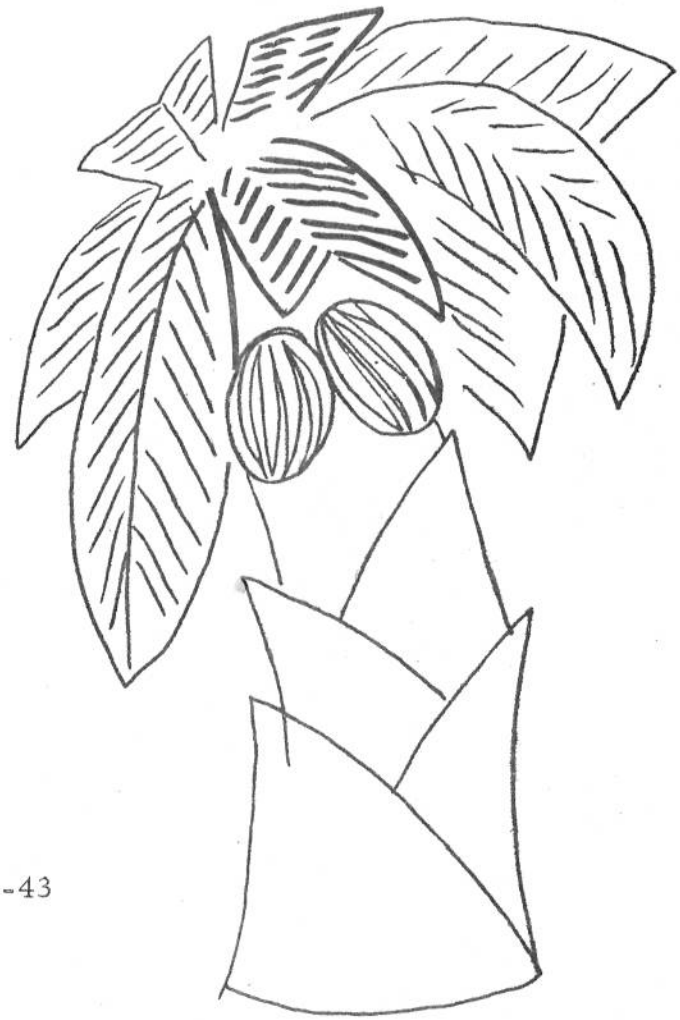


IGLOO - Pour plaster of Paris into an egg carton cup. Insert a pop top ring tab. When it is completely dry, paint it white (if necessary) with black trim.

UKULELE - Use the pattern below and refer to the "Shrink Art" section for this slide. Attach a plastic ring to the back after it shrinks.



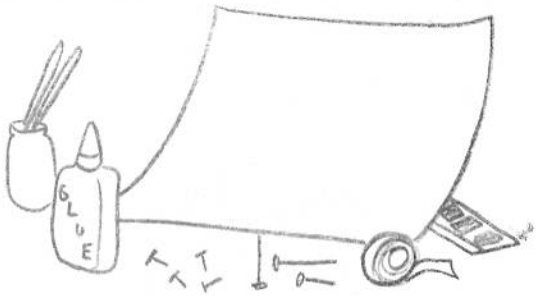
PALM TREE - Trace the pattern below on poster board and attach a pipe cleaner on the back. You may enlarge this pattern and use it for shrink art.

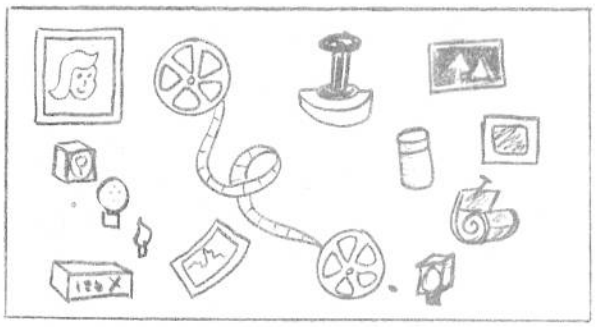


GENIUS COLLAGES

Put your imagination to work, and you can come up with clever and original ideas for collages. To make each collage, choose related items--such as photographic supplies, sports equipment, or kitchen utensils. Specific ideas are presented below. Besides making the pictures suggested, you can use the collage idea to make unusual coverings for wastebaskets and scrapbooks.

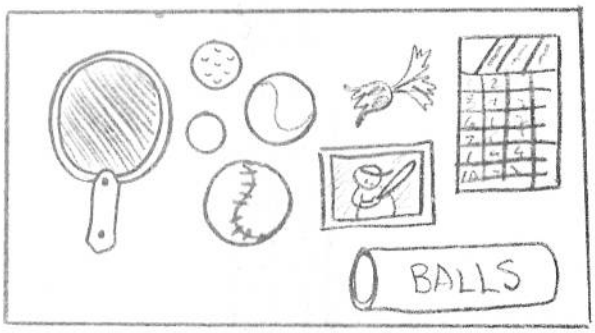
PICTURE COLLAGE - For a background for a picture collage, use a piece of wood or heavy cardboard the size you want. Paint the background and then attach items with tacks, nails, glue or tape. If you are using a wood background, you could glue or nail small shelves to the background to hold heavier items; paint the shelves.

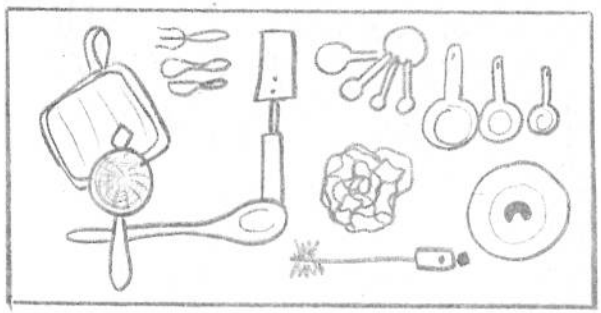




PHOTOGRAPHIC COLLAGE - For a photographic collage, use such things as film packs, cardboard slide holders, film reels and spools, flash bulbs and cubes, and cardboard film boxes. You could even attach some actual photographs to the background.

SPORTS COLLAGE - For a sports collage, gather old pingpong paddles and balls, tennis balls and their containers, fishing lures, golf tees and balls, score sheets from bowling, and even the strings from tennis rackets. Pictures of sports' stars would also add to your collage.



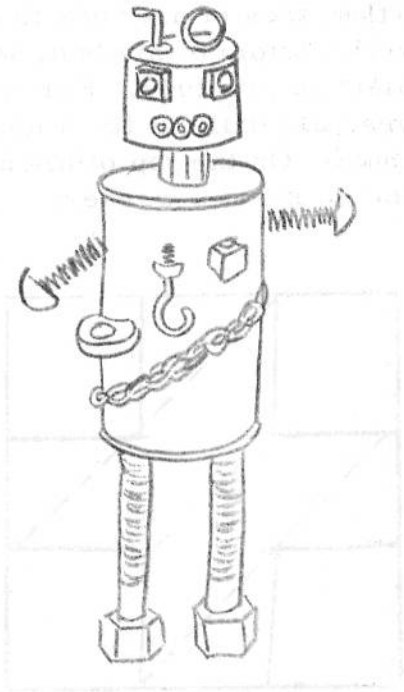


KITCHEN COLLAGE - A kitchen collage can include pot scrubbers, pot holders, measuring spoons, plastic forks and spoons, paper cups and plates, corn holders, old pot lids, or just about anything.

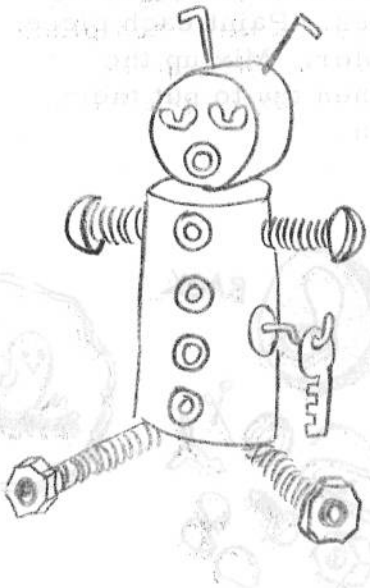
HARDWARE ROBOTS

You don't have to be a genius to make a robot--all you need are cans, spray can caps, nuts, bolts, or any other hardware that's handy. In no time at all, you can make a set of robots with personalities added with the hardware trim.

Only three robots, with instructions, are shown, but this is just to get you started. Make a robot to reflect your own individual creativity. Who knows--he just might work!



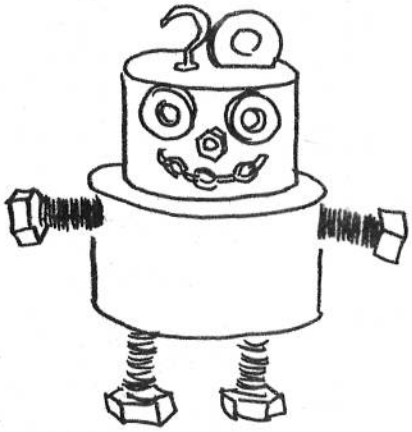
TALL STANDING ROBOT - For his head, use an inverted spray can cap, about 2" across. Glue on a cardboard circle to cover the top of his head. For his neck, use a plastic bottle cap. For his body, use a 6-ounce cardboard frozen juice can, covering the top with a cardboard circle. Glue all three parts together and spray paint. For legs, use bolts about 2 1/2" long. Using liquid solder, attach his legs to his body, being sure he is balanced properly before assembling. For arms, use bolts about 2" long. Use a knife to make holes in the sides of the body to insert and glue the arms. Now, for his trim. Glue on nuts for eyes and small washers for his mouth. Insert a brass ring and a right angle hook in the top of his head. On his body, insert a nut, large washer, cup hook and the ends of a length of plumber's chain.



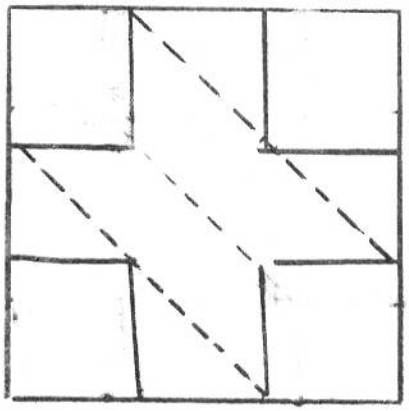
SEATED ROBOT - For the robot's body, use a 12-ounce cardboard frozen juice can, cut down to 3 1/4" high. Cover the top with a cardboard circle. For his legs, use bolts about 1/2" wide and 3" long. To attach his legs, use sturdy, flexible wire (about 20 gauge). For each leg, coil the wire, making about 8 coils around a bottle cap, 1/2" wide. Insert one end of the coiled wire into a small hole made in the bottom of the body with hammer and nail; wind until two or three coils are inserted. Wrap two or three coils at the other end around the bolt leg, just below the head of the bolt. For fee, thread nuts on the bolts. For the arms, use a smaller bolts and insert through holes cut in the body. For his head, place a spray can cap on its side, with the top facing toward the front. Glue the head to the body and spray paint the robot. For the robot's details, glue on wing nuts for eyes and a washer for his mouth. Insert right angle hooks in his head for antennae. Glue small washers down the front of his body for buttons; insert a cup hook in his body and, if you want, hang a key on it.

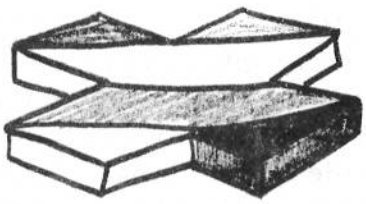
(continued)

HARDWARE ROBOTS



STUBBY ROBOT - A tuna or other similar round can makes the perfect body for a shorter robot. Cover the top of the body with a painted cardboard circle. Glue an inverted, painted spray can cap to his body for a head; cover the top of his head with a painted cardboard circle. For his arms and legs, use bolts about 2" long. Use a hammer and nail to make holes (making several holes to make one large hole) in the sides of his body to insert his arms. Attach his legs to the bottom of his body with liquid solder, making sure he balances properly. For features, use large washers for eyes, a small nut for a nose, and plumber's chain for the mouth. On the top of his head, insert a cup hook and cut a slot to insert a washer.



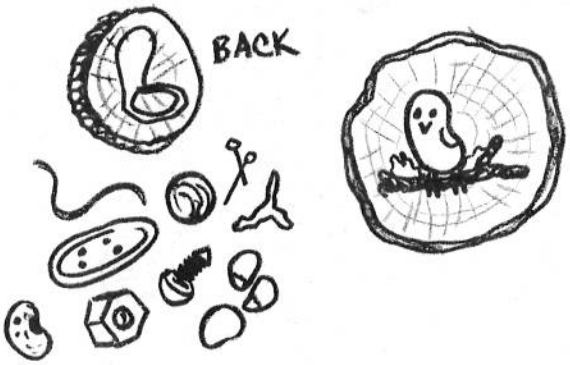


PUZZLE - Materials needed: plywood, saw, pencil, tracing paper, paints, and brush

Draw a cross on a piece of plywood. Cut around the outline with a saw. You will not need the four pieces left over, but they can be used in some other model.

Cut up the cross by sawing along the dotted lines. Paint each piece a different color. Mix up the pieces, and then try to put them together again.

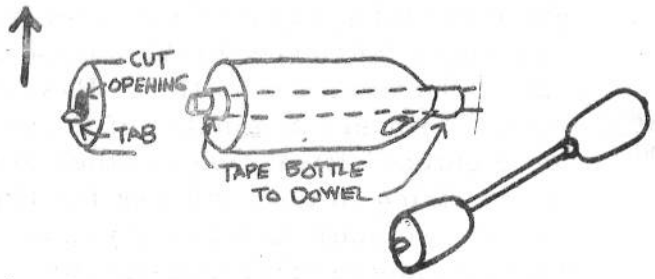
NECKERCHIEF SLIDE - Use a slice of wood from a branch approximately 2" in diameter and 1/2" thick. Glue a pop top ring to the back by bending the tab on it and using heavy duty glue. Give the boys an equal supply of "goodies" such as used in a Genius Bag and let their imaginations go wild in creating their individual slide. Glue the items on. A starter list of supplies could be: buttons, nuts, screws, string, marbles, pins, beans, yarn, stones, popcorn, twigs, etc.



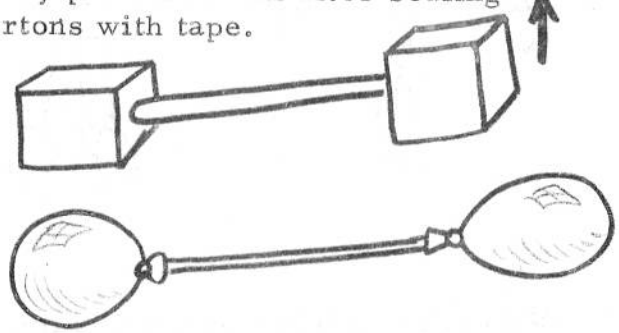
BODY BUILDING EQUIPMENT

BARBELLS - There are many different ways to make barbells. Here are a few samples. Sand the length of a broomhandle smooth...about a four foot length. Paint now if desired, and also paint 2 tall juice cans with one end removed. Mix enough plaster to fill one can and pour in, inserting 3-4 inches of one end of broomhandle before plaster sets. Let it dry a day or two before repeating with the other end. Spray paint. Be sure to brace or hold onto the handle until plaster "sets" enough to hold it upright or you will have a crooked barbell and it will not balance.

These barbells are very simply made with two half-gallon plastic bottles and a long wooden dowel. If the bottle opening is large enough, you may use a broom or mop handle instead. Cut an opening to fit the end of the dowel in the bottom of each bottle, leaving one side connected to make a tab. Insert gravel in the bottles to give weight and then slip one bottle over each end of the dowel, bending the tabs out and taping them to the ends of the dowel; tape the necks of the bottles to the dowel, too.

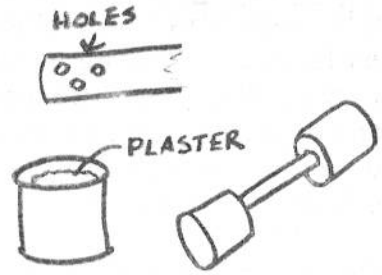


For a skit-circus type poke a broomhandle through the center of 2 cardboard boxes the same size. Use masking tape to hold in place (by wrapping around and sticking to carton INSIDE. Spray paint over all after sealing cartons with tape.



Another skit or circus type may be made from 2 round balloons and a dowel rod or broomhandle. Blow up balloons and knot them, leaving enough end to slip over ends of dowel. This is great for a fake strongman or a funny one.

Torrey Pines Pow Wow '74



For a smaller set, use smaller cans and dowel rod or PUC pipe scraps. PUC should have a couple of pour holes drilled through it on ends to be sunken so plaster can seep in and hold better.

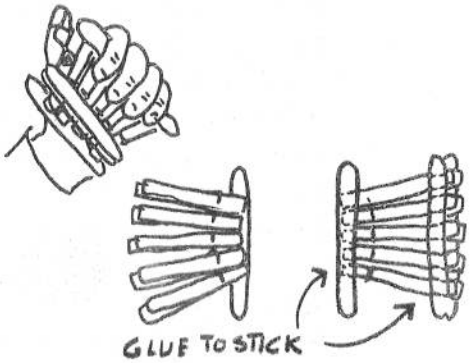
EXERCISE SHOES - Take an old pair of house shoes and sew weights all around. Washers make very good weights.

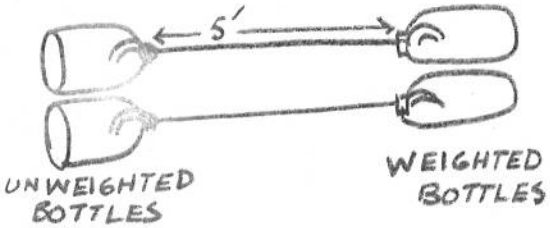
EXERCISE MATS - You can use old sleeping bags or one of those inflatable rafts left over from sunnier days.

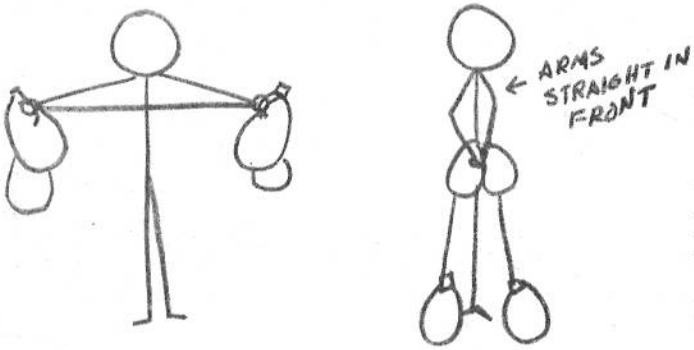
TIRE TRAMPOLINE - Just stack two tires to make this simple trampoline. Bounce up and down with feet on opposite edges of the stacked tires.

BODY BUILDING EQUIPMENT

TENSION HANDGRIPS - Place the closed ends of five clip clothespins together, side-by-side, and glue to a popsicle stick, as shown. Allow to dry thoroughly. Glue an additional popsicle stick on top; glue a popsicle stick to each side on the other end of the handgrip. To work the handgrip, place the open end between the palm and fingers, bending the tops of the fingers over one side of the handgrip; squeeze to open the closed end of the handgrip.

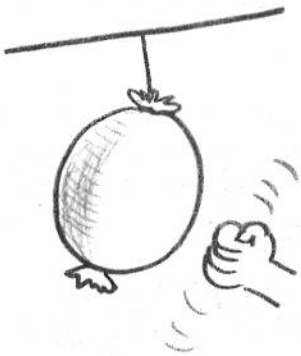






CHEST PULL - For this exerciser, you'll need four plastic bottles, with handles, about quart size. Put stone weights in two of the bottles. Have the caps on all the bottles. Take a piece of string about 5 feet long; tie one end of the string to the handle of one of the weighted bottles. Pass the string through the handles of the two unweighted bottles; tie the other end of the string to the handle of the last bottle. To operate the chest pull, hold the handle of an unweighted bottle in each hand, weighted bottles dangling. Spread the hands to raise the weighted bottles; bring the hands back together to let the bottles dangle again.

PUNCHING BAGS - Insert a balloon into an old nylon stocking and inflate the balloon. Tie the ends of the stocking around the inflated balloon, cutting off excess stocking. Tie a string to the top to suspend the punching bag from the ceiling or in a doorway. Or, suspend it from wire attached to a wall.



You can also stuff an old pillow case for an indoor punching bag.

Ball players and golfers know they can strengthen their grip by repeatedly squeezing a small rubber ball in their hands.

High Jump Test - Tack a yardstick on the wall just the height you can reach with your feet flat on the floor. Jump with a piece of chalk in your hand to mark the wall at the highest part of the jump.

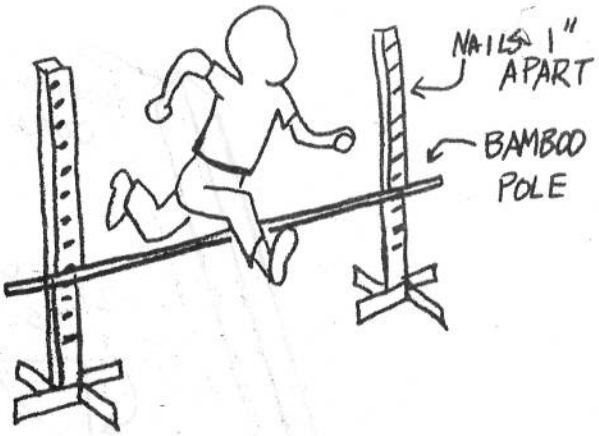
BODY BUILDING EQUIPMENT

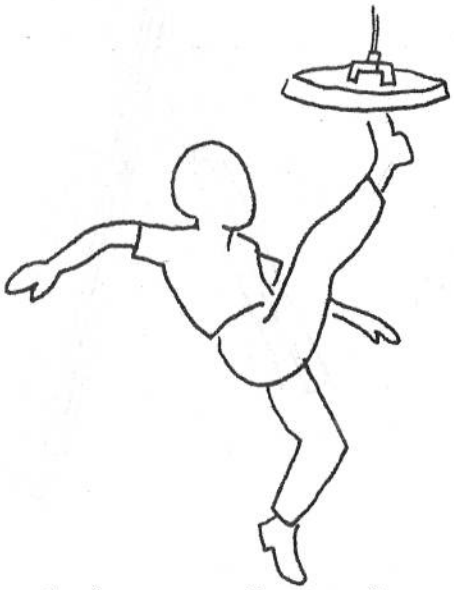
A regular house broom walked upright with the fingers of one hand strengthens wrist, finger and forearm muscles. Do this first with one hand and then the other.

A rope with one end tied to a pail of sand and the other to a dowel or broomstick, gives exercise as the boy rotates the dowel to raise the weight.

Make simple jumping standards like those shown below. Adjust height of pole to ability of jumper.

High Kick Test - Wear rubber-soled shoes to prevent slipping. You should be able to kick higher than your head.



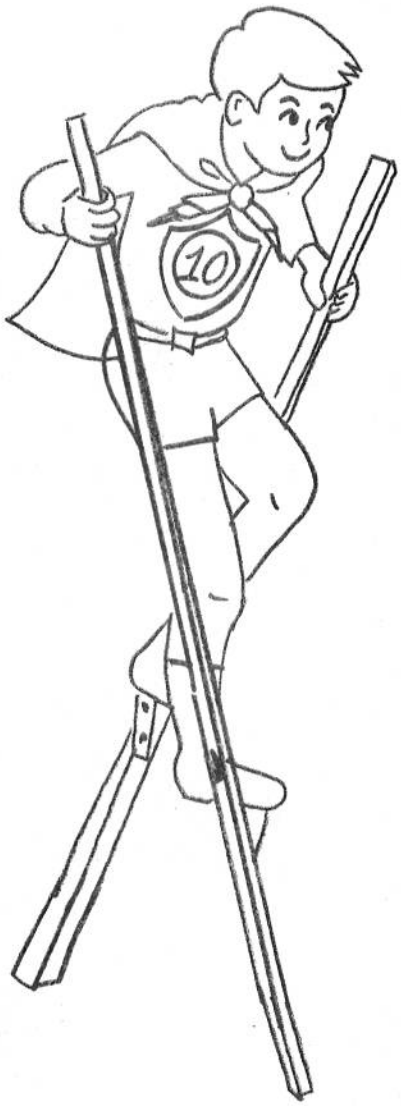


NECKERCHIEF SLIDE - Barbells can be made from small styrofoam balls. For the bar you can use a soda straw cut into proporation with the balls. Glue the balls on the ends of the straw and paint. Use a pipe cleaner glued to the straw.

ADJUSTABLE STILTS

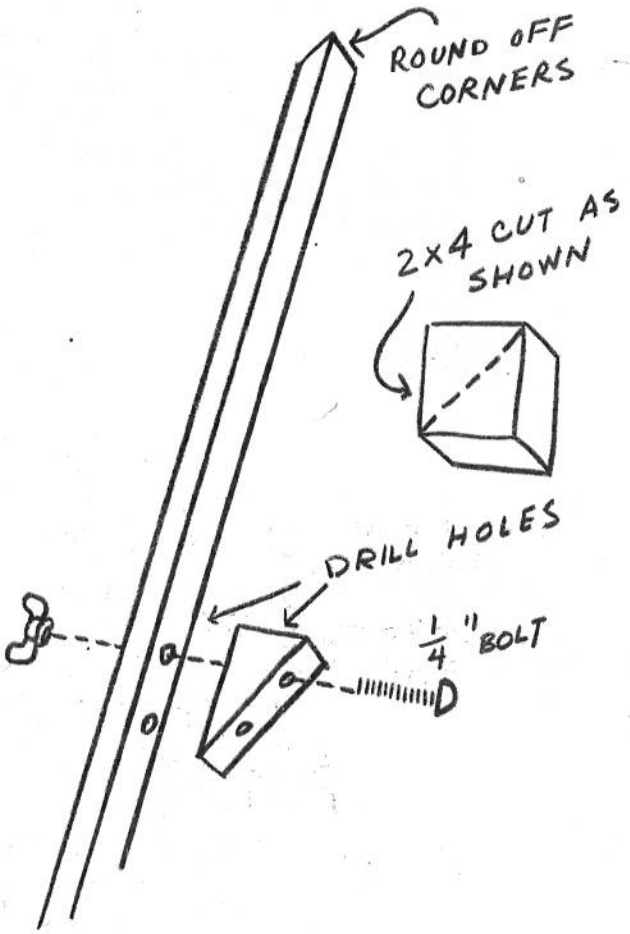
Use knot free
2 x 2 inch lumber.

Round off corners



For foot steps
use a 6 inch
piece of 2 x 4
cut as shown.

Attach with
1/4" bolts.



When you climb upon some stilts,
You sometimes wobble to and fro,
Making you really wonder,
If you'll ever make them go.
But you always manage then
Somehow to finally make it.
Cause you suddenly begin to realize -
On stilts you just don't fake it!

J. E. N.

Torrey Pines Pow Wow '74

A LICENSE GAME

Make as many copies of this United States map as you will have persons playing the game.

As you travel, look closely at the license plate on every car you see to learn which state it comes from. When you see a state license, make a cross in that state on your map. You may even want to use colored pencils and make the cross in the same color as the license plate. The player who first sees the license gets to make the mark on his map.

Two players can work together. One player looks for the license, and the other marks the map. Or each child may work separately and compete with the others to see who gets the most states filled in.

SUGGESTIONS:

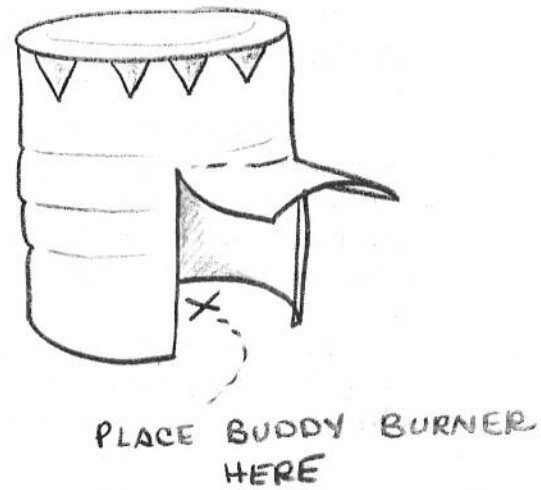
Teach map reading. Explain what the symbols mean on the ordinary map. Plan to take a short trip using a map the boys are familiar with.

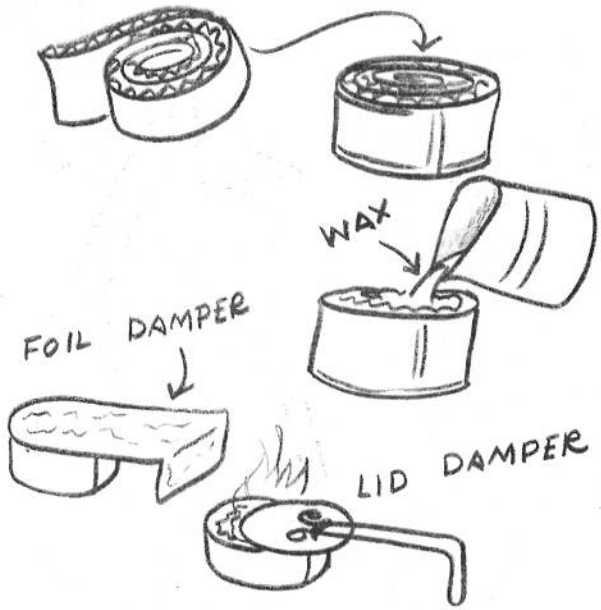
List all the songs that you can naming states; learn and sing some of these songs at your pack meeting.

San Diego County Council

TIN CAN STOVE - Materials needed: one #10 can (one gallon); tin snips; punch-type can opener

Directions: First cut out one end of the can. Then cut a door about three inches high and four inches wide on the side of the can at the open end, leaving the top of the door attached. Pull the door open. Slide the cut out lid into the can, settling it firmly against the closed end. The following procedure will hold it there permanently and the double thickness of metal will conduct the heat more efficiently. At the top of the stove (the closed end of the can) punch four or five smoke holes around the side. The metal from the holes will hold the extra lid in place. Your stove is now complete. You will cook on the top of the can.





BUDDY BURNER - To make the buddy burner, cut corrugated cardboard (across the corrugation so that its holes show) into strips which are the same width as the height of the tuna can. Roll the cardboard and place it in the can, then pour melted wax over the cardboard. Heat the wax in a coffee can sitting in a pan of boiling water, or in a double boiler.

The cardboard in the buddy burner serves as a wick and the wax serves as a candle to provide the heat for the stove. A small wick can be placed in the corrugated cardboard for fast and easy lighting. It is also helpful to turn the can on its side so that the flame can spread across the cardboard more easily. Filled with wax it will burn for 1 1/2 to 2 hours.

Damper for Buddy Burner - It is necessary to have a cover damper to control the heat on the buddy burner. These can be made out of foil or the lid of a can.

Foil - Fold a length of foil about 1 1/2 times the diameter of the buddy burner. Obtain three or four thicknesses of the foil. Fold one end back a little more than the diameter of the can. This end is then placed on the can and adjusted back and forth to control the heat. The otherend of the foil is bent at a 90 degree angle toward the ground to the height of the buddy burner. This end supports the damper and is used in adjusting it.

(continued)

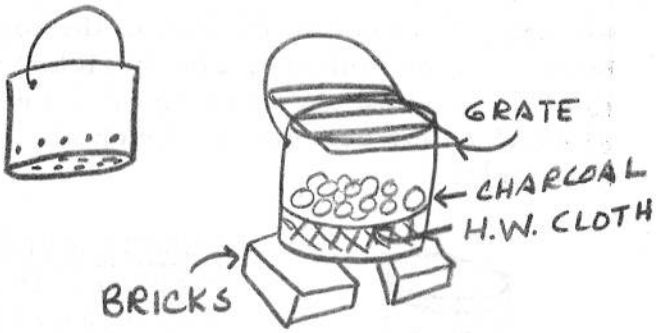
Damper for Buddy Burner (continued)

Lid - Make a damper from the lid of a can. The lid should be slightly smaller that the diameter of the buddy burner so that it will snuff out the flames in the center and permit the edges to burn. Now make a wire handle and attach it to the lid. This may be done with a coat hanger, preferably one that has a rolled cardboard around the bottom wire. Remove the cardboard and separate the wire where it is attached in the center. Bend the two sides together. Make holes in the end of the lid and wire the two ends of the hanger to it. Bend the end of the handle at a 90 degree angle so that it forms a support to hold the end of the can flat to the buddy burner. The damper can be pulled forward and backward to control the heat.

Roughing It Easy

HOMEMADE CHARCOAL BURNER -

Start with a No. 10 can, or paint can, and punch a row of holes on the bottom and side. Fold a strip of hardware cloth over and over and set inside to fill the bottom third of the can. Set can on bricks. Put in charcoal, light and add a grate.



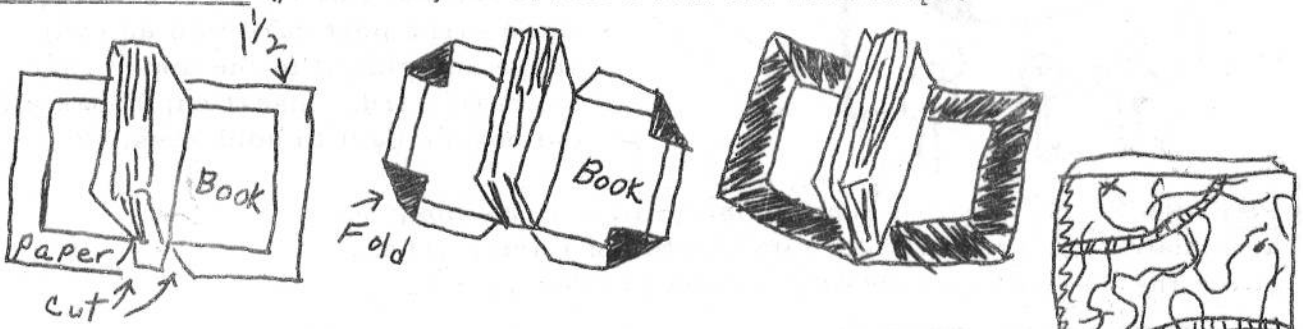
CAMPING PACK CANS - "Band-Aid" type cans make excellent containers for camping supplies: sugar, powdered milk, chocolate, etc.

NECKERCHIEF SLIDES

SALT SHAKER - Remove the top and bottom from a tiny Morton's salt container..... That's all!

AUTOMOBILE - Use a plastic car. Heat the tab end of a pop top ring holding it with pliers, then insert it into one side of the car.

BOOK COVERS - Book may be covered with old road maps.



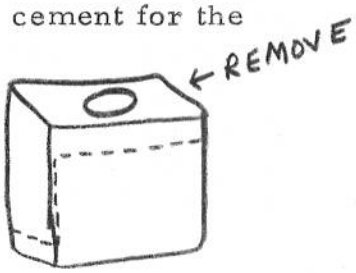
map covered book

VACATION LEFTOVERS

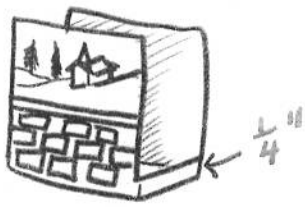
Maps, travel folders, brochures and post cards can all be used to make some very simple mementos of your summer vacation. Then, you can re-enjoy your trip all year long as you look at the accessories.

Press the maps with a warm-iron for a smoother appearance. For gluing all but travel folder pictures, use any kind of glue. Use rubber cement for the travel folder pictures.

DESK SET

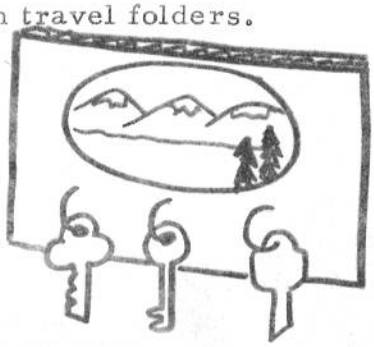


LETTER HOLDER - For the holder, use a rectangular one-pound cocoa can with cardboard sides. Cut the can down to 3 1/2" high. Cut out the narrow ends, leaving about 1/4" at the bottoms. Paint the holder white. Glue pictures from travel folders to the tops of the front and back. On the bottoms, glue "bricks" of colored paper letting the white show through for mortar. Glue a strip of white paper between the brick and picture sections on each side.



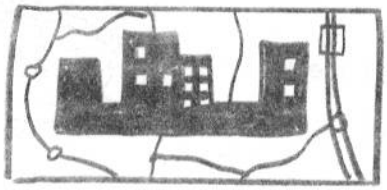
PENCIL HOLDER - For the holder, use a frozen juice can. Paint the holder white. Glue a picture from a travel folder around the top and add bricks around the bottom, as for the letter holder. Glue a strip of white paper between the bricks and the picture section.

BULLETIN BOARD - Use one of the maps used on your trip to make a bulletin board. Cut a piece of corrugated cardboard the size of the map. Iron the map and glue it over the cardboard. If you want, you can add a border of post cards, or pictures cut from travel folders.



KEY RACK - Cut a piece of corrugated cardboard, 5" x 7". Paint the cardboard or cover it with paper. Cut a large post card into an oval shape and glue it to the upper part of the cardboard. Insert cup hooks along the bottom part to hold keys.

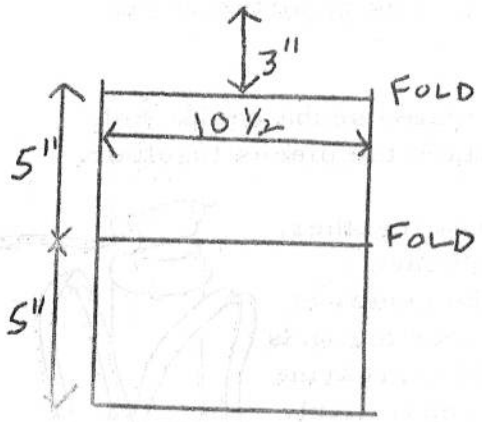
PAPERWEIGHT - For a paperweight, fill a small box, such as a match box or spice box with plaster of Paris. Then, cover the box with pictures from travel folders.

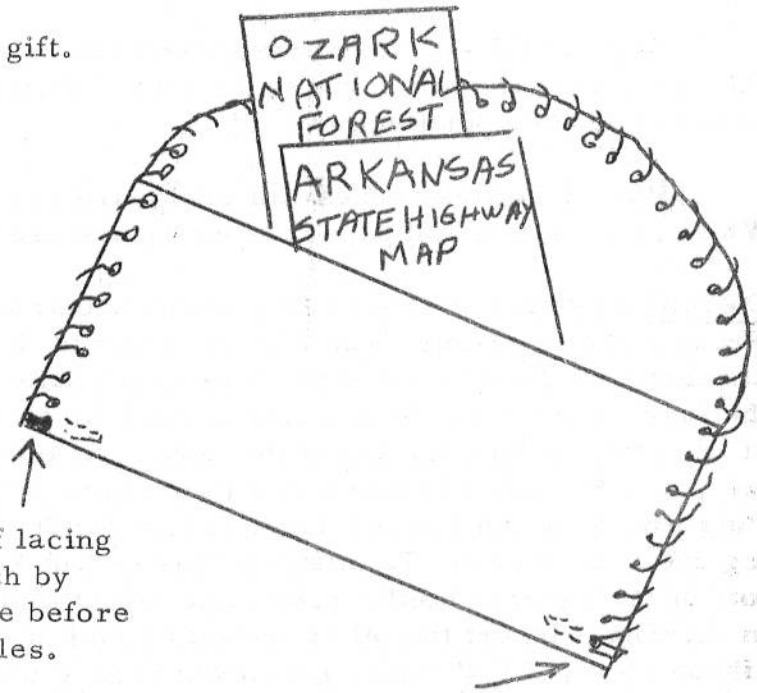


PICTURES - You can make some interesting pictures, covering cardboard with sections of maps. Then, add silhouettes, cut from black paper, of buildings, mountains, or trees.

MAP HOLDER

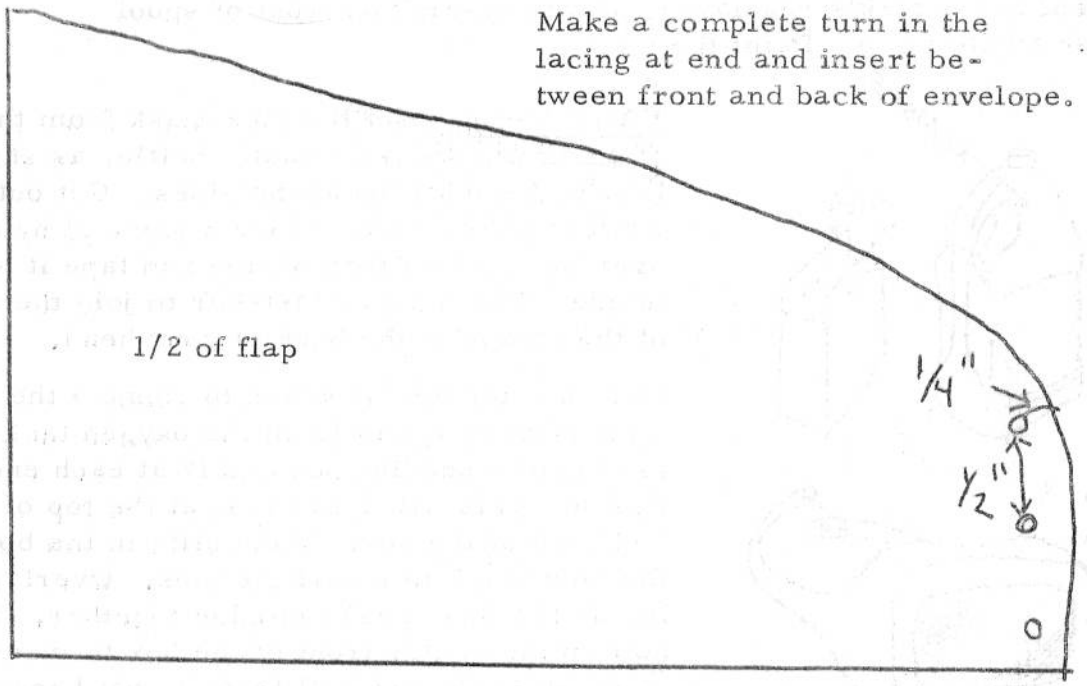
A useful family gift.





In first hole lay strip of lacing 1 1/2" on inside and catch by making a complete circle before traveling on to other holes.

Make a complete turn in the lacing at end and insert between front and back of envelope.

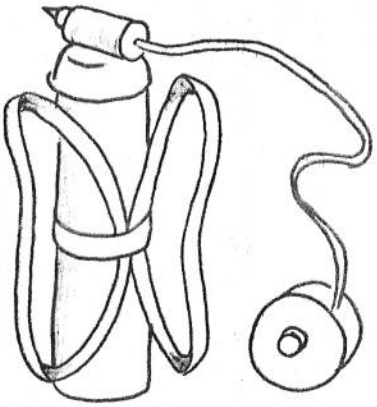


Materials: Light weight vinyl.
Boy Scout vinyl lacing for making lanyards.
Forty-five inches will be ample.
Small punch or ice pick.
Put in some maps from Highway Weight Station.
These maps are usually obtainable free.

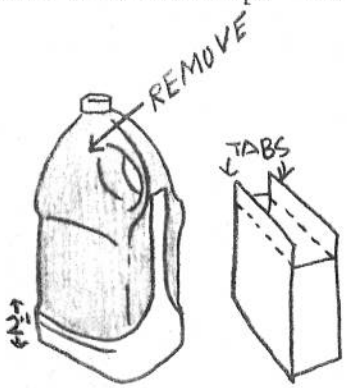
PLAYTIME SCUBA GEAR

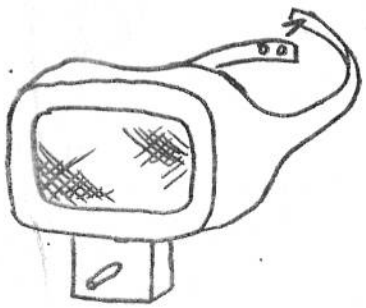
Just for fun--scuba diving gear made from various scraps. Even if it's not made for water, the equipment will give the boys an opportunity for creative and imaginative play.

Plastic bottles, boxes and cardboard make simulated scuba equipment. White glue, string and paper fasteners are used to attach the pieces together.



OXYGEN TANK - For the tank, glue two oatmeal boxes together. From ribbon or fabric, cut 1" wide strips to fit around each shoulder for straps. Glue the ends of the straps to the center of the tank. Glue a cardboard ring around the tank to cover the ends of the straps. For the top of the tank, use an inverted margarine tub and a 4-ounce squeeze bottle (from glue or hair preparation). Punch holes in the tub and bottle to insert wire for joining them together, as shown. To attach a "hose," punch a hole in the bottom of the squeeze bottle; insert one end of a piece of clothesline in the hole. Insert the other end into a hole made in the side of a ribbon spool, 2 1/2" wide; glue around the holes. The ribbon spool is the tank's regulator. Cover opening on front of spool with a bottle cap. Paint the tank.





FACE MASK - Cut the face mask from the bottom of a gallon, square, plastic bottle, as shown, leaving head straps at the sides. Cut out the center of the mask. Place a piece of nylon net over the back of the opening and tape it on the inside. Use a paper fastener to join the ends of the straps at the back of your head.

For an extension on which to connect the regulator (ribbon spool) from the oxygen tank, remove the top of a pudding box and 1" at each end, as shown. This will leave tabs at the top of the front and back of the box. Make slits in the bottom of the face mask to insert the tabs. Overlap the tabs inside the face mask and glue together. Make a hole in the center front of the box to insert a 2" piece of cardboard roll from a coat hanger. Glue the roll in place. When ready to "dive," place the regulator onto the cardboard roll; enlarge hole on spool, if necessary.

FLIPPERS - From cardboard, cut 9" flippers, as shown. From ribbon or fabric, cut strips, 1" wide, for ankle and foot straps. Slip the flippers on your feet, attach the ankle straps with paper fasteners and sew the foot straps in place.

UNDERWATER WORLD SCOPE

(Great to use from a raft or dock)

Remove ends from 3 juice cans. Align seams and fasten ends together with wire.

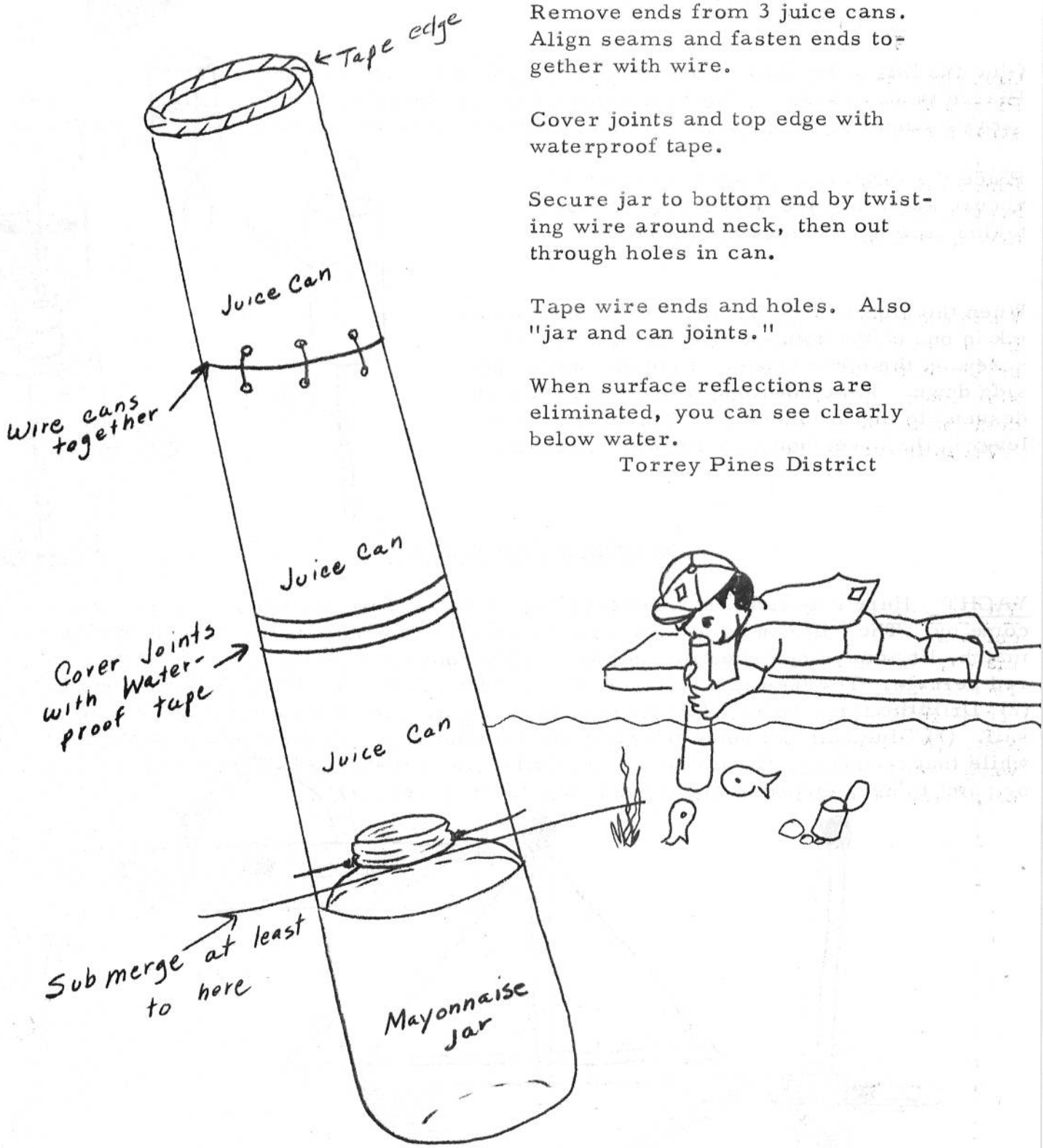
Cover joints and top edge with waterproof tape.

Secure jar to bottom end by twisting wire around neck, then out through holes in can.

Tape wire ends and holes. Also "jar and can joints."

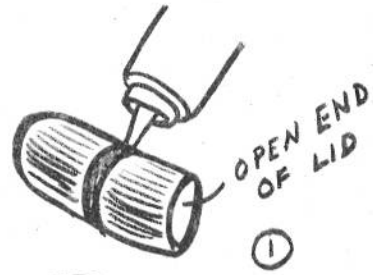
When surface reflections are eliminated, you can see clearly below water.

Torrey Pines District



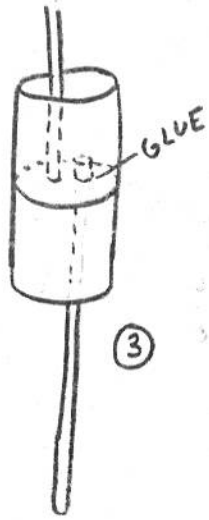
WATER CLOCK

Materials: Two transparent plastic shampoo bottles
Two narrow straws
Water colored with ink
PVA glue

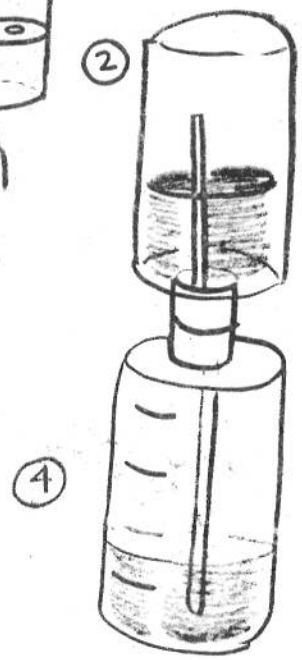


Glue the lids of the bottles back to back, as shown in the drawing. Pierce them in order to pass the straws through the holes. The straws should be very narrow--empty ballpoint tubes are useful.

Place the straws as shown in the picture. Secure them in place with a drop of glue, taking care not to block the straws.

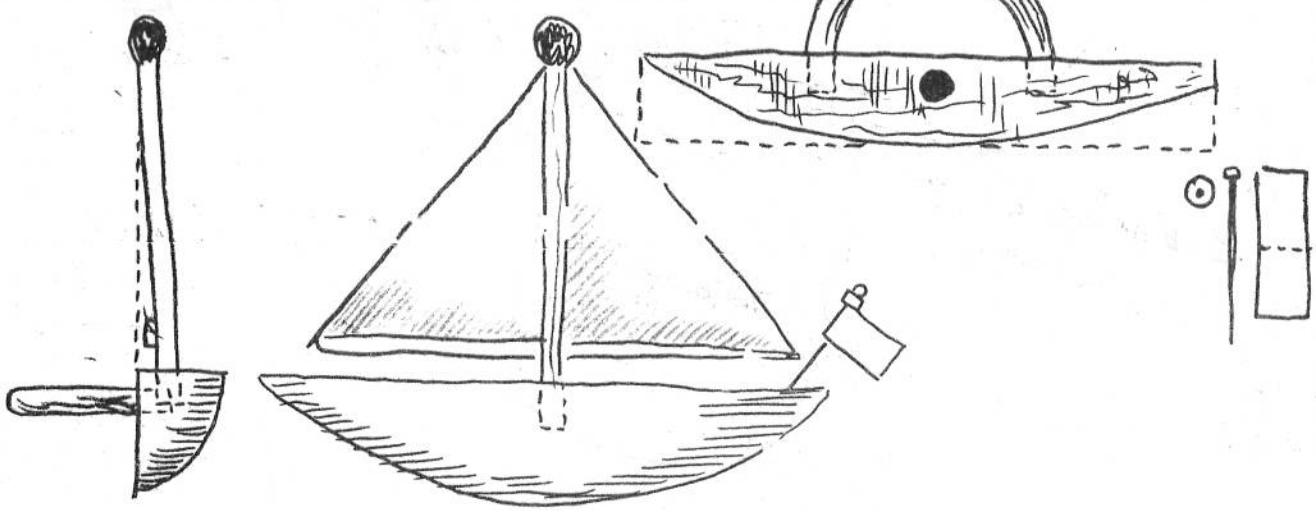


When the glue is dry, put the water colored with ink in one of the bottles. Put the lids on and screw on the other bottle. Turn the bottles upside down. Time how long it takes the fluid to descend to the lower bottle. Mark the water level in the lower bottle at regular intervals.



NECKERCHIEF SLIDE

YACHT - Here's a slide any Cub Scout can make--and the materials are easy to come by. The hull can be of white pine or balsa. The mast is a strike-anywhere match, lit and estinguished immediately. The boom is a toothpick. The sail is red percale. The loop is a piece of plastic clothesline. (1) Whittle and sand hull. (2) Drill the three holes. (3) Glue mast in place. (4) Glue boom to lower edge of sail. (5) Glue sail and boom to mast, and let glue dry. (6) Glue loop in place and while that is setting, fix up and add the little flag at the stern. There's no varnish or paint to use, either. Now all you have to do is wear it!



AQUARIUM PAPERWEIGHTS

With the popularity of miniatures, an "aquarium" paperweight is bound to be a favorite. Make one for your own desk; then make several more to give to friends as gifts!

The scene is arranged and glued in the lid of a small jar; then the jar is filled with water and glitter, and the lid glued on. Be sure to wash and rinse the jar and lid thoroughly before starting.

Use small, round jars with screw-on lids, such as those from cherries or marmalade, or junior-size baby food jars. Use household cement for all gluing and acrylic paints for painting. Paint the outside of the lid.

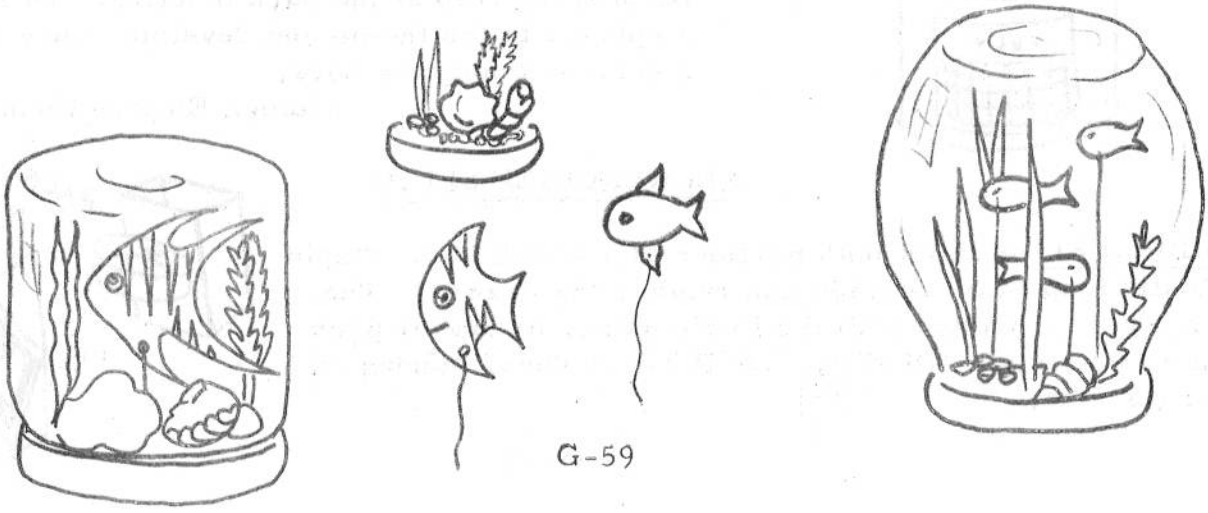
Glue a few tiny pebbles and shells in the lid, keeping the arrangement away from the sides of the lid so that you can screw the lid back on the jar.

Using a sharp knife, cut grass and seaweed from plastic foam egg cartons or foam trays. (if you use trays, paint them green.) Glue them to the stones and shells in the lid. Now, temporarily place the jar over the lid to see how it will look, and to be sure the arrangement fits in the jar. Remove the jar. Glue a few tiny shells on the seaweed.

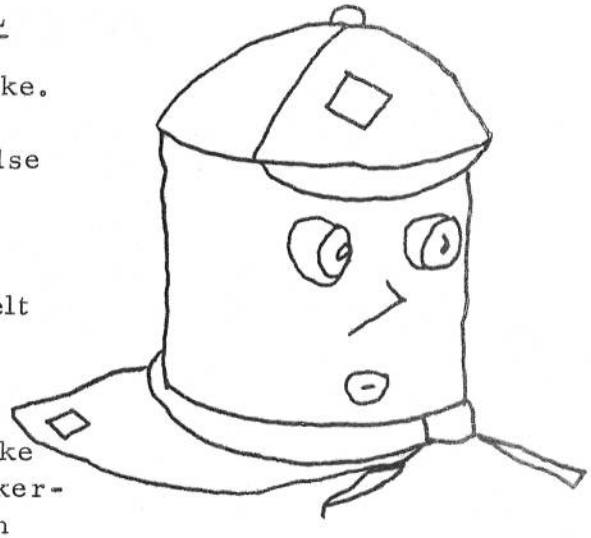
Cut fish from foam egg cartons or trays. (Paint the trays bright colors.) Insert and glue a piece of thread into the bottom of each fish. Glue the other end of the thread inside the lid. To make sure the fish fit inside the squarium, place the lid on the jar (aquarium is upside down) so the fish hang inside. Remove the lid.

Fill the jar with water. Pour one or two teaspoons of silver glitter into the jar. Then, coat the inside rim of the lid with glue, and screw the lid tightly onto the jar.

Wipe off the excess water, and set the jar upright (with the lid on the top side) for at least an hour, until the glue is dry. Then, turn the jar over, shaking gently so the glitter swirls in the water.



CUB CAN CATCH ALL



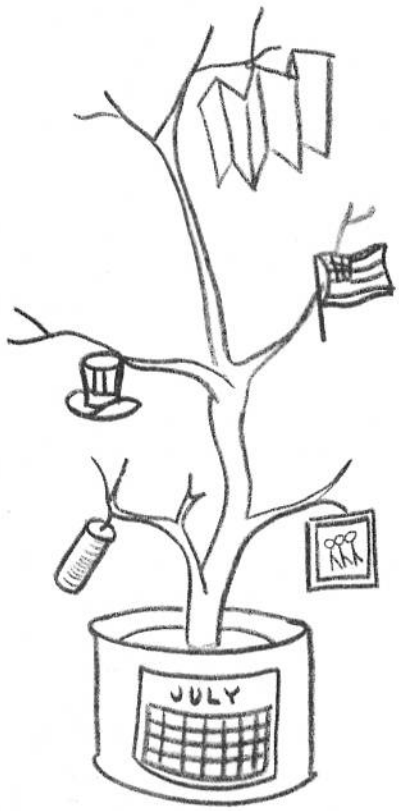
This is a handy little helper for the Cub Scout to make. It is a place to keep his patches, pins, neckerchief slides and cap. He'll probably use it for anything else he wants to "keep under his cap."

MATERIALS: Construction paper or burlap, three pound coffee can, scraps of construction paper or felt to make the eyes, nose, and mouth.

DIRECTIONS: Wrap construction paper or burlap around the can and glue in place. Use scraps to make eyes, nose and mouth. A cap is the top and the neckerchief is wrapped around the bottom and fastened with his favorite slide.

Torrey Pines District

THEME TREE



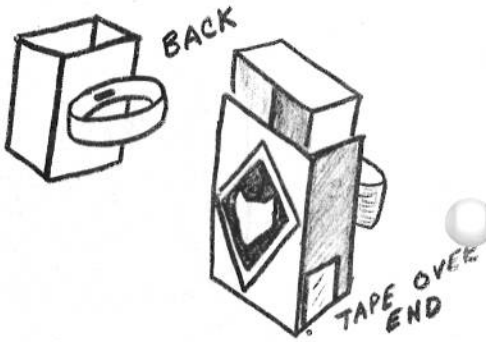
Stand a tree branch up in a can with enough plaster to hold it steady. On the side, tape a sheet of paper with the name of that month and the theme for the month.

Have the Cubs bring items to each den meeting during the month which will symbolize the theme, any holiday, or other highlight of that month, to decorate the tree. They could make craft items, cut pictures from magazines, or clippings from newspapers which will represent the above. Be sure their parents credit them under electives in their books for any craft items they make. As the boys arrive at the den meeting, they add that week's contribution to the tree.

Display the tree at the pack meeting. This adds emphasis to the theme and develops more enthusiasm among the boys.

Golden Empire Council

NECKERCHIEF SLIDE



DEN DUES KIT - Paint both portions of a match box. Staple an elastic loop to the outside and replace the drawer. The cover could be painted with the Cub's name, or den or pack number, or simply "DUES". Use to carry dues, bandages, messages, etc.

NECKERCHIEF SLIDE

This little Cub Scout neckerchief slide was made from a wooden bead with a face painted on it and a hole through the center. For the body, fold a pipe cleaner in half and glue the folded end in the hole of the head. Next, wrap a pink pipe cleaner around the first, where it joins the head, and shape into arms. From blue felt or other material, cut out a shirt to fit the pipe cleaner body and arms. For the neckerchief, wrap a bright yellow pipe cleaner around the neck and tie in front with blue yarn. For the hat, cut a circle with a visor, out of blue material. Glue to head. For a button on the cap, push a pin with a plastic bead through cap into hole in head. Sew or glue a ring on the back and your neckerchief slide is ready for use.

Last Frontier Council

CUB SCOUT GREETMASTER

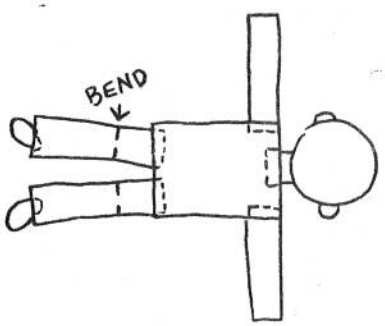
This little fellow fits around a 7" mixing bowl. Perch him near the door at your pack meeting and fill the bowl with blank name cards. Make your name cards shaped like a hand, using the actual-size pattern below.

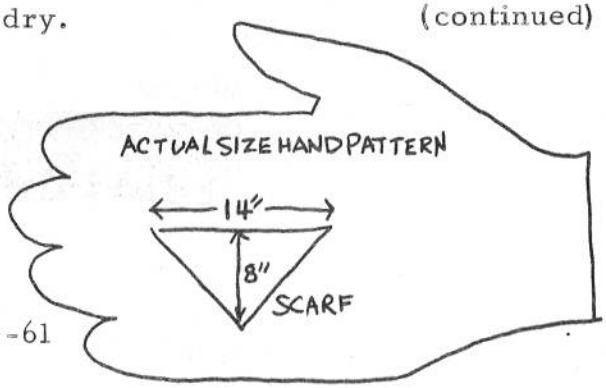
For the body, cut a piece of blue paper, 6 1/2" x 9". Also cut two pieces, 3" x 9", for his legs. Glue the legs to the back of the body at an angle, as shown. Glue on shoes cut from dark-colored paper. Measure 6" from the bottom of the trousers and bend each leg down.

For the head, cut a 5" circle, with a 2" square neck tab, from flesh-colored paper. Draw features and glue the head to the body, leaving 1" of the tab exposed for the neck. Add a cap. To support the head and body, glue a strip of cardboard, about 1" x 7", to the back with one end of the strip at the very top of the head.

For arms, cut two strips of blue paper, 2 1/2" x 7 1/2", and glue them to the back of the body, as shown. Using the actual-size pattern, cut two hands from flesh-colored paper. Glue hands to arms. Place the bowl in the Scout's "lap" and bring the upper part of his body up behind the bowl, so the shoulder line is about 1 1/2" above the top of bowl. Bring the arms around to the front of the bowl and glue the hands together in a clasped position, holding them together with a paper clip until the glue is dry.

(continued)





CUB SCOUT GREETMASTER (continued)

Cut a scarf, 8" x 14", from crepe paper (grain running lengthwise). Slightly crush and tie the scarf around his neck. Place the Scout on a table, with his legs hanging down over the edge.

DEN DOODLES

These den doodles can record a Cub's achievement in his years of Cubbing. They show at a glance how close each Cub is to reaching his goal.

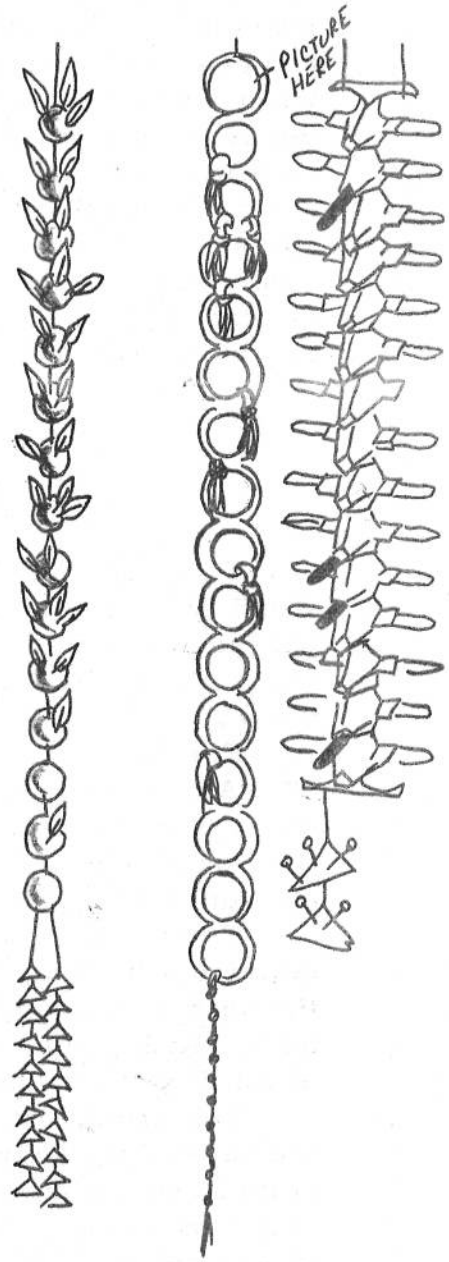
A doodle, made with corks and feathers, could appropriately be hung on the totem storage chest. For a doodle for each Cub, string 15 corks (or plastic foam balls), one for each achievement.

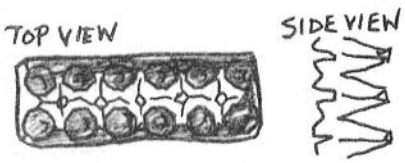
As requirements are met, stick a feather into the appropriate cork, using a different color for each year. Cut arrow points from plastic bottles and paint to match feather colors. Stripe to denote a gold or silver arrow. Hang arrow points below corks.

For another doodle, use a string of pine cones. Insert ribbons or pieces of tape into the pine cone to record achievements. Cut arrow points from foam egg cartons.

Sixteen six-pack rings, stapled together, as pictured, make another doodle. Glue Scout's picture in top ring and indicate achievements with yarn tassles. For recording arrow points, hang lengths of yarn from last ring; knot to record points.

Cut pulp egg carton peaks, as shows. Staple 15 together, lengthwise. Insert and glue colored popsickle sticks in side indentations and front peaks to mark achievements. Cut arrows from top of egg carton; hang below peaks and mark points with map pins.





STORAGE CHEST FOR DENS

This life-size totem pole can be made by stacking and gluing similar-sized cardboard boxes together. It makes heap big storage chest for one brave or squaw, or neat-um storage units for a tribe.

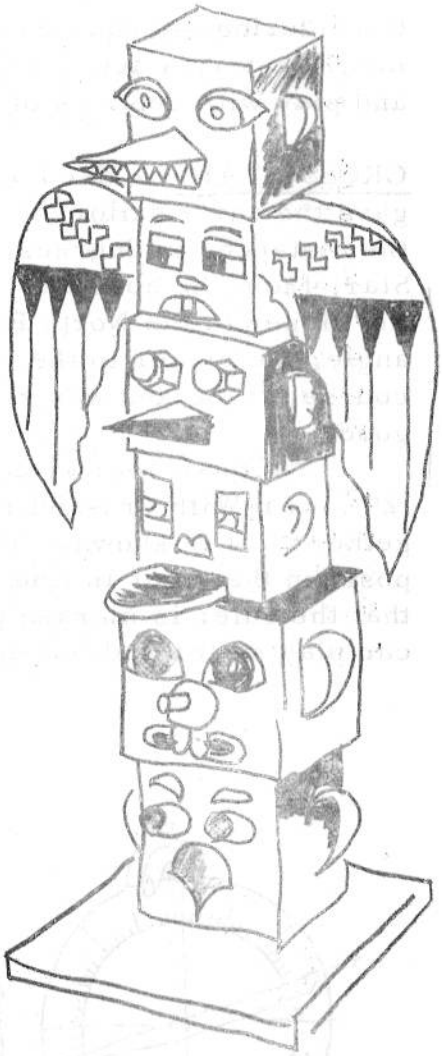
Before gluing the cartons together, decorate each carton as a totem head. Raised features can be made by applying plaster gesso with a brush. To make the gesso, mix 1/2 cup of water, 2 teaspoons of white glue and enough plaster of Paris to make the mixture the consistency of frosting.

Beaks can be cut from plastic bottles or lightweight cardboard. For each ear, use half a cottage cheese or similar container. The eyes can be accented with cups cut from egg cartons. Glue all in place on the cartons.

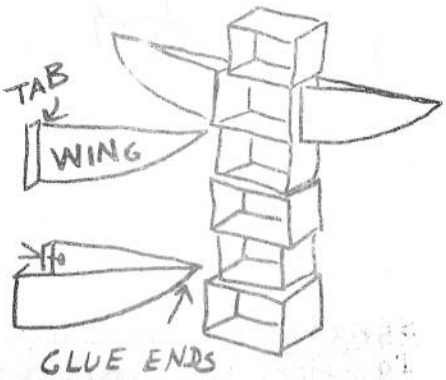
For each wing, cut two pieces of corrugated cardboard in either the outspread or folded position, as pictured. Bend the wing ends to make tabs, as shown.

Place the tab of each wing piece near the edge of the box and fasten to box with paper fasteners. Cover the prongs with tape to avoid sharp edges. Glue the tips of the two wing pieces together. The wings provide a perfect place to hang those den doodles!

To add color, paint heads with tempera. With decorating complete, glue the bottom carton to a wood base. Stack and glue the other cartons together. It's now ready to hold any supplies or the boys books or crafts.



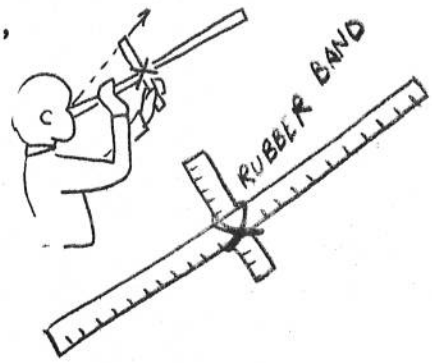
BACK VIEW



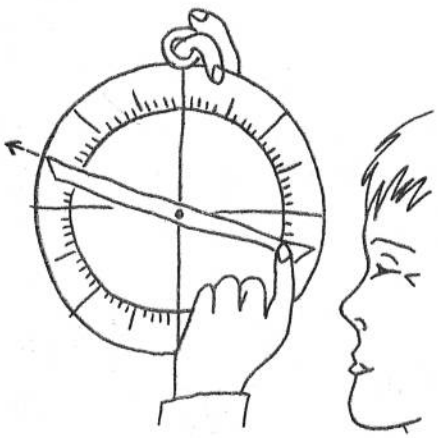
NAVIGATION TOYS

Considering the equipment they had for navigating, it's amazing that explorers many centuries ago were able to discover anything! It's easy and fun to make and play with replicas of their equipment.

CROSS-STAFF - Used before Columbus' time, the cross-staff gave the early sailor an idea of where he was. It measured the distance, in degrees, of a fixed star, such as the North Star, from the horizon. The larger the angle of the North Star, the closer to the North Pole the mariner was. The lesser the angle, the closer to the equator (or center) of the earth. Of course, if the sea was rough, the cross-staff did the sailor no good.



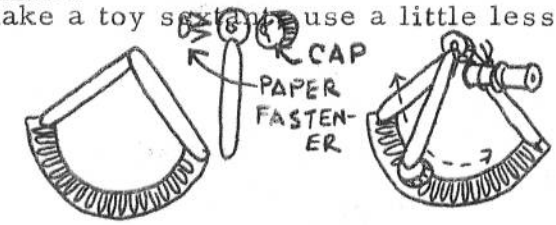
To make your cross-staff, use a yardstick and a ruler, 12" long. With crossed rubber bands, put the cross-staff together as it is shown. Aim the yardstick at the horizon and position the ruler in line with the North Star. By pretending that the ruler is marked off in degrees instead of inches, you can play sailor and tell approximately where you are on earth.



ASTROLABE - A more advanced cross-staff, the astrolabe, was in use in Columbus' time. The ancient astrolabe was a circle that was suspended from the finger by a ring. The outer edge was marked in degrees, and the astrolabe had sights down which the navigator could measure the angle between the horizon and fixed stars. Again, a calm sea was necessary for accuracy with the astrolabe.

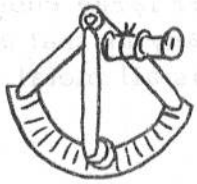
To make your own astrolabe, use an inverted 9" paper plate. Make crosslines, dividing the plate into four equal sections. Mark the outer edge into degrees. To make a movable pointer, cut a 9" strip of cardboard, cutting each end on a diagonal; attach it to the center of the plate with a paper fastener. Tie a curtain ring to the top of the astrolabe. With your finger through the ring, line up a cross-line with the horizon and use the pointer to line up a star. Note the angle on the rim markings.

SEXTANT - Replacing the astrolabe in the 1700's was the sextant. To make a toy sextant, use a little less than half the rim of a 9" (continued)



NAVIGATION TOYS (continued)

paper plate. Place the end of a tongue blade on each end of this rim, as shown, overlapping the other ends of the blades. Glue all together.



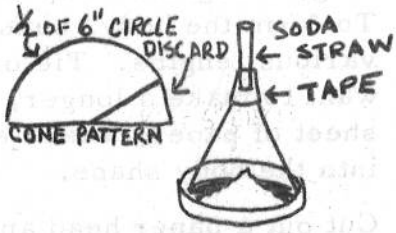
SEXTANT

To make the movable arm, use a third tongue blade. Glue a cardboard disc to one end of the blade. Fold the prongs of a paper fastener in half (to shorten them) and insert the folded prongs through the center of the disc. Next, push the prongs through a squirt-top bottle cap, enlarging the opening. Glue the rim of the bottle cap to the blades on the sextant. Glue another bottle cap to the free end of the movable arm.

A telescope is always attached to a sextant, so glue two wooden spools together; tie to one side of the sextant.

HOURGLASS - Early sailors used the hourglass to tell time. A member of the crew was assigned to turn the hourglass over every half hour. Woe to him who forgot or missed this important assignment! Although this hourglass is not "set" for any particular time, you'll have fun making and playing with it.

For the top and bottom of the hourglass, use two jar lids the same size, about 2 1/4" across. Line the inside of each lid with colored paper.



HOURGLASS

For each glass section, use half of a 6" circle of clear acetate, such as is used for card box lids. Remove a small, pie-shaped section (shaded area), as shown. Roll into a cone, overlapping the edges about 1/2" to close the point as tightly as possible. Tape along the edge and over the point, using clear tape. Each cone should fit snugly inside the jar lid.

Set each cone, point down, in a juice glass, putting about a tablespoon of salt in one cone. Apply a line of household cement inside the edge of each jar lid and place a jar lid over each cone; let glue dry.

Snip the tip of each cone, so you have an opening about 1/8" across. To join the cones, use a piece of plastic soda straw, about 1 1/2" long. Tape one end of the straw over tip of one cone.

For supports around the hourglass, use four tongue blades, spacing them and gluing the ends inside the rim of one jar lid. Then, tape the other end of the straw over the tip of the other cone, gluing the other ends of the tongue blades inside the second jar lid.

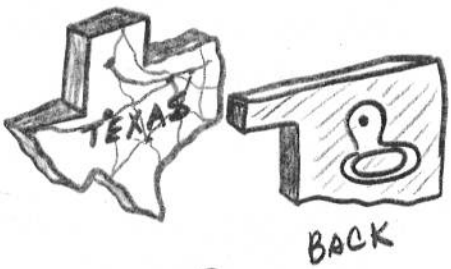
The salt should run smoothly from one cone to the other. If the salt hesitates, a light tap will get it running.

NECKERCHIEF SLIDES

GLOBE - To make this slide, purchase a little globe pencil sharpener at a dime store and slip the globe off. With an electric drill, drill the hole down through the center large enough to slip onto your neckerchief. It's as easy as that and makes a very durable slide since it is all metal.

San Diego County Council

PUMPKIN - Use a small plastic pumpkin. Cut out the bottom and slide it on.



STATE MAP - Let the boys cut out the state in which they were born from a United States map. This can be glued to poster board or decoupaged on a small piece of wood. If poster board is used, glue a pipe cleaner to the back. If wood is used, glue or nail a pop top ring to the back.

HALLOWEEN

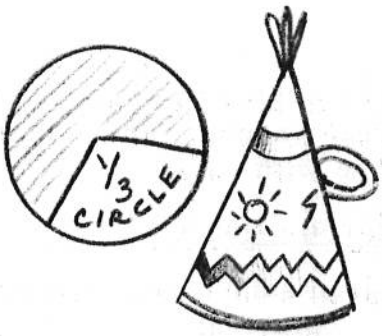
WEIRD WITCH - To make the wispy garment for the witch, cut a 12" x 18" piece of black construction paper, as shown. This will give you one, long, irregular strip of paper about 1/2" wide. To form the body, bunch it together into loops of various lengths. Tie or staple at one end. If you want to make a longer, fuller skirt, cut a second sheet of paper, attach ends together, and drape into the body shape.

Cut out a paper head and a hat, including stringy hair; glue in place. Perch a tiny paper spider atop her hat. Draw features with crayon and add tiny wisps of cotton cobwebs here and there on her dress.

Suspend her with thread in a doorway, on a wall, or from the ceiling....and watch her cavort every time a breeze blows through the room.

SPIDER - For a small spider, use a 2" section of cardboard roll. For legs, cut tapered pieces from another roll and glue in place, as pictured. Insert an inch wide section cut from cardboard roll for top of the head. Paint as desired and glue on paper eyes and mouth. Add a loop of string for hanging at the top. Suspend your spider from a light fixture, preferably where he can tickle the neck of some unsuspecting guest!

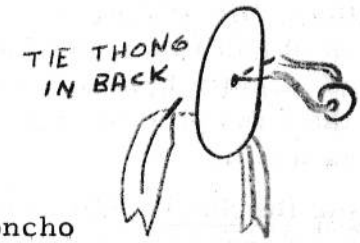
NECKERCHIEF SLIDES



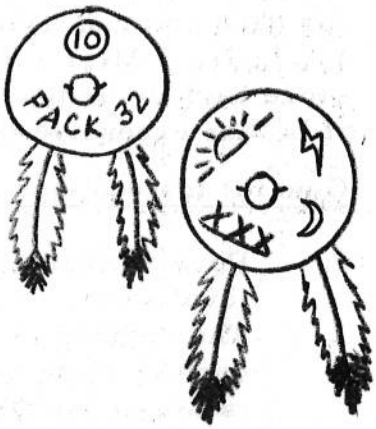
TEPEE - From leatherette, cut 1/3 of a circle and roll into a cone. Overlap edge and sew together. Glue toothpicks inside at top and add Indian designs with airplane dope. Sew ring at back.

Last Frontier Council

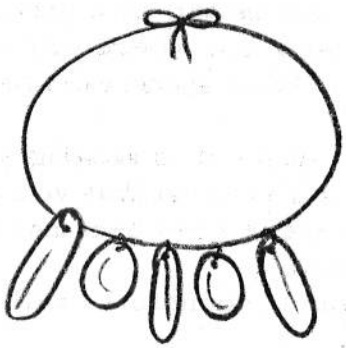
INDIAN SLIDE - This slide idea has many variations and can be used for any occasion merely by writing the event or honor, name and den number or pack number on the slide.



Supplies needed:
- 1 leather thong or pipe cleaner
- 1 bead
- 2 colored feathers
- 2-2" vinyl circles or 1 leather concho
- glue (quick-drying kind is best)
- permanent marker



Writing should be done on circles before starting (leave center blank). Leather conchos, beads, feathers and thongs can be purchased from Tandy Leather Co. If using vinyl, a glass makes an easy pattern to draw around. If using vinyl circles, glue 2 circles together with 2 feathers between. If using concho, just glue 2 feathers to back. Cut hole in center of circle. String bead on thong or pipe cleaner--center bead. Take the two ends of thong and put through hole (coming from front to the back). Secure at back by tying or twisting.



PLASTIC SPOON NECKLACE - Use bright-colored spoons. To remove the handles, hold each spoon over a candle flame to soften the area where the bowl and handle are joined. Then, cut with scissors. Wearing gloves, use a heated nail to make holes in the bowls and handles for stringing. Remove any black residue on the spoon "beads" with a sharp knife. String the beads on a cord, tieing each bead in place.

CHICKEN BONE NECKLACE - Chicken bones can make a very authentic-looking Indian necklace. Use bones of all types. Wash the bones thoroughly in hot soapy water to remove grease; scrape off any remaining meat with a knife. You may use a small saw to cut the bones. You'll find many of them are hollow inside, making them naturals for stringing. On other bones, use a drill to make holes. After the bones have dried thoroughly, you may varnish them or paint them. Then, string them on cord, knotting between the beads.

SAND SCULPTURE

Sand sculpture was an art of the American Indian which required much skill and a steady hand. Sand sculpture is a variation of sand painting which Cub Scouts can do with ease.

Materials Needed

Colored sand (commercially colored, or color your own with tempera or food coloring)
A container for each color of sand (such as margarine tub, baby food jar, etc.)
Containers for sculpture (start with baby food jars, then progress to larger jars)
A sharp object (such as a knitting needle, pencil or wire)
A spoon slightly bent between bowl and handle (put plastic spoons in oven until they are pliable, then bend) For larger containers, a long-handled spoon is useful.

Coloring the Sand - Mix sand with coloring and a little water until liquid is absorbed. Spread it out on a cookie sheet covered with foil, using a separate sheet for each color of sand. Either dry in the sun or put in 300 degree oven for about two hours. After sand is completely dry, sift until smooth with no lumps, and store each color in a separate container. You can use salt for the white color - it is less expensive than sand.

General Instructions

1. Pour a layer of white sand (or salt) in jar. Rotate jar between hands to level sand.
2. The colored design is built up next to the inside edge of the jar. A center core of white sand (or salt) is maintained to back up your work. A funnel is useful for this. Be sure the center core always stays higher. This will not only support and back up your work around the edges, but will also eliminate using so much colored sand.
3. It will help if you will make a colored sketch of your design on a piece of paper before you begin the sculpture. This will show you where you're going.
4. Use only small amounts of colored sand in spoon. Hold spoon next to inside edge of jar and let sand filter down side of jar.
5. As you work on each layer of sand, rotate the jar while it is resting on the table. You can set the jar on an upturned gallon size can so that you are working at eye-level. Do not pick up the jar and set it down because this will cause the sand to shift and mix with other colors.
6. Vary the depth of the sand around the edges to depict mountains, valleys, deserts, clouds, etc.
7. When you have completed your design, fill jar all the way to the top with white sand (or salt).
8. Let sculpture set several hours to settle. Then seal top with paraffin or a commercial sand sculpture sealer.

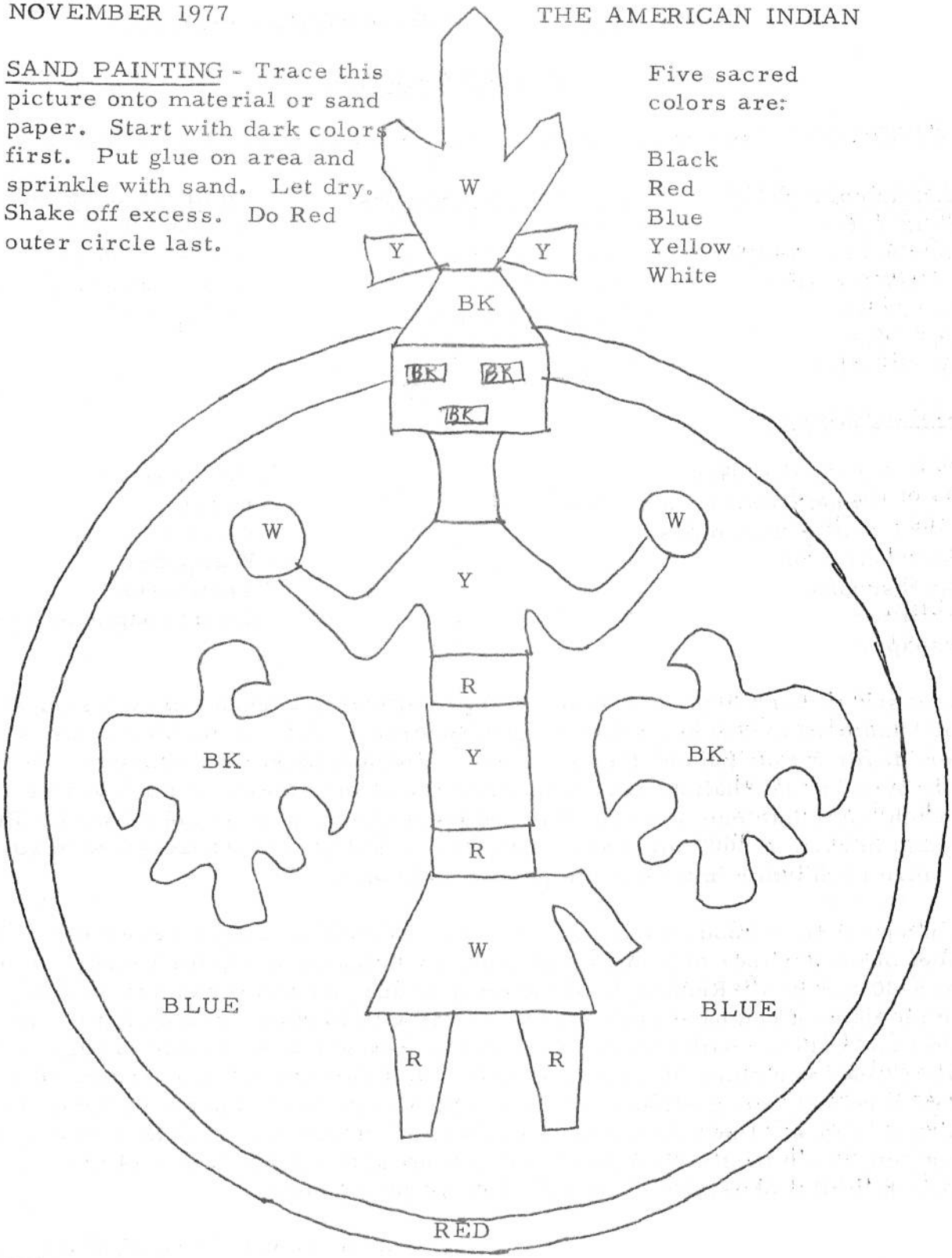
NOTE: Don't throw away any bad results. Sand colored with tempera can be washed and re-colored and dried for using another time.

Indian Nations Pow Wow Book

SAND PAINTING - Trace this picture onto material or sand paper. Start with dark colors first. Put glue on area and sprinkle with sand. Let dry. Shake off excess. Do Red outer circle last.

Five sacred colors are:

Black
Red
Blue
Yellow
White



BEAD CHANT is one of the oldest and most colorful of the Navajo Sand Paintings. The medicine men or Hatali paint the story of Beggar Boy (Nah-whah-di Dah-hi) who was taken by the Great Thunderbird, War Eagle, to his nest in skyland. In gratitude to Beggar Boy for saving his two sons, War Eagle instructed the young brave in special secrets of the sand painting art. He told Beggar Boy to return and show them to his people. According to Navajo legend this is the first painting taught Beggar Boy, by War Eagle and shows the young Indian in the Eagle's next in Sky-land. (Walt Disney's The Boy Who Flew with the Eagles)

SAND PAINTING

Sand Painting on wood, masonite, oak board, or cardboard plus cloth material:

Color Combination #1	Color Combination #2	Color Combination #3
1/2 cup water	1/2 cup water	1/2 cup water
1 Tb. food coloring or poster paint	1 tsp. coloring	3/4 tsp. coloring
1 Tb. alcohol	1 Tb. alcohol	3 cups sand (dull, pale colors)
3 cups sand (Basic colors)	3 cups sand (pale, shiny colors)	

Materials needed:

1 large bag washed sand
Bottles of food coloring or poster paint (use all basic colors)
Plastic butter tub
Plastic spoons
Wire Sifter
Newspaper
Elmer's glue
Water
Alcohol
Wax paper
Toothpicks
Carbon paper or crayon

In a plastic butter tub place one of the above mixtures. Then mix with a spoon or by hand until all the liquid coloring is absorbed. Air dry by placing newspaper, layer of wax paper, then sand on top. Place outside in sun to dry. To dry in oven, make shallow pans from kitchen foil to hold the sand for drying. Put each color into one of these pans and place the pans on a cookie sheet. Put the sand in oven at 300° for 2 hrs. After sand is dry, sift it through wire sifter and store each color in a separate plastic container.

Now prepare your wood, masonite, etc. and cover by gluing on material. Place a sheet of white paper over material and put two books on top for weight. Time from 5-30 minutes. Remove books and paper and you are ready to proceed. Take the pattern you have chosen and place it with carbon paper on top of prepared wood. Trace pattern onto the material. Now you are ready to begin adding colored sand, one color at a time, with 5 min. intervals for glue to dry. Remove excess sand and, using a toothpick, make clear outlines. Start with dark colors, then light colors. Use salt for the color white. If you wish to outline with yarn, string, etc., use these items last. Allow your painting to dry for 24 hours. Then remove fine film of sand with brush. Frame your picture.

Santa Clara County Council

LEATHER-LOOK BOTTLE CRAFT

Cover containers with torn bits of masking tape, overlapping the pieces well. When all is covered, use 3 coats of paste shoe polish in desired shade, buffing after each application. Finish with clear spray, acrylic or plastic.

HOW TO DECOUPAGE A PRINT

It is important to have a smooth surface on which to adhere the print. Sand the wood, board, or box to make it smooth. Rubbing it with steel wool will make an ever smoother finish. Be sure to wipe off all the dust from sanding.

Paint board with acrylic, enamel or other paint...or stain the wood. Let it dry thoroughly.

The print can be cut out around the design, or a square or rectangular print can be used. Tear away the border unevenly. Turn print face down and lightly sand the torn edges to thin them.

Apply glue to back of print. Smooth out glue with index finger. Add a drop or two of water to make the glue spread smoother.

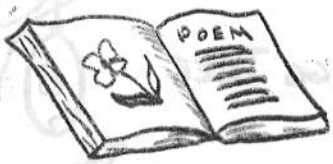
Center the print on the wood, glue side down. Smooth out the print with your fingers. Be sure to press out all air bubbles. Work from the center of the print towards the edges. If you have an air bubble that you just can't get rid of, try piercing it with a pin or needle. Remove any excess glue from the edges. Allow print to dry thoroughly.

Apply a coat of decoupage varnish, covering print and wood surface. There are many brands of decoupage varnish on the market, but the best type to use with boys is the kind that can be cleaned off brushes with soap and water. Allow coat to dry.

Several coats of varnish can be given, letting each dry thoroughly before applying another coat. If you want an antiqued finish, brush on antiquing stain, wipe off excess, shading darker towards edge of board. Allow to dry and apply a final coat of varnish.

Tips: The idea of decoupage is to sink the print into the wood with several coats of varnish, so that when you rub your fingers over it, you can't tell where the print ends and the wood begins. Some decoupage varnish requires only one or two coats and this is best to use with Cubs.

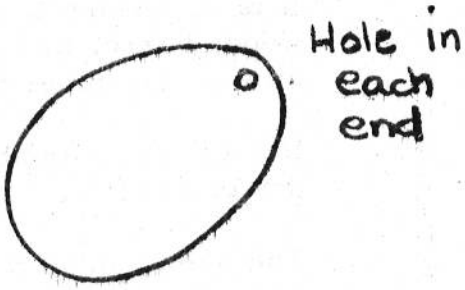
Read directions on varnish can carefully before starting to decoupage.

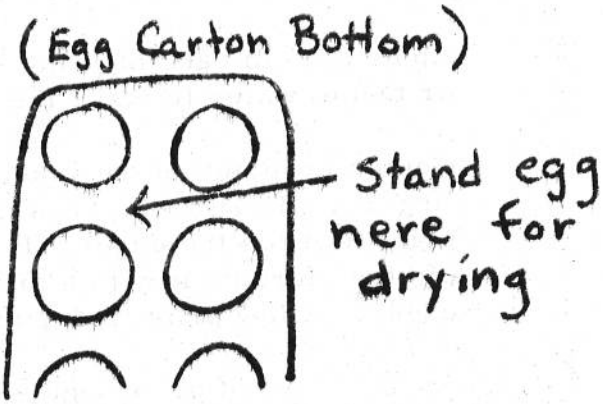


SMALL BOOK:
Glue pages together one by one, leaving opened in center.
Paint with acrylic paint
Decoupage on open pages.

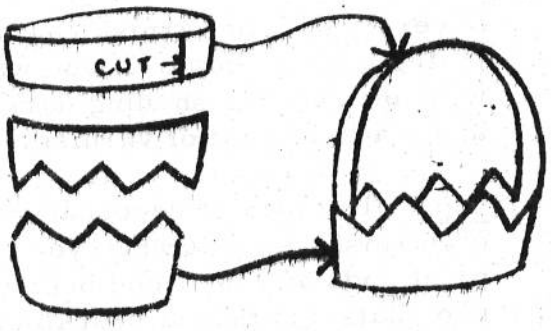
DECOUPAGED EASTER EGG

Using a large needle, make a hole in each end of the egg. Blow out the insides. Wash egg with soap and water and dry. Use egg coloring to dye egg whatever color you want. (Use a large bowl and a plastic spoon to pour the dye and turn the egg which works best, since the egg is lighter than the dye.) Let dry. (A good way to dry the egg is on an egg carton turned upside down.)





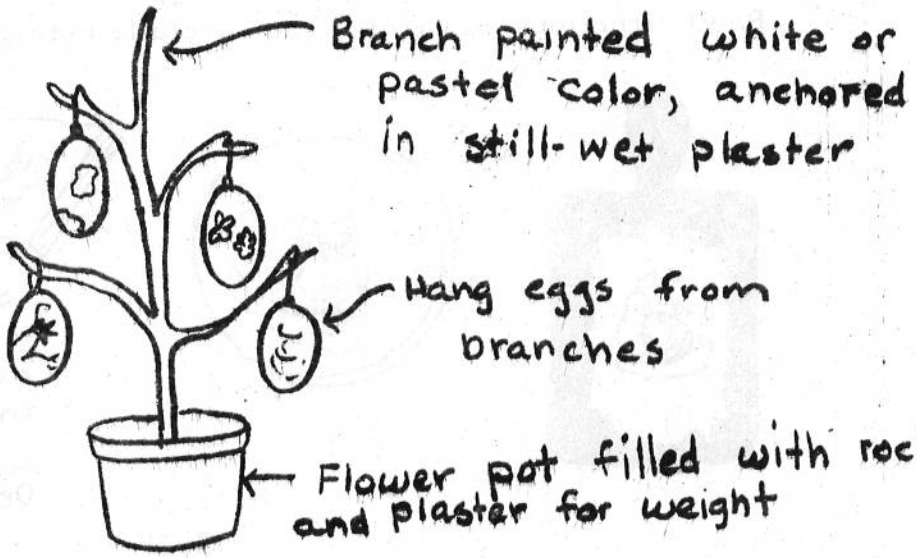
Using your finger, apply the first coat of decoupage to the egg and let dry. (Use the egg carton again and invert the egg cups for holding the egg.) Using small pictures cut from Easter wrapping paper to decorate the egg, apply one at a time by putting decoupage on the egg the approximate size of the picture to be applied and after laying it on the egg, keep your finger moist with decoupage and smooth out the picture. Let dry. When you have the egg decorated the way you want it, apply a third coat of decoupage to the entire egg and let dry.



To make a basket for the egg, a styrofoam cup may be used. Cut the lip end of the cup for a handle and the bottom of the cup for the basket. Staple the handle to the inside of the basket.

Betty Abraham

EASTER EGG TREE



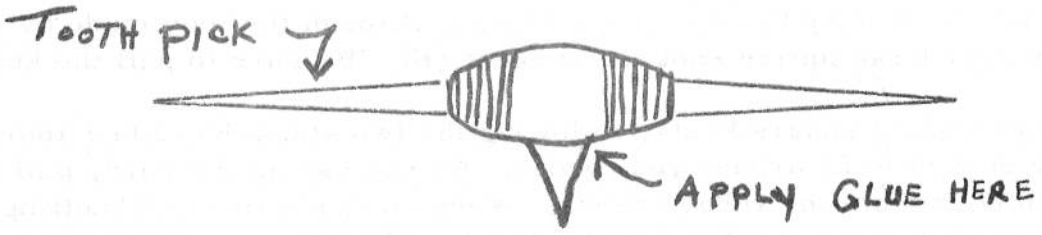
PAPER DECOUPAGED BEAD NECKLACE

Materials needed:

- Sheet of Sunday colored comic strips or a sheet of colorful wrapping paper
- Round toothpicks
- Glue (Elmers glue is good.)
- Fishing line
- Decoupage Gloss Spray
- Scissors

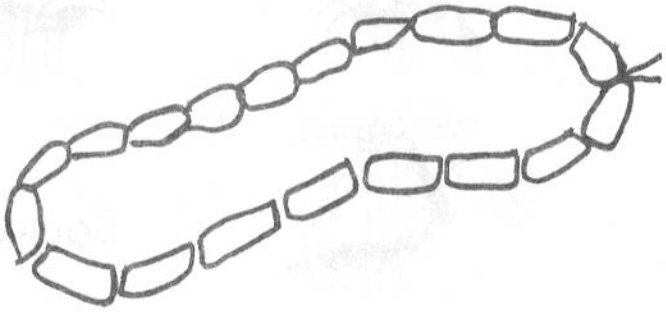
Cut 30 - 1" by 7" triangles from the comics or wrapping paper.

Roll each triangle around a round toothpick starting at the wide end; hold tight as you wind. When you reach the narrow end apply glue and hold it in place.



When dry remove from the toothpick and spray with decoupage gloss, repeat with a second coat if necessary. String on a 35" piece of fishing line. Tie ends and your necklace is done.

Betty Abraham



MACRAME

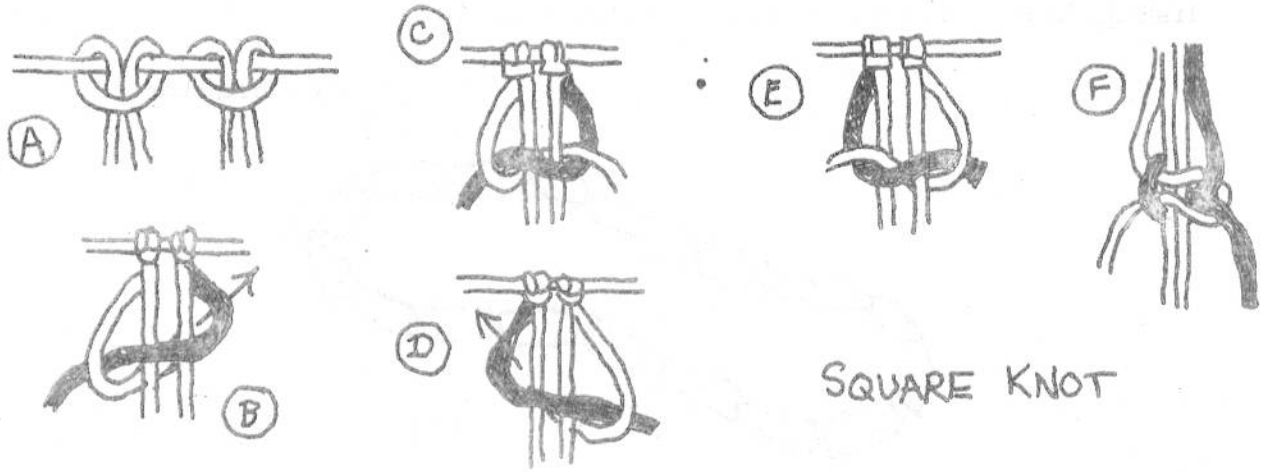
Macrame is the art of knotting. It is a very old art, invented by sailors who had nothing to do on long sea voyages. So they used rope, the thing that was handiest, to amuse themselves by making beautiful belts and bracelets. Macrame is so easy that after you have learned to tie the basic knots, you can make hundreds of beautiful designs. All you need is a pencil, some thin rope or cord, 4 rubber bands, a pair of scissors and a ruler.

Start by making a simple belt, using the square knot shown below. Cut two lengths of cord, each 18 feet long. Fold them in half and attach them to your pencil as shown in (A). Put the pencil on the edge of a table so that the four ends of the cord hang over, and weight the pencil with a heavy book. Starting at the end of one of the cords, wrap it around your hand to within about 12 inches from the pencil. Secure this wrapped cord with a rubber band. Do the other three ends of the cord the same way. This will make it easier for you to handle.

Now you are ready to start knotting. Let the two center cords hang free. These are called the anchor cords. The two outside cords are called the knotting cords. Following illustration (B), bring the shaded cord over the anchor cords. Then (C) bring the other outside cord over the shaded cord, pass it behind the two anchor cords and bring it forward through the loop made by the shaded cord. This is the first half of the knot.

The second half of the knot is done just opposite. Bring the shaded cord (D) over the two anchor cords. Then put the other outside cord over the shaded cord (E), pass it behind the two anchor cords and bring it through the loop made by the shaded cord. Now your first square knot is complete (F). Be sure to pull the knot tight.

Now continue making square knots, following the two steps described above, until the belt is long enough to fit around your waist. As you use up the cord, pull out part of the wrapped cord from the rubber bands. When you have finished knotting, take the cords and tie them in an overhand knot. On the other end, carefully remove the pencil and run a piece of cord through the four loops, tying it securely. Tassels can be made to hang from both ends of the belt, to be used for tying it around your waist.



MACRAME (continued)

Helpful Hints: The beauty of your finished work depends as much on the proper choice of materials to be used as upon the execution of the design. To get the best results, get the right cord.

Suggestions:	Wool rug yarn	Nylon clothesline
	Nylon seine twine	Cotton wrapping twine
	Jute yarn	Avisco rayon all purpose yarn

End - an 'end' is an individual length of yarn. Two 'ends' were used for the square knot belt on the previous page.

Preparing the Yarn.

How to estimate length. The ends should be 3 1/2 - 4 times longer than the piece you plan to make, but since they are doubled in half for knotting, they are measured 7 -8 times longer. For example, if the piece will have a finished length of 1 yard, measure each end 7-8 yards. Measure ends generously, then add to them. It is always better to have too much cord than too little.

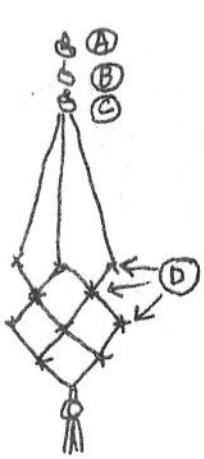
How to finish ends. To finish the ends of a macrame item in an attractive manner, the ends must be sealed or decorated. Several methods are very satisfactory.....

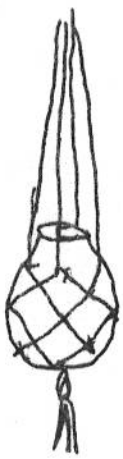
Finish by dipping the ends in lacquer, nail polish, varnish or glue. Dip each end about 1/4" and allow to hang until dry. Dipping will prevent raveling and fraying.

Finish by embellishments. Add a knot or bead at the end of each cord. You may wish to take the extra precaution of dipping the end, even after it is knotted.

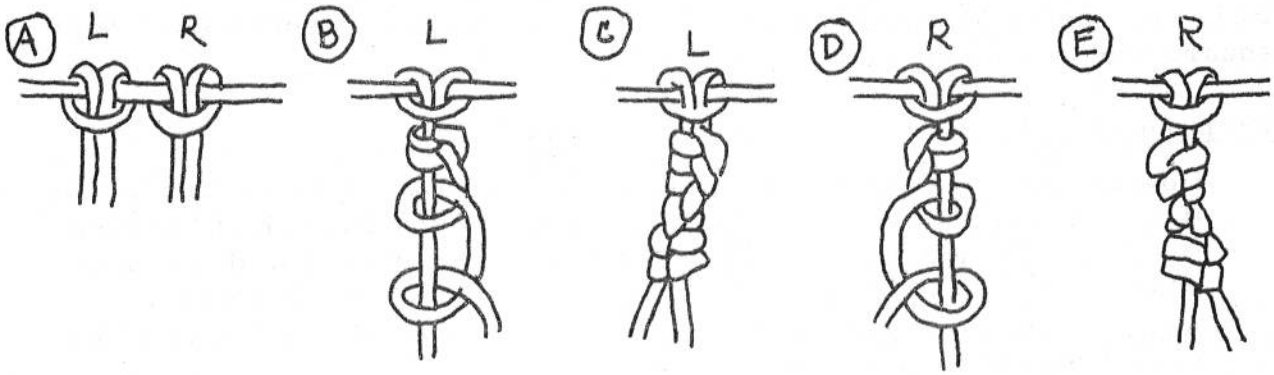
Finish by melting. Nylon cord is prone to ravel or fray. To prevent this, nylon may be melted to seal the end. Use a match or candle to melt the ends. Just a little heat will be sufficient.

Make a Hanging Basket. Cut 5 strands of heavy cord in two-yard lengths. With ends even, double in the middle and tie an overhand knot down about 2" (A), forming a hanging loop. Tie another knot 1 1/2" lower and another the same distance, (B & C). After the knots are pulled tight, take two lengths of cord, measure down a foot from the top knot and tie a single overhand knot (D). Take two more cords and repeat until all 10 are tied in pairs in this row. For the next row, take one cord from two pairs and knot 1" below the first row. Continue this for five or six rows. Tie a knot with all ten cords about 2" below the final row. Frizz the bottom ends of the cords. Place a pint-sized bottle in the 'cage'.

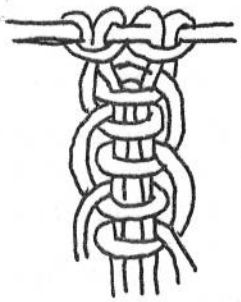




Half-Hitch Knot. The half-hitch knot is started in the same manner as the square knot, using two cords folded in half and attached to a pencil. Following the illustration of steps (B) and (C) tie the half-hitch using the left anchor cord and left outside cord. Then, using the right anchor cord and right outside cord, follow steps (D) and (E). This will make two separate rows of knots which will twist in and out in an attractive manner.



Alternating Half-Hitch Knot. This will make one wider row of knots than the regular half-hitch, since you are knotting all four cords together. Using the right outside cord, make a half-hitch around both anchor cords. Then using the left outside cord, make a half-hitch around both anchor cords. Repeat, alternating knots from right to left.



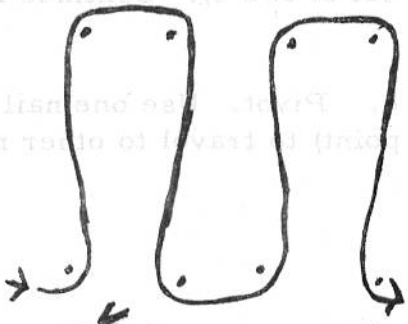
You will find after experimenting that these knots are not as difficult as they may appear. Once you have mastered them, you will be able to 'show' the boys how to tie them. These knots are adequate for making a variety of items.

There are several more difficult knots used in macrame. If you wish to pursue it in more depth, you will be able to find books at the library and crafts stores which explain the other knots and describe more difficult projects.

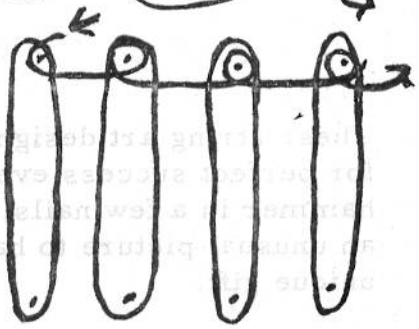
STRING ART AND HOW TO DO IT

String art is a new craft which invites new ideas for fun and decor. Nails, glue, felt, string and a board are all the materials necessary to make a dimensional picture. Try stringing some of the patterns below, then sketch your own pattern using some of these patterns. The combination of patterns and ideas is endless.

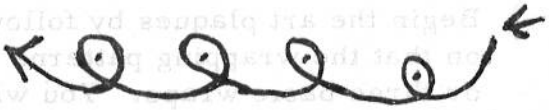
1. Single Parallel. This pattern will make single straight lines from one row of nails to another.



2. Double Parallel. This pattern will make double lines from one row of nails to another.

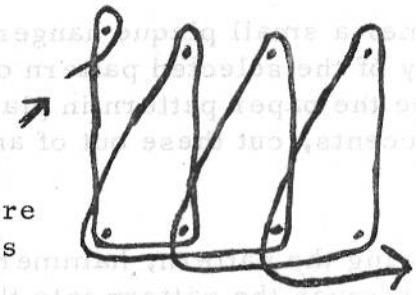


3. Single Run. (a) From 1st. nail to 2nd. nail and loop string around it. (b) Travel along row of nails, looping string around each nail.

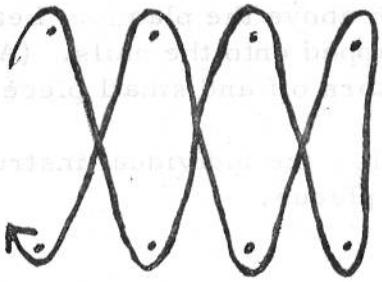


4. Double Run. (a) From 1st. nail, loop string around 2nd. nail and then back to and around 1st. nail. (b) Loop string around adjacent nail, then to and around next nail to 2nd. nail. (This pattern will also make double lines of the same row of nails.)

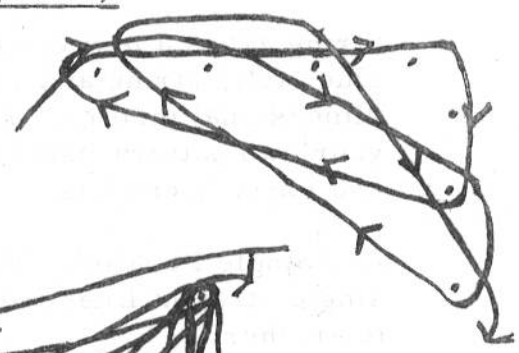
5. Triangular. (a) From 1st. nail, travel down to 2nd. nail and across to the nail next to the 2nd. nail. (b) Continue up to the nail to the right of the first nail, then diagonally down to the 2nd. nail continue across two more nails then up to the next nail. (continue in this manner.)



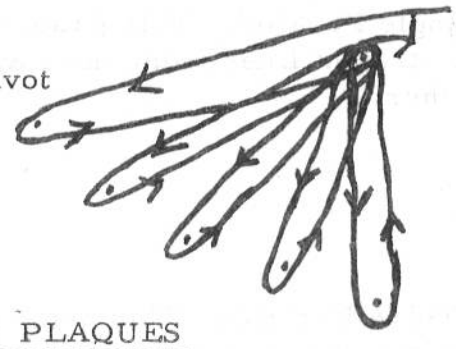
6. Diamond. (a) Bring string diagonally from 1st. nail to 2nd. nail, around it, and diagonally up and around next nail. (b) Loop diagonally around every other nail, up and down to the end, then up diagonally around unused nails, coming back to "starting point."



7. Travel by Two's. (a) From starting point, bring string to 2nd. nail and around adjacent nail (first set of two's). (b) Bring string back around "starting point" and adjacent nail (2nd. set of two's). Continue in this manner.



8. Pivot. Use one nail as an axis (or pivot point) to travel to other nails.



STRING ART PLAQUES

These string art designs are fun for everyone. Just follow the numbers for perfect success everytime. They are simple. Apply a felt backing, hammer in a few nails, then follow the carefully planned pattern to create an unusual picture to hang on your wall, stand on an easel, or give as a unique gift.

Begin the art plaques by following one step at a time. You will soon catch on that the wrapping patterns are very simple and just a repetition or two or three basic wraps. You will soon be creating your own designs.

STEP 1

Wrap a felt rectangle around the edges of a small wooden plaque. Use glue, tape or a few nails to secure the edges of the felt. Allow glue to set, then remove the anchor nails.

STEP 2

Hammer a small plaque hanger into the center top back of the plaque. Lay a copy of the selected pattern onto the felt covered plaque. You may wish to tape the paper pattern in place. If the pattern you have chosen requires felt accents, cut these out of an extra felt now and secure in position with glue.

STEP 3

Following the pattern, hammer nails into each designated spot, hammer the nails through the pattern into the felt and plaque. Each nail should be hammered into the plaque about 1/4 inch so that the head of the nail extends 1/2 inch above the plaque. Leave the pattern on the plaque until all string is wrapped onto the nails. (After all string is wrapped, the paper pattern may be torn off and small pieces removed with tweezers.)

Follow the individual instructions for each pattern to complete your string art plaque.

PRESERVING LEAVES

There are various ways to treat leaves so that they will last for some time.

Glycerine - Fill jar with two parts water and one part glycerine. Tough fiber leaves, such as oak, beech, holly, or ivy, give the best results. Gather fresh leaves and hammer about 2" at bottom of the stem to split the fibers. Insert stem in solution and soak for 2 weeks. Leftover solution can be re-used later. Twist on wire stems, then wrap with crepe paper.

Paraffin - Melt paraffin in old pan or coffee can set in pan of hot water. Place over low flame until wax is melted. Leaves may be wired on stems before dipping. They can be used in bouquets, used as border for a picture frame. Arrange before wax has cooled, so leaves can be curved over the edge of the frame however you wish.

Detroit Area Council

LEAF PRINTING

Trees, shrubs, flowering plants and weeds offer an infinite source of leaf designs for printing on stationery, book covers, greeting cards, gift wrapping paper and wall decorations.

Ink Pad Printing - Use inked stamp pad (found in variety stores and office supply stores). Place leaf, vein side down, on pad. Lay a piece of newspaper over leaf and rub fingers over it. Remove leaf and place it on surface you are printing. Place clean newspaper on top and rub.

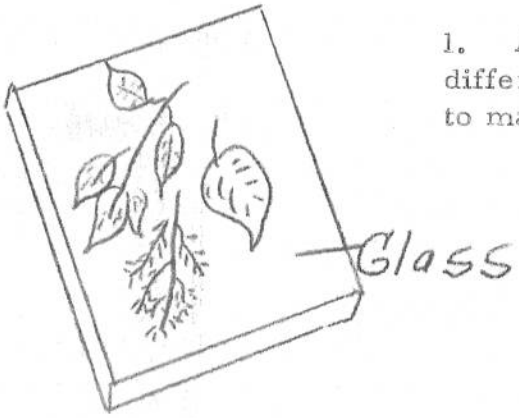
Tempera Printing - Mix small amount of instant powdered starch with a small amount of water. Add tempera. Brush mixture onto paper over an area as large as the leaf. Proceed according to instructions for ink pad printing above. Try using several colors of paint for a multi-colored leaf print.

Crayon Rubbing - Place leaves vein side up on paper or textured surface, such as burlap, wood or leatherette. Cover with sheet of plain paper and rub crayon held sideways. Outlines and veining of leaves will stand out.

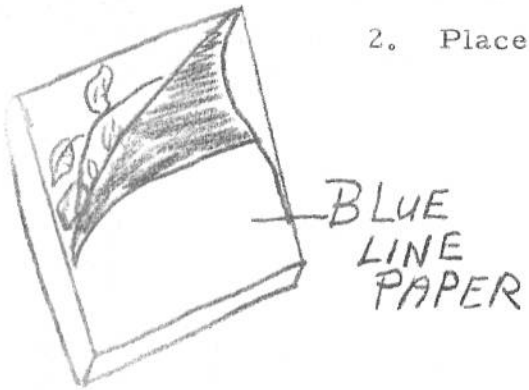
Carbon Paper Printing - Place a piece of carbon paper, carbon side up, on a padding of newspaper. Place the leaf on the carbon paper, vein side down. Cover with another piece of newspaper and press for a minute or two with a warm iron. Carefully lift the leaf and place on a sheet of white paper, vein side down, and again press with a warm iron.

Detroit Area Council

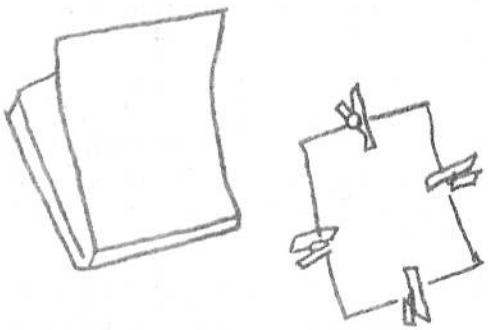
LEAF PRINTS DEVELOPED BY AMMONIA



1. Arrange leaves on the glass. Use several different kinds and shapes of leaves and grasses to make your picture more interesting.



2. Place Blue Line paper over the leaves.



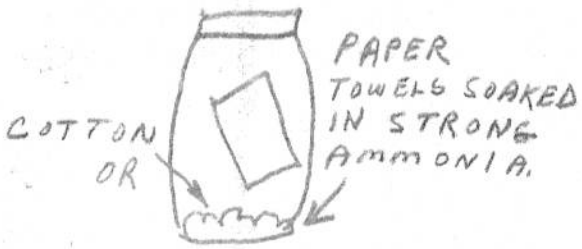
3. Lay a piece of heavy cardboard over the back side of blueprint paper. Clip the glass-leave-blueprint paper-and heavy cardboard together with clip clothespins.

4. Hold in direct sunlight until the sun turns the pale yellow paper to white. Quickly place paper in jar of ammonia fumes.

5. Leave paper in jar until print is well developed.

6. Keep lid on ammonia as much as possible.

7. If developing is slow, let the lid stay on until fumes build up again.



8. As many as six (6) pieces of paper may be developed at the same time.

9. Buy strong ammonia at the drug store.

10. Buy paper at a Blue Print Co. Paper is called Blue Line Paper or Diazo Blue.

11. Use a wide mouth gallon jar for ammonia.

SHRINK PLASTIC

Materials: Clear plastic 'liver' lids (clear plastic lids from meat containers) or clear plastic sheets for shrinking (available at craft shops)
Permanent (solvent base) marking pens (one black and colors you wish to use to color design)
Scissors
Pointed object (such as ice pick or nail)

Note: To remove labels from 'liver' lids (the clear plastic lids on meat containers), soak lids in warm water and detergent. Wipe dry and remove remaining glue with isopropyl (rubbing) alcohol. Let set for 30 minutes or so, then proceed with instructions.

1. Lay liver lid or plastic sheet over pattern design and trace design with black pen. You can make your own design if desired.

2. Turn lid over and color design with marking pens of desired color. Do not over color; excess ink can cause sticking when baking. Colors darken as it shrinks.

3. If using lid, trim off rim, then trim around art design with scissors if desired. Punch hole if using for key chain or to make a mobile.

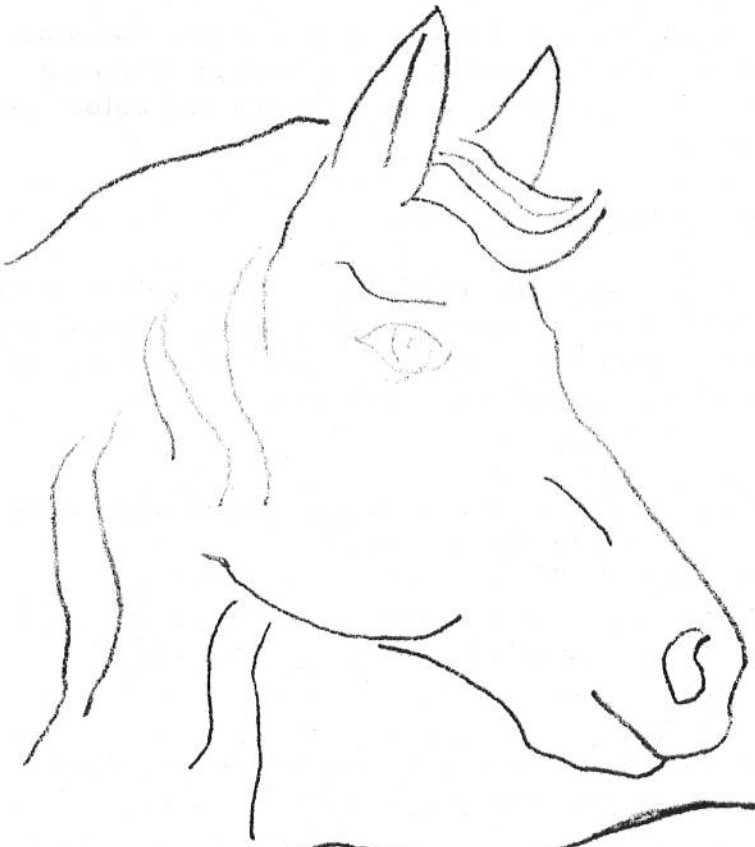
Lay pieces slightly separated from each other, on a teflon cookie sheet. Preheat oven to 350° to 400° and place in oven. It takes approximately 1 1/2 minutes to bake (this changes slightly with size and shape of design). As piece begins to shrink it will curl up, sometimes into a ball, but will soon begin to open up, unfold and flatten out. When completely flat, remove from oven. (If your oven does not have a glass in the door, open oven door and peek in. This may slow baking process slightly, but will not effect results.) While pieces are still hot, weight with flat objects to make perfectly flat. You may find it best to shrink them one at a time.

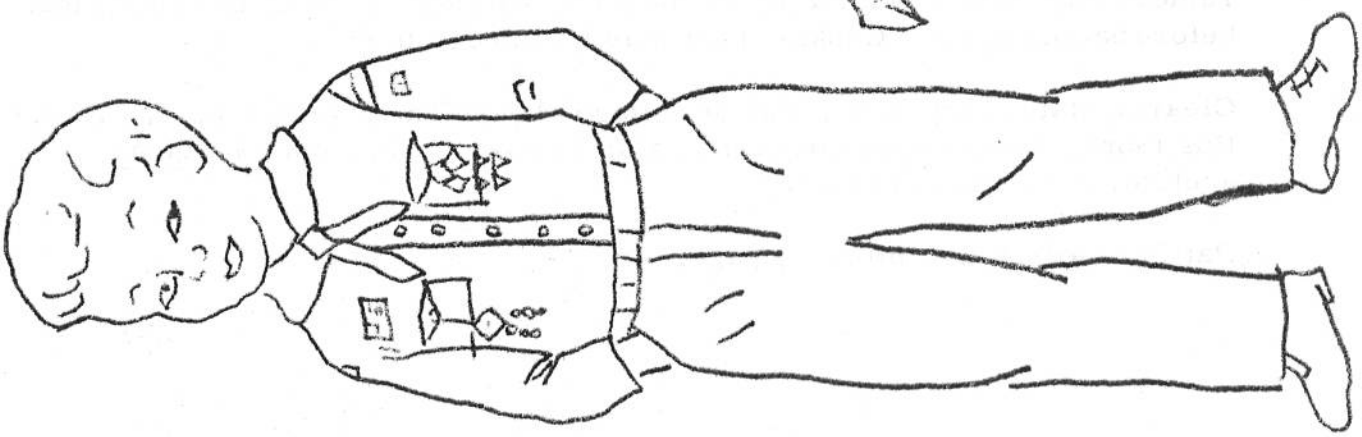
Note: If any color comes off on teflon cookie sheet while baking, it may be removed by rubbing with a paper towel or washing. Be sure to clean sheet before baking again. Cookie sheet may be lined with foil.

Clear acetate meat trays, lids of cottage cheese and gelatin molds, and the lids from greeting card boxes may also be used. They must be clear acetate, not cloudy-looking.

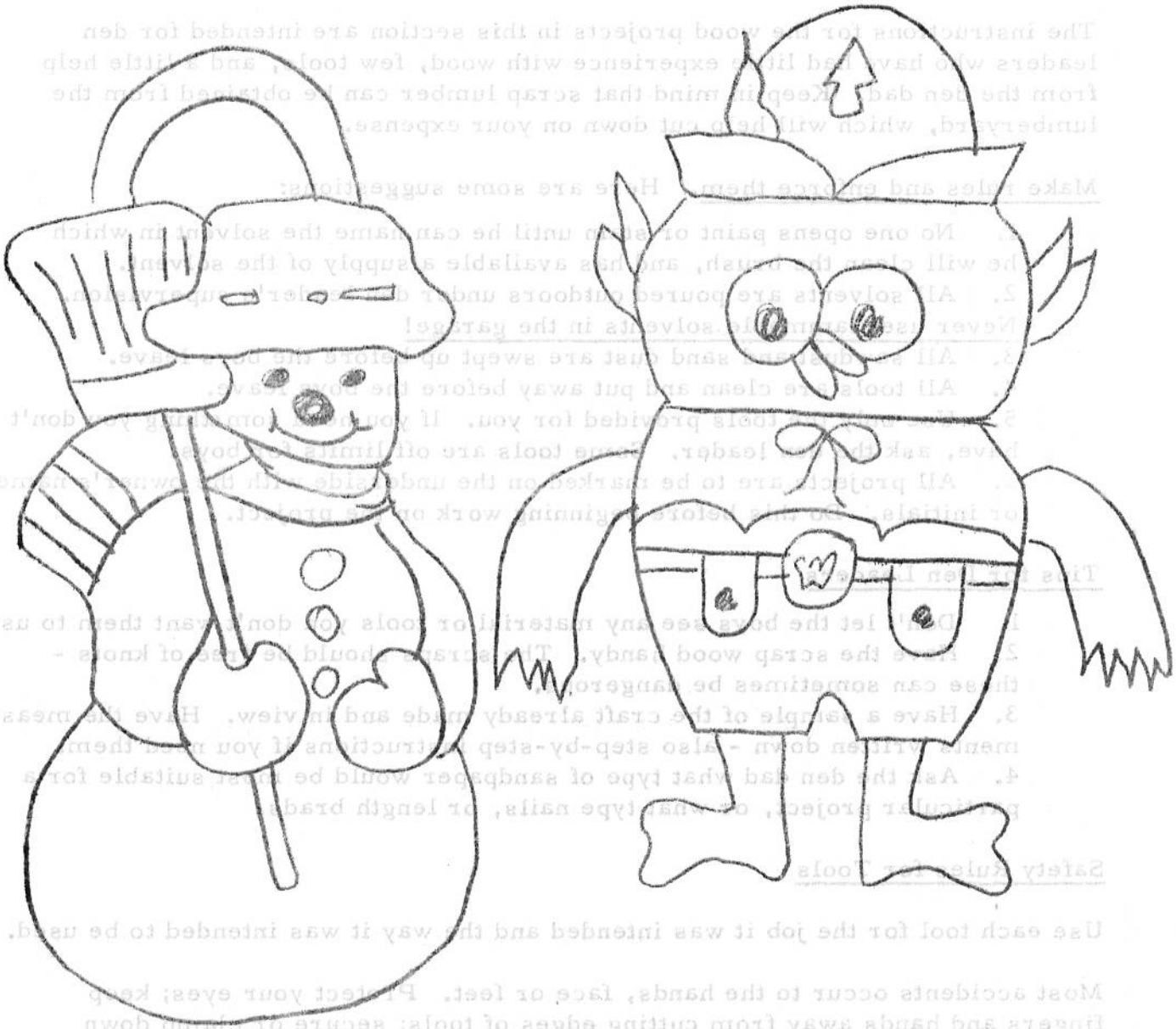
Patterns are on the following page.

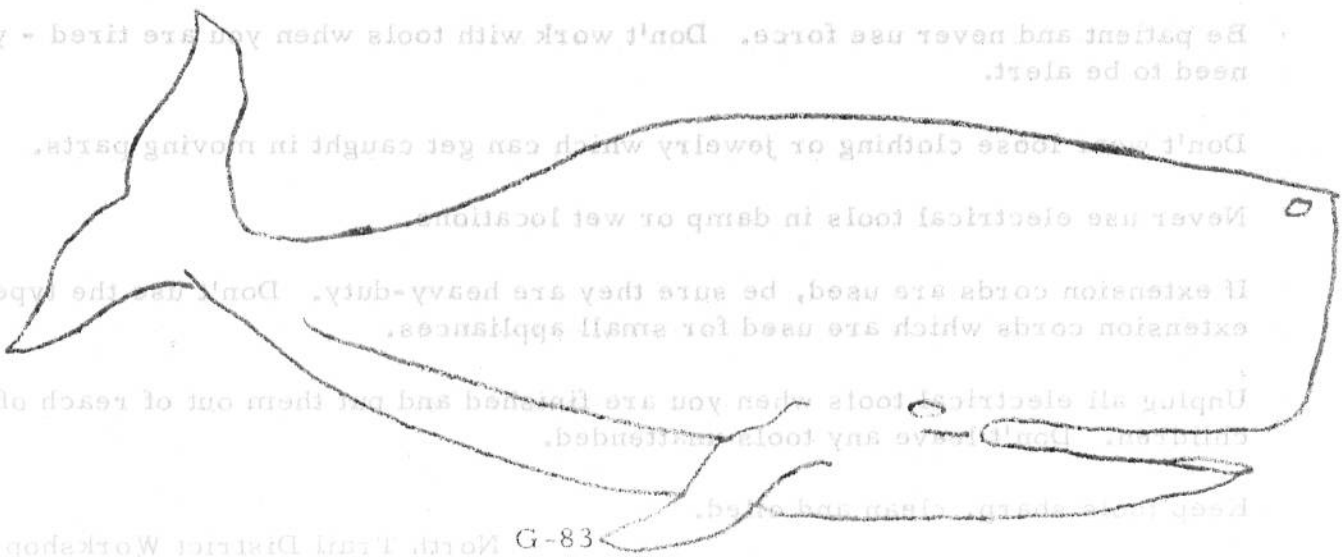
SHRINK ART PATTERNS





SHRINK ART PATTERNS





WOOD IS GOOD

The instructions for the wood projects in this section are intended for den leaders who have had little experience with wood, few tools, and a little help from the den dad. Keep in mind that scrap lumber can be obtained from the lumberyard, which will help cut down on your expense.

Make rules and enforce them. Here are some suggestions:

1. No one opens paint or stain until he can name the solvent in which he will clean the brush, and has available a supply of the solvent.
2. All solvents are poured outdoors under den leader's supervision. Never use flammable solvents in the garage!
3. All sawdust and sand dust are swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided for you. If you need something you don't have, ask the den leader. Some tools are off limits for boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

Tips for Den Leaders

1. Don't let the boys see any material or tools you don't want them to use.
2. Have the scrap wood handy. The scraps should be free of knots - these can sometimes be dangerous.
3. Have a sample of the craft already made and in view. Have the measurements written down - also step-by-step instructions if you need them.
4. Ask the den dad what type of sandpaper would be most suitable for a particular project, or what type nails, or length brads.

Safety Rules for Tools

Use each tool for the job it was intended and the way it was intended to be used.

Most accidents occur to the hands, face or feet. Protect your eyes; keep fingers and hands away from cutting edges of tools; secure or clamp down the wood on which you are working.

Be patient and never use force. Don't work with tools when you are tired - you need to be alert.

Don't wear loose clothing or jewelry which can get caught in moving parts.

Never use electrical tools in damp or wet locations.

If extension cords are used, be sure they are heavy-duty. Don't use the type extension cords which are used for small appliances.

Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.

Keep tools sharp, clean and oiled.

North Trail District Workshop

WOOD CRAFTS

The following information will help you in preparing your crafts. Remember this, you are working with 8, 9, and 10 year olds; so keep yourself on their level, even if you have to hit your thumb with a hammer. Good luck!

SANDPAPER

Sanding wood, metal, plastic and other materials all too frequently requires more time and "elbow grease" than we anticipate. The reason is usually found in our selecting the wrong "type" and "grit" sandpaper to do the job. Hopefully, the following notes will help put an end to "den leader's elbow"--a common malady.

Types of Sandpaper:

1. Garnet - a good general purpose abrasive paper for hand or machine sanding. Widely used in woodworking and is reddish brown in color.

2. Aluminum Oxide - Much harder abrasive than garnet, brown in color and considered an excellent abrasive for sanding harder woods.

3. Silicon Carbide - hardest, most costly, and ideal abrasive for plastics, enamel and fibrous woods; greenish-black and iridescent in color.

Kinds of Abrasive-Grain Coating:

1. Closed-Coat - Used primarily for semi-finish and finish sanding on clean new wood.

2. Open-Coat - best for rough sanding and for removing paint, varnish and other top coatings.

Most wood and plastic projects can be sanded nicely with sandpaper in the "medium" to "fine" area.

PAINTS

Most of us have some familiarity with paints labeled "enamel" or "water base" etc., however, a few notes may be welcome.

1. Enamels - available in low to high gloss finishes; very durable but require paint thinner clean-up; perhaps best reserved for "special" projects.

2. Water-base - quite a selection here: latex, acrylic, vinyl and even a water-base enamel is available now! Probably the most practical type of paints suitable for Cub Scout projects, it is easily cleaned from paint brushes, Cubs, Den Leaders, etc., with soap and warm water.

3. Poster or Show Card Paints - every color imaginable is available; they are fast drying but many will smear or run if exposed to water or rain.

4. Polyurethane - While not a "paint", this material provides a hard and durable finish to projects that require a clear, transparent overlay; also tends to "waterproof" underlying moisture sensitive coatings.

(continued)

Paints (continued)

5. Lacquers - available in spray cans usually. It is not easily brushed. A good fast way to paint your projects without cleaning brushes; but those cans, while they go a long way, are a bit expensive.

6. Shellac - another "non-paint" coating but a darn good "sealer" to apply to painted surfaces where fast drying is important or apply directly to unpainted wood projects such as carvings, decoupage, etc.

PAINT BRUSHES

There are two major types of paint brushes and probably everyone has used both - but just in case -

1. Natural Bristle - fibers are the courtesy of the pig. While a natural bristle brush of good quality will "paint" beautifully, it should not be used with any water-base paints and costs somewhat more than synthetic fiber brushes.

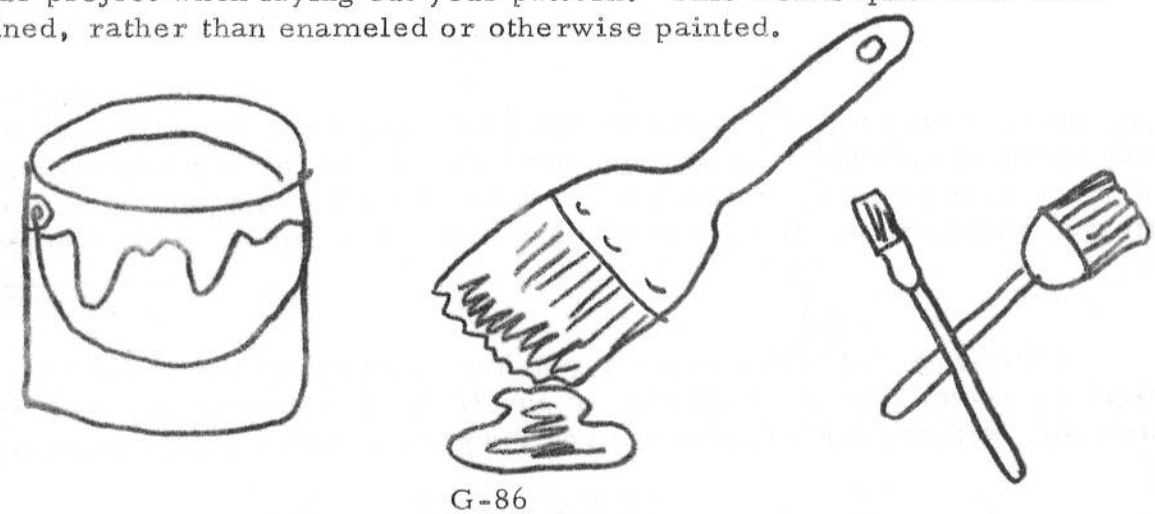
2. Synthetic Bristle - Usually made of nylon bristles and can be used to paint virtually any coating. Water or paint thinner clean-up, as required, can be used without harming the brush. Available in all shapes, sizes, and costs. Probably the best choice for what we are doing. In this case, the cheaper, the better.

WOOD

Most of us use pine, fir, redwood or plywood to work with due to their ready availability...usually free. Hardboard, in a variety of types is also worth looking into, depending on the project.

Plywood is like a dagwood sandwich - layer upon layer of lumber, with glue in between layers, instead of mustard and mayonaise. A fine toothed saw should be used to cut it.

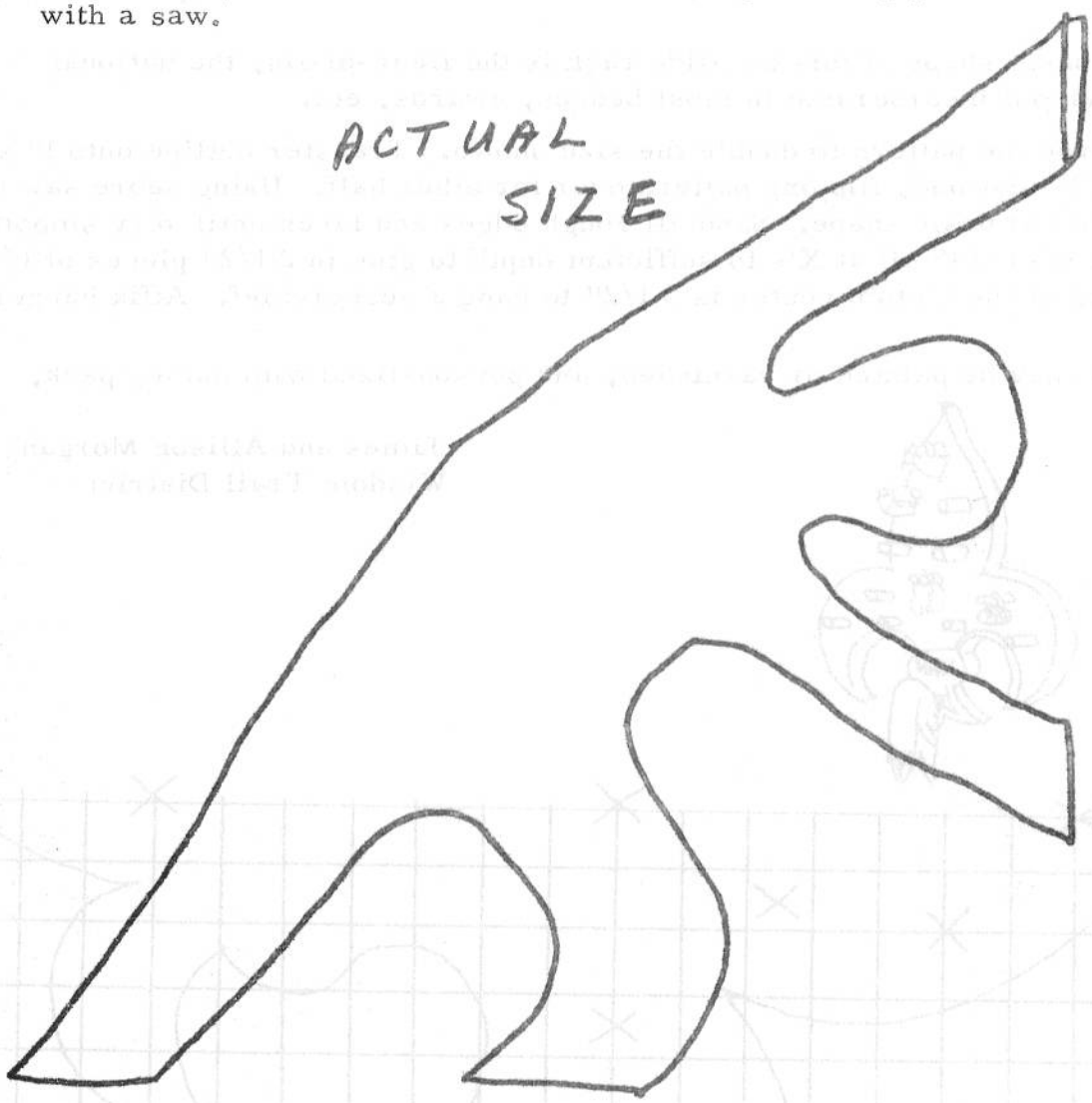
KNOTS: They are hard to saw through. Blades may become broken and nerves get frazzled. Try to work around them or incorporate them as a point of interest in your project when laying out your pattern. This works quite well when wood is stained, rather than enameled or otherwise painted.

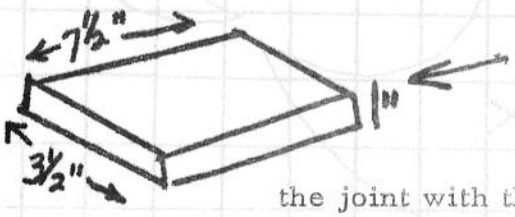


BOOKENDS

Materials: Pieces of pine wood, plywood, walnut stain, adhesive, wax polish, container, small nails, pencil, brush, rags, saw, water, hammer.

Trace two shapes like the one below onto a piece of plywood. Cut them out with a saw.





Prepare four pieces of wood about the same size as that shown in the drawing. Place two of the pieces at right angles to one another. Stick them together with adhesive and fasten the joint with three small nails. Repeat the process with the other two pieces. Dissolve a small amount of walnut stain in water. Stir it and leave it to stand. Wet a rag in the mixture and rub it over the plywood shapes. Leave them to dry. Rub wax polish over the wooden pieces with a rag. Polish them with a clean rag when they are dry. Stick the hands and feet of the plywood figures to the pine wood pieces with adhesive.

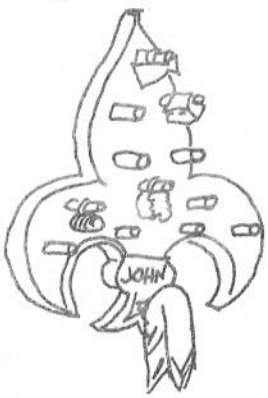
TIE SLIDE RACK

Materials needed: 1" x 12", 13" long - or - 1/2" plywood to accommodate pattern
1/4" dowel - 33 1/2" long
glue
hanger - either 2 eye-screws and wire or "sawtooth" hanger (preferred)

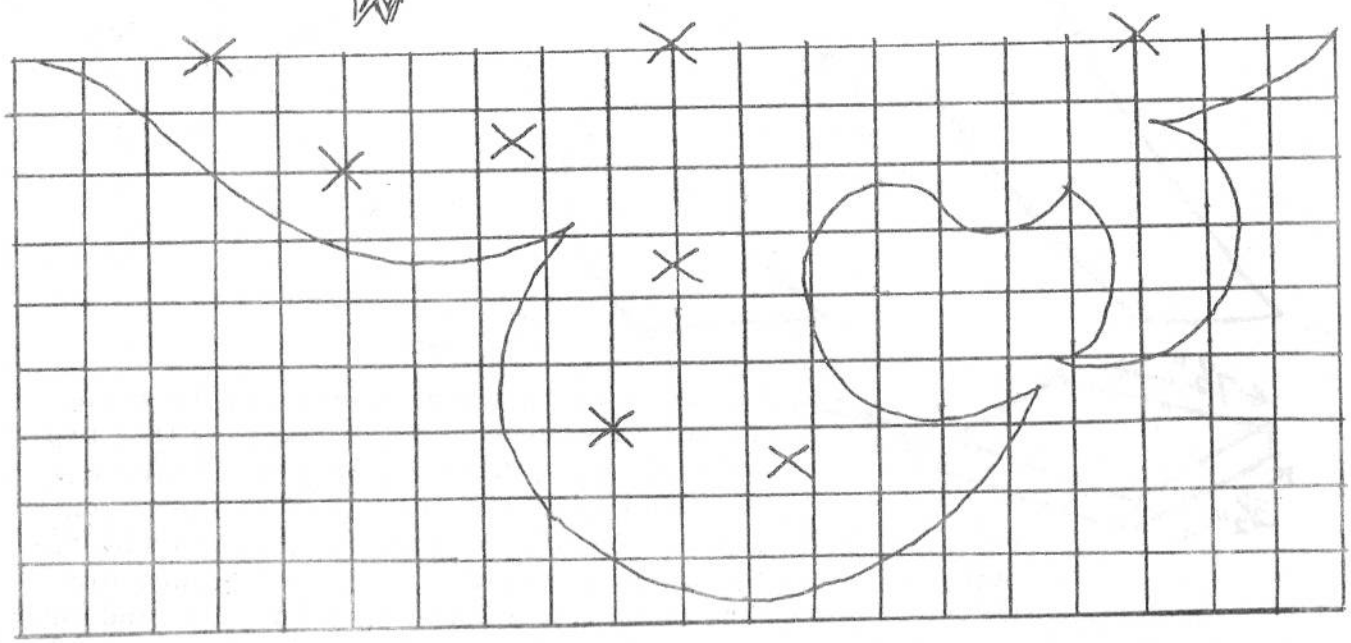
The basic shape of this tie slide rack is the fleur-di-lis, the national Scouting symbol incorporated in most badges, awards, etc.

Enlarge the pattern to double the size shown. Transfer outline onto 1" x 12" stock or 1/2" plywood, flipping pattern over for other half. Using sabre saw or jig saw, cut out basic shape. Sand all rough edges and faces until very smooth. Drill holes with 1/4" bit at X's to sufficient depth to glue in 2 1/2" pieces of 1/4" dowel. Peg at the bottom center is 3 1/2" to hang a neckerchief. Affix hanger to back.

Rack may be painted or varnished, and personalized with name, pack, den, etc.



James and Allison Morgan
Wisdom Trail District



PET ROCK HOUSE

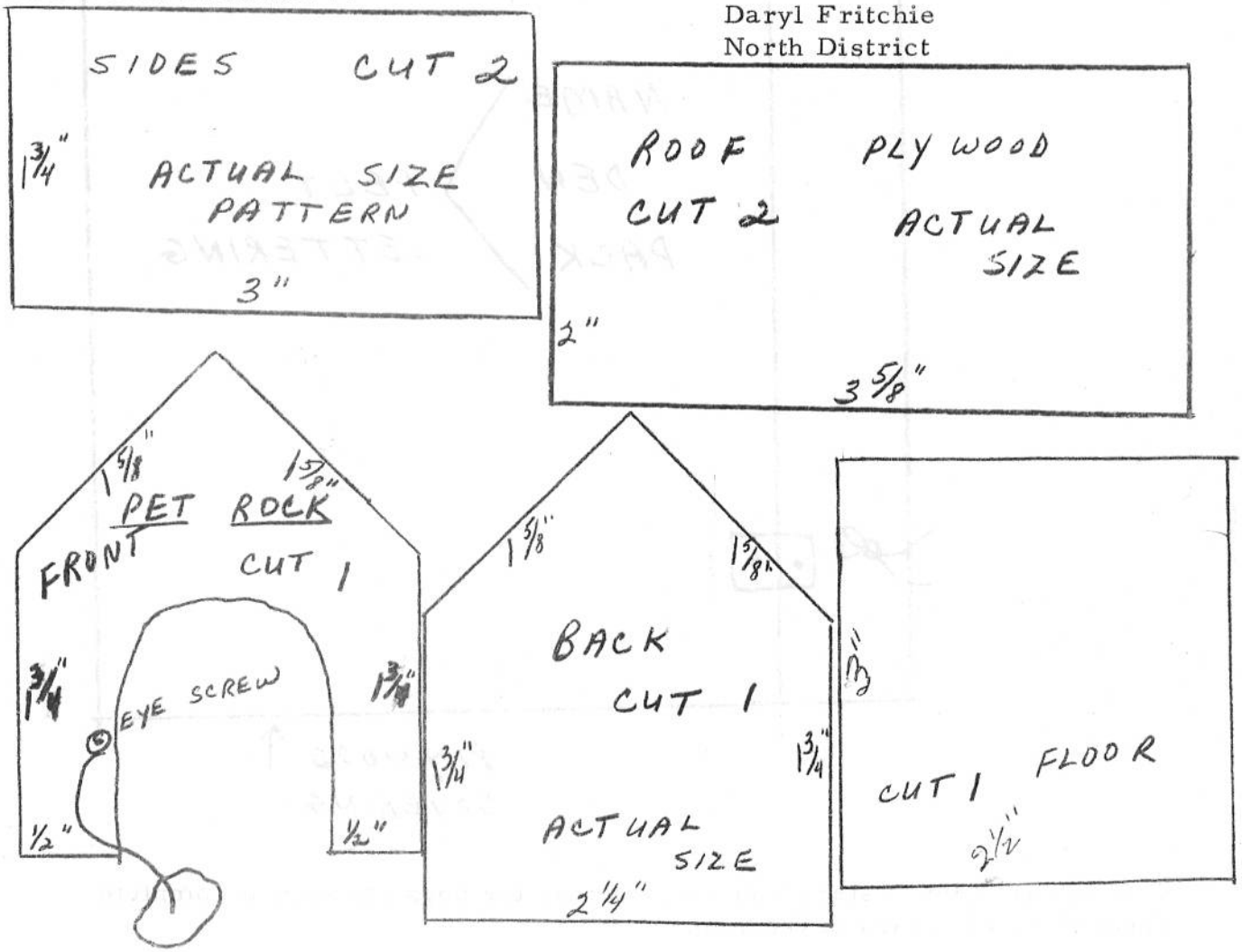
Materials needed: 2 side pieces - 1/8" plywood
1 front piece - 1/4" plywood
Glue 1 back piece - 1/4" plywood
Wood Stain 2 roof pieces 1/8" plywood or 3/16" piece of wood
Fake fur paneling; may also use cardboard for roof
1 floor piece - 1/8" plywood

Cut all pieces from plywood as described below. If desired, stain pieces of house. After stain dries, glue front and back of rock house to edge of floor piece. Next glue on sides. The roof pieces need to be beveled so that they will meet evenly at the roof peak. If you are not able to do this, use a cardboard roof.

When finished gluing, you can screw an eye screw (such as those used on picture frames) into the front piece and tie your pet rock up so that it cannot "roll" off.

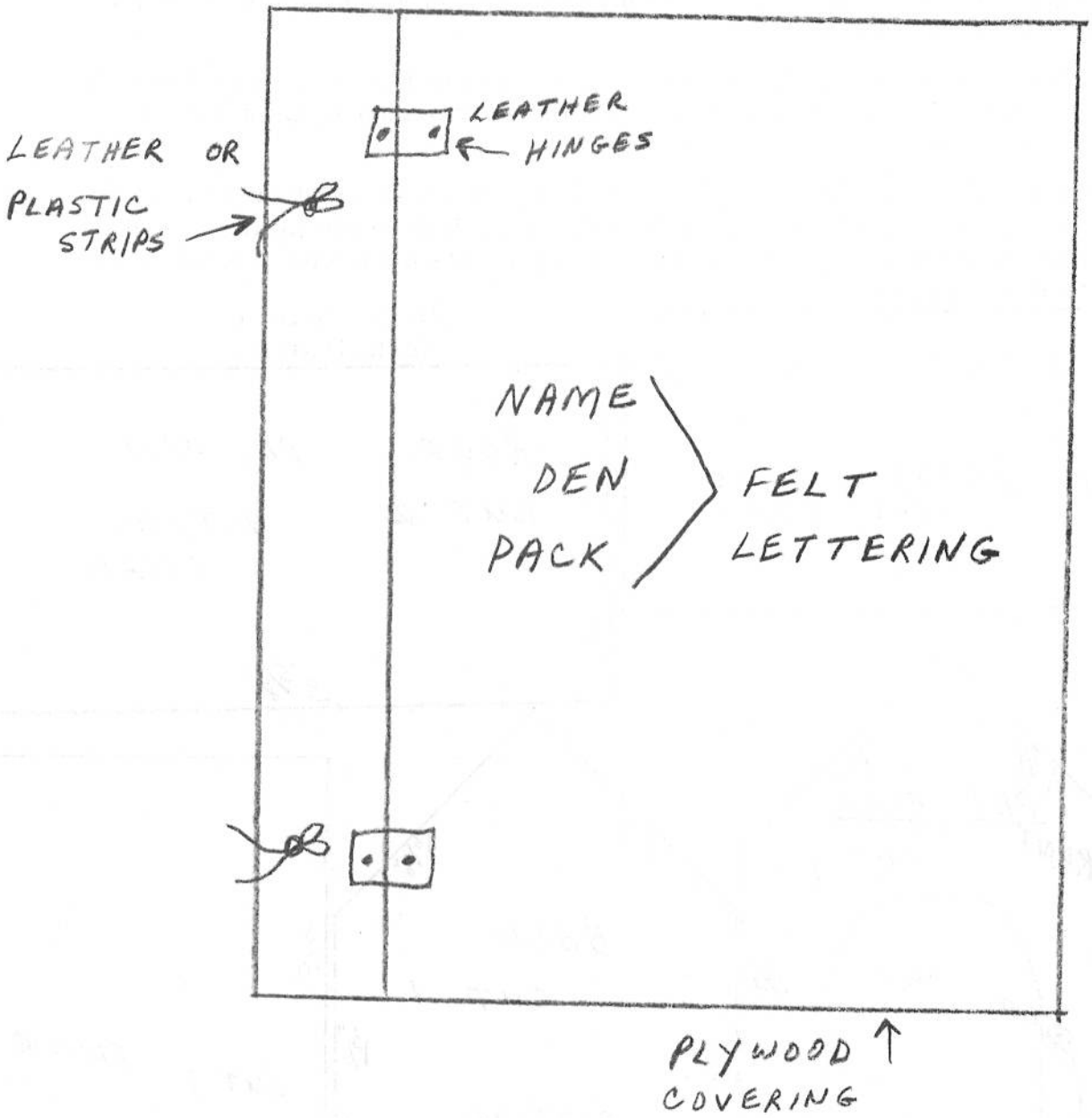
For extra added comfort, you may wish to place a piece of fake fur on the floor for your pet. Or better still, if desired, before gluing the pieces of rock house together, line all sides and bottom of house with the fake fur. That's real comfort!!!!

Daryl Fritchie
North District



SCRAPBOOK

Fill with samples or pictures of boys' projects, record field trips, etc. (awards earned), songs or skits boys have participated in.



This is excellent to start with a new den as the boys can keep a complete record of their years in Cubbing.

HOW TO RECYCLE PAPER

1. Cut newspaper into very small pieces. Do not use color print.

2. Soak in water for 24 hours.

3. Put a small amount (1 C. paper to 2 C. water) in a blender till mushy. This is called "slurry".

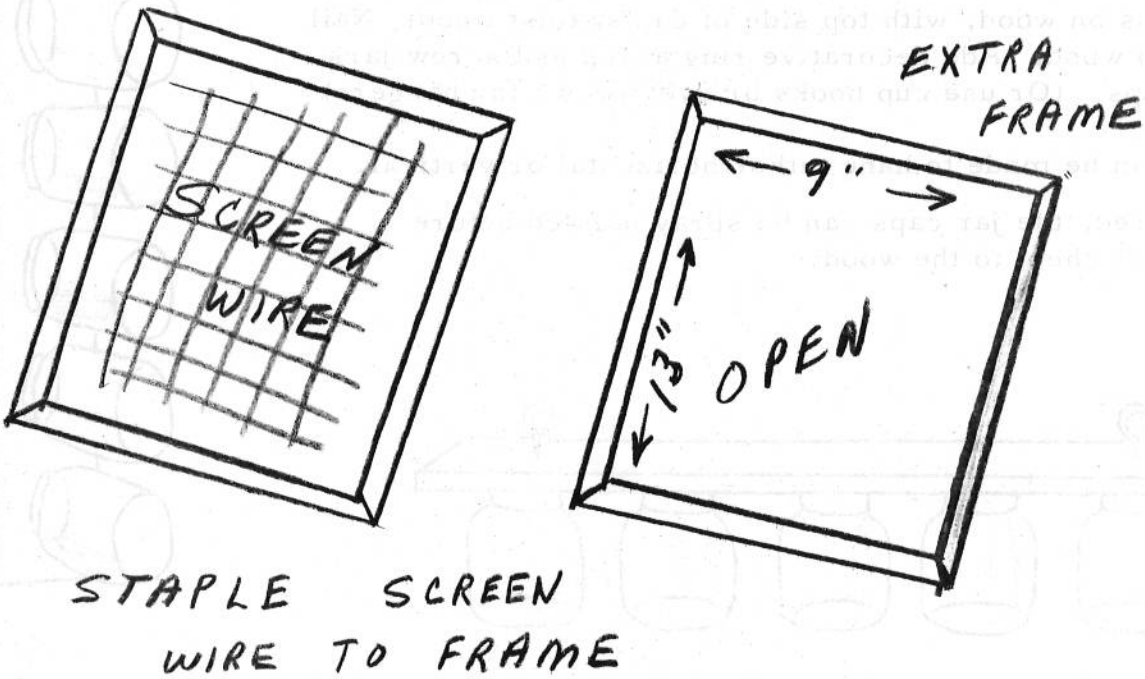
4. Put slurry in large shallow pan. Slurry and water should be a thin mixture (add water if needed--to suspend slurry).

5. Dip screen frame under floating slurry and lift so that slurry catches on the screen evenly. Screen should be held screen side up with extra frame held on. Drain.

6. Remove extra frame. Flip over onto newspapers to blot dry. Blot and press until it releases from the screen. Remove screen. Blot with either newspapers or paper towels until as dry as possible.

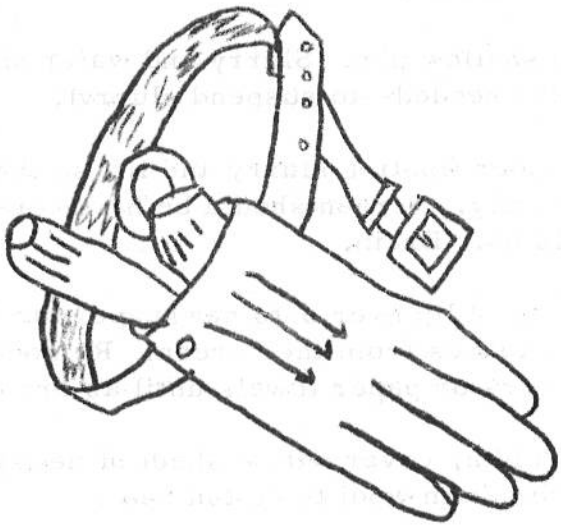
7. Place on absorbent cloth, cover with a sheet of newspaper, and iron dry. Iron should be set on wool to cotton heat.

8. Trim the sheet of paper and use for invitations, notebooks, nature outdoor code, etc.



GIFTS FOR DAD

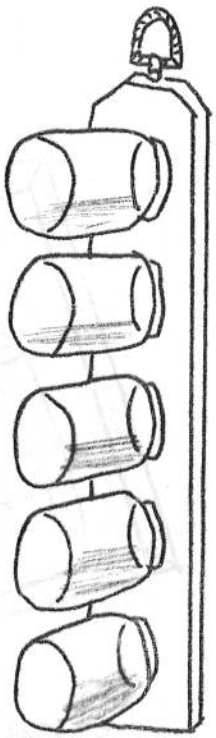
Here's a nifty gift for Dad that's easy to make. All you need is one of Dad's old plastic or leather gloves that he doesn't wear anymore. Just make two vertical slits, about 2" apart, in the palm side of the glove near the top. Then, simply slip a belt through the slits and those tools will be ever ready, right at Dad's side.

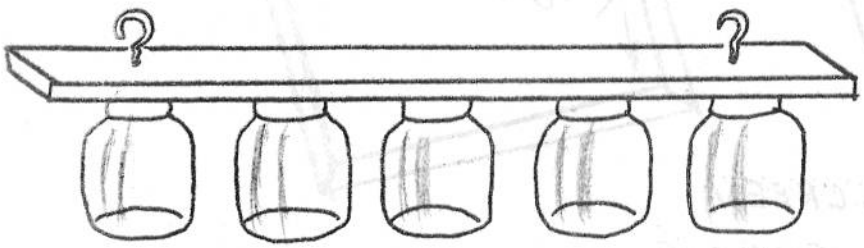


Handy Dandy Jar Holder - Use 3/4" board, approximately 4" x 15". Bevel edges if desired. Sand board. Stain or paint. Be sure baby food jars are clean and dry. Arrange jar caps on wood, with top side of cap against wood. Nail caps to wood. Add decorative ring at top and screw jars into caps. (Or use cup hooks or eye screws for hangers)

This can be made to hang either horizontal or vertical.

If desired, the jar caps can be spray painted before attaching them to the wood.





Dad can use this handy holder to hold an assortment of screws, nails, bolts.

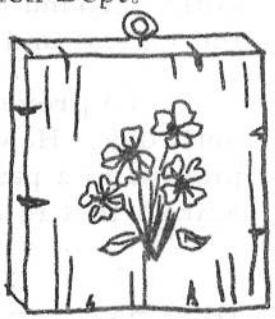
GIFTS FOR MOM

Porcelain Flowers

Materials: 1 cup high gloss varnish
1/2 cup turpentine
1/4 cup high gloss white enamel
Old artificial flowers or fruit

Mix first three ingredients thoroughly. Dip artificial flowers or fruit into mixture. Drain well back into can, then place in large paper bag and shake off excess. Stick flower stem in a bottle or a piece of styrofoam to hold it while it dries. Be careful not to let the wet flowers touch each other. After flowers dry, place them in painted bottle vases. Arrange fruit in hand made paper mache bowl.

Okla. City Parks and Recreation Dept.



Antiqued Flowers

Mix the following ingredients together:
4 oz. light oak varnish
4 oz. turpentine
1 1/2 oz. gold paint

Dip old artificial flowers in solution several times. Stir solution occasionally during use since gold paint has a tendency to settle to the bottom. Gently shake off excess in a paper bag. Lay flowers on paper towel to dry. Arrange flowers on a stained and varnished board which has been distressed. Add a hanger at top.

EGG SHELL GLOW LIGHTS

These lights give off a lovely soft glow. To make one, punch about 12 holes in the sides of a raw egg. Use a large needle and tap its end gently with a spoon or some other object. When these holes have been made, make 1 inch holes at the top and bottom and blow out the egg's contents.

Make a base for the light by putting a circle of clay or kneaded bread in a small metal jar lid, and turn up the edges of the clay. Stick a large size cake candle in the center of the clay. Put the egg shell over the candle, resting it on the turned up edges of the clay as shown. This will leave air spaces that will enable the candle to burn.

Torrey Pines Pow Wow '76

UNCANNY COFFEE GROUNDS

You can use the coffee grounds damp or dry. To dry them, spread the grounds on wax paper so they don't get moldy. To make the items, mix about equal parts of white glue and damp coffee grounds in a paper cup with a popsicle stick. If you are using dry grounds, mix them with half glue and half water. The ming tree will require a thicker mixture than the pictures. Add more grounds to thicken, and more glue to thin it.

If you want your projects to have more texture and depth, use the coffee grounds as they are and apply them in layers alternating with layers of glue. Spray paint the finished items, or leave them as they are, using tempera to add features and details.

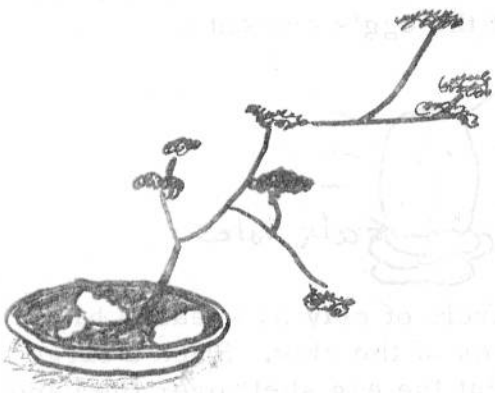
Pictures - Trace a picture of a furry animal from a coloring book onto lightweight cardboard. Apply a thin coat of white glue to the animal. Press the coffee ground mixture in place, using a popsicle stick for spreading. Cut out the animal and let dry.

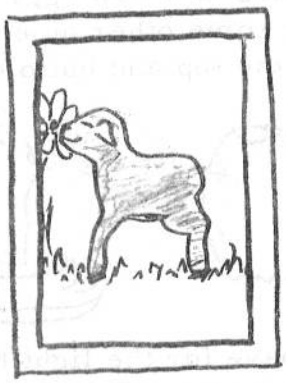
To prevent warping, you may cover the animal with wax paper and weight until dry. However, the curled effect is interesting, adding depth. Glue the picture to a painted heavy cardboard backing, gluing only the center of the animal if it is curled.

Ming Tree - For the base to hold the tree, use a foil potpie pan. Take an ordinary tree branch, cut the bottom at an angle, and tape it to the base. Fill the base with plaster of Paris and let set.

Using white glue, apply the coffee ground mixture to the tips of the branch. Apply the mixture a little at a time, allowing it to dry in between, until you have the size pads you want. Paint; add stones around the base.

Other suggestions - You can cover glass jars with the mixture to make vases. For jewelry, cut cardboard pieces and cover both sides with coffee grounds; weight between wax paper until dry. Punch holes to attach to earring backs and pin backs.

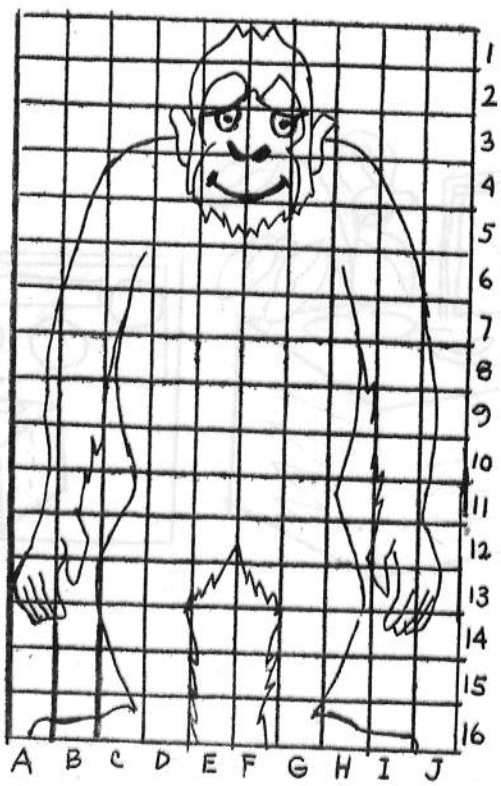




Gorilla - The gorilla is outlined with white yarn and the body is then filled in with dried coffee grounds. For the background, use corrugated cardboard, 14" x 19"; paint or cover with paper. To enlarge the graph to make a paper pattern, rule off paper into 1" squares, 10 across and 16 down. Label the squares "A to J" across thebottom, and "1 to 16" down the side. Starting at a given point, such as "E-1" (top of head), copy the pattern, square for square, onto your paper. Trace the pattern onto the background. Apply a thin line of glue to all the lines, doing about 4" at a time, and cover the glue with white yarn, pressing it in place; allow to dry.

Working a small area of the body at a time, brush on a thin coat of white glue and then sprinkle coffee grounds onto the glue. Repeat until the body is filled in. Repeat for the top and sides of the head. Shake off excess coffee grounds. As there will be bare spots, add more layers of glue and coffee grounds until the gorilla is completely and evenly covered. Then, cover the picture with wax paper and weight the covered picture with books until dry.

Draw the features with a felt marker and decorate the background if desired. Attach a hanger to the back. He's now ready to grace the wall of bedroom or den to enthrall all visitors and guests.



MODERN DESK SET

Need: Two frozen juice cans; a shoe box the same height as the cans; two screw on jar lids; a box wide enough to hold envelopes, such as a small cake-mix box; and wallpaper to cover the box.

To Make: Draw the outline of the containers onto the lid of the shoe box in the arrangement shown. Be sure you trace around the top of the jar lids, not the rim. Cut out carefully along the lines.

Covering: Put the lid on the shoe box and cut a piece of wallpaper or other decorative covering, long enough to go around all 4 sides (with 1" overlap) and 2" wider than height of box. Apply paste to paper and wrap around box, allowing 1" excess at top and bottom. Slash corners diagonally and fold down excess. Cover top with a piece of paper.

Assembling: Cut through covering over and push containers into place. If necessary for tighter fit, wrap tape around containers.

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