POW WOW NOTEBOOK

NOVEMBER 5, 1977


WONDERFUL WORLD OF SCOUTING

MONDERNOR MORTO DE 2001

WONDERFUL WORLD OF SCOUTING
1977 POW-WOW

SATURDAY, NOVEMBER 5

SALEM CHURCH 9th & STATE STREETS
QUINCY, ILLINOIS

9:00	REGISTRATION	
9:00 - 9:40	MIDWAY ATTRACTIONS	
9:40 - 9:55	OPENING CEREMONY	
10:00 - 11:50	FIRST SESSION	
Rm. 203	Webelos	10:00 - 11:50
Rm. 207	Crafts	10:00 - 11:50
Rm. 108	Pack Administration	10:00 - 11:50
Audit.	Songs	10:00 - 10:50
Rm. 120	Skits	10:55 - 11:50
Rm. 117	Games	10:00 - 10:50
Rm. 204	Ceremonies	10:55 - 11:50
12:00 - 1:15	BLUE & GOLD BANQUET - PACK MEETING	
1:20 - 3:15	SECOND SESSION	
Rm. 203	Webelos	1:20 - 3:15
Rm. 207	Crafts	1:20 - 3:15
Rm. 108	Pack Administration	1:20 - 3:15
Audit.	Songs	2:20 - 3:15
Rm. 120	Skits	2:20 - 3:15
Rm. 117	Games	1:20 - 2:15
Rm. 204	Ceremonies	1:20 - 2:15
3:15 - 3:30	COFFEE CUPS RECOGNITION CLOSING CEREMONY	

POW-WOW COMMITTEE

POW-WOW COMMITTEE CHAIRMAN	MARY FRY
BOOK	SANDRA POLLEY BARB MITCHELL
CEREMONIES	ARNIE LUDWIG KATHY REYNOLDS
GAMES	JEAN DUESDIEKER DOROTHY GALLAHER
CRAFTS	JANICE PANFIL KAREN WILLIAMS
SKITS & PUPPETS	WALDO COOK CLIF WEISINGER
PACK ADMINISTRATION	ERMA BUSS
MIDWAY	BILLIE UPPINGHOUSE MARTHA WOODWARD SANDRA POLLEY
REGISTRATION	KATHY GALLOWAY CONNIE COULTER
PHYSICAL ARRANGEMENTS	CLIF WEISINGER ROY HARVEY
BLUE & GOLD BANQUET	PACK 46 SPONSORED BY COATSBURG LIONS CLUB
SONGS	DON CODNER
WEBELOS DEN SECTION	ROGER SIX ANDRE MOSTERT
BABY SITTING	BILLIE UPPINGHOUSE JEAN DUESDIEKER
T.V. PUBLICITY	MARY FRY
DISTRICT PUBLICITY	JEAN DUESDIEKER ALGONQUIN BILLIE UPPINGHOUSE KATHY GALLOWAY BLACKHAWK SANDRA POLLEY MARY FRY CHEROKEE ARNIE LUDWIG
ADVISOR	DON CODNER
MASTER OF CEREMONIES	ANDRE MOSTERT

SAUKEE AREA COUNCIL

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COUNCIL EXECUTIVE	VAN R. BRAIDWOOD

"LORD BADEN-POWELL'S FAREWELL MESSAGE"

Dear Scouts,

If you have ever seen the play "Peter Pan", you will remember how the pirate chief was always making his dying speech because he was afraid that possibly when the time came for him to die, he might not have time to get it off his chest. It is much the same with me and so, although I am not at this moment dying, I shall be doing so one of these days and I want to send you a parting word of good-bye.

Remember, it is the last you will ever hear from me, so think it over.

I have had a most happy life, and I want each one of you to have as happy a life, too.

I believe that God put us in this jolly world to be happy and to enjoy life. Happiness doesn't come from being rich nor merely from being successful in your career not by self-indulgence. One step toward happiness is to make yourself healthy and strong while you are a boy, so that you can be useful and can enjoy life when you are a man.

Nature study will show you how full of beautiful and wonderful things God has made the world for you to enjoy. Be contented with what you have got and make the best of it. Look on the bright side of things instead of the gloomy one.

But the real way to get happiness is by giving out happiness to other people. Try and leave this world a little better than when you found it; and, when your turn comes to die, you can die happy in feeling that at any rate you have not wasted your time but have done your best. "Be Prepared" in this way to live happy and to die happy - stick to your Scout promise always - even after you have ceased to be a boy - and God help you to do it.

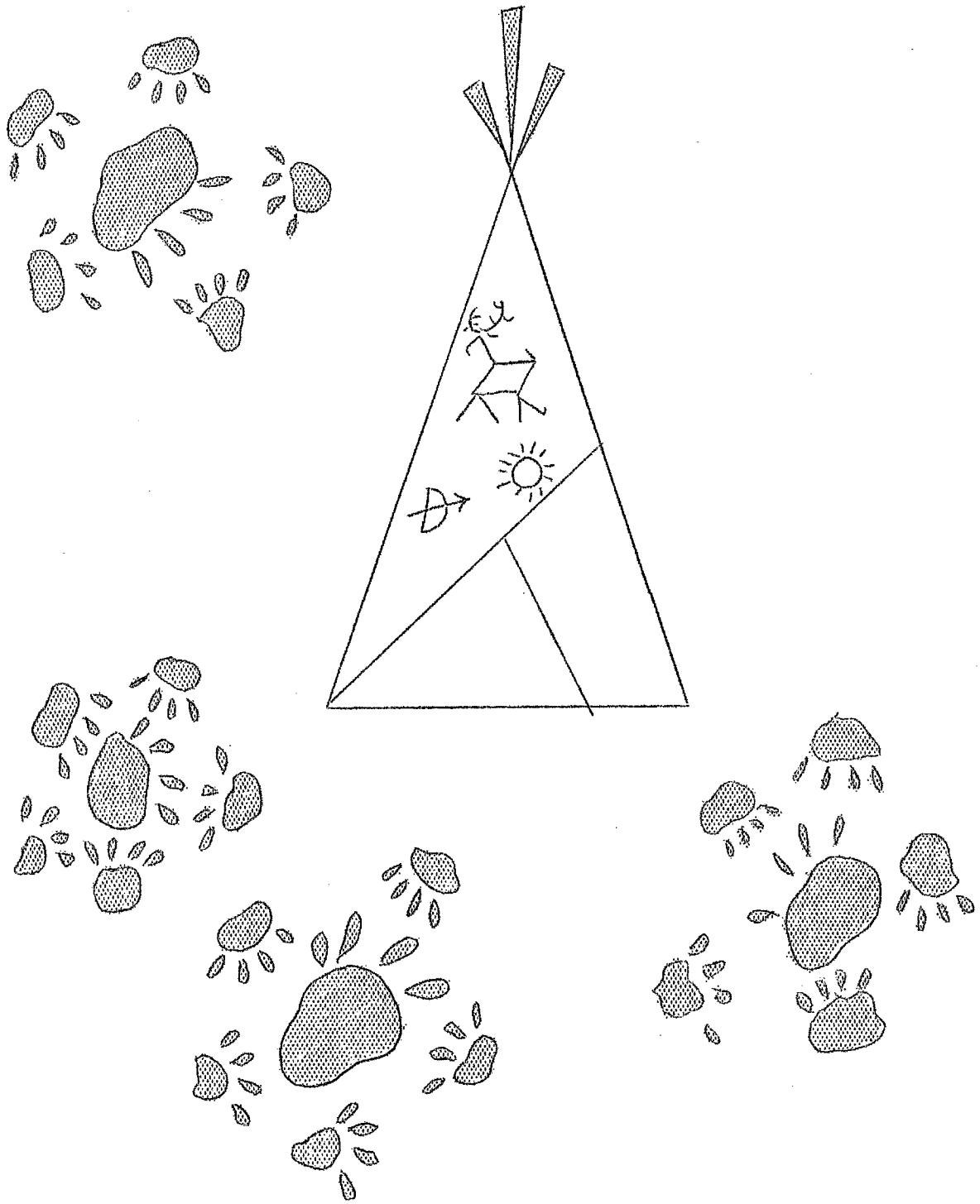
Your friend,

Baden-Powell

(This letter was found among Baden-Powell's papers after his death January 8, 1941)

PACK

ADMINISTRATION



DEN & PACK ADMINISTRATION

WHAT DOES CUB SCOUTING DO FOR BOYS?

1. Cub Scouting gives boys a lot of fun and enjoyment. Singing, hiking, playing, games, yelling, making things, and of course eating, and other activities. Happy boys are usually healthy boys.

2. Cub Scouting enables boys to learn many new skills. They learn to do things and how to take care of themselves. They become skillful with some of the tools of a technological age.

3. Cub Scouting gives boys a chance to live, dramatize and capture a sense of history. By participating in den skits at pack meeting, they have an opportunity to learn about and re-enact important events in our American Heritage.

4. Cub Scouts learn some of the fundamental elements of teamwork as they share with one another. Self-discipline and self-control make it possible for everyone to have a better time. Team play is more fun than disorganized individual play. These are vital lessons.

5. Cub Scouting gives boys a chance for new experiences - an opportunity to visit businesses and organizations in the community which expands their understanding of how their community works.

6. Cub Scouts learn something about how to take responsibility for their appearance, for their conduct and for their own achievement. When such habits and patterns are set early in life, the boys continue to behave responsibly.

WHAT DOES CUB SCOUTING DO FOR FAMILIES?

1. When parents work with their son and share with him as he participates in the Cub Program, they get to know him better. Out of doing things together, parent-son relationships grow firm. Discoveries are made, and each new day becomes a more exciting adventure.

2. As parents work with other adults in Cub Scouting, they make new friends and become acquainted with people they would not meet otherwise. Concern for the boys becomes a common bond between parents and unites them.

3. Community spirit is strengthened and community leadership is developed out of Cub Scouting adult efforts. Parents get a renewed sense of certainty and confidence in the future of our country when children and adults can work together in harmony and with purpose.

4. Cub Scouting provides a rich opportunity for families to grow together.

Dr. Harleigh Trecher, Oklahoma

COMMUNICATION BETWEEN PACK LEADERS

Did you ever see the cartoon about Indians and communications? The story goes like this:

A lonely tepee is standing out on the plains. Outside the tepee a squaw is busy grinding corn. A little girl, Running Water, is helping her mother, while a small Indian boy, Little Fox, is off to one side sending up smoke signals with a blanket and open fire. Puffs of smoke are floating up in uneven white clouds. Finally, obviously horrified, Running Water says to her mother; "Mama, he's using swear words again".

This is a humorous look at communications. Little Fox was communicating. He was getting his message across loud and clear....or was he? Was Running Water really getting the message straight? It might be that Little Fox wasn't sending up swear words at all.

This happens all the time. Communications between human beings become garbled in the transmission. Getting your ideas over to someone else is a complex process whether you use words, sounds, signs, signals or even little white clouds.

Communications between pack leaders is vital. It is important for a person to know how to transmit his ideas so that they convey what he intends. Putting yourself in the other person's shoes...looking at the situation from his point of view... empathy, is always helpful.

There is a story about General George Patton meeting Field Marshal Rommel in a major tank battle in Africa during World War II. Patton was watching the battle from a high hill. The American and German tanks moved against each other like miniature chessmen. Rommel moved a tank column this way; Patton countered the other way. Finally it ended. The German tanks, outflanked and outgunned retreated, leaving the field to Patton. Gleefully, Patton slapped his famous riding crop against his thigh and laughed. " Rommel, you blankety-blank", he shouted, "I read your book, I read your book". Patton had not only read the German General's book on tank fighting, but he had also been able to imagine he was Rommel. He had put himself into the German General's boots.

Communication is the complex process of transmitting and receiving signals. Words mean different things to different people. Confidence and poise come through slow, deliberate talking. Tensions sometimes come in fast talking. Body language can communicate more than words in some instances.

Communications are most likely to suceed when both the sender and the receiver assume 100% responsibility for getting the message across.

A responsible sender will:
1. Be sure that he has the other person's attention.
2. Use words which are meaningful to the receiver.
3. Use such phrases as "in other words" so that he can express the same idea in more than one way.
4. Ask for "feedback" about what the other person is understanding.
5. Listen carefully to the "feedback".
6. Practice empathy...put himself in the other person's shoes.

The responsible receiver will:
1. Listen to the words, tone of voice and physical posture of the sender.
2. Question the meaning of any words or ideas which are not clear.
3. Ask that portions of the message be repeated or expressed in a different way if they don't make sense.
4. Tell the sender what he understood him to have said.
5. Practice empathy.

The channel of communication which is most often overlooked is the very rich mixture of messages which people send with their physical postures and gestures...body language. A great deal can be said by one person to another without a single word being exchanged. Try expanding your awareness by listening to the whole person. Sense not only his words and the tone of his voice being used, but notice what he is doing with his eyes, his mouth, his head, his arms and his posture.

Sometimes we have a tendency to "lock on" to what seems to be a satisfactory idea or solution and thus "lock out" the possibility that there may be something else worthy of considering. This is called "Lolo"...lock on-lock out. This can happen with first impressions of people, with creative ideas, or in discussions on controversial subjects.

Accurate listening is an important factor in communication. Most people do not listen as closely or accurately as they think they do. They tend to hear only what they want to hear. There is no tool of leadership that rivals skilled, sympathetic listening.

Follow these steps:
1. Listening is an active process. Have an alert mind and posture.
2. Listen with empathy...put yourself in his shoes.
3. Don't listen to words alone... watch body language.
4. Don't let your prejudices affect your listening.
5. Overcome your reluctance to listen to difficult or uninteresting subject matter.
6. Be sure you understand...ask questions...interpret.
7. Sort out the main points from any irrelevancies...evaluate.

Pack leaders who learn to communicate and listen accurately will be much more effective in their relationships with other adults as well as with the boys.

10 GUIDES FOR UNIT MONEY-EARNING

Whenever your pack is planning a money-earning project, this check-list 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 dates 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 service 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 reasonalby certain that people who need work or business will not lose it 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 finacial responsibility?

Scouting Magazine

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</u> <u>den</u> projects.

BUILDING PARENT PARTICIPATION

Participation of parents, sometimes is slow;
Why, oh, why, we want to know?
They show no interest, don't seem to care;
Look how we've worked, done more than our share.
Here is a thought, could it be the key?
Have we given them an opportunity?

Ellen Hansen

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Parent participation is desired by every leader. He or she dreams about it, wishes for it and complains about it when it doesn't happen. Before we talk about building it, we should know exactly what it is. Then we can plan steps to obtain it.

What is parent participation?
It might be a mother helping her son make an Indian costume or a dad hauling home some scrap lumber to assemble a den game chest. It could be these and many other helpful things parents do. There is a difference between parent participation and cooperation. Participation is action...doing something.

Why is it important?
The secret of a successful pack is in the high percentage of parent participation it achieves. Leaders should always remember that the program was developed for parents to use with their sons. Parents should understand that Cub Scouting belongs to them.

Where does it start?
That's easy. It starts with you. As Cubmaster, Den Leader or Pack Committeeman...parents will look to you for guidance. Be prepared with a few simple rules and guidelines that your Pack has agreed upon. If you expect parents to participate, tell them in no uncertain terms exactly what they're in for and what is expected of them. This means that parent participation begins even before the boy joins your pack. Try to find out in advance what each parent likes to do. Make sure that your information on parent participation is explicit. As parents see they are being helpful, they will become enthusiastic and be willing to tackle additional jobs.

How to use your parents.
Don't expect them to volunteer, and don't try to force them into helping. Use the parent talent survey to find out their skills and interests. Then follow up by inviting them to help in the pack or den by doing a specific job.

-adapted from Cub Program Helps

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...Because of lack of interest, Tomorrow will be postponed...

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 the leaders and their knowledge of the principles, aims 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 should increase.

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

4. Relationships between the Pack and the sponsoring partner are stronger when the Pack leaders fully understand their jobs.

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

6. Training assists the 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 activivies and tools designed to build these attributes into youth. Leaders should understand that advancement, handicraft, games and 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 Scouts.

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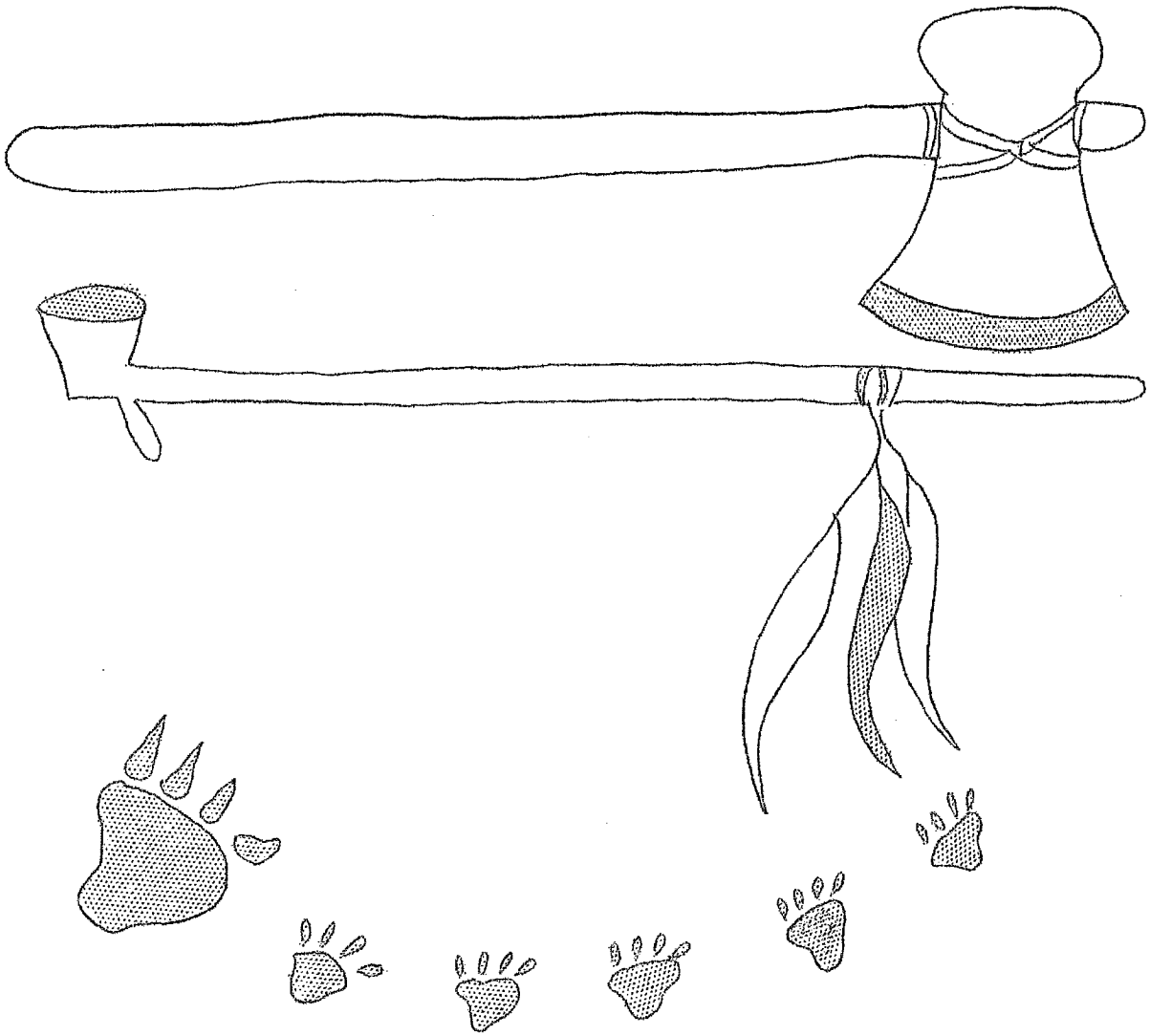
Do not condemn the judgement of another because it differs from your own. You may both be wrong.

CEREMONIES



THE STORY OF THE CUB SCOUT COLORS

(An advancement ceremony)

Equipment - A tripod with a large pot suspended from it over an imitation campfire. Large pot contains small container.

Akela - "We are gathered here tonight to honor some of our young braves who are appearing before this Council fire for the first time--but first let me tell you a story that may help you better understand the colors of Cubbing--The Blue and Gold--.

Many moons ago the great chief called a council to see what could be done to make his tribe the best of all the tribes. After many hours, he called his two most trusted braves to the council fire. (He continues as 2 Braves come in and stand on each side of him.)

He told the first Indian brave to climb the mountain and tell the great eagle to fly high into the sky and bring back part of the beauty of the sun. (First brave leaves.)

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky. (Second brave leaves. Then both braves return immediately. One carries a bottle of blue water and the other carries a bottle of yellow water that were located just outside the room. They come in and kneel, one on each side of the fire, and hold up the bottles of colored water for everyone to see.)

Chief to first brave: Pour some of the beauty of the sun into our Council mixing pot. (The brave with the yellow water pours some of it into the large pot which contains dry ice, being careful not to pour into the small container. The water causes the dry ice to smoke more, and it seems as if the pot is boiling faster. Chief signals second brave.) Pour some of the beauty of the sky into the Council mixing pot. (The rapid boiling motion starts again. Then raising his right hand, the Chief speaks.)

From this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness and good cheer. (Then the Chief reaches in and pulls a Cub Scout neckerchief from the small container. He holds the neckerchief open so everyone can see it, and speaks.) And that is why the Cub Scouts use the colors Blue and Gold. Now let us meet the Cub Scouts and parents that helped us keep the Blue and Gold of Cub Scouting alive and growing this month. (The Chief stirs the pot again and takes out the boys' awards from the small container in the middle. Boys and parents come forward to receive them.)

A FAMILY INDUCTION CEREMONY

Start Them Right

Equipment: A target with a drawing of a boy on it, a toy dart and a table. The dart rests on the table about 10 feet from the target.

CUBMASTER: (Calls the parents and boys forward where they stand behind the table facing the audience.)

You have indicated your desire to be a part of our Cub Scout pack. You see before you a target. It represents your son and all the fine things you wish for him. On the table is a dart. This represents the fun and character building activities of Cub Scouting that you desire for your boy. This dart represents the Cub Scout Program, the activities of each den and pack, as well as the numerous boy-appealing projects in his advancement program. However, they will not reach your son until the dart is thrown and that is where you, his parents, come in.

This is your program to use for your son. Go ahead, Dad, and throw at the target. Wait! What's this maneuvering you're going through? Are you trying to aim the dart at the target?

DAD: (Probable answer) Why sure. How else do you think I can hit it?

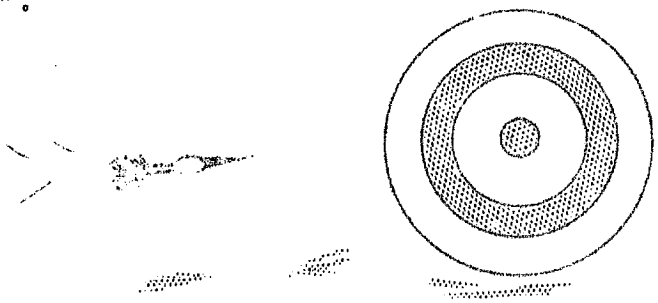
CUBMASTER: Now you've got the idea. In Cub Scouting we've got to have parents helping and guiding their sons if they are to get what they should from Cub Scouting. Mr. & Mrs. _____, will you help your son by attending pack meeting regularly, working with him on his achievement program, helping with den and pack activities, and serving as leaders if called upon?

PARENTS: We will.

CUBMASTER: Congratulations, we knew you would, and all of us in Pack_____ welcome you to the fun of Cub Scouting. Please accept this membership certificate for your son and pin this Bobcat badge on him.

The entire audience joins in singing "Hi! There!" sung to the tune of "Hail, Hail the Gang's All Here".

Hi! Hi! Hi! There! Cub!
We are glad to meet you,
We are glad to greet you.
Hi! Hi! Hi! There! Cub!
You are welcome to our den.



ARROW OF LIGHT CEREMONY

PACK

Personnel: Webelos leader, Arrow of Light candidate and Parents and two Webelos.

Equipment: Arrow of Light ceremony board, four red candles, three white candles, Arrow of Light award and Arrow of Light pin for Mother.

CEREMONY

Webelos leader and two Webelos Scouts stand at left of candles and board, candidate and parents at right.

First Webelos: (Lights four red candles): The four red candles represent Bobcat, Wolf, Bear and Scout. The Arrow of Light means progress along the trail from Bobcat Cub Scout to Scout...the Trail to Good Citizenship. That is why the Arrow of Light was chosen as the award for the highest rank in Cub Scouting.

Second Webelos: (Lights white candles): Webelos means,"We'll Be Loyal Scouts. Loyalty is one of the important things a Cub Scout stands for: He is loyal to his God, his country and his home."

Webelos Leader: (To Candidate): Will you give me the Cub Scout sign and repeat the Cub Scout Promise. (He does so.) To you Parents I give the Arrow of Light Award to present to your son. The badge is worn on his Cub Scout uniform, centered on the left shirt pocket. He may also wear it on his Scout Uniform when he joins a troop. (Parents pin badge on uniform.) (Webelos Leader then presents Mother's pin to son to give to Mother.) I salute you as a qualified Webelos Scout. (Gives handshake to Webelos, and shakes hands with Parents.)

CLOSING THOUGHTS

DEN OR PACK

A smile cost nothing - but creates much. It happens in a flash but the memory sometimes lasts forever. It cannot be bought, begged, borrowed or stolen, but it is something that is of no earthly good to anyone unless it is given away. So, if in your hurry and rush you meet someone who is too weary to give you a smile - leave one of yours. No one needs a smile quite as much as he who has none left to give.

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Work while you work, play while you play;
One thing at a time, that is the way.
All that you do, do with all your might;
Things done halfway are not done right.

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A Cub Scout keeps himself strong and personally fit, not just for his own sake, but also so that he can become a more useful citizen. Then he can be more helpful to those around him.

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Life never stands still. If you don't advance, you go backwards. In Cub Scouting you have many opportunities to learn and to advance as you do achievements, electives and activity badges. Do them well so that you are proud of the badges you wear.

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One of the most important things to learn in life is to put forth your best effort when doing something. That is why we have the Cub Scout Motto. As a member of this pack, I hope you will put forth your best effort for the good of the pack and for your own good.

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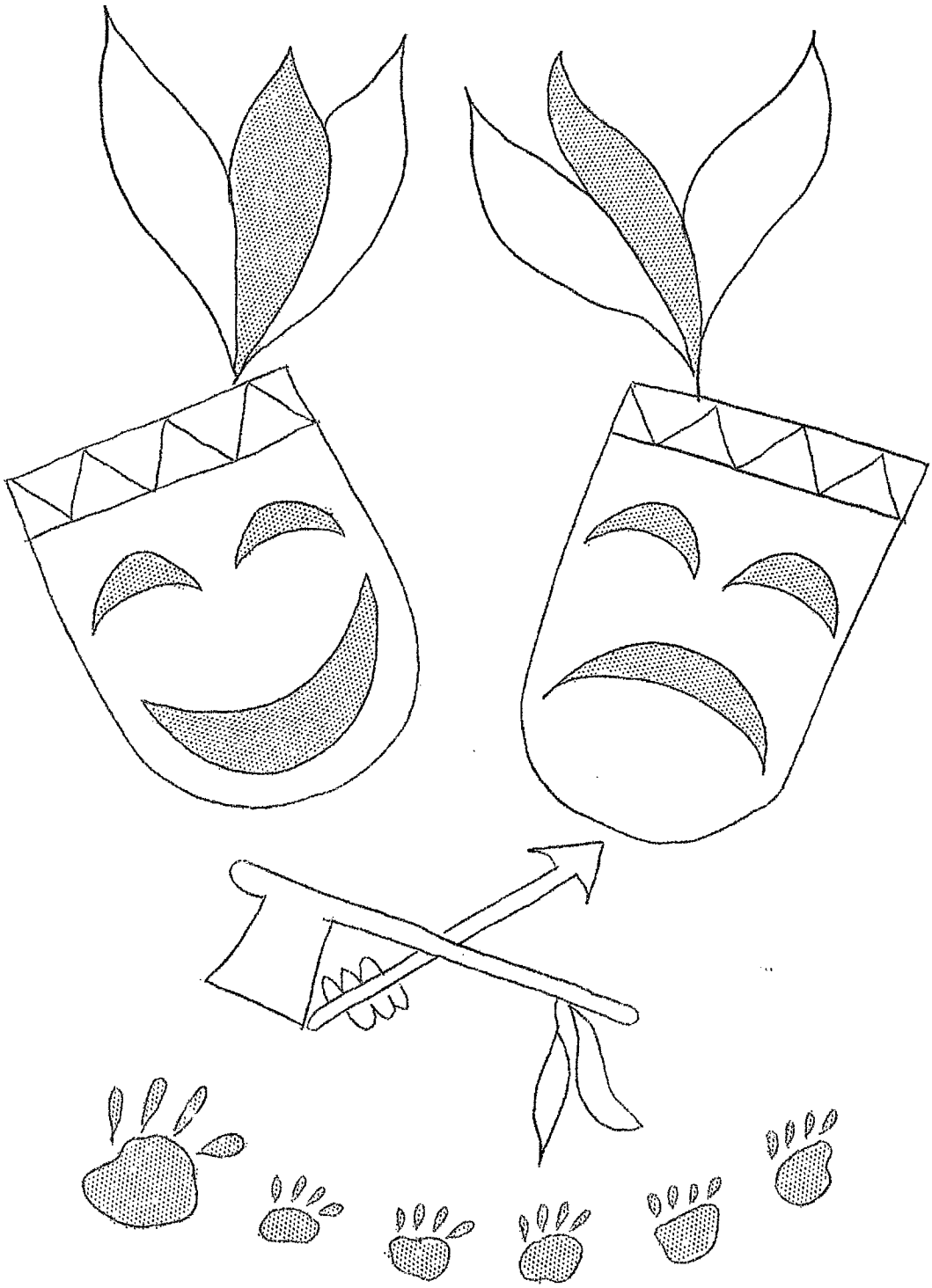
One of the hardest things for anyone to do is to stick to what he knows is right while his friends are coaxing him or his enemies are threatening him to do the opposite. A Cub Scout does his best.

SKITS



SKITS

What is a skit? Basically, a skit represents the experiences of a character who wants something very much and tries to get it. Something or someone hinders him until it looks like he will never get his desire. However, he takes some action or makes some decision which overcomes the obstacle, and he gets what he wants. Here's the classic example: Boy meets girl, boy loses girl, boy gets girl.

BASIC SKIT FORMULA

1. Establish the Place:	It should be related to the theme of the month.
2. Set the Time:	A date in history...yesterday, today or tomorrow.
3. Boy wants something:	Friendship, gold mine, game trophy, to find lost civilization, slay a dragon, etc.
4. Boy starts to get it:	By canoe, plane, horseback, walking, at home, using his brain, some other way.
5. Obstacles stop boy:	Crocodiles, native headhunters, a secret enemy, a false friend, unclimbable mountain, other problems.
6. Boy Achieves goal:	Through an act of kindness, bravery, wisdom, magic, unexpected help.

You can develop a lot of ideas for your own skits if you get your Cub Scouts to use their imaginations. A lot of good ideas are already developed.

#4390 Skits, Puppets & Ceremonies
#3505 How Book of Cub Scouting
BL-26 Stunts and Skits (Boys' Life reprint)
Den Chief's Denbook

FIVE THINGS TO KEEP IN MIND WHEN PREPARING A DEN SKIT

1. Keep it short - 3 to 5 minutes.
2. Avoid having a lot of dialogue.
3. Use simple props and costumes, keep scene changing to a minimum.
4. Give each boy in the den something to do.
5. Know your facilities - type of stage, available lighting, etc.

ASTRONAUT PUPPET SKIT

(WORLD OF TOMORROW THEME)

CHARACTERS: 8 Astronaut string puppets come out one at a time wearing the lettered piece which makes the 8 parts of the space ship and spells CUB SCOUT.

Den Leader: Cub Scouts of Den #____ drew up plans for a missle so they could take a safe trip into space. Now they are going to build the missile for you in case you want to go along with them on this journey into outer space. Here they come with their parts! Lets all sit quiet and watch.

(Puppets enter one at a time and Cubs repeat their lines in order.)

Cub #1: C is the part we build on, and it stands for courtesy in Cubbing and all through life.

Cub #2: U is next. This part stands for unity, because united we are strong.

Cub #3: B is then added. That stands for bravery in all our thoughts and all our deeds.

Cub #4: S is next and that stands for safety. We learn it and use it.

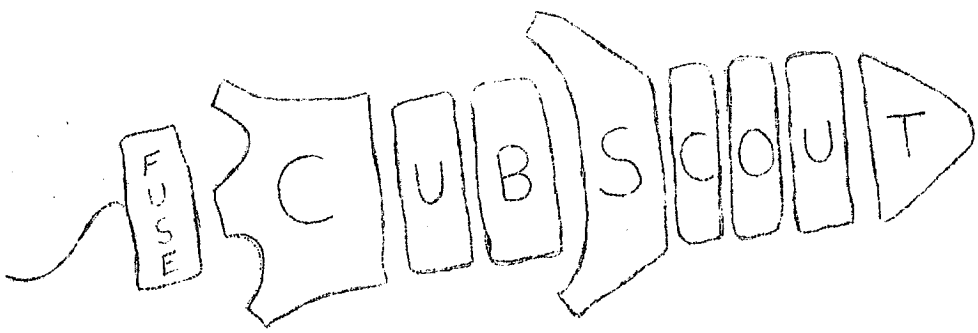
Cub #5: C adds some more and it stands for church - the one of your choice.

Cub #6: O is building it stronger, and stands for outdoor life which is full of fun and healthful.

Cub #7: U is near the finish and stands for usefulness to ourselves and others.

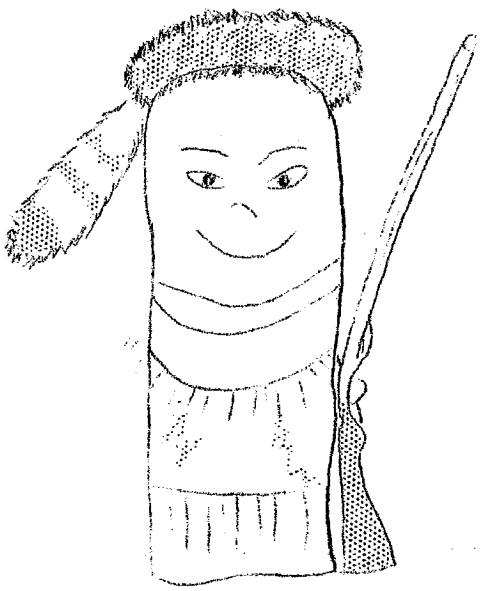
Cub #8: T is the nose that guides us. It stands for truth in all things.

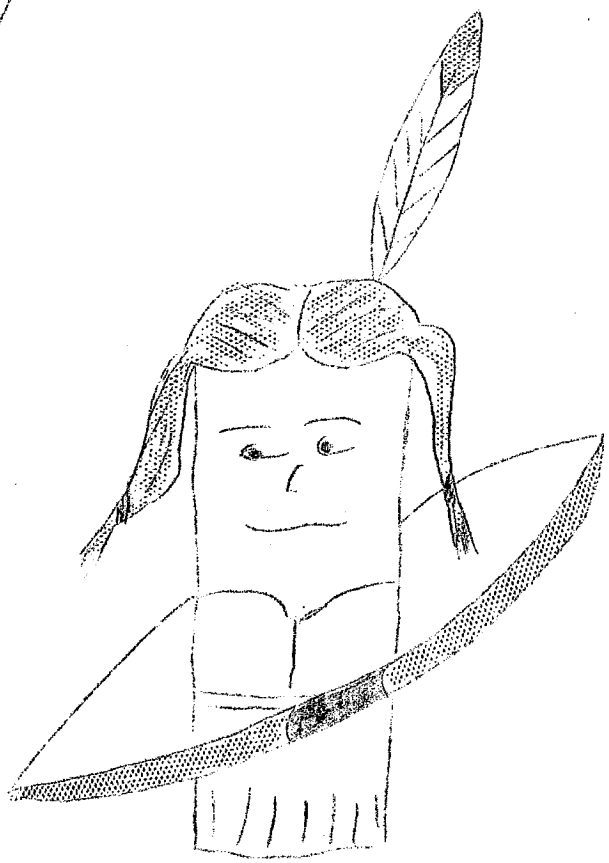
Den Leader: Anyone knows the fuse is necessary to light and send this missile on its way. (She puts the fuse to the first Cub.) We are on our way. Everything's A-O.K. Ready for lift-off! Fire! (Puppets fly upward.)



INDIAN SOCK PUPPETS

Take an old sock, stuff the toe with cotton or dryer lint, or instead of stuffing insert your hand all the way. Draw a face with crayon or glue cloth features onto puppet head. Use yarn for hair. Insert your middle finger into the cotton head to use the puppet, and your thumb and ring finger into the body for hands or sew on felt ones.





GOOD SCOUTS

(THE AMERICAN INDIAN THEME)

SCENE I - ANNOUNCER: Davy Crockett and Mike Fink are walking through the forest.

Mike Fink: Seems mighty quiet here. Davy.

Davy: Too quiet, Mike.
(Suddenly several Indian braves jump out of the forest and capture Davy and Mike.)

1st Brave: Ugh! Me-um catch-um you-um.

2nd Brave: Ugh! You-um come-um to Chief Sitting Bull's camp.
(The braves drag Davy and Mike away.)

SCENE II - ANNOUNCER: We are now at Chief Sitting Bull's camp. The Chief and his braves are sitting around their campfire. The braves that captured Davy and Mike run up to the fire, dragging their captives with them.)

1st Brave: Ugh! Me-um bring-um two whiteyes to Chief Sitting Bull's camp.

Sitting Bull: Ugh! You-um brave. (Look at captives.)
Who-um are you-um?

Davy: I'm Davy Crockett, King of the wild frontier.

Mike: I'm Mike Fink, king of the river boats.

Sitting Bull: (Jumping up and clapping his hands.)
Davy Crockett! Mike Fink! Wow! Me hit-um bulls-eye.

Mike: Now see here, Chief, we are your friends.

Davy: That's right, Chief. We're just a couple of scouts.

Sitting Bull: (Jumping up again.) Scouts! Me scout, too!!

(All boys gather around the fire and give the Cub Scout sign, and promise.)

FASHIONS FOR OUR LEADERS

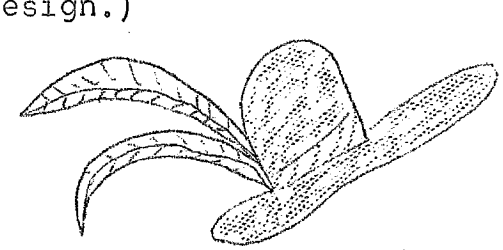
This skit may be presented for the entertainment at a Blue & Gold Banquet. The leaders present the skit and also there is little or no expense involved.

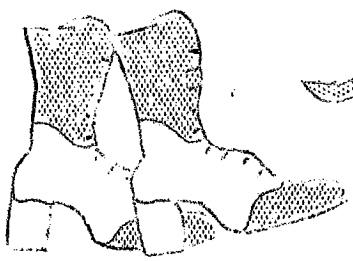
The show is presented as a regular fashion show, with a commentator and as many models as available. The staging can be simple or elaborate (complete with runway) as desired. A minimal amount of rehearsal is needed just be sure the models know how to pivot and show off their creations to full advantage. The models can either exit after their appearance or line up on the stage.

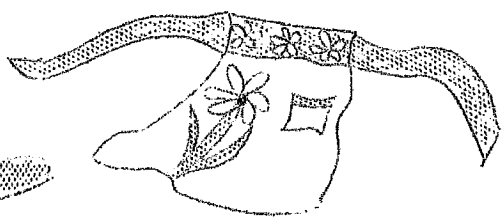
COMMENTATOR: As we start the year, it seems only fitting that we present a few of the latest fashions, especially suited for our leaders. We're sorry that patterns for these fashions are not available. They were accidentally used in a paper mache project that never quite got off the ground. Well, now, 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. (Wait 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 inside are many kinds of scrap materials, plus scissors, tape, glue, rulers,etc.)

COMMENTATOR: Our next model is wearing a specially designed "Leaders" 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 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 in 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 plastic toy phone. 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 pillow case to make the vest. Cut out holes for the arms and neck and slit up the front. Baste mop strings to the pillow case covering it well. Spill things at random over the vest so it will have that abstract design.)







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 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 hang down. The more packages you attach, the better the effect.)

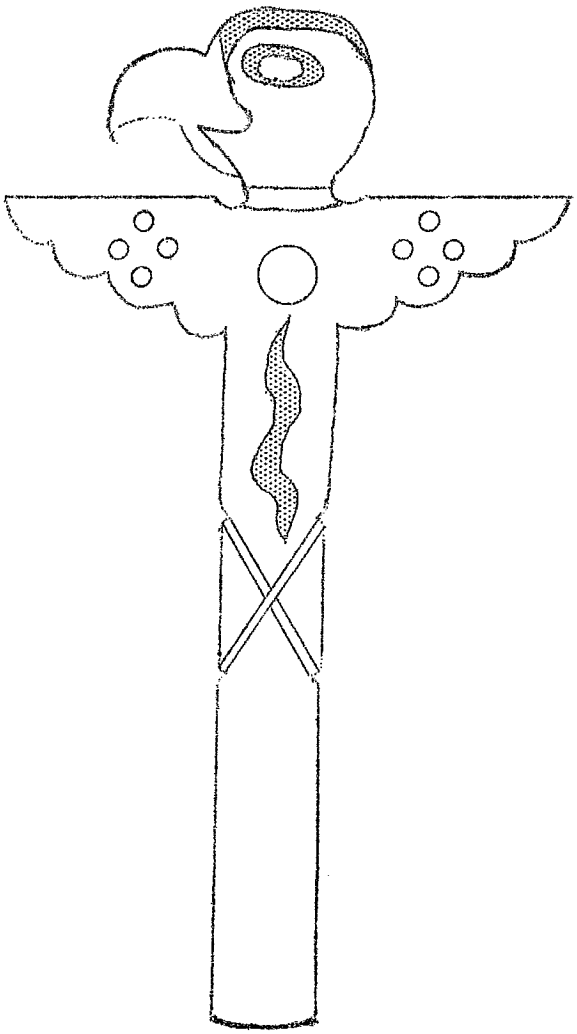
COMMENTATOR: The next accessory we have to show you is one that any woman who works with children should have. This lovely scarf will keep your hair in place as you work, but it will also serve another important purpose. This scarf has built-in earmuffs, to help you get through the days when you can't 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, attach a film reel to the inside of one earmuff.)

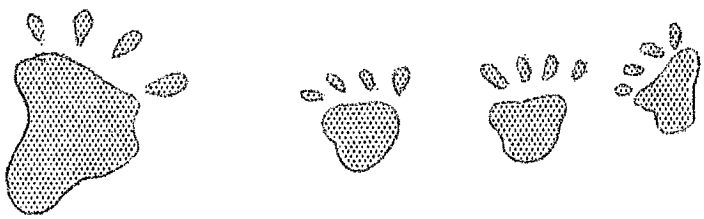
COMMENTATOR: And now, we have another skirt for you. Light and airy, this skirt will gracefully flutter as you walk. That's because it's made entirely of facial tissues. Each tissue is attached individually, so that they may be ripped off as they are needed. This skirt will save you countless steps when 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, covering it 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 leaders 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 triangles the same size. Tape them together on the underside. On each side print one of the following words: "YES" "NO" "QUIET". The model turns the hat on her head as the Commentator speaks, showing the audience each side.)

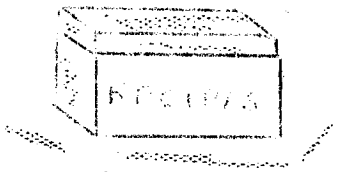
COMMENTATOR: As with all fashion shows, we have saved our pride and joy until last. This final creation is completely individual. You can make one of your own, because the materials it is made from are those that only a woman working with children can collect. You can make it at the end of a rewarding year. We are proud to present the first "Leader Coat", made entirely of things we have left behind and never claimed! (The coat is made of everything imaginable that a child might leave behind or forget - mittens, hats, scarves, belts, tennis shoes. 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.)

CRAFTS





CRAFT RECIPES



PAINTS & INK

Stencil or Poster Paints Combine ½ cup cornstarch with 3/4 cup of cold water. Soak 1 envelope unflavored gelatine in ¼ cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatine mixture and ½ cup soap flakes or detergent. Cool. Put in jars for different colors. Add color by using either food coloring, tempera paint or all purpose dye. This can be thinned with water later if necessary.

Finger Paint #1 Mix ½ cup liquid laundry starch with ½ cup water. Add to one quart boiling water, stirring to paste. Use ½ cup powdered tempera to add color.

Finger Paint #2 Add ½ cup liquid starch to 1 quart boiling water. Stir over heat until thick. Add ½ cup liquid detergent. Stir well. Divide into small jars. Color with tempera or food coloring. Keeps in refrigerator indefinitely.

Printing Ink To make your own ink for block prints, spatter prints, etc, mix 1 pint boiled linseed oil, 1 pint varnish and 2 pints powdered tempera to consistency of thick paste.

MISCELLANEOUS RECIPES

Costume Make Up In a jar mix some liquid skin cleanser with powdered sugar for thickness. Add food coloring for color. This make up will wipe right off. It works even better if the face is cleansed with liquid cleanser and wiped clean before applying make up.

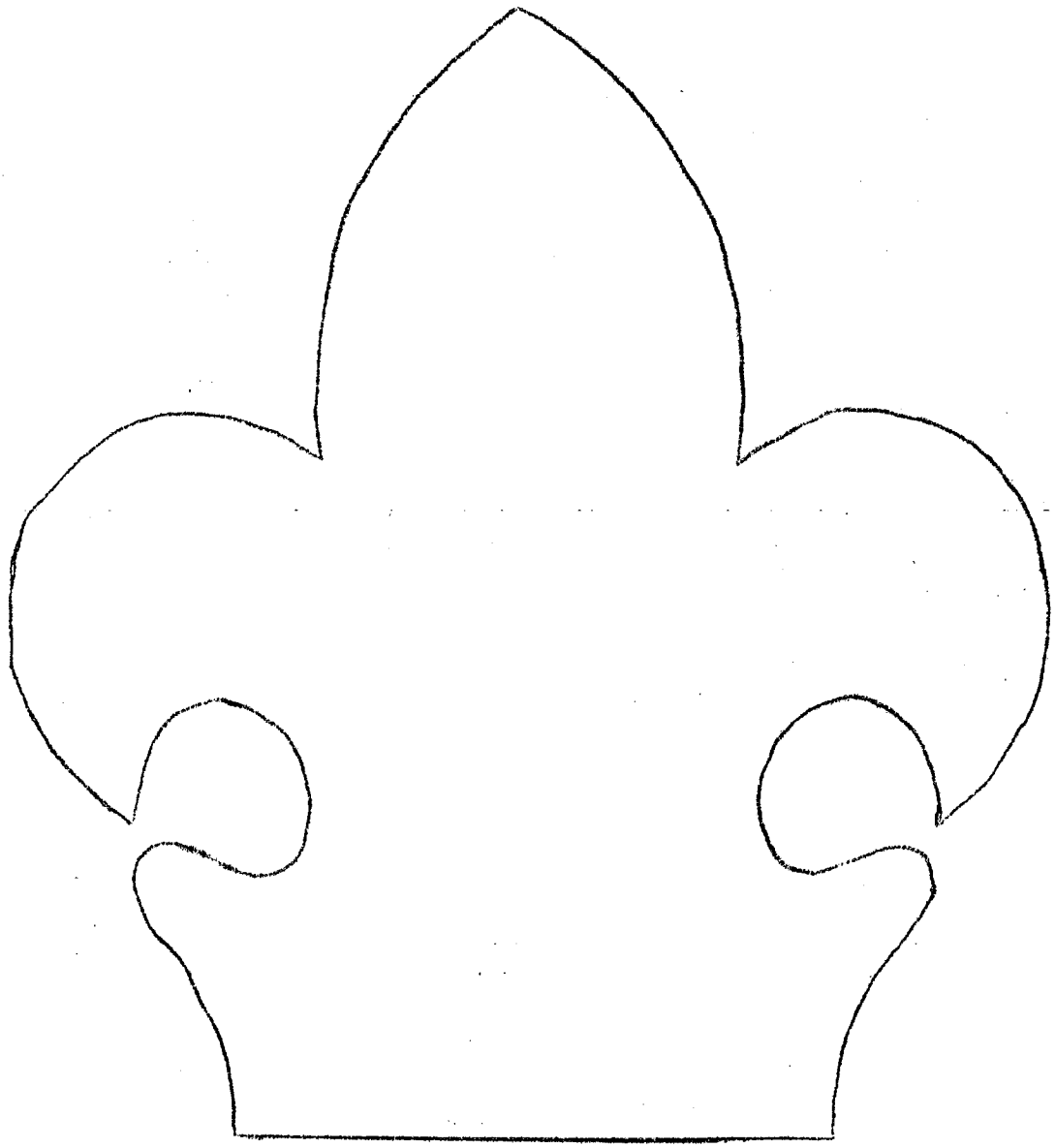
Flame Proofing Mix 2/3 cup 20 Mule Team Borax and 1 quart water. Spray on paper and dry. Dip cloth into solution, wring and hang. Or mix 9 oz. Borax, 4 oz. Boric Acid and 1 gallon warm water. Or mix 3 parts Borax, 2½ parts Boric Acid and 50 parts water.

Barometer Solution Mix 30 gm. Cobalt Chloride, 15 gm. Sodium Chloride, 7½ gm. Gum Arabic, 4½ gm. Calcium Chloride and one pint water. Saturate blotter paper and let dry thoroughly. When air is dry, paper will be blue when weather is changing it will be lavender and when weather is damp, paper will turn pink.

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 greens. Mix thicker and squeeze through cookie press to make snowflakes, or squeeze through pastry tube to write messages on glass, foil, etc. The whipped soapsuds can also be used to frost a cardboard cake for table decoration.

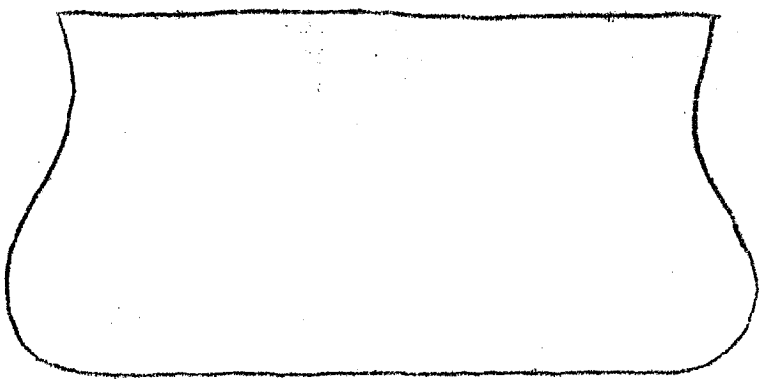
Carving Compound Mix together 4 parts vermiculite, 1 part cement and 1 part sand. Add enough water to make a heavy paste. Pour into a mold (an aluminum pan or plastic container). Blocks can then be cut and carved with a pocket knife.

SCOUT BOOKEND PATTERN



Cut 2 of each from plywood; sand smooth and varnish so grain shows.
Purchase BSA decal, and place on each bookend.

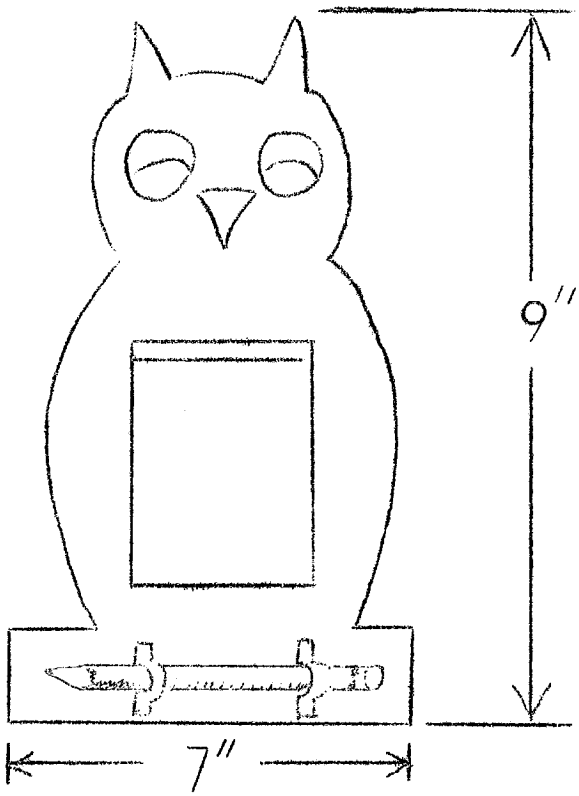
Attach as base with wood glue and 1" very thin nails (finishing type).
Nail holes may be sealed with wood putty if they are set deep.
Resand and varnish.



WALL SCRATCH PAD

Materials:

One 7x9 inch piece of ¼" plywood.
Paint (2 colors) and brushes.
Two short strips of felt
Pencil and small scratch pad.
Screw eye
Paper, carbon paper, coping saw, white glue, stapler (optional), drill and string.



Directions:

Draw the pattern of the owl on a piece of paper and then trace it onto a piece of plywood with carbon paper. Cut the owl out with a coping saw. Apply one or two coats of paint after sanding. Let dry. Paint on the facial features. Glue or staple on the two felt strips as shown in the picture to hold the pencil in place. Now, glue the scratch pad into place with three or four dots of glue so that it will be easy to remove and replace. To be sure that the pencil won't disappear, drill a small hole in the pencil and another in the bottom of the scratch pad holder and attach a piece of string.

Scrap Craft for Youth Groups

Materials:

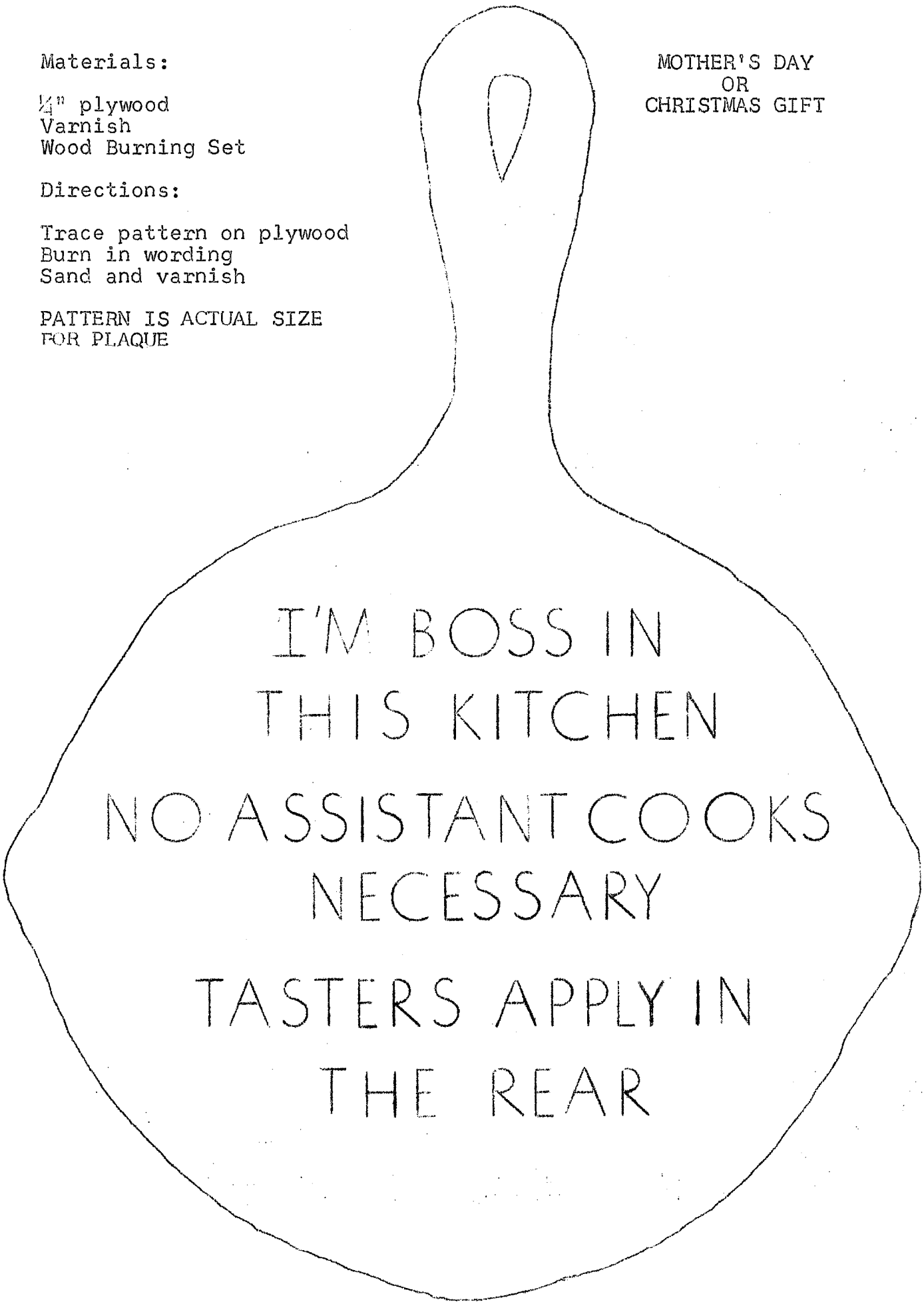
¼" plywood
Varnish
Wood Burning Set

Directions:

Trace pattern on plywood
Burn in wording
Sand and varnish

PATTERN IS ACTUAL SIZE
FOR PLAQUE

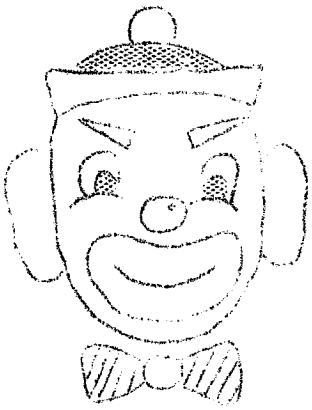
MOTHER'S DAY
OR
CHRISTMAS GIFT



FELT CRAFT CLOWNS

Materials:

1. Felt, construction paper or a art foam.
2. One 9 x 12 " piece of cardboard.
3. One 10 x 14" piece of felt construction paper or art foam, dark in color.
4. Scissors, White Glue and small brush.



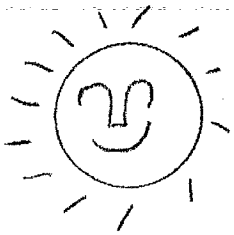
DIRECTIONS:

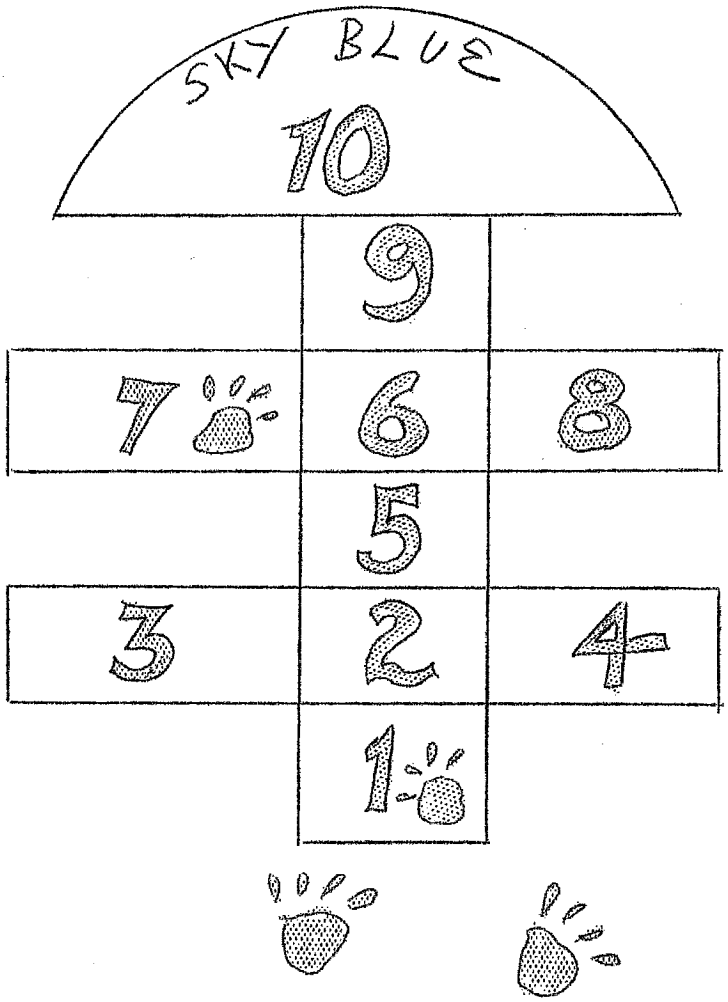
Here is something to hang up and enjoy for years to come -- something that is not too complicated but yet looks very professional. Keep the cost down by trying your local dime store for packets of various colored felt. Since you shouldn't need much of any one color, except pink and the background color, you should be able to make six or eight pictures with one packet. Buy the larger pieces in the yard goods department, but not until you have consulted friends, neighbors and parents for those leftover scraps or maybe a flannel skirt that can be cut up.

For the background you can use a section of an old cardboard box. Cover the background with some dark color, such as navy blue or black. Notice that the background cloth is larger than the cardboard allowing you to fold the cloth over the edges and glue it to the back. Now you are ready to assemble the head and the face. Be very sparing with the glue, as too much will cause curling. Apply the glue to the back of each piece with a small brush. When you have finished it, it is best to press the clown under a book until the glue dries.

Scrap Craft for Youth Groups

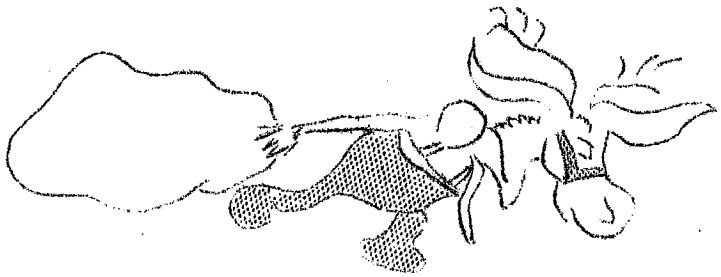
GAMES





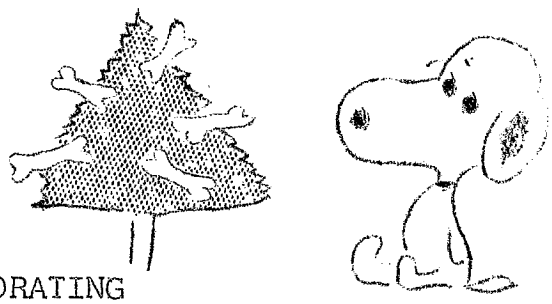
SANTA'S REINDEER

Boys stand side by side on a line called the North Pole and each selects the name of one of the reindeer for himself. One of the boys is designated Santa Claus and goes to the middle of the space facing the My House. (Together the boys will remember the names of the reindeer - Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner and Blitzen, and of course Rudolph!) It is Santa's job to call the name of one of the reindeer, and all reindeer with that name try to run (gallop) to the line marked My House before they are tagged by Santa. All those tagged go to the center and help him tag the others. When all have been called, Santa counts the number he caught and then designates one not caught to be the next Santa. All go back to the North Pole line and the game starts again, with each taking another reindeer name.



THE NIGHT BEFORE CHRISTMAS

Players form a circle. Each player is given the name of something connected with the story of Santa Claus, such as reindeer, chimney, Christmas tree, stocking, holly, etc. The child chosen to be "it" stands in the center of the circle and tells a Christmas story. If he mentions the name of any of the things chosen, the player who has that name must turn around. At the mention of Santa Claus, everyone turns around. "It" tries to tag any circle player before he can turn around. If successful, he takes the place of the person tagged and another story is started.



TREE DECORATING

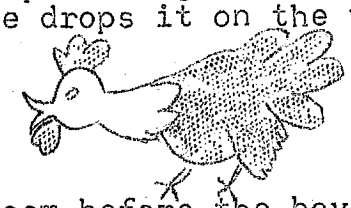
Players are seated in rows with an equal number on each row. They are numbered consecutively from front to back and each Number 1 is given a piece of chalk. On signal, Number 1 players run to a poster or blackboard and each draws the base of a Christmas tree. They return to their seats and hand the crayon or chalk to the Number 2 player who must draw the branches; #3 players draw designated number of candles; #4 players add so many ornaments; #5 players add a star to the top of the tree; and #6 players write under their tree "Merry Christmas". Team wins whose Number 1 player first has the chalk or crayon back after all players have completed their turns.

PICKING UP THE CORK

Kneel down and place a cork upright in front of you about 18 inches away. Hold your hands behind your back and try to pick up the cork with your teeth. Watch out for your nose.

COTTON WOOL ON STRAWS

Put Cubs in teams with each boy having a drinking straw. First boy runs to chair at other end on which there is a piece of cotton wool. He has to pick this up on the end of his straw by drawing in his breath, and carrying it back to his team. If he drops it on the way he must not use his hands to pick it up.



CHICKENS AND ROOSTERS

Place beans in inconspicuous places about the room before the boys arrive. Do not hide them but put them around such as; one under a chair or in a windowsill, etc. Divide the boys into two teams, one of roosters and one of chickens and have them go to opposite sides of the room to practice crowing and clucking. While they are doing this, pick one from each team to be a collector. Next have everyone put their hands behind their backs because..."chickens and roosters do not have hands, they have wings". Then point out one of the beans and explain that there are others scattered about the room.. They are to look for them and when they see one, they are not to pick it up because they have wings and not hands...and they are not to talk because..."chickens and roosters do not talk...they crow and cluck". They are to stand over the bean and cluck or crow until their collector comes to pick up the bean. You will probably find that both chickens and roosters are standing over the same bean, all clucking and crowing for the collector who hardly knows which way to turn. The team with the most beans wins.

MATCHES ON A SODA BOTTLE

You need one soda bottle and 10 wooden matches. The object is to pile all the matches on the mouth of the bottle without having them fall. A fallen match is out of the game. Each person gets one try. Someone may get as many as 5 or 6 matches on the bottle at once only to have them all fall off when he tries to put on the 6th or 7th one. The person with the most matches on the bottle wins.

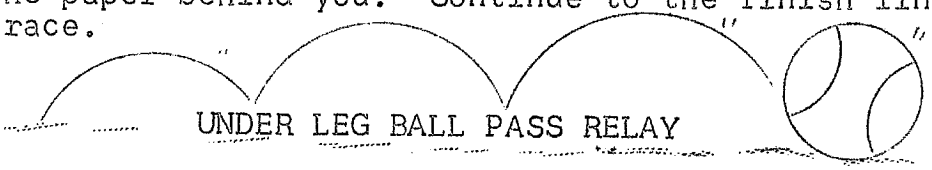
STICK WHISTLE

Cubs are formed into a circle with one holding a stick. At "Go" all start to whistle a popular tune and pass the stick around the circle. When the leader holds up his hand, all stop whistling and the one who is holding a stick is out. Continue the game until only one is left.

NEWSPAPER RACE

Establish a starting line and a finish line as far apart as the room will permit. If outdoors, about 30 feet.

Using 2 pieces of newspaper, show the children how to walk across this designated area. Place one paper on the starting line and step on it with both feet. Place the second paper on the floor as far in front of you as you can step with both feet, without stepping on the floor. Take a giant step. Reach behind you and pick up the paper you just left. Place that paper ahead of you, step on it and reach for the paper behind you. Continue to the finish line. Play as a relay race.



UNDER LEG BALL PASS RELAY

The first player on each team holds a large ball (basketball) between his legs. When you say "Go" he passes the ball under his legs to the player behind him. He in turn passes it under his legs to the player behind him.

When the ball reaches the last player, he runs up to the front of his team with the ball. He begins passing the ball down the line in the same manner. The game continues until the first player is at the head of the line again.

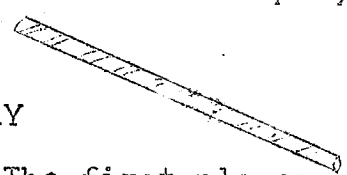
KANGAROO RELAY

Place a chair some distance in front of each team. The first player on each team places a ball (basketball) between his knees. He jumps with the ball in this position to and around the chairs. He jumps back to tag the next player. The players may touch the ball with their hands only to pass it to the next player or to pick up a dropped ball. A player cannot move while he has his hands on the ball.

SUITCASE RELAY

Have a suitcase filled with a large pair of Bluejeans, 1 large pullover sweater and a large pair of boots for each team.

At the word "Go" each player must open the suitcase and put on the contents over his own clothing. He takes the suitcase and goes to a designated spot. Here he removes the clothing and repacks the suitcase. He returns and gives the suitcase to the next player on the team who repeats the process.



PASS THE THIMBLE RELAY

Each member of the team is given a straw. The first player of each team is given a thimble to place at the end of the straw. The thimble is then passed down the line by means of the straw which is in each players mouth since no hands may be used. First team to have the thimble arrive at the end of the line is the winning team.

NOVELTY LINE

Put two lines on the ground or floor a distance apart. Put the boys behind one line. The first boy has to cross over to the other line in any manner he wishes. When he reaches the other line the next boy starts going in any manner he likes, except it must be different from the first boy. The third boy does likewise and so on, till all have crossed over and all in different ways.

WHAT TIME IS IT?

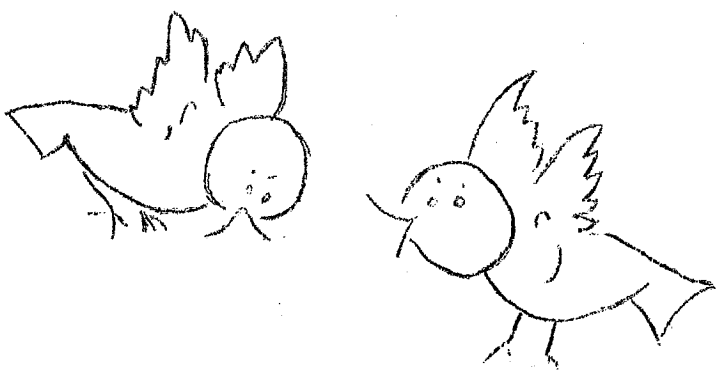
Each player collects for himself 12 stones varying between the size of a pea and a pigeon's egg. The players sit in a circle, stones in caps between their legs. One begins taking so many stones in hand, closes fist, and shows it to left-hand neighbor, saying "What time is it?" The other guesses number of stones held; if he is right, he wins the stones. If he is wrong, he gives the player the difference, E.G. If he says "six o'clock" and the player was holding four, he will hand over two stones. He then takes up some stones and his left-hand neighbor guesses. The game continues for a given time. The player with the most stones is the winner.

THIS IS MY NOSE

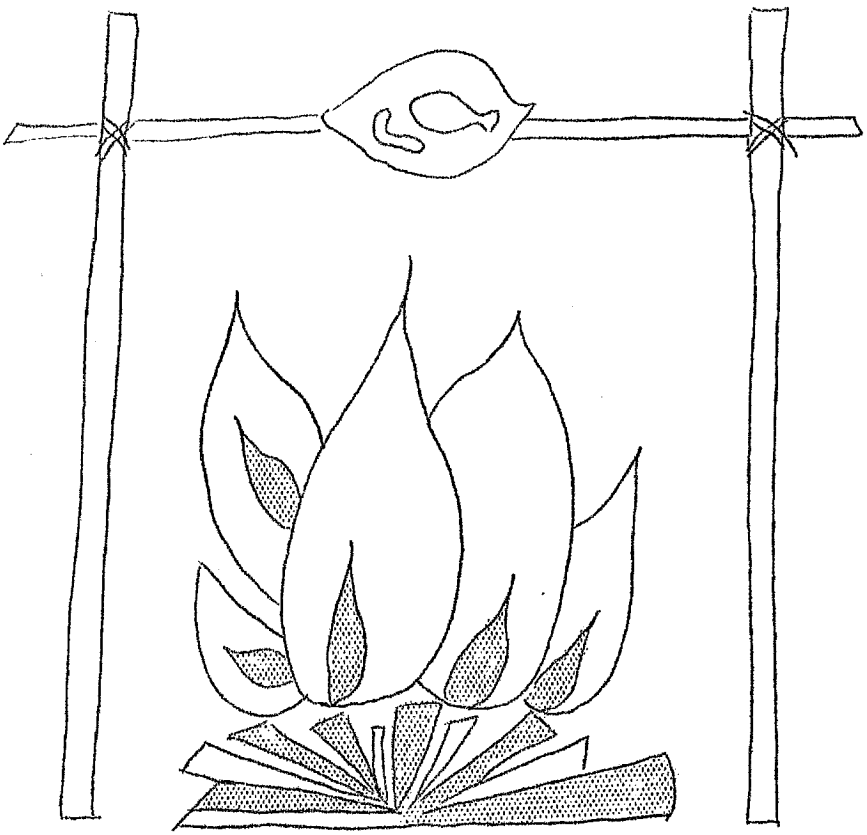
The faster this game is played, the more fun it is. Players sit in a circle with one player in the middle. This person goes up to one of the players in the circle takes hold of his own knee and says "This is my nose". The person spoken to must take hold of his own nose and say, "This is my knee" , before the first player has counted to five. Any player who does not do so, or who takes hold of or names the wrong part of the body, must change places with the player in the center. The parts of the body should be constantly changed and mixed up as to confuse the players more easily, for example "This is my big toe on my left foot."

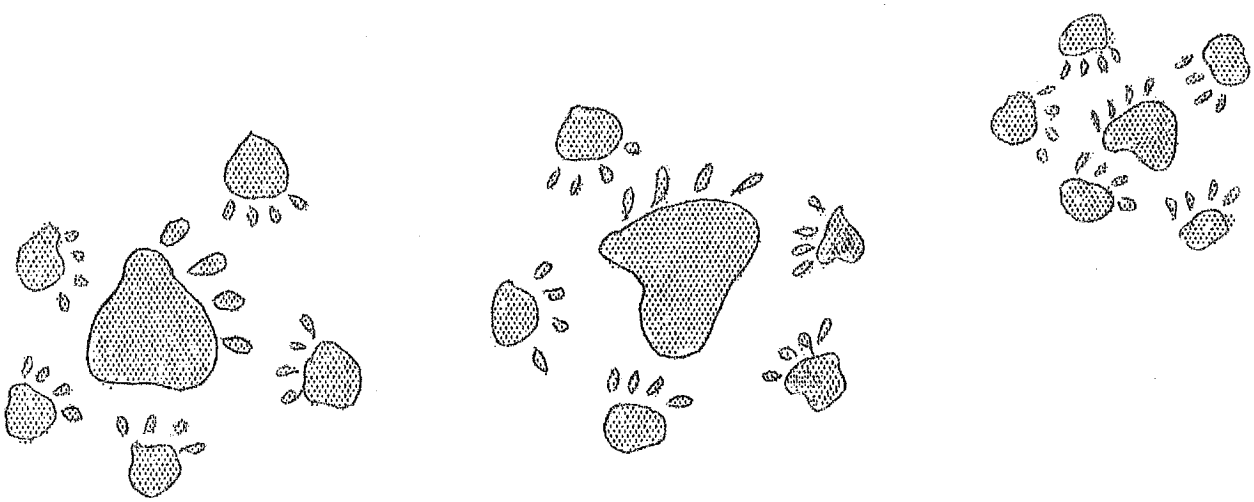
BIRDS FLY

Cubs stand, placing hands under arms, wing fashion. The leader says that various animals fly. Players make flying motions with their elbows if the animal flies. They remain motionless if the animal named does not fly. When any of the group makes a false move or motions, he sits down. To add to the confusion, the leader should call names rapidly and move his elbows each time.

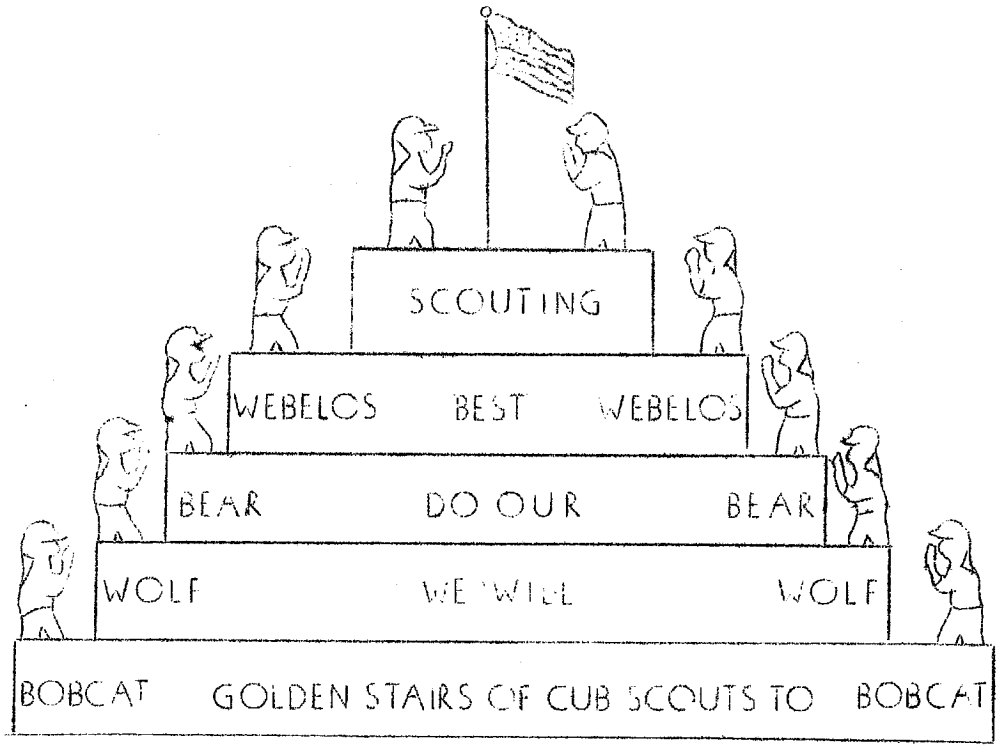


BLUE & GOLD DINNER





BLUE AND GOLD CENTERPIECE

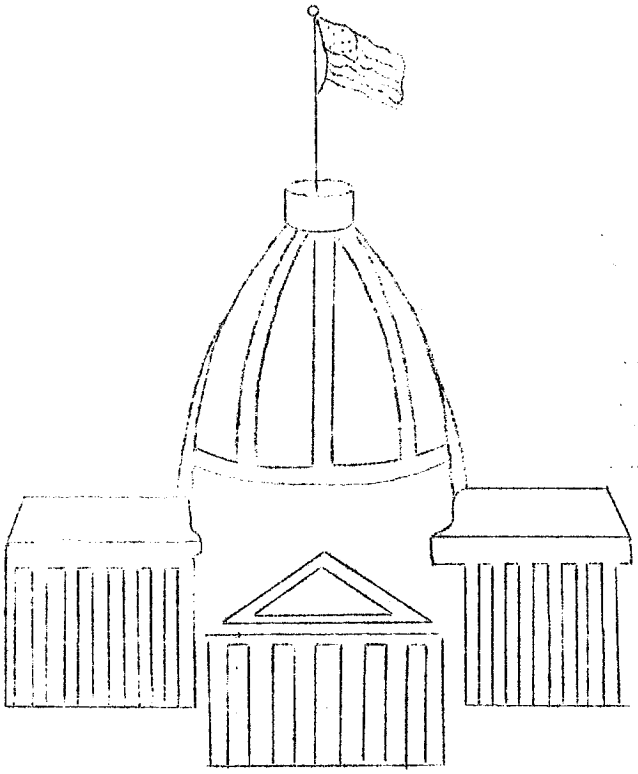


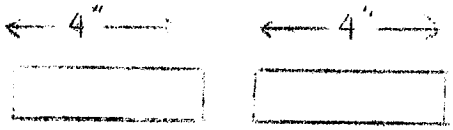
MATERIALS:

5 progressively smaller wood or styrofoam squares or rectangles
Old fashioned clothespins
Crepe paper
Pipe cleaners or bump chenille
Paint, Cub Scout and Boy Scout colors

Use yellow crepe paper to cover steps. Cubs are made from straight clothespins. Paint Cubs blue, neckerchiefs from yellow crepe paper or paint. Arms made of pipe cleaners or bump chenille, caps of crepe paper, fastened on with glue. Bend arms to salute flag. Flag 10 - 12 inches high. Boy Scouts paint tan and use tan chenille for hats and arms raised in salute to flag. Neckerchiefs of any color.

U.S. CAPITOL CENTERPIECE

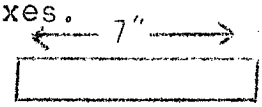




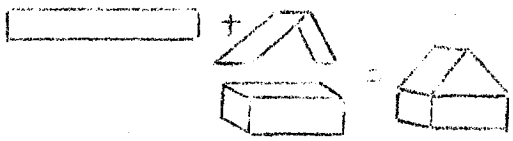
1. Cut 2 roof shapes from cardboard 4" wide.

2. Cover with white paper.

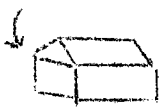
3. Bend along dotted line and glue to top of the 4" x 3" boxes.



4. For the 3rd roof cut 7" wide.
5. Cover with white glue.
6. Bend on dotted lines and glue to top of 4 x 2½ box.



7. Cut triangles to fit as flats on sides and fronts of boxes.



Glue to boxes.

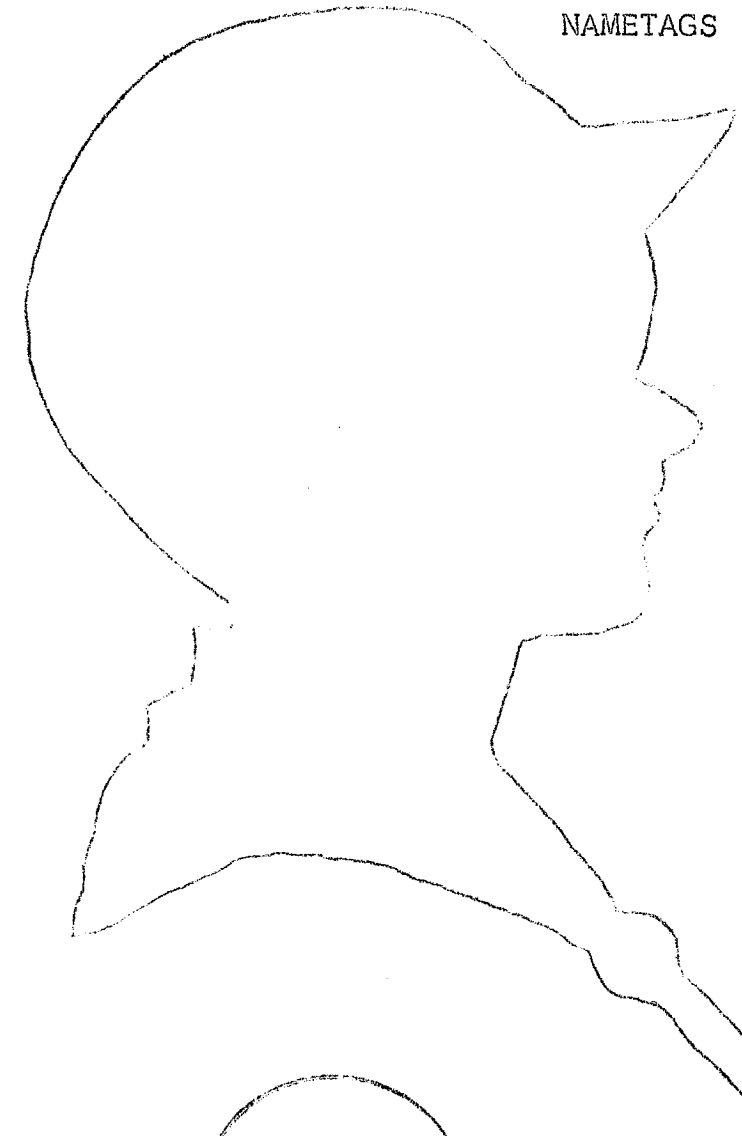
MATERIALS:

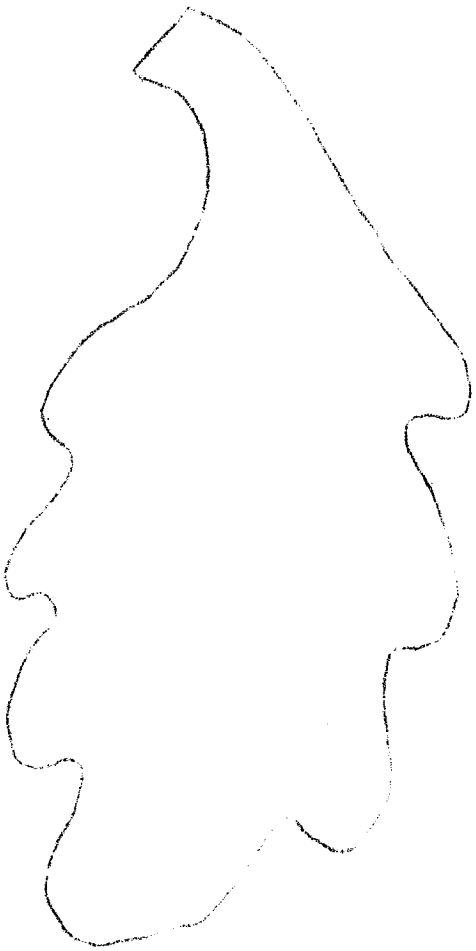
One bleach bottle
Two 4"x 3"boxes
One roll black tape
One sheet cardboard
2 yds. white paper
One 11" x 11" square of foam
Rubber cement
One 4"x 2½"box
Nail, hammer. small American flag,
Greenery

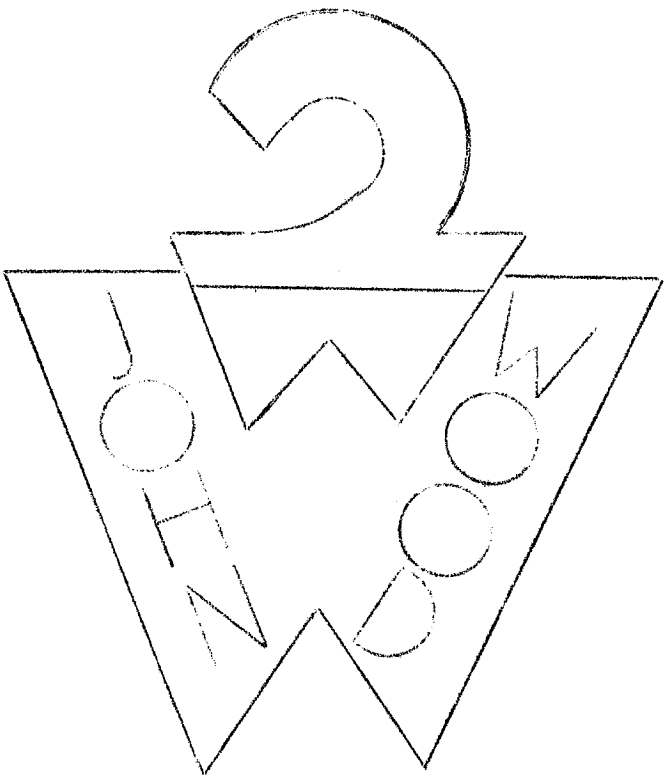
Directions:

Cover all boxes with white paper. Follow steps 1 through 7 in diagrams.
Trim boxes and bleach bottle with black tape.
Punch a hole in cap of bleach bottle with nail and hammer. Place American flag in hole, decorate with greenery. Place completed U. S. Capitol on square of foam.

NAMETAGS







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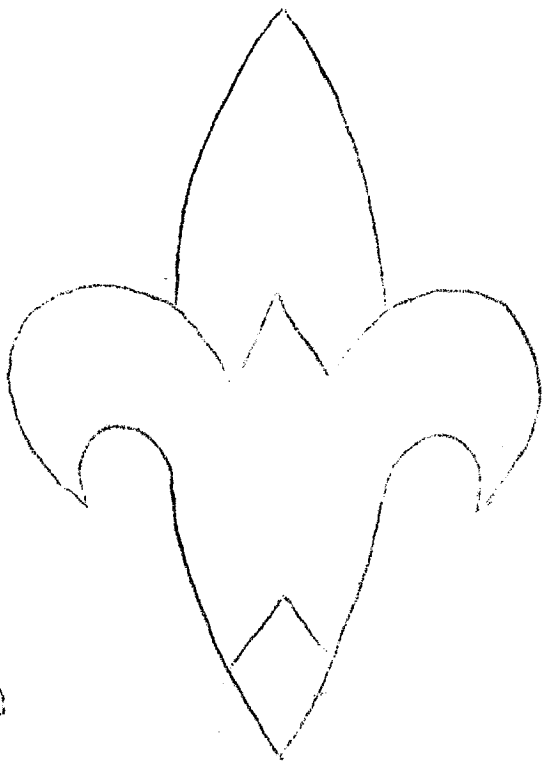

JUST A LITTLE SMOKE NOW ABOUT CUB DAY CAMP IN "78"

SAUKENAUK SCOUT RESERVATION

JULY 31 AUG. 1-2-3-4

DEN LEADERS TRAINING

CAMP SKILLS

A DAY OF FUN MIXED WITH CUB SCOUTING FOR ALL WHO ATTEND.