
Pow Wow 82
Heart of America Council BSA
Zip Zap is here...

CONTENTS

OUR COVER was drawn for the 1982 Pow Wow by Cub Scouter Carolyn Alexander of the Great Frontier District. The picture portrays the landing of Zip Zap and friends on earth in November 1981 and the effect he and his friends can have on Cub Scouting, represented by the Den Leader and the Cub Scout--our theme for the 1982 Pow Wow.

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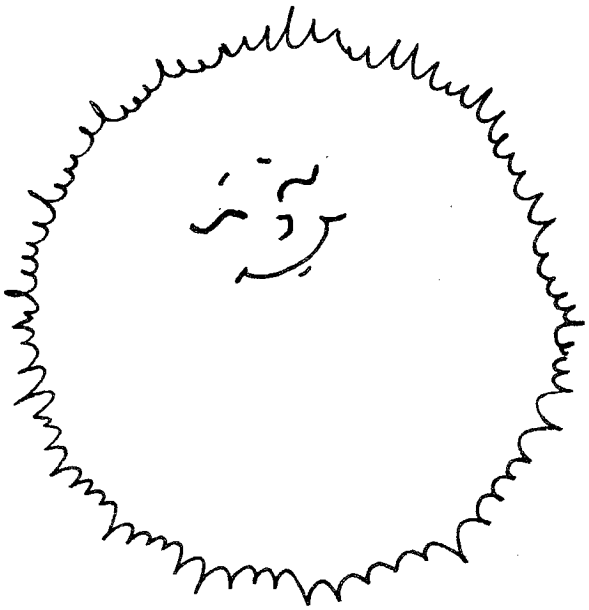
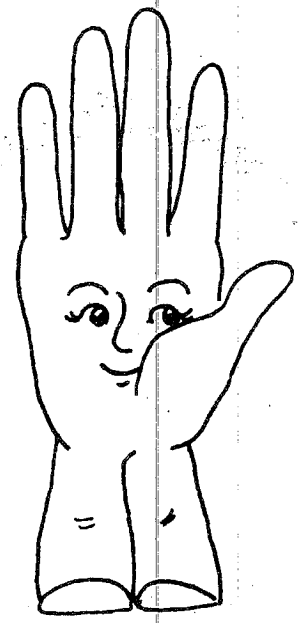
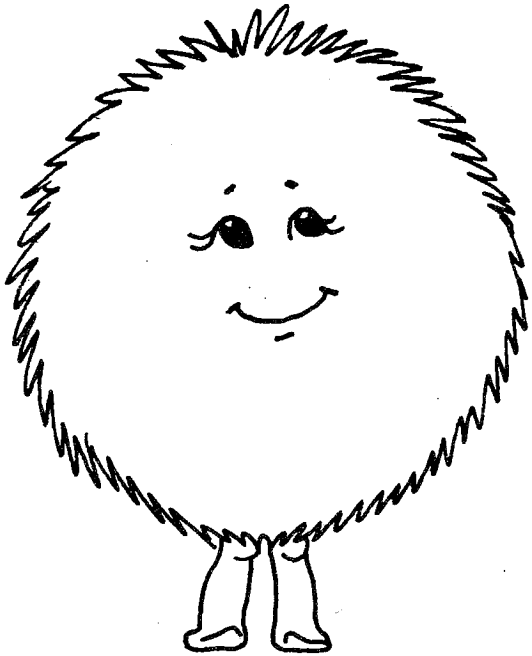


Greetings! My name is Zip! Zap! and I have come to visit Earth because I represent the spirit of Cub Scouting everywhere! I am the inspiration, the hope, and the sparkle in Cub Scouting that you need to make the life of every Cub Scout you touch, more... somehow--better. You, with my help, can instill in him the goodness and the decency that some people say has been lost.

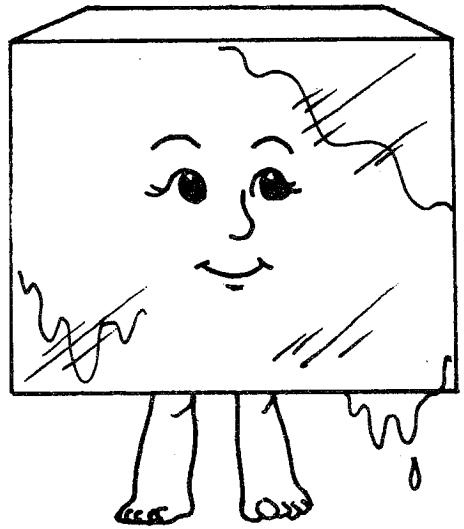
Hullo. My name is Cold Prickly. I represent rules. Sometimes I'm not liked too well, but everyone has to have rules, in order to play the game! Most Cub Scouts really want rules, you know, a framework within which they can grow and work. Well, I provide that for them, with your help.



Hi, my name is Good Strokes. I am something special--a compliment. I am a thank you for a good job that Cub Scouts need in order to have good self-esteem. We all need "good strokes," don't we? With my help, you can see that your Cubs feel really good about themselves.



D'ja ever need just a little hug or a friendly pat to help your day along? You did? Well, that's good, because that's my job--helping you to give warm, soft, fuzzy feelings to Cubs everywhere. With me in your Den, your Cubs will love coming to meetings, working, playing, and having a good time. With me there, ALL times in Cub Scouting are good times. My name is Warm Fuzzy.



Keep Cool is my name and that's what you have to do--keep cool. Den Leaders are famous for being calm and collected in times of crisis and I'm here to help you. Your Cubs depend on you and look to you for an example of how to act. With me by your side, you don't have to worry--just Keep Cool.

November 13, 1982

Dear Cub Scouters:

I wish I could personally thank each of you for being here today and taking advantage of this marvelous learning experience. I hope that what you learn here today will be taken back to your dens and packs to help you in guiding the development of your boys.

Our world is changing at a rapid rate and we, the Cub Scouters from the 1982 Zip Zap Pow Wow, are changing along with the times. The energy generated by Zip Zap and all Cub Scout leaders is what makes the program interesting and exciting for our boys.

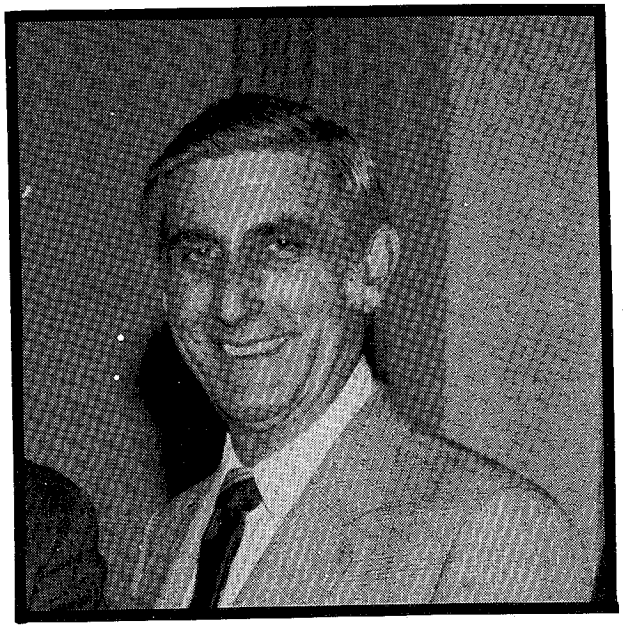
My staff has been great. They are very enthusiastic and they have put in thousands of hours of preparation on this Pow Wow for you. They are very willing and eager to answer any questions you may have, so ask!

Once again, I would like to thank you for making this the greatest Pow Wow in the nation.

Love in Cub Scouting,

Carol

Carol Kennedy Albright
Chairman, Pow Wow 1982



November 13, 1982

Congratulations, Cub Scout Leaders,

Today will surely be one of the high points of your Cub Scout training for 1982.

Over 200 Pow Wow staff members have worked for the last twelve months to produce for you the "Zip Zap Pow Wow 1982." When you go home today you will be prepared to offer to the Cub Scouts in your pack and dens the finest program Cubs have ever had! Each session is filled with hundreds of program ideas, some old and some new. All have been designed to put a sparkle of creativity into your imagination.

I want to introduce you to the Heart of America Council's fourth edition of the Pow Wow book. Nearly 500 pages of action-packed program ideas and tips on how to conduct your pack committee meetings and den meetings more effectively. I would also like to say thank you to Carolyn Alexander, Pow Wow book chairman, for without her many hours of devoted effort, this fine book would not be available today.

A special thanks to Carol Kennedy, Pow Wow '82 Chairman, and Jack Bittman, Council Cub Scout Training Coordinator, for their outstanding efforts in making today's training extravaganza the great success that it is.

Cub Scoutingly Yours,

Larry

Larry Mallin
Council Leadership Training
Chairman

November 13, 1982

Dear Cub Scouter:

This Pow Wow book may be number 5000. We have been publishing since 1979 and this year we will have passed 5000!

If you agree that a Pow Wow book will enrich the lives of a Den of boys, then 5000 books will help approximately 35,000 boys! That kind of thought makes a lot of the work worthwhile.

I congratulate you on your decisions to be a Cub Scout Leader, come to Pow Wow, and use this book. Now, I want a favor:

When you decide to stop being a Cub Scout Leader, for whatever reason, pass this book along. The materials in it are almost all new every year and are not found in other easy places. Even if most of the monthly themes change from year to year, they still have value as idea sources.

Just imagine every Pack with a Pow Wow book library, and every Pack and Den Leader with their own copies, enriching the lives of not 35,000 boys in four years, but 35,000 boys every year!

Thank you,

Jack

Jack Bittman
Council Cub Scout
Training Coordinator

Now that you've met the characters that represent the spirit of the 1982 Pow Wow, who came from outer space to visit the Heart of America Council, let us introduce you to the Steering Committee and their staff, who represent the work involved in putting on the Zip Zap Pow Wow for you:

Steering Committee

CAROL KENNEDY, your 1982 Pow Wow Chairman, has been a Scouter for nine years. She has held the positions of Den Leader, Den Leader Coach, Day Camp Director, Council Day Camp Committee Member, Den Leaders Outdoor Experience staff, Cub Scout Training Coordinator, Train the Trainer staff, Wood Badge staff, National Day Camp School staff, Pow Wow staff, and Pow Wow chairman. Carol was formerly with the Kaw Council before coming to Heart of America. She has four boys and is a homemaker.

ARDIE FERRIN, 1982 Pow Wow Program Chairman, has been in Scouting for ten years. Her positions in Scouting have been Den Leader, Den Leader Coach, Cub Scout Training Coordinator, District Training Chairman, Day Camp Director, National Day Camp School staff, Den Leaders Outdoor Experience staff, Pow Wow staff, Train the Trainer staff, Council Day Camp Steering Committee member, and will be the 1983 Pow Wow Chairman. Ardie was with the Kaw Council prior to being a member of the Heart of America Council. She is married and has two boys. Her occupation is Special Services for Handicapped and Senior Citizens.

CAROLYN ALEXANDER is the 1982 Pow Wow Book Chairman. She has been in Scouting six years as an adult and three years as a child. The positions she has held in scouting have been Den Leader, Den Leader Coach, Cub Master, Pack Committee Chairman, Troop Committee Chairman, Roundtable staff, District Cub Leader Training Staff, District Boy Scout Leader Training Staff, District Cub Scout Leader Training Coordinator, Pow Wow staff, and Train the Trainer staff. Formerly with the Jayhawk Area Council, Carolyn came to Heart of America in 1978. She is the head of a single-parent family and has two boys. She is employed by the law firm of Schnider, Shamberg & May, Chartered, as an artist and legal secretary to the president.

CAROLYN PATTERSON, 1982 Pow Wow Support Chairman, has been in Scouting seven years. During that time she has held the positions of Den Leader, Den Leader Coach, Census Good Turn Chairman, Roundtable Commissioner, Unit Commissioner, Pow Wow staff, Train the Trainer staff, Den Leader Outdoor Experience staff, Day Camp staff, District Training staff. Carolyn is married and has two boys. She is employed by the Shawnee Mission School District as a Coordinator of Demographics and Pupil Accounting.

PAT MILLER, 1982 Pow Wow Promotion Chairman, has been in Scouting eleven years as an adult, six years as a child. His positions in Scouting as an adult have been District Training Chairman, Cub Scout Training Coordinator, Boy Scout Training Coordinator, Roundtable Commissioner, Scout Master, Cub Master, Wood Badge staff Cub Scouts, Wood Badge staff Boy Scouts, Brownsea staff, Day Camp staff. He was formerly with the Kaw

Council. Pat is married, has one boy and two girls, and is employed as a Warehouseman for Ford Motor Company.

ART RASH, 1982 Pow Wow Physical Arrangements Chairman, has been in Scouting fourteen years as an adult and five years as a child. Positions in Scouting have included Assistant Scout Master, Pack Committee member, Troop Committee member, Assistant District Commissioner, District Commissioner, District Training Chairman, Cub Scout Leader Training Coordinator, Boy Scout Leader Training Coordinator, Pow Wow staff, Wood Badge staff, and Train the Trainer staff. Art was with a council in the Washington, D.C., area before coming to Heart of America in 1976. He is married, has one girl and three boys, and is Manager of Commercial Operations for Wilcox Electronics.

RAY DAWSON, 1982 Pow Wow Staff Advisor, has been in Scouting twenty years as an adult. Ray has held the positions in Scouting of Cub Master, Scout Master, Explorer Advisor, Assistant District Executive, Multiple Person District Executive, Director of Leadership Training and Advancement. Formerly with the Detroit Area Council and Ozarks Area Council, Ray is the head of a single-parent family and has one daughter. He is employed as a Professional Scouter with the Heart of America Council.

JACK BITTMAN, 1982 Pow Wow Budget Advisor, has been in Scouting fourteen years as an adult and six years as a child. He has held the positions of Cub Master, Scout Master, District Chairman, Council Commissioner, Vice President of Cub Scouting, Council Cub Scout Training Coordinator, Philmont Training Faculty, Pow Wow Advisor, in Scouting. Formerly with the Indian Nations Council, Jack came to Heart of America in 1978. He is married and has three girls and one boy. He is employed by International Business Machines Corporation as a Quality Systems Manager.

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- Judy Fox
- Dee Settles
- Gerry Allen
- Roger Fleener
- Sandra Howery
- Betty Thompson
- JoAnne Lile
- Wilma Fleshman

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- Frances Wilson
- Mary Ferguson
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- Ralph Rodrequez
- Dave Rogers
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- Bill Storey
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- Dema Crockett
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- Ruth Duvall, Co-Chairman

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- Ironquill Scouters

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- Ironquill Scouters

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- Russell Powell
- Joe Stippich
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- Bob Sixta
- James Stewart

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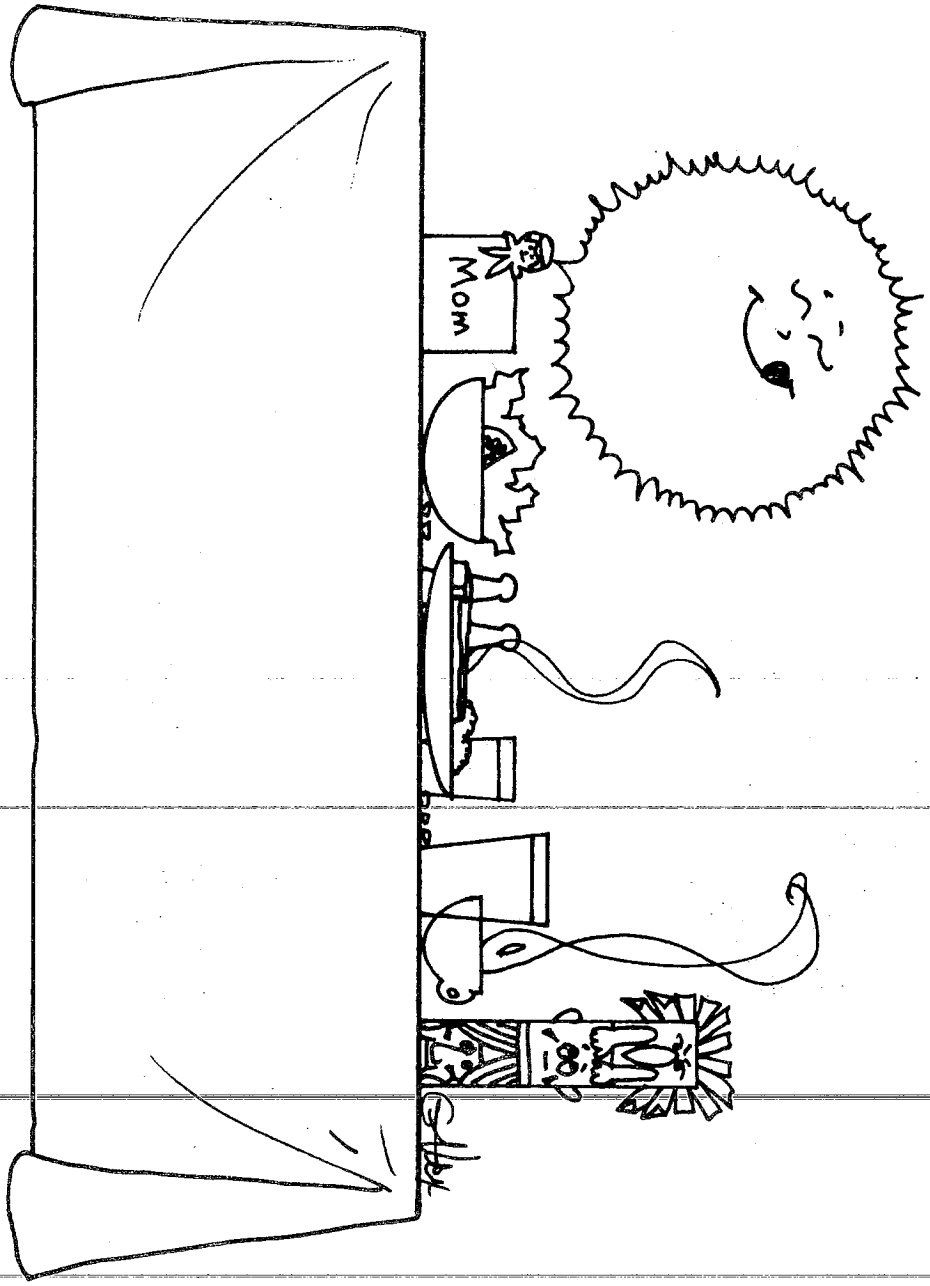


L. BLUE AND GOLD ORGANIZATION

BLUE AND GOLD

Cub Scouts amd their families get together in February to celebrate the anniversary of Scouting. The B.S.A. was organized in February 1910, and Cub Scouting was organized 20 years later in 1930. This celebration is called the Blue and Gold Banquet and usually takes the place of the regular pack meeting for February.

The dinner may be potluck, a catered dinner or food bought by the pack and prepared by a committee. The cost is prorated among those attending or advance tickets can be sold and any profit kept by the pack. The after-dinner program should include the usual pack meeting activities: advancement, recognition, skits, songs, etc., but most packs will want to include special entertainment,too.

Planning

The committee should begin to plan at least six months early to avoid a last-minute rush which often results in a banquet just "thrown together." The calendar above will be helpful and should be included on your Scouting calendar.

Suggested Planning Calendar

Summer pack planning session.....Set a date
September.....Appoint committee
September/October.....Secure entertainment
September/October.....Secure facility
November.....Notify den leaders of the chosen theme and decoration
November/December.....Select menu/confirm costs
December.....Check on physical needs for entertainment
January.....Announce banquet in pack newsletter
January.....Check on progress of committees
3 weeks ahead.....Deliver, mail invitations
2 weeks ahead.....Notify news media for free announcements
2 weeks ahead.....Notify den leaders time for decorating
1 week ahead.....Collect ticket money
Day of banquet.....Decorate

At the summer planning session, select a date which would be the regular monthly pack meeting night. If it is to be a different date, however, be sure to check other organizations' calendars for conflicts that might affect those attending your Blue and Gold (such as school events, church functions, area sports events. etc.).

Committee chairmen should be appointed for:
Physical arrangements (facility)
Entertainment
Exhibits
Invitations
Food
Decorations (den leaders)
Printed program and agenda
Closing

When the physical arrangements committee secures the facility, they must be sure it is large enough to house the expected number of people. This committee also provides directions checks the parking, access for wheelchairs, seating, stage, kitchen facilities, restrooms, a time when decorating can be done, and a clean up crew.

Entertainment can be well-rehearsed special songs or skits prepared by the boys or outside entertainment. Be sure to check on the physical arrangements needed for the entertainment.

The following are some suggested skits for a Blue and Gold Banquet.

Skits

A BEGINNING

Actors: 5-10 persons
Costumes: Cub Scout uniforms
Props: TV camera made from cardboard box

Skit opens with parents, a new Cub Scout and his den on stage with cubmaster.

Announcer: Ladies and gentlemen, we are about to witness one of the most exciting events of Scouting... and you are there!

Camera Operator: Are we ready?

Announcer: I think so. Stand by to roll!

Cubmaster: (to new Cub Scout) Raise your right hand in the Cub Scout sign and repeat after me.

(New Cub Scout raises hand in Cub Scout sign and repeats Cub Scout Promise after cubmaster.)

(Cubmaster shakes hands with Cub Scout, using left hand and with right hand shakes had of parents symbolizing an everlasting bond between Cub Scouts, parents and leaders. Cubmaster should state this in his own words.)

(Den gathers around new boy and parents and all leave stage. Cubmaster smiles and also leaves.)

Announcer: You were there, ladies and gentlemen, and what an event! This is your announcer returning you to our regular programming. The World Cub Scout Broadcasting Network brings you all the up-to-date news that is news!

CUB SCOUT TRAIL

Props: Tepee or tent. Large decorated boxes with signs: Bobcat Store, Wolf Tunnel, Bear Mountain, Webelos Bridge and Rugged Road

Setting: A simulated trail with the tepee standing at the beginning. A uniformed Cub Scout stands at each of the first four stations and den chief at the last. Blue and gold crepe paper streamers are wound around signs, marking trail. Akela, wearing Indian blanket and headdress, stands by the tepee. The prospective Cub Scout wears baggy shirt over his uniform as he comes on stage to meet Akela.

Akela: Can I help you?

Boy: I'm on my way to manhood.

Akela: Come, let's follow the blue and gold trail. It's the best way. First we'll stop at the Bobcat Store and get prepared for the journey.

(Boy ducks down behind box, removes baggy shirt and puts on Cub Scout cap)

(Akela and boy move on to next stop)

Boy: I sure hope there aren't any real wolves here!

(Move on to next stop)

Akela: A mountain! Wow! Are you sure this is the best way?

(Move on to next stop)

Akela: You're doing fine. You're well on your way. I must go help others now. Good luck!

Boy: (salutes) Thanks for your help Akela. (He crosses Webelos Bridge) Is this the end of the trail? Is this manhood? (Moves on to last stop)

Den Chief: No, but you're getting close. Just follow the rugged road to Scouting.

(Cub Scout moves off stage. Curtain)

OPERATION (A)

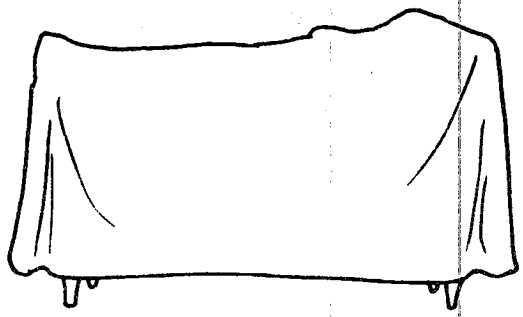
This is a pantomime skit, with the den chief acting as narrator. Cub Scouts play the parts of the patient, doctor, assistant doctor, and nurse. They wear appropriate costumes.

Den chief: Den_____ will present a skit called "Operation A" and will attempt to take an ordinary boy and turn him into a Cub Scout.

I'd like to introduce our patient.

(Patient comes on stage with a sheet wrapped around him to conceal his uniform. He lays on a table which has been covered with a sheet. The articles which are to be removed from him are on one corner of table, in easy reach of doctor)

To make a Cub Scout we need to cover him with fun and good times.



(Boy is covered with a sheet)

We need to give him laughing gas.
(Assistant doctor administers)

We need to take out hate.
(Doctor removes stone from under sheet)

We need to put in love.
(Doctor puts in large heart cutout which nurse is holding on a tray)

We need to take out selfishness.
(Doctor removes sign 'ME')

And put in cooperation.
(Doctor puts in sign 'WE')

We need to take out idle hands.
(Doctor removes pair of old gloves)

And put in busy fingers.
(Doctor puts in glove which has been stuffed with cotton)

We need to take out laziness.
(Doctor removes old rag)

And put in ambition.
(Doctor puts in inflated balloon, which he bursts with a pin)

We also need to add duty to God and country.
(Doctor puts in U. S. flag)

And family ...
(A parent comes forward and stands by table)

A cubmaster....
(Cubmaster enters and stands by parent)

A den leader...
(Den leader enters and stands by table)

And a gang...
(Other uniformed Cub Scouts enter)

And now, we have a Cub Scout!
(Patient stands, dropping sheet to reveal uniform. He puts on Cub Scout hat.)

Our operation was a success!
(Doctors and nurse pat each other on back... shake hands with parent and leaders)

Puppets

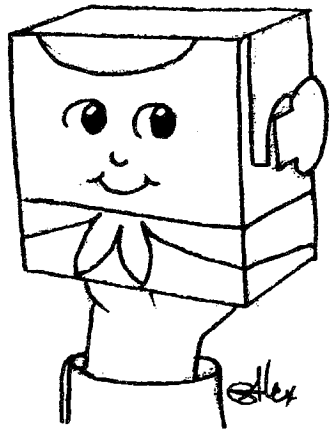
Here is a good simple puppet show for your Blue and Gold Banquet. The Cub Scout puppets are made from Jello boxes covered with blue and gold paper. One puppet is made to look like a Boy Scout. As each puppet says his part, a Cub Scout holds up one of the large cardboard insignia posters for the appropriate rank. Insignia Poster set, No. 4750, is available from the Service Center.

First 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.

Second Cub Scout:
Now I am a Wolf Cub
With a gold arrow too,
Soon I'll have a silver one
On my shirt of blue

Third Cub Scout:
I'm in my second year now,
A Bear cub I've become.
I've even earned some denner stripes,
When you work, they'll give you one.

Fourth 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.



Fifth Cub Scout:
At last I am a Boy Scout
And my Cub days are done,
When I think back the last 3 years,
It really has been fun.

First 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.

Second Cub Scout:
She used me in a salad
And I thought my life was doomed,
When she threw me in a basket
Where the other trash loomed.

Third Cub Scout:
Then this little Cub Scout
Came and rescued me,
And told me that a puppet
I was going to be.

Fourth Cub Scout
He gave me a face
And a brand new name,
Then started teaching me
A puppet game.

Fifth Cub Scout:
Now it's time for us to go,
And we really hope you liked
our show.

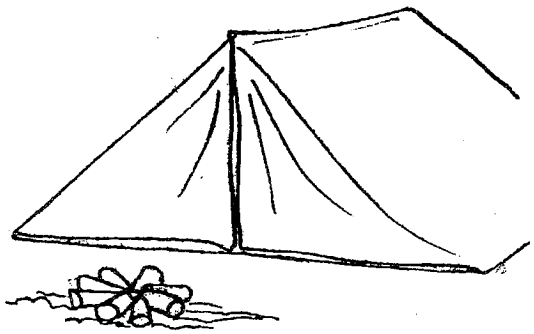
STORY OF SCOUTING

A pantomime skit with four scenes. Pantomime takes place, then curtain closes and narrator describes scene, allowing time for scenery changes.

Scene I: (outdoor setting; artificial campfire in clearing. Several boys in shorts and T-shirts are setting up a tent. A man stands to one side, giving directions. Finally all boys are seated around a campfire with the man standing facing them. He gestures with hands, like telling them a story. Curtain closes.)

Narrator: The date was July 29, 1907. The place was Brownsea Island, off England's southern coast. 21 boys and two men had set up a makeshift campsite which was to be their home for the next two

history-making weeks. One of the men was Robert Baden-Powell. The boys came from every part of England. They were the first Scouts. Baden-Powell was testing his idea for a new organization for boys. (Curtain opens)



Scene 2: (Street scene in London - lamp posts, road signs. Man is walking down street. He glances at paper in his hand, looks around, obviously lost. He shakes his head, discouraged. A boy appears, pantomimes questioning man, offers to show him the way. They walk a ways, then boy points to a house. Man offers boy money. Boy shakes his head in refusal. Boy smiles and walks away. Curtain closes)

Narrator: The date was two years later. The place was London. The man was William D. Boyce, a Chicago businessman who was lost in the fog. A boy came and offered to take him to his destination. When Boyce offered a tip, the boy refused, explaining that Scouts do not accept money for doing a good turn. Boyce inquired about Scouting and his interest was aroused. He visited with Baden-Powell to find out more about it. (Curtain opens)

Scene 3: (Steamship in background. Boyce is boarding. He carries several bags and suitcases. Sign nearby points to America. Curtain closes.)

Narrator: When Boyce boarded the transatlantic steamer for home, he was afire with enthusiasm about Scouting. He had a suitcase full of ideas. On February 8, 1910, he incorporated the Boy Scouts of America in Washington, D. C. Four years later the B.S.A. was granted a Federal Charter by Congress. (Curtain opens)

Scene 4: (Small group of boys with woman in old-style uniform. They are working on a craft project around table. In background is large U. S. map with a few locations pinpointed. Curtain closes.)

Narrator: Cub Scouting began in the United States in 1930, when boys of Cub Scout age and their parents asked for a program of their own. That first year there were five thousand Cub Scouts registered. (Curtain opens to reveal three boys in today's Cub Scout uniform, saluting the U.S. flag)

And now, 52 years later, there are more than 2 million Cub Scouts in our country. Scouting continues to grow. (Curtain closes)

HAPPY BIRTHDAY

Characters: 5 Cub Scouts plus one small Cub Scout.

Props: A 'birthday cake' large enough for the small boy to hide inside.

1st Cub Scout: Well, here we are. But where is Ed?

2nd Cub Scout: I don't know. It's just like Ed to invite us over for the surprise party and then not be here.

3rd Cub Scout: Does anyone know who's birthday we're celebrating?

4th Cub Scout: It isn't mine. Mine's in April!

5th Cub Scout: Who cares?

4th Cub Scout: I do! Besides, now that you know when it is, you

can save your money and buy me a super present!

1st Cub Scout: Boy! Will you look at that cake?

2nd Cub Scout: Man, that's big enough to feed an army!

3rd Cub Scout: Not with Jack around. You know how he is with our den snacks. He eats everything in sight!

4th Cub Scout: I can't help it. I'm just a growing boy.. just like the Law of the Pack says we should.

5th Cub Scout: Yeah, but we're to grow up... not out!

1st Cub Scout: Look, here's a note.

2nd Cub Scout: Read it. Maybe it will explain what this is all about.

1st Cub Scout: Okay! (Reads note)
We're a gang that's really true,
Here to celebrate our fifty-two,
Our organization rates an "A" plus,
So let's all sing....

Small Cub Scout: (Jumps out of cake and yells) Happy birthday to us!

QUIZ SHOW

Characters: 2 Cub Scouts in street clothing, 2 in guard uniforms, 1 boy in Cub Scout uniform.

Props: Box with a key, pot of blue and gold, envelope

Quizmaster: Good evening, ladies and gentlemen. This is the Pot of Blue and Gold Quiz show, where everyone can win. As you know, we have a contestant from last week who won the silver lining and is now trying for the Pot of Blue and Gold. Please welcome back Mr. Cub Scout. (Boy in uniform comes on stage) Mr. Dumpty, please bring on the questions.

Dumpty: (Enters, carrying a 'locked' box, escorted by two guards) Here you are Mr. Quizmaster.

Quizmaster: As you can see, we keep our questions under lock and key, and I have the only key. (Holds up key and unlocks box) Now, Mr. Scout, please reach into the box and select an envelope.

Mr. Scout: (Reaches into box and looks puzzled) The box is empty!

Quizmaster: Impossible! (Looks in box) Can you explain this, Mr. Dumpty?

Dumpty: Yes, Mr. Quizmaster. You have the only key, so I couldn't put the questions in the box.

Quizmaster: Well, here are the questions. (Pulls evelope from pocket) You can go, Mr. Dumpty. (Dumpty and guards exit). Are you ready, Mr. Scout? (Quizmaster opens envelope)

Mr. Scout: I am always prepared!

Quizmaster: Good. You must answer three questions to win the Pot of Blue and Gold. Here is the first question. What is the best part of Cub Scouting?

Mr. Scout: (Thinks hard, then replies) The fun at den and pack meetings.

Quizmaster: Correct! Now, the second question. Who was the founder of the Boy Scouts?

Mr. Scout: Oh, I know that! Lord Baden-Powell.

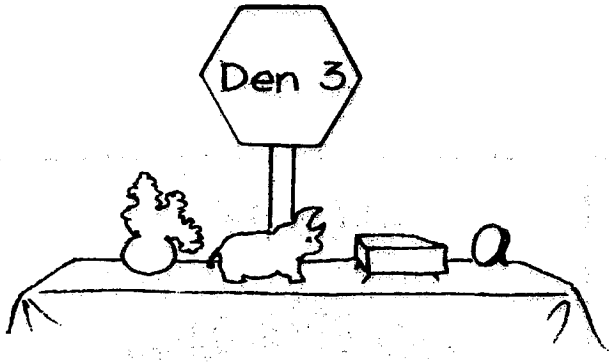
Quizmaster: That's right. Just one more correct answer and you win the grand prize. Who does the Cub Scout follow?

Mr. Scout: (Jumping up and down) That's easy! The Cub Scout follows Akela.

Quizmaster: Congratulations. You have just won the Pot of Blue

and Gold, and all the fun that goes with Cub Scouting. (Shakes his hand and gives him the Pot of Blue and Gold)

(The two exit arm in arm)



An exhibition area should be provided to display Cub accmplishments and give information to parents and younger boys. Use Scouting books, den doodles, crafts, camping equipment, and other boy-related material for the exhibits.

Invitations to the Blue and Gold Banquet should be sent to every pack family and special guests such as:

1. The district executive
2. The district chairman
3. The district commissioner
4. The unit commissioners
5. Sponsoring organization representative
6. Scoutmasters of Boy Scouts troops in the area
7. Eagle Scouts who graduated from your pack.

Special guests' invitations should be mailed but Cub Scouts can deliver invitations to their own families. All invitations should be boy-made if possible.

Include the five W's on the invitation: Who, what, when, where and why.

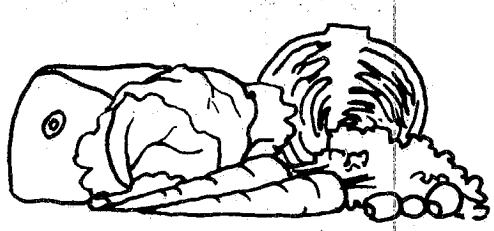
Food

The food committee arranges for a well-balanced meal to be served in the best method suited for the pack. Keep the cost as low as possible.

The quantities table below will serve as a guide for buying food for a banquet:

Quantity Table

Bakes beans - 4 qt. bowl
Butter- 1/2 lb. - 32 servings
Carrots, raw sticks - 1-1/2 lbs.
Coffee (regular) - 1 lb. (40 to 50 cups)
Coffee (instant) - 1-2 oz jar makes 40 cups



Lettuce - 3 heads
Salad dressing - 1 pt. or 1/2 lb.
Potato salad - 1 qt. bowl
Jello salad - 1-1 1/2 qt. mold or 9"x13" dish
Mashed potatoes - 4 qt. bowl
String beans - 3 #2 cans
Peas - 5 #2 cans
Bakes ham (boneless) - 6-7 lb.
Swiss steak - 10 lb.
Meat loaf - 1 1/2 lb pork, 3 1/2 lg. beef
Chicken - 40 pieces
Stuffing for poultry - 5 qt.
Turkey - 18-20 lb.
Jelly - 1 1/2 pt.
Pickles - 1 1/2 pt.
Rolls - 50
Cream for coffee- 1 1/2 pt.
Ice cream - 1 gal.
Punch or iced tea - 2 gal. (makes 50 5 oz. servings)
Crackers - 3 lb.
Cream for whipped topping - 1 pt.
Frankfurters - 7 lb. (2 each)
Juices - 3 46 oz cans (5 oz. each)
Ketsup - 3 14 oz bottles
Lemon (for tea)- 4
Mints - 1 1/2 lb.
Nuts, salted - 2 lb.
Peanut butter - 3 cups to spread 25 sandwiches
Potato chips - 2 lb.
Radishes - 4-5 bunches
Sugar (for tea or coffee - 3/4 lb)

Note: If the banquet is pot-luck or prepared by a food committee, it is usually best to use paper

plates and cups and plastic utensils to avoid dishwashing. If you're eating at a cafeteria or restaurant, you won't need to worry about dishes.

Decorations should be made by the boys in their den meetings. Keep them simple and use the blue and gold theme as a guideline. There should be coordination between the den leader coach and den leaders so that dens will prepare the same type of items.

Items a den might made in preparation for the anniversary party are:

1. Centerpieces
2. Nutcups
3. Place mats
4. Place cards
5. Napkin rings
6. Corsages for mothers
7. Boutonnieres or some gift for dad
8. Favors
9. Invitations
10. Name tags

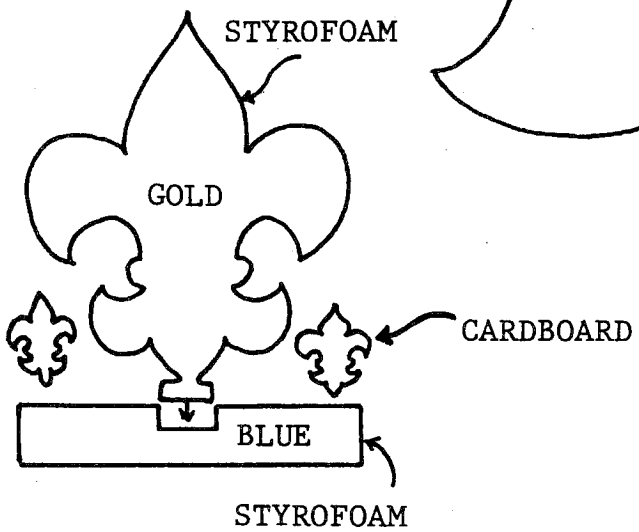
Invitations

Heart of America

BLUE AND GOLD

Fleur-de-lis Centerpiece

1/4 pattern (lower)



Small fleur-de-lis are cut from pattern at left. Cut from cardboard and glue on a toothpick to insert in styrofoam base.

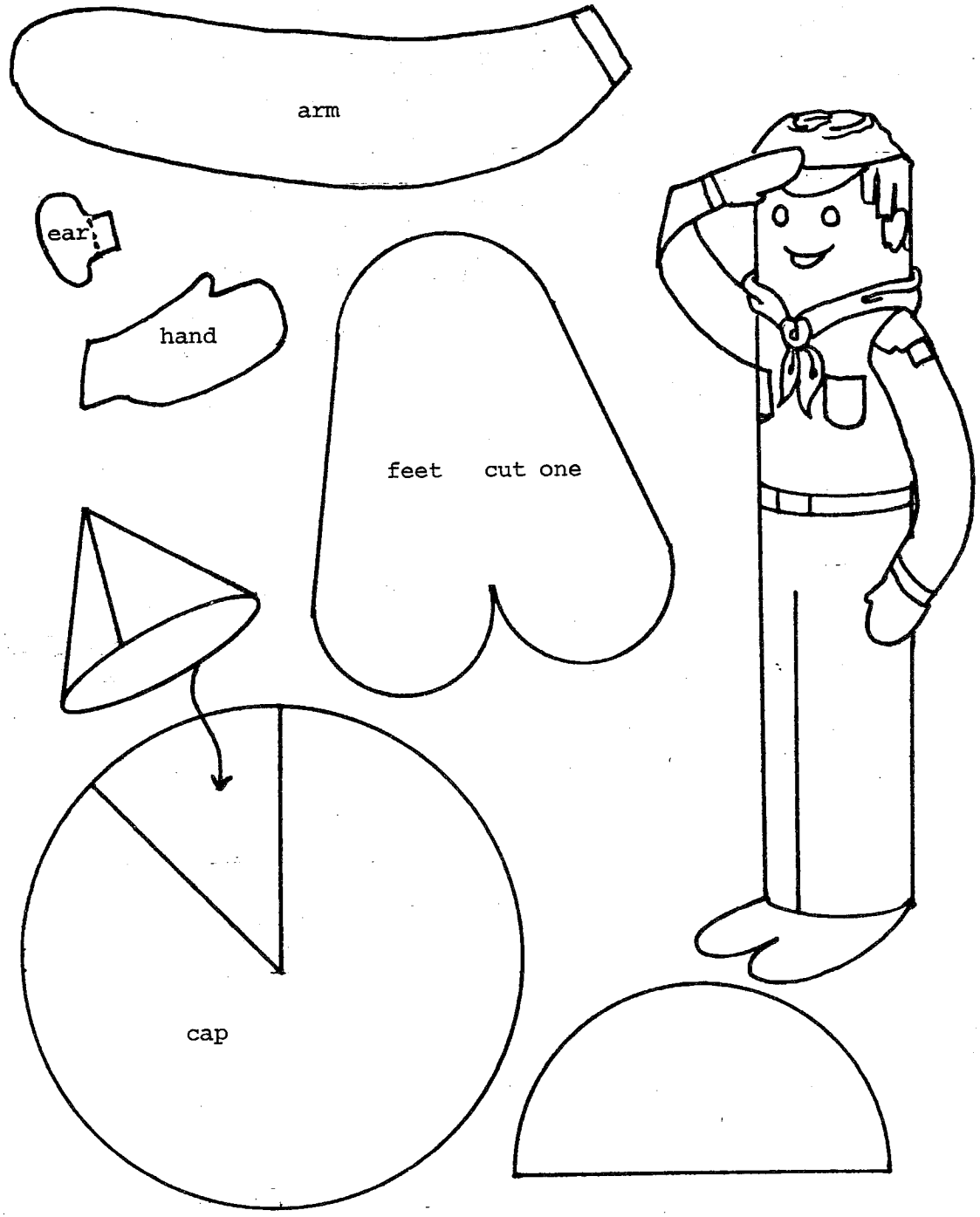
Additional fleur-de-lis can be cut for place cards. Insert in small styrofoam pieces and write a name on each.

Cut out two large pattern pieces. Tape together and place on fold of newspaper. Cut full pattern from newspaper.

Lay pattern on thin styrofoam and cut with styrofoam cutter or serrated knife. Spray paint gold (with styrofoam paint)

Base is a rectangular piece of styrofoam sprayed blue.

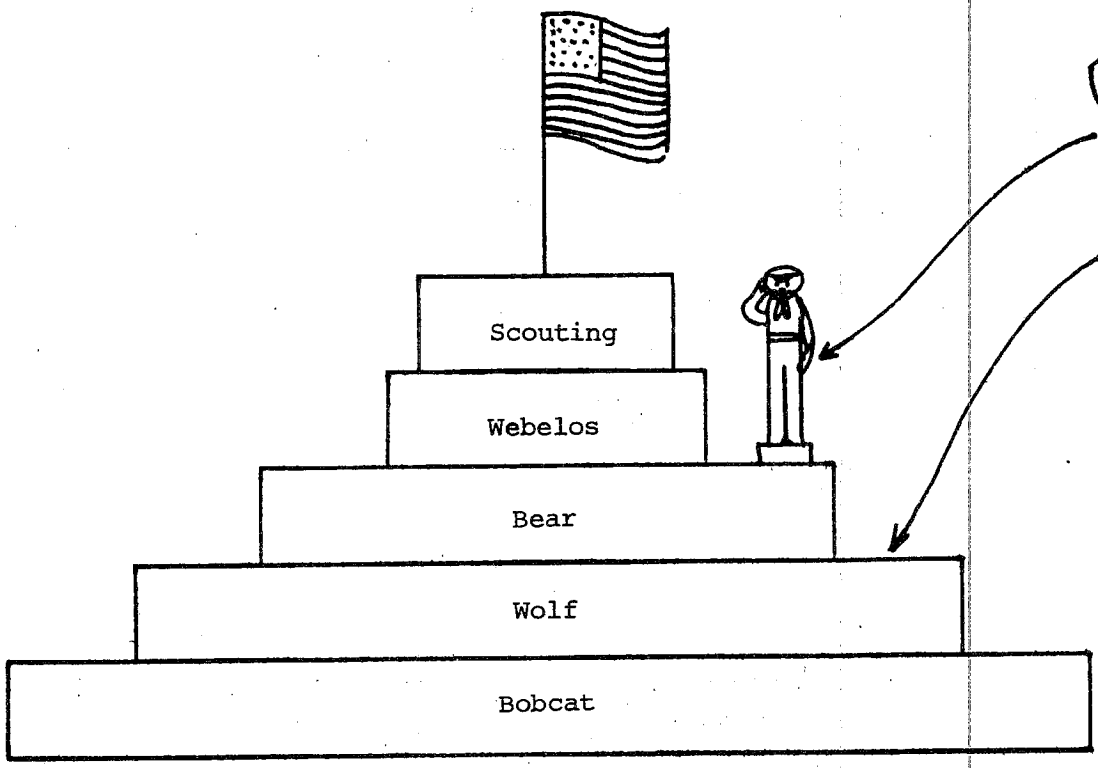
1/4 pattern (upper)

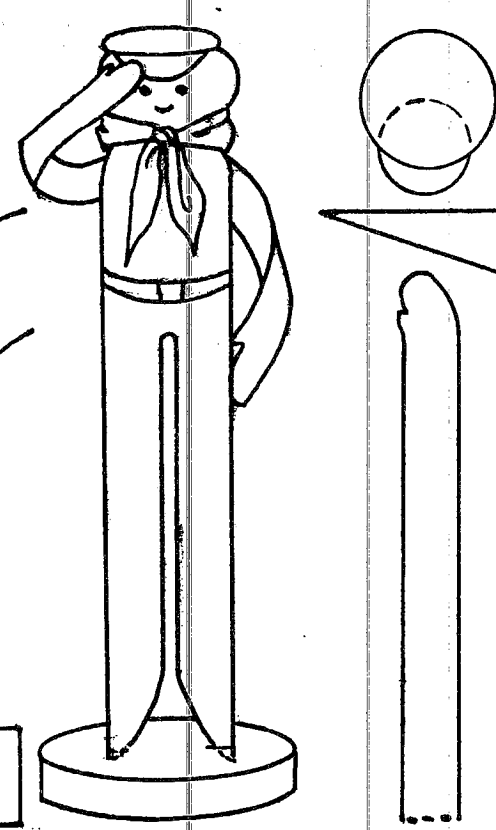


CUB CENTERPIECE

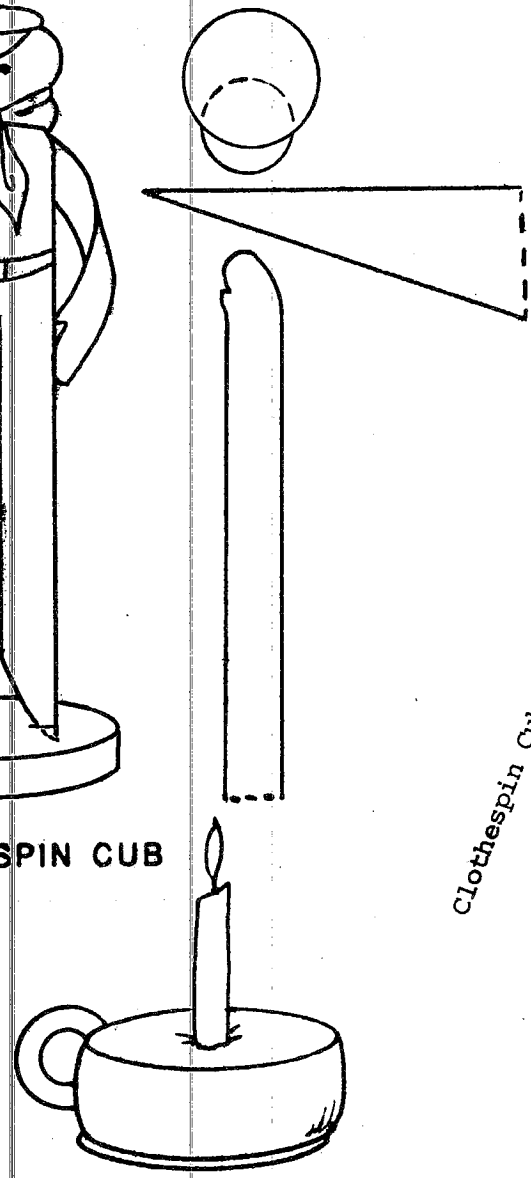
Materials:
10: cardboard mailing tube (1 3/4" diameter)
Blue and yellow construction or crepe paper
Gummed crepe paper (assorted)
13" length #15 wire
(construction paper may be used entirely)

Cover tube with blue paper. Stick about 2" strip of lt. pink or beige paper around top for face. Cut eyes, mouth and hair and glue on. Cut 3" circle for hat (see inset). Crush point down. Cut brim and paste to hat. Add stripes and insignia. Paste on top of tube. If using crepe paper, glue two pieces together or use construction paper and cut out ears, arms, hands and feet following patterns above. Paste to figure. Paste right arm in saluting position. Cut triangle of yellow for tie and paste around neck. Place 1/8" strip of black front and back to define trouser legs and 1/4" strip for belt. Square of yellow makes buckle. Use wire for den flag standard, making den flag of crepe or construction paper. Mount figure on block of wood or foam if desired.





CLOTHESPIN CUB



Clothespin Cub Scout

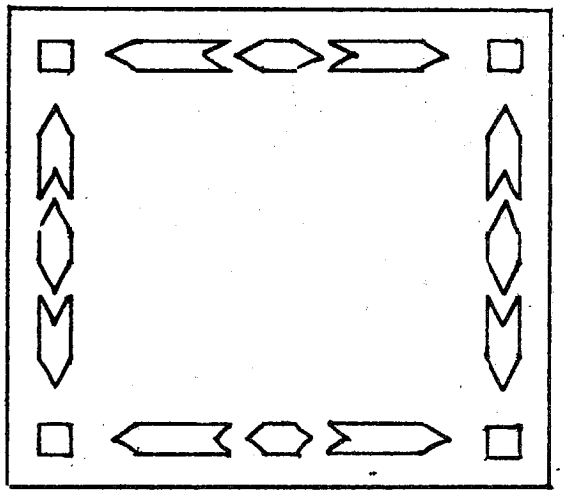
GOLDEN STAIRS OF CUB TO SCOUT

Materials:
5 progressively smaller wood or styrofoam squares or rectangles
old fashioned clothespins (check the Sears catalog)
crepe paper
pipe cleaners or bump chenille
paint, Cub Scout and Boy Scout colors

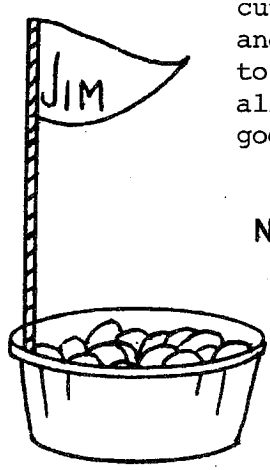
Use yellow crepe paper to cover steps. Cub Scouts are made from straight clothespins. Paint Cubs blue, neckerchiefs from yellow crepe paper or paint. Arms made of pipe cleaners or bump chenille, caps of crepe paper, fastened on with white glue. Bend arms to salute flag. Flag 10-12" high. Boy Scouts: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

marshmallow candle lifesaver on cardboard

Placemats and place cards



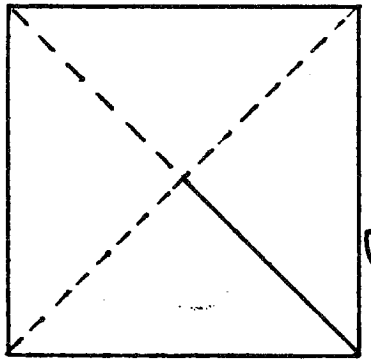
placemat-sheet of blue construction paper. Slotted and threaded with 1" yellow strips



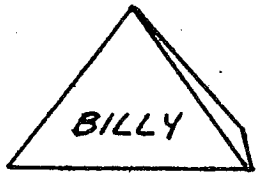
small nut cup
1/2 soda straw pennant

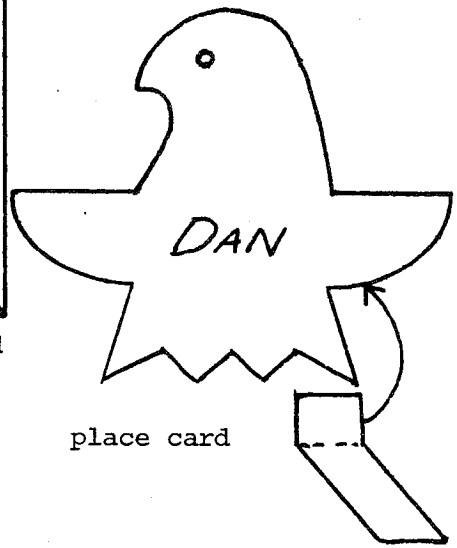
Trace onto construction paper and cut out. Fold lower tabs under and fold on upright dotted lines to form a 3 sided nut cup. Glue all edges together. Fill with goodies.

NUTCUP PLACE CARD

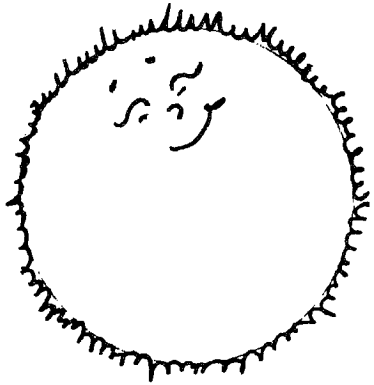


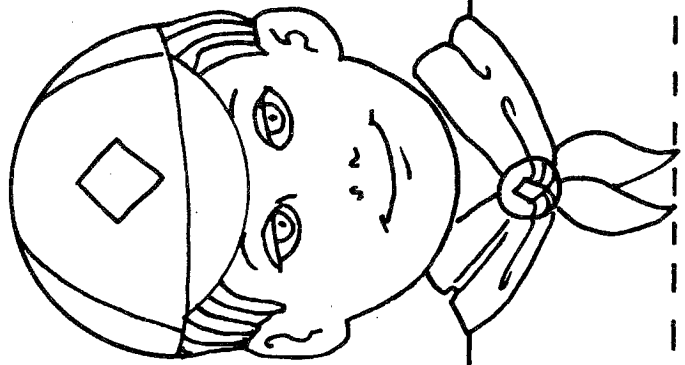
triangular place card

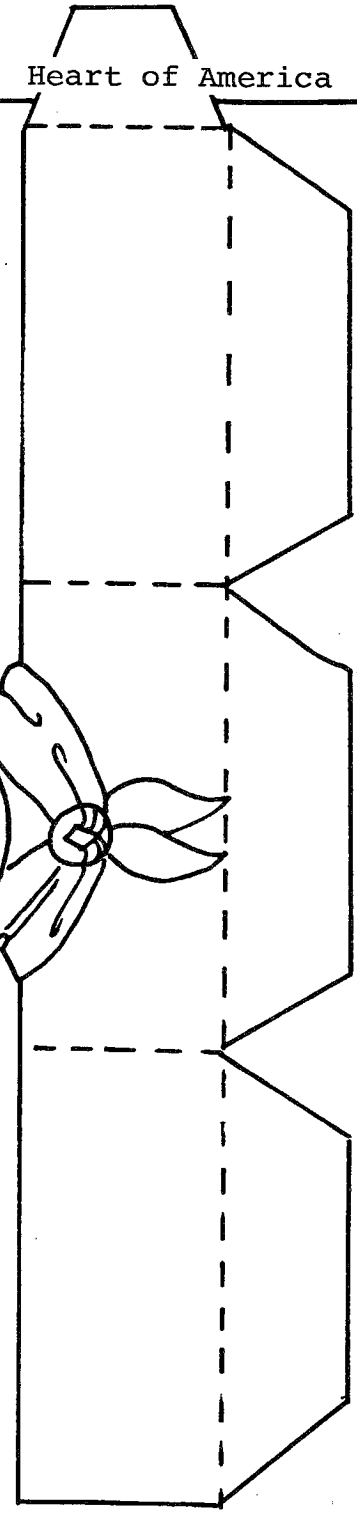


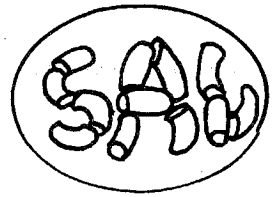


place card

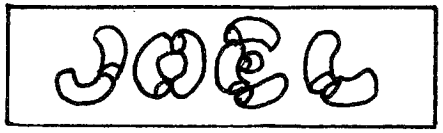




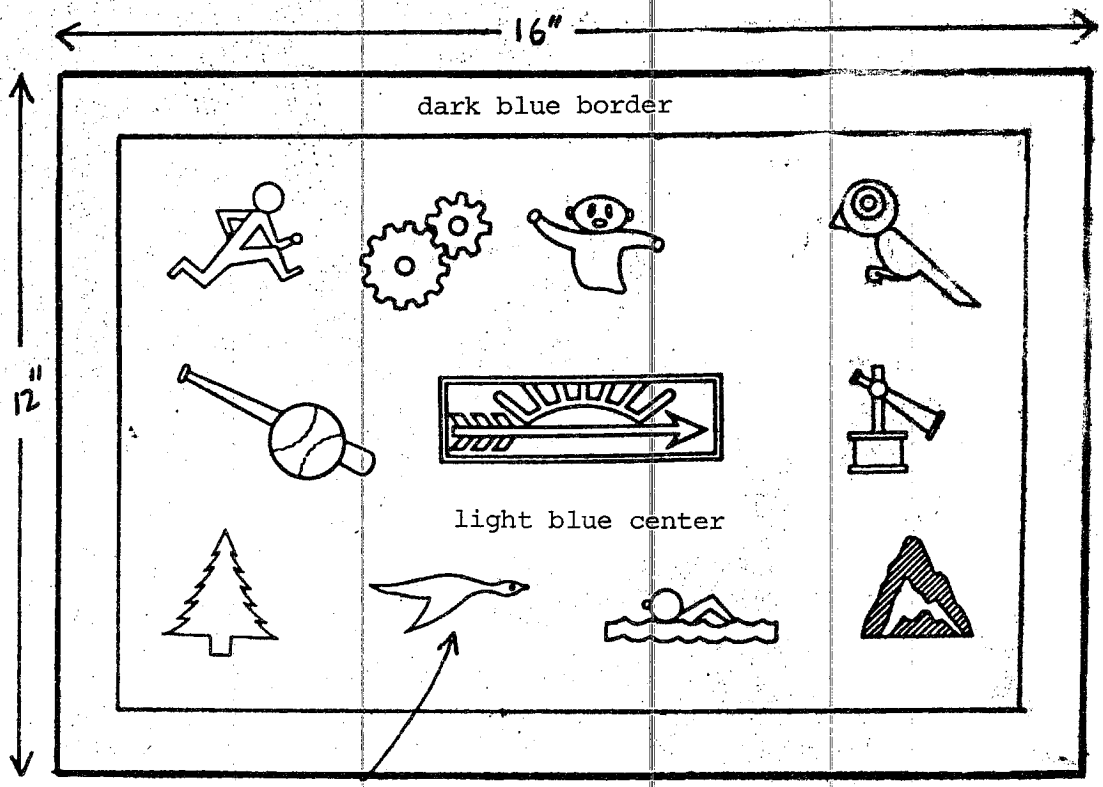




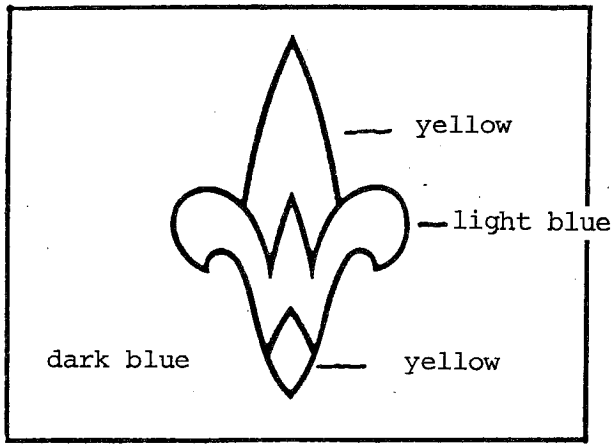
PIN PLACE CARD

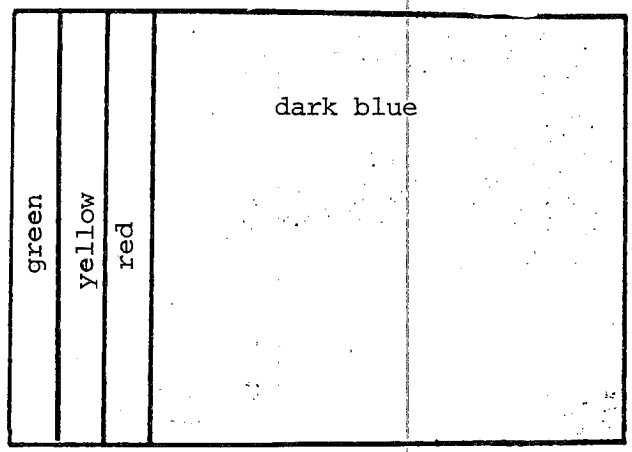


For the pin base you can use heavy cardboard, felt glued to cardboard or plastic pin made of five or six colored toothpicks glued together. Draw name in pencil then glue rice or alphabet macaroni in place. Place cards may be made larger. Cement a small safety pin on back for the pin. Coat with shellac.

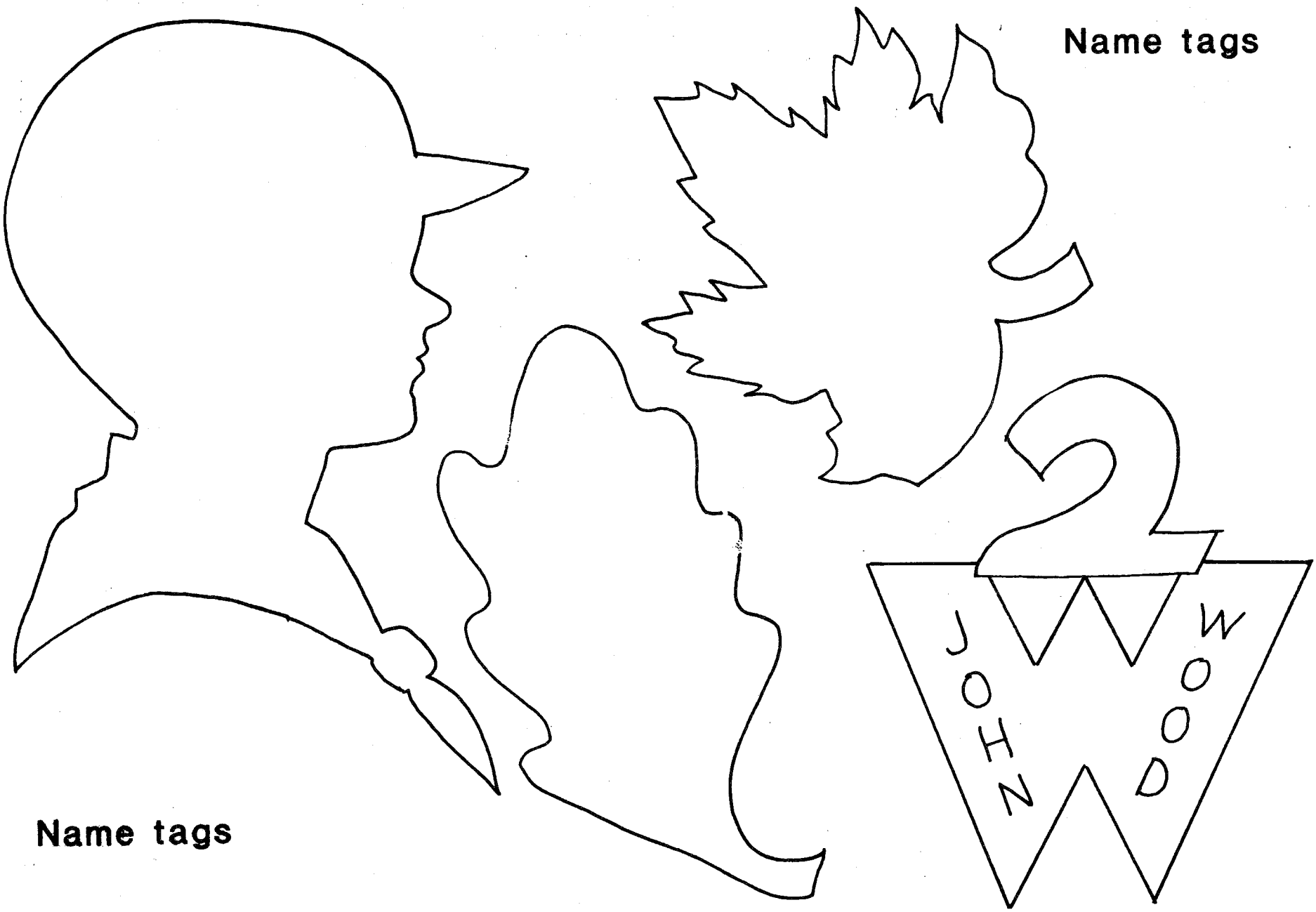


cut activity badges from grey or silver paper and glue on.





Cut place mats from mat paper or construction paper. Decorate with contrasting colors of construction paper.



Name tags

Name tags

Suggested Agenda

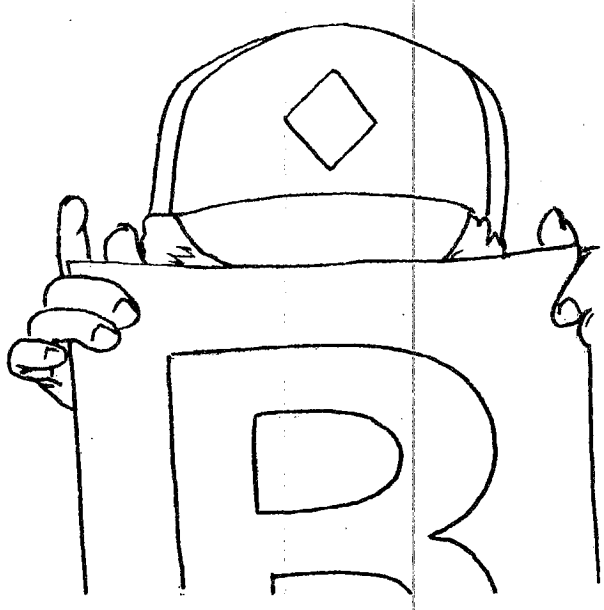
1. Gathering period - Visit exhibition area and have games, such as puzzles or quizes.
2. Opening ceremony - Involve the boys; it need not be lengthy or elaborate.
3. Invocation - Have a pack leader, a Cub Scout, or a minister deliver the invocation.
4. Dinner - The serving of dinner should be quick and efficient.
5. Welcome and introductions - The master of ceremonies will want to recognize pack leaders, guests, head of chartered organization, etc.
6. Songs / entertainment - Dens perform skits or stunits, or outside entertainment performs. The whole group should join the singing which is usually more successful if words are provided. Be sure to include "Happy Birthday Cub Scouting."
7. Awards - The awards chairman should use impressive and well-executed ceremonies. The boys and parents have been waiting for this.
8. Recognition of leaders - Present certificates of appreciation to pack and den leaders and parents who have helped the pack. Everyone likes recognition.
9. Closing ceremony - Use an inspirational or patriotic closing for a perfect end to the evening.

Remember to keep the program moving and interesting with a total program time of not more than 1 1/2 hours (not including meal).

Printed programs should be given to each guest. The program covers are usually prepared by the boys.

Ceremonies

Ceremonies are important at the Blue and Gold Banquet. They make this special event even more memorable. Even a simple ceremony without elaborate props can be very impressive. The following are suggested Blue and Gold ceremonies



OPENING

Props: Each boy has a card with these letters printed on them and the saying on the back of each.

C is for comradship; we learn to get along.
U is for unity; together we are strong.
B is for boys; wild and wooly - but nice.
S is for socials; you needn't ask twice.
C is for courtesy, of which we all know.
O is for outings; we're rarin' to go.
U is for universal; Scouts are known in every land.
T is for teamwork; we'll lend you a hand.

MEANING OF BLUE AND GOLD

As we open (close) our meeting let's give a thought to what the blue and gold colors of our Cub Scout uniform mean. These colors weren't selected merely because they were attractive. Blue stands for truth and spirituality, for steadfastness and loyalty, and for the sky above. Gold stands for the warm sunlight, good cheer, and happiness. So may the meaning of these two colors shine forth in our lives as we bring the Scouting program into the lives of our boys.

Opening Ceremony

Cub Scout stands blindfolded, gagged, and bound.
Cubmaster: This is an American boy. The American revolution won him freedom. (Remove binding)
The Constitution guarantees him freedom of speech.(Remove gag)
A free education gives him the ability to see and to understand. (Remove blindfold)
Help Cub Scouting teach him to preserve and to enjoy his glorious heritage and to become a good citizen.

Turn out lights, spotlight on the American flag, and lead in the Pledge of Allegiance.

Blue and Gold Flag Ceremony

Narrator: I represent the Spirt of Lord Baden-Powell, the founder of Boy Scouting. I am also the Spirit of Scouting Past and Present. Here is our future-- Cub Scouts of America.

1st Boy: (carrying Blble) In the Cub Scout Promise, we say, "I promise to do my duty to God," and religious activities are part of our rank advancement program. I like to wear my uniform to Church on Scout Sunday. Nearly half of all Cub Scout packs are sponsored by churches.

2nd Boy: (in complete uniform) I wear my uniform with pride. People know I am a Cub Scout, growing straight and strong through Cub Scouting. There is only one official uniform. The colors of the uniform have meaning. Blue stands for truth and loyalty; gold, for good cheer and happiness.

3rd Boy: (carrying Indian head-dress) Early Cub Scout ceremonies were based on Kipling's jungle tales. When Cub Scouting was established in America in 1930, Indian themes were used. Akela was the big chief of the Webelos tribe - to which all Cub Scouts belong. Chief Akela's father, Arrow of Light, stated that all men were brothers, and a tribe could be no greater than its boys.

4th Boy: (carrying wood project) Cub Scouting means FUN! We have lots of fun, but I like making things - real boy projects - things we can play with or that follow our theme. Cub Scout arrow points and Webelos activity badges give us many different projects to work on so we make useful things and learn new skills while we progress.

5th Boy: (carrying a collection) I like to go on hikes and collect things for my nature collection. Hikes help us to appreciate the outdoors and help us grow physically.

6th Boy: (carrying American flag) I am proud to be an American so I can salute our flag. I also like to see our pack flag (points to it) because then I know I am part of 72 years of Scouting. I belong! When you salute the U. S. flag, you salute a lot of other things too. You salute your family, your home, your friends, your Cub Scout den, your fellow Americans, and this land of freedom - because they <u>are</u> America!

Narrator: Yes, I represent the Past and the Present. These boys - Cub Scouts now - are the men of Tomorrow. They will be the preservers of our American heritage. (pause) Please stand and join us in the Plege of Allegiance.

ADVANCEMENT CEREMONY

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

Setting: Narrator presents award from front of room with stack of 'birthday gift awards' on table in front of him.

Narrator: Tonight being Scouting's 72nd birthday party, we're going to give some birthday presents. The first presents go to new Cub Scouts who have earned the Bobcat badge. (Read names and present each with 'gift')

And now, to celebrate the time and effort spent by these boys, we would like to give presents to those who have earned Wolf badges. (Read names and present gifts)

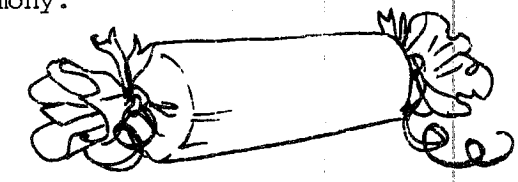
Next, a group of boys who richly deserve this gift - they have completed the requirements for the Bear badge. (Read names and present gifts)

(Webelos badges and activity badges are presented in same manner)

Enjoy these small gifts from Scouting that you have worked to achieve, but remember, a gift is much richer when you give than receive. So please give what you have learned in Cub Scouting to others.

ADVANCEMENT CEREMONIES

Birthday Cake Ceremony - Make a large papier-mache birthday cake. Use whipped soap suds for icing cake. Before soap suds harden, insert 52 candles. Candles can be lighted before presentation of awards and blown out after ceremony.



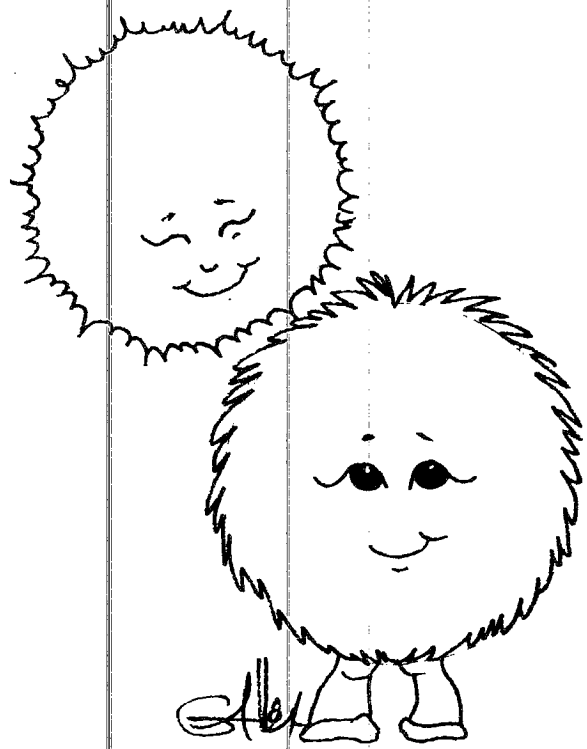
Instead of gift-wrapping awards as birthday packages, put them in party snappers. Follow the standard advancement ceremony but present each boy with a snapper containing his award. To avoid confusion, ask boys to wait until you have given a signal for them to open the snappers. As all boys open their snappers, have the rest of the pack sing "Happy Birthday."

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

Blue and Gold Package Ceremony -
Props: Packages wrapped in blue and gold.
Have a delivery boy present to the cubmaster a blue and gold package containing all awards and service stars. After awards are presented have the same type of package delivered to the Scouting coordinator, only this time the package contains some recognition of thanks for all leaders - a token of appreciation.

See "Ceremonies" section of this book for more ideas.

Also see "Staging Den and Pack Ceremonies."



CLOSING CEREMONY
This is an impressive closing for the Blue and Gold Banquet or any other type of dinner.

Personnel: Cubmaster, Cub Scout poem reader, person to turn off lights, audience.
Equipment: Candles, one on each den's table.
Arrangement: On each den's table a single lighted candle burns. All house lights are out.
Cubmaster: Cub Scouting is a part of family life in 60 countries around the world. In all of these free countries, on an evening such as this, Cub Scouts are joining in a grand howl and repeating the Cub Scout motto. What is the Cub Scout motto?
Cub Scouts: Do Your Best.
Cubmaster: As we face each other around the blue and gold tables, let us look at the candle's flame and silently thank God for Cub Scout friendships we are privileged to enjoy. Now, join me in rededicating ourselves to our Cub Scout Promise. (All repeat Cub Scout Promise.)
Cubmaster: Thanks to everyone for your assistance tonight. We'll say goodnight after Cub Scout _____ reads Edgar A. Guest's "A Creed."
Cub Scout:
"Lord, let me not in service lag,
Let me be worthy of our flag;
Let me remember, when I'm tired,
The sons heroic who have died
In freedom's name, and in my way
Teach me to be as brave as they.

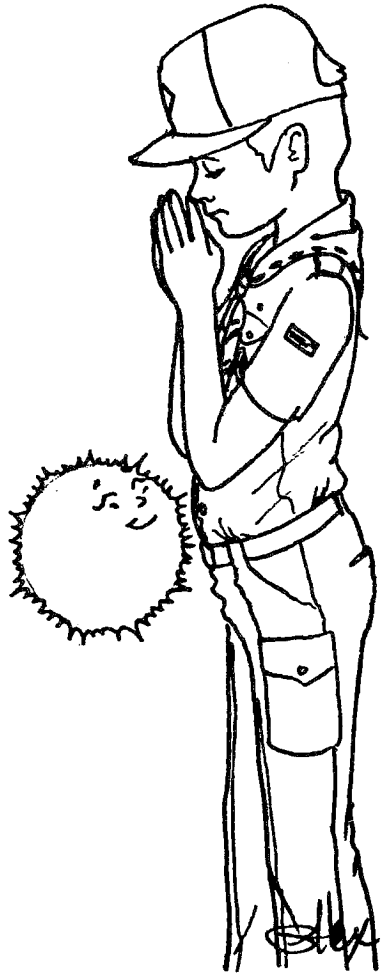
In all I am, in all I do,
Unto our flag I would be true;
For God and country let me stand
Unstained of soul and clean of hand,
Teach me to serve and guard and love
The starry flag which flies above."

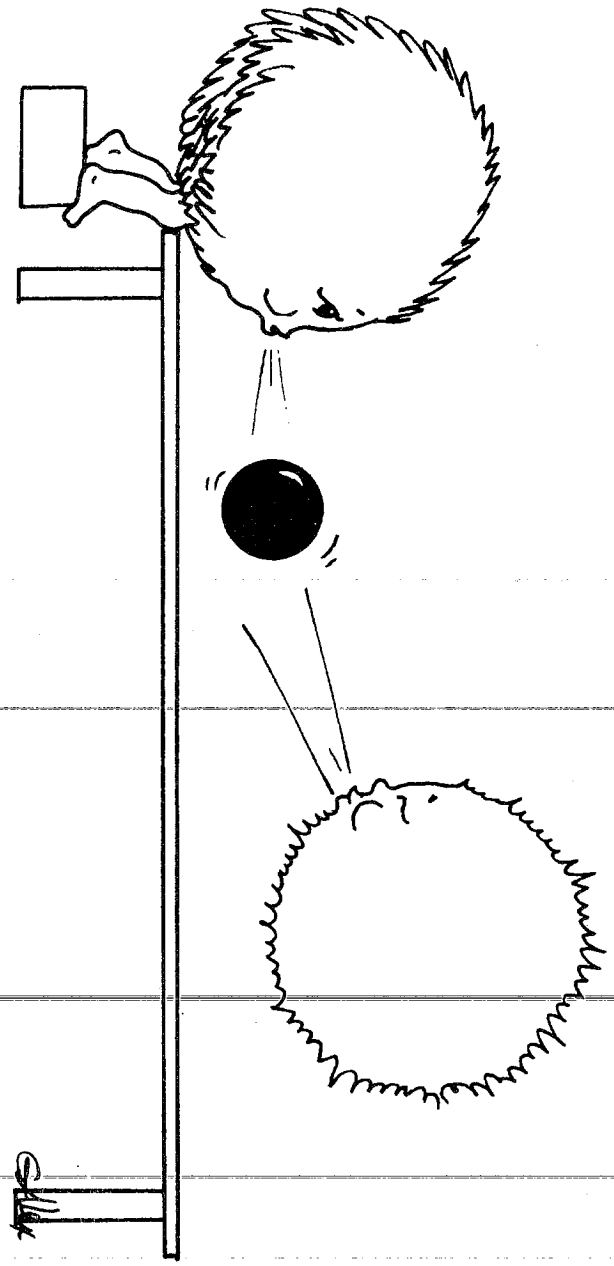
Invocations

1. Our God and God of our fathers, we gather as loyal members of our Cub Scout Pack and we pray for Thy blessing. Give us the vision to see our duty and the courage to perform it. Teach us to walk together in the spirit of brotherhood so that we are true to Thee Who art the Father of all. Guide us so that we shall be faithful sons of the righteous God who is from everlasting to everlasting. Amen.

2. O Lord that I will do my best
I come to Thee in prayer
Help me to help others everyday
And teach me to be fair,
To honor mother and father
And to obey the Cub Scout Law, too.
This I ask that I may be a loyal
Cub Scout true.

3. Our dear heavenly Father, we ask your blessing on the families in our Cub Scout pack. We ask a special blessing on each Cub Scout and Webelos Scout as they give service to other people. Guide their steps as they grow into men, and help them as they do their duty to you and our country. Bless our food and the people who have prepared it. Amen.





LL GAMES

GAMES

Introduction

Webster includes these definitions for "play": "To engage in sport as lively, recreation, to amuse or divert oneself, frolic. To trifle, toy, touch lightly, fingers, often follow by with. To contend or take part in a game. To move or function freely, within prescribed limits."

We could say that:

Play is competitive, but not serious competition. It's a mock contest, a mock fight that keeps muscles, eyes and nerves alert and exercised, keeps the body at its best.

Play is relaxing, a way to release tensions and energies in a period of leisure and safety.

Play is often rhythmic. Many forms of play movement are repetitive. There is something satisfying to every living creature in beating out a rhythm.

Play is ritualistic. The play seems to have a pattern, a meaning, like a dance. It may be aimless or it may have a satisfying goal. It has an element of magic; many classic games began as some kind of magic ritual.

Play is spontaneous. It has the important element of chance. It's not so strange that the element of "chance" is among the oldest play things in the world.

Play has humor. Perhaps its the old "pathetic fallacy" - attributing human motivation to lower forms of life - but don't we all feel that some animals do have a sense of humor? And the play of people is often just to get a laugh.

Play is make-believe. The acting out or representation of some real-life situation. In fact, playing has an alternate meaning of "acting". One of the most persistent forms of children's play, counting-out rhymes, are make-believe.

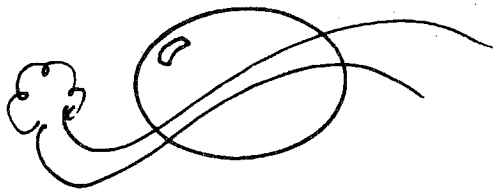
So - - play is at one and the same time a letting go of tensions of real life, in a moment of leisure and freedom, and its also a mock battle. Its a release of excess energy through rhythm, ritual, and mimicry, and a calming down of aggression through less serious pursuits. Its a rehersal for more serious actions and a vacation from them at the same time.

December

CUB SCOUT SPIRIT

SPOTBALL

Draw a circle from three to six feet in diameter. Divide it by a line drawn through the center. One-half of the players are on one side of the dividing line and one-half are on the other. A live rubber ball is used (a rubber playball or a volleyball will do). The server bounces the ball and then bats it with his hand so that the second bounce is within the "spot." The opponents return the ball by hitting it, trying to get it within the circle on the first bounce. This continues until one side fails to hit it within the circle. After the serve, the ball is dead whenever it touches the floor or ground outside the "spot." A player must not step over the line nor on the rim of the circle. Nor may he reach over into the circle to hit the ball. Points are scored as in volleyball.

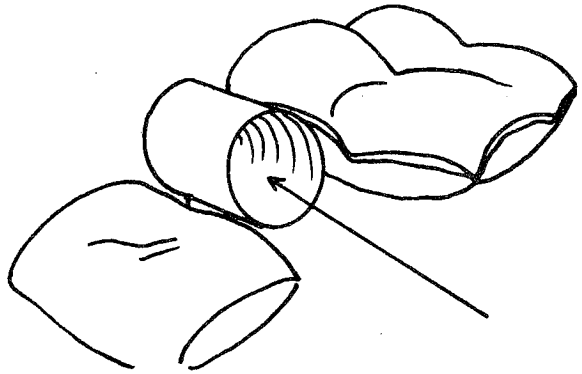


BALLOON FOOTBALL

Divide the players into two teams. Use a table (or a chalked rectangle on the floor) for the field. A small balloon is the football. Players may move the ball only by blowing it. They may put their heads together and all blow at once, but they must not touch the ball. If the ball is blown offside, it is replaced in the center of the table across from the place where it went off. The object is to blow the ball against the goal line, or off the table, which scores a touchdown. Score 1 point for the goal line; 6 points for a touchdown. The team with the highest score wins.

INDOOR GOLF

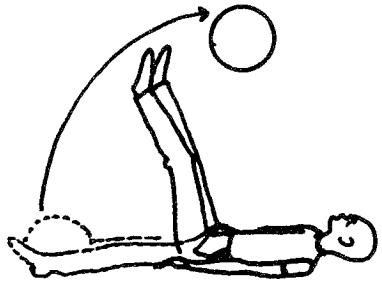
Place nine continers around the room at considerable distances apart. These are the nine holes. Place obstacles or bunkers between them, or use the whole house for an improvised link, arranging as many hazards as possible. Provide each player



with a beanbag, an English walnut, a small ball, or some similar object. Each player must throw the ball into each hole, in rotation, in as few throws as possible. Keep accurate scores. Low score wins.

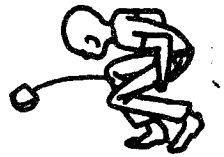
FOOT BACKWARD THROW

A player lies flat on his back behind the starting line with the top of his head just touching the starting line. He holds a volleyball or basketball between his feet and attempts to propel the ball over his head with his feet. A mark is made where the ball makes its first bounce. Farthest wins.



SQUAT STAND THROW

A player stands in stride-squat position with toes just behind the starting line. Holding a beanbag in both hands behind his back, he throws the beanbag forward from between his bent legs. A mark is made where the beanbag lands. Farthest wins.



STICK ACROBATICS

Formation: Stunt player holds 3-foot stick behind his back with palms forward.
Directions: Players bring stick

over his head to position in front of his body without losing grip on stick. Lower stick and step over it from front with right foot. Continue head first, raising left hand over back. Now lift left foot off floor and step backward through stick. This can be repeated by starting backward and going backward through routine. Stick must always be held with both hands, but they can slide slightly to shorten or lengthen stick.

January

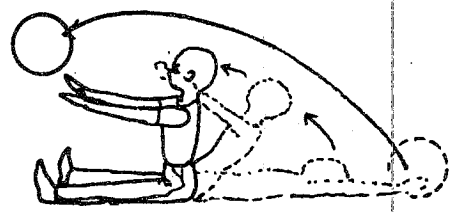
SHAPE UP

CALISTHENICS RELAY

This relay is the same as an ordinary running relay, except that his player, upon his return to the starting line, must stand in front of his line of players and lead them in an exercise a specified number of times before the next player in line may start his run. The exercise must be repeated a certain number of times before the start of the relay. The type of calisthenics exercise is selected by each runner. An exercise may be selected by only one player of a team - this means a team uses as many different exercises as there are team members. The team that is first to have all of its players back in starting position is the winner.

DISTANCE MEDLEY CONTEST

A medley event consists of three or more activities performed in succession by an individual to achieve an aggregate score or record. In large groups, three players can combine their efforts to achieve one record. To save time when a large number of contestants are competing in heats, a new group may be started as soon as the preceding group has completed its first contest.

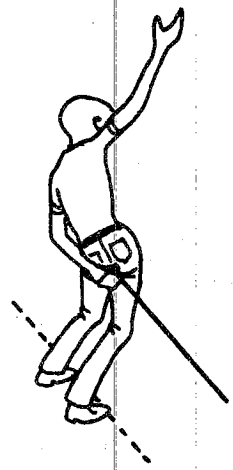


SUPINE OVERHEAD SIT-UP THROW

A player lies on his back with heels on the starting line and arms stretched backwards holding a volleyball or basketball. From a prone position, the contestant comes up to a sitting position with arms still overhead and throws the ball as far as he can. The throw must be made as the player comes up to a sitting position, not after he sits up, and the arms must be in the overhead position at the time of the throw. A mark is drawn (or tape applied) where the ball makes its first bounce.

TWIST STICK REACH

A player stands toeing the starting line, holding a 3-foot wand or yardstick at one end. Reaching around his back and keeping his toes on the line, he touches the other end of the stick as far forward of the line (on the ground) as possible. A mark is made at the point where the stick touches.



February

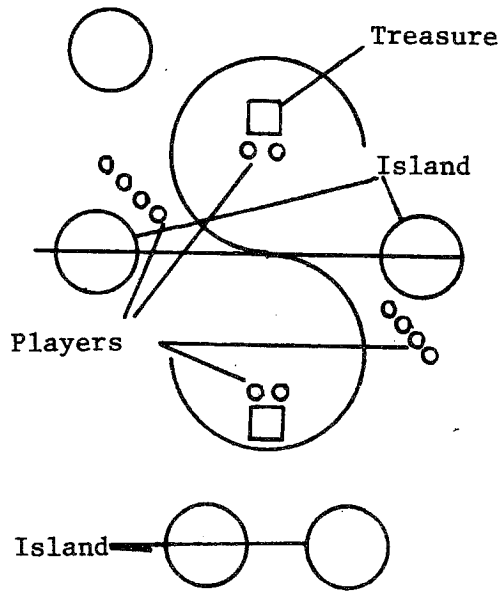
SCOUTING AROUND THE WORLD

TAKARATORI (FROM JAPAN)

Number of players: 6-20, in 2 equal teams.

Formation: Draw a large letter "S" (see diagram) with a stick or line

Diagram:



outdoors; indoors or on a concrete court, use chalk. Place a heavy object (such as a stone) at either end of the "S". This is the treasure or takara. Draw several islands around the "S." Players of the 2 teams locate themselves around the letter.

One or more of the players for each team stand inside the "S" to protect the treasure and their team's end of the "S."

Action: Other players locate themselves outside the "S" and venture in to try to capture the treasure belonging to their opponents. However, only when they are inside an island may they put both feet down. At all other times, they must HOP on one foot.

When a player tries to capture the treasure, he is tagged by an opposing player guarding the treasure. These two players then do "Jankepon" [The Japanese have a relay race built on this game. The course is square or rectangular in shape. On signal, the players start running around the square until they return back to start.] The loser is considered dead. He drops out of the game. All this time the players must stand or hop on one foot and can rest only by returning to one of the islands.

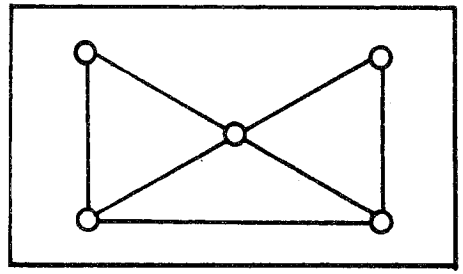
The first team to capture the treasure, wins.

WELL KONO (FROM KOREA)

Players: Two

Equipment: A board or paper 6-8 in. square, marked as in the diagram. Countersink five holes (as in other marble games such as "Chinese Checkers". Use 4 marbles, 2 of one color and 2 of another; or mark the diagrams on paper or cardboard, using a cork bottle stopper the end of which has been dipped in ink for the five spots. Make the lines with ink, pencil, or crayon. Instead of using marbles, use checkers or cardboard dics (2 of one color and 2 of another).

Action: One player's men are placed in the 2 top spaces and the other's in the 2 bottom ones. The center spot is vacant. Player who has his men in the top spaces plays first by moving 1 of his men to center. His opponent moves a man to the space vacated. Players move alternately. No jumping is allowed,



and all moves must be along one of the marked lines from one space to the adjacent empty space. Player wins when he corners his opponent's men so that neither can be moved.

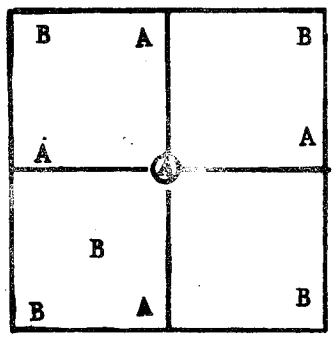
SAN PEDRO & SAN PABLO (FROM THE PHILIPPINES)

Field: Outline a square at least 10 by 10 ft. Divide it into 4 equal squares by bisecting lines (see diagram). When more than 4 players are involved, enlarge the field.

Formation: 1 player is Captain for each team. On the defensive team, the Captain stands at center when the lines cross. He must always keep

at least 1 foot in contact with this central spot. Four other defending players guard each of the 4 intersecting lines. No defending players may leave his line to tag an opponent. The attacking team scatters into the 4 squares.

Action. Attacking players try to cross the lines inside the field without being tagged. Each time an attacking player crosses an intersecting line, he scores a point for his team. When a player is tagged, he pays a forfeit or is declared out of the game until the teams change sides. Teams take turns being defenders and attackers. A defender must not step out of the outside line of the square. If he does, he is considered out.



March
ENERGY

ELECTRIC SHOCK

The players stand or sit in a circle. One player is "it" and he stands inside the circle trying to discover where the electric shock is located. All of the players hold hands and one player is designated to start the shock going. He squeezes the hand of the player either to his left or right. That player then passes it on. The shock may move either direction and at any time a player may send it back the other way. "It" watches closely the faces and hands of the players, trying to detect the position of the shock. When he guesses correctly, the player responsible takes his place.

JUST WHISTLE

Two teams stand face to face, each player holding three peanuts. At a signal each cracks the peanuts and eats them. [If played indoors you can substitute six salted peanuts to avoid shells.] The first player to eat all the nuts and whistle, wins. The first team to have all players whistle wins.

April
SHOW BIZ

SPORTSCASTER'S BOWL

No. of players: 15 or more
Area: Optional
Equipment: None
Type of Game: Quiet circle

Arrange the group in a circle. Give each player a name of a baseball position, such as catcher, pitcher, first base, second base, etc. If you have more players than positions, two or three players may have the same position. The leader or a selected player stands in the circle as one of the group and gives a sportscaster's spiel, such as, "It's a hit! The ball is going over the second baseman's head into center field. The center fielder scoops up the ball and tosses it to the second baseman, holding the runner at first base." All players whose positions are mentioned in this description are on the alert to run and change places with one of the other positions named, just as soon as the sportscaster finishes. However, the sportscaster is also going to try to secure a place. The person who comes up without a place is the new sportscaster. Or, if the sportscaster fails to secure a place, he tries again with

another "spiel." On the call, "Home run!" all players change places in a mad scramble.

May

TREASURES BENEATH THE SEA

BAIT CASTING GOLF

Contestants use a regular rod and reel with practice plugs (no hooks) to shoot at nine targets which are "30" disks. The targets range in distance from 20 to 90 feet. A contestant's score is as in golf, namely, the numbers of shots it takes to hit each target or hole.

THE OCEAN IS STORMY

All players except two are arranged in pairs, holding hands, and scattered about the play area. Each pair draws a three-foot circle around its position. Each pair secretly selects the name of a fish. The odd players, known as sharks, hold hands and walk around the area calling the names of fish. When the name of a fish which has been adopted by a pair is called, the pair falls in behind the sharks and marches with them. When the sharks have "collected" all the fish they can name, they say, "The ocean is stormy." At that point all players run to find empty circles (staying in pairs). The pair failing to secure a circle are the new sharks. Note: Any pair unnamed and already in a circle must find a new circle.

PAPER CLIP FISHING

Equipment: Box tall enough to prevent players from seeing inside it when it is on a table and they are seated on the floor.

Stick with string and magnet

Paperclips

All players are seated around a table on which the box is placed with the paperclips scattered inside. The first player is given the fishing pole and without rising from a seated position, dangles the magnet inside the box to gather "fish." Only the fish he pulls out of the box count toward his score--those that fall back in are not counted. He keeps the fish he catches and passes the pole to the next player. The one with the biggest at the end of an equal number of rounds for all players, wins.

June

FUN ON WHEELS

PAPER THROWING CONTEST

Place five barrels (or auto tires) in a row not less than 25 feet apart. Draw a line 25 feet away from the barrel line and parallel to it. Give each contestant 10 rolled newspapers (the players may carry a bag to hold the papers). Each rides his bicycle past the barrels, staying on the outside of the mark, and attempts to throw papers into each barrel. He will make two passes, once on the right, once on the left.

One point is scored for each paper thrown into a barrel, one point is deducted for each time a rider gets off his bicycle for any reason. In case of a tie, the rider making the best time wins.

OBSTACLE COURSE

Lay out an obstacle course on a playground. Cubs may ride bicycles through the course by teams or by time. Be sure a Den Dad or other adult makes certain the course is safe and that all obstacles are secure and will not cause spills.

July

STARS AND STRIPES

HISTORICAL TELEGRAM

Two or more groups work on a historical telegram, making up a message that will give clues to the identity of the famous person who sent it, or to whom it was sent. The other team will then try to guess the name of the famous person. The number of guesses required represents that team's score.

PAUL REVERE'S RIDE

Prepare a slip of paper for each numbered item in the story, listing the number and comment. Give each player one of the sheets. When the narrator reads the story, he will call the number as he gets to it in the script and the person holding that numbered sheet will give the comment.

The Story of Paul Revere's Ride

In history, my friend, if your memory clicks, you will remember that in was 1776 when Paul Revere and his trusty horse ran through the Colonies to Britan's remorse!

Now, life in the Colonies was as dull as their axes, but old King George kept raising the taxes. He didn't know what the Colonists knew: He'd [1. Bit off more than he could chew.]

One of his collectors told a Colonist lady, "Pay up your taxes, and I don't mean maybe." She just replied [2. "I can't give you anything but love, baby."] Now the old king's agents were watching everybody--each Tom, Dick, Harry, and Sonia. As all the American Colonists knew, [3. The eyes of taxes were upon ya.] But one of them once gave an answer to the Bureau of Eternal Revenue that old King George nearly bust. He said, [4. "You tell 'em, pieface, 'cause you've got crust."]

After this the king called up Cornwallis or somebody and said, "Let's send our navy to America with [5. "Three sheets in the wind."] Now wind of this came to Paul Revere's wife. She was cooking away one day for dear life, when she thought of it all and she said to Paul, "Hark, I think [6. "There's something rotten in Denmark."] Isn't this the day that some smarties or smarty will irritate the town with the [7. Boston Tea Party]?" How do you know?" said Revere, "It's a mystery." She said, "It's all in American history. Tonight is the night that Dick Tracy will perch up in the loft of the old North Church, while down the streets of Boston a horse is to lurch."

Now, Paul has been wanting a night out so he went right over to the home of his pal and started to explain. Tracy said, [8. "I didn't get your drift--snow again."] After Paul explained things carefully he agreed to help in the loft at Old North Church if there were no [9. Bats in the belfry].

So Paul mounted his steed and waited for the signal. Tracy heard a redcoat say [10. "Sit down, you're rocking the boat."] which told him they were coming by sea. He hung up a lantern and Paul Revere jumped on his horse, saying [11. "Giddyup, Napoleon, it looks like rain."] But being a jewelry man, he decided to change the horse's name, so he called out as he left town, [12. "Hi-ho, Silver, away!"]

As he rode he would cry out [13. "To arms, to arms, the British are coming!"] Benjamin Franklin thanked him and asked how he enjoyed the Boston Tea Party, to which he answered, [14. "Good to the last drop."]

By this time it was getting light on the Lexington common. The men gathered around him in sixty seconds and were known as minute men. One

said, [15. "What's buzzin', cousin?"] He told them [13.] Molly Pitcher wanted to know what the men should do and he said, [16. "Shoot them in the whites of their eyes."]

The men crouched behind breasworks of sardine boxes and candy wrappers and with cries of [17. "Remember the Alamo,"] [18. "Remember Pearl Harbor,"] and [19. "Remember the Johnstown Flood,"] they let the British have it and won a great victory.

Betsy Ross made them a new flag with red and white striped suspenders to match; the Pepsodent company gave them a year's supply of toothpaste; and Paul rode back to a cold breakfast and a cold house where he uttered this famous word, [20. "Whoa!"]

RED, WHITE, AND BLUE

Materials: Pencil and paper for each player

Directions: Regardless of the number of stars, the colors in our flag remain the same: red for courage, white for purity, and blue for justice. Match the meanings in the right column with the color in the left column.

[ ] a. Red Cap
[ ] b. Red Coat
[ ] c. Red Cross
[ ] d. Red Handed
[ ] e. Red Letter Day
[ ] f. Red Light
[ ] g. Red Tape
[ ] h. Red Wings
[ ] i. White Cane
[ ] j. White Throat
[ ] k. White Cliffs
[ ] l. White Collar
[ ] m. White Elephant
[ ] n. White Feather
[ ] o. White Witch
[ ] p. White Plaque
[ ] q. Blue Beard
[ ] r. Blue Blood
[ ] s. Blue Book
[ ] t. Blue Coat
[ ] u. Blue Cross
[ ] v. Blue Laws
[ ] w. Blue Print

1. British soldier
2. Caught in the act
3. Memorable event
4. National Relief Organization
5. Porter
6. Professional Hockey team
7. Tedious official procedure
8. Traffic signal
9. Burdensome possession
10. Symbol of England
11. Sparrow
12. Tuberculosis
13. Mark of Cowardice
14. Office worker
15. Blindness
16. Guardian angel
17. Aristocratic lineage
18. Basic plan
19. Insurance plan
20. Policeman
21. Social register
22. Sunday legal restriction
23. Wife slayer

Key for Red, White, and Blue:

5a, 1b, 4c, 2d, 3e, 8f, 7g, 6h, 15i, 11j, 10k, 14l, 9m, 13n, 16o, 12p, 23q, 17r, 21s, 20s, 19u, 22v, and 18w.

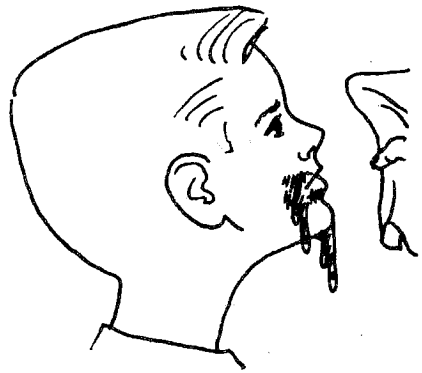
August

FAMILY FUN

EYE TO EYE

You'll need: Group divided into pairs, a large dish of ice cream and a spoon for each person.

Players lie flat on their stomachs, partners, bodies stretching out in opposite directions, heads close together. Each player must feed his partner. First prize goes to the fastest and cleanest team.



DRIVING PIGS TO MARKET

You'll need relay teams, a yardstick, broom handle, or stick for each team, and a plastic pop bottle, milk bottle, duck pin, or other object that won't roll straight. Also you will need a starting line and a goal about 25 feet away.

Line each team up behind its captain (player No. 1). Give each captain a yardstick and place the "pig" on the starting line. At the signal, each captain must push the pig to the goal line and "drive" it back to the starting line, using only the stick. He then gives the stick to player No. 2 and goes to the end of the line. Player No. 2 drives the pig up and back as before. The first team to get all its pigs to market and back, wins.

KICK OFF

You'll need a bean bag or balloon [or other object that doesn't roll well], starting line, goal.

Line up the players behind the starting line. Each player gets into crab position (on hands and feet, face up). On signal each walks crab fashion, sideways, kicking the bean bag toward the finish line. First to get the bag over the goal wins.

September

MR. FIX-IT

TACK DRIVE

Provide a large board, a hammer, and a pile of loose tacks for each player. Each player must take tacks from the pile and drive them into the board. The one driving the most in a given time wins.

FIX IT RELAY

Divide the players into teams of five each. The first player in line runs to a given point and saws the end off a board, then returns and tags the second player. That player runs to the goal and hammers a nail in half way, then runs back and tags the next. That player runs to the goal and removes the nail, then tags the fourth. The fourth player runs to the goal, screws a screw into the hole where the nail was, then returns and tags the last player. This fifth player runs to the goal and removes the screw. The team finished first, wins.

October

GOBLINS & GHOSTS

BEGGAR WORDS

When you have a small group, give each player a small paper plate, a teaspoon of alphabet noodles (or 3 tablespoons of alphabet cereal) and a sheet of colored paper. Each person then retires to a corner of the room to make a list of words on the colored paper.

When 2 minutes have elapsed, all players can get up and beg or trade for letters they want to complete more words. Any bargain they wish can be made, for example, two w's for one e, etc. At the end of the trading period, they can return to complete their list. Most words wins. Also give a prize for the shortest list and say, "There are times it is good to be a person of few words."

SKELETON ROLL

Each team has three dice. A player rolls the dice, then the total is marked down on the team score sheet. The game continues with each player taking turns at rolling the dice.

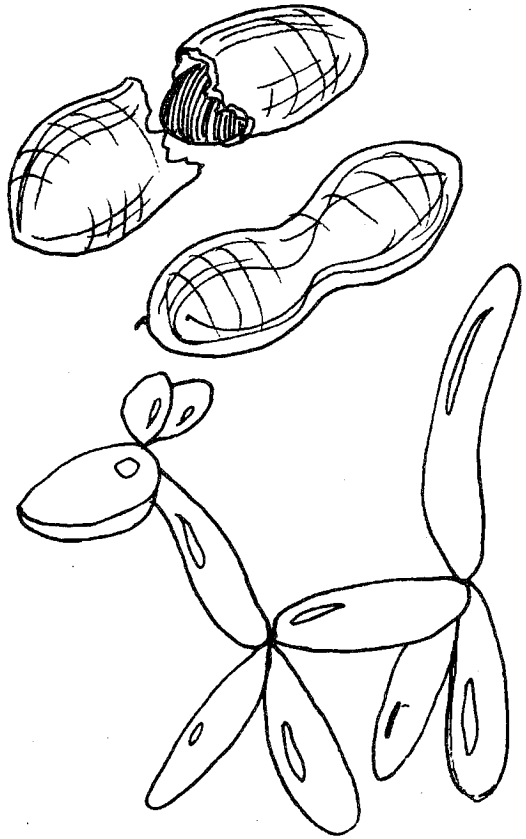
The object is to get a score of 100, nor more, no less. When a team has 90, they must call out "Ninety," and continue to play. However, if a roll of the skeletons adds up to more than 100, they may not count any of that roll, but must roll again.

In addition, a 5 on any dice counts 5 points, two of a kind counts 15 points, and three of a kind counts 50 points.

SNITCH AND SNATCH

Divide the group into teams and line them up at the starting point, one player behind the other. On a line about 15-20 feet away from the starting line and parallel to it, place a chair in front of each team. On each chair place a wide-mouth gallon jar (restaurants buy pickles and other condiments in them) full of peanuts in the shell.

At a signal the first player on each team runs to the jar, inserts his hand, and pulls out as many peanuts as he can hold in one hand and still withdraw his hand from the jar. He then takes the peanuts back to his team. If he drops any along the way he may not pick them up or count them. The next player repeats this activity until all players have been to the jar. The team with the most peanuts wins. Everyone gets a prize in this game--their peanuts.



November

BRIGHT IDEAS

CREATIVE BALLOONS

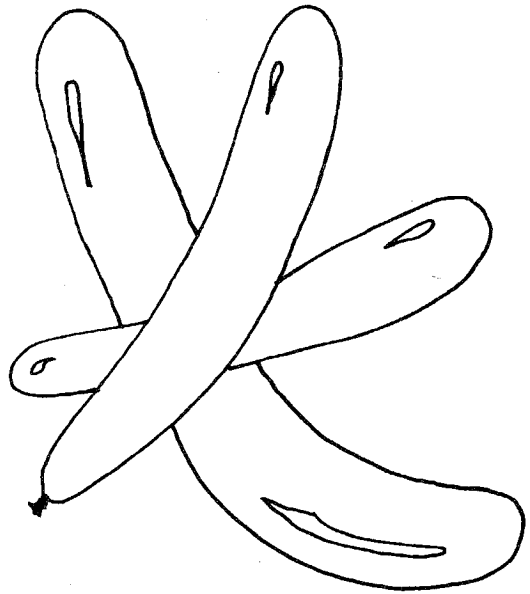
Divide group into several small groups of 3 to 6 boys. Give each group a handful of balloons and some scotch tape. Let each group create something to be shown to the other groups in 15 minutes. Animals are usually made, but try other things, too.

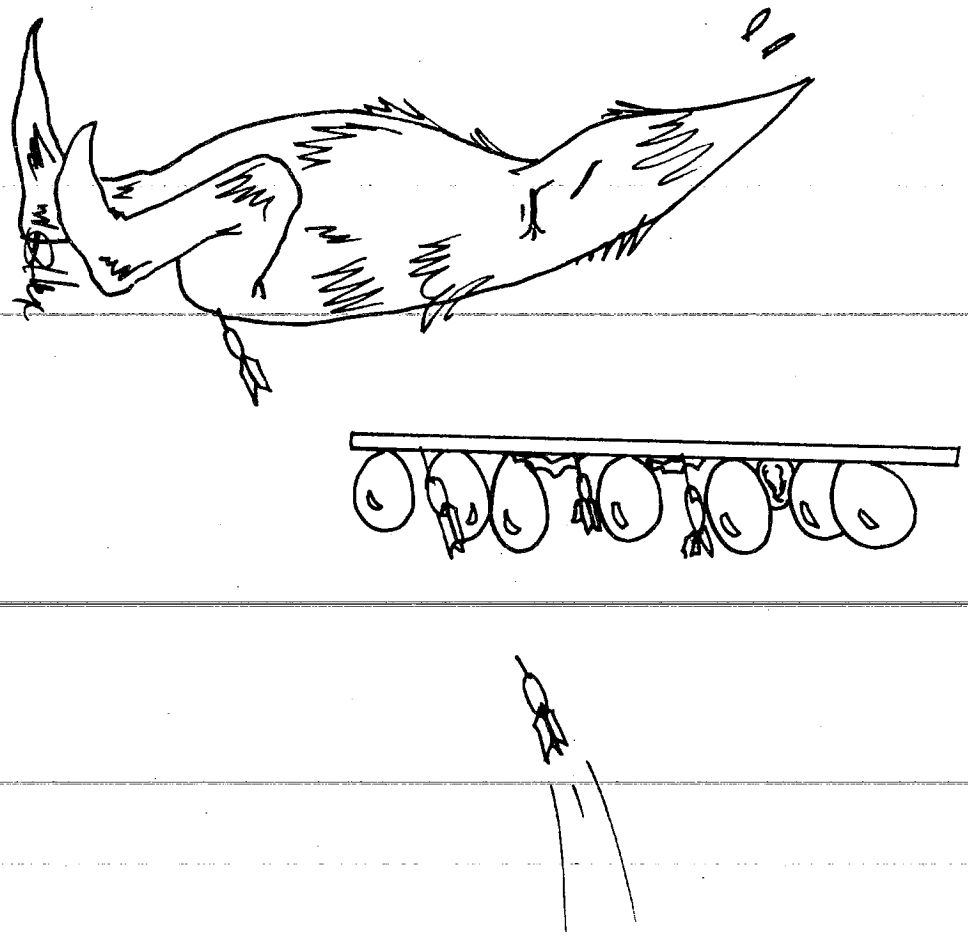
WRITING (OR DRAWING) RELAY

Equipment: Chalkboard, chalk

Form players into two teams, single file. The first player in each team runs to the chalk board and begins to write a story by placing three words there, then returns to the second player who goes to the board and also writes three words. The sentence has to be readable but it cannot end until all players have contributed three words to it.

Variation: Draw a picture, three lines at a time.





LLL MIDWAY

MIDWAY GAMES

BOTTLE RISE

Pole, dowel rod 1/2" in diameter and 3 feet long
Attach twine to end of rod.

Object: Using rod, try to stand up a pop bottle that is lying on form mat.

SWING A STRIKE

Set up set of plastic bowling pins. Attach a piece of heavy twine or rope to a plastic ball; other end of twine to overhead beam.

Ojbect: Try to make a strike on first forward swing.

CARDBOARD DART BOARD

Cut out cardboard to size desired and tape or staple stretch terrycloth to cover board. For "points" use colored tape or magic markers. For darts, use ping pong balls with nap part of velcro tape glued around them.

PING PONG TOSS

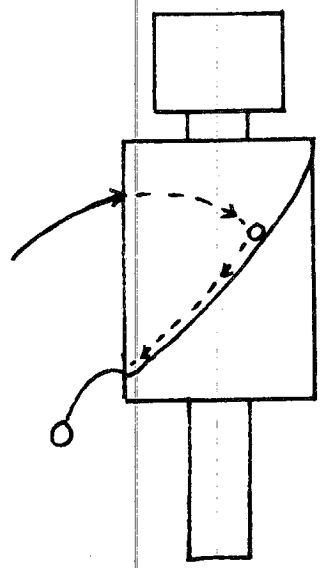
In a playpen place medium-size drinking glasses in various positions.

Object: Standing a couple of feet back, toss ping pong balls into glasses. Pop-outs don't count.

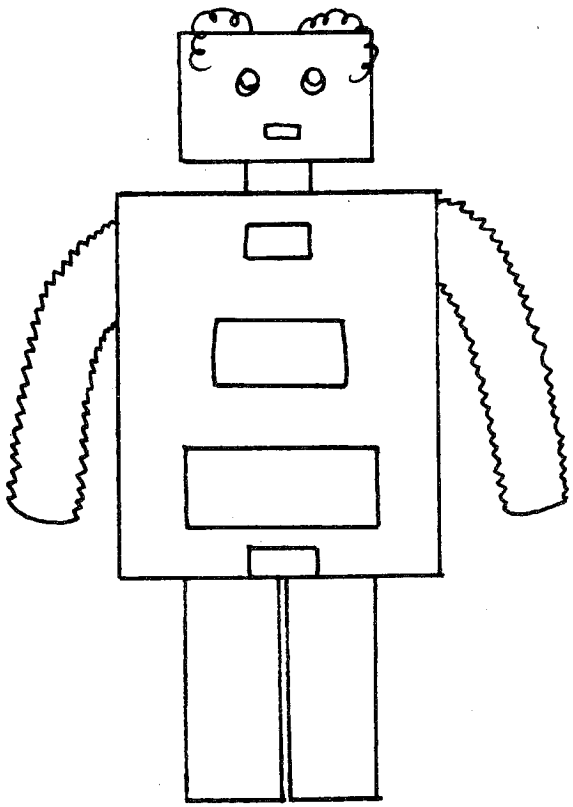
SPACY ROBOT

Supplies:
- 4 cardboard boxes
- 4 ping pong balls
- black plastic drain pipe
- spools, beads, nuts, wire (face/head)
- Large sheet plastic

Wire cardboard boxes together. Cut three holes in front of box for goals, and one at bottom for ball return (as shown). Cut holes in each side and staple or wire in black drain pipe for arms. Inside box, staple sheet of plastic from the top in back to below the



ball return, to catch balls and send them out return. Cover boxes with foil or silver paint. Glue beads, etc., on for facial features. Lable goals with points.

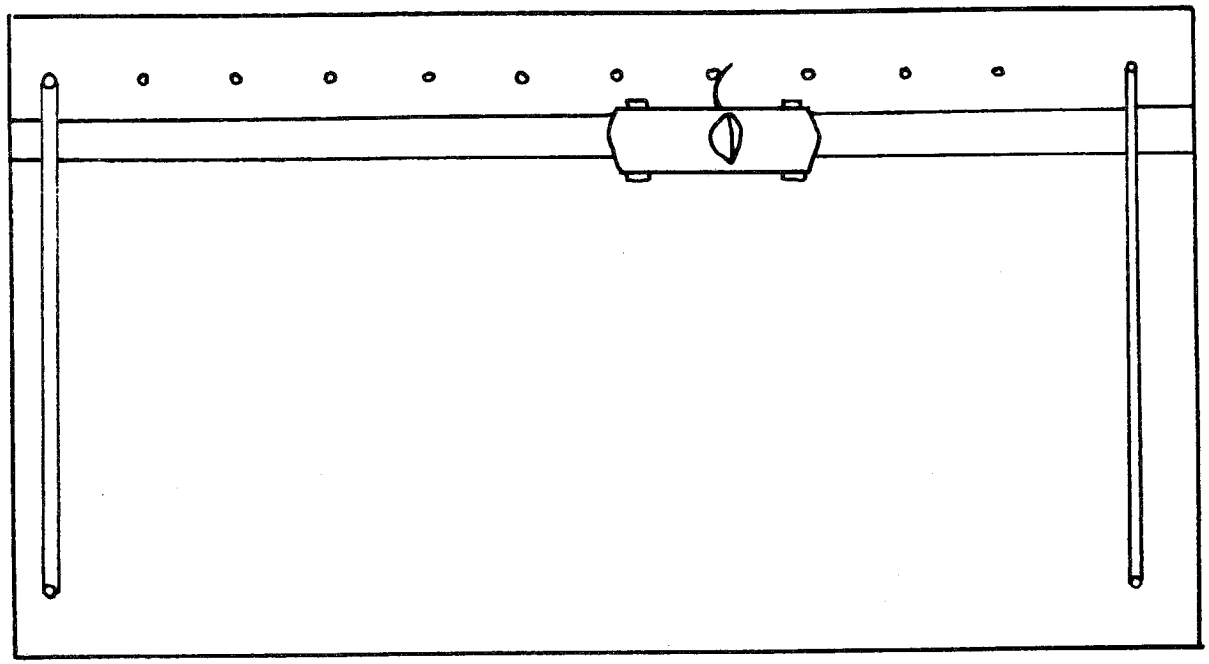


CAR OF FORTUNE

Track and Runner: Using a piece of plywood 3 feet by 6 feet, nail a 1x2 slat in from side of plywood 1-1/2 inches. Nail large nails in from side 3/4 inch, spacing 3 inches between each nail. Paint prizes or numbers for each stop. For bumper ends, stretch large rubber bands across each end of board.

Car: Use pinewood derby car; tack a piece of plastic (bleach bottle) on side of car.

Object: Give car a shove, letting it bounce off bumper ends. Where it stops on the return trip determines the prize or score.



RING SATURN

Shape wire hangers into circles. Mount plastic ball on a wooden stand and try to toss rings over "Saturn."

CUB PACK O' DICE

Make dice from large cubes of foam rubber or blocks of wood. Paint words pertaining to Cub Scouting on all six sides of each dice.

Boys take turns tossing out one dice at a time, then trying to match the word on top by tossing the second dice.

ROCKET GLIDE

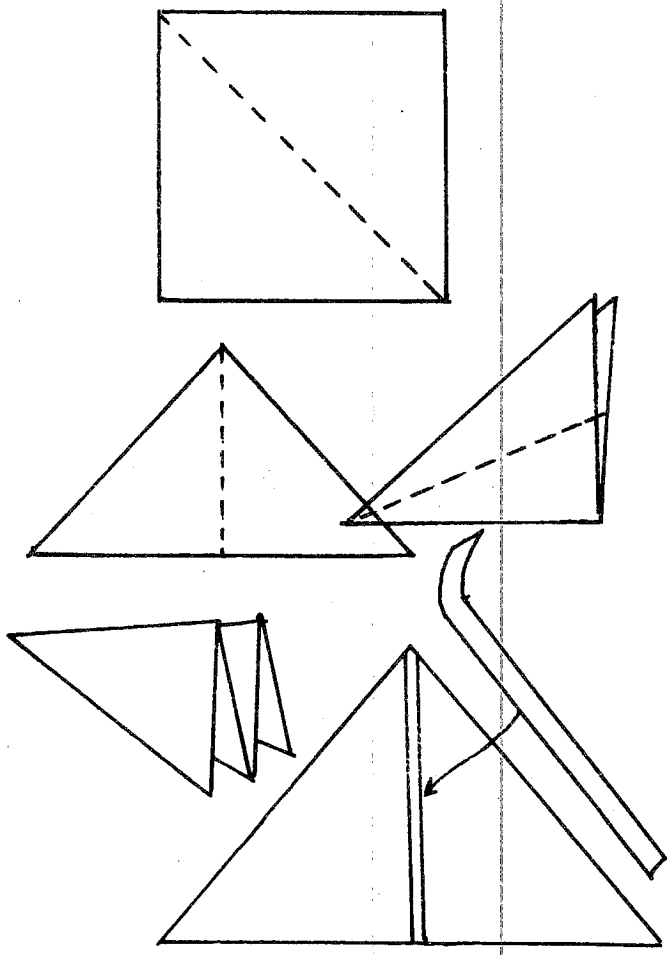
This delta-wing can be air-launched from a soda straw or hand-launched. The air chamber is formed from a strip of paper and tape. Ballast is provided by a paperclip lodged near the nose.

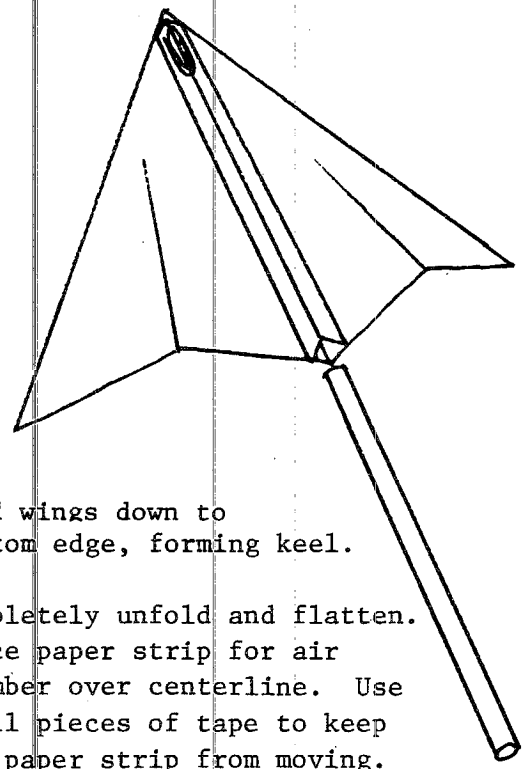
Wing 8-1/2 inches square paper

The wing is cut from paper 8-1/2 inches square. Draw a line from corner to corner and cut diagonally (two wings are thus formed).

Draw a line 3/8 inch from the edige of a sheet of paper. Cut a strip 5-1/2 inches long and use for air chamber.

Fold in half as shown.





Fold wings down to bottom edge, forming keel.

Completely unfold and flatten. Place paper strip for air chamber over centerline. Use small pieces of tape to keep the paper strip from moving. Carefully center a 6 inch piece of tape over the paper strip and press down.

Insert a plastic straw to open the air chamber. Crease paper to keep air chamber in open position. Straw should now fit loosely. Use the straw to push a paperclip through air chamber and lodge under tape. Recrease wings. Model may be hand-launched or air-launched from a soda straw.

Origami

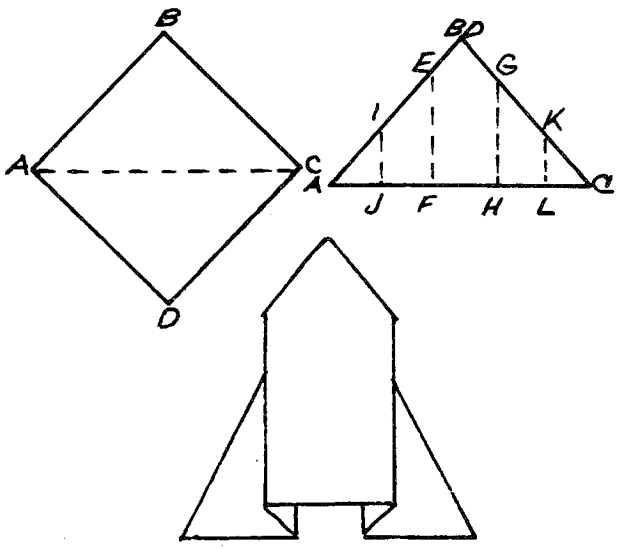
ROCKET SHIP

Use square piece of paper. Fold on the diagonal A/C.

Fold back along lines GF and GH. Unfold. Fold forward along lines IJ and KL. Unfold.

Fold back along lines EF and GH, creasing in place. Fold forward along IJ, creasing in place.

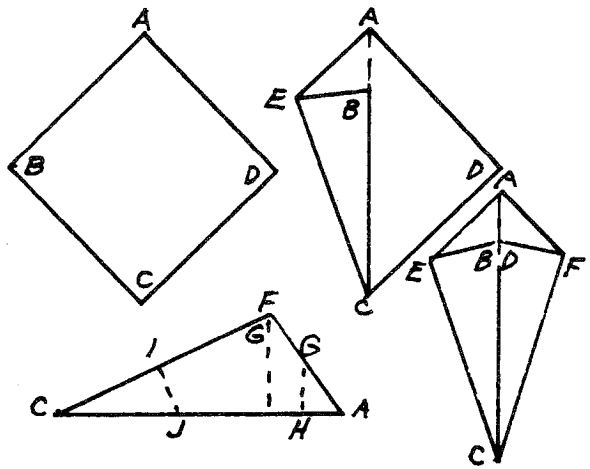
Rocket can now be decorated as desired.



BASE FIGURE

Start with square piece of paper. Fold along the diagonal AC, bringing B to meet D. Crease, then unfold.

Fold line BC over to line AC. Then fold line DC over to line AC. From this shape, several fun figures can be made.



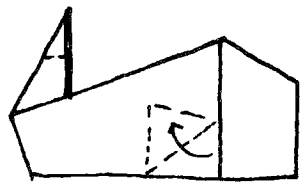
WHALE

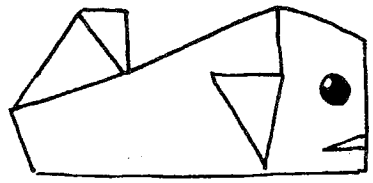
Start with base figure, turn so F is nearest to you, then turn shape over so open edges are face down.

Fold up along center line CA so that points C and F meet. Fold tail up and crease on IJ. Unfold. Next fold nose over on GH; crease and unfold.

Pick up figure. Open center crease of body and push tail inside. Crease on IJ. Push nose inside body and crease on GH.

For flippers, fold B back and crease on line KL. Turn shape over and fold back other flipper. Cut part way down fold of tail. Spread tail and crease to form fins. Decorate if desired.

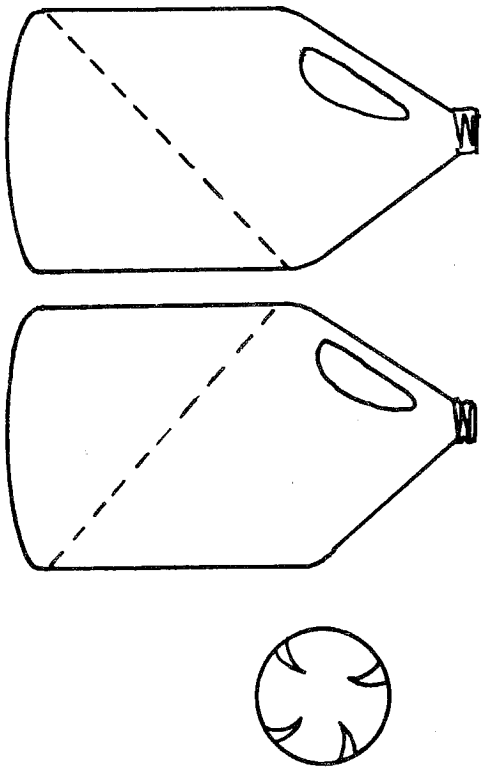




PITCH BALL

Materials: 2 bleach bottles
1 wiffle ball

Cut two bleach bottles in the shape of a scoop, keeping handle for a handle. [Note two ways of forming scoop.] Decorate with markers, play ball.



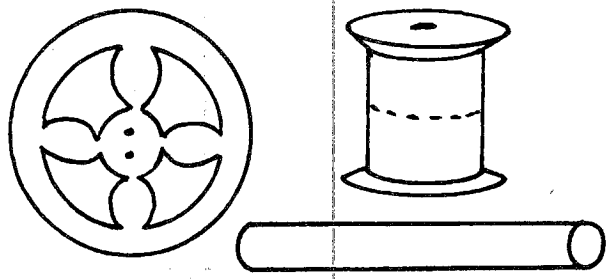
FLYING SAUCER

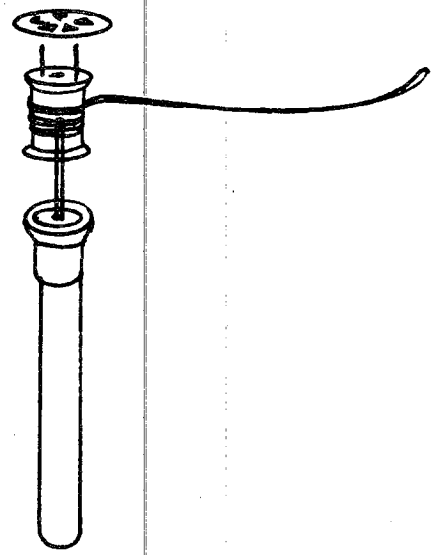
Use plastic piece cut out of a bleach bottle for the saucer. It should measure approximately 6 inches in diameter with the outside rim 3/8 inch wide, blades are 1-1/2 inches wide at center, 1/2 inch where they join center. Center is 1 inch diameter. Drill center holes for nails.

Drive 2 nails in whole spool.

Saw second spool in half, insert and glue dowel into spool, glue other side of half spool to cut off broom handle (as shown). Slip washer over dowel. Add saucer.

Wrap about 1 foot of cord around spool and pull cord sharply toward you; saucer will take off in a whirl.





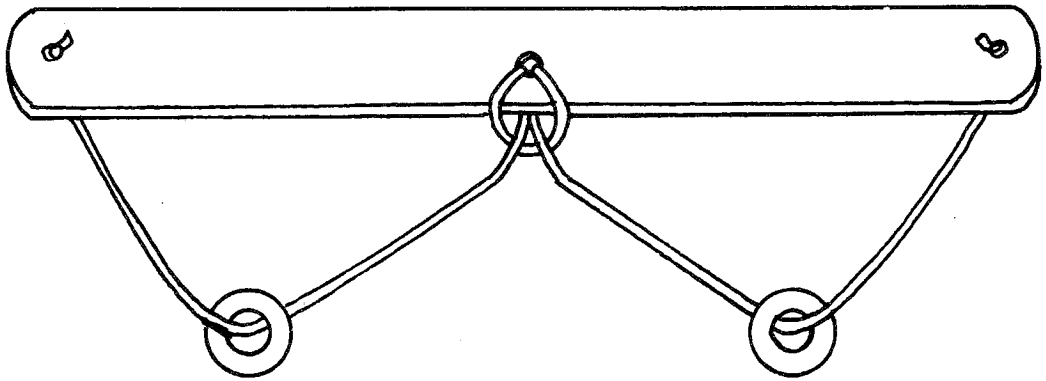
YOKE PUZZLE

Make this puzzle from a 1x6 inch piece of thin board or cardboard (a tongue depresser is just right), string, and two washers. Bore holes in board as shown and fasten string and washers.

Challenge boys to get the washers together without untying any of the knots.

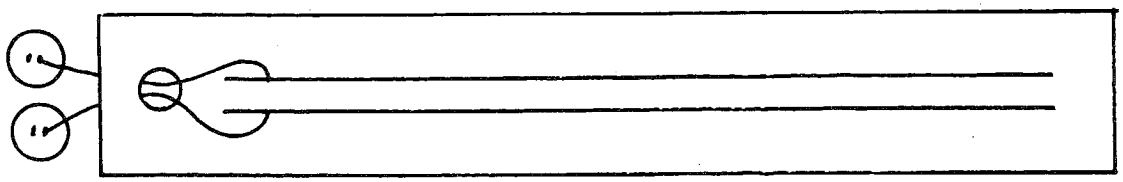
Trick: Pull loop at center hold straight out about 2 inches. Slide washer through the loop. Then pull rest of center loop back through center hole. Slide washer through center loop

onto opposite loop. Pull center loop back through hole. The washer is now hanging on the opposite loop. Reverse procedure to get it back.

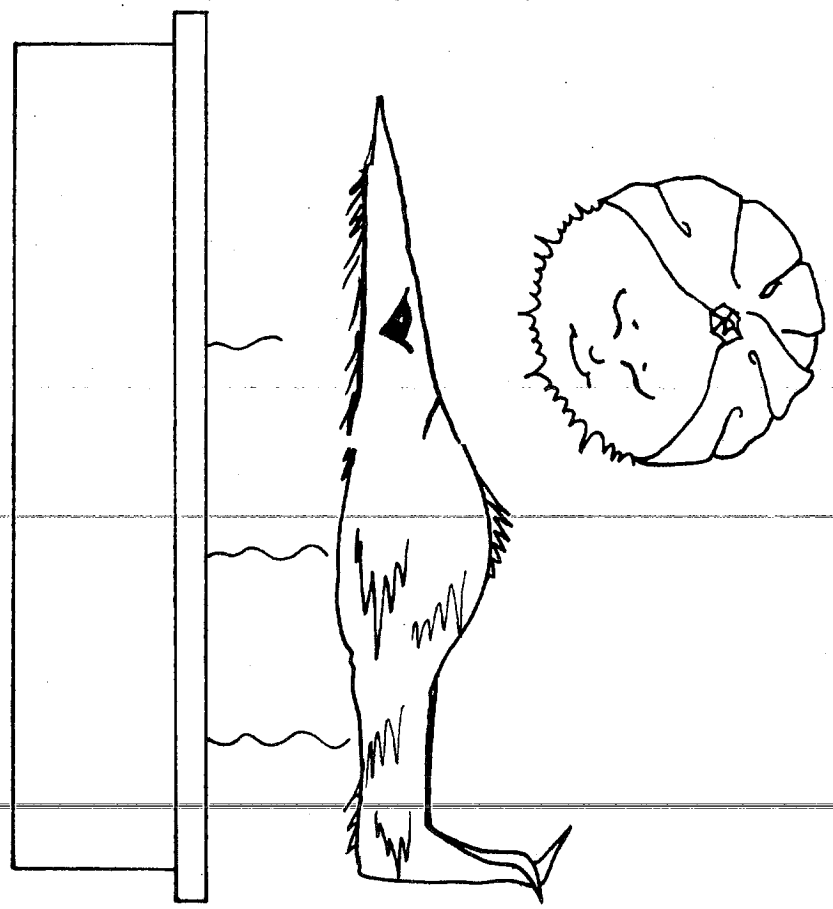


STRAP AND BUTTON PUZZLE

Have Cub Scouts make two parallel cuts in the center of a strip of firm, pliable leather. Just below this, cut a hole the same width. Pass a heavy string under the slit and through the hole, as illustrated. Fasten buttons to loose ends of twine.



The object is to remove the string without taking off the buttons. They can do this easily by bending the leather and drawing the narrow strip through the hole. The string and buttons can then be removed easily.



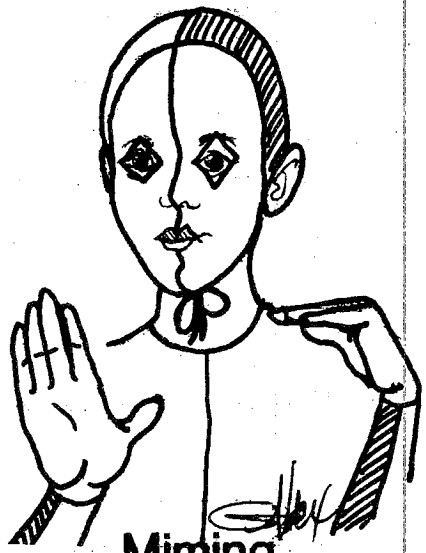
IV. STUNTS, TRICKS, AND SONGS

STUNTS, SONGS, AND TRICKS

Boys who are 8, 9, and 10 years old love this kind of activity and they have a real feeling for the ridiculous. They learn, through doing, that giving other people pleasure can be lots of fun. Everyone likes to be entertained and being an entertainer is enjoyable. Find and develop an act that an audience will really enjoy, and you'll know when you've succeeded! They'll clap and cheer and if the show was very good they'll want more. Of course you don't need a stage or a theatre to be a Cub entertainer - you can do a skit for your pack, at a party, or around the camp fire.

In a few days or weeks learning lines or music, or getting an act just right, you are ready for the big day. If it's your den's first time in front of a crowd, the first performance is sometimes difficult but soon their confidence will grow. The secret is to keep on practicing, performing, and having fun.

There are many different ways to entertain people and here are a few ideas:



Miming

A mime is a play without words. You tell a story using your face, arms, legs, or whole body to describe the action. If you observe people's movements carefully and rehearse in front of a mirror you will soon get the idea. Let the Cub Scouts make up their own story.

Acting

Acting in a skit can be great fun, especially if your Cubs write a story which includes interesting characters. It can be amusing to make your own costumes and experiment with stage make-up, and help with the painting and building of the scenery (which does not need to be elaborate).

Singing

Everyone can sing and if you need some sort of accompaniment - why not make a musical instrument?

Tricks and Magic

Tricks and magic can be very exciting for an audience and a lot of fun for the magicians. The best way to learn them is from a book or from another magician. Tricks take the most practice of any of the performing arts but if the boys try, they'll astonish their family and friends. There are a few suggestions on the following pages.

Stunts

GIANT CATERPILLAR

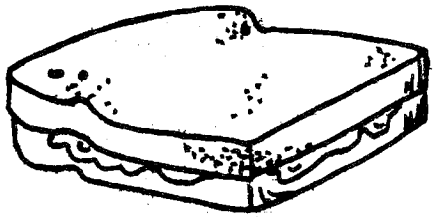
A group of boys are in a line bending over to represent a large caterpillar. Sheets or blankets are over them.

The explorer who has captured this monster tells the audience he would like to have them watch this phenomenal animal devour food. He sticks a box of fruit in the caterpillar's mouth -- and it eats it (boys underneath shake tin cans filled with rocks, move up and down to give appearance of digesting food). Contents of the box are

emptied, and the boy in the rear tosses out the empty box.

Next, the explorer feeds the caterpillar a paper sack filled with food. The same procedure is followed, with the sack thrown out in the rear in pieces.

Finally the caterpillar grabs the explorer. After a great commotion, articles of clothing (which have been concealed under the sheets) are tossed out, giving the appearance of undressing the victim. Group make a hasty exit with victim under the sheet.



PEANUT BUTTER

Scene: Noontime at school with several boys eating lunches.

Scene 1

Our hero takes out his lunch kit, looks through it carefully, takes out a sandwich, unwraps the waxed paper, looks into it, scowls, growls, "peanut butter" and throws away the sandwich violently. Other boys look on puzzled, as he stalks off.

Scene II

Next day our hero smiles, goes through the same procedure exactly.

Scene III

Procedure is the same, but one of his friends stops him as he begins to stalk away and says, " don't want to butt into your business, buddy, but ... why don't you tell your mother you don't like peanut butter sandwiches?"

To which our hero replies, "You leave my mother out of this. I make my own sandwiches."

JUNGLE ADVENTURE

This is one of those tales in which the narrator leads the audience through some motions while he is telling the story. He sits facing the group. They are to do motions as he directs and to repeat the sounds made by all characters. He says:

One morning in the midst of the jungle, Starzan's beautiful mate awoke and stretched (do so) and said, "I believe I'll go for a long walk." (Audience repeats words.) So she pulled on her jacket (do so) and dashed on some jungle perfume and started out.

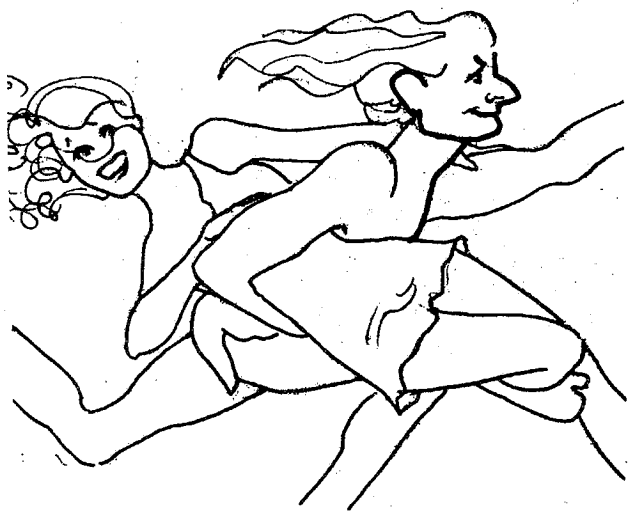
She walked along (walking motions are made with hands on thighs) humming her very favorite song, Starzan Stripes Forever. Everything was calm and peaceful as she walked. The owls were hooting (who-who) and the monkeys were calling to each other in the forest (che-che-che), and the birds were having a bargain sale (cheep-cheep). She broke into a skip, sheerly for the joy of living (faster motion than walking). Suddenly she saw a sight that made her pause in terror. (Register horror.) A boa constrictor! (Make motions of a snake.) That big around! (Make motions of a circle about two feet in diaeter.) Tha-a-a-at long! (Make motions of a snake fifty feet long.)

She turned and ran (running motions) as fast as she could until she climbed a tree. (She climbs a tree.) The boa was right behind her, and he coiled around the tree. (Make coiling motions with hand, stick out snake tongue, using fore and middle fingers for the motions.)

Starzan was out walking in a different part of the woods (walking motion). When he heard her cry (woo-woo-woo) he quickly swung up in a tree and looked (motions of looking, eyes shaded). When he saw her he gave a Starzan yell (ho-e-ho-e-ho) and began to swing through the trees (motion of swinging). As he neared the tree he could see the boa (motions of snake coiled, also of

snake tongue) coiled around the tree.

Starzan grasped her around the waist and raced through the trees, catching limbs with one hand (motions) and jumping from limb to limb (motion). Down below the boa constrictor raced on the ground (wriggling motion, then rubbing hands together).



Starzan had to come down to the jungle path for the final few yards, and he and his mate raced to their jungle home (running motions). The snake just got his head in the door as they banged it closed (loud clap). At this the snake lost his head, and coiled up and died (motions).

Starzan's mate breathed a sigh of relief (sigh-h-h-h-). "Don't you ever let me put on 'Chase Me' perfume again," she said.

So he didn't and she didn't, and they lived happily ever after.

BUM'S RUSH

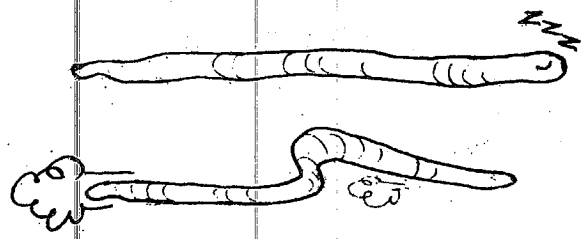
Leader: Friends, we want to give you a little skit here now. It just involves two or our number, but we thought you would enjoy it. One of the characters could be called a "panhandler." I have a cousin who is a panhandler - he is an intern over at the local hospital. But this man is just a bum. As our scene opens, he approaches another man on the street:

Bum: Say, mister, could I have a moment of your time?
Man: What do you want with it?
Bum: Would you gimme two bits for a bed?
Man: Hummmmmmmm! Maybe, Let's see the bed first!

HE'S CRAZY

A guard rushes up to a farmer in the field.

Guard: (out of breath) Say!
Farmer: What say?
Guard: I'm looking for one of our patients. He escaped, Seen him?
Farmer: What does he look like?
Guard: Well, he's about 6'6" tall.
Farmer: He is?
Guard: He's a fat man.
Farmer: Fat, eh?
Guard: And he weighs 55 pounds.
Farmer: (to himself) Fat, 6',6" tall, weighs 55 pounds. (To guard) Now, I don't get this. You say the man was 6",6" tall, fat, and weighed only 55 pounds. That's crazy, that's what it is.
Guard: Well..... I told you he was nuts!



WHO'S SO SMART?

Once there were two worms. One was energetic, got up early in the mornings, and went about his business. The other one was lazy, stayed out late, and always got up late. Well, the early bird got the early worm, and a fisherman with a flashlight got the night crawler. Moral: You can't win.

Knock-Knock Jokes

Knock! Knock!
Who's there?
Dwain.
Dwain who?
Dwain the bathtub I'm dwowning.

Abraham Lincoln.
Abraham Lincoln who?
Don't you know who he is?

George Washington.
George Washington who?
You really don't know much, do you?

BUNNY EPISODE

Ether.
Ether who?
Ether bunny.

Nother.
Nother who?
Nother either bunny.

Stella.
Stella who?
Stella nother ether bunny.

Consumption.
Consumption who?
Consumption be done about all these ether bunnies?

Cargo.
Cargo who?
Cargo beep beep and run over all the ether bunnies. (yea)

Boo.
Boo who?
Don't cry, ether bunny be back next year.

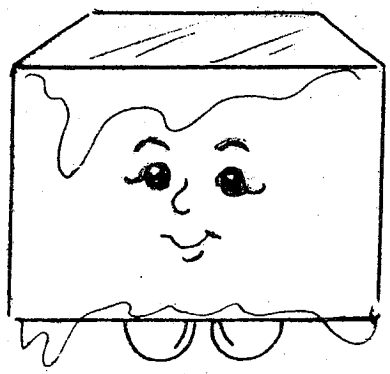
MOSQUITO EPISODE

Amos.
Amos who?
A mosquito bit me.

Stella.
Stella who?
Stella nother mosquito bit me.

Andy
Andy nother mosquito bit me

Consumption
Consumption be done about all these mosquitos?

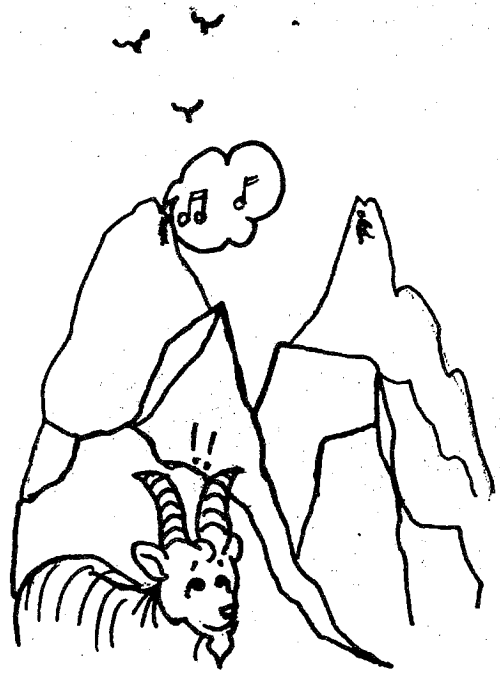


OTHER KNOCK-KNOCKS

Oswald
Oswald my gum

Sara
Sara doctor in the house?

Adolph
Adolph ball hit me in the mouth and that's why I talk this way.



Little old lady
Little old lady who?
I didn't know you could yodel

Gladys
Glady Friday

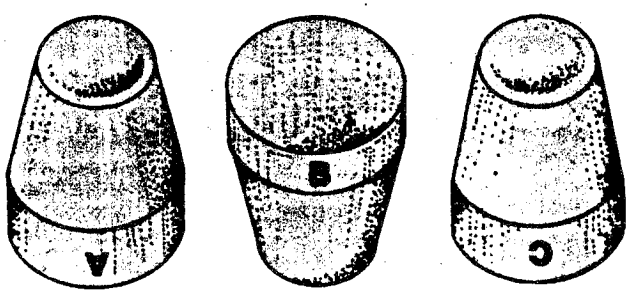
Orange
Orange you glad its almost over?

Dishes
Dishes the end.

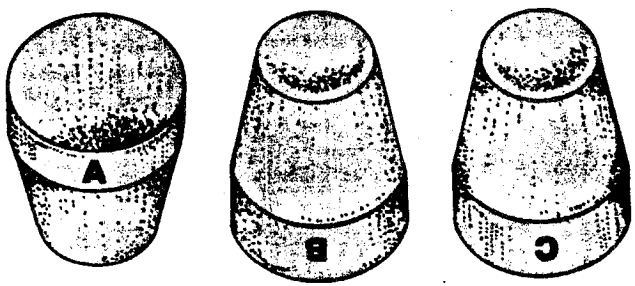
Tricks and Magic

TOPS UP

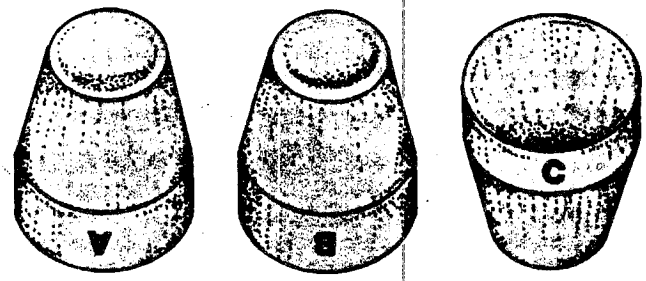
1. Place three ice cream cartons (or tumblers or cups) on the table, the middle one right way up and the other two upside down. Ask your friends to turn over two cups at a time to get all three cups the right way up -- but it must be done in only three moves, no more, no less. After they have all tried, you do it for them and then let them try again. (By the way, when you make the second move, cross your hands -- it will help to confuse them!)



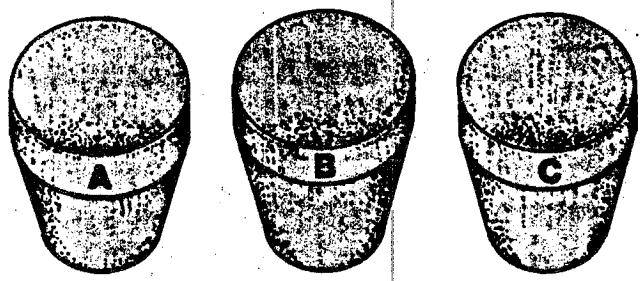
2. Turn cartons A and B



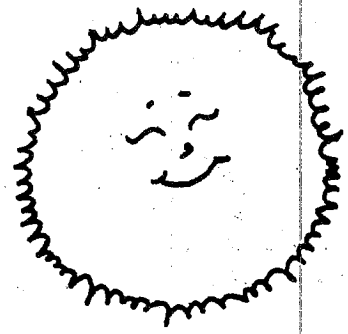
3. Turn cartons A and C.

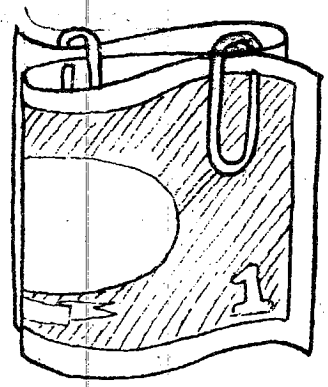


4. Turn cartons A and B.

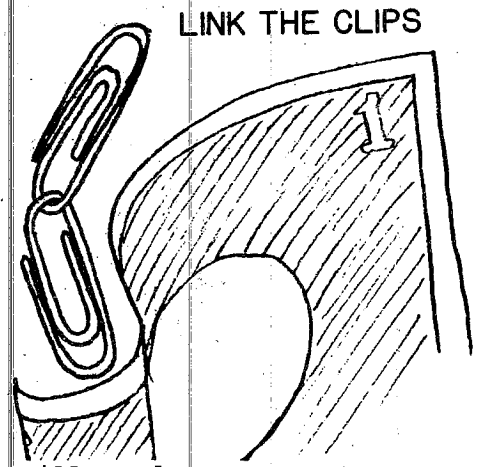


When you have done this, turn the middle cup upside down and invite anyone to try. It is impossible to do it from this new position.





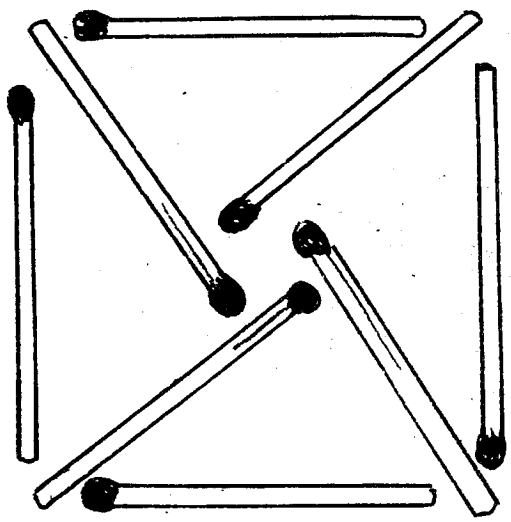
LINK THE CLIPS



You will need a money note or piece of paper and two ordinary paper clips. Ask your friends to join the two paper clips together with the note or paper.
Fold the note (or paper) into three but do not crease the folds. Clip the folds with the two paper clips.
Take the two top corners between the fingers and thumbs and sharply pull the note out straight. The clips will fly off, but surprise, surprise, they will be mysteriously jointed together.

MATCH GAME

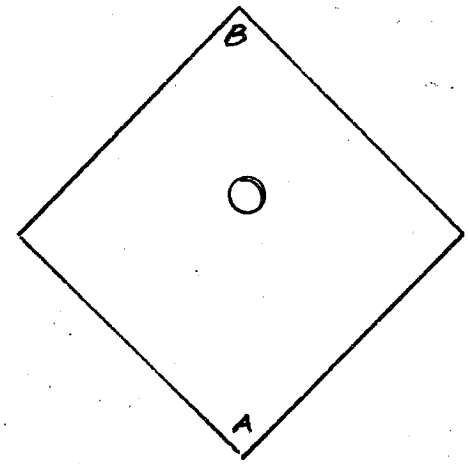
There are many match puzzles, but this is one of the best. Empty a box of 'dead' match sticks on to the table and invite everyone present to take eight only. With these eight challenge them to produce two squares and four triangles. When they have all failed to do this in a time limit, show them how easy it is ... like this:



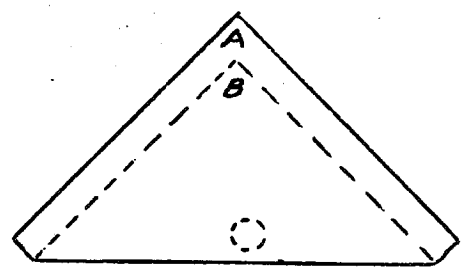
COIN AND HANKY

You will need: a coin and a handkerchief. It is a good idea to borrow them from the audience.

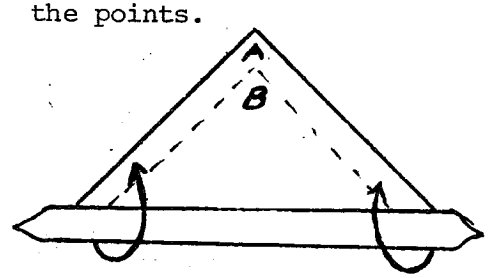
1. Spread the handkerchief out and place the coin on it a little above the center.



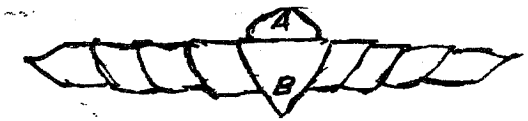
2. Fold over the bottom point of the handkerchief (A) so that it overlaps the top point (B).



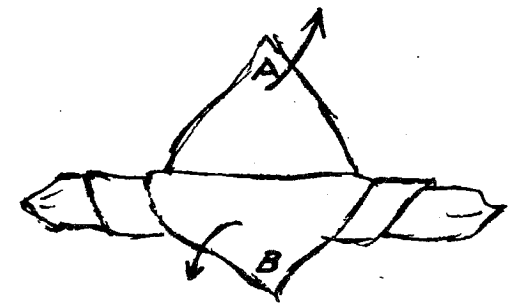
3. With both hands roll the coin and handkerchief from the base towards the points.



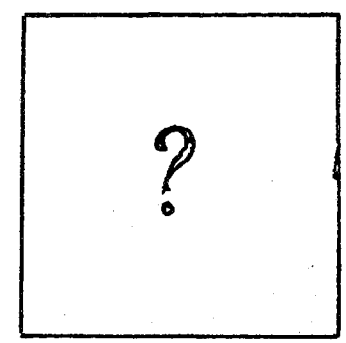
4. Stop when the under point (B) just pops out.



5. Put a finger on the upper point (A) and slowly pull the other point (B) towards you.



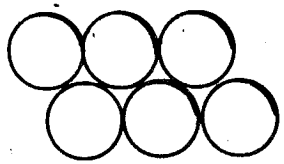
6. When the handkerchief is fully out - hey presto! -- the coin has vanished. It is, of course, under the handkerchief -- your magic made it pass right through.



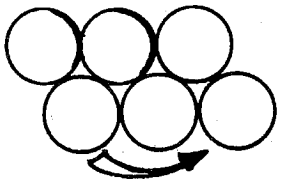
COIN CIRCLE

You will need six coins or counters.

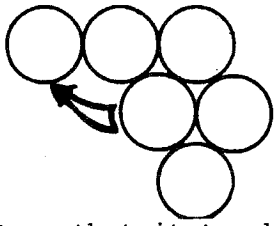
1. Place six coins as in this diagram. Now challenge anyone to move three of the coins, one at a time, so that the six form a circle. After your friends have tried, you do it for them.....



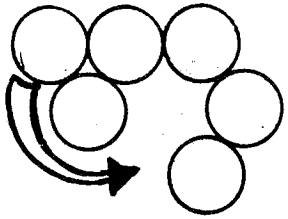
2. Move D so that it touches E and F.



3. Move E so that it touches A and B.



4. Move A so that it touches E and D. It looks so easy!



INVISIBLE BALL

Pick up two empty lunch bags. Show them to the audience.

Set one on one side of the stage. Put the other on the other side of the stage.

Drop a ball into one bag. Make a magic wave over the bag. Say, "Now, I'm going to make it fly to the other bag. It will be invisible."

Run to the other bag. Look inside. Don't show the audience. Smile. Look relieved. Say, "Whew! It worked!"

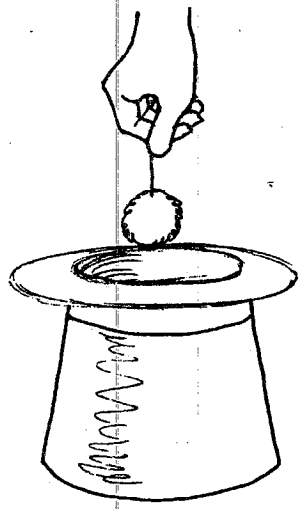
Tell your audience you will now do something even harder. You will make the ball fly back to the other bag. Make a magic wave.

Run back to the first bag. Smile in triumph. Say, "Hooray! It worked!" Pick up the bag. Dump out the ball.

This isn't a real trick, but it's good for a big laugh.

THE RABBIT

Come out wearing a hat. Take it off. Show it to your audience. Set it down on the table. Say, "Presto. Mesto. Rabbit Festo!" Pull a rabbit tail out of the hat. Say, "Darn that rabbit. He got away again." This isn't really a trick, but it makes your audience laugh.

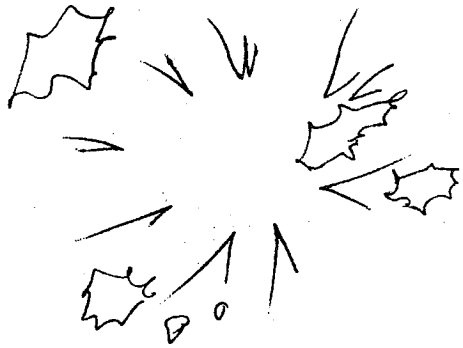


HANKY PANKY

Lay a man's handkerchief on a table. Challenge a friend to tie a knot in it. He can't let go or change fingers. Let him struggle for a while, then show him how it's done. Cross your arms. Pick up diagonal corners. Pull your arms apart. There's your knotted handkerchief.

BANG!

Blow up a balloon. Tie a knot around the end to keep in the air. Tell the audience you are going to perform a great magic trick. Show them the balloon. Say "This is a solid wooden ball. I will now make this solid ball disappear." Cover the balloon with a cloth. Poke a pin through the cloth to pop the balloon. Say, "The solid ball has disappeared. Now if I could just get rid of the bang, I'd have a great trick."



Applauses

Cheers recognize contributions to a program. They should be enthusiastically given right after the performance they honor. If the audience is unfamiliar with the cheer, it should be demonstrated, then done by the group.

1. THE ONE YOU NEVER HEARD -- Fake a clap but miss at the last moment.
2. CLAM -- Put palms together, open and close hands.
3. SEAL OF APPROVAL -- Put elbows together, open and close forearms and hands, and bark in a high-pitched "arf."
4. STAMP OF APPROVAL -- Hold up hand, boys stamp until it hits the floor.
5. SNAKE OR LEAKY TIRE -- Hiss
6. CHINESE -- Fooey! Fooey! Fooey!
7. OIL REFINERY -- Crude! Crude! Crude!
8. SUPERSONIC -- Wave arms wildly and open mouth as if yelling, then sit quietly several moments, then yell loudly
9. LUCKY DUCK -- Pantomime following an imaginary duck through the air with a rifle. The duck says "Quack. Quack. Quack!" The hunter's rifle goes "Bang. Bang. Bang!" The duck continues flying - "Quack. Quack!"
10. ARIZONA -- Yucca! Yucca! Yucca!

Run - Ons

Run-ons are similar to skits, but are generally shorter and require only one or two boys. Interspersed between songs, skits and other parts of the pack meeting they can be used to enliven the program. Frequently they are introduced as a comical interruption of the program.

A frantic figure runs onstage.
a. They're after me! They're after me!
b. Who's after you?
a. The squirrels -- they think I'm nuts!

A dejected figure approaches his friend.
a. It just doesn't work! It just doesn't work!
b. What doesn't work?
a. A dead horse!

A desperate fellow runs onstage.
a. It's all around me! It's all around me!
b. What's all around you?
a. My belt!

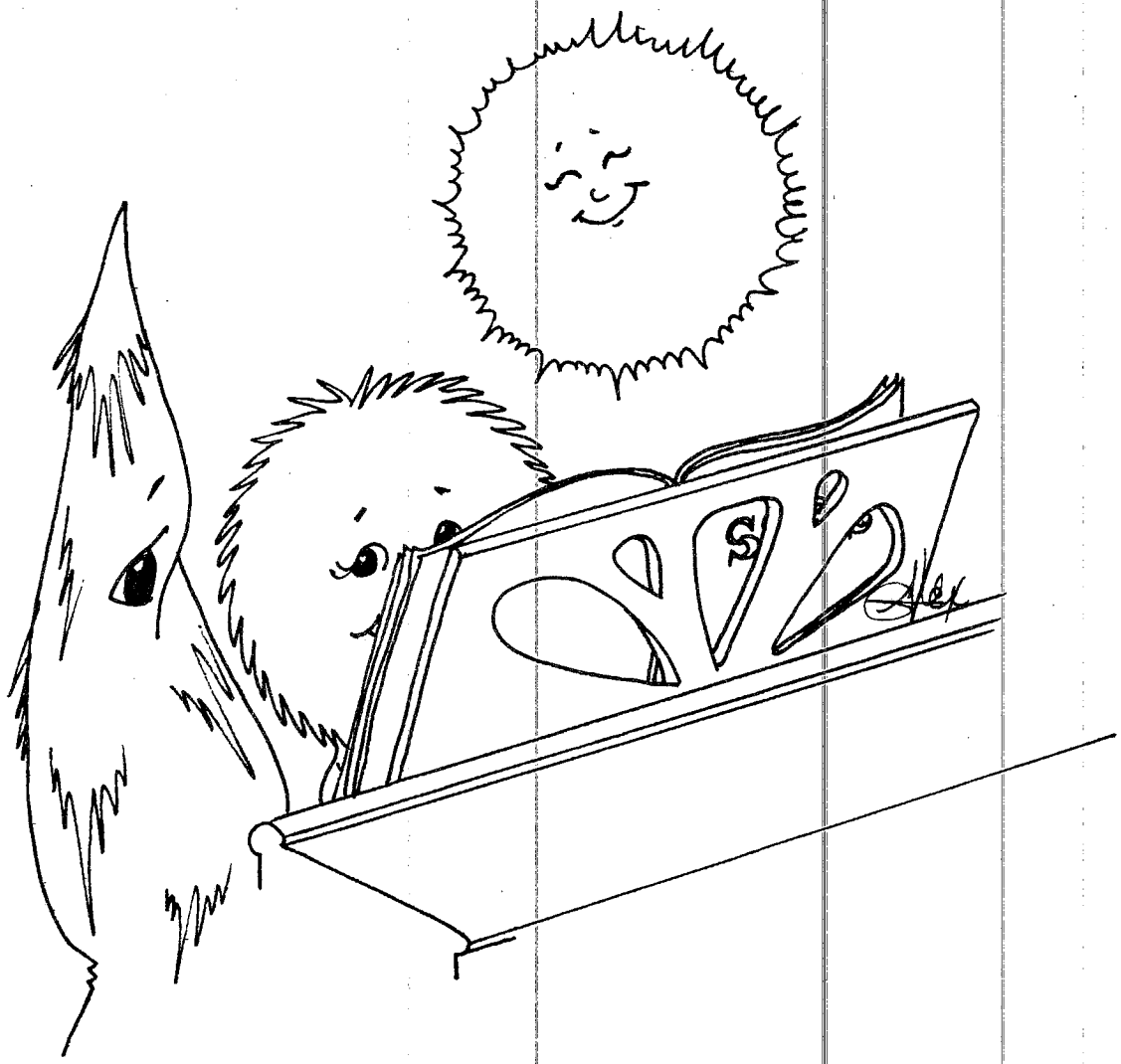
Man points to sky.
a. Is that the sun or the moon up there?
b. I don't know, I'm a stranger here too.

a. (singing) Soap... soap.. soap!
b. What're you doing?
a. Oh, just singing a few bars!

Man picks up ringing telephone.
a. You don't say .. you don't say... you don't say...
b. Who was that?
a. I don't know. He didn't say.

a. I've been seeing spots before my eyes.
b. Have you seen a doctor?
a. No, just spots.

SONGS



SONGS

From the first campout led by Lord Baden-Powell, Scouts throughout the world have been singing songs. Gathered around a campfire, their melodies provide a bond of fellowship while promoting a feeling of joy.

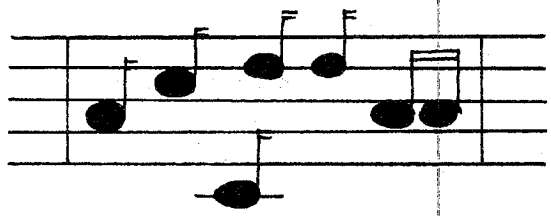
This spirit has been kept alive and intensified by the Cub Scout program. Songs can be an important part of the pack meeting, whether they are intended to be ice-breakers or the evening's entertainment.

You, the Cub Scout leader, can carry on this tradition!

The Song Leader

Congratulations!

You have been chosen to lead the festivities at the next pack meeting. Your first reaction? Well, rather than panic, it should be confidence. It is your confidence in your abilities that will make the effort a success. To put your mind at ease, be assured that you do not need to be an opera star to lead the group in singing. As a matter of fact,



the primary requirement of a good song leader is: COURAGE!

Then, don't hide; make youself visible to the entire group. For instance, use hand motions while wearing brightly colored gloves (like those yellow ones worn while washing the dishes). Explain the song by running through it once, demonstrating any motions that the audience is required to do while singing. Clarify the song to be sung by making the lyrics visible, too. Posters, flip charts, slides, and song sheets are a few of the ways by which you can do this. And above all, be happy! If you present a good attitude, your audience will do the same. After all, that's what this is all about, isn't it?

Singing begins in the den and the same ideas for song leaders fit there. Dens that sing make a pack that sings.

December
CUB SCOUT SPIRIT

CUBBING IS FUN

(Tune - "Ta Ra Ra Boom Dee Yay")
If you're feeling all alone, not
a single friend is home,
Every day the same old thing,
listen to us as we sing:
Come along, don't be afraid,
come and join the Cub parade,
Onward, upward we will go,
Wolf, and Bear, and Webelos!

Chorus: To be a Cub is fun,
Something for everyone,
Puppets, and songs, and skits,
And games that keep us fit,
A lot of things to do,
We have it all for you;
If fun is what you lack,
Come on and join our pack!

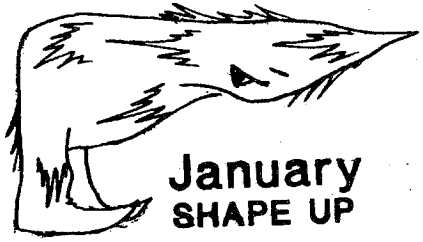
AKELA'S COUNCIL

(Tune - "My Darling Clementine")

When Akela holds his council
And the campfire's all aglow,
We will form a friendship circle
As we sing so sweet and low.

Oh, Akela, brave Akela,
True and fair Cub Scouts we'll be
To our Promise and the Pack Law
We will pledge our loyalty.

And you could try -
THIS LITTLE CUBBING LIGHT
HI THERE, CUB
From the Cub Scout Songbook



January
SHAPE UP

IT'S FUN TO EXERCISE

(Tune - "Battle Hymn of the Republic")

If I should climb a flight of stairs,
I'm absolutely beat
I look just like an elephant
To everyone I meet,
My belly's sticking out so far,
I cannot see my feet,
That's why I exercise!

Chorus: Ride a bike, or hit a baseball,
Jog, or walk, or kick a football,
Get your body moving, stand tall,
It's fun to exercise!

I am feeling better than I
ever did before;
I can now bend over at the waist,
and I can touch the floor,
I'm no longer having trouble
fitting through the door,
It pays to exercise!

Chorus:

A STRETCHING WE WILL GO

(Tune - "A Hunting We Will Go")

A stretching we will go,
Moving to and fro,
And when we're done,
We've had some fun
And made our muscles grow.

Come on folks, let's stand
And raise up your hands,
Then spread them wide,
Now to your side,
And then you'll feel so grand.

Now, let us stomp our feet,
But please don't take your seat.
Before you're down,
Please turn around,
And all your neighbors greet.

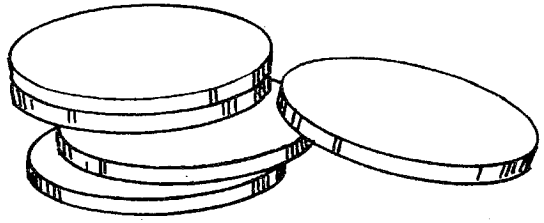
And you could try -
HEAD, SHOULDERS, KNEES, AND TOES
ROW, ROW, ROW YOUR BOAT
From your Cub Scout Songbook, of course.

February
SCOUTING AROUND THE WORLD

SCOUTING GOES 'ROUND THE WORLD

(Tune - "Three Blind Mice")

Scouting goes, Scouting goes,
'Round the world, 'Round the world;
Switzerland and India,
Phillipines, and Austria,
Peru, Japan, America,
'Round the world.



I'VE GOT TUPPENCE

(Pronounced "tuppence")

I've got two pence, jolly, jolly,
two pence,
I've got two pence to last me all
my life.
I've two pence to spend, and no pence
to lend,
And no pence to send home to my
wife (poor wife).
No care have I to grieve me,
No pretty little girls to deceive
me,
I'm as happy as a king, believe
me, as we go rolling, rolling home.
Rolling home, rolling home, by
the light of the silvery moon,
Happy as the day when a soldier
earns his pay
As we go rolling, rolling home.

(The second and third verses are "four pence" and "six pence." For four pence, you have two to spend, two to lend, and none for the wife. With six pence, you have enough for everyone.)

And you could try -
TIE ME KANGAROO DOWN
FRERE JACQUES

March
ENERGY

WHERE HAS ALL THE POWER GONE?

(Tune - "Where Have All the Flowers Gone?")

Where has all the power gone,
Long time passing?
Where has all the power gone,
Long time ago?
Where has all the power gone?
Gone for big trucks, every one.
Some day, perhaps, we'll learn.
Someday, perhaps, we'll learn.

Where have all the big trucks gone?
.... Gone to coal mines...

Where have all the coal mines gone?
.... Gone for power.....

THE DAMPER SONG

(This song should be sung with the motions described in parentheses)

Oh, you push the damper in,
(Extend right arm)
And you pull the damper out,
(Pull right arm back)
And the smoke goes up the chimney
just the same.
(Move right hand in a spiral)
Just the same,
(Make a sweeping motion with the right arm)
Just the same,
(Sweeping motion, left arm)
And the smoke goes up the chimney
just the same.
(Move right hand in a spiral)

April
SHOW BIZ

A MAGICIAN'S PROBLEM

(Tune - "Darling Clementine")

Pull a rabbit from a top hat,
Make a person float on air,
Make a scarf come out of nowhere,
Make a candle disappear.
When I pull a magic wand out,
People laugh and start to scoff.
I will finish when I figure
How to turn the darned thing off!

THE AMATEUR

(Tune - "I Whistle a Happy Tune")

Whenever I sing or dance,
I hold my head up high,
And never become unglued
When people say that I am a ham!

While juggling balls and rings,
You ought to see me pose,
The audience watches me,
And everybody knows I'm a ham!

Though I'll not make the big time,
I never will be done,
I'll keep going on the stage,
I'm having so much fun!

My family keeps their cool,
They take it all in stride,
You'll never hear them complain,
'Cause they know, deep inside,
I'm a ham!

May
TREASURES BENEATH THE OCEAN

LOBSTER, STARFISH

(Tune - "The Old Grey Mare")

Lobster, starfish, octopus, and tuna fish,
Octopus and tuna fish, octopus and tuna fish,
Lobster, starfish, octopus, and tuna fish,
Live in the deep blue sea.
Live in the deep blue sea,
Live in the deep blue sea,
Lobster, starfish, octopus and tuna fish,
Live in the deep blue sea.

Flounder, porpoise, mackeral, and flying fish .....

THE SEAMEN SAILED OUT TO SEA

(Tune - "The Bear Went Over the Mountain")

The seamen sailed out to sea,
The seamen sailed out to sea,
The seamen sailed out to sea
To see what they could see.
Sea is all they saw,
Sea is all they saw,
The seamen sailed out to sea;
See, all they saw was sea.

The sea surged over the seamen,
The sea surged over the seamen,
The sea surged over the seamen,

And all they saw was sea.
All they saw was sea,
All they saw was sea,
The sea surged over the seamen,
So sea is all they saw.

We saw the seasick seamen,
We saw the seasick seamen,
We saw the seasick seaman,
See-sawing on the sea.
See-sawing on the sea,
See-sawing on the sea,
We saw the seasick seamen,
So now it's seasick me!

And you could try -
YELLOW SUBMARINE
MY BONNIE LIES OVER THE OCEAN

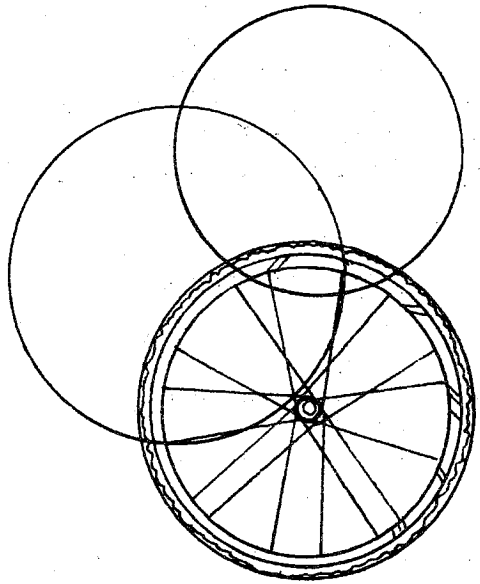
June
FUN ON WHEELS

THE SPEEDER

(Tune - "The Man on the Flying Trapeze")

There was a fellow so proud of his car,
He drove it faster than any by far
If you would meet him at night or by day,
Better get out of his way!
Driving along near a school one day,
His speed was near to the top:
The car ahead had slowed down for a kid,
He found out he couldn't stop!

Chorus: He's taking it easy and staying alive,
He never goes faster than fifty-five.
He's slowing it down and he's safer at last,
His bicyle won't go that fast!



BICYCLE BUILT FOR TWO

Daisy, Daisy, give me your answer, do:
I'm half crazy, all for the love of you.
It won't be a stylish marriage,
I can't afford a carriage,
But you'll look sweet upon the seat
Of a bicycle built for two!

(This song can be sung by dividing the group into four parts. One sings the song, while the other three provide rhythm accompaniment. Group two goes "boom" on each first beat, group three goes "ssh-ssh" on beats two and three, and group four goes "chk-chk-chk" on all three beats.)

Another favorite to sing:
MY MERRY OLDSMOBILE

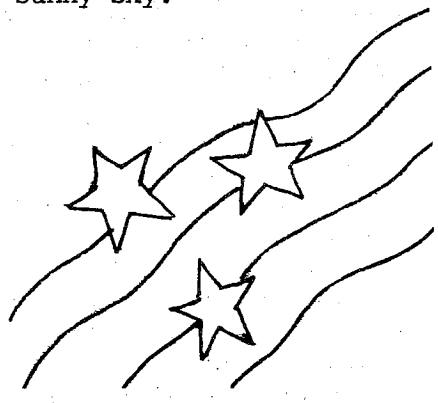
July
STARS AND STRIPES

WHEN I SEE THE FLAG

(Tune - "Amazing Grace")

The stars and stripes fly o'er my home,
A land where all are free:
The United States of America,
The land of liberty.

I'm proud to be American
When I see our flag up high;
Red, white, and glue, the banner waves,
Against the sunny sky.



(Everyone has sung the first verse of our national anthem, but how many know the other verses?)

THE STAR-SPANGLED BANNER

(Second verse)
On the shore dimly seen, thru the mists of the deep,
Where the foe's haughty host
In dread silence reposes,
What is that which the breeze,
O'er the towering steep,
As it fitfully blows,
Half conceals, half discloses?
Now it catches the gleam of the morning's first beam,
In full glory reflected,
Now shines on the stream;
'Tis the star-spangled banner;
Oh, long may it wave
O'er the land of the free
And the home of the brave.

(third verse)
Oh, thus be it ever
When freemen shall stand,
Between their loved homes
And the war's desolation;
Blest with vic'try and peace,
May the heav'n-rescued land
Praise the Power that has made
And preserved us a nation.
Then conquer we must,
When our cause it is just,
And this be our motto:
"In God is our trust;"
And the star-spangled banner
In triumph shall wave
O'er the land of the free
And the home of the brave.
(F. Scott Key)

Favorites everyone knows:
OH! BEAUTIFUL, FOR SPACIOUS SKIES
MY COUNTRY 'TIS OF THEE

August
FAMILY FUN

PEOPLE IN A FAMILY SHOULD DO A LOT TOGETHER

(Tune - "Supercalifragilisti-cexpialidocious")

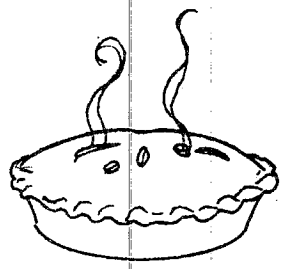
Chorus: People in a family should do a lot together,
In the house, or out of doors,
No matter what the weather,
Do not try to put it off,
It's either now or never,
People in a family should do a lot together!

Mom and dad should take the time
(you will be glad you did)
To be a parent and a friend,
Do something with your kid.
One day they are tiny,
And the next day they are grown,
And before you know it,
You'll be living all alone.

Chorus

Go to a museum, see a show,
Or ride a bike,
Try your hand at fishing,
Or at camping, or a hike,
Swimming in a swimming pool
Or skiing on the snow,
Lots of things that you can do
And places you can go.

Chorus



'NEATH THE CRUST OF THE OLD APPLE PIE

(Tune - "Shade of the Old Apple Tree")

'Neath the crust of the old apple pie
There is something for you by and by,
Though it may be a pin
That the cook has dropped in,
Or it might be a dear little fly.

It may be a rusty old nail,
Or the tip of a pussycat's tail,
But whatever it be,
It's for you and for me,
'Neath the crust of the old apple pie.

And you could try -
ICE CREAM, YOU SCREAM
THE ANTS GO MARCHING
LET'S GO FLY A KITE

September

MR. FIXIT

OLD MCDONALD HAD A SHOP

Old McDonald had a shop....
... and in this shop he had a

hammer	(bang-bang)
drill	(zzzt-zzzzt)
wrench	(turn-turn)
pliers	(pinch-pinch)

(The more syllables in the name of the too, the better. Imagine "radial arm saw" (whirr-whirr).

FIXING UP THE HOUSE

Tune - "When Johnny Comes Marching Home")

We are fixing up the house,
Hurrah, Hurrah,
We are fixing up the house,
Hurrah, hurrah,
We are fixing up the house,
Moving quickly as a mouse,
We do good when fixing up the house.

Grab a brush and paint the wall,
Hurrah, hurrah,
Grab a brush and paint the wall,
Hurrah, hurrah,
Grab a brush and paint the wall,
Fix the hinges in the hall,
We do good when fixing up the house.

Patch a window, hang a door,
Hurrah, hurrah,
Patch a window, hang a door,
Hurrah, hurrah,
Patch a window, hang a door,
Lay a carpet on the floor,
We do good when fixing up the house.

October

GOBLINS & GHOSTS

TEN LITTLE GOBLINS

(Tune - "Ten Little Indians")

One little, two little, three little goblins,
Four little, five little, six little goblins,
Seven little, eight little, nine little goblins,
Ten little goblin ghosts.

(Try singing the above the same as "Ten Little Indians" - second verse "Ten little, nine little," etc. Divide the group into ten parts, and assign each a number from 1 to 10. As each number is reached in the first verse, have that group stand; sit when the number is reached in the second verse. Then do the whole thing a second time, but a lot faster.)

HALLOWE'EN SONG

(Tune - "Yankee Doodle")

I'll carve a fearful pumpkin face
As well as I am able,
And when it's done, I'll light it up
And set it on the table.
I'll fix it so that passers-by
Will see and get the quivers,
For Hallowe'en's the time to play
So we have shakes and shivers!

November

BRIGHT IDEAS

THE INVENTOR SONG

(Tune - "My Bonnie Lies Over the Ocean")

Edison gave us the light bulb,
Bell gave us our telephone,
The rubber that goes in our tires,
Came to us from Firestone.

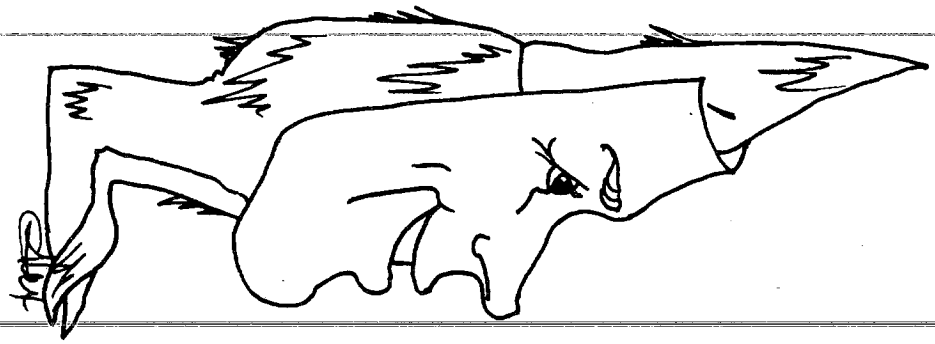
Chorus: Invent, invent, they all invented the things we use.
Invent, invent, they all gave us something we use.
The radio came from Marconi,
Howe gave us sewing machines,
The Wright brothers gave us the airplane,
And Fulton a boat run on steam.

Chorus

BE A GENIUS

(Tune - "Frere Jacques")

Be a genius, be a genius,
Do your best, do your best,
Give science your attention,
Make up an invention,
Genius does the rest,
Genius does the rest.



V. SKITS AND COSTUMES

SKITS & COSTUMES

Clothes today are so bizarre--
And that's the reason why
The kid who walked off with the prize
Had on a SUIT and TIE!

Skits

"Skit! Our den? Can't we do the flag ceremony? Chairs? We'll set up chairs for the pack meeting. We do that very well -- please?"

Diagnosis: Skittishness, brought on by threat of a skit.

Cure: Help is on the way in this section.

Let's look at what's good about skits. To Cub Scouts, they're fun. Skits put life into the pack meeting and a skit is an opportunity to make the Cub Scouting experience visible to parents. What they see at first may be only that it's fun, but soon they'll realize the boys are learning something of value (as in a fire safety skit).

The final skit is something the boys will enjoy for a brief two or three minutes on stage -- that's all the time needed. How much time will you need to invest in your meeting for a skit? If you have field trips and crafts planned for the month, you'll want a simple skit, with no more costuming than a funny hat or bandana. But with a theme (like circus or magic) most of your den activities could easily be directed toward an act for the pack meeting. Once you know how much time you want to spend, you'll have an idea of the type of skit you want.

What's a skit? It is a funny take-off on real-life happenings, an exaggeration of history, or a fantastic and imaginary encounter. Add a dash of slapstick. A good punch line helps a skit's ending. The adage "less is more" applies: you need the briefest, barest plot.

Cub Scouts may come up with terrific plots and devastating ad libs, but you don't have to write your own skit from scratch, if you don't want to. Try library books, Pack-o-Fun magazine, children's magazines, BSA publications, pow wow handouts. Ask for old Program Helps at your council service center. If you glean one small idea and wing it from there, you're on your way. If necessary, you can depart entirely from the month's theme - for instance, Thanksgiving or Valentine's Day could inspire you, or you could do a themeless skit purely for entertainment.

Ideas

Audience participation:
One Cub Scout reads a silly story. Each of the others has a sound to make following certain key words throughout the story. Or, boys can lead sections of the audience in making the sounds.

There are many different kinds of audience particpation stunts and skits that will get the whole audience involved in doing something together and some let the people stand and take a stretch while going through motions. Others are in the form of a story, with a message or just plain fun. Sometimes these stunts can be adapted into skits which can be performed by the boys. Whichever type of audience participation you plan to use, remember that the key word is "involvement." The more people involved, the more fun it will be for everyone. These stunts add variety, action, and fun to den and pack meetings.

Pantomime:
No words at all make this skit fun and almost fail-safe. A tight-rope-walking clown, teetering along a chalk line on the floor with a terrified "fat lady" in tow, needs no words. Music from piano, record, or tape adds to the fun. Keep in mind, however, that costumes are a minor part of a pantomime. Gestures and facial expressions are more important. Historic events, embarrassing moments, proverbial statements, anecdotes, and stories from Boys' Life "Think and Grin" page all lend themselves to production as playlets or pantomimes with or without props.

Other ways to go: A Cub Scout band and a magic show are described in the Bear Cub Scout book. Or, with a sheet and a bright light, use Cubs' shadows to play the parts in a story read by a narrator.

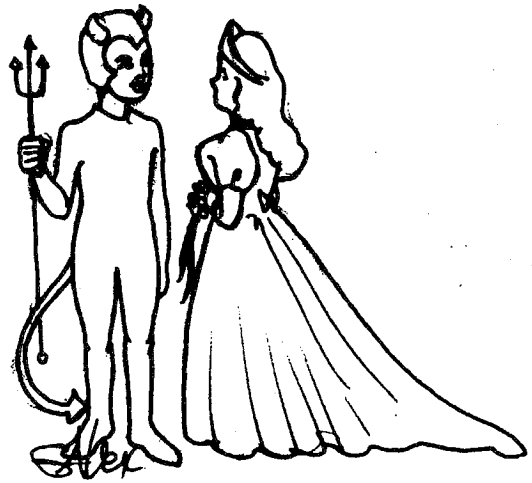
Hints: The fewer lines to memorize, the better. Write or type each boy's lines on a card to take home. Lines can also be concealed on props, or cue cards can be used. Dialogue should sound natural but be loud enough for all the audience to hear. Coach the boys to wait for the laughter to end before saying their next lines. To aid the boys in speaking slowly and loudly enough, let them practice making you hear them at the back of the room. But remember, don't expect perfection and don't overdo rehearsals - have fun!

The most important part of your skit is the spirit. Keep action lively and where the audience can see it. Have Cub Scouts bow and exit quickly, or get them out with a "chase scene," an Indian dance, or whatever fits the skit.

Costumes

(Note: If a certain costume is difficult to get a Cub Scout to wear i.e., damsel in distress substitute the word "disguise!")

To adults, the word costume means a complete outfit from head to toe. To a Cub Scout a costume can mean only a bandana and a patch over one eye. The information in this section is not to urge detailed costumes; it is your choice to decide what is needed. We are only giving suggestions that you can adapt to your ideas and needs.



"What do you mean, I'm a victim of typecasting?"

Costumes help a boy to live an adventure. Start a den or pack costume box. Everyone can contribute. Save those old throw-away, oversized, unusual, or odd-looking clothes: Sports uniforms, military, professional hats, scarves, old pillows (for stuffing), long johns, knee socks, etc. Let the boys, know the costumes are theirs to use. This will also help in better care and replacement in box after use.

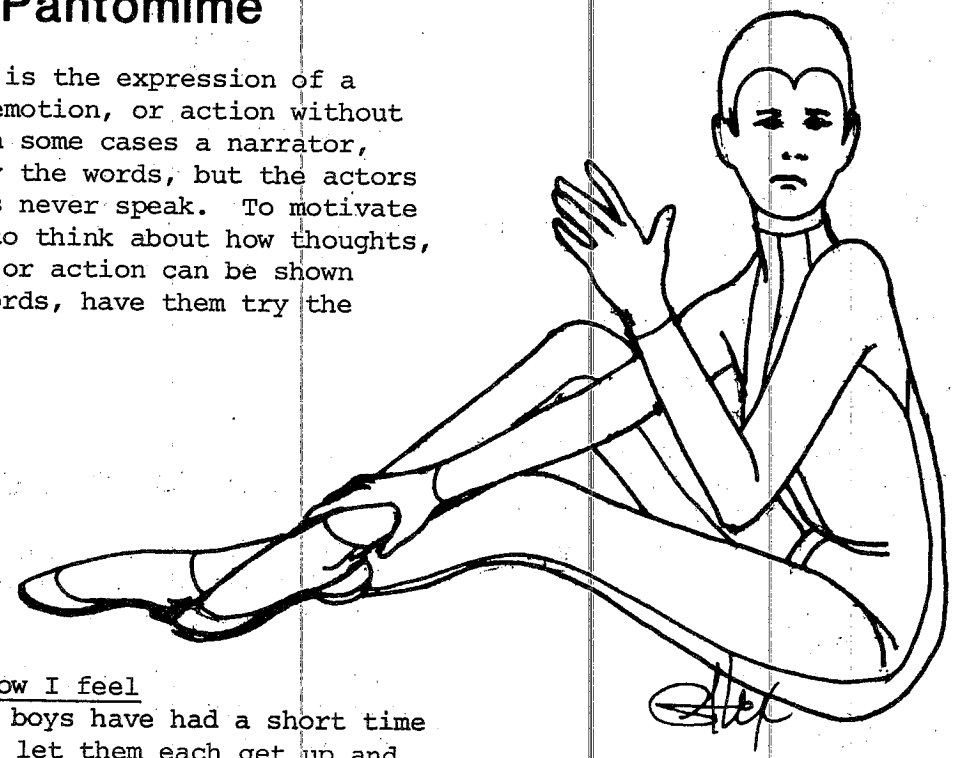
Suggestions: Sometimes a sign around a boy's neck is all the costume you'd need, or rick-rack, braid, or trim of any kind can be added to clothes.

A fringe sewn on shirt sleeves would make a cowboy shirt, fringe sewn on pants would make an Indian costume. Some costumes can be used only once or twice. For those kind, inexpensive materials such as brown paper sacks, large pieces of paper, cardboard boxes, crepe paper, gift wrap, construction paper, tissue paper or tin foil are all great ideas with the waste basket in mind. Take a look around the house, use your imagination, and you'll be surprised at what a fashion designer you are.

Arouse the parents' enthusiasm and get them to help with some of your plans -- moving scenery, helping the boys change costumes, or helping the boys learn a part. This will relieve you of some of the responsibilities and will also draw mom and dad into the program.

Pantomime

Pantomime is the expression of a thought, emotion, or action without words. In some cases a narrator, may supply the words, but the actors themselves never speak. To motivate the boys to think about how thoughts, feelings, or action can be shown without words, have them try the following:



This is how I feel

After the boys have had a short time to think, let them each get up and show you how he would walk if:

- he was sneaking out of a sleeping giant's room
- he's gotten caught doing something very bad
- he's on skates
- he has gum on his shoe and it keeps sticking
- he's angry
- he's happy
- he's afraid
- he's proud

This is what I do

Have them show you the motions to show:

- vocations - baker, policeman, doctor, lawyer, dentist, plumber, barber
- actor, ball player, boxer, swimmer, singer, dancer

How would you lift?
Now, have them show how to lift:
- something very hot or cold
- something heavy
- something very expensive
- something big and bulky
- something dripping wet

How would you look?
Let the boys show facial expressions:
- if someone gave you a mad rattlesnake?
- if someone gave you a special trophy?
- if you lost that? - found it again?
- if you fell in mud?
- if your report card was all "F's?"
- if someone hurt your feelings?
- if you smelled something rotten?
- if you saw someone kick a dog?

The five senses
Ask the boys to show
1. Hearing:
   - a loud pop
   - mom call from far away
   - telling a secret
   - dance music
2. Seeing:
   - grandma approach
   - a train crash
   - a cute puppy
   - a building on fire
3. Smelling:
   - a burnt meal
   - a dead skunk
   - smoke from unknown source
   - fresh cookies
4. Tasting:
   - food to see if it's properly seasoned
   - hot chili
   - bitter medicine
   - cold mashed potatoes
5. Feeling:
   - sat in fresh paint
   - sunshine on face
   - touched a cactus
   - warmth of fireplace

Stage Directions

Use stage directions liberally. Make sure everyone knows who goes where and who does what.

A walk-on in each scene sparks interest. Be there to be sure they walk in at the right time -- or the wrong time.

Show geniune enthusiasm in both your manner and voice in order to motivate the group. Make your instructions clear and brief.

Practice at your den meetings before you try it at pack meetings. Teach the skit by steps and demonstrations rather than a lengthy speech.

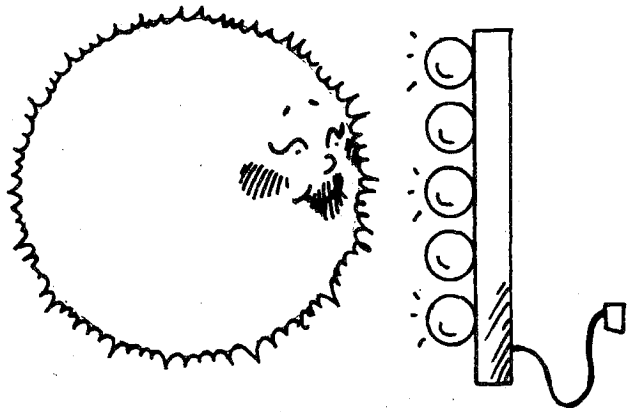
Building Their Confidence

Skills and interests developed in childhood teach self-confidence, independence, and an ability to get along with other people. Children learn through play. Your job as a Cub Scout leader or parent is to stimulate each Cub Scout's interest and curiosity and to encourage, and help him to try more difficult projects. To build confidence, suggest that the boys watch other people throughout the week and bring in a characterization for other Cub Scouts to recognize. Utilize their ideas to play charades in your den meetings. However, avoid allowing a Cub Scout to attempt a characterization that is too difficult for him, thereby causing discouragement.

Let an unusually shy boy perform the sound effects behind the curtain. He won't be skittish the next time you have the skit and might offer to take a larger part.

The earlier you start to praise the efforts of a boy, the better you build his confidence in his own ability. Don't write the skit because you can do a better job. Let the boys do it.

Keep a scrapbook of skits and parts of the program in which the boys have taken part. They will be able to point to a picture and say with pride and enthusiasm, "I was in that!"



Makeup

Makeup will often help tell an audience about a character. It also makes the character seem more real to the other actors, so everyone plays his part better. Makeup 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 makeup is needed.

Theatrical makeup is expensive so it's not practical to use. You can find inexpensive substitutes at a variety store. Some of the things you might need are:

Liquid makeup remover or cold cream
Cream rouge
Eyebrow pencils
Lipsticks
Face powder
Clown white
Nose putty
Spirit gum
Black tooth enamel
Cotton
Hairpins
Shower cap
Scissors
Foundation makeup
Eye shadow

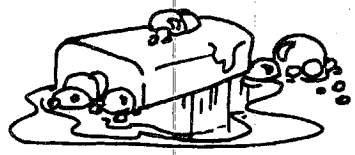
Liquid food coloring to add to liquid makeup

Makeup should be applied after the actor is in costume so use an old makeup cape or towel tied around his neck to protect the costume. Be sure to have plenty of tissues and towels.

These are the steps for putting on makeup and taking it off:

1. Be sure face is absolutely clean before applying makeup. 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 with eye shadow on eyelids, pencil a line under lower eyelashes to make the eyes look larger and 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) applied with fingertip.
6. Powder gives the skin a dull coating.
7. To remove makeup, rub face well with liquid makeup 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 makeup goes over it.

Black tooth enamel or black crayon can be used to give the 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.

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 forehad. Use a grey eyebrow pencil to mark in the creases. More lines add more years.

Cornstarch can be powdered into hair. Remember, usually hair begins to grey at temples first and in streaks.

Curtain time:
The great moment is here! The skit is about to begin! But it's beginning only for the audience. It started for the performers some time ago .. the minute they decided which skit to perform. They've been working hard ever since.

An actor's job is to make the audience believe he is someone far different from his everyday self. He does this first of all by playing a part .. by his acting. But his costume, his hair style, the makeup on his face- the way he stands, and even his shape, help.

When it's time for your den to make costumes for a skit, be sure to let the boys help. Involve the parents as well. A den leader shouldn't try to do all the work herself .. and besides the boys and their parents will have a lot of fun. Use your imagination and you will recognize these everyday things which will help you in making the costumes you need. Use foil for covering buckles, large earrings, swords, shields, etc. Large cardboard boxes make good animal costumes, and can be used for other unusual costumes, vegetables, cars, trains, insects, etc.

Footlight Finery

Crepe paper - it will not tear as easily when sewn to a foundation, so anchor it to an old pair of pajamas or blue jeans.

Easy fastenings - Tack ribbons on opposite edges of the material and tie them together. Snaps, buttons, and zippers are too time-consuming for costumes only worn once.

Crowns may be made from posterboard. Glue on old pieces of jewelry or it could be covered with foil to look like silver.

King's robe - Wear a velvet or corduroy housecoat for a kingly look. Tack white fur (cotton batting) along the front edges and along hemline.

Space suit - Use an old pillow slip. Cut holes for head and arms to form poncho. Crayon a bold border design around neckline and armholes and along the bottom edge of the poncho. Belt it if you wish.

Indian - Wrap boy in a multi-colored blanket and add a headband with a few feathers.

Indian chief - would have many feathers in his headdress and might carry a cardboard tomahawk or a peace-pipe.

Peace-pipe - could be a dime store corn cob pipe with two feathers dangling from the stem.

Old man - You can sprinkle powder in his hair to make it look gray or sew cotton balls on the top of an old stocking and wear this homemade wig like a cap.

Wig - Yarn sewn to a stocking cap is a quick, easy way to make a wig.

Mustaches - can be cut from construction paper in all different shapes, sizes and colors.

Beards - may be constructed of cotton, fringed crepe paper or yarn.

Professions - suggested by carrying different kinds of props. A waiter can carry a tray, a business man can carry a briefcase, a clown some flowers, etc.

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 the skit, will go a long way in making the sounds believable.

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

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

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

Knock at the door - Hit sharply a 1/2 gallon bleach bottle on the end with a rubber spatula.

Pistol shot - Snap a yardstick on a thin board or hard surface; fire a cap pistol; or stretch a rubber band around the center of a small foil pie pan. Pull out the band from the bottom of the pan and release it.

Thunder - Grasp a tin or aluminum cookie sheet at one end, placing your thumb on the underside of the tin. Shake the tin so that it vibrates. Bang it against knee for occasional loud thunder claps.

Hail - Pour rice on pane of glass, in front of a microphone.

Rain - Fill a tin can full of dry peas or beans. Rotate the can slowly in front of a microphone.

Wind - Cut a narrow slit in a sheet of paper, hold it 1/2" from lips and blow through it into microphone.

Snow - Small pieces of white paper fanned off a flat box top will give the effect of blowing snow. Or Christmas snow can be dropped from above.

Lightning - Flash a white light off and on, or use a photographic flash.

Storm - Combine wind, rain and thunder sounds. Turn stage lights off and on to produce flash of lightning.

Fire - The sound of fire can be produced by crumpling cellophane into a ball, then releasing it in front of a microphone.

Burning campfire - Wood piled over a light or flashlight with red cellophane or tissue paper covering the light for a red glow.

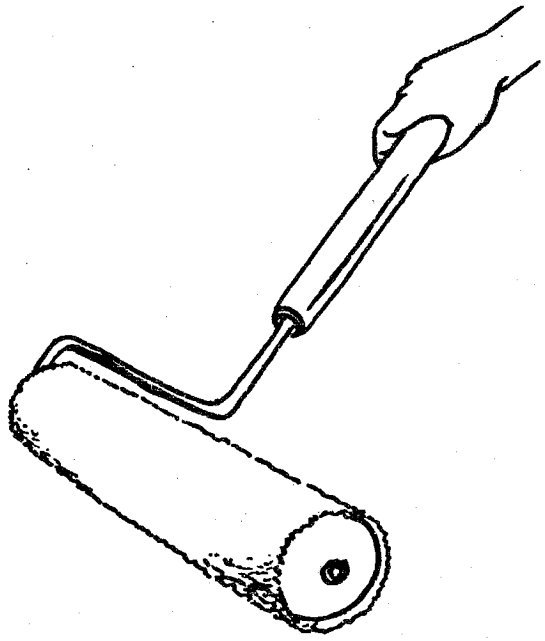
Crashes - Fill a wooden box with broken glass and a few stones, then nail on the top. By tipping the end of the box- various kinds of crashes can be produced.

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" diameter pattern. Place a small amount of lead in the box, tilt, and the sound of running water is produced. Or, several persons blowing through straws into glasses of water. Or, slowly drop sand on tightly drawn cellophane.

Trains - Place small wire nails or shot inside a flat box, such as a 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.

Creaking door - 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 the pencil inside and pull the string out through the hole. Rub string with resin. Drag fingernails along

the string to produce noise into microphone.
Puppy dog - Blow up a balloon. With first two fingers of both hands, stretch the neck of the balloon, slowly releasing the air.
Sword and shield fight - Holding an aluminum cookie sheet in one hand, hit it with a metal spoon.
Spotlight - Flashlight with different size construction paper funnels. For different color effects, use colored cellophane or tissue paper over the end of the funnel.
Hoof beats - Saw a coconut in half, and beat halves on pillow.
Breeze - Wave narrow strips of streamers of newspaper.
Auto brakes - Slide drinking glass across pane of glass.
Airplane - Heavy paper striking blades of electric fan.
Breaking glass - An old piece of window glass in a sack is dropped on floor, or drop a handful of nails in a pan.
Smoke machine - Incense may be used in some cases or water and melting dry ice. A rubber bulb with powder in it, when squeezed will produce a small amount of smoke.
Volcano - A cigar or cigarette butt placed in a metal container in a tin can, will simulate a smoking volcano, chimney or locomotive.
Sawing wood - Rub a piece of sandpaper across a 6" area on the rim of a large foil pie pan.
Animal roar - Any closed box will work for this noisemaker. You could use a cocoa tin or two foil pans taped together. Tie a string to center of a piece of pencil. Punch a hole in container, place pencil inside box and pull string out through hole. Rub string with rosin or a green leaf; drag fingernails along length of string to produce noise.



Scenery

Simple scenery is fun for Cub Scouts to make and it is a good den project. It also adds to the mood of the skit and makes the skit more believable. Keep these things in mind:
- Scenery should be simple.
- It should provide an idea or suggestion of what is to come.
- It can be made from large pieces of corrugated cardboard. Check with furniture stores, appliance stores, grocery stores, or warehouses for large furniture and appliance cartons.
- Wooden laths can be nailed to the back of the scenery to make it more sturdy or to help it stand up, and keep painted cardboard from curling.
- Let the boys do the painting. Guidelines can be drawn with heavy pencil to show where colors go. Latex or tempera paint are best on cardboard, and it washes off the boys as well. It is best to paint on the blank side of the cardboard rather than on the printed side, so printing will not "bleed" through.
- Felt tip markers can be used on cardboard that has been painted a light color, to put in detail work (or the whole design, if you wish).
- When using latex to cover large areas, apply it with a roller. Latex paint is inexpensive and sometimes the boys can bring leftover latex paint from home. It washes off hands and clothes with soap and water.
- Tempera can be used to tint latex when the desired shade is not available. Also use tempera for trim and detail work on top of latex.
- Let the boys know in advance they

should wear old clothes or dad's old shirt for paint smocks. Wrap shoes in old newspapers and secure with rubber bands and then stand back and let the boys do the work.
- Create a mood with scenery. Paint in grays if skit is spooky, or rainy; use reds, yellows and blue for exciting, happy or mellow.

Scenery which can be cut from cardboard:
Mountain range
Individual bushes, trees
Lamppost
Sun, moon, stars (suspended overhead)
Skyline of city
Forest outline
Picket fence
Houses, cabins, tents, stores
Archways, columns

(When creating a skyline, cut the pieces low - waist or shoulder height - to give the effect of distance)

Use blackouts for changing scenes if you don't have a curtain available.

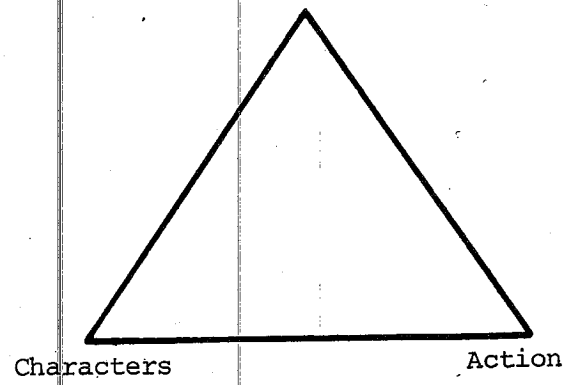
Arrange seating so the audience can see.

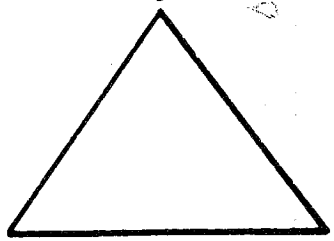
THE STORY TRIANGLE

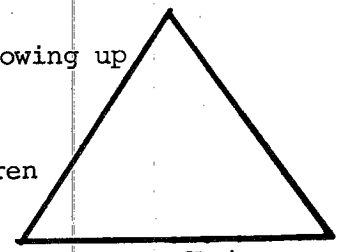
Every story has a:

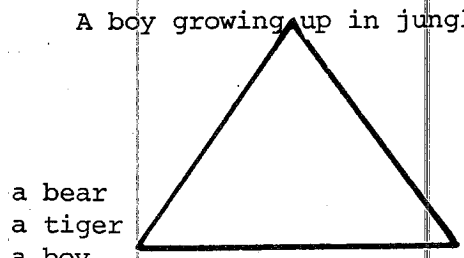
The plot is what is happening.
The characters are to whom it is happening.
The action is how it is happening.

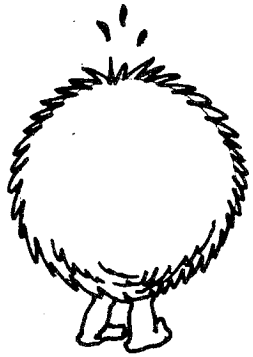
Examples below:











Match stories: Jungle Book
Peter Pan
Pinocchio

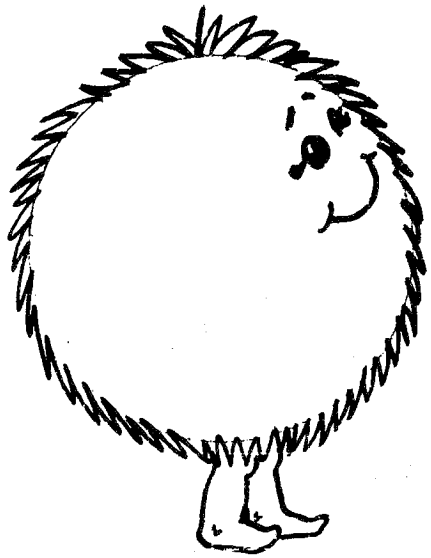
A STORY BOX

NAMES	PLACES	MOODS	ACTION
Spaceman	Space	Happy	Eating
Policeman	City	Angry	Running
Doctor	Doctor's Office	Scared	Falling
Scout	Forest	Tired	Sleeping
Pirate	Sea	Worried	Singing

The story box can give you ideas for many stories. Start with a title, then list words below each title, choosing one word from each column. There are many different combinations you can make. Then, using the idea sentence, you can write a whole story.

<u>Story Ideas to be Avoided</u>

Disrespect
Divorce
Scandal
Love stories
Fear
Gruesomeness
Femininity
Profanity



SKIT WORKSHEET

(Give a copy of this to each boy in the den .. work from it when writing a skit.)

Let's make up a skit.

Month_____ Theme_____

1. Plot:
2. Title:
3. Type of characters (Boys or puppets)
4. Length of time:
5. Staging (lighting, special effects, costumes)
6. Characters (enough for everyone)
7. Location or setting of skit:
8. Problems to overcome:
9. Obstacles:
10. Crisis:
11. Ending
12. Does skit fit your audience?

TECHNIQUES OF DRAMATICS

Making choices:

1. "Improvisation" is to have a general idea, but actions and dialogue may vary slightly each time.
2. "Role-playing" means each character is defined but dramatics are dynamic, and can be played in many ways.
3. "Scripted" skit gives each character specific lines and actions which should be presented in the same way each time.

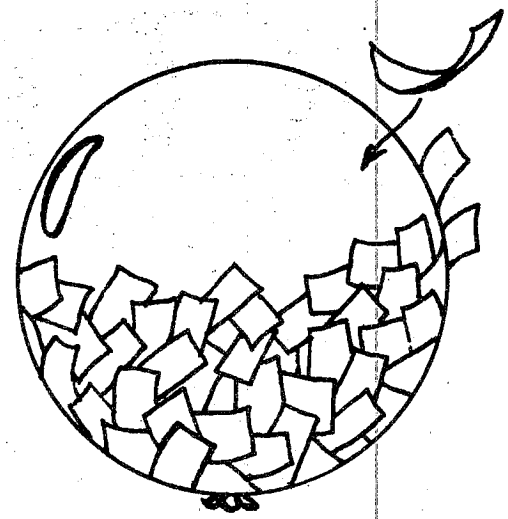
Movement/Speed:

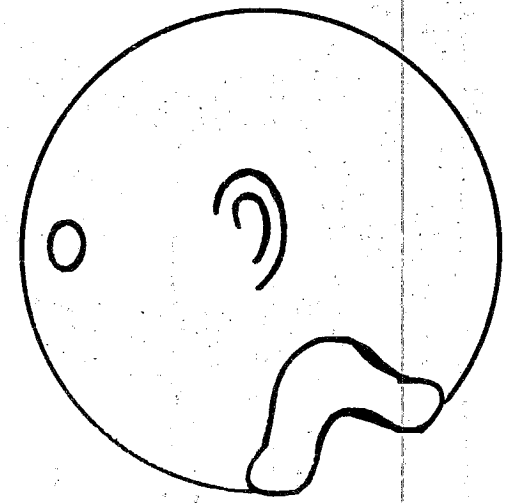
1. Use broad, expansive gestures, posture, and expressions.
2. The simpler and slower, the better the final product.
3. Narrator and pantomime can be an excellent combination.
4. Practice in surroundings similar to the place where skit will be performed.

Costumes/Scenery/Props:
Keep to a minimum - don't be too gimicky.

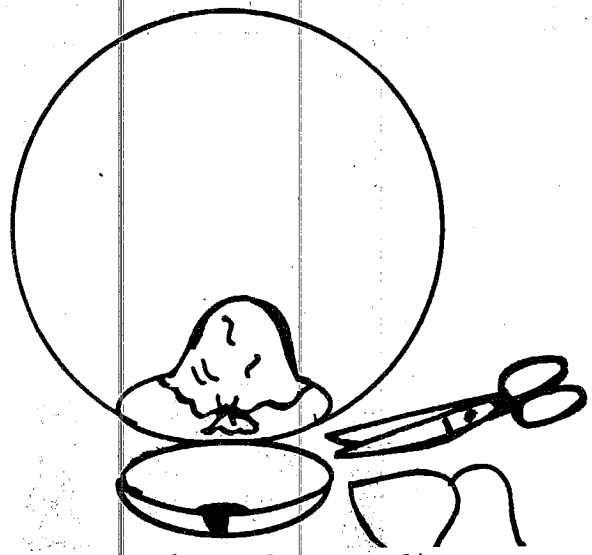
GIANT MASKS

1. Cover a large, inflated balloon with newspaper strip papier mache. Four or five coats are needed. Let dry between coats.
2. Deflate balloon by cutting off air tube or poking with pin. Cut hole in bottom of papier mache ball, large enough to fit head.

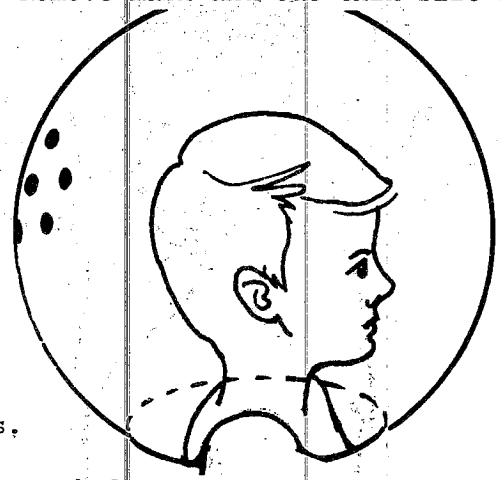




3. Rough-in features. Cut two shallow curves, one immediately below each ear, which will let the mask sit snugly on shoulders.



4. Try on mask. Make any adjustments to curves that are needed to fit. Mark outside of mask with paint brush where line of vision will be. Remove mask and cut thin slit for

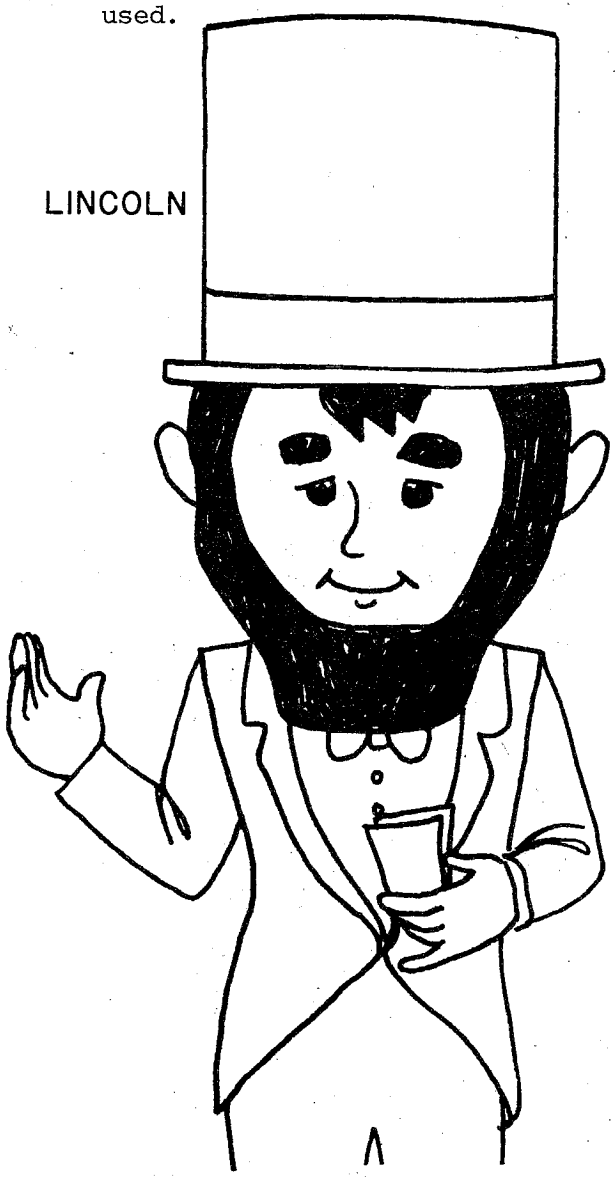


eye holes. Make several small holes in back of mask for ventilation.

5. Decorate mask as desired, adding features, hair, hat, etc. Construction paper or paint can be used.

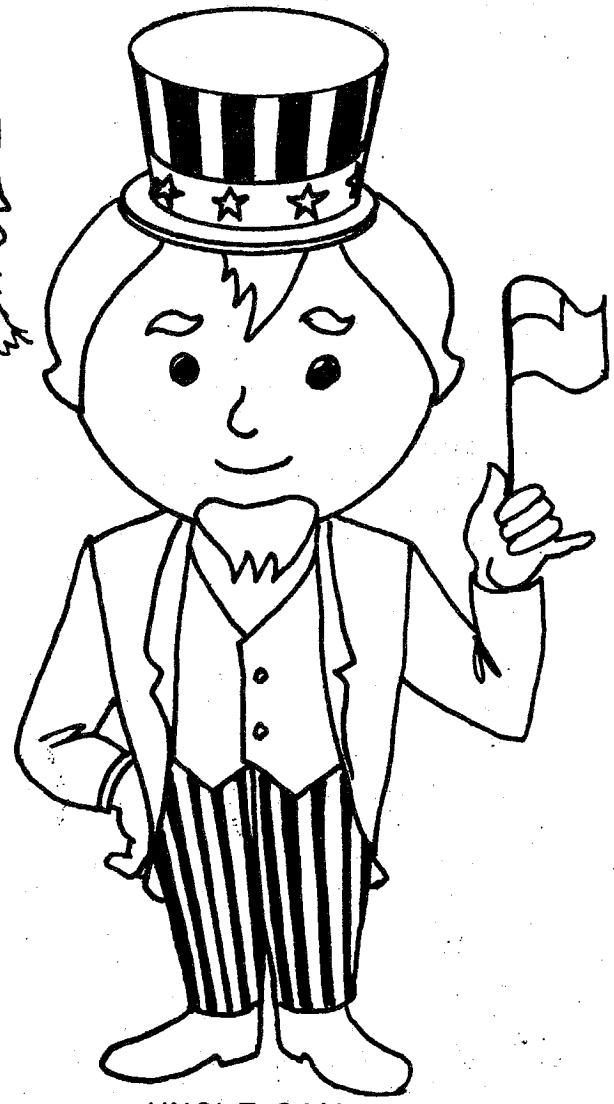
6. Add a suitable costume to go with your mask, and you're all ready for a Mardi Gras parade or a pack skit.

LINCOLN



FRONTIERSMAN

Musket can be cut from plywood or cardboard.



UNCLE SAM

SCARECROW

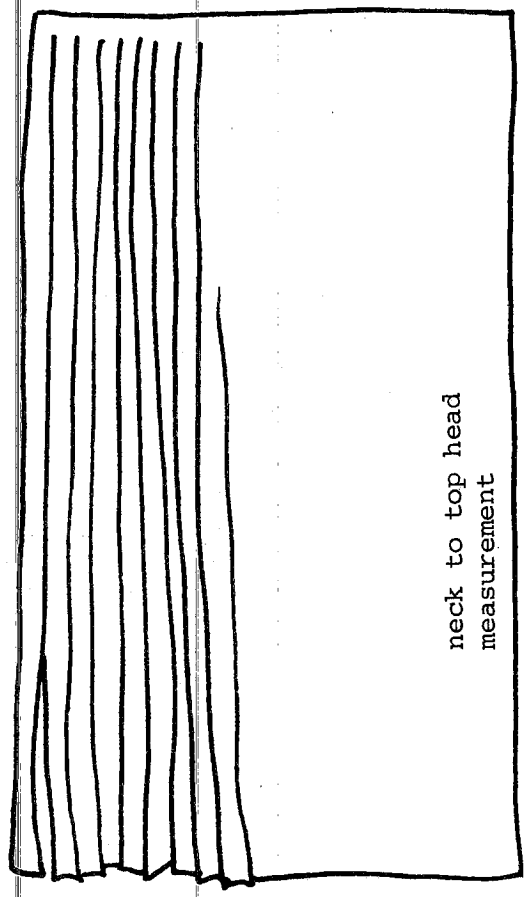
Start with an oversized, loose-fitting, long-sleeve jacket with pockets. Have plastic tape and lots of brown paper handy. It needn't be fresh and new; old paper bags will do, especially for the shorter strips. A pair of old pajamas or shirt and pants are worn underneath the costume.

Head: Measure from neck to top of head and allow for long "pony tail" (see sketch). Measure around neck - not too tightly (see illustration). Measure and cut three or four pieces of paper (so head will be covered with strips) like illustration. Cut strips about 3/4 inch wide. Place one piece of paper on the child at a time, taping the ends of neckband together. Bring strips up over head and tie at top.

Hands: Measure the wrists and length from wrist long enough to cover hands. Cut brong paper and strip it in same way as for head. Apply to child.

Legs: Measure waistline loosely and length from waistline to cover the feet. Cut and apply as before. The paper band can be fastened to pants at the waistline. Tie at ankles.

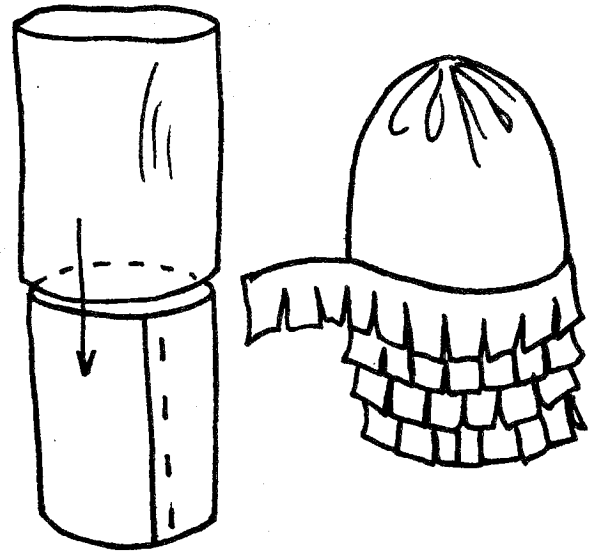
Features: Cut 1 1/2 inch circles from black plastic tape. Cut 1 inch holes in center for eyes so child can see. Cut a triangle nose and a strip for smiling mouth. After headpiece is on, apply the features over face area. Be sure eyes are in the right place. Carefully tear away paper under eyeholes.



ANIMAL COSTUMES

STEER

For converting one or two Cub Scouts into a steer, you'll need a paper sack (for head), oil cloth or heavy brown paper (for hoofs and ears); cardboard (for horns and muzzle); bedspread or sheet (for body); and a bit of rope for the tail.



DONKEY OR ROOSTER

The basic animal head is made by stapling a piece of cardboard into cylinder shape.

A tube of crepe paper is slipped over the cylinder, gathered at the top, and tied with wire or cord.

Feathers for rooster are made with rows of fringed crepe paper

Donkey mouth and ears are cut from colored cardboard.

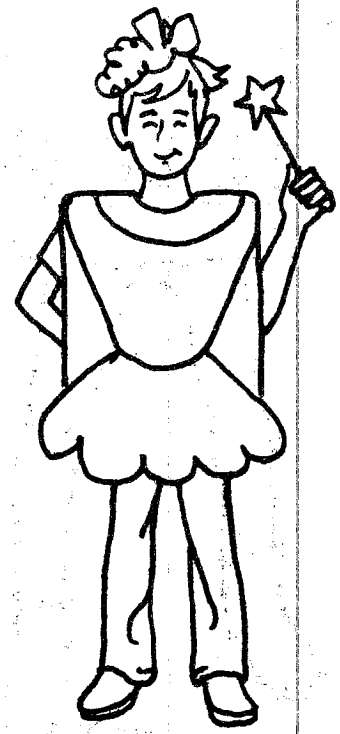
Features are made from construction paper. Be sure to cut eye holes.

Say Boo! with Easy-to-do Costumes

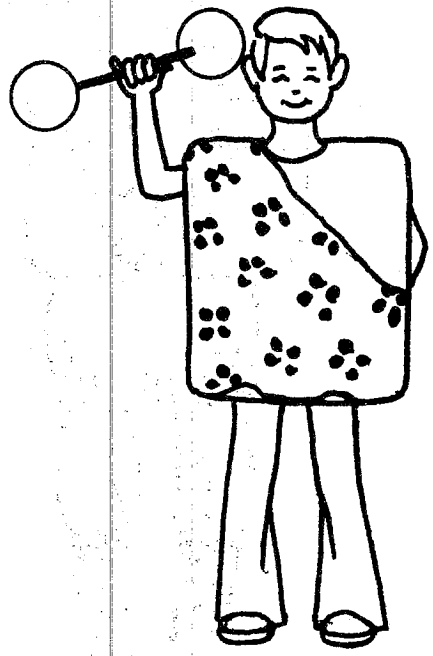
Make beguiling Halloween get-ups from corrugated cardboard, paint, and props. Here's how:

To make the panels for our costumes, start by gluing two pieces of corrugated cardboard together with corrugations at right angles to each other. Then cut to the shape and size you want. Using our designs as a guide, paint, draw, or glue on the details and features. Don't worry about making an exact copy - do your thing, have fun. Run cords through slits at neck and waist and tie on like an apron. Tip: Leotards and tights provide good backdrops for the trimmed panels and props; madeup faces complete effect.

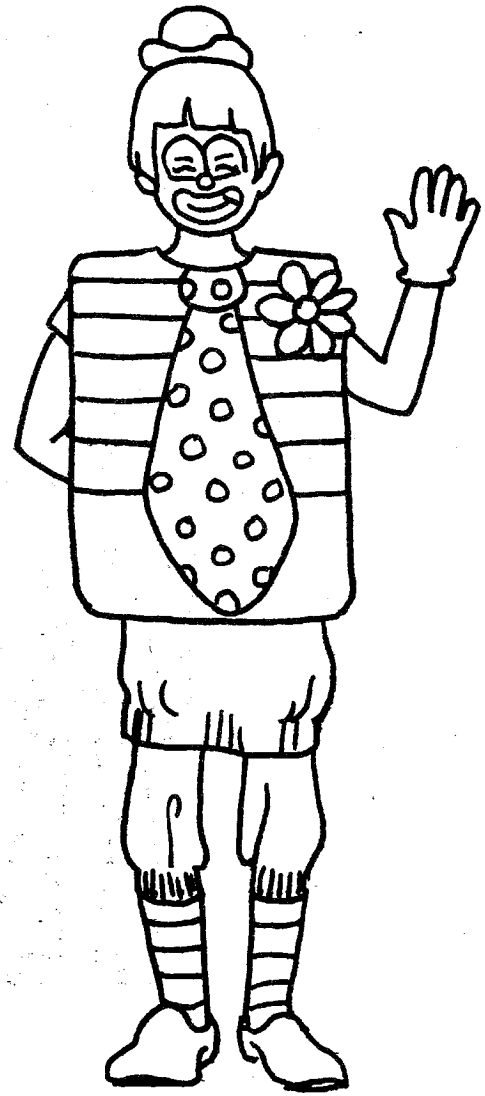
GAY NINETIES GENTLEMAN
Paint jacket and tie, add hat, specs, mustache.



BALLET DANCER
Star-spangled torso, paper tutu

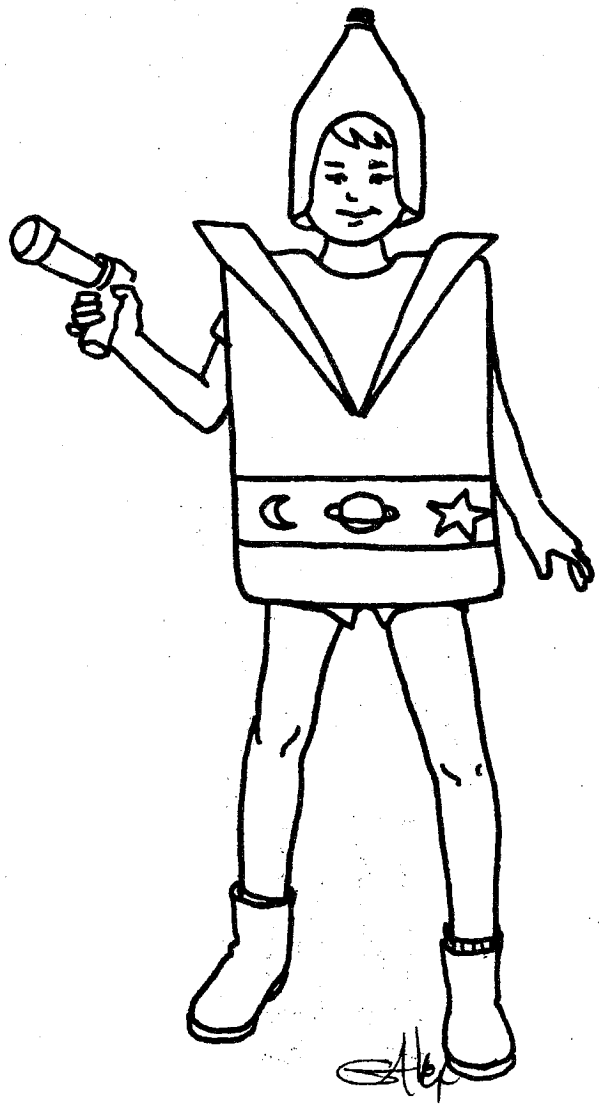


STRONG MAN
Dumbbell is really plastic-foam balls and a dowel.



CLOWN

Paint the polkadot necktie, add striped sox, dad's shoes.



SPACEPERSON

"Astro" decor - shape plastic bottle with art knife; sponge-paint it.

HULA DANCER

Paper lei, construction paper "grass skirt", dark glasses, wow!

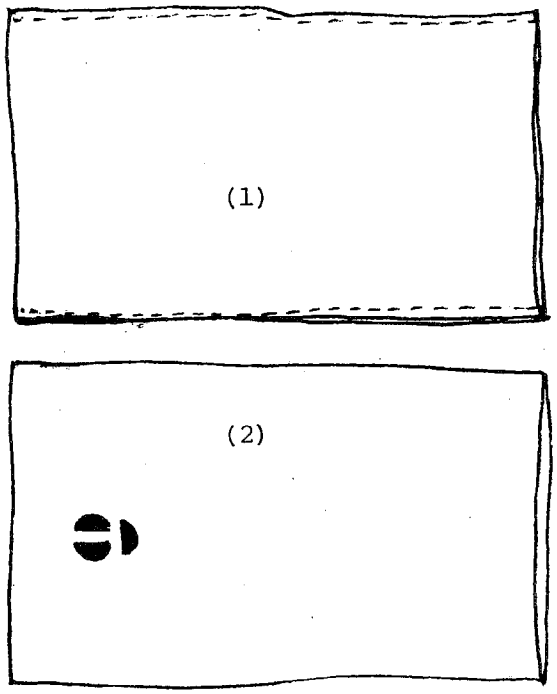
Wear and Scare

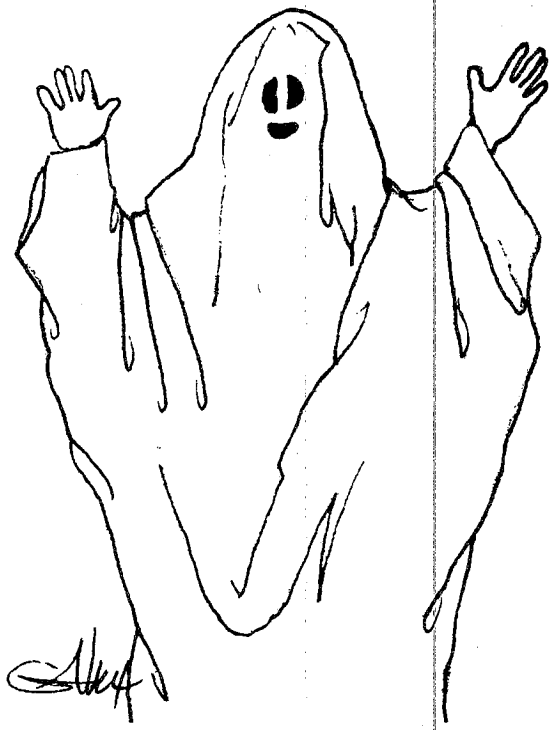
GHOST

Materials: Piece of old white sheet twice as long as your height and as wide as the distance between your fingertips with arms stretched out

Tools: Tape measure; scissors; needle and white thread; pencil

Steps:





1. Fold the sheet crosswise wrong side out. Sew each of the sides together (figure 1). Turn inside out.
2. In the center of the costume, about 4 inches down from the top fold, draw big eyes and a mouth and cut them out of the front part of the costume. Near the top corners cut slits large enough for arms to come through (figure 2).

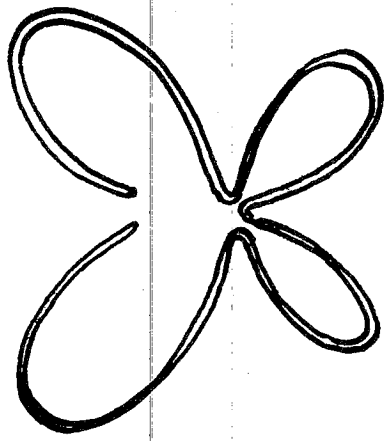
BUTTERFLY

Materials: Black leotards or black pants and long-sleeved shirt
9-gauge aluminum wire as long as 4 times the distance from your shoulders to floor
Lace curtain or very thin material
Black plastic tape
Black belt or strip of black material, 3 inches by 36 inches
Strip of black material, 2 inches by 25 inches
2 black chenille stems or 4 pipe cleaners, painted black

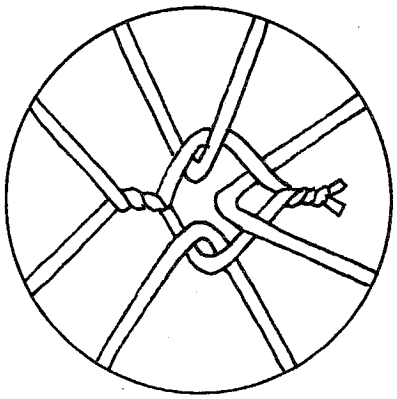
Tools: Newspapers; ruler; scissors; crayon; needle and thread; clip clothespins; black thread

Steps:

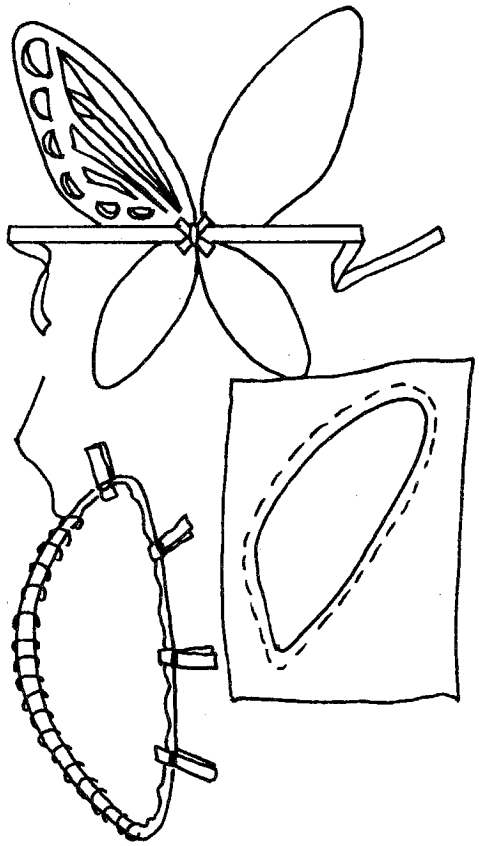
1. With tape, mark the wire into four equal parts. Bend each of the four parts into a circle (figure 1).



2. Twist the two ends of the wire bringing the four circles together.



3. Bend each circle into the shape of a butterfly wing.
4. Lay a newspaper under each wing, and, with a crayon, draw around the wire to make a pattern. Cut out patterns. Lay each pattern on the curtain or material, and cut out an inch larger all the way around.
5. Clip the four pieces of material to the wire with clothespins, folding the edges an inch over the wire.
6. Sew the material to the wire with an overcast stitch.
7. Decorate the wings with a pattern of spots and lines cut out of black tape.
8. Tape the center back of belt or strip of black material to the front center of the butterfly.
9. Sew two chenille stems or two long pipe cleaners (twist ends of two pipe cleaners around each other to make a single long one) together to the center of the strip of black material, which is the headband. Tie these antennas together with black thread an inch up from the headband.
10. Fasten the belt around your waist with the wings at your back. Wear the headband with the antennas in front.



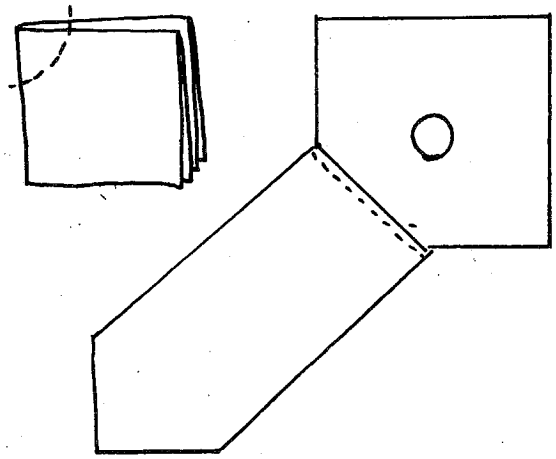
Materials: Black leotards or black pants and long-sleeved shirt
Square peice of material, each side the distance from your shoulder to the tips of your fingers
Strip of material, 16 by 50 inches
Newspapers
Cellophane tape
Paper bag large enough to fit comfortably over your head
Cardboard, 3 by 20 inches
Green paint, red paint, white paint
Red construction paper
Aluminum foil
Household glue
Black construction paper

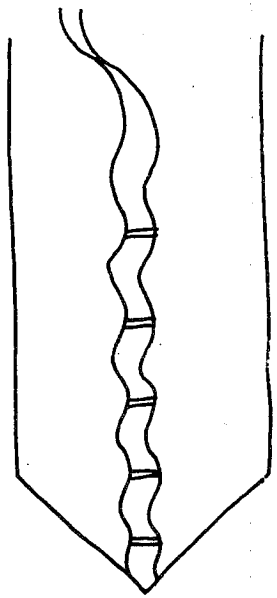
Tools: Pencil; ruler; scissors; stapler; paintbrush; black crayon; white chalk

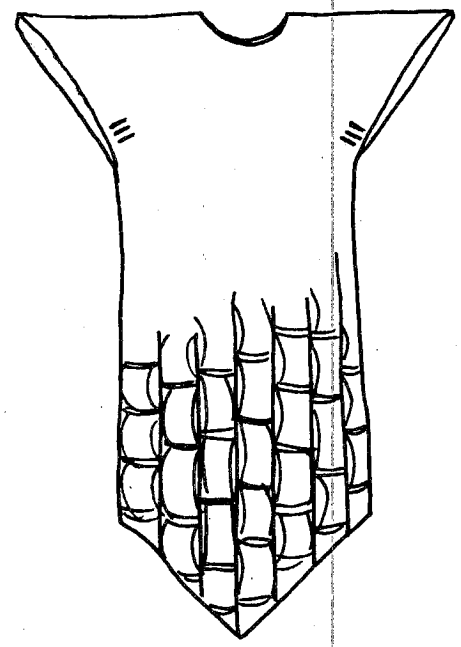
Steps:

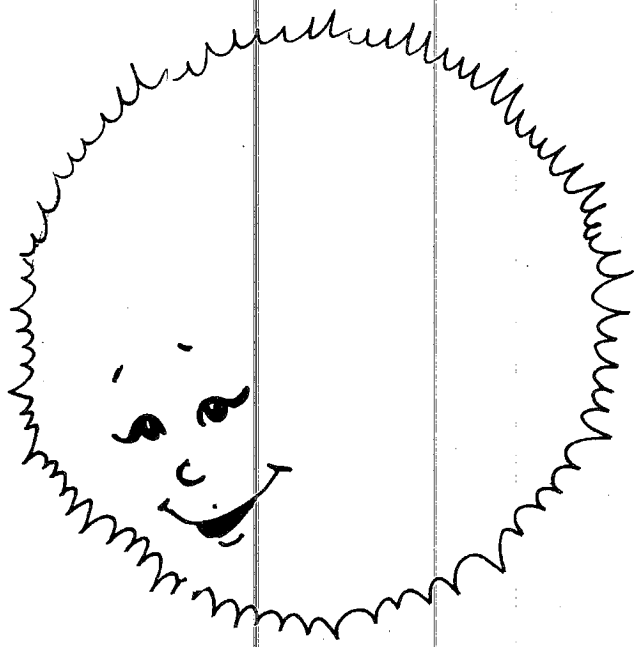
Body --

1. Fold the square of material in half, then in half again. At the folded corner, measure 2 1/2 in. down each side. Draw a curved line between marks, and cut off (figure 1). If opening is too small to go over your head, cut off more material along the curve.
2. To make the tail, staple one end of the strip of material 8 inches up from one corner of the square. Trim the corners off the other end into a point.
3. Cut strips of newspaper 3 inches wide. Use colored comic strips if you don't wish to paint the dragon. These are the dragon's scales.
4. Beginning at the tip of the tail, tape down the end of one strip. Push the strip up a little to form a loop, and tape it down about 4 inches farther up the tail.









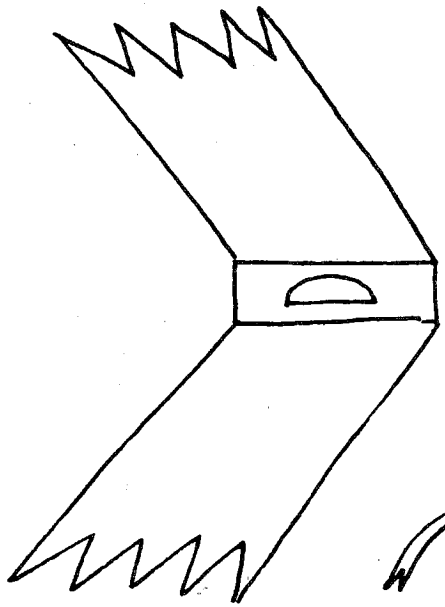
Continue looping and taping down strips all the way to the opposite corner of the square. When you reach the neck opening, tape the strip down, cut off, and start again on the other side of the neck opening. Keep taping down strips close together until you have covered the entire body with scales.

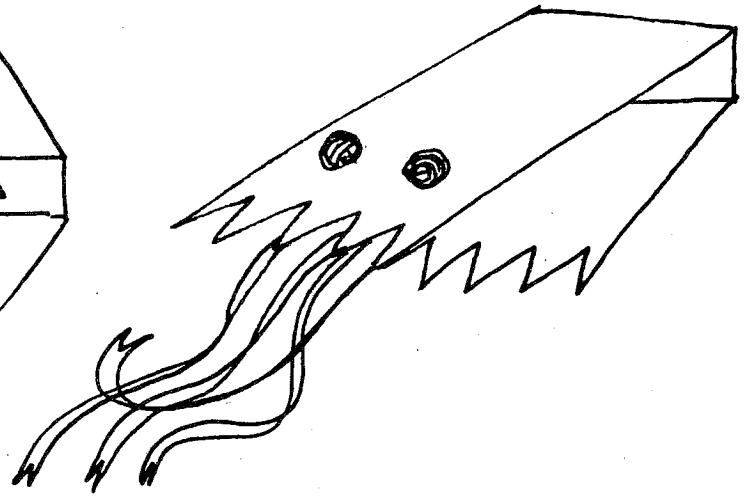
Fold the body square in half and staple the front and back together about halfway down the side to set the armholes.

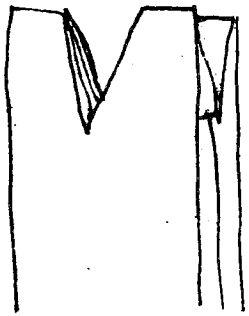
Paint the body green if you haven't used colored comic strips.

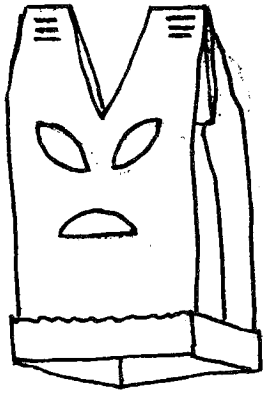
Head:

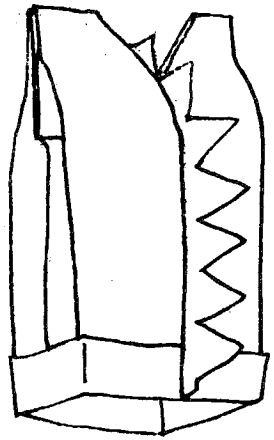
1. Cut a V shape at bottom of the bag, which is folded flat. Staple together at the corners; these form the dragon's ears.
2. Fold up the edge of bag, and put it on your head. With crayon, mark places for your eyes and mouth. Take off the bag and draw and cut out large slanted eyes and mouth.





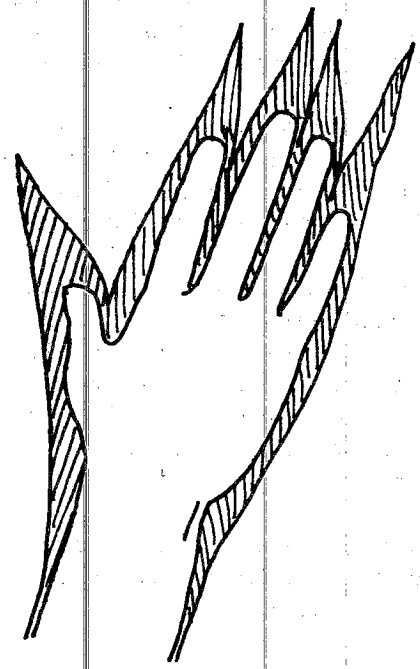






3. Cut a piece of newspaper the length of the bag and 5 inches wide. Cut out spikes on one side of the paper to 1 1/2 inches from edge of the opposite side. Tape the base of the spikes to the dragon's head, starting above the eyes, going over the head and down the back.
4. Cut sharp teeth along both ends of cardboard strip. Fold the cardboard in half, and cut mouth opening at fold.
   Staple or tape the strip on the bag being certain the two mouth openings line up. (The strip is the dragon's mouth and nose.)
5. Paint the head, including the outside of the mouth, green. Paint the inside of the mouth red and the teeth white. Outline the eyes with black crayon.

6. Cut several strips of red paper 1/4 inch by 10 inches. Tape them inside the roof of the mouth for flames. Roll two pieces of foil into balls the size of a marble. Glue on above the teeth for nostrils.



Claws:

1. With the white chalk, trace around your fingers on black paper, and extend each finger to a point.
   Cut out four of these claws, and tape them to your hands and feet.

FOLKLORE DUDS

UNCLE SAM

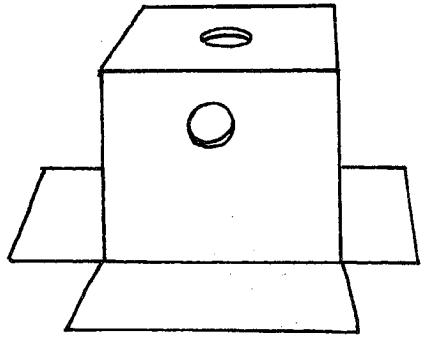
Uncle Sam, the symbol of the United States government- was first drawn in the 1880's almost 100 years ago.

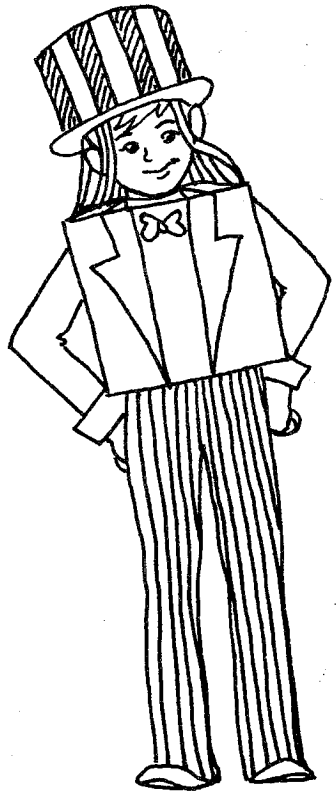
For Uncle Sam's hat, use a 3 gallon ice cream tub. For the hat brim, cut a 14" circle from corrugated cardboard. In the center of the circle, cut a hole so that the circle sits on your head like a hat. Glue and tape the cardboard to the rim of the tub. With crayons or acrylic paint, color red and white stripes around the crown. Add a white hat band with blue stars. Paint top and brim red.

For the jacket, find a cardboard box which will cover a boy from the shoulders to waist.

For Sam's jacket sleeves, simply wear a blue sweater or shirt. From blue construction paper, make cuffs to fit around the wrists. Using crayons or acrylic paint, color the jacket, vest and bow tie on the box. Wear red and white striped pajama bottoms if you have them, or stripe trouser legs with masking tape.

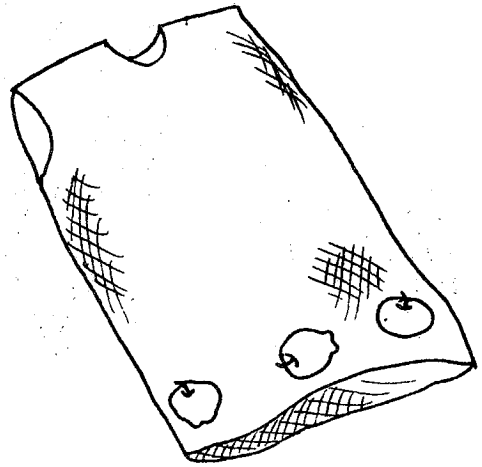
Fringe white crepe paper for a beard, and hold it in place with rolled masking tape.

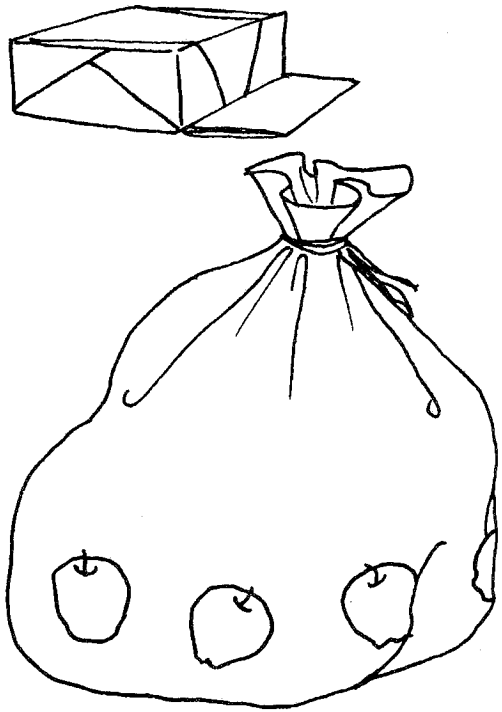




JOHNNY APPLESEED

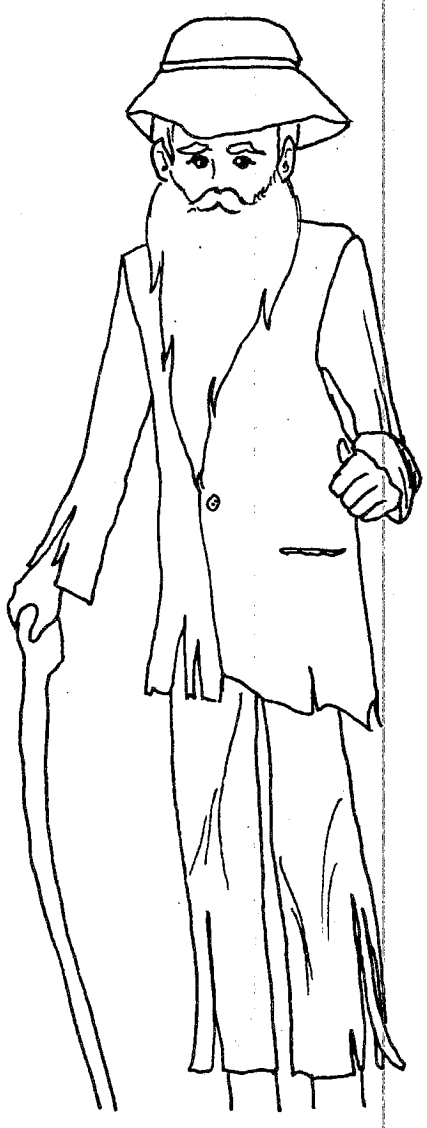
This gentle, friendly little man dreamed of filling the whole country with apples, so there must be apples and apple seeds somewhere on the costume. Wash a burlap flour sack and make openings in it for head and arms. (A paper, not plastic, garment bag will serve the same purpose.) Cut off sack just above knees. Glue actual or paper seeds to the bag, particularly around neck, arms and hem. Glue cutouts of red apples to a belt. Make a paper cap. Wear blue jeans and walk barefoot. Carry a sack filled with crumpled newspapers and the words "apple seeds" written across it in large crayoned letters.





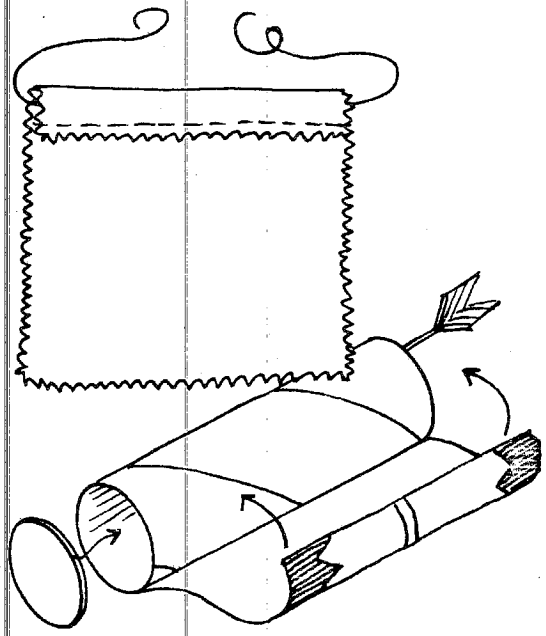
RIP VAN WINKLE

Because this fellow slept twenty years, his clothes fell into rags and he grew a long white beard. Wear torn pants and a ragged jacket. Use fringed white crepe paper, yarn or cotton for beard and mustache. Glue to a piece of string and tie around head. Draw age lines on the boy's face with eyebrow pencil or chalk. Wear dad's old felt had and a pair of sandals. Carry a crooked tree branch.



HIAWATHA

This little Indian sported a black scalp lock, so wear a strip of fur or black fringe over head. Hold it in place with fine elastic. Glue or sew crepe paper fringe down sides of pants. Cut two 9" square pieces of fabric for breechcloth. Make a 1" hem in each piece and trim remaining edges with pinking shears. Run string or cord through hems for belt. Decorate with crayons or tempera paints. Wear beads around neck and a wide bracelet above elbow. Walk barefoot or wear moccasins. For a quiver, glue a lid to one end of an 8" piece of towel roll.



PAUL BUNYAN

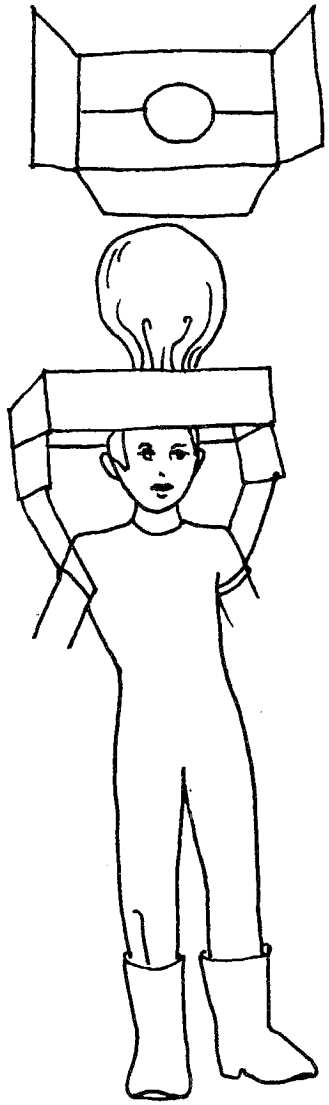
Since this fabulously strong character towered head and shoulders above everyone else, your costume should make you look like a giant!

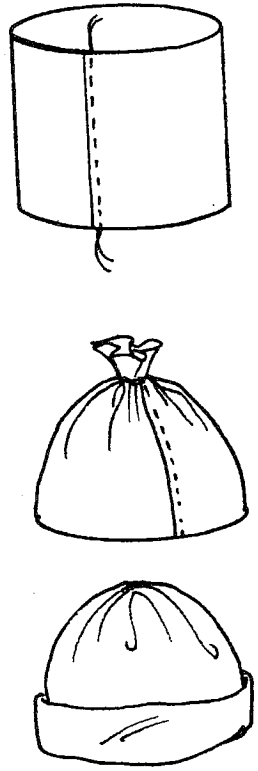
Shoulders: Use a cardboard carton the width of your shoulders. Open two short flaps on one end and tape the other two flaps closed. Make a hole in the closed flaps large enough to fit on the head without slipping down over the ears. Rest the two loose flaps on the shoulders. Tie them under the arms with string. Cut a 4" opening in the top of the box.

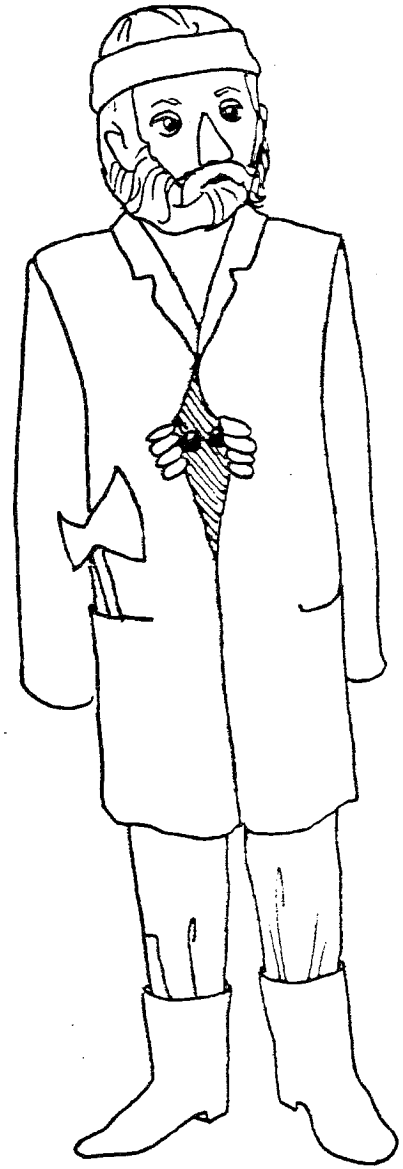
Head: Fill a large paper bag with crumpled newspapers. Gather ends together, and insert and tape neck into 4" opening. Add paper features. Glue fringed strips of black crepe paper to face for beard, mustache and eyebrows.

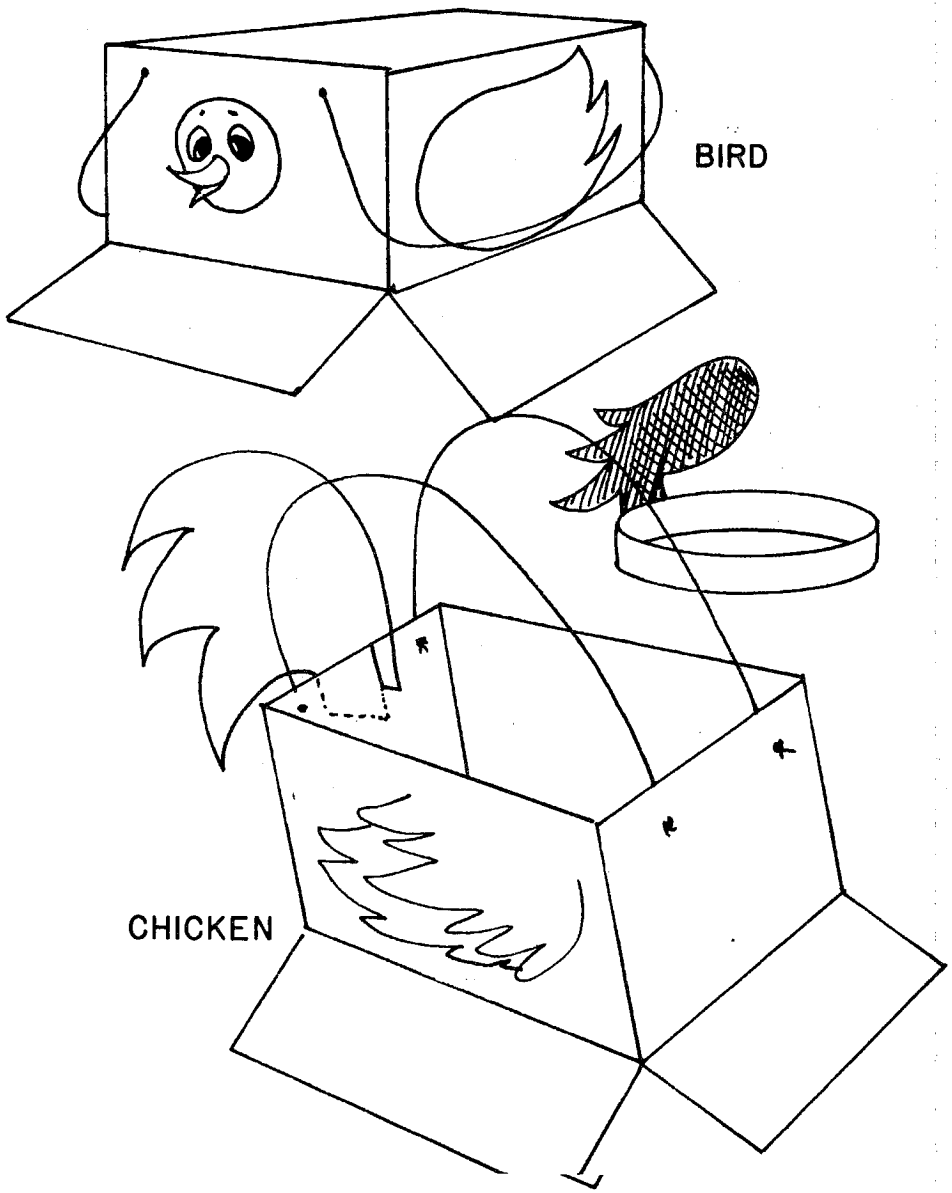
Hat: Cut a strip of dark blue crepe paper about 9" x 24". Staple the two short sides together. Gather one edge and tie with string. Turn cap inside out, turn up other edge and glue to head.

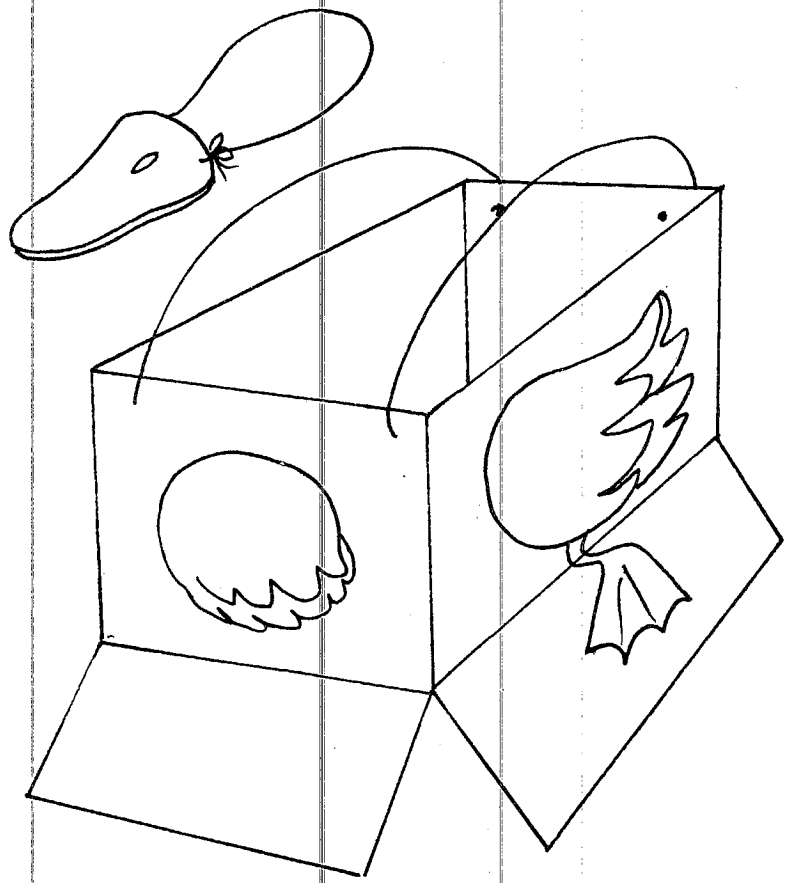
Drape a man's overcoat over the cardboard shoulders and button it, leaving an opening for one to see through. Use crepe paper or a scarf at neck to hide any visible part of the box.








BIRD
CHICKEN


DUCK

A MASK MENAGERIE

LION

You need one cereal box, one end eggcup from a pressed-cardboard egg carton, one sheet of black construction paper, one piece of white paper, and three broom straws to make this mask.

Cut away the open end and the back of the cereal box.

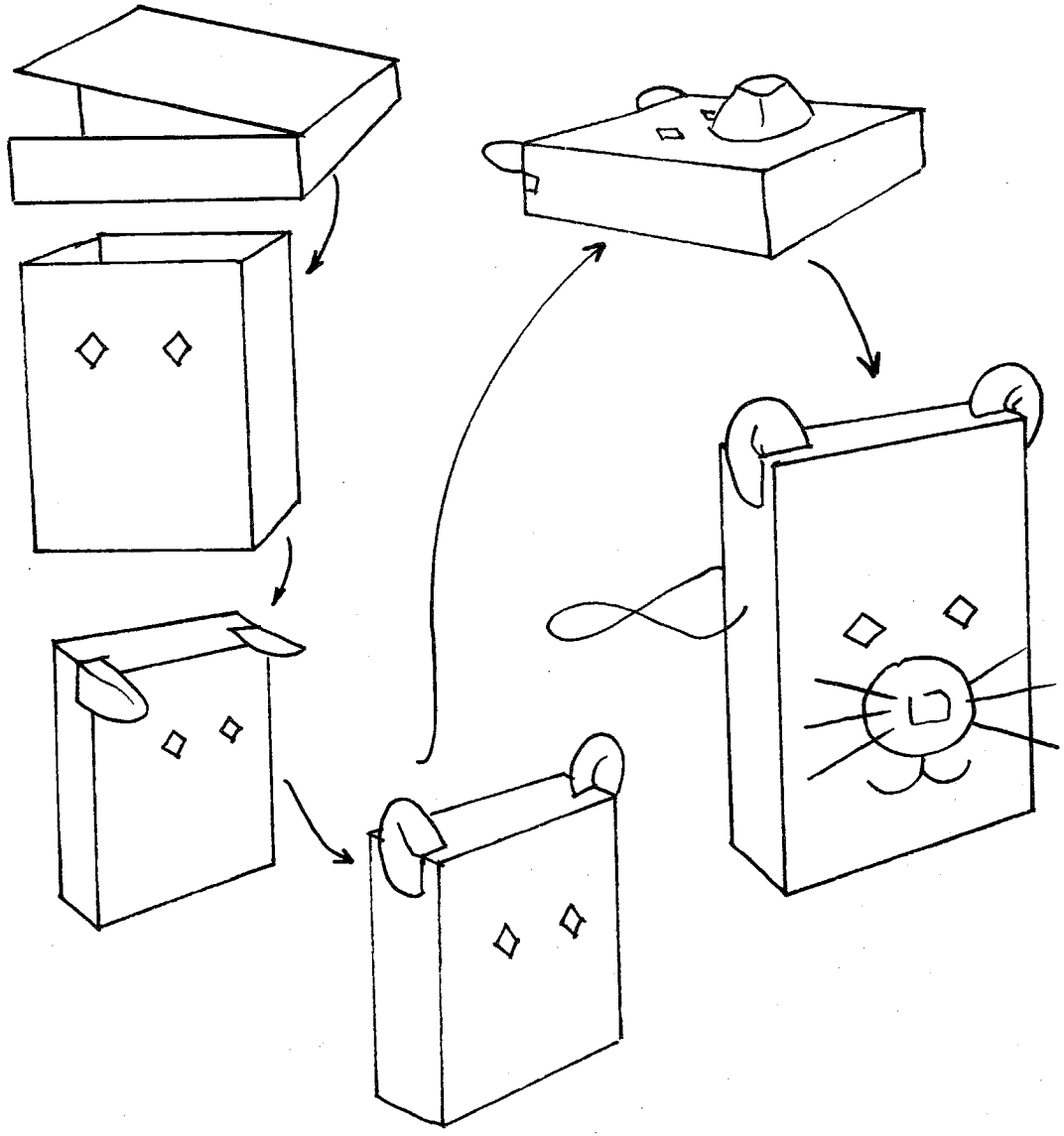
Cut diamond-shaped eyeholes at the right level for the Cub Scout.

From white paper cut ears in the shape shown.
Fold them in the center and staple them, pointing outward, to the corners of the box. Then bend the ears up.

Paint the box and ears a yellow-orange or a yellow-ocher. Paint the eggcup black.

You will notice that the eggcup has one side that is open. With this open side down, center the eggcup on the lion's face below the eyes and draw around the other three sides with a pencil.

Cut along this line with a knife.



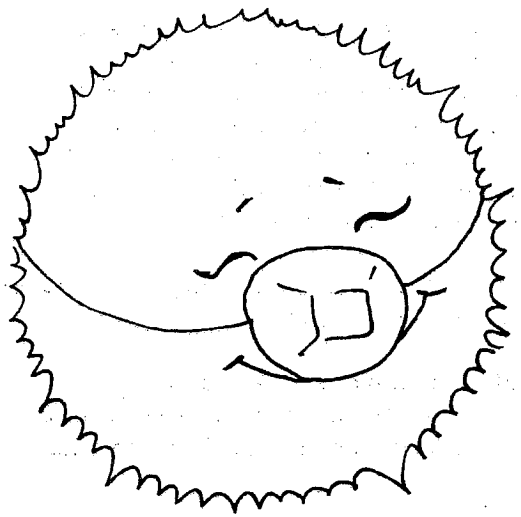
Punch three holes on each side of the eggcup and insert the broom-straw whiskers, making sure that they go all the way through the holes on the opposite side.

Insert the eggcup in the slot.

Draw a mouth and some freckles.

Cut a piece of black construction paper in half lengthwise. Cut slashes half an inch apart along one side of each strip to within 1 1/4" of the other side. Staple the strips around the sides of the mask for a mane. Bend out the slashed sections and curl them.

Tie a string to each side of the box at the ear level, so you can tie it around the head.



PIG

You will need one cereal box, a one-pound cottage cheese carton or something similar, and some heavy paper to make this pig mask.

Cut the open end and back off the cereal box. Cut round eyes at the right postion.

Now place the box face side down. Set the open end of the cheese carton in the center of the box about half an inch from the bottom. Trace around the carton.

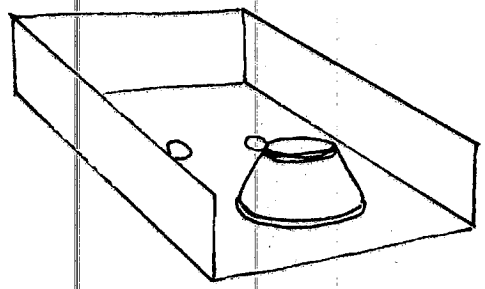
Set the carton aside and cross divide the circle inside the box into eight equal sections. Cut along these lines to within half an inch of the outside of the circle. Push the tabs outward and crease them,

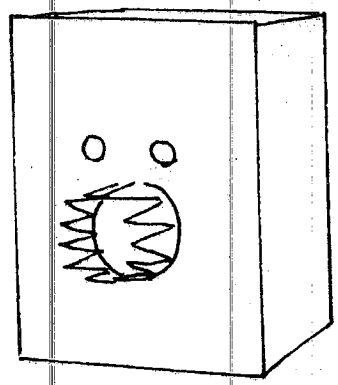
Place the cottage cheese carton on the front of the mask over the tabs and glue or tape the tabs inside the carton.

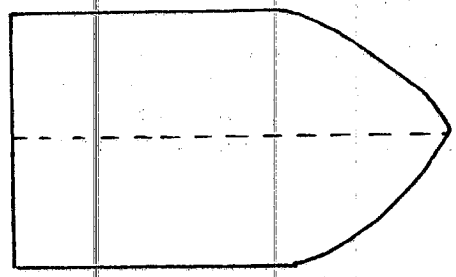
From the heavy paper, cut ears.

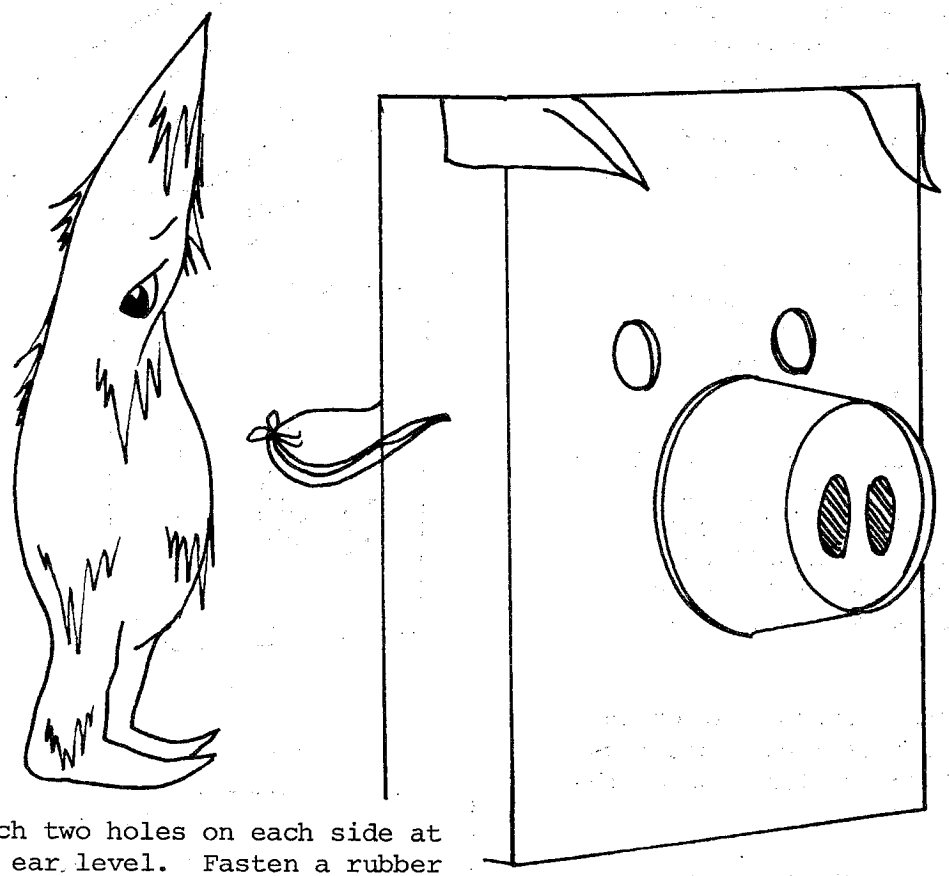
Fold them down the center, and staple or paste them to the box corners.

Paint the mask pink with black noseholes.









Punch two holes on each side at the ear level. Fasten a rubber band in each one, and tie the rubber bands together with string

WOLF

You will need one cereal box and a two-pound cottage cheese carton, or a similar kind, 5 1/2 to 6 inches high.

Cut away the open end and back of the cereal box (figure 1). Save the back for later.

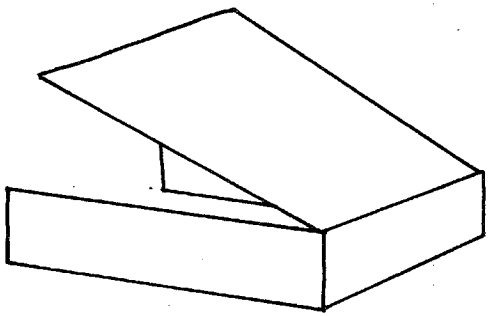
For the muzzle, turn the cheese carton over and cut down through the center, leaving 3/4 inch uncut above the open end. Trim away 1/2 inch more at the top, gradually angling down to a point at the bottom, as shown in figure 2. Cut in jagged teeth shapes.

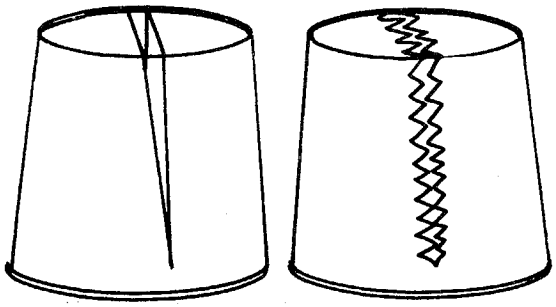
On the lower part of the box, draw a circle the same size as the carton's open end.

Draw an oblong shape inside the circle, as shown in figure 4. Section the rest of the circle for tabs, as shown. Now cut out the oblong shape on three sides, but leave the bottom edge attached to the box. Cut out the tabs.

Next, cut out oval-shaped eyeholes at the right place.

Cut out ears and a tongue from the back of the cereal box, using figures 3 and 5 as guides.





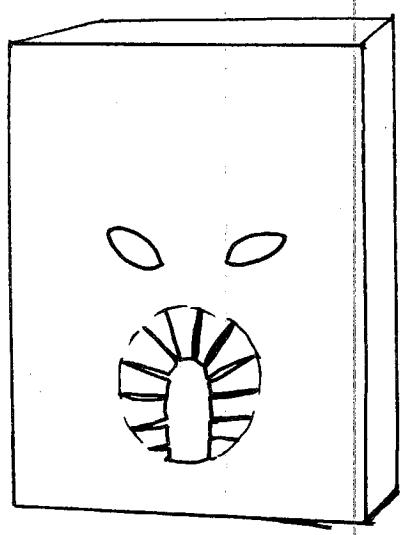
Paint the tongue red and staple it to the oblong section in the circle on the box. Bend the tongue and the other tabs outward.

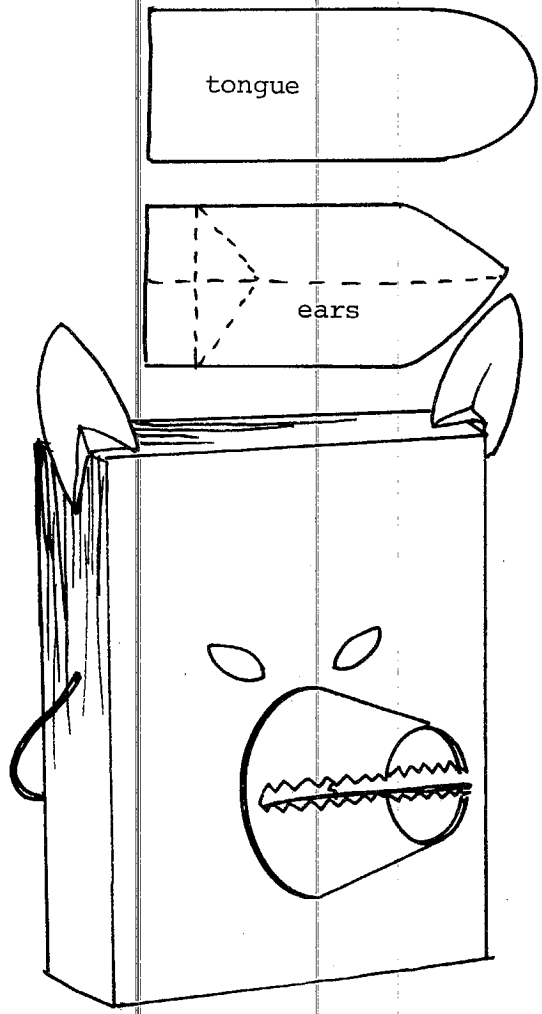
Then tape or glue the nosepiece over the tabs. Press the tongue down into the mouth (figure 6.)

Fold the ears on the dotted lines, and staple them over the corner of the box (figure 6).

Paint your wolf mask dark gray.

Fasten string or rubber bands at ear level to hold it on.



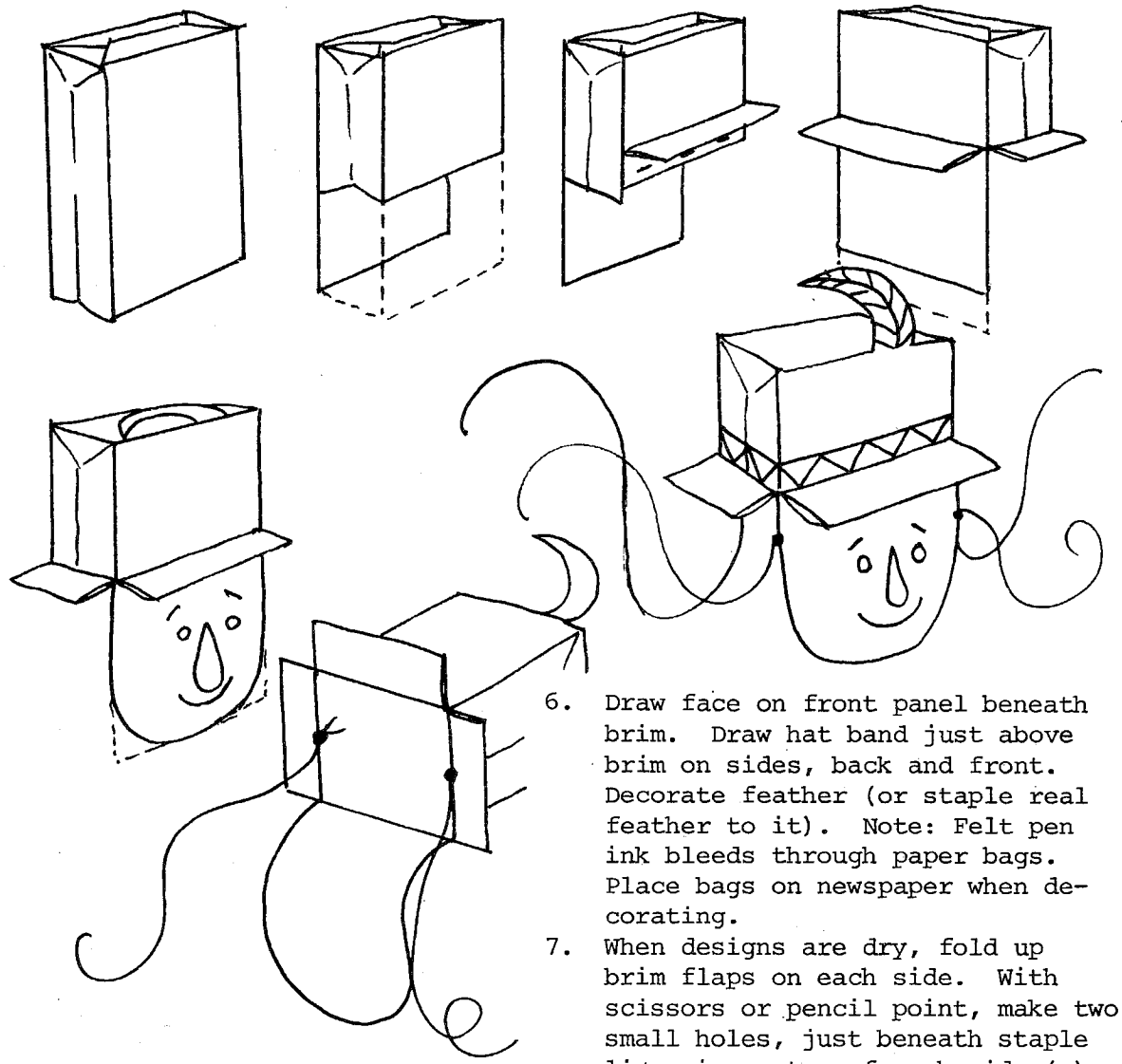


PAPER BAG MASKS

Materials: Paper bags, (bag must be big enough to fit like a hat on top of head, but not necessarily over whole head), colored felt pens or crayons, pencils, scissors, stapler, cotton string

1. Open bag, bottom up; bottom now becomes top of hat.
   On back and two sides, draw line around bag as shown, about 7" up from open end.

   Note: Front panel (face mask) remains full length.
   On either side of front panel, cut up sides about 7". Then cut around marked line, removing 7" strip of back and sides.
2. Cut 2" up each side of back and front panels (a). Fold up these 2" flaps on back and sides as shown (b).
3. With flaps folded up, staple each side twice, about 1/4" up from folded edge (a). Then fold flaps down along stapled line, making hat brim (b).
4. To make hat brim on front panel, fold up a 1" deep flap at point even with side flaps (a). Staple this flap across front, placing staples along fold(b)
5. To make feather, draw shape as shown on top of hat (a). Leaving base of feather attached to bag, cut around its outline. Fold up feather, as shown (b).



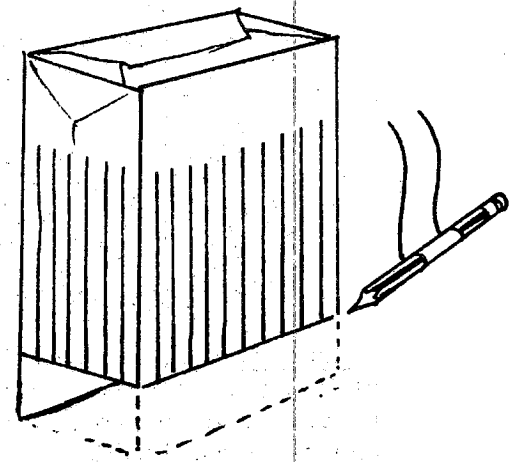
6. Draw face on front panel beneath brim. Draw hat band just above brim on sides, back and front. Decorate feather (or staple real feather to it). Note: Felt pen ink bleeds through paper bags. Place bags on newspaper when decorating.
7. When designs are dry, fold up brim flaps on each side. With scissors or pencil point, make two small holes, just beneath staple line, in center of each side (a). Pull cotton string (about 16" long) through holes, tie one end to itself

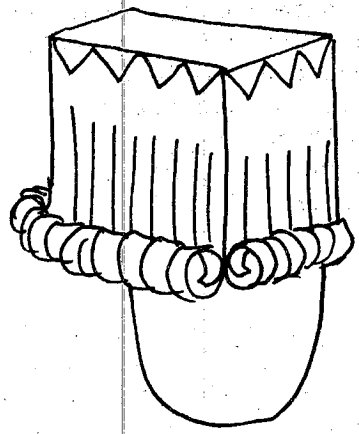
on the inside, leave one end at least 14" long. Repeat on opposite side (b). Tie these strings under the chin.

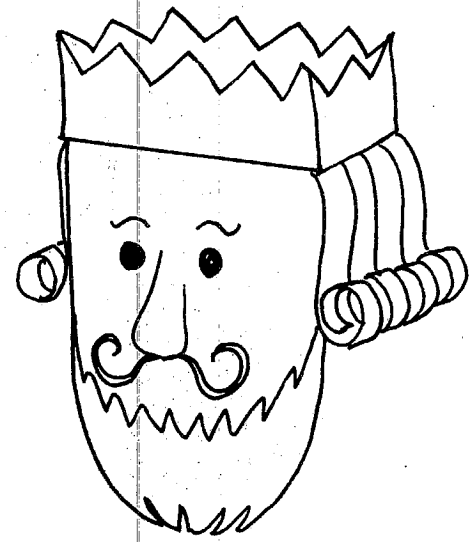
8. With scissors or pencil point, make two small holes on either side of face panel as shown. Pull string through holes, tie one end to itself on the inside, and leave one end of each string at least 14" long These strings hold face mask in place and tie in back of head.

KING OR QUEEN BAG MASK VARIATIONS

1. In step 1-a,b, and c, cut away only a 3" strip from bottom of back and sides of bag.
2. On each side of front and back panels, cut straight up to within 2" of top. On these side and back panels, cut wide strips (for curls) up to within 2" from hat top (a). Roll each curl up over pencil, as shown(b).
3. In step 5 cut away entire flat top of hat (original bottom of bag) (a). Cut top edge of hat into crown pattern such as suggested (b) or of your own design.
4. Decorate face and crown as in step 6. Add side strings as in step 7, except, make holes for strings in the 2" crown above the side curls. Add face strings as in step 8.

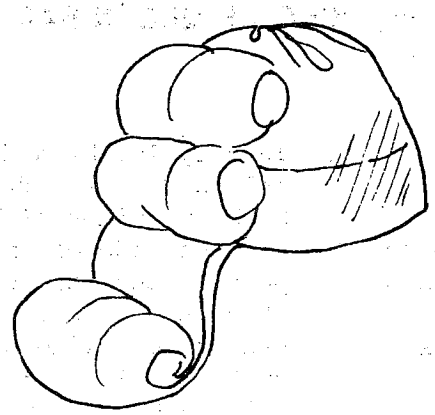




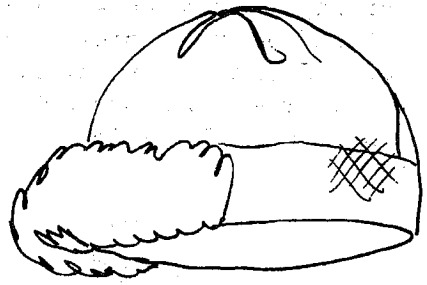


QUICK WIGS

These easily assembled wigs are just the thing for Cub Scout skits. 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.

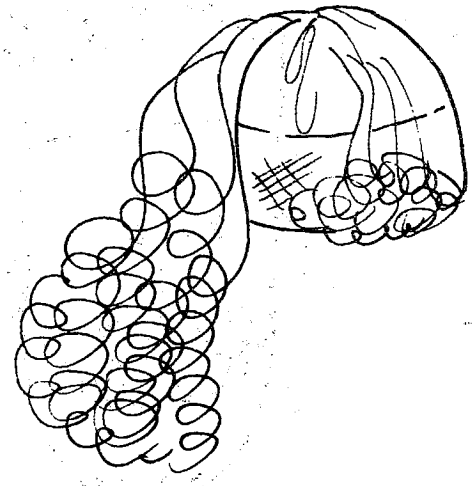


Bald headed man - Use old bathing cap (white or flesh colored) for base. Paint or glue a fringe of yarn hair around edge.



Curly locks - For short or long curly hair, curl narrow gift wrapping ribbon and sew to stocking base. (Cotton stocking could also be used)

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.

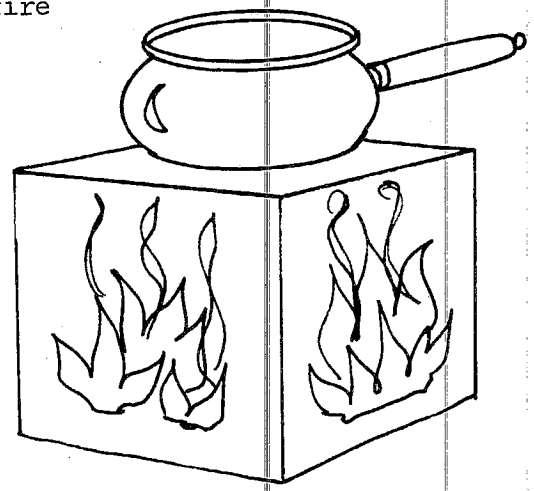


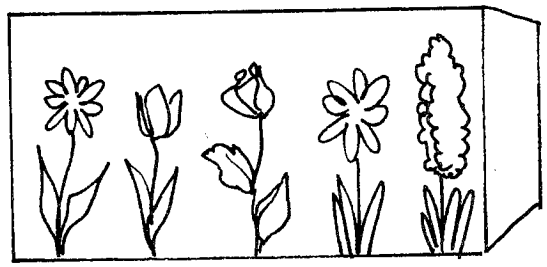
Old man - Use white cotton stocking cut and sewed to form skullcap. Glue white cotton balls all over skullcap.

Scarecrow - Sew uneven lengths of heavy cotton rug yarn or raffia to cap base, or to a band which can be sewed inside old hat.

PROPS

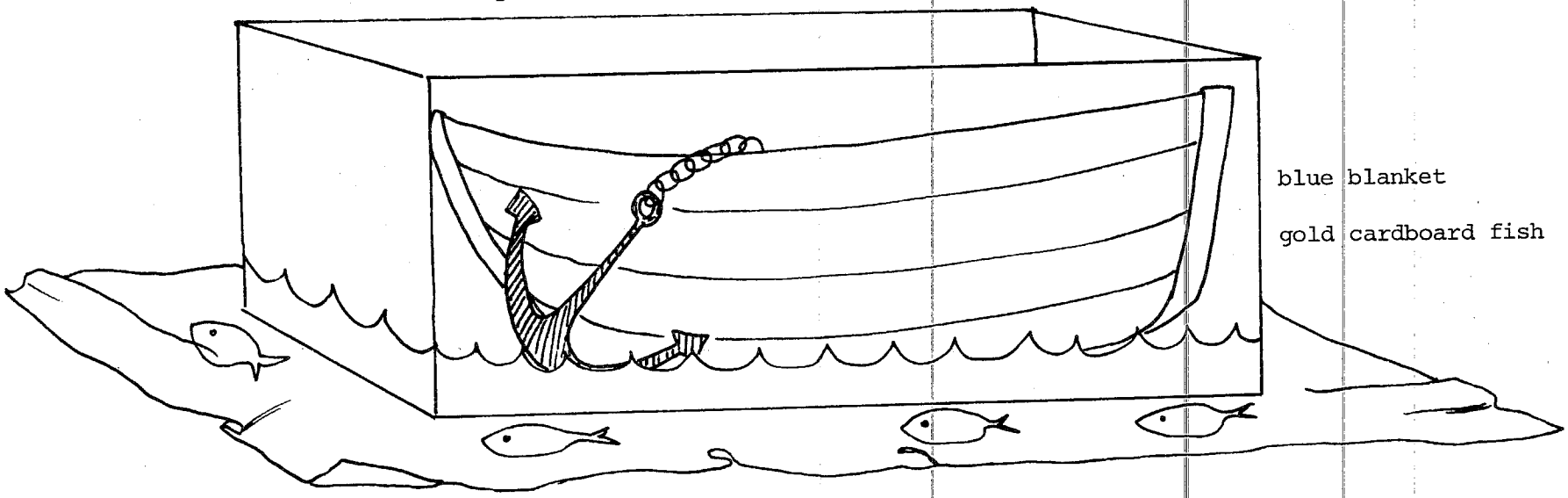
with use of construction paper fire can have a 3-D look





flowers painted on cardboard box

Large refrigerator box (boat, anchor, water painted on)



blue blanket

gold cardboard fish

pirate sword wood or cardboard

old glasses or sunglasses with glass removed

eye patch

guns also can be wood or cardboard

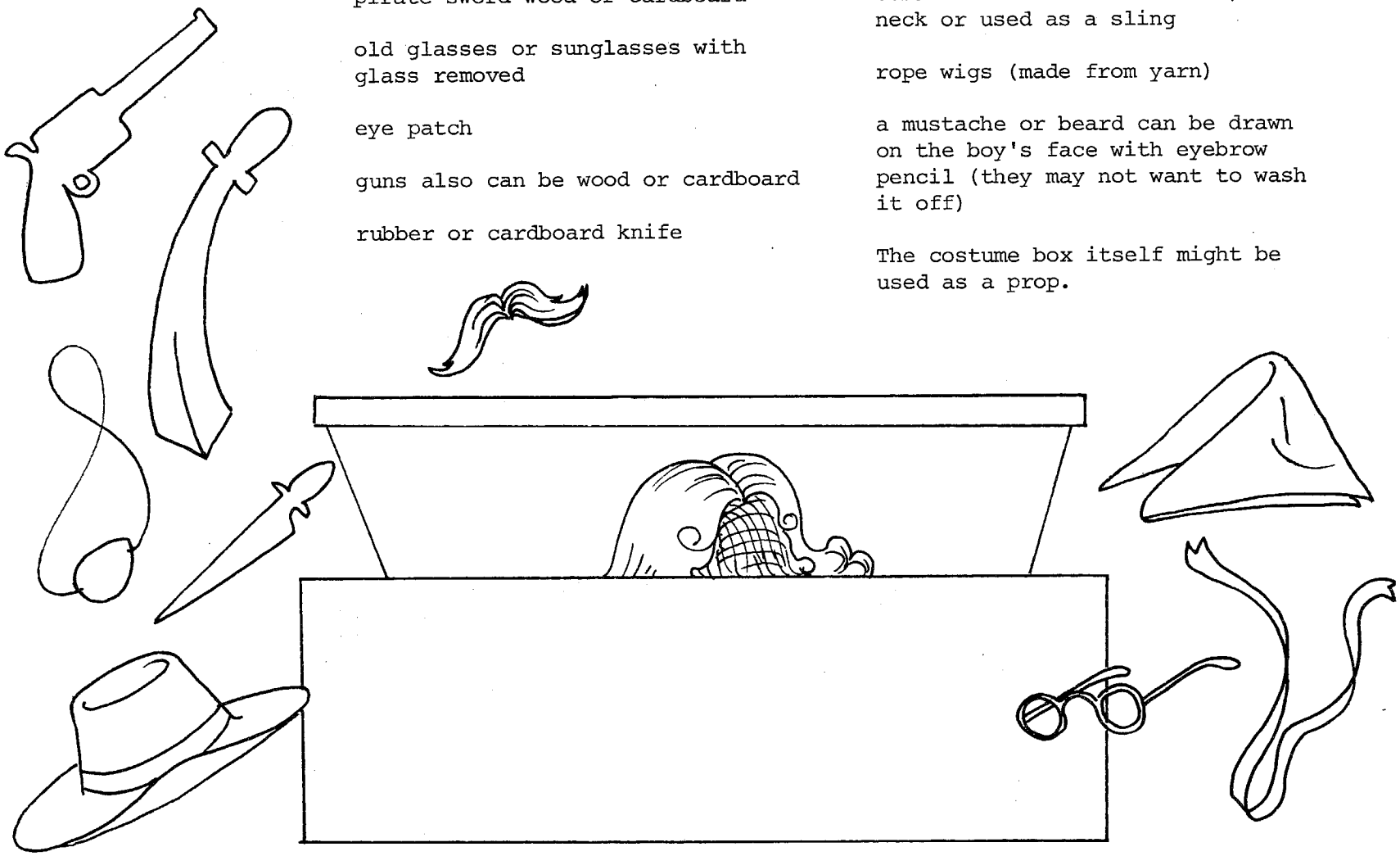
rubber or cardboard knife

scarf - can be worn on head, around neck or used as a sling

rope wigs (made from yarn)

a mustache or beard can be drawn on the boy's face with eyebrow pencil (they may not want to wash it off)

The costume box itself might be used as a prop.



LIGHTS IN THE SKY

Props: Pinhole planetarium punched for the Big Dipper and North Star. (Use Scouting Fieldbook for pattern.) Or, use large piece of cardboard painted black, with holes punched through it, someone standing in back with flashlight, outline the Big Dipper and North Star.

Lights are dimmed.

1st Cub: For thousands of years men have known that the North Star is fixed. Shepherds knew it before the time of Christ and seamen have used the North Star and other heavenly bodies to guide their ships to port ever since they first dared to leave the sight of land.

2nd Cub: Even today, seamen, aviators, and astronauts are guided by the stars. Cub Scouts don't often need to use the stars to find their way.

3rd Cub: Even so, we do have our own guiding stars to help us through life -- our church or temple, for instance.

4th Cub: And our school. And Cub Scouting. In Cub Scouting our guides are the Promise and the Law of the Pack.

5th Cub: They tell us how we should act and what we should do for ourselves and for others. The Promise and Law of the Pack are just like stars for navigators to steer their ships.

6th Cub: (At this point, 6th Cub Scout comes on stage with a lighted candle punched through a muffin cup.) Will you all join with me in singing "This Little Cub Scout Light of Mine?"

SPACESHIP ON THE MOON

An Audience Participation Story

Narrator instructs the audience to follow the motions of the demonstrator and do just what he does. Have one Cub Scout pantomime each motion.

One hot summer day my spaceship had just landed on the moon and needed some repair. I took a pair of pliers and I worked and I worked and I worked and I worked. (Use left hand to pantomime using pliers.)

By then, I was so hot that I found a piece of moon paper and I fanned, and I fanned, and I fanned and I fanned. (Continue motion with left hand and use right hand to simulate the use of a fan.)

I stepped out of the rocket ship and spied a meteor going up and down, up and down, up and down. (Continue motions with both hands and add up-and-down motion with body.)

All at once there appeared in front of me a group of moonmen saying, "Cukoo, cuckoo, cuckoo - (Continue all motions above while saying cuckoo, cuckoo, cuckoo.)

BUC TUOCS

Announcer: (into radio mike): Boys, have you been feeling sluggish lately? Do you have that gray feeling? Do you have that over-seven feeling? I have the answer. The name is Buc Tuocs. We have with us tonight some people who have tried it and are crazy about it. Here are our guests to tell you about it.

1st boy: When I reached eight, I needed something. I was out of touch. I tried Buc Tuocs and got the lift I needed.

2nd boy: I couldn't adjust. My life was falling apart. Buc Tuocs was the answer.

3rd boy: I was plagued with the fear of growing old. Was life passing me by? Buc Tuocs gave my life a purpose.

4th boy: Buc Tuocs changed my life. New horizons were opened to me.

5th boy: Friends were my problem. My kindergarten friends had gone in different directions. Buc Tuocs helped me find new acquaintances.

Announcer: Thank you boys, for your unsolicited testimonials. Remember, folks, try Buc Tuocs -- it's Cub Scout spelled backwards.

CUB SCOUT CITIZEN

Eight boys line up on stage holding blank cards with letters printed on other side spelling out the word CITIZENS. As each boy says his line, he then turns over the card. (Another way is to have a narrator read the lines into microphone as the boys turn the cards over.)

C - is for Cub Scouts and good we try to be.
I - is for the interest my leaders show in me.
T - is for trying our best (we always do).
I - is for including parents in Cub Scouting too.
Z - for zeal for doing, which our leaders teach.
E - is for every goal we always strive to reach.
N - is for our neighborhood; (or nation) we're citizens you see.
S - is for good Scouts that we'll always be.

All boys then speak the following lines:

The Pledge of Allegiance we
all will now give,
Pledging loyalty to our country,
As long as we live.

One Scout: Audience please rise and join us in the Pledge of Allegiance.

SIX SHIPS OF SCOUTING

Arrangement: 6 Cub Scouts hold large cardboard cutouts of ships, on which have been printed the following words: SCHOLARSHIP, FELLOWSHIP, FRIENDSHIP, SPORTSMANSHIP, WORKMANSHIP, and STATESMANSHIP.

Cubmaster: Tonight Den____ would like to tell you about the Six Ships of Scouting. These are ships which were launched in America --- ships that will last forever.

1st Cub Scout: SCHOLARSHIP. This ship is very important on the Sea of Education. On her deck stand such officers as Ambition, Determination, Intelligence, and Application. Her flag bears symbols of the letter "E" and the PLUS (+) sign.

2nd Cub Scout: FELLOWSHIP. This ship stands for good spirit, fine cooperation and never-failing unity. Its flag is the flag of Scouting.

3rd Cub Scout: FRIENDSHIP. This is the most handsome ship of all. It is true blue and its flag is golden -- since friendship, itself, is golden.

4th Cub Scout: SPORTSMANSHIP. This is the ship that's fair and square. It never veers from its course. Its flag is never at half mast.

5th Cub Scout: WORKMANSHIP. Every line, every part, every mast of this ship represents the best that a person can give. Its flag bears a laurel wreath.

6th Cub Scout: STATESMANSHIP. This ship represents wise guidance, constant counsel, unselfish interest, and sincere endeavor. Its flag is white for purity.

Cubmaster: And there you have six strong and sturdy ships to brave the sea. Three cheers for the Scouting Ships!!!!

THE DUMB BELL

Characters: Four Cub Scouts in Cub Scout T-shirts and shorts, boy in civilian clothes, and the den chief in summer uniform.

Setting: Outdoors, with cardboard cutouts of trees, rocks, bushes, etc. As scene opens, boy is sitting on the ground, chin in hand, looking very dejected.

Johnny: (To himself) Gee. There's nuthin' to do around here. Wish school would start soon.

(Cub Scouts enter)

Steve: O.K. Jim. You and Bill can practice your broad jump. Mike and I are going to lift weights. (Mike and Steve work out with home-made barbells. Jim and Bill practice broad jump a short distance away. Johnny watches.)

Mike: I can hardly wait for the pack's physical fitness competition. We're bound to make a good showing the way we've been practicing. (Each time he lifts the weights, he steals a glance at his arm muscles to see if they are growing. Steve notices and says, laughing:)

Steve: Your muscles aren't going to grow that fast! It takes lots of time and practice.

Johnny: (Still watching others.) What are you guys doing?

Mike: We're getting ready for the pack's big physical fitness contest. Don't you know about it?

Johnny. No. What is it?

Steve: Gosh, I thought everyone knew about it. Aren't you a Cub Scout?

Johnny: Naw. I just moved here last month. Boy, there sure isn't much to do around here.

Billy: Sure there is. You just haven't been here long enough. You can join Cub Scouts.

Jim: Yeah. And then you can be in the physical fitness contest, too. You'll have lots of fun then. Do you want to start practicing now?

Johnny: Well, yeah. I guess so. (He looks pleased)

Billy: O.K. How would you like to work out with a real big dumb bell?

Johnny: Well ... O.K.

Jim: Here comes our den chief. (proudly)
(Den chief enters, carrying large barbell)

Johnny: (To den chief) Are you the big dumb bell we're going to work out with?

Billy: He's not a dumb bell! He's our den chief! (Pointing at barbell held by den chief) That's the dumb bell!

(All laugh, pat Johnny on the back, and exit together.)

ANNUAL PHYSICAL

Characters: Doctor, wearing white shirt backwards and cardboard head-band which has foil circle attached. 5 Cub Scouts in Cub Scout T-shirts and shorts, with bandages as indicated in script.

Setting: Doctor is sitting at a desk which has a large sign "The Doctor Is In" on it. Placed on the desk are a large medicine bottle, a piece of cardboard with rib cage drawn on it to resemble X-ray, pencil and index cards. Desk is located near center of stage. 5 chairs are placed near desk. Cub Scouts enter together, jogging, flexing muscles.

Cub Scout 1: (To other Cub Scouts) Well, today is the day for our annual physicals. As Cub Scouts, we should stay in good physical shape.

Doctor: Come in, come in. Please sit down.

Cub Scout 2: Sorry we're late, doctor.

Doctor: Doesn't your watch tell time?

Cub Scout 2: Oh, no. I have to look at it.

Doctor: (To all Cub Scouts) Now let's check your sense of balance. Lift your left foot. (Cub Scouts lift left feet) And now, your right foot. (Cub Scouts lift right feet) And now, both (Cub Scouts try) Hmmm (Doctor rubs chin) Now tell me, do you have any special problems?

Cub Scout 3: (Holding up X-ray) I'm worried because I swallowed a roll of film at our last den meeting.

Doctor: Don't worry. I'm sure nothing will develop. Next?

Coub Scout 4: (Holding up bandaged finger) Tell me, doctor, will I be able to play the piano when my finger is well?

Doctor: (Looking at finger) Of course, of course.

Cub Scout 4: Good! I never played before!

Doctor: (To Cub Scout 5) I see you look a little thinner.

Cub Scout 5: Yes, I've been exercising regularly. This morning I touched the floor without bending my knees.

Doctor: Excellent. How did you do it?

Cub Scout 5: I fell out of bed.

Cub Scout 1: Doctor, what can I do for my black eye?

Doctor: Wow! Who gave you that shiner?

Cub Scout 1: Nobody. I had to fight for it!

Cub Scout 2: Doctor, my leg hurts!

Doctor: (Handing him large bottle) Here, rub this on your leg. It will relieve the pain.

Cub Scout 2: Will it make my leg smart?

Doctor: (Disgusted) If it does, try rubbing some on your head! Seems to me there's only one thing wrong with you boys. (Pretends to write prescription) Excess energy. I recommend a balanced diet, daily exercise, fresh air, plenty of rest and at least one den meeting a week followed by a good, rousing pack meeting.

FEARLESS TOREADOR

Puppets: Bullfighter
Brave Bull (Boys in costume)
Spectators (any number)

Setting: Bull fighting ring. Spectators are in rear. Bullfighter is standing to one side, facing the bull, who is on opposite side of stage.

Bullfighter: (Raising arms in a cheer) I am Don Sebastian Jose de Fernando. I am zee bravest and most fearless matador in all Mexico. (He struts around and waves cap.)

Spectators: Ole! Ole! (Cheers can come from off stage if no spectators are used in the skit)

Bullfighter: Not only am I zee most fearless matador, I am also zee most handsome. (He nods his head and struts some more.)

Spectators: Ole! Ole! Ole!

Bullfighter: Ah ha! You see? Zee bull, he is frightened of Don Sebastian. Oh, I am so brave! I am so brave eet is a shame! Zee bull, he will not fight. Poor scared bull!

(He turns his back on the bull and struts some more. While his attention is distracted, the bull starts

moving. He snorts and starts toward the bullfighter.)

Bullfighter: (Turning towards the bull) And now, bull, watch out! (He sees the bull coming toward him. He drops his cape and runs off stage yelling:) Help! Help! Zee ferocious bull. He will kill me.

(Bull follows him off stage)

Spectators: Boo! Boo! Boo!

AUTO STUNT

This act is old, but quite funny if well-rehearsed. It can be worked by five boys and a driver. Four of the boys with blankets thrown over their backs go down on all fours, backs bent up to resemble wheels. One boy more is in front to be the engine. The engine has an old tin can with a few pebbles in it, that he rattles when the engine is cranked up. Another has a paper bag blown up; while a third has two paper bags blown up. The sixth boy, with a suitable disguise, represents the driver. He goes to the front of the car and pretends to crank up. Immediately the engine starts rattling, but it stops before the driver gets into the imaginary driving seat.

This happens two or three times, until eventually the four wheels (and engine) crawl slowly forward. Suddenly the boy with one paper bag bursts it, in imitation of a punctured tire, and falls flat on the ground. The rattle of the engine at once stops, the driver gets out, and with appropriate noises pretends to pump up the tire until it resumes its normal size again. He again starts the engine, gets in, but has scarcely moved forward a few feet when the other boy with two paper bags bursts one and falls flat.

Again the engine stops and the driver descends and blows up the tire, but not looking at what he is doing he pumps in too much air with the result that the tire rises higher than the others, until the boy bursts the other bag and falls flat, to give the impression that this time the tire has completely exploded. The driver can then appeal to the audience for help in pushing the thing home.

With careful rehearsal and a good comedian for the driver, this is still plenty of fun.

COMEDY BASEBALL

Four players take part; a pitcher, catcher, umpire, and batter. The ball is entirely imaginary, but the act is so thoroughly rehearsed that each move is natural, so that the catcher slaps his glove high in the air just after the batter swings at a high one. An amusing stunt is to have the catcher reach ahead of the bat and pick one off before the batter can swing.

A comedy consultation between the members of the battery is held, also a high foul tip is batted up. This is so long in coming down that the catcher has time to read the paper. Finally, the batter knocks a home run and amid great excitement slides home.

DEADEYE DICK

The marksman is a dead shot with a cap pistol, which he demonstrates by breaking crackers held by his assistant. The assistant really breaks the crackers with his fingers.

A target is set up and he rings a bell at the bull's-eye with every shot. A duplicate bell off stage "rings in" on this act. This he varies by shooting between his legs and with a cardboard obstructing the gun sights. As a final marvel he shoots, sighting in a mirror. Sometimes the bell rings when he misfires and a vase or balloon breaks on the opposite wall.

THIS IS MY COUNTRY

Characters: Four boys dressed in costumes from South America, Japan, Africa, and the Netherlands; each holding a large picture or map of his country. (Narration is printed on back of picture so boy can read it.) One boy dressed in Uncle Sam costume, holding the American flag.

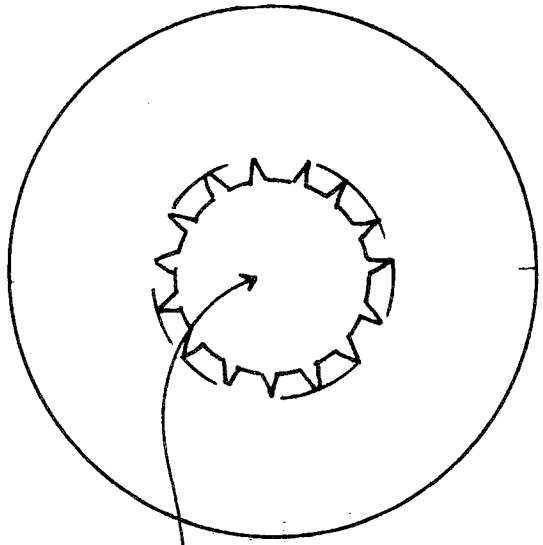
Setting: Boys come on stage, one at a time. Each boy reads the description of his country while a recording of "This is My Country" is played softly in the background. (Recording of "Star Spangled Banner" is played at the end.)

South America: I am South America. I am most noted for my exotic foods. Sugar cane, coffee, molasses and coconut. My people eat domisticated foods such as beans, pumpkin, pineapple, potatoes, and tomatoes. I am also known for my tobacco. On any sunny day you can see me dressed in my native clothing, the serape and sombero. My religion is mostly Roman Catholic. South America! This is my country!

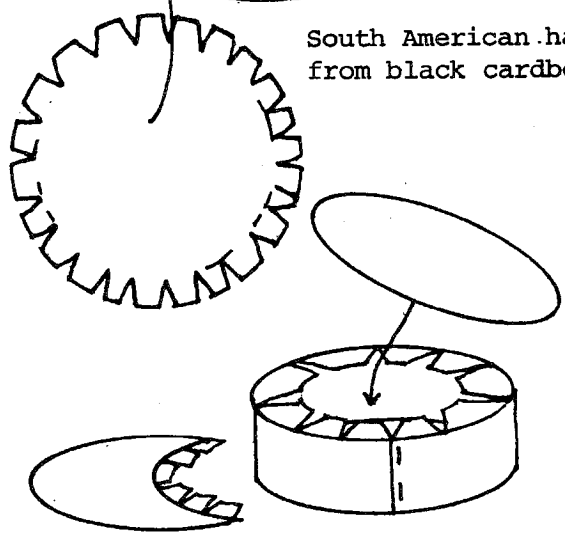
Japan: I am Japan. Agriculture is my game, but silk is my claim to fame. People come from all over the world to visit my Buddhist pagodas and Geisha houses, and to try to master the art of using chop sticks. They almost always go home wearing a kimono which is my native dress. Japan! This is my country!

Netherlands: I am the Netherlands, or Holland, as I am mostly commonly called. My schools are all state-supported and education is compulsory. Only eight percent of me is forest surface, so I am best known for my canals. Dairying is one of my important industries. I am world-famous for my Dutch cheese. I also grow cereal grain and potatoes, but I am most famous for my fields of tulips. When I pass your open window, you can hear the clippety-clop of my wooden shoes on the cobblestone streets. Holland! This is my country!

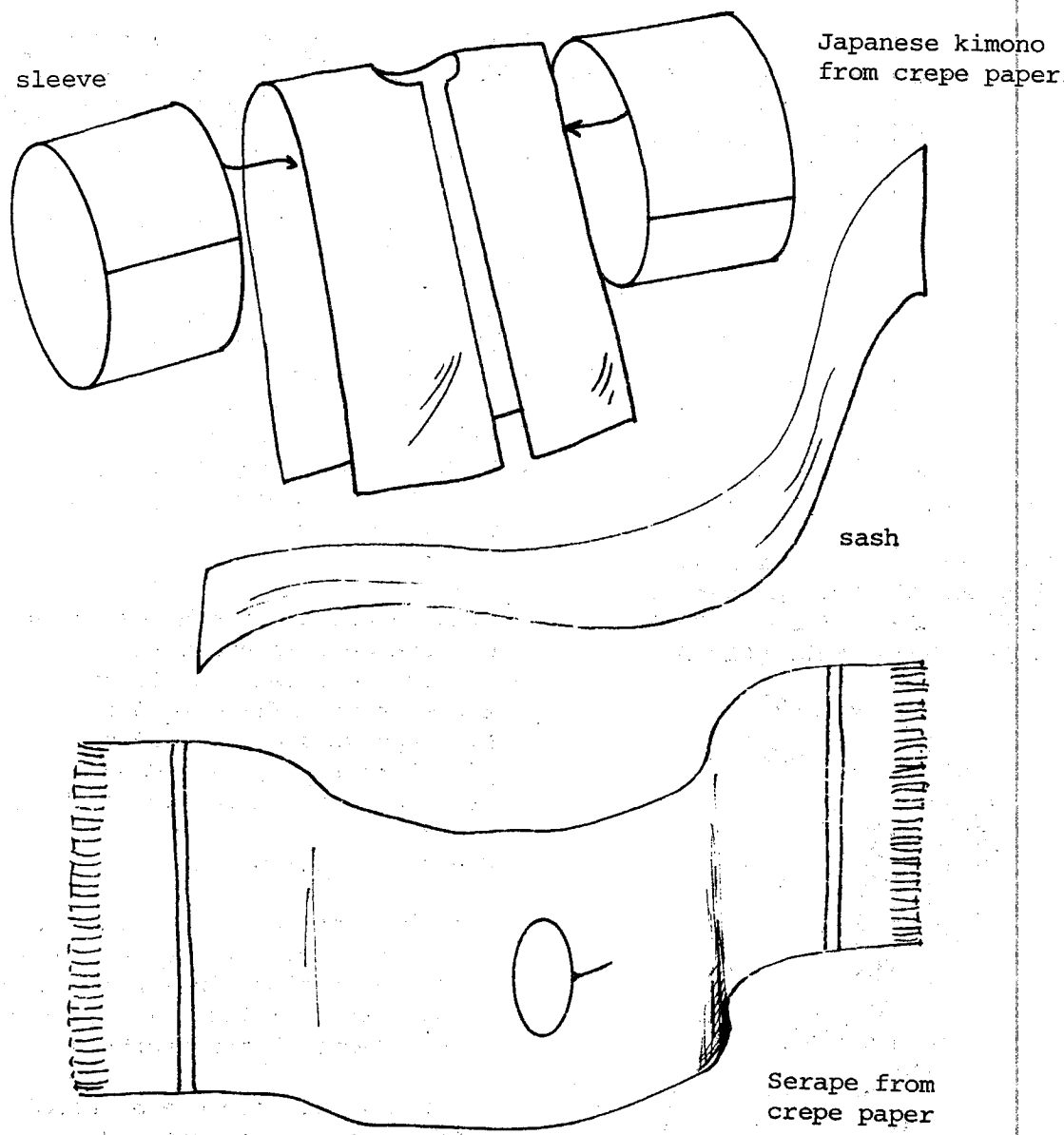
Africa: I am Africa, the second largest of the six continents. Why not visit me and pick up a diamond? Ninety-eight percent of the world's diamonds come from me. I also have gold and oil in abundance. Some of my tribes still practice witchcraft, so be careful when you visit me. If you wander too far, you may lose your head. Allah is my God. Although I dance as a form of religion, other countries have copied me as a form of entertainment. The caftan and dashiki, my native dress, are now a worldwide fashion. Africa! This is my country!

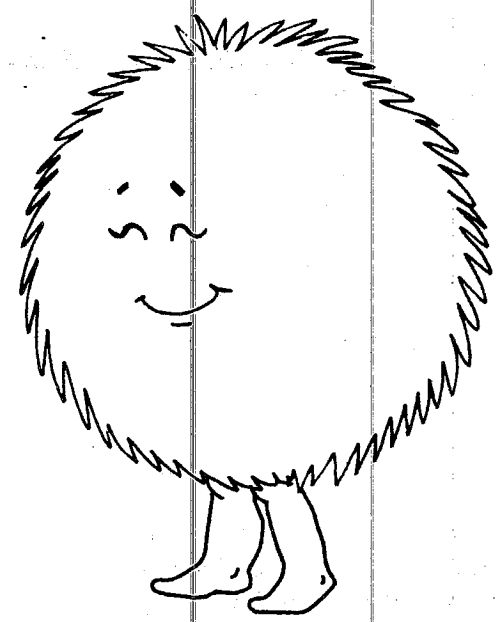


South American hat from black cardboard



Netherlander pill box hat with visor from cardboard





America: I am America. People from all over the world come to me to find freedom. My customs are those of every nation, and I offer an equal opportunity to every man. I am called the land of plenty for my natural resources are many. Clothing styles and religion are a man's own choice. What's the difference if a man hails from north, south, east or west? My heart is filled with love for all of them. The home of the brave and the land of the free. America! This is my country!

(Boys remain standing on stage while the "Star Spangled Banner is played.)

DAD'S WORKBENCH

Characters: Narrator, dad, mother, Cub Scout, hammer, saw, file, screwdriver.

Narrator: As our scene opens, we find dad looking for his hammer.

Dad: Has anyone seen my hammer?

Mother: No dear, did you look on your bench?

Dad: It's not there. No one ever puts anything back where it belongs.

Hammer: No, I'm not on the bench. I'm over here behind the door where he used me to drive the hinge pins down and just left me here.

Dad: Now, where in the world is my saw?

Mother: Look on your bench. It should be there.

Dad: It isn't there! No one puts my tools back.

Saw: Here we go again. I'm lost because he didn't clean me and put me back after I was used on the garage roof to spread tar because I was bigger than the putty knife.

Dad: Good grief, now where is my file?

Narrator: Do you suppose the file could answer this?

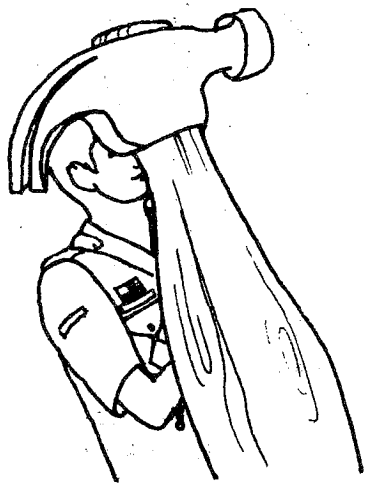
File: I thought he had forgotten that he left me out in the yard when he sharpened the lawn mower last fall. He'll find me when I get caught in the lawn mower when he cuts the grass next time.

Dad: I can't find my screwdriver, now, and I just had it. Did you borrow it, son?

Cub Scout: Yes, dad, but I gave it back to you.

Narrator: Now, where could that screwdriver be?

Screwdriver: Here I am right in his big pocket where he put me. WHY CAN'T PEOPLE REMEMBER TO PUT TOOKS BACK WHERE THEY BELONG?



MILESTONES IN TRANSPORTATION

Here's a skit with an added attraction -- the audience can join in the fun as they try to guess the famous names in transportation history. To present this verse skit, you can use 10 actors. Make a card for each verse with the famous person's name printed on the back. Print the name large enough on the card for the audience to see clearly. Attach the card to the actor's back. After the actor has delivered his verse (allowing the audience a little time to try and guess the name of the person his verse represents), the actor turns around to reveal the name on the card.

Narrator:

Transporation through the years
Has changed, we are aware,
Because some men had vision,
And were not afraid to dare.
Although we see the evidence
Of all that they have done,
Let's see if you can guess their names
Presented, one by one.

1. We bet you don't know our name, but we first gave man his wings. We soared aloft in a balloon and make men feel like kings. Who are we? (Montgolfier Brothers)

2. Until I came along and helped, fast boats were just a dream.

For I got rid of sails and oars;
I gave the boat its steam. Who
am I? (Robert Fulton)

3. I gave to life its "ups and down,"
so many men would say. The elevator
makes tall buildings possible today.
Who am I? (Elisha Otis)

4. As people peddle down the street,
from grandmothers to tykes,
They all owe me a debt of thanks,
Cause I invented bikes. Who am I?
(Pierre Lallement)

5. As trains crisscross the continents,
my humble head is bowed. "Father
of the locomotive," the name of
which I'm proud. Who am I?
(George Stephenson)

6. As soon as you say "airplane,"
our name will come to mind;
but when we started, pilots were
quite difficult to find. Who are
we? (Wright Brothers)

7. Though I did not invent it,
I played a major part. In mass-
producing autos, I gave the car
its start. Who am I? (Henry Ford)

8. "Father of the modern rocket" is
the title I enjoy, so when he
takes you to the moon, remember,
that's my boy. Who am I?
(Robert H. Goddard)

9. I'll have a fuel-less motor that
will hit the marketplace,
and stop pollution of all kinds
and travel into space. Who am I?
(You)

DISCOVERY OF AMERICA

As curtain opens one Cub Scout is sitting on stage typing slowly using one finger as amateur typists do. A group of Cub Scouts come onto the stage, stop in middle of the stage, and talk to each other (boy on stage continues to type very slowly.)

1st Cub: "Wouldn't it be great if we could have a Columbus Day parade this year?"

2nd Cub: "Yes, and have all the Cub Scouts in town march in it."

3rd Cub: "We ought to honor Columbus because, after all, if it wasn't for his discoveries we probably wouldn't be here."

4th Cub: "Let's talk to our den leader and see if we can get one started."

5th Cub: (Turning to boy still typing) "Hey, _____, why don't you show some interest in this? Don't you respect Columbus? After all, he's a famous man."

Boy: "I am honoring him by typing."

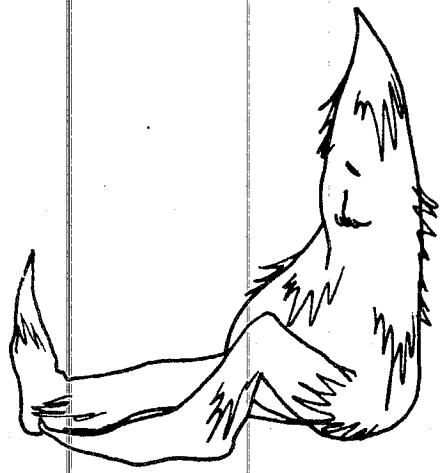
6th Cub: (Raising eyebrows in expectation) "Why are you writing a poem or a story about him?"

Boy: "No, silly, can't you tell I'm using the Columbus method of typing!"

All boys: (together loudly) "The Columbus method! What's that?" (running over to the typewriter)

Boy: "I will demonstrate." (holding one finger high in air and looking over keyboard for a few seconds, then coming down on one key) (looks up smiling) "There, see--- that's the Columbus method --- You discover it, then land!"

(As curtain closes slowly all boys (except the one at the typewriter) say, "Oh, no! That's the living end.")



FISHERMAN'S LUCK

Divide audience into three groups:
Fishermen: "Great day for fishing."
Fish: "Bubble, bubble."
Worms: "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, 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, but he found only a stick on his hook -- 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 his rod on a stick, closed his eyes and went to sleep. He dreamed of big, big FISH.. hundreds of FISH, jumping out of the water. When he awoke, 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!

THE YOGI TELLS ALL

To put on the act you need an assistant to play the role of Yogi. He should cover his face with brown grease paint to make him look like a Hindu. Wrap a white towel around his head to form a turban, and pin a large dime store "ruby" on the front.

Open the act by saying that the Yogi is a great mind reader who has just arrived in the city from India .. napolis, after performing before all the crowned heads of Europe, the bald heads of Sing-Sing, and the boneheads of .....(Give the name of your chartered institution.)

"While the Yogi is blindfolded," you continue, "he will be able to read your innermost thoughts, and to name any object placed before him." At this point, blindfold the Yogi securely with a large dark-colored handkerchief.

For your first experiment, pick up a piece of cheese (your "props" should be on a table close to where the Yogi stands) and hold it under the Yogi's nose. "Can you tell us what this is?" you ask.

The Yogi sniffs loudly and makes a face. "Cheese!" he declares in a loud voice.

"Correct!" you reply. "The Yogi never fails!"

The next test involves a glass of water. Hold it in front of the Yogi, who pokes an index finger into the liquid. "Water!" he announces.

"Marvelous!" you say. "The Yogi never fails!"

At this point, ask someone to hold up any number of fingers. The Yogi, you state, will name the number. Let's suppose someone holds up three fingers. Pick up a cardboard mailing tube, or something equally harmless, and whack the Yogi on the head three times.

"Three!" he calls out.

Now you step down from the platform and walk about through the

audience, asking the Yogi to name objects handed to you by the spectators. In each case you must say something which makes it clear to the Yogi what the object is. For example, you hold up a watch and say, "Watch out for this one."

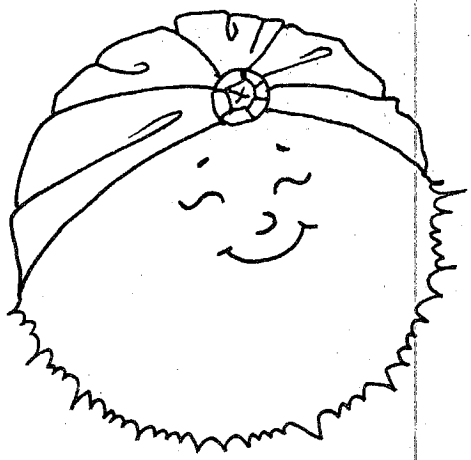
There are many other obvious gags like these that you can use.

Another funny bit of business is to point to someone's red necktie and say, "Yogi, can you tell what color this red tie is?" The Yogi should answer "Blue," and when you tell him to try again, "Green." Eventually he says "Red." after which you repeat, "Absolutely right! The Yogi never fails!"

For a climax, tell the audience that if someone will hold up a coin, the Yogi will tell them the date. Have the person holding the coin stand up, while the Yogi rubs his temples and concentrates for several seconds. Finally, the Yogi announces dramatically that the date is Friday, November 29 (or whatever the date is on the day of your performance!)

Quickly remove the Yogi's blindfold. Then both of you make deep bows to the thunderous (we hope) applause!

Be sure to rehearse your act well before you perform it for



your pack. Then the act will run smoothly.

FAMILY FUN

Many times an outdoor pack activity is climaxed with a campfire after dark. To set the right tone for the campfire, use a skit such as the one below during the firelighting. Webelos Scouts will probably have a campfire at their father-son overnight. This would be suitable to use as the fire is lighted.

Scout 1: (As the fire is started) The early caveman used fire to protect himself from wild beasts and to warm his body.

Scout 2: In ancient times the Phoenicians used fire on mountaintops or high pillars as beacons for their ships.

Scout 3: The American Ind fire to hollow logs for hi to fire pottery, and for purposes.

Scout 4: The pioneer used fire to forge rims for his wheels and bolts to build wagons. The silhouette of the village smithy against his fire was a common sight in early America.

Scout 5: The cowboys in the old West sat around the campfire with a pot of coffee and beans. Their entertainment was the singing of ballads of the trail accompanied by guitar or harmonica.

Scout 6: Fire today makes the wheels of commerce and industry turn. In essence, fire is putting men on the moon.

Scout 7: Fire is the universal symbol of Scout camping. The fellowship around the campfire is one of the most lasting memories in the life of a Scout. (Webelos: In just a few weeks, we will have an opportunity to participate in Boy Scout campfires, and all Cub Scouts have this to look forward to. If every Boy Scout troop in the world had a campfire such as this one tonight, the glow would light the world with a new hope for mankind.)

TRIP INTO OUTER SPACE

Divide audience into six groups, to respond with the following sound effects:

Whistling
Clapping (hands)
Clucking (tongues)
Clicking (heels)
Snapping (fingers)
Stamping (feet)

Our story is about two astronauts who land on a planet in outer space. There they are greeted by all kinds of weird sounds, like WHISTLING, CLUCKING, SNAPPING, CLAPPING, CLICKING and STAMPING. A strange but fascinating world. All of a sudden out of nowhere, appear six rather tiny creatures, with bright beady eyes, sharp pointed teeth, long whiskers, pointed noses, stringy tails, and hair all over their bodies. They introduce themselves as WHISTLE, CLUCK, SNAP, CLAP, CLICK, and STAMP.

"We've come a long way" say the astronauts. "Over 200,000 miles." WHISTLE, through his sharp teeth exclaims "You must be earth people." CLUCK, his pointed nose twitching says "Earth people? What strange looking fellows." SNAP, his long ears bristling, says, "And look at the funny suits they're wearing." CLAP, whipping his long tail in the air declares, "And see what they came in." CLICK, his nose sniffing says: "What on earth ... I mean, what in the world is it?" STAMP, his hair standing on end answers, "It's a spaceship. I hear everyone on earth drives one these days."

The astronauts, not knowing what kind of reception they would get on this strange planet, take an immediate liking to their new friends, WHISTLE, CLUCK, SNAP, CLAP, CLICK AND STAMP. They ask their new friends to tell them something about this wonderful place. WHISTLE says "It's a yummy, yummy place to live." CLUCK says, "We have lots of good things to eat here." SNAP says, "We have all we can possibly eat." CLAP says, "It's a delicious world we live in." The astronauts thought it was funny that their new friends had such one-track minds. All they talked about was eating.

They ask WHISTLE, "Do you have chocolate sundaes with whipped cream and nuts?"
WHISTLE REPLIES: "No, we have something much better."
They ask CLUCK: "Do you have hamburgers with catsup, mustard, pickles?"
CLUCK replies: "No, but we have something much tastier."
They ask CLICK: "Do you have corn on the cob smothered in butter?"
CLICK replies: "No, something even better."
They ask STAMP: "Do you have jelly beans, peppermint sticks, or other candy?"
STAMP replies: "No, but we have something much sweeter than candy."
They ask SNAP: "Do you have triple layer chocolate cake with chocolate frosting?"
SNAP replies: "No, we never eat that."
They ask CLAP: "Do you have soda pop?"
CLAP replies: "No, we wouldn't think of drinking soda pop."

The astronauts are really baffled by this time. These funny creatures with their beady eyes, pointed teeth, long whiskers, pointed noses, stringy tails and hair all over their bodies say it is a delicious place to live. The astronauts say: "What planet is this anyway?" "The moon!" shout WHISTLE, CLUCK, SNAP, CLAP, CLICK and STAMP. "Haven't you heard? The moon is made of green cheese!"

THE OUTING

Cast: A den chief and any number of Cub Scouts in uniform.

Setting: The skit is a story about a nature hike. Narrator reads the story below while boys pantomime actions described.

Narrator: (Den chief talking to Cubs)
I'll take you on a nature trail,
you boys in gold and blue,
You'll know what hiking's all about
before this day is through.

Boys sing together: (Tune: Kool Aid song)
Cubbing, Cubbing, it's great!
We love Cubbing, can't wait!

Narrator: Whose magnifying glass is this? You should have held it higher; you see, the rays come from the sun and set poor Tom on fire.

But never fear, Salt Creek's nearby; first aid is what we're learning; but you guys threw the wrong guy in .. it's Tommy who is burning.

(Boys sing together Kool Aid song above)

Please don't wade out into the green,
you'll drown and I'll not know;
Besides, a snapping turtle there
just bit off Bill's big toe!

Please Steve, don't hand there by your knees, you're apt to come to harm, Crash! What's that you're trying to say? You think you've broke your arm.

(Boys sing song above)

I know you're from the city,
Rick; I'm not the one who gripes;
But black cats from these woods out
here just don't come with white stripes.

Your foot's caught in a gopher hole..
is that the trouble Gary?
Well, don't go away, I'll be right
back .. a snake has bitten Larry.

(Boys sing song above)

Don't eat those little berries,
Stoltz, they're apt to lay you low;
You already ate two cupfuls?
Now you think you've got to go?

Alright Billy, where's the treats?
We all could use a snack.
A hole tore in your paper bag about
a mile back?

(Boys sing song above)

O.K. boys, hit the trail for home.
I hate to be a pill,
But this ain't the twist I'm doing.
I just sat on an ant hill.

Now that we're home, what's that
you say about this plant I've got?
I should have left it in the woods?
Because it's poison WHAT????

QUICKIES

Below are printed numerous QUICKIES which can be combined any way you wish to make an amusing skit for the Webelos den to perform at pack meeting or at a campfire. Boys who play the parts of leaders can wear identification signs or mock uniforms. Use scenery and props as you desire.

Cubmaster: How can you do so many silly things?

Webelos Scout: Cause I get up early like you, sir.

****

Webelos den leader: Why are you casting your fishing line straight up in the air instead of in the water?

Webelos Scout: I'm trying to catch a sunfish.

****

1st Webelos Scout: I cooked for the whole den and what did I get? Nothing!

2nd Webelos Scout: (groaning) You're lucky! We all got a stomach ache!

****

Webelos den leader: Where did you take your bath?

Webelos Scout: In the spring, sir.

Webelos den leader: I didn't ask you when .. I asked you where.

****

Webelos den leader: After your hike this morning, which pine would you say has the sharpest needles?

Webelos Scout: The porcupine, sir.

****

Webelos den leader: Are all the boys out of the woods yet?

Denner: Yes sir.

Webelos den leader: All seven of them?

Denner: Yes sir, all seven of them.

Webelos den leader: Are you sure?

Denner: Yes sir, They are all here.

Webelos den leader: Are they safe?

Denner: Yes, they are all safe.

Webelos den leader: They by golly, I've shot a deer!

****

Webelos den leader: What's the best way to prevent infection caused by biting insects?

Webelos Scout: Don't bite any.

****

1st Webelos Scout: How do you make a bed roll?

2nd Webelos Scout: Push it.

****

1st Webelos Scout: What are we having for dinner?

2nd Webelos Scout: Oh, hundreds of things!

1st Webelos Scout: Good. I'm hungry. What are they?

2nd Webelos Scout: Beans.

OUR FEATHERED FRIENDS

Characters: Robin, Blue Jay, Mockingbird, Song Sparrow, Woodpecker, Goldfinch, Wood Thrush, Cardinal. (All birds wear plastic bottle masks - Any characters can be eliminated to fit the number of boys in the den.

Setting: Outdoor scene, with trees and bushes. Birds enter one by one, flitting around, waving arms. Each boy can speak his own lines, or a narrator can read the script. (Be sure boys can be understood behind masks, if they speak their own lines.)

Audience can be asked to identify birds, or boys can hold signs with their names to be revealed at the appropriate time.

ROBIN: Before the spring has time to wake, and daffodils are yellow, my black and russet red appears. I'm quite a cheerful fellow. Who am I?

BLUE JAY: I make a sound like tinkling bells or raise my crest and scold; my blue coat's trimmed with black and white, I'm a handsome robber bold. Who am I?

MOCKINGBIRD: Demurely dressed in grey and white, my nature's one of fun; I love to tease my feathered friends, and mimic them one by one. Who am I?

SPARROW: My cousins chirp in city streets, but I dislike the town; In spring you hear me sing, and see my dark breast streaked with brown. Who am I?

WOODPECKER: Rat-tat-tat. Rat-tat-tat. I beat a loud tattoo. My back is black, my front is white, my red cap's in full view. Who am I?

GOLDFINCH: For me, no cage inside the house, as I dart there and back; I wear the tint of precious ore, smartly trimmed in black. Who am I?

THRUSH: I hide among the shrubbery, with spice-brown colored coat; And poets praise my evening song, that springs from spotted throat. Who am I?

CARDINAL: My name suggests great dignity, my colors the brightest hue. In summer or in winter, I bring Christmas red to you. Who am I?

MEET PROFESSOR NATURE

Fractured facts about nature from a real know-know!

Characters: A leader, four Scouts, and Professor Nature.

The leader and Scouts are dressed and act like ordinary people, but Professor Nature is unusual. His hair is a mess and his coat is old and wrinkled. He will need a podium or table to stand behind during his talk. A pitcher of water and a glass, an alarm clock, a comb, a briefcase and a pair of glasses are his props. The boy who plays this part should be able to really ham it up!

As the skit opens the leader is talking to the Cub Scouts.

Leader: Cub Scouts, you have all done excellent work on our latest project, the world around us. We've studied nature, the skies, the seasons, lakes, animals and weather. As a special reward for all your hard work, I have invited a guest to this evening's meeting. May I introduce to you the very well-known teacher and nature expert, Professor Nature. (everyone applauds as Professor Nature enters, tripping over his own feet.) Professor Nature, we are truly honored to have you with us today.

Professor: Wouldn't you have been honored to have me with you yesterday?

Leader: Well, yes, but...

Professor: And what about tomorrow? Let us not forget tomorrow. Surely if you would have been honored to have me with you yesterday and if you are honored to have me with you today, then we can assume you would also be honored to have me with you tomorrow. Therefore, I say that you would be honored to have me with you at any time. (Falls across podium in exhaustion.)

Leader: Yes, well, ahem. Now then, Professor, I'm sure my Cub Scouts have a lot to ask you about the world around us.

1st Cub Scout: Professor, we have learned about the migration pattern of birds, but I never really understood why birds fly south in winter.

Professor: Birds fly south in winter because it's faster than taking a train. (Professor takes out a comb and carefully fixes his hair. When it's just right, he messes it all up again.)

2nd Cub Scout: We've also studied about different species which are in danger of extinction. Can you tell us which animals are in danger of extinction?

Professor: There is no danger of extinction. Any animal which is on fire would be happy to be extinctioned. Just remove the fire extinctioner from the wall and put out the fire on the animal's fur. If the animal could, he would thank you for extinctioning him. You have been very misinformed. (He shakes his finger at 2nd Cub Scout. His finger continues to shake at the Cub Scout until his other hand finally reaches up and halts the wagging finger.)

3rd Cub Scout: What is the strangest animal behavior you've ever come across?

Professor: Let me consult my notes. (Professor opens briefcase which is filled with stuffed animals and toys and some papers. He removes eyeglasses from his jacket and puts them upside down or on the back of his head as he reads his notes.) Ah, yes, here it is. There was once a beautiful collie dog which had a litter of pups one summer. All the collie pups were healthy and hearty. But one of the puppies behaved very strangely. Every afternoon that dog would get out of the yard and run to all the neighboring gardens digging up watermelons and cantaloupe. Everyone was baffled at this strange behavior until I recognized the problem. This pup was a little "melancholy." A very strange case indeed.

4th Cub Scout: Professor, my family raises cattle. In my studies and from my life on the farm, I've never found what is the best way to stop a bull from charging.

Professor: Take away his credit cards! (To emphasize this, he slaps hand on podium. He can't lift hand off podium and must pull it loose with other hand.)

1st Cub Scout: Professor Nature, this year there have been some very heavy rains across the country. Is anyone doing anything to protect against damage from flooding?

Professor: Yes, the state of Missori has been working on a flood control program which should work very well. At first Missouri was going to use the program alone, but they've decided to get the help of the nearby states, because as everyone knows, Missouri loves company. (He pours a glass of water from the pitcher, then drinks from the pitcher rather than the glass.)

2nd Cub Scout: Professor, what happens when you breathe?

Professor: When you breathe you inspire. When you don't breathe, you expire. (Hits podium hard for emphasis.) Always remember those basic ins and outs of breathing and you'll never be caught short... of breath. (He now reacts to how hard he hit the podium. He hops around holding his injured hand and moaning.)

3rd Cub Scout: Professor Nature, why does a hen lay eggs?

Professor: Because if she dropped them, they would break. (He rests his elbow on the podium. If slips off and he falls into the podium.)

4th Cub Scout: Professor, what is your favorite season?

Professor: I can't pick a favorite. I like them all -- salt, pepper, mustard, vinegar.

1st Cub Scout: If April showers bring May flowers, what do May flowers bring?

Professor: Pilgrims.

2nd Cub Scout: Professor, I have a question about.....

Professor: (looking at alarm clock be carries in his jacket): I'm sorry, but I have no more time to answer any more questions. I was expected at an important meeting three months ago and I like to be punctual.

Leader: Thank you for spending time with us today, Professor. Your answers have been most enlightening. Do you have some parting advice for these young nature lovers?

Professor: Why, yes. This little poem seems to convey all my feelings on the topic of nature.

Learn all you can of birds and bugs,
And study ponds and breezes.
Observe the life that's all around
'Cause facts of nature grow on treeses!

(Professor Nature bows, Cub Scouts and leader applaud as he exits.)

LET'S PRETEND WE HAVE NO OIL

Setting and characters: A group of Cub Scouts sitting in a room which contains several pieces of furniture and various objects suggested by the conversation which follows:

Plot: The scene opens as one of them says, "Gee, oil sure is wonderful, isn't it?" One replies, "Oh, it's not so much, we could get along without it." Another one says, "Well, you'd have a long walk home tonight if there were no gasoline!" The others retort, "Yeah, that's right, but that's about the only thing that would be hard to get along without."

The boys talk and finally one says, "Let's make a game of this, everyone look around and see how many things in this room would have to go if we had no oil. We'll take turns and

when we name an object, we'll take it out of here. "I'll start. First, the paintings on the wall.. they'll have to go!"

The boys continue removing things because nearly everything either has oil in its make-up or is made on machinery that could not be used without lubricants. Among things that could be removed are: linoleum, plastic covered furniture, plastic gadgets (plastic is petrolium based), heat, lights, etc. Your encyclopedia can help you think of other items.

Ending: For the final punch line, one boy says to another, "Say, those pants you're wearing are the new fabric made from oil." He runs off stage saying, "Oh, no! You don't get my pants." The curtain closes.

SPOOKS FROM FIRE LAND

Personnel: Seven Cub Scouts dressed as ghosts (or use decorated paper puppets).

Equipment: Dim lights and sheet draped over table for graveyard effect.

First Ghost: I smoked and smoked and smoked in bed, and now you see that I am dead.

Second Ghost: My dad said frayed wires were okay, I became a spook today.

Third Ghost: I saved oily rags to use again, no telling what I might have been.

Fourth Ghost: We thought the campfire was controlled, I just came from my six-foot hole.

Fifth Ghost: While in a hurry hot grease splattered, I didn't know it really mattered.

Sixth Ghost: I played with matches, it was such fun, Till I caught fire and began to run.

Seventh Ghost: I poured in gas with the lawn mower hot, so like the others, now I'm not.

THE BIG BUGS

Bees: "Buzz-Buzz"
Mosquitoes: "Bite-Bite"
Ants: "Hup - Two-three-four"
Frog: "Croak-Croak"
Woods: All sounds together at once

Let me tell you a story about Billy and his family and their adventures in the WOODS.....

One fine spring day, Billy's family decided that it was too nice a day to spend just sitting around home, so they decided to pack up a picnic lunch and go to the WOODS ..., where they could enjoy Mother Nature and see all the beautiful things coming to life after the long winter months.

So mom and the two girls, Jean and Sue, packed up a nice picnic meal and the family took off to enjoy their outing.

As soon as they arrived at their destination, they picked out a nice spot to spread out their picnic lunch. Needless to say, Billy and his little brother, Johnny, ran off to chase a FROG --- they saw leaping by. They heard some BEES --- gathering nectar, watched some ANTS-- busy at work, swatted at a few MOSQUITOES--- and really felt at home with all their nature friends.

When they came back to the picnic area, they were simply bubbling over with things to tell their family about the WOODS---. As they sat down to eat the boys began telling about the BEES --- they saw gathering nectar and the ANTS--- busy at work and the FROGS--- down by the pond catching MOSQUITOES---.

While dad listened intently, he opened up another sandwich and carelessly threw the wrapper on the ground. Jean threw down her pop can under a bush and ran off chasing a FROG--- that happened

by. Mom threw her used napkin down on the ground and jumped up in disgust. "That does it!" she said, "I refuse to eat leftovers, the ANTS --- seem to have gotten to that sandwich first!"

By this time dad decided he was ready for a nap, so he stretched out on the blanket and tried to sleep, only to jump up again when Sue screamed she had been stung by a BEE---. Mom hurried off to take care of her and so dad tried again to sleep but the pesky MOSQUITOES--- would not leave him alone. Finally after no luck at sleeping, dad called the family together and announced they were going home.

Billy cried, "Oh, dad, I almost had that FROG--- I've been trying to catch." Little Johnny announced he couldn't leave yet because the army of ANTS--- he had been watching weren't finished marching by yet. The girls were having fun watching the BEES--- go from flower to flower so they really weren't ready to go.

At this point, dad was slapping MOSQUITOES--- all over his arms and legs and becoming more frustrated by the minute. Mom was throwing trash right and left out of the picnic basket trying to get ready to leave.

Billy said, "Why do we have to leave now?" Dad replied, "Well Billy it seems we're not wanted in this WOODS---. We may be guests here but we haven't been treated like guests. The MOSQUITOES--- are eating me up alive, the ANTS--- took over mom's sandwich, the BEES--- tried to sting Sue and the FROGS--- well, they haven't been helpful either." Just as he said that, Billy sat down on a big FROG--- and screamed with delight because at last he had caught one!

Little Johnny who had been listening intently to what dad said looked up and holding his hand up for silence, he said, "Well, dad, it seems to me the BEES---, the ANTS---, the MOSQUITOES---, and the FROGS--- are all trying to tell us a message." "What's that?" asked dad puzzled. "Well," said Johnny, "Just look around here and anyone can see we haven't been very nice guests in this WOODS--- at all! "Look at all this trash we've thrown around. It seems we are the worst bugs of all!"

Then they all began to laugh and together sang out, "We're nothing but litterbugs!" So they set about to clean it up and then the whole family felt better and they enjoyed a nice long walk through the WOODS---, listening to the many sounds of nature. They actually enjoyed the buzzing of the BEES---, the croaking of the FROGS---, and they were especially intrigued by the army of ANTS---. However, dad enjoyed most of all watching the FROGS--- catch the MOSQUITOES--- because this meant that many less to bite him!

The family returned home that night tired but happy and also thankful because they had all learned an important lesson that day,

THE WORST KIND OF BUG IS A LITTER-BUG!!!

If you don't want to be bugged,
Until you become bitter
Just remember, my friend,
Pick up your litter!

HAPPY HIKERS

Narrator: We're going on a hike. Just do what I do and listen carefully.

(Begin hiking in place) Here we go on a hike through the woods and over mountains. Come on along with me. (Smile, wave to audience, hike in place) We're coming to a steep hill (bend over as if climbing). Now we're on top. What a lovely view. (Look around in appreciation). Now we'll have to get down. (Slip and slide hownhill.) Wheee, we're out of breath. (Hold hands on chest, breathe heavily.)

Now, we're passing through a meadow (hike in place). What's that I see? (Stop, peer to one side) It's a rabbit! And a meadow lark (look up). And a bumblebee. (Jerk head around) Watch out for the bumblebee! (Run swiftly in place, waving arms as if fighting off bumblebee)

We're happy hikers. (hike in place) We're happy because of the beautiful mountains we see (shade eyes with hand and smile) and because of all that clean, fresh air we are breathing (breathe while expanding chest) and especially because we got away from that buzzing bumblebee (smile, turn head slightly to rear, and wave goodbye to bumblebee)

Now we're getting tired. (Slow pace and walk droopily.) There's what we need! (points) A cool, refreshing drink from the river. (Smile, pick up hiking pace, kneel down at river, drink, scoop water over face.) Ahhh, how refreshing. Let's be on our way (hike in place). Now let's try to jump over the river without getting our feet wet (take big step, get feet wet, shake them off). Oh well, don't feel too bad about not making it. It was a wide river. At least we have cool toes.

(Hike in place.) Look what's up ahead... a fork in the road. Hope we take the right road. (turn to left) Maybe this is the right road (still hiking in place). No, it's really the left road-- oh well, let's see what happens. (Hike in place, turn to right, then to left.) Now we're lost. I guess the right road was the right road after all. (hike in place) Now we're on the right road again.

We'd better stop for lunch. (Stop, reach into pocket, bring out imaginary sandwich, munch briefly, take handkerchief from pocket, wipe mouth, replace handkerchief, resume hiking in place.) Ummmmm, that feels better.

Look, there's a lovely lake (points). Let's swim across. (Make swimming motions.) That's better than trying to hike across. (Resume hiking.) Look at that crooked trail ahead. (points) It's nothing but twists and turns. (Continue hiking, twisting, and turning as you hike.) (Resume regular hiking.) I'm glad that's over.... I was getting dizzy.

Looks like we have come to the end of the trail. (stop) What do we do now? (Resume hiking in place.) Hike some more? Are you tired? Do you want to stop? So do I. (Sits down, wipes brow and slumps in chair.)

WONDERFUL CELLAR BAND

Dusty Old Cellar: "Cree-eek, Ah-choo"
Empty Glass Jug: "Boop Boop"
Rusty Saw: "Whang, Whang"
Beat Up Trash Can: "Crash - Bam"
Faded Old Hat Box: "Rat-a-tat-tat"

Once upon a time, as many stories begin, in a DUSTY OLD CELLAR--- there lived a group of very good, very old and very out-dated friends. There was an EMPTY GLASS JUG----, a RUSTY SAW----, two BEAT-UP TRASH CANS---- and a FADED OLD HAT BOX---. Now these old friends had been in the DUSTY OLD CELLAR--- for a very long time. And except for being moved about from time to time, they were left alone to rust or turn to dust. Needless to say, they were very lonely.

One day, the EMPTY GLASS JUG----, in a deep low voice said: "It's too quiet here. I wish something would happen." "Now really, JUG---" said the RUSTY SAW---, "What could possibly happen here?" "Why," said the FADED OLD HAT BOX---, "I've been sitting on this CELLAR ---- shelf for 20 years and all I've seen is two mice and a daddy long legs spider." "The EMPTY GLASS JUG--- is just getting older and emptier," said the BEAT UP TRASH CAN---. "Don't pay him any mind."

Suddenly there was the sound of footsteps on the CELLAR--- stairs. Four young boys, all dressed alike, came cautiously down the CELLAR--- steps. They were talking in hushed voices. "Are they twins?" asked the FADED OLD HAT BOX---. "I think they're pygmies" said the RUSTY OLD SAW--- in a lofty voice. "Nonsense," said the EMPTY GLASS JUG----. "They're Cub Scouts," said the BEAT UP TRASH CANS---. By now, the old friends were very curious and excited. They listened as the boys talked.

"Boy, it's spooky down here in the DUSTY OLD CELLAR---" said Jim Cub Scout. "Don't be a 'fraidy cat," said Mike Cub Scout. "Aw heck, let's go," said Jack Cub Scout. "No, wait," said Bill Cub Scout. "I've got an idea. We have to do a stunt for the pack meeting, don't we?"

"Yeah, that's right," the other three chorused. "Well," said Bill Cub Scout. "Let's have a band. A CELLAR--- band." "A band!" they yelled! "Sure," said Bill Cub Scout. "I'll play that RUSTY SAW--, Jim, you take that EMPTY GLASS JUG--, Mike, that FADED OLD HAT BOX---will make a neat drum. And Jack, those BEAT UP TRASH CAN--- lids would be swell cymbals."

Well, of course, you know the rest. Den five made new friends with old friends, right there in the DUSTY OLD CELLAR---, with an EMPTY GLASS JUG---, A RUSTY SAW---, A FADED OLD HAT BOX--- and two BEAT UP TRASH CANS---, and for all we know, they may still be playing.

PILGRAMS' FIRST THANKSGIVING

Divide the group into two groups and have them respond to the following key words as the narrator reads the story.

PILGRIMS: "Strong and brave"
INDIANS: "How"

Back in 1620 when the PILGRIMS--- landed on Plymouth Rock, they found INDIANS--- living on the land. But that didn't bother them much for they decided there was enough room for both PILGRIMS --- and INDIANS---, so they started out to help each other.

The PILGRIMS--- soon found they had a rough winter ahead of them to brave and the INDIANS-- found it wasn't all that bad having somebody to suffer through the winter with them 'cause misery always loves company. So the INDIANS--- taught the PILGRIMS--- how to grow corn for they had become masters at that. But for some reason, the INDIANS--- still chose to kill the wild turkey with their bow and arrow while the PILGRIMS---- chose to use their blunderbuss which was still a little frightening to the INDIANS---.

Thus, we read the story about the PILGRIMS--- and the INDIANS--- joining together in that famous feast called the first Thanksgiving. The PILGRIMS--- being thankful that the INDIANS-- hadn't scalped them yet and the INDIANS-- giving thanks that they hadn't had their heads blown off by those frightful blunderbuss things which the PILGRIMS--- insisted on using.

So all of Plymouth rocked on that first Thanksgiving Day when a big celebration occurred. Thus ended the first Thanksgiving with the PILGRIMS--- and the INDIANS----.

CLIMBING THE MOUNTAIN

(Audience Participation)
Adapted from a story by Ernest Thompson Seton

Sound effects:
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 buck-torn. 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---.

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 the rest of story.

Leader: We'll have to cross a bridge. (Hit palms of 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 hoofbeats)

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 mosquitoes. (walking sounds speeded up; start slapping face, neck, scratching here and there)

Let's walk faster and get away from these mosquitoes. (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 'whoosing" sound, ending with 'wheeeeee')

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)

WELCOME BACK

No scenery or costumes are required for this program for the opening meeting of the year. Insert the name of your group where indicated. Have the performers line up on stage with each performer stepping forward as he speaks. The verses may be said by individuals or groups of boys.

In the seventh verse, have the performers point to the audience on the last line. Close the program with everyone rising and singing "The Star-Spangled Banner."

Another year is starting,
And we'd like to welcome you,
And tell you what our purpose is,
And what we hope to do.

The _____ is a group of kids;
It helps us grow up strong,
And teaches us to do what's right
And fight against what's wrong.

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.

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.

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.

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

To do all this, the ____ need
Good leaders -- this is true --
That means we need the help of all
Of you -- and you -- and YOU!!!

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."

ACKNOWLEDGMENTS

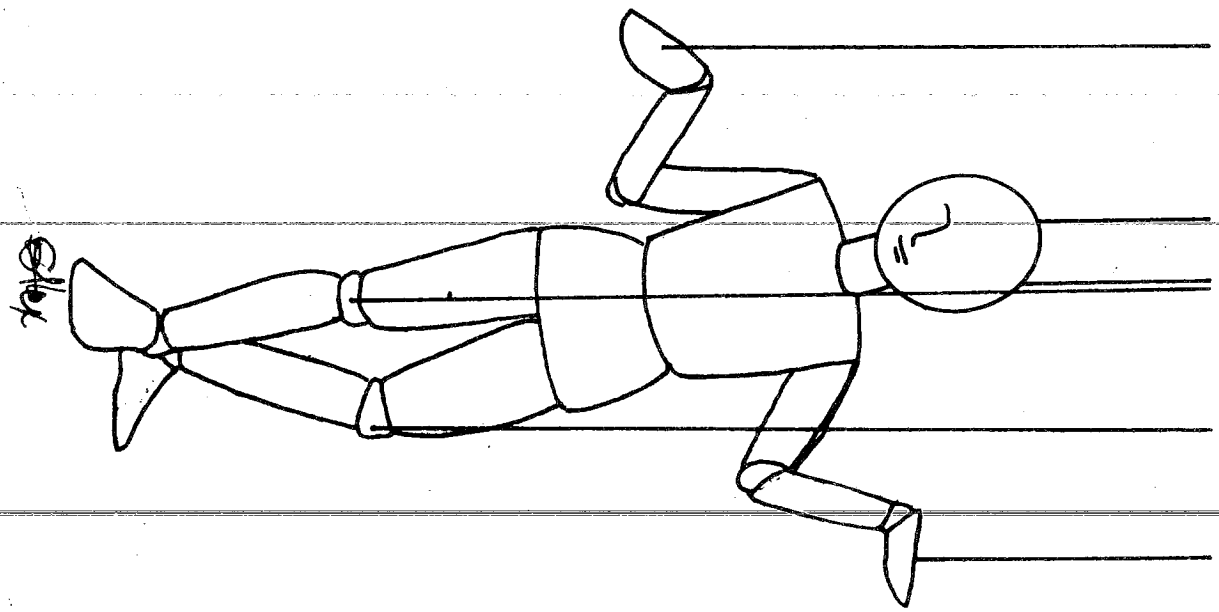
Pack of Fun
Woman's Day Magazine
Other Council Pow Wow Books
Skits and Puppets BSA
Crafts for Cub Scouts BSA
Making Costumes for Parties, Plays and Holidays by Alice Gilbreath
Kitchen Carton Crafts by Helen Sattler
Creative Writing published by Wonder Books
A Dozen Little Plays selected from Little Plays for Little People Scholastic Book Services

Other Resources

Scouting Magazine
Pow Wow Books
Roundtable handouts
Boys Life
Easy Costumes You Don't Have to Sew by Goldie Taub Chernoff, Four Winds Press, 50 W. 44th St., New York, N. Y. 10036
Group Meeting Sparklers BSA #3122
Creature Costumes by Marcia Lynn Cox, Tempo Books

Places to Go

Live theater performances
Television or radio broadcasts
Rehearsal of high school or community theater groups



VI. PUPPETS

PUPPETS

Puppetry is an old, traditional art form that was in China and Japan as far back as the beginnings of recorded history. It also holds a unique place in the performing arts because it is the only art form where the performer usually creates his own instrument. Puppets appeal to boys of Cub Scout age because the use of a puppet can provide them with two extremely different types of self expression: losing themselves in the world of make-believe and modeling their play on adult life and behavior. Puppets belong in a Cub Scout's world because they are fun, educational, and entertaining.

Puppet Potential

1. Stimulate a Cub Scout's creative thinking and imagination
2. Help a boy recognize his own behavior and see himself
3. Offer a boy an avenue of expression without fear of nonacceptance
4. Take the pressure of blame off a boy after mistakes have been made
5. Free a boy from self-consciousnes and help him overcome shyness and stuttering
6. Encourage development of a boy's communication skills
7. Provide an opportunity for Cubs to work cooperatively together and share their ideas
8. Offer a boy the opportunity to solve many problems
9. Help a boy develop his listening, verbal, and language skills
10. Contribute toward a boy's self-esteem and build a positive self-image
11. Give a boy opportunities to use and develop his small muscles

Specific Use

Puppets can be used specifically for the following:

1. As an art or craft project
2. To tell or dramatize a story
3. To teach facts or concepts
4. To play musical instruments or sing songs
5. To impart information
6. To give directions and/or instructions

This section deals with making puppets, scripts, puppet stages, lighting, sound effects, and scenery. The puppets recommended are simple enough to be made by Cub Scouts but can be more elaborate to suit the difference in age and abilities within the den. These puppets can be made and used at home, den meetings, pack meetings, and recreational programs.

We have included puppets and scripts to go along with the monthly themes. In addition, we would like to encourage you and your Cub Scouts to write your own puppet plays. You can find information on how to write your own script in the "Skits and Costumes" section. If the boys take part in writing their own play, they will become more involved in creating and individualizing their own puppets for the play. As a den, they will take pride in the fact that they have created the "total show" and not just the puppets.

In addition to the information provided in this section, you will find that the Boy Scout publication, "Skits and Puppets," No. 3842 Pow Wow Series, is an excellent source of information on puppetry. Other possible references are books from your local library, children's magazines, and any references suggested by your local elementary school teachers.

Types of Puppets

Following are the seven types of puppets in common use today.

1. Stick Puppets: These puppets are the simplest of all and are controlled by a single stick that goes up inside the puppet or is attached to the back of it. With this stick the puppet is moved around the stage.

2. Shadow Puppets: These puppets are usually flat, cutout figures held behind and close to a screen lit from the rear so that the shadow is seen on the audience's side of the screen.

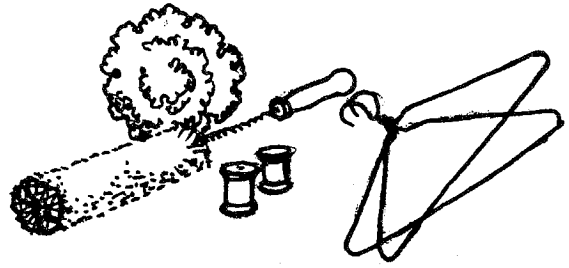
3. Finger Puppets: These puppets are classified into the following three general types:
   a. Finger-Leg - Two fingers (index and middle) serve as the puppet's legs
   b. Finger-Cap - Puppets that slip over an individual finger.
   c. Finger-Face - Puppets whose faces are drawn with felt pen on the finger itself.

4. Hand or Glove Puppets: These puppets can be classified into two general groups: Those with moving mouths and those with moving hands
   a. Moving mouths - This puppet uses any sort of hand covering: handkerchief, a sock, a paper bag, inside of which one's fingers open and shut, forming the mouth of the puppet.
   b. Moving hands - This puppet has a head and two hands and is operated by putting one or two fingers in the head and one in each hand. This kind of hand puppet can freely pick up objects and make hand motions.

5. Rod Puppets: These puppets usually have a long rod to swivel the head and a shorter rod or wire to move each hand, requiring two hands or two performers to operate.

6. String Puppets or Marionettes: These puppets are controlled from above by wires. The wires are attached to various parts of the puppet and to a controller held by the operator.

7. People Puppets or Child-Size Puppets: These puppets are called bib puppets or humanettes because they are worn by people, making the puppet half person and half puppet. People puppets make a natural transition from puppetry to creative drama.



CREATING MAGIC

WITH THE PUPPET STUFF BOX

The magic of puppetry starts with a puppet stuff box. This permanent box of possible puppet materials serves as a ready resource for creating puppets. The most unlikely odds and ends can make the most intriguing puppets. The Cubs should be encouraged to bring items from home to add to the box. Include in the puppet stuff box a small box of basic equipment:

Scissors
Masking tape
Needle and thread
Pins (straight and safety)
Rubber bands
Paper fasteners
String
Felt pens
Crayons
Pipe cleaners
Paints such as tempera powder or poster colors
Glue or adhesives that are quick setting.

The puppet stuff box will be more appealing if items are neatly arranged in smaller boxes or bags. For instance all wig material could be together, etc. Following is a list of items that can help create magic for the Cubs.

Old bottle brushes, scouring balls, steel wool mops, fly swatters, wooden and plastic spoons and hair curlers.

Broom handles, dowels, popsicle and other wooden sticks, coat hangers, umbrella parts, bicycle spokes, and chop sticks.

Plastic containers, small boxes including egg cartons, plastic and wooden baskets and trays, used rubber balls, ping-pong balls, and tennis balls.

Buttons, beads, sequins, glitter, costume jewelry, bits of glass.

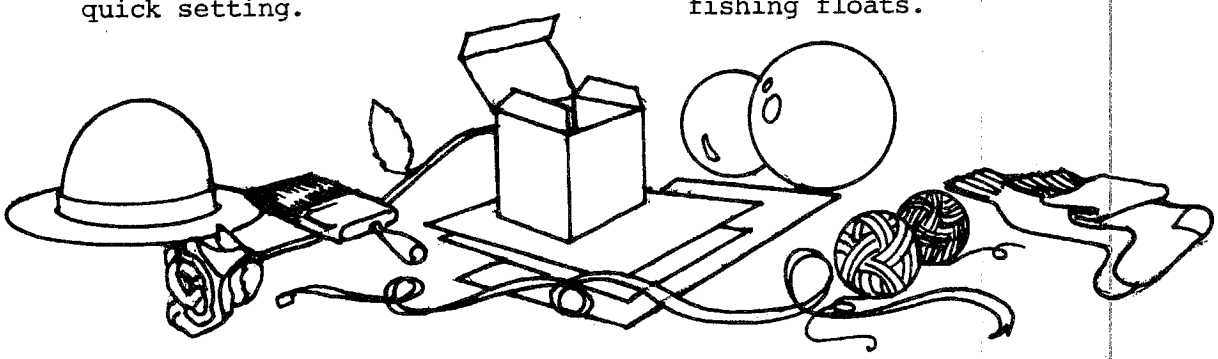
Corks, sponges, lids and caps, spoons and spools, weights and fishing floats.

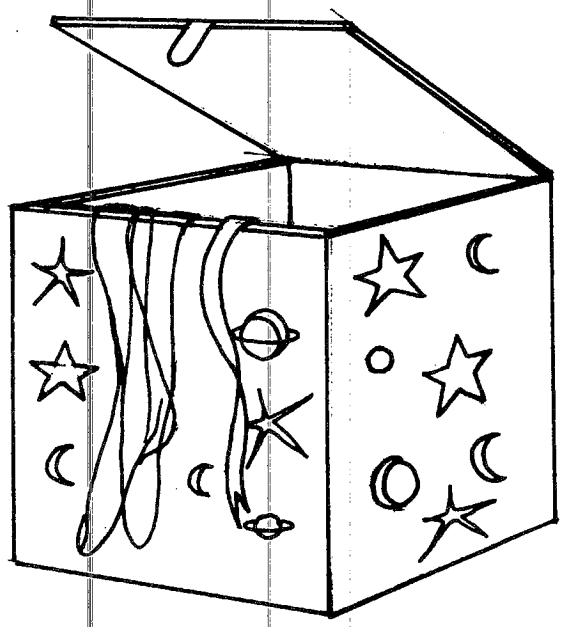
Socks, stockings, gloves and mittens, felt and other cloth scraps, polyfoam, cotton, kapok and other materials to use for stuffing.

Lace, fringe, pom-poms, trimmings, netting, feathers, fur bits, ribbon, embroidery thread, shoe laces, string, yarn and rope.

Pipe cleaners, chenille, wire, tooth picks, and tinsel.

Styrofoam balls, sheets and packaging shapes, wood scraps, sponges and old leather goods or scraps.





Old dolls (especially rag dolls), doll clothes, doll house furnishings, hats, wigs, stuffed toys, and old doll heads.

Colored construction paper, crepe paper, molded and corrugated paper and cardboard from packaging, sheets of different weight cardboard, shiny, fuzzy, or transparent flat materials (wallpaper sample books are a good source), bags and cups, cellophane, metallic paper, paper plates, cardboard and plastic tubes, old newspapers and magazines.

Natural objects and materials such as unspun wool, gourds, shells, pebbles, seeds, seed pods, twigs, etc.

Points for Puppeteers

Puppets are more appealing if they are given a definite personality and character. This can be done by costume, mannerisms, method of walking, or style of talking. Each puppet in a play should act and speak according to the kind of person he represents. The facial features of a puppet will make him outstanding in appearance. Give him a face that will attract attention -- an extra big nose, a very crooked mouth -- so that the audience will recognize him instantly.

When presenting a puppet show, keep the actions clear, simple and exaggerated. Puppets should exaggerate their feelings and the actions that go with those feelings. An excited puppet should be wildly excited; a tired puppet should groan and sag so that the audience knows immediately how tired he is. It is sometimes helpful for a puppet to speak aloud to himself to explain his actions, "I'll help that boy get up."

Puppet productions for Cub Scouts should be brief -- seven to ten minutes at the most. Make sure there is room for all puppeteers backstage because crowding will inhibit spontaniety. Practice entrances and exits to prevent fumbles during the actual performance.

Puppets should make an entrance, not pop out of thin air; and should always exit, not just drop from sight. Frequent entrances and exits help hold the audience's attention and prevent having too many puppets on stage at the same time.

When producing a play, it is most important that the audience can hear the words. Even a light curtain between the speaker and audience can cut the sound considerably. The use of a microphone can be helpful or perhaps it may be easier to pretape all the words fitting the movements of the puppets. This would mean that the puppeteers would only have to think about movements the night of public performance. The boys should be reminded to wait for laughs, so that no lines are lost because they cannot be heard above laughter or applause. Music can give atmosphere to a play, but do keep it as background so it won't drown out the words. Below are some suggestions for mood music to create atmosphere:

Symphony #6 in F Major, Pastoral (Beethoven) - birds, running streams, peace
Classical Marches by the Boston Pops Orchestra
"Clair de Lune" (Debussy) - sad, poignant dreaminess
"Mars" music from The Planets (Holst) sets an eerie or sinister mood
"In a Persian Market" (Ketelbey) - quick-moving, vivacious
Overature from The Magic Flute (Mozart) - especially fine as introductory music for a puppet play
William Tell Overature (Rossini) - vivacious introduction music
"Song of India" (Rimsky-Korsakoff) - descriptive of a warm, peaceful day, water

Music-Special Effects
Sound Effects

Musical sounds and sound effects make a puppet production more lively and vivid. The sounds need to be planned in such a way that the audience will think the puppets are making them. Some sound effects can be recorded in advance and played at the appropriate time during the puppet show. Music can be an essential part of a puppet production. Speech can often be replaced by sound and music - puppets lend themselves very well to musical interpretation.

Acting as a 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.

SOUND EFFECTS for puppets are the same as for any production. [See Skits & Costumes section.]

Lighting

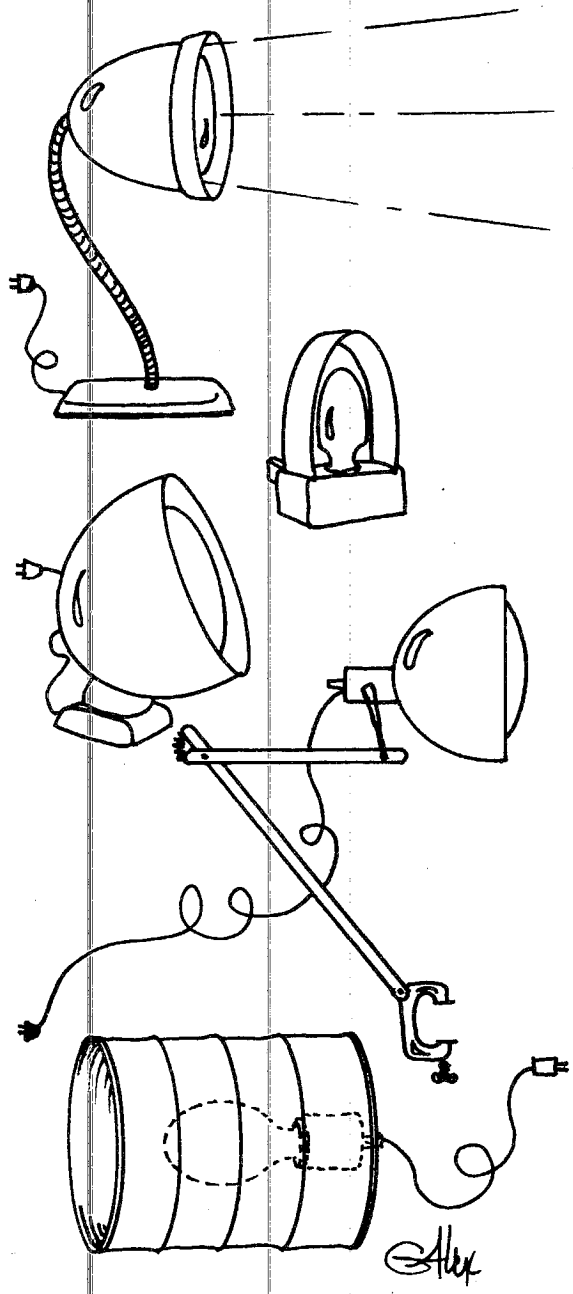
Darkening the room and illuminating the puppets with spot lights or stage lights not only helps an audience see the show, but it also builds an atmosphere by providing a focal point for the viewers' attention.

Many types of lights are readily available. A quick and easy spotlight can be made by beamming a light from a slide, filmstrip, or overhead projector directly onto the stage.

Special lighting effects can be obtained by using black lights, colored cellophane over lights (use an adult for this one!), dimmer switches, flickering Christmas tree lights, etc.

Make sure all light cords are set where no one will trip over them. If they are on the floor, tape down cords with wide tape covering the entire cord.

Remember too much lighting will wipe out a puppet's features. They will lose their shape and look flat. The best way to learn how to use lighting properly is by trial and error -- practice before the show. It is good to have lighting from various sources, but it should be kept unequal. For example, strong light from the right and less from the left. Also keep in mind that lighting for hand or stick puppets should be at the front of the stage; while lighting for marionettes should be behind stage at curtain level.



Puppet Stages

Your puppet theater can be simple or complicated depending on the ages and abilities of your Cubs. The primary purpose of the stage is to hide the puppeteers, but it can also add to the quality of the production. Makeshift stages are suitable for simple productions, but if the puppets are used frequently, a sturdier stage should be built. Sturdy does not mean heavy because the only weight directly on the stage is the curtain. Lights and sound equipment are elsewhere. Stages do not need to be elaborately decorated.

Some color is needed and useful, but too much will distract from the puppets. Make sure that all parts of the stage are securely fastened. Collapses are embarrasing and could cause injury to a boy. (See Webelos Book, p. 215 for wooden framing directions.)

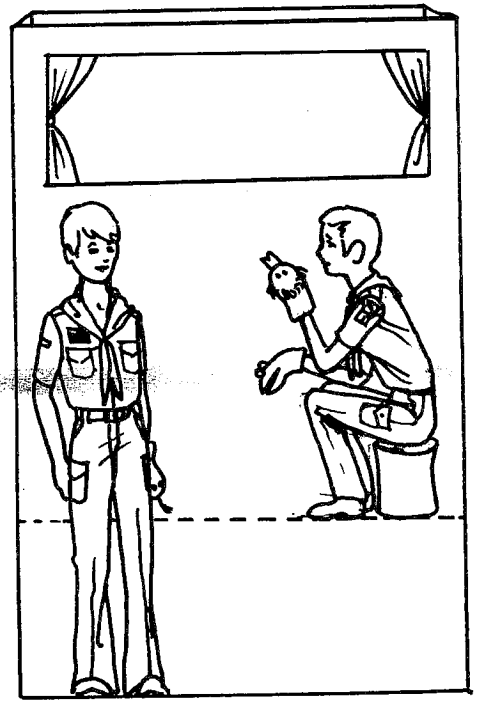
BACKGROUND

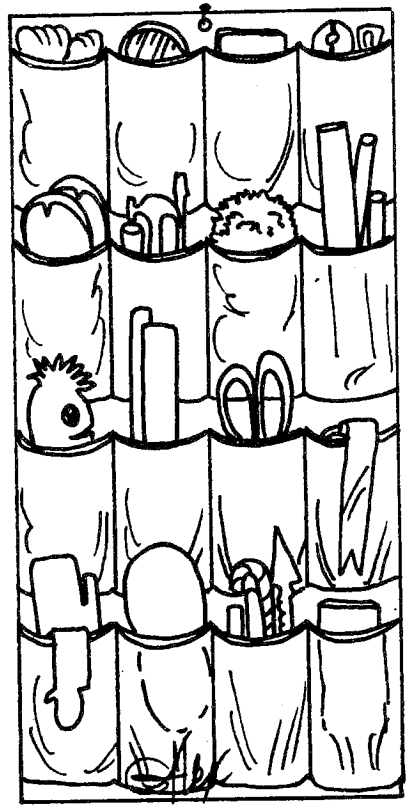
The background will determine how well the puppets can be seen by the audience. Darker, solid colors make the best backgrounds. A very bright background may be difficult to look at for any length of time and you should remember that puppets are usually bright, warm colors. Care must be taken that a puppet is not the same color as the background.

HEIGHT

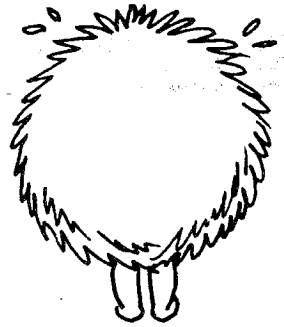
The theater's height is determined by the height of the puppeteers and whether they perform sitting or standing. Ideally the stage should be just above the top of the tallest boy's hair, so that he need not stoop or become cramped; this can be a great strain on the muscles.

Measure from the floor to the top of the tallest boy's hair (sitting or standing) and then add 2 feet, 3 inches, the height of your theater.



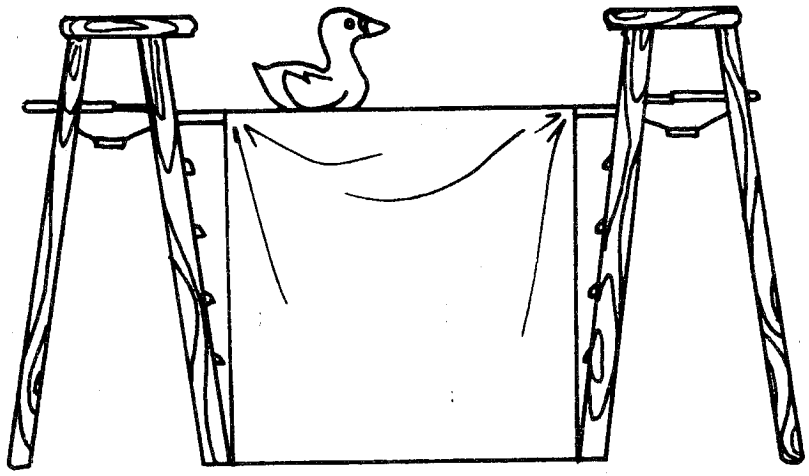


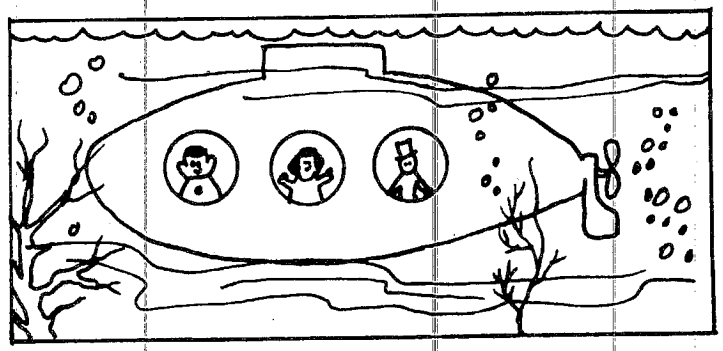
Use a shoebag to hold your props.



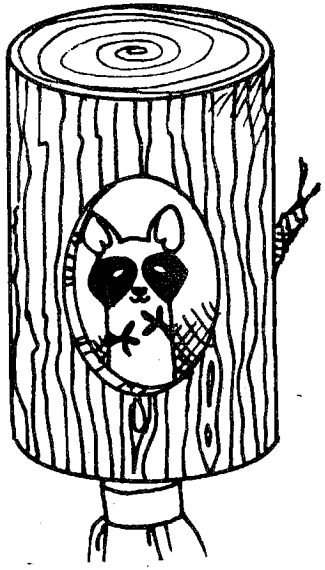
SIMPLE STAGES

Large stage made from two ladders and a sheet





Scene painted on large cardboard with holes for puppets to peep through



Hollow log made from oatmeal box

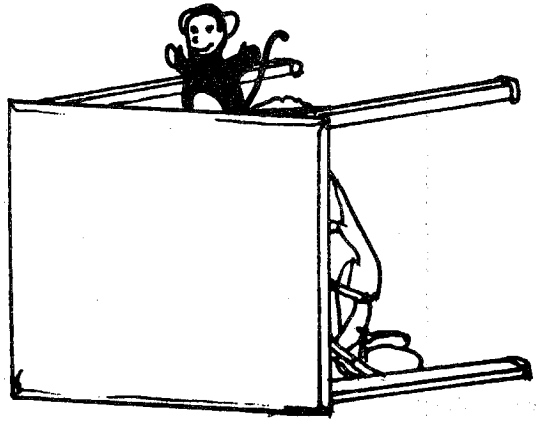
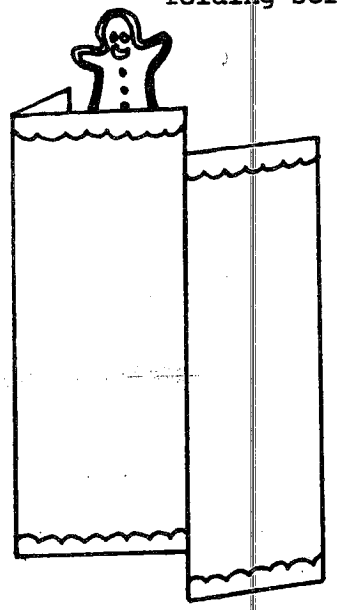
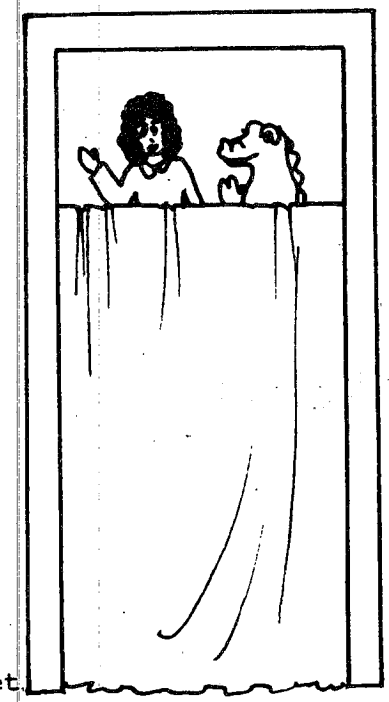


table turned on side

folding screen



doorway

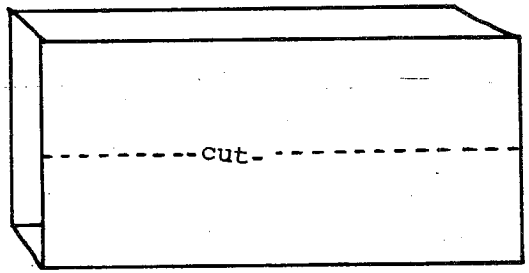


old sheet, towel, blanket

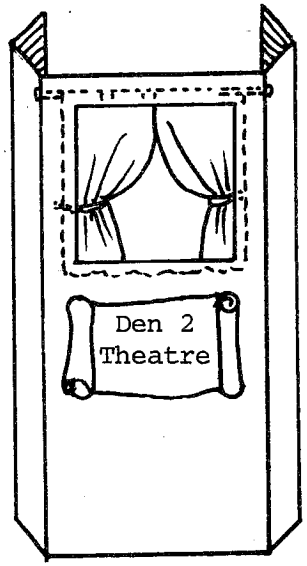
REFRIGERATOR BOX STAGE

Check with appliance stores to obtain boxes at no charge.

1. Remove the top and bottom of the carton.
2. Cut it down the center of one side. This will make a large screen with 3 wide panels and 1 narrow panel on each end. Use the unprinted side of the box for the side facing the audience.
3. Cut a window in the center panel with the bottom about elbow high, taking care not to cut closer than 2" from the top and 2" from the side folds.
4. Paint as desired.
5. Fasten fine wire above the window with paper brads on the inside. Hang a curtain of dark cloth strung on the wire. The puppets perform in front of this curtain.



add curtain

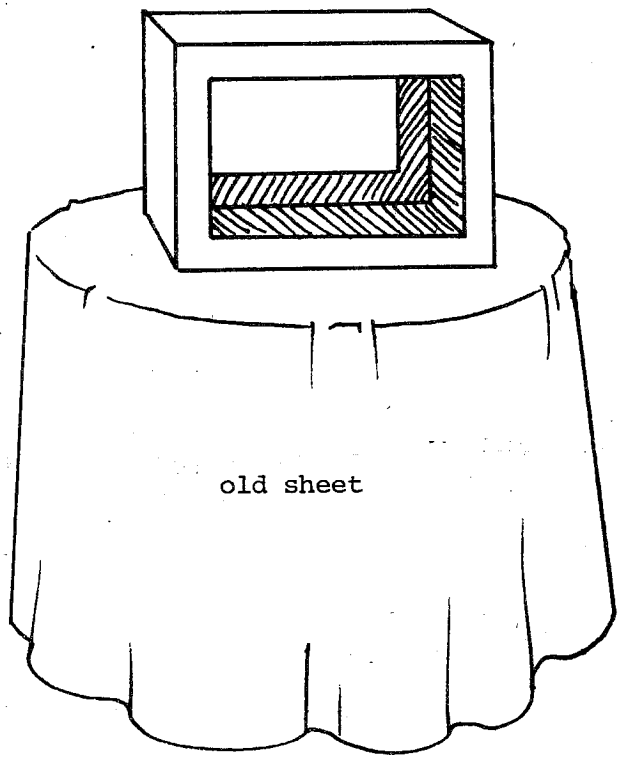


paint and decorate

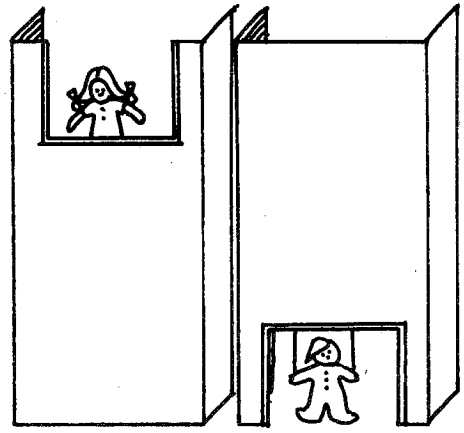
TABLE MODEL STAGES

Make table model stages from smaller cardboard boxes. The sides of the stage need to be about 24" high.

1. Cut out back side.
2. Cut opening in front, cutting no closer than 4" from the four sides, leaving a frame.
3. Decorate as desired.
4. Set stage on a card table which is draped with an old sheet to hide puppeteers.



REVERSIBLE STAGE



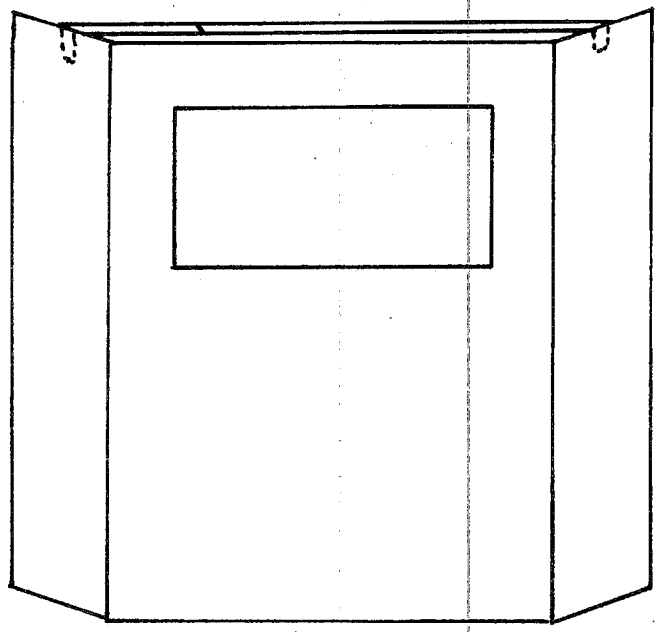
Reversible stage for hand puppets or marionettes

1. Follow directions for the refrigerator box stage but cut the window all the way to the top edge of the box.
2. Decorate as desired, but do not add a curtain. This stage may be reversed for hand puppets.

PERMANENT STAGE

Materials needed:
- 3 sheets 3/4" plywood
- 6 three-inch hinges
- 2 curtain rods
- Paint

1. Cut plywood sheets to desired height (usually 5 feet high

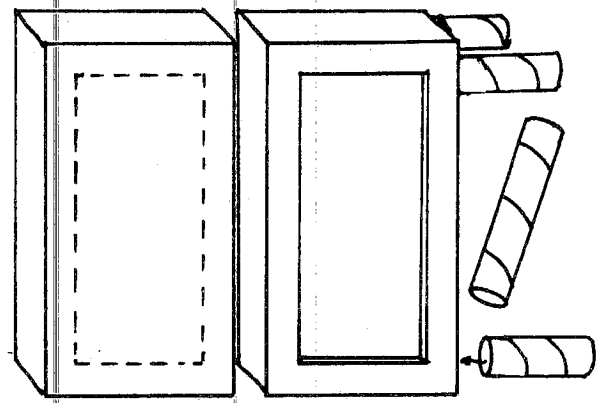


is just about right for Cub Scouts.)
2. Hinge the front and side sections together so your theater can be folded for storage.
3. Cut the stage opening 3 feet long by 2 feet high.
4. Curtain rods hung in brackets placed 1 inch apart on the side panels are used to hold background scenery and the stage curtain.

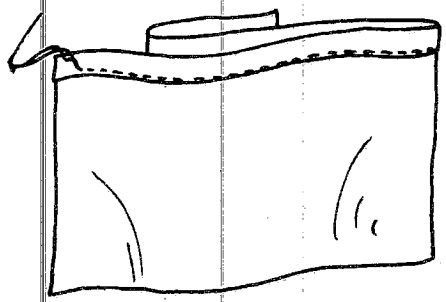
No extra support is needed for the stage as it is heavy enough to stand alone.

SHOEBOX STAGE

1. Lay a shoebox on its side. Draw a line 2" from all four edges of the box bottom.



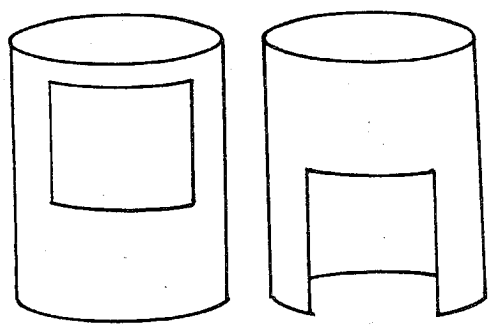
2. Cut along these lines and decorate as desired.
3. Glue a 6 inch section of cardboard tube near the four corners of the down side of the box, for legs.
4. For a skirt, cut the cloth a little wider than the height of the legs and long enough to go around 3 sides of the box, plus 6 inches.



5. Fold over one long side and 2 short sides of the cloth 1/4 inch and glue or sew. This is the hem of your curtain.
6. Fold over the other long side of cloth and sew a running stitch along this side. Gather skirt by pulling ends of thread until the gathered edge fits around the bottom of box, leaving back open. Glue in place.

OATMEAL CARTON STAGE

1. Remove the lid from an oatmeal carton and turn carton upside down. Draw a front window about 1 inch down from what is now the top of the carton.
2. Draw an opening on the back side of the carton on the bottom half.
3. With a knife or a pair of scissors, cut along the line you have drawn on both the front and back of the carton. Decorate as desired with paint, felt, construction paper, or other trim.

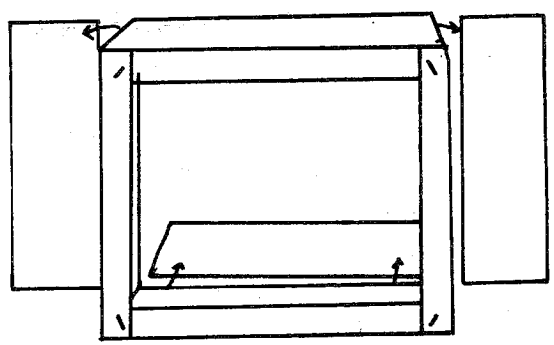


4. Set the finished stage on the edge of a table or bench. Slide your hand with the finger puppets on it through the back window until the puppets show in the front window. You are now ready to begin the show.

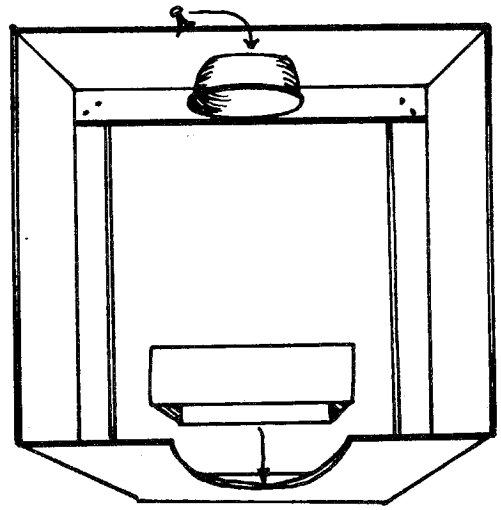
THEATER

Supplies: Cardboard box (about 18" square)
One-pound plastic margarine tub
Cardboard
Paper fastener
Shoe box
Old sheet, pillow case, or other fabric
Glue

1. Remove all the flaps from the bottom of box.
2. Cut the flaps off the top, leaving a 1-inch flap on the box. These flaps can be glued, taped, or stapled at the corners, forming a frame.



3. Set the box on its side with the frame section facing forward.
4. Cut a U-shape from the bottom of the box as shown. This will allow the box to fit around a boy's stomach, so the stage will be straight and level as he walks.



5. Poke a small hole in the top of the box (just above the U-shape in the bottom.)
6. Make a small hole in the bottom of a margarine tub and attach the inverted tub to the inside of the box with a paper fastener. With this cap on his head he will have an easier time managing the box while he gives a show.
7. For a performing stage, glue an inverted shoe box to large stage in front of the U-shape.
8. Cut an old sheet or pillow case for a background curtain to fit

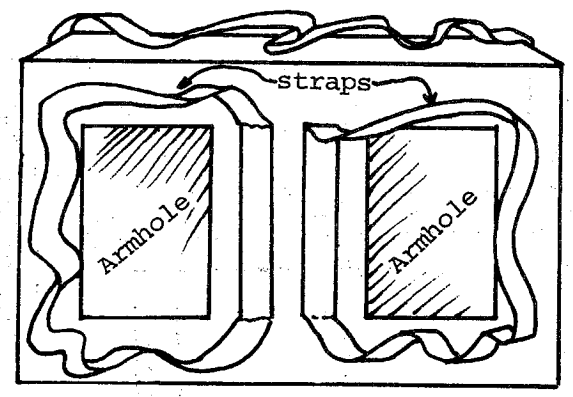
inside the box behind the stage. Felt markers can be used to draw a background scene on the sheet, or it can be left plain.

9. Make eye holes to see through the fabric but be sure to measure on the boy!
10. Glue the edge of the sheet to the top of the box just in front of the margarine tub. The sheet should drape right behind the shoebox so that the boy will be hidden from the audience.

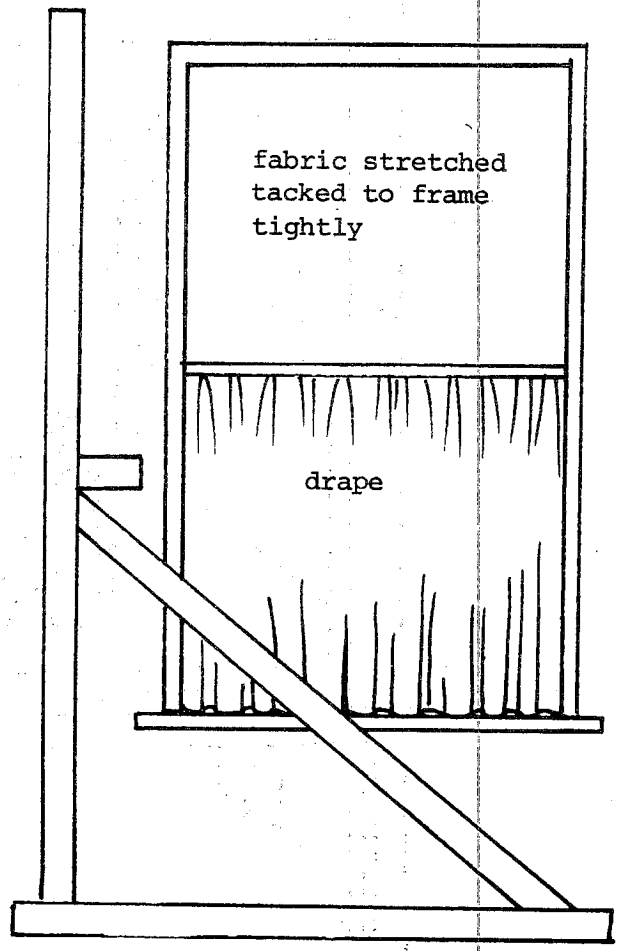
SHOULDER STRAP STAGE

Materials needed: Corrugated cardboard
Velvet and material for straps

1. Shape the cardboard to desired size according to illustration, adjusting size if necessary for smaller boys.
2. Cut holes in cardboard for arms.
3. Cover cardboard with velvet.
4. Attach straps to cardboard and adjust size to fit person.
5. Curtains may be hung in front of velvet-covered box if desired.



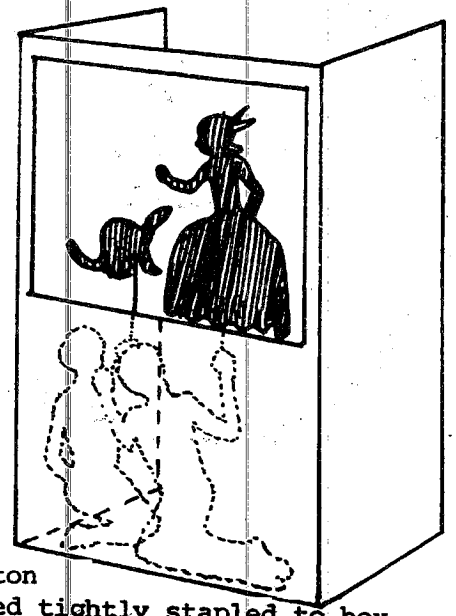
Puppets are manipulated through the holes.



SHADOW PUPPET THEATER

There are several different types of shadow puppet screens. All have a frame with fabric or heavy paper stretched across the opening. The frame may be wooden (such as the one **shown below**) or a cardboard carton with a large hole cut in one side. The fabric may be white cotton sheeting, a white window shade, or butcher paper which has been rubbed with vegetable oil.

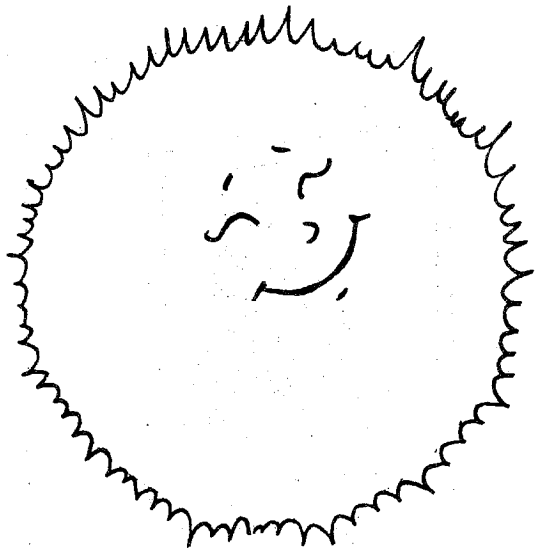
The size of the screen depends on the size of the puppets. A small screen for table use with figures about 5" high should be 14" high and 22" wide. For 12" puppets (which are most commonly used), the



large cardboard carton with fabric stretched tightly stapled to box

screen should be 3' wide and 2' high. The screen should have a footing for the figures, or a ledge about 1" - 2" wide which is fastened to the frame all the way across the bottom edge at the rear. This is important so the feet of the puppets will touch something and not seem to be floating in air.

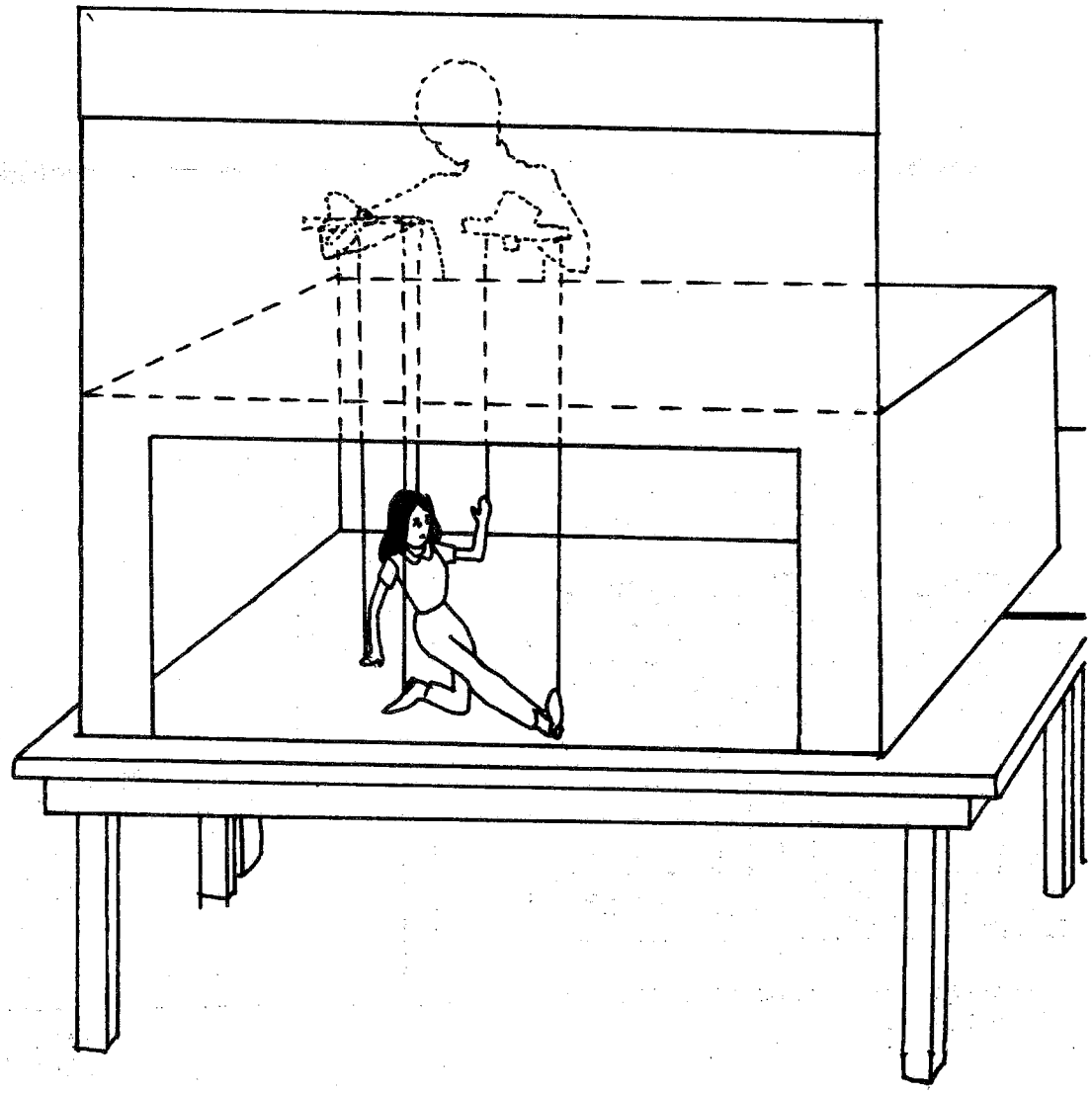
A light is placed directly behind the screen. The puppet operator is below the screen and holds the puppets up between the screen and the light. The puppet operator must remain below the path of the light and keep his hand below the stage.



Simple Marionette

Box with open top - front cut to make stage. Extend top to screen puppeteers.

2 tables
- 1 for stage
- 1 for puppeteers to manipulate marionettes, cover table with cardboard to protect.

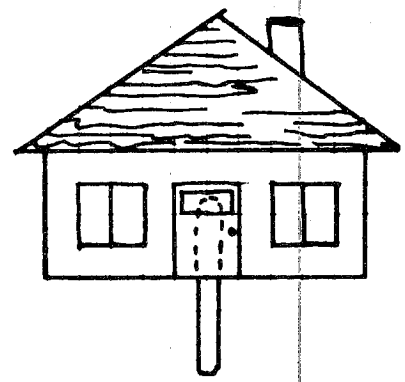


Scenery and Props

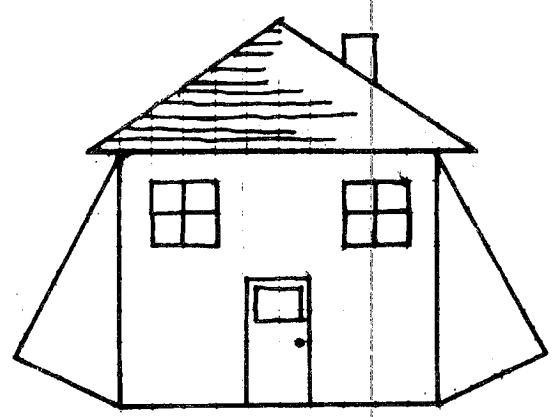
Scenery enhances a puppet production by increasing the believability of the situation in the script. Therefore, scenery must express some element of the puppet production. Making scenery for your puppet play can be fun for boys. It takes very little scenery to set the stage, but a few props can be a big help in weaving a magic world of make-believe for your audience.

As a general rule, the shorter the script, the less scenery is necessary. In longer productions, scenery creates added visual interest and can be instrumental in maintaining the attention span of the audience. Scenery that can be used for puppet plays falls into four categories: handle scenery, easel scenery, backdrops, and scroll scenery.

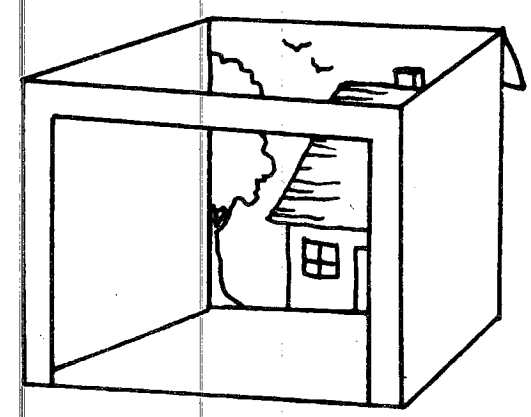
Handle Scenery: Handle scenery can be as simple as a cleverly-drawn sign that indicates location, time, or other information to help the audience understand the story; or it can be a more elaborate prop such as a house, a car, etc. Comic effects can be achieved by using multiple signs, such as signs with arrows or cartoon figures. Handle scenery is drawn on cardboard, colored, and cut out. (Shadow puppet scenery does not need to be colored.) A handle (popsicle stick or wooden paint paddle) is glued to the back of the scenery. During the production the scenery is held in place by a prop man or if it is a sign possibly one of the puppets can hold it.



Easel Scenery: Easel scenery can be small items that sit on stage or a large cutout that sits on a table and actually becomes the stage, for example: a ship, a car, or a bus. Draw this scenery on corrugated cardboard, leaving tabs at each end which can be folded back and allow the scenery to stand. Paint the scenery and cut it out. Bend the tabs back and, if necessary, tape the tabs in place.



Backdrop Scenery: Backdrop scenery is painted on a large piece of paper. The paper should be as wide as, and 2" higher than, the back of the stage. If your play has more than one scene, the backdrops can be taped together with Scene I on the bottom and subsequent scenes taped above. The final scene should be on the top. The paper is hooked to the stage with the backdrops for future scenes hanging over the back of the stage. As the scenes progress, scene I is cut off and the backdrop for scene 2 is dropped down, etc.

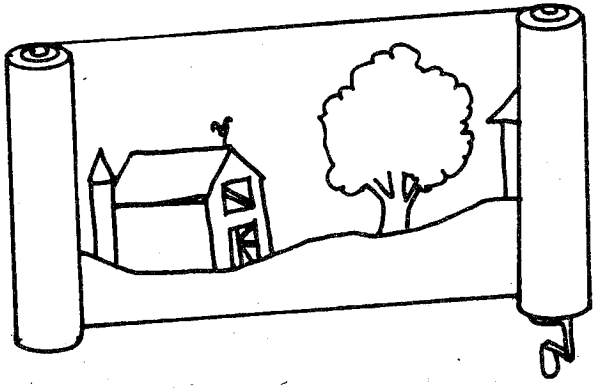


Scroll Scenery: The use of scroll scenery can achieve the illusion that puppets are traveling.

1. To make scroll, use butcher paper, painting scenes to fit your play.

2. Roll it like a scroll and mount it on the back of the stage, to be rolled from one spool to the other.

The moving paper behind the puppets can suggest that they are walking.



Always make a list of your scenery and props before starting a show. If you are careless about this you may find yourself in the middle of the play with a needed prop or piece of scenery upstairs or at home.

By using a few props, one or two inventive pieces of scenery, and some vivid narration, you will transport your puppets (and your audience) from China to Africa; from the bottom of the sea to outer space ...

A good way to have puppets and props at hand, ready to be used, is to hang them from hooks which you have fastened to the side of the stage. Hang puppets upside down so you can plunge your hand right into them. You might want to add a shelf to hold the props or you can use a small table.

Puppets

BRINGING TO LIFE

Working the puppet is called "manipulation" and it is not as easy as it looks. Puppets "come alive" as the puppeteer slides his hand into the glove or sleeve. As a boy works the puppet, remind him that a puppet can answer questions by nodding or shaking its head, or it can whisper things in another puppet's ear. It is important to move the puppet every time it speaks, or reacts to what the actor says, but to keep it still the rest of the time. Movements must be appropriate to what is being said. If the puppet flops around too much, the movement ceases to be effective. Of course, the real answer is practice. Have the boys face a mirror and go through the various movements that will put life into each puppet.

The following are some suggestions for your Cub Scouts to make their puppets' actions more effective:

1. Hold the puppet vertically.
2. Use actions a puppet can do best.
3. Keep the actions clear and simple.
4. Make sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet as he talks, nod his head or move slightly forward. The other puppets on stage should remain still until their turn to talk.
5. Be sure to speak clearly. It is harder to understand a person's voice when you can't watch his face and lips while he talks.
6. Do not hide one puppet behind the other.

The following are hints and how tos about manipulating your hand puppet:

Walking: Move the wrist back and forth. The puppet should enter at the side of the stage or enter as coming up stairs into view of the audience.

Talking: If the mouth is moveable, it is simple to indicate talking. If it is immovable, move the head up and down rhythmically on phrases or groups of words.

Listening: Puppets should have good listening manners. A puppet should not move while another is speaking, and he

should face the other who is speaking.

Sitting: Lower the puppet gently and insert the index finger of the opposite hand under the garment to make a knee. Gradually remove the finger as the puppet sits.

Climbing: Lower the papier mache tree (or beanstalk or ladder, etc.) slowly while the puppet remains at stage level. Its only movement is grasping the branches or stalk at intervals.

Piano Playing: Use a toy piano that has been muffled so no sound is heard when the keys are struck. The puppet performs as a recording or tape of a short piano selection is played.

Dancing: Two puppets may dance together or indicate kicking movements if the puppeteer uses the pointer finger of the opposite hand to make kicks underneath a full skirt.

How Your Puppet Acts

Head: Nod or thrust forward and back.

Hands: Clap, hold to head, scratch head, fling to sides, cross in front, point.

Waist: (your wrist) bow, twist, sway, sit down.

Legs: (your forearm) walk, leap, limp, dance

SHOW FEELINGS, PERSONALITY

Excited: Claps hands, jump up and down

Sad: Hand to face, show movements of crying

Angry: Beat head, bang hands

Afraid: Tremble

Tired: Slow, languid movements

Old: Shaky, slow movements

PUPPETS ACTIONS

Clap
Twist
Rub stomach
Rub head
Put hand to mouth
Pick up articles
Put down articles
Rub eye
Fall
Dance
Hide face in hands and cry
Kiss
March to music
Lead an orchestra
Sweep a floor
Play instruments
Play with balloon
Fight
Stack blocks

Glove Puppets

HEADS

Heads for puppets can be made in many different ways. Review the following types and decide which is best for you and your boys. The heads should be about the size of an adult fist to go with the glove patterns in this section. If that small nose looks good up close think how much better it will look to the audience if it is twice as big -- exaggerate the features on any puppet.

RUBBER BALL

A simple head can be created using a hollow rubber ball. Cut a hole to allow for the index finger, glue glove to ball. Features can then be painted or glued on.

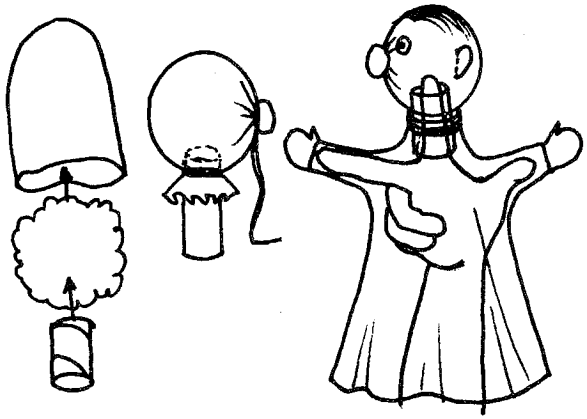
Diagram of the best hand position for a Cub Scout to use. This gives the puppet arms with a long reach and a good grip on the props.

The puppet heads shown can be made from a hollow rubber ball and used with the puppet body shown in this section.

SOCK HEADS

Very interesting heads can be made from the toe of a sock or nylon

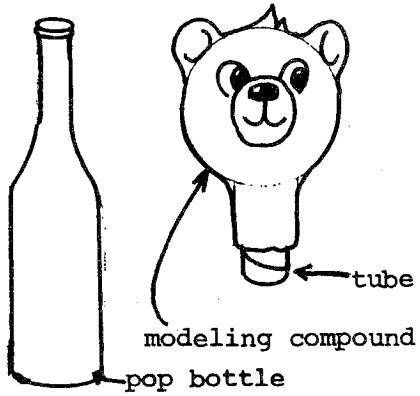
stocking. Stuff tightly with polyester padding and insert a cardboard tube into the opening of the sock. Glue material to the tube to form the neck of the puppet. To make a nose or other feature, use a simple basting stitch, pull up tight, and knot thread.



SAWDUST HEADS

Mix two parts fine sawdust with one part wheat paste. Add water until mixture is the consistency of cookie dough. Roll into a ball, insert a cardboard tube* into the ball for the neck, and place tube over the neck of a pop bottle. Shape as desired and allow to dry completely before painting.

*Note: To make a small tube, roll a piece of cardboard around your index finger and tape it.

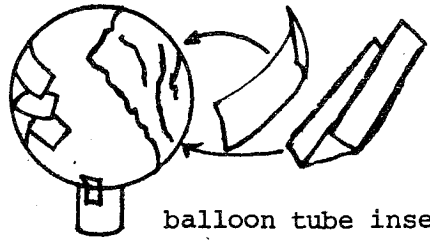


PAPIER MACHE HEADS

Here are three methods using papier mache to create a puppet head.

I. Pulp Mache:
1. Pulp mache is simply fitted around a cardboard tube forming the basic head shape.
2. Mache is added to form the nose, ears, chin, with pressed indentations for the eyes.
3. This head can be finished by wrapping in paper toweling dipped in wheat paste and water mixture. Smooth out all wrinkles not wanted and allow to dry completely before painting.

II. Strip Mache:
1. Cover a small inflated balloon with torn strips of paper dipped in a mixture of wheat paste and water. Build up six to ten layers of paper, crisscrossing each layer for added strength.
2. Features can be made by wadding up paper, covering with strips dipped in glue mix and glueing to head.
3. Roll a cardboard tube for the neck.
4. After head has completely dried, puncture and remove the balloon, cut opening for neck, and glue tube in place.
4. Paint as desired.



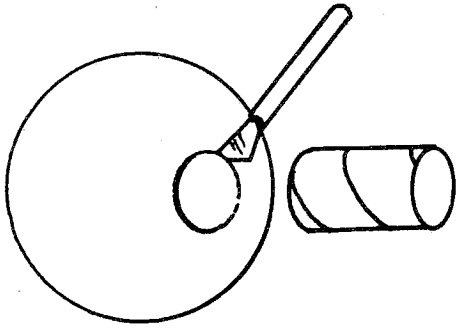
III. Tissue Paper Mache:
1. Inflate a small balloon.
2. Working in sections, spray balloon with spray starch, then place torn pieces of tissue paper on balloon. Continue until balloon is covered, building six to ten layers.
3. Allow to dry and finish as in strip method.

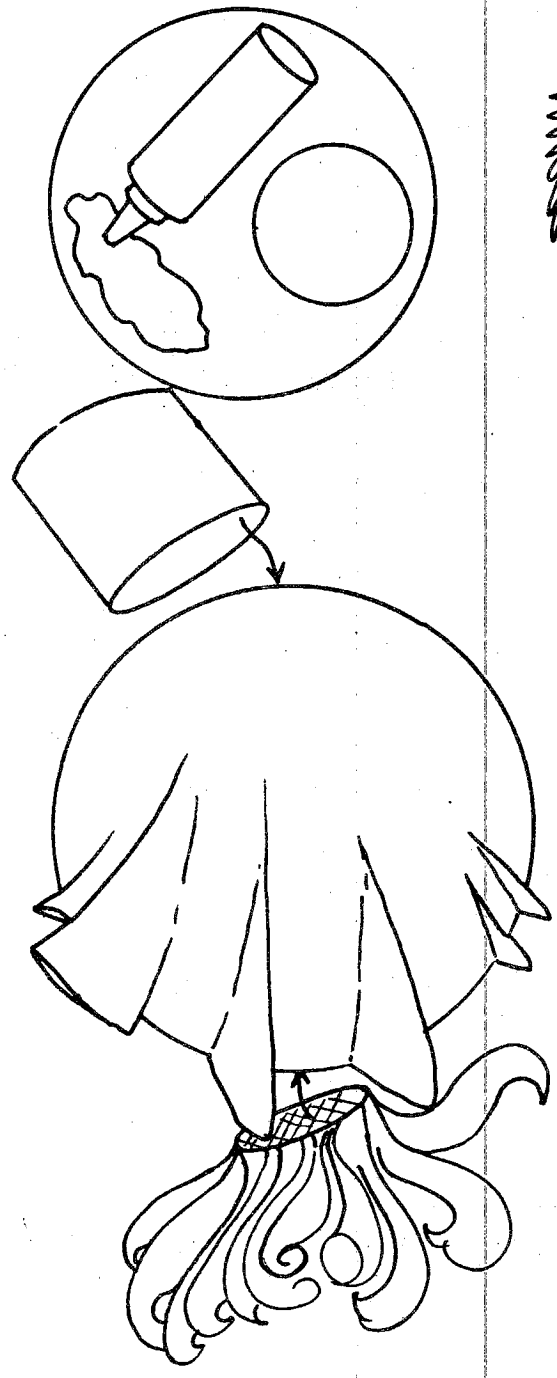
STYROFOAM BALL HEADS

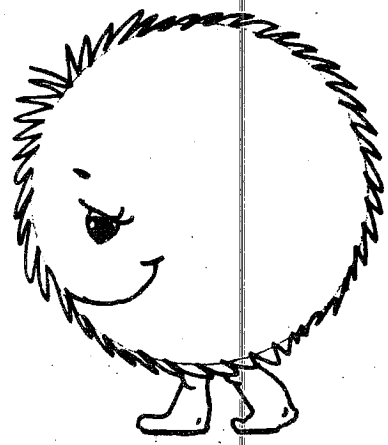
Styrofoam balls are excellent for puppet heads because they are light and easy to manipulate. Features may be painted on or carved, then pinned or glued on the head. Use a cardboard tube roll for the neck. Push the tube into the ball, then remove it and break the foam out of the indentation made by the tube to make room for fingers. Glue the tube into place and cover outside of tube with felt, if desired.

The ball can also be covered with felt:

1. Draw a ten inch circle on a piece of flesh colored felt.
2. Spread a thin layer of glue over the circle.
3. Place a three-inch styrofoam ball in the center of the felt.
4. Pinch the felt together until the glue sticks. This forms a ball with "fins."



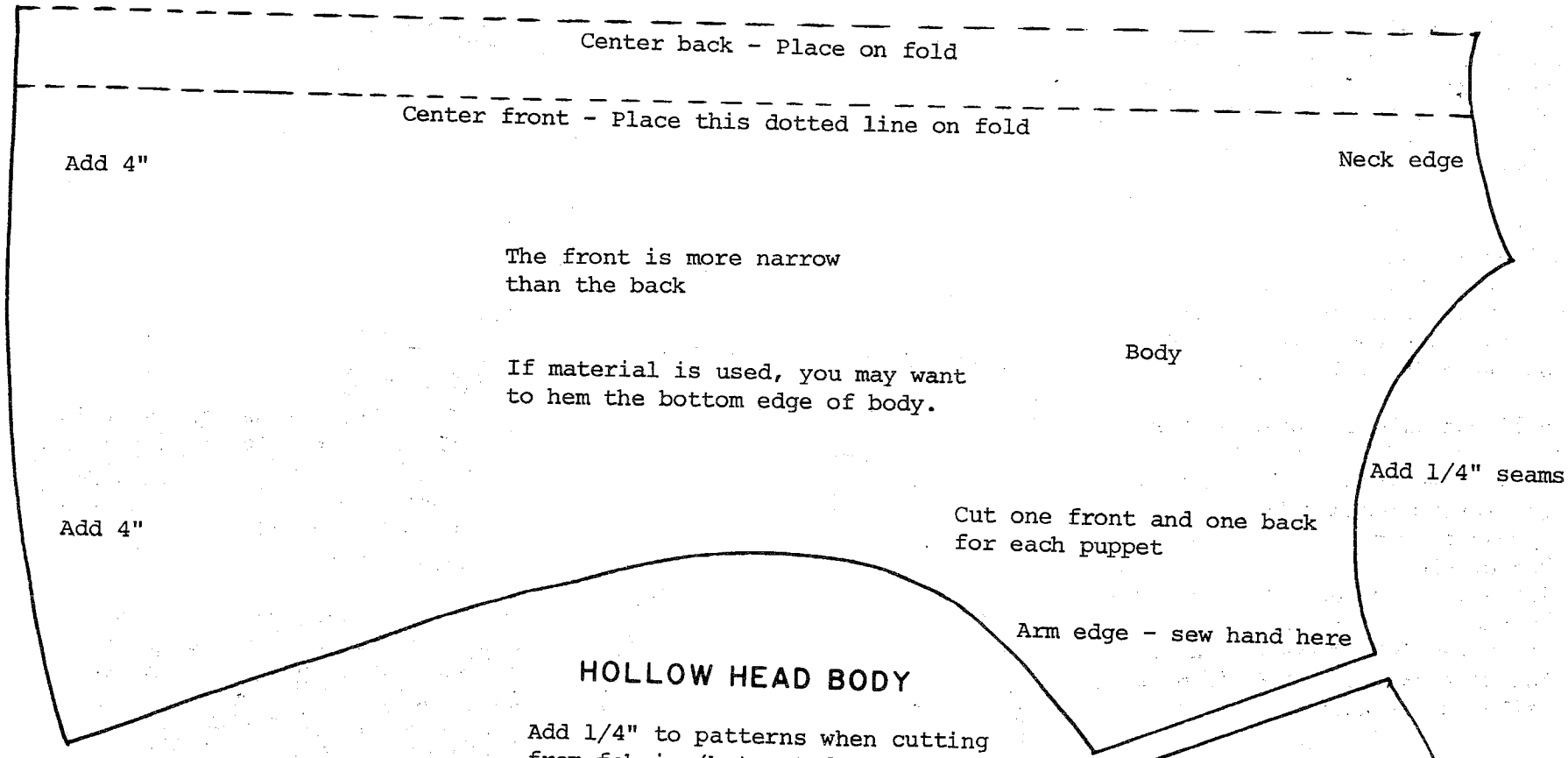




5. When the glue has dried, trim off the fins with a pair of sharp scissors. Trimming the fins close leaves smooth, flat seams that are easy to hide beneath the puppet's hair.

To give the felt-covered head a neck, roll a piece of cardboard around your index finger and tape it to make a small tube. On the underside of the felt-covered ball, (so the seams are on the back of the head where they will be covered by hair) draw around the outline of the cardboard tube and cut out the felt circle. Press the neck tube half-way into the head and then remove it. Break out the foam to make a space for the manipulating finger. Glue the tube into the hole and cover outside of cardboard tube with a piece of felt.

Hair, eyebrows, nose, mouth, and ears are then added.



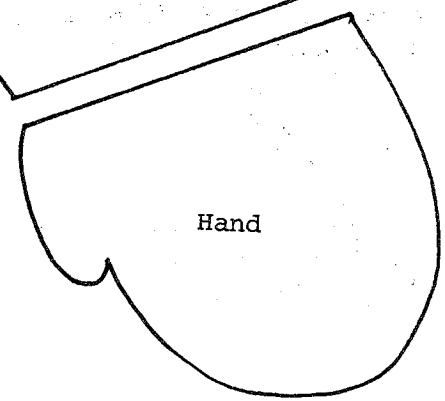
HOLLOW HEAD BODY

Add 1/4" to patterns when cutting from fabric (but not felt) making 1/4" seams.

Cut out pattern and sew hands to sleeve ends.

Sew body together along shoulders, around hands, under arms, and down the edge of body.

If you want to stuff hands, stuff with dryer lint or cottonballs and then sew across hand so stuffing does not fall out.



Cut from felt, burlap, fake fur, or other durable material

Glue body to the head made from hollow rubber ball, papier mache, or styrofoam ball.

Sew or glue on desired trim or decorations (buttons, braid, etc.).

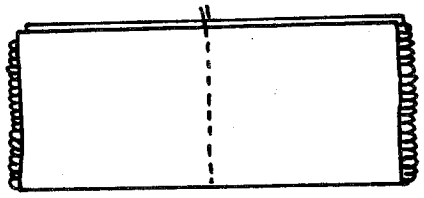
Facial Features

Most puppets are more effective with simple, clearly defined, and/or exaggerated features. The sizing and position of the features is pertinent to development of the character.

WIGS

To make a yarn wig, cut strands three inches longer than you want the hair so they can be trimmed. Cut a piece of cardboard three inches longer than desired length and wind the yarn around it. Tie the loops together at one edge. Take them off the cardboard and clip the loops opposite the tie. The wig may then be glued or sewn to the head. Trim the wig after it is on the head.

Fancy Wig - Make a part by sandwiching the yarn flat between two pieces of paper and sewing it on your sewing machine. Tear away the paper and you have a perfect part. Cut the loops, glue the wig to the head, and trim.



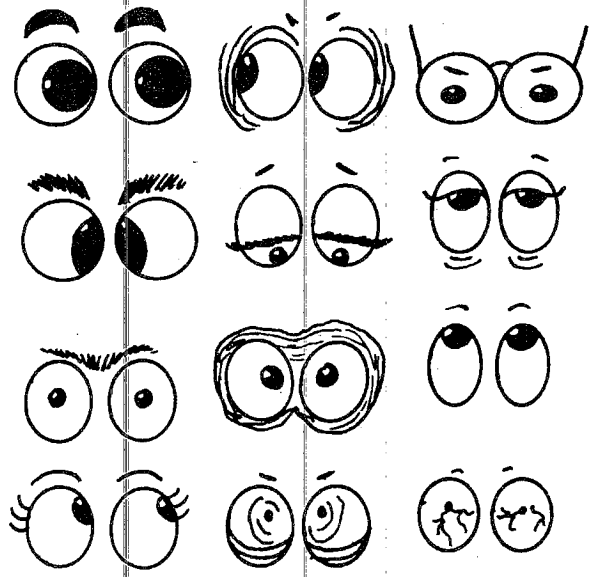
paper sandwich

HAIR

Hair in the form of wigs, beards, moustaches or eyebrows can be pinned, taped, glued, stapled, or sewn onto a head, depending on the hair materials and the head. Narrow streamers of crepe paper, shredded plastic bags, strips of scrub pads and steel wool, fur pieces, unspun wool, wood shavings, feathers, string, and yarn can be made into wigs.

NOSES

Noses can be made from a circle of felt two or three inches in diameter. Put stuffing in the center, then stitch from alternate sides and pull together until you have made a tight ball. Then glue or stitch in place.



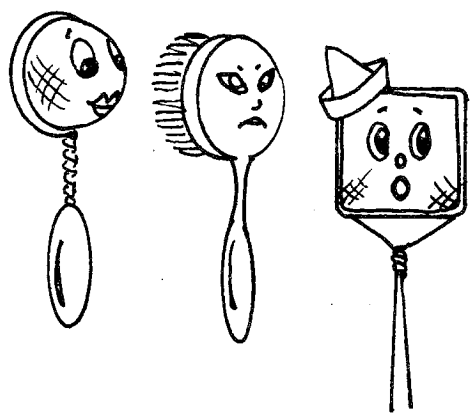
EYES

Give the puppet's eyes sparkle! Use a touch of glitter, the head of a pin or tack, a sequin, or a shiny button on the puppet's pupils. For quick, easy-to-make eyes, use various sizes and colors of stick-ons which are usually available at office supply stores, or cut the patterns shown from paper or felt. A black felt-tip pen can be used to make a dot for the pupil.

For some characters, loosely attached or moveable eyes will be effective. Buttons and ping pong balls can be stitched so they will move when the puppet moves. Hobby and craft stores carry plastic moveable eyes in different sizes.

HOUSEHOLD OBJECTS PUPPETS

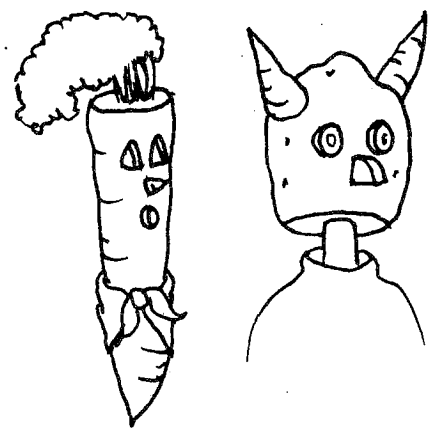
The household object puppet comes from the toolbox, broom closet, kitchen drawer, or wherever. Extraordinary puppets can be made with the most ordinary household items. The following items make great puppets: Fly swatter, ping pong paddle, egg beaters, toilet bowel brushes, vegetable brushes, wooden spoons, forks, feather dusters, strainers, spatula, potato masher, and a hair brush. Use scraps of material, construction paper, cardboard, yarn, pipe cleaners, buttons, felt, and chore boys to decorate these puppets.

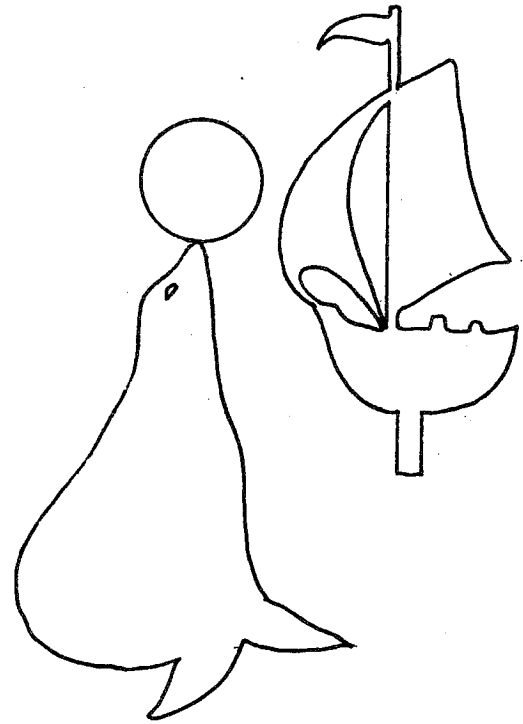


FRUIT/VEGETABLE PUPPETS

puppets are fun and easy to make. Effective heads can be made very quickly. These puppets are most suitable for same day shows since they have no lasting qualities. You can use a large carrot as is, or simply insert a stick (such as a tongue depressor) into the bottom of a potato, apple, orange, cucumber, turnip or green pepper. To conceal the hand, fasten a cloth around the top of the stick with a pipe cleaner or bread-wrapper twist. Design the face with such items as tacks, toothpicks, raisins, small marshmallows, gumdrops, cloves, buttons, ribbon, parsley and radishes.

Owl - Made from a large potato cut in half. A hole to cover your index finger is carved out of the cut end. Beak is shaped from a slice of potato and attached with pins. Use carrot tips for ears attached with pins. Make felt eyes and for body use small paper bag slit on one side for your hand and tied at the bottom with a rubber band.





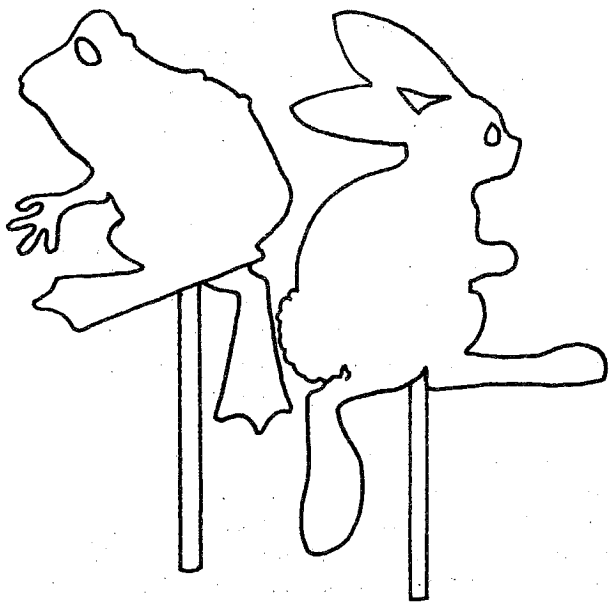
SHADOW PUPPETS

easy and fun to make and use, shadow puppets are one of the simplest forms of puppetry and one that lends itself to the telling of tall stories. It is important to think through the events of the story, so that plenty of action is included.

One or two people can put on an entertaining shadow puppet show and a den of boys can produce one that is quite exciting. The big advantage for the boys is that a whole theater

can be created with cutouts and shadows so that many different plays can be performed without a large group of live actors or stage help.

Shadow puppets are cutout figures placed behind a screen lighted from the rear. The puppets and scenery are attached to one or more rods and held up behind (and against) the screen. These can be pure silhouettes. Or, by cutting out certain features, like eyes, they can take on two-dimensional characteristics. Body limbs can be jointed by varying types of hinges to enable the limbs to move independently. A rod must be attached to each limb, however, in order to provide controlled movement.



Shadow puppets grow large or small as they move toward and away from the screen. On a large screen, boys can become the shadows. Puppets can climb a tree or mountain in an instant. The miraculous disappearance of a puppet is an easy trick. Suddenly pulling the puppet straight back and down out of the light will cause it to vanish. The reverse move will cause an instantaneous appearance. Characters can be transformed from animals to humans or dwarfs by pulling one puppet straight back while another is pushed forward in its place. A spoken magic spell and a blink of a light accompanying this action adds to the mystery.

Another advantage of shadow puppet plays is that scenery can be changed quickly and easily. Cars, bicycles, wagons, and other rolling props can be pushed or pulled across the screen.

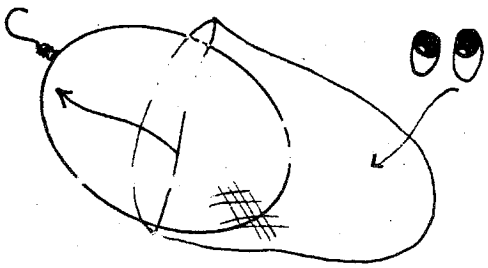
Illumination for shadow puppets must come from directly behind the center of the screen. There are many shadow tricks and devices to produce special effects. Manipulating the light will give the illusion of movement to a stationery object. To do this, hold the silhouette back a little from the screen while you have someone move the light slowly from one side of the screen to the other, and parallel to it. For shadow puppets in color, cut out the cardboard silhouette and then cut out the center of the silhouette, leaving just a cardboard frame around the edge. Place colored cellophane or tissue paper over the frame. The light shining through the colored paper shows the color on the screen.

COAT HANGER PUPPETS

This puppet is easy to make and fun. You will need a coat hanger, nylon hose, tape, construction paper, yarn for hair, scraps of

material, and glue to make this puppet.

Shape the coat hanger to form an oval. Cut the foot and top off a nylon hose. Tie a knot at one end and pull over the coat hanger with the knot at the top and open end at the handle.



Cut features from construction paper or felt, and glue on face. Hair may be made from yarn or cut from construction paper.

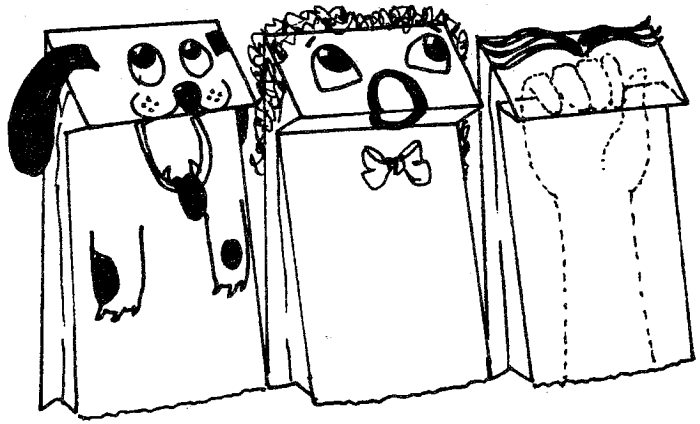
Gather a piece of material over the handle to hide the puppeteer's hand.

PAPER SACK PUPPETS

Paper sack puppets are the easiest, least expensive, and fastest type of puppets for Cub Scouts to make.

Use small paper sacks (lunch bag size). You will need crayons, felt tip pens, or paint, scissors, and a pencil. Additional materials such as felt, yarn, construction paper or buttons can be used wherever needed.

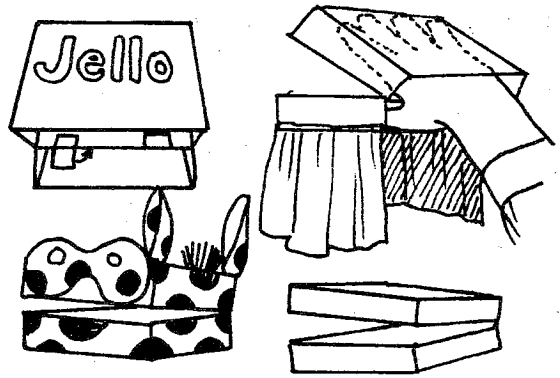
1. Leave paper bag folded (with fold on top) and mark lightly where features will go. Eyes and nose should be on bottom of bag; top of mouth on bottom of bag; and bottom of mouth on side of bag.
2. Lift up bottom of bag and finish filling in mouth.
3. Glue on hair, ears, clothing, etc.
4. Operate puppet by placing hand in sack with fingers over fold in bottom. Open and close your hand to make the puppet talk or sing.



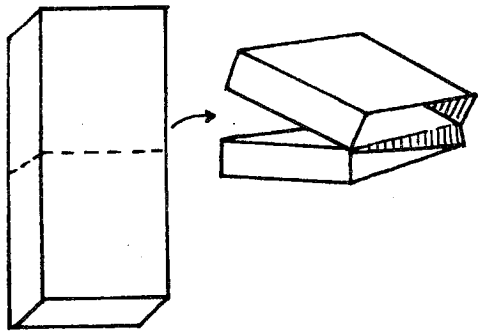
BOX PUPPETS

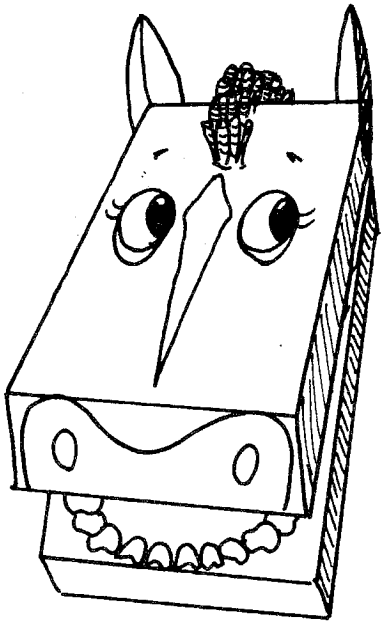
Boxes are a good material for making puppets. For small puppets, use Jello boxes, for large ones, cereal boxes can be used. For unusual puppets, use spaghetti boxes, egg cartons, or other boxes.

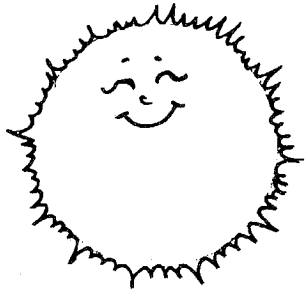
For boxes with a waxy surface, add a small amount of liquid soap to tempera before painting. Scratch the surface before gluing on trim. The boxes can also be covered with construction paper. Features can be drawn with marking pen, paint, or glue on felt or paper cutouts.



Start with two boxes (either the same size or different sizes), or cut one large box in half. Tape boxes together as shown so that back side of puppet is open and hinged.





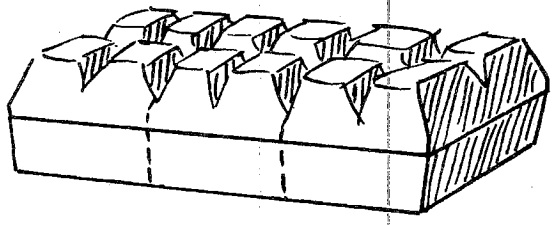


EGG CARTON PUPPETS

Use large scissors to cut an egg carton into thirds. Each third becomes a puppet mouth. Reinforce the hinge with masking tape to make a more durable puppet.

Help each boy decide if his character needs the bumpy side up or down, as the holes for controlling the puppet will be placed in whatever is the top half of the puppet. Boys can also decide whether to cut off the egg carton flaps or turn them into teeth or lips.

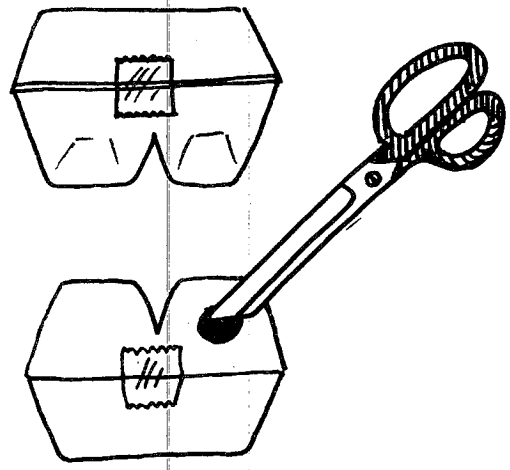
Poke and twist the point of closed scissors into the top, back part of each puppet, directly above the

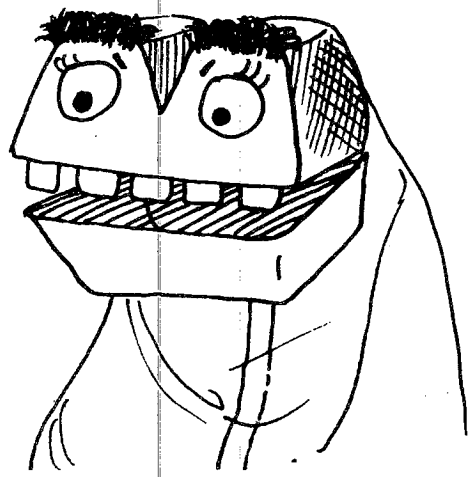


hinge. Finger holes made in this way last longer than if two circles are carefully cut out, because tearing is less likely.

Provide a variety of odds and ends for making eyes, hair, ears, noses, etc. Styrofoam egg cartons are particularly easy to poke things into like pipe cleaners and feathers. Pipe cleaners can also be used to attach things such as earrings or bows.

If desired, paper or cloth bodies can be stapled or taped to the back, underside of the puppet heads.

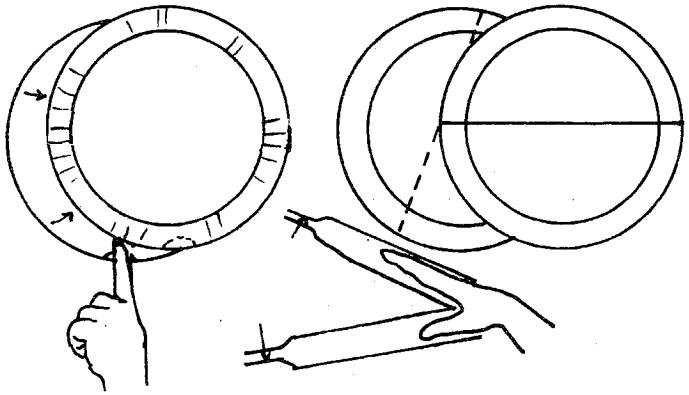




PAPER PLATE PUPPETS

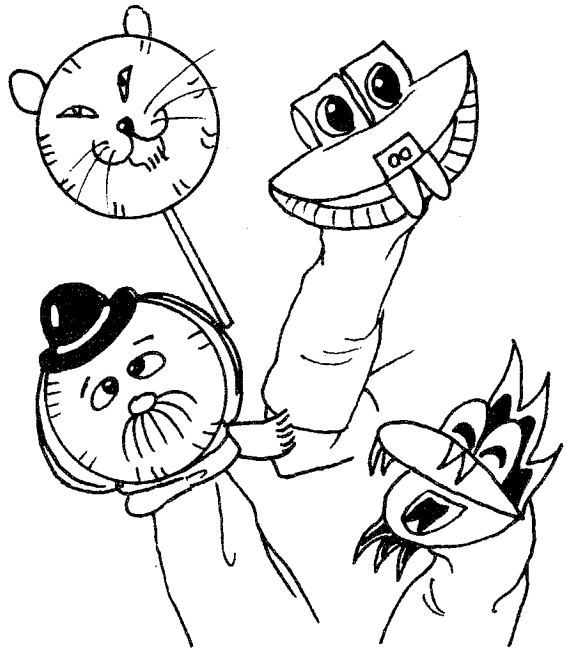
Although paper plate puppets are simple to make, they are very effective and unusually durable. The paper composition from which the plates are made takes paint and crayon remarkably well and presents a sturdy surface for painting, gluing, and stapling.

The most simple type of paper plate puppet consists of a highly decorated paper plate with a face design in front and a stick taped to the back so that the plate can be manipulated as a rod puppet. Or glue or staple two plates together with the backs facing out, cutting an opening in the bottom for the puppeteer's index finger. Decorate the puppet as desired. A kerchief or piece of cloth can be draped around



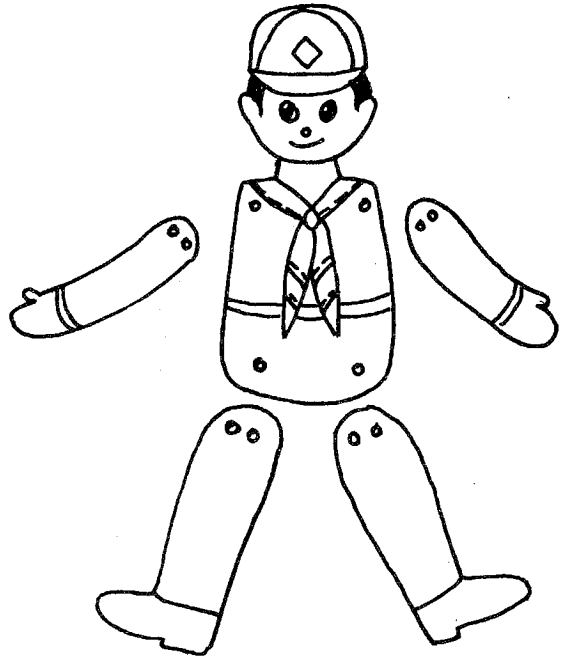
the puppet's head as decoration and then be brought below the head to wrap around and hide the puppeteer's wrist and hand.

Another type of paper plate puppet has a paper plate folded in half as the basic element in its construction. The outer rim of the plate forms the lips of a wide mouth and the fold furnishes the hinge which allows the mouth to open and close. The puppeteer places four fingers on the top of the plate and a thumb beneath in order to manipulate the mouth. Half of another paper plate stapled or glued to the forward edges of the upper and lower parts of the mouth, but free at the back, provides a pocket into which the puppeteer can slide his fingers. Once the mouth and its control area have been established, the puppet can be decorated. Attach a cloth sleeve to the paper plate to hide the hand and arm of the puppeteer.



JUMPING JACKS

Cut body, arms and legs separately from 1/8" plywood or cardboard. Color with marking pens or paint as desired.

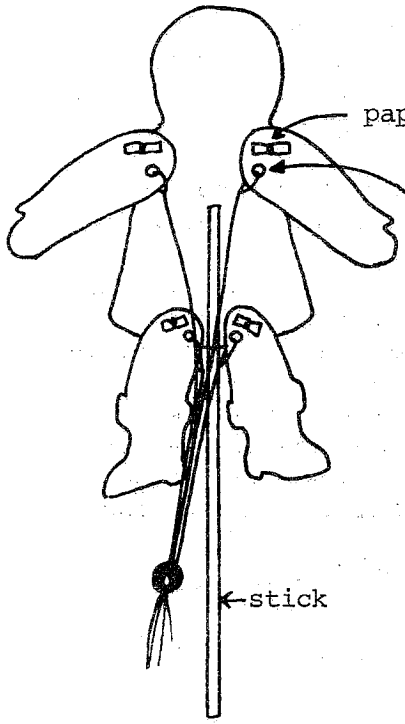


Make holes for paper fasteners and thread. Holes should be large enough for parts to move easily. Do not fasten too tightly, or it will not work.

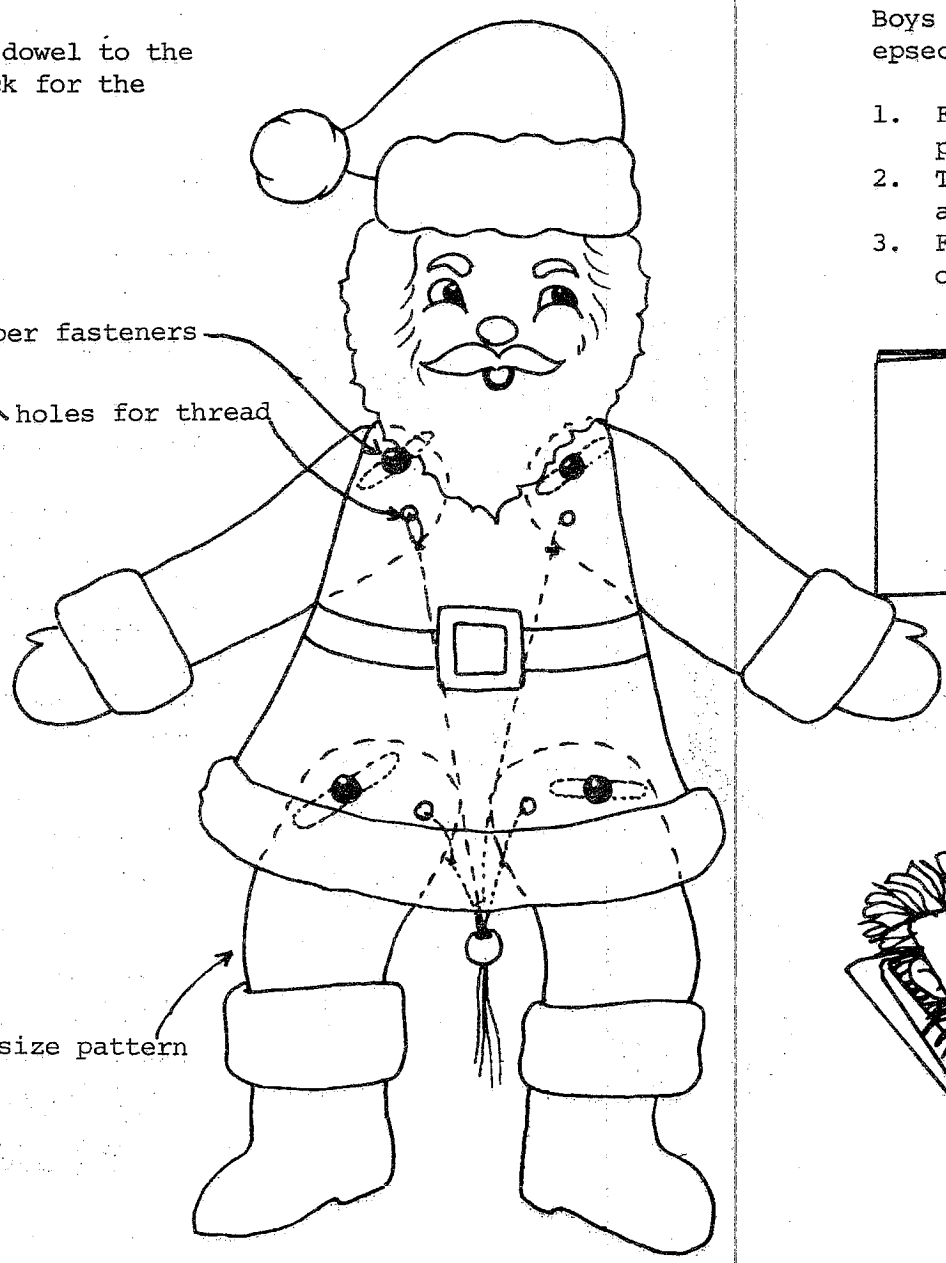
Tie (bottonhole twist) thread in small holes in arms and legs. Adjust to proper length. Tie to a bead or tie end in a knot.

Pull end of thread to move arms and legs.

Attach a 1/4 inch flat dowel to the back of the jumping jack for the puppeteer to hold.



back view

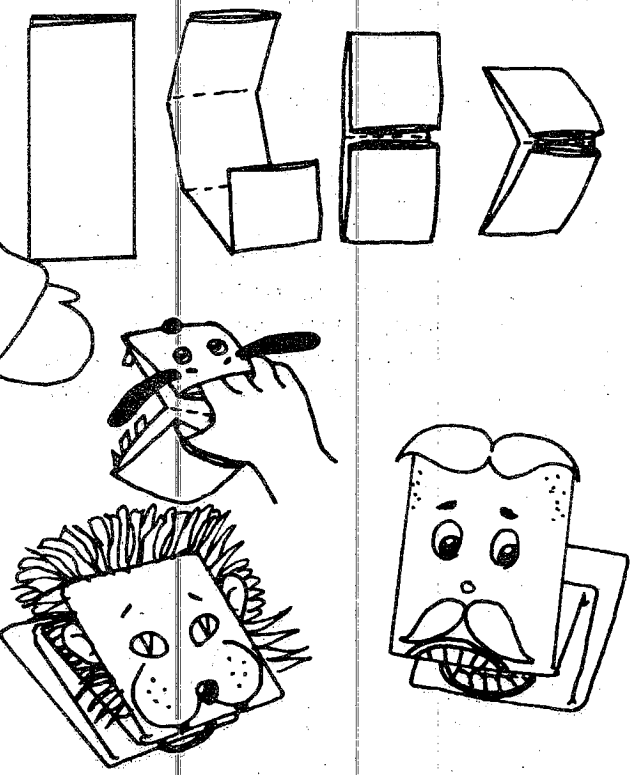


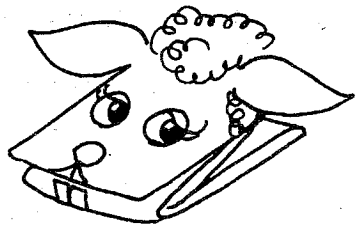
actual size pattern

FOLD-UP PAPER PUPPETS

Boys have a lot of fun with these, epsecially in a den meeting.

1. Fold a sheet of construction paper into thirds, lengthwise.
2. Then fold into quarters with top and bottom meeting in the middle.
3. Fold again in half with opening on outside.



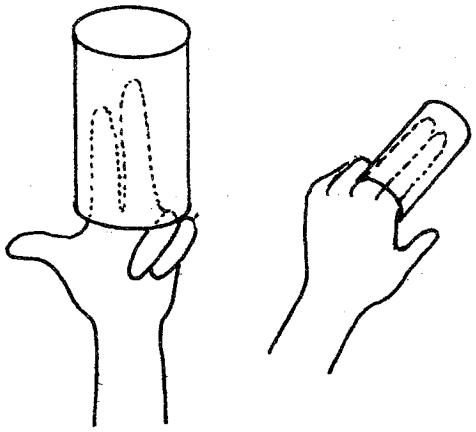


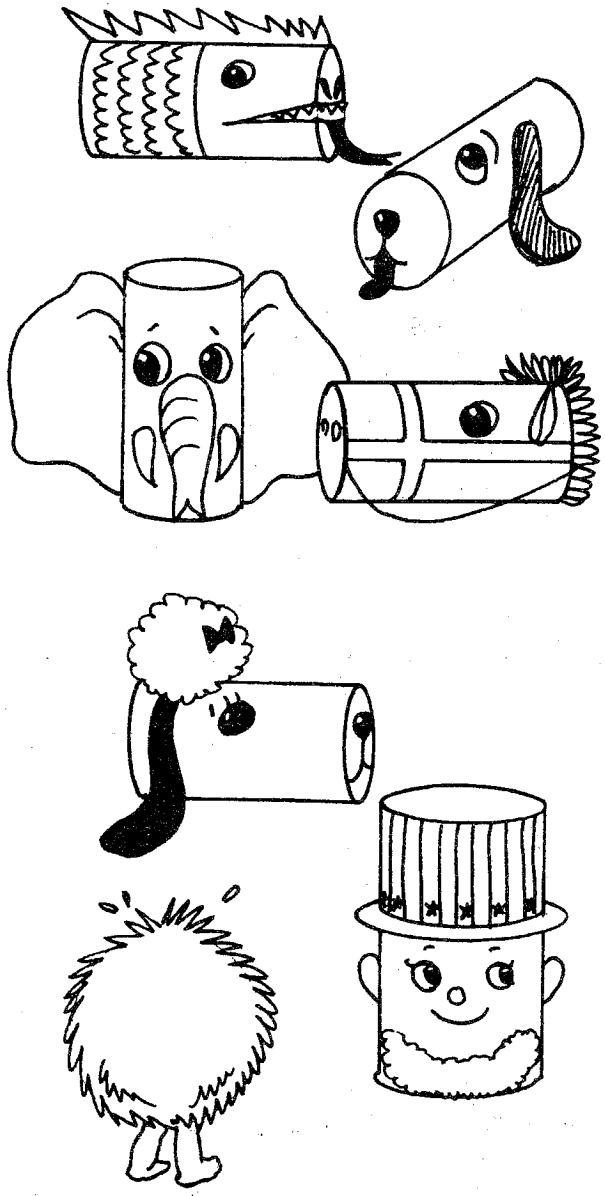
4. Slip thumb and finger into slots to make the puppet talk.

Trim with contrasting construction paper, felt, marking pen, yarn, etc.

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, fur, etc. Entire roll may be covered with colored paper or painted, as desired.





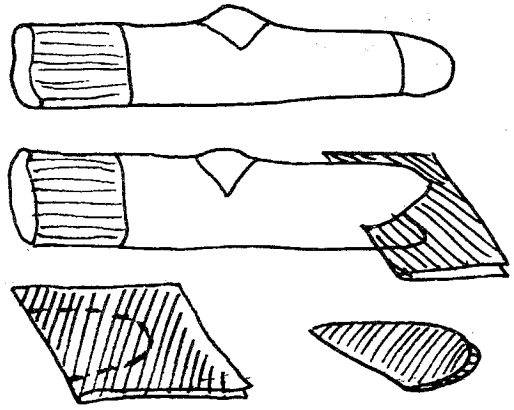
SOCK PUPPETS

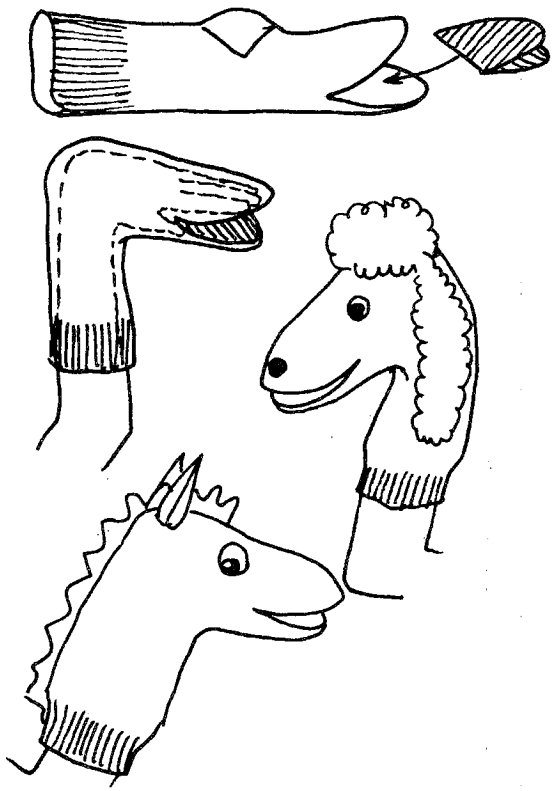
If you want a lively puppet - make a sock puppet! Because it is made of resilient knit material, every bit of it can move. Sock puppets are tough and durable and have the advantage of being easily stored.

Use an old sock. Wool or fleecy socks work best, but any will do. Spread the sock out flat so that the heel is on top.

Cut around the edge of the toe and back about 2 or 3 inches.

You'll need a small piece of red, pink, or orange cloth folded in half. Put the folded cloth inside the open part of the mouth so that the folded edge fits all the way back against the edge of the cut. Draw around the mouth with a pencil. Remove the cloth and cut out the





mouthpiece and sew or glue it into the sock.

Turn the sock right side out when the glue is dry or the seam has been pressed. The thumb should work the bottom lip while all fingers the upper lip.

Stuff a little cotton into the heel to give the head shape. Sew or glue on features. Eyes can be buttons, plastic eyes, or felt. Various yarns can be used for hair, eyebrows, mustaches and ears.

The other basic type of sock puppet is made by stuffing the toe of the sock, which becomes the head of the puppet.

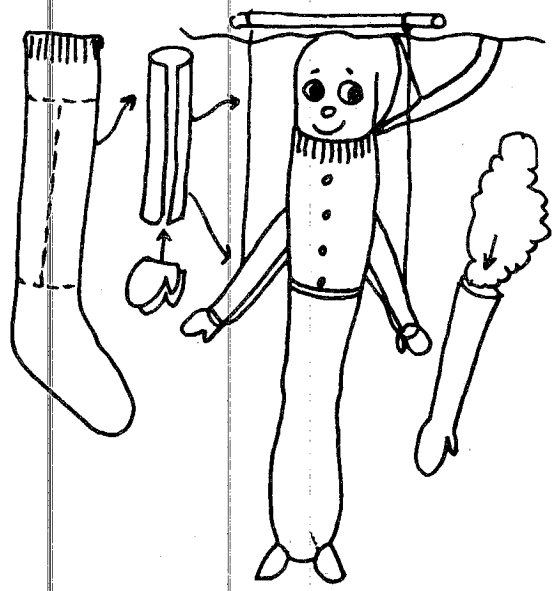
1. Turn the sock wrong side out. To make it into a straight tube, seam it across the heel. The sole of the sock is ideal for the face.
2. Construct a tube of cardboard about 5" long and wide enough to fit the index finger. Place the tube in the upper part of the sock.
3. Stuff the section that will be the puppet's head with cotton. Use enough to make the head round. Allow the tube to extend down from the stuffed area to make the puppet's neck. Tie threat tightly around the tube where you want the head to end.
4. Cut two slits for armholes where the puppet's arms should be. Simple arms can then be sewn on at these points.
5. Once the puppet is finished, the features can be sewn or glued to the puppet. Hair can be added and a costume created to match the character.
6. To manipulate this kind of puppet, fit the leg of the sock over your hand and arm so that the index finger fits into the cardboard tube to work the head. Extend the thumb and middle finger out through the side slits to move the arms.

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 sock for the puppet arms. Cut off the foot of the second sock, then cut sock leg in half lengthwise.

For arms, cut one of the pieces in half. (Save other half for another puppet.) Sew across the end and down the side. Turn, stuff, and sew to body. Sew felt hands to arms.

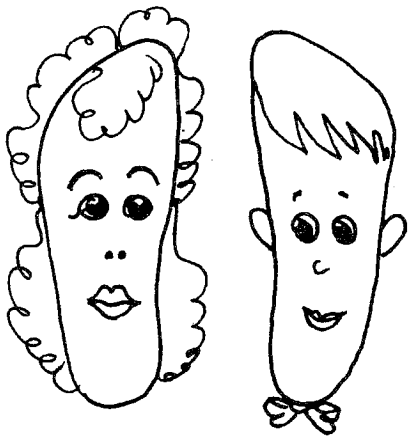
String the arms of each puppet to a stick so that the puppeteer can wear a puppet sock on each leg and operate both easily.



Use eyebrow pencil and lipstick to draw puppet's face on bare knees. Puppeteers sit on chairs or a bench. The curtain can be a blanket held in front by two members of the den.

FOOTSIES

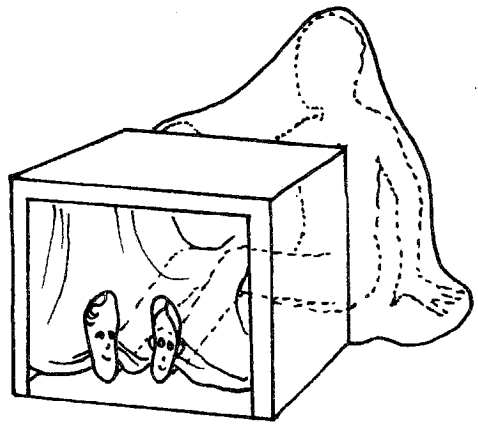
The faces of these funny footsie puppets are the soles of your socks. You can cut out felt features and sew or glue in place on the bottom of the sock. Sew on yarn hair.



To make different types of characters, add collar, bow ties, hats, whiskers, etc.

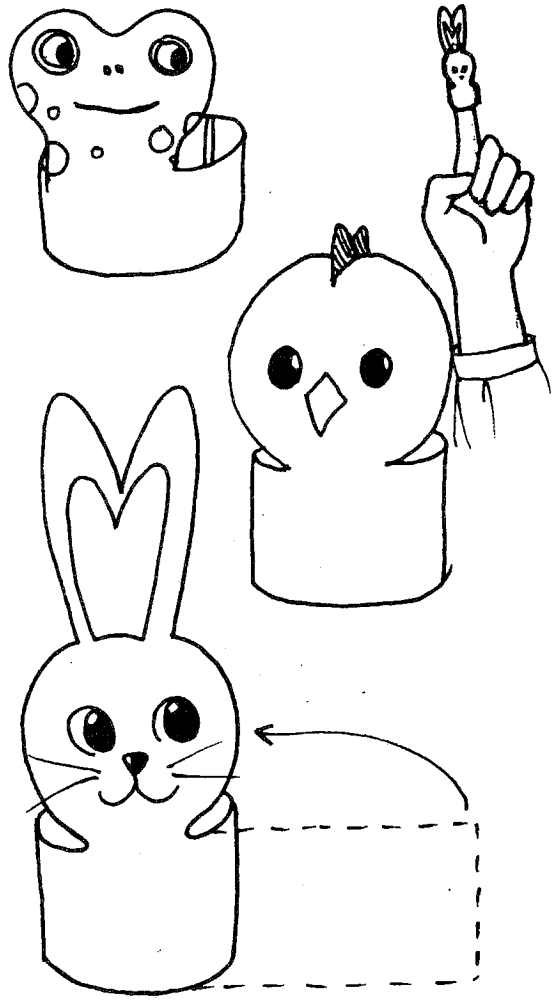
Footsie Theatre - Cut a cardboard carton, as shown in the drawing. Place a smaller carton inside as a resting place for the legs. Drape a sheet over the puppeteer. Make a curtain for the theatre from crepe paper strips so the foot puppets can enter through the curtain while the legs of the puppeteer are concealed.

Instead of the theatre, you can simply cover the legs with a blanket, leaving only the puppet footsies showing. Boys have a lot of fun with these.



FINGER CAP PUPPETS

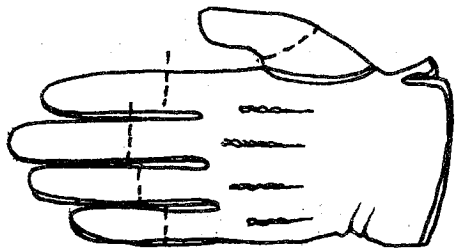
These animal finger puppets are cut from felt leaving flaps at the bottom to wrap around your finger. Glue flaps to fit your finger. Cut out features from felt and glue on puppet.

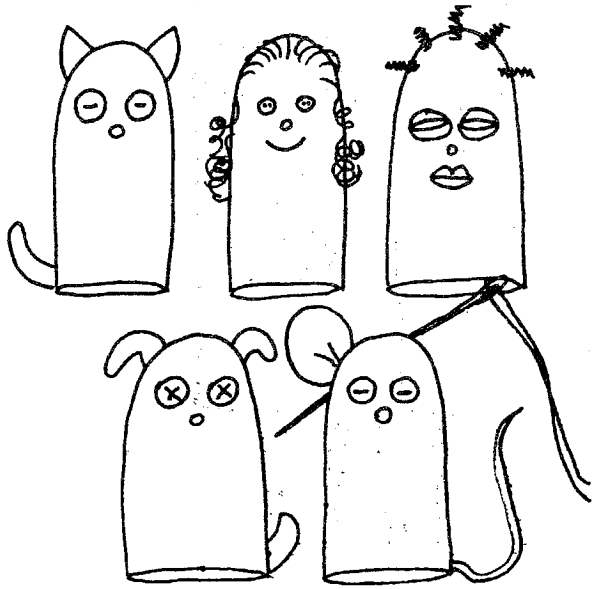


GLOVE FINGER PUPPETS

1. Cut the fingers off an old glove.
2. Sew on buttons and beads for eyes and nose.
3. Cut out felt ears, mouths, and tails. Use yarn for hair. Sew or glue to puppets.

Note: See stages in this section for finger puppet stage and ideas on finger-leg puppets.





ROD PUPPETS

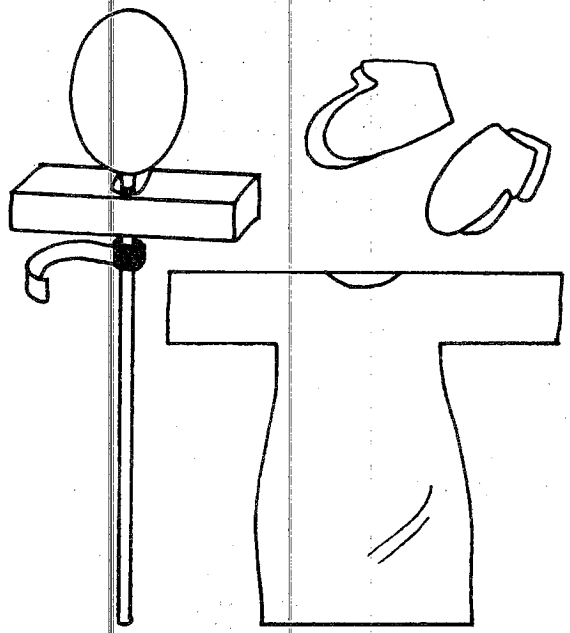
Once you have a head on a stick, you have the basic form for a rod puppet. Any of the heads discussed in this section may be used for the rod puppet. The simplest form of a rod puppet consists of a head, central rod and a gown tied around the rod.

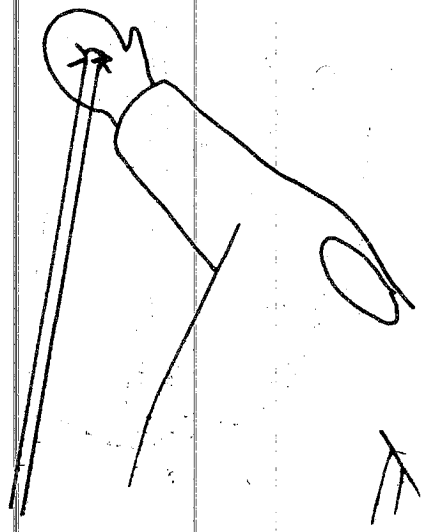
To give your puppet shoulders, make a cardboard box stuffed with newspaper. Make holes in the box to accommodate the central supporting rod and securely glue and tape the box in place. Wind tape around the rod below the box; this supports the shoulders, yet leaves them free to turn.

To give your puppet a body, make a simple T-shaped shirt. The rod with its head is put through the neck hole and the garment rests on the shoulders of the puppet. Over the rod puppet's coat you can put more clothing and ornaments; the coat is a basis on which to build.

To make hands, cut out a double thickness of felt for each hand. To make hands more durable glue a piece of lightweight cardboard between the two felt pieces. Sew the hand to the sleeve of the garment.

<u>Action Rods</u> - The arms and hands can be controlled with two rods. These might be made of aluminum, but other





metal or wood may be used. Aluminum is suggested because it is easy to work and doesn't weigh much. The action rods must be the same length as the rod that forms the puppet's backbone. Using a hammer, beat the aluminum rods flat at one end. Put a hole in the flattened end and stitch the rod to the hand, being careful not to fix too firmly so movement will not be restricted.

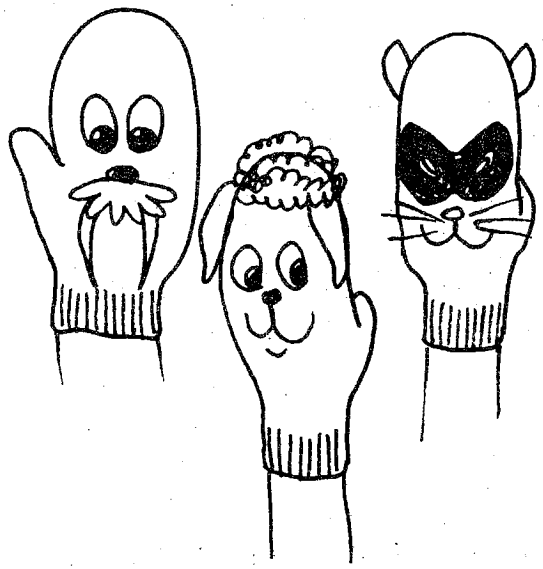
To manipulate the rod puppet the puppeteer holds the support rod in one hand and the action rods in the other hand.

MITTEN PUPPETS

Use odds and ends of colorful yarn and felt to make fanciful animals.

Sew faces to the top of any mitten. Use felt for features, ears, and details, such as walrus' tusks.

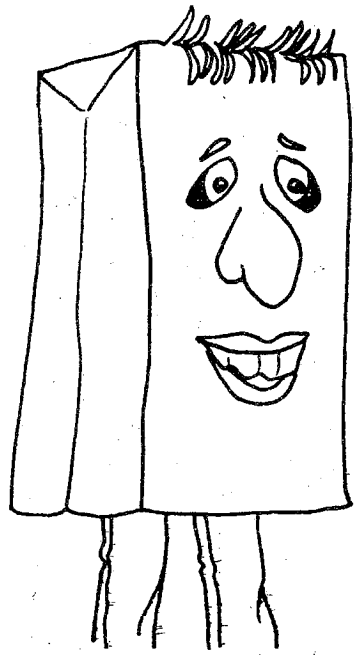
Loops of yarn are used for lamb's top-knot, lion's mane, and walrus' mustache. Single strands of yarn are sewn on for mouth lines, whiskers, eyelashes, and to make stripes for the tiger.



PEOPLE PUPPETS

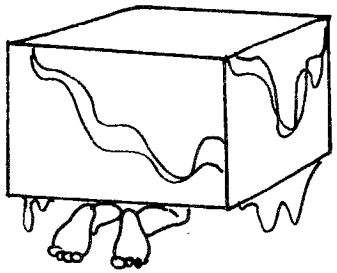
The first type of people puppet is a bib puppet. This puppet is actually a cardboard puppet without a head that is tied around the actor's neck like a bib.

The second type of people puppet uses a large paper sack. The sack is put over the head. Holes are cut out for the eyes, and facial features and decorations are added with paint or paper and glue. The bags can be turned up slightly above the shoulder or cut away on the sides.



The third type of people puppet is a paper puppet that is made from brown wrapping paper and stuffed with newspaper. It is the same size at the puppeteer. To make this puppet do the following:

1. Have the Cub lay down on a large sheet of brown paper. Another Cub or leader will sketch around the Cub with a pencil.
2. Cut two pieces exactly alike as the sketch outlined is cut. Staple the edges together, leaving room to stuff with newspaper.
3. Paint or draw features on the figure. Stuff with crumpled newspaper.
4. To manipulate, the child will hold the figure in front of himself as he moves about.



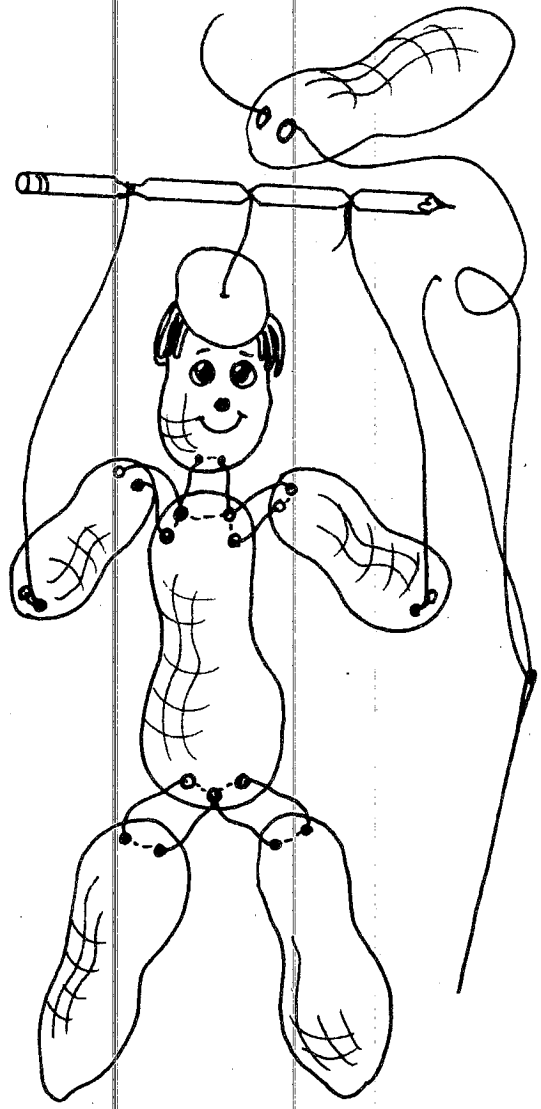
PEANUT MARIONETTE

Materials: 6 peanuts, heavy black thread, darning needle, poster paints and brush, sandpaper, felt, yarn, glue.

1. Arrange the peanuts on a table to form marionette. Use a small peanut for the head and large (double) peanuts for the body, arms and legs.
2. Punch holes through the ends of the peanuts with a darning needle. See diagram showing where to punch holes.
3. String the parts together as shown in the picture. Twist the needle while inserting it into the peanuts to avoid cracking the peanut shells.
4. Rub the marionette lightly with sandpaper to roughen all the surfaces of the peanut shells.
5. Paint your Cub Scout marionette as follows: arms, body and legs blue, head flesh. Glue baby yarn on head for hair and make hat out of an oval of blue felt. Glue hat on top of head. Finish your Cub Scout by painting features on his face.

<u>To String Marionette</u> - materials needed: Pencil or stick 6 to 8 inches long, heavy duty or invisible thread, knife.

1. Decide how long you want the strings on your marionette. If you will be using it on a table, the strings should be short enough



so you can stand comfortably. If you are going to use the floor for your stage, you will need longer strings.

2. Cut three notches in your pencil or stick, one in the middle, and one 1 inch from each end. Cut a piece of thread 3 inches longer than the length you want for your finished head string. Stitch this thread through the top of the felt hat and tie. Tie the other end of the thread around the center notch of your stick.
3. Cut 2 arm strings long enough to tie on the stick and extend 2 inches longer than the marionette's hands. Tie the strings to the end notches on the stick. Have someone hold the stick up so the marionette will stand straight. Tie the loose ends of the arm strings to the hands. Be sure to allow enough string so the marionette's arms can remain at its side and will not be pulled up.

How to Work Your Marionette -
The arms are moved up and down by tilting the bar up and down. The arms are moved forward by pulling the arm string forward with the forefinger of one hand.

To make your marionette walk, jiggle the stick up and down while moving it forward. This action will make the legs swing as if walking.

Puppet Plays

Suggestions: Pretape the dialogue of plays on a tape recorder so that the boys will be able to concentrate on the puppets' actions.

CHRISTMAS SPIRIT

Characters - 6 Cub Scout paper plate hand puppets
1 Santa Claus paper plate hand puppet

Music - Play Christmas music before the show starts and between scenes.

Scenery - Paint or draw scenery on butcher paper for the two scenes. Tape Scene 2 above Scene 1 and attach to back of the stage so that Scene 2 is hanging down the back side of the stage. When Scene 1 is over, cut off Scene 1 and drop Scene 2 down in place.

Props - Cardboard wagon with toys (handle scenery)
Cardboard table with toys on it (handle scenery)
(Refer to scenery in this section)

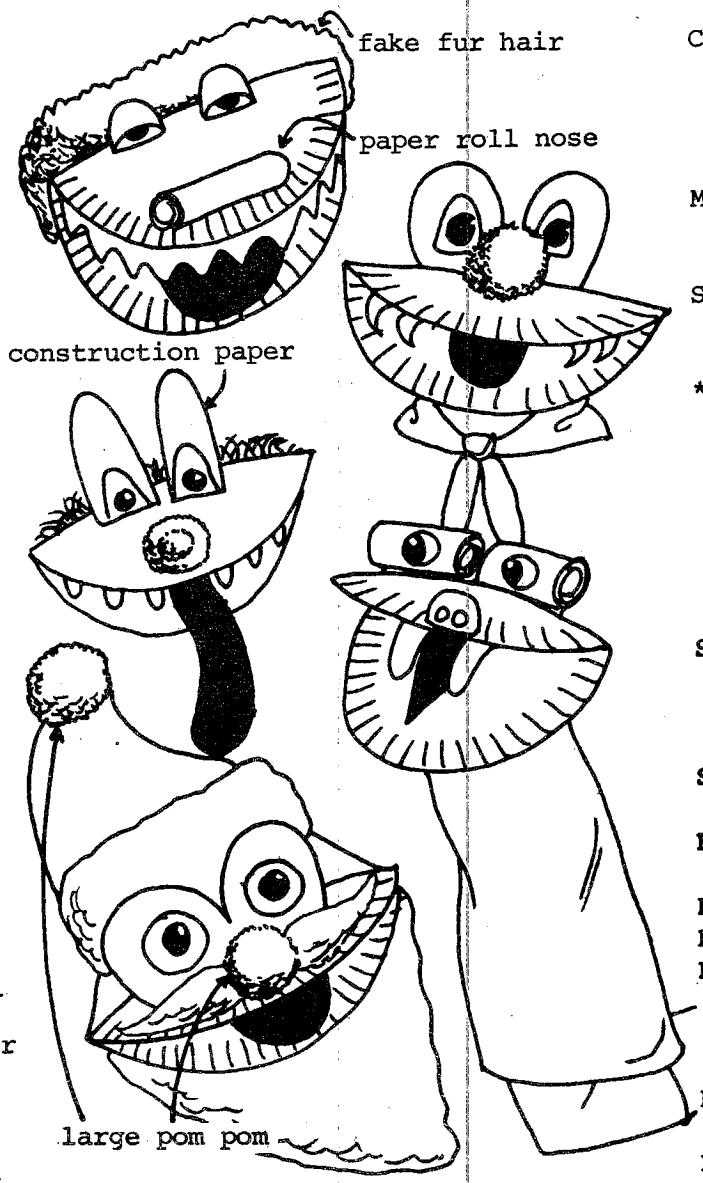
Scene 1 - Cubs are collecting toys to repair for gifts.
Scenery - A block of houses on a snowy day. Prop man holds up handle scenery of wagon and toys during Scene 1

Cub 1 - Why do we have to collect good used toys?
Cub 2 - Yeh! I was going to go sled riding.
Cub 3 - There's a pile of snow in my back yard waiting to become a snowman.
Cub 4 - Come on guys! We need to collect toys for kids that Santa overlooks.
Cub 1 - You mean Santa doesn't come to some houses?
Cub 5 - That's right! I think he must get mixed up and gets lost! So we'll get the toys, fix them up, and give them to the Mayor's Christmas Tree.
Cub 2 - Couldn't we just get Santa a compass?
Cub 6 - No! We can't! We have enough toys for today. Let's go to my house for some hot chocolate.
Puppets exit and curtain closes.
Prop man moves wagon along with puppets.
Scene 2 - Cubs are inside a workshop where they have been repairing toys. They are standing around a table full of toys.
Scenery - The backdrop shows walls of a workshop with handle scenery of a table with toys on it.
Cub 1 - This isn't as bad as I thought.
Cub 2 - No, in fact, it's kind of fun.
Cub 3 - We are doing part of our Cub Scout Promise.
Cub 4 - We are helping other people.
Cub 5 - And we are doing our best!

Cub 6 - Besides, guys, we're having lots of fun!
Cub 3 - The snow will still be there later.
Cub 2 - And my sled will still be ready to roar down the hill on Elm Street.
Cub 1 - I guess this is what Christmas spirit is all about. I feel happy about what we're doing, guys!
All puppets sing:
I've got the Cub Scout spirit
Down in my heart,
Down in my heart,
Down in my heart,
I've got the Cub Scout spirit
Down in my heart,
Down in my heart to stay.
Cub 6 - Looks like we're finished! Let's go hit that snow!
Cub 2 - I still think we should have sent Santa a compass.
Puppets exit and Santa puppet comes on to stage.
Santa - (looking at audience) Did I hear somebody say something about a compass? Is this the North Pole? Ho! Ho! Ho!, Merry Christmas!
Curtain closes

Puppets for Cub Scout Christmas Spirit

Refer to the general directions earlier in this section on how to make paper plate puppets. All the Cub Scout puppets will have navy blue sleeves with yellow scarves. The Santa puppet will have a red sleeve. Following are some ideas for their faces.



These are just ideas. Let the boys create their own ideas.

GETTING FIT

Characters - 3 "regular" boys hand puppets with styrofoam heads
3 Cub Scouts hand puppets with styrofoam heads

Music - Before the show play some quick moving music to get the audience in the mood for exercise.
Scenery - Paint or draw a picture of a gym with equipment on butcher paper for the backdrop.
*Props - A small piece of rope - to be used as jump rope
A piece of 1/4" foam rubber - to be used as gym mat
Barbells - made from 1/4" round dowel rod and two 1" styrofoam balls painted black. Glue velcro on top of dowel rod.
Stage - The stage you choose to use should have a ledge of some sort so that the props can sit on stage.

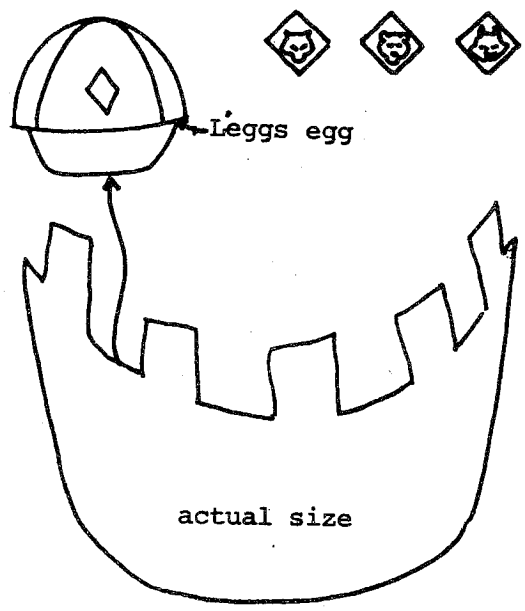
Scene - Three regular boys are coming into the gym to use the equipment.
Boy 1 - It's neat that we got to come to this gym.
Boy 2 - What should we try first?
Boy 3 - How about the weights?
Boy 1 - That sounds great! (trying to lift barbell). This is harder than it looks. (He strains and tries to lift, but can't.)
Boy 2 - I'm gonna jump rope. (He tries, but can't do it.)
Boy 3 - I'm gonna try some forward rolls. (He tries on the mat, but can't do it.)

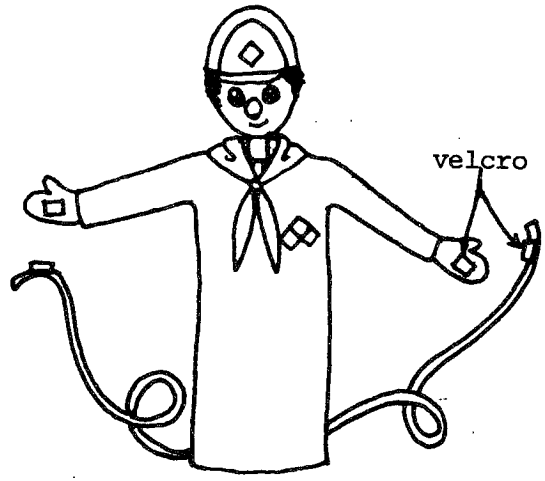
Enter three Cub Scouts from stage left.
Cub 1 - Looks like you guys could use some help.
Cub 2 - Our den leader tells us to start off slowly at first, then work up to the harder stuff!
Cub 3 - Let's do some jumping jacks. (All puppets do a few jumping jacks, jumping up and down waving their arms.)
Cub 1 - Now for some toe touches. (All puppets do a few toe touches, bending over and touching floor.)

*The jump rope should have velcro on both ends of it so the puppet can pick it up. The puppets will have velcro on their hands. This way both the barbells and jump rope can be picked up.

Cub 2 - We're warmed up - let's jog around the gym. (All puppets jog around the stage area.)
Cub 3 - I think we're ready for the weight lifting now. (All boys successfully lift the barbells.)
Boy 1 - Yay, we did it! Do you guys think you could come and help us again?
Cub 1 - Sure we could! We could help you and be helping ourselves.
Curtain closes

Puppets - Refer to styrofoam head directions printed earlier in this section. See suggestions on how to decorate the heads or let the boys create their own ideas. Use the pattern printed earlier in this section for the puppet body. The three regular boys could have any color body. The Cub Scout puppets should have blue bodies and yellow scarves. You could also glue badges to their bodies to indicate their rank. Use gold cord as a tie slide for the neckerchief. The Cub Scout hat is made from the small end of a Leggs egg with a poster board bill that has been glued to the inside of the Leggs egg with tabs. The hat is painted with model paint after it has been assembled. All puppets need to have velcro glued to their hands so they can pick up the appropriate props.





CUB SCOUT HARMONY

Characters - 6 finger puppets representing the countries of Mexico, England, Ireland, Scotland, Japan and U. S. A.

Music - Before the performance play the original "I'd Like To Teach The World To Sing."

Props - Have a real globe of the world, with a banner wrapped around it saying B.S.A. The globe could either sit on the table next to the stage or on top of the stage, depending upon the size of your stage.
Curtain Opens - Puppets representing the six countries sing the song below to the tune of "I'd Like To Teach The World To Sing." You might want to have the boys sing the song through twice.

All puppets sing:

I'd like to teach the world to sing
In Cub Scout harmony,
The oath, motto, Law of the Pack
To keep it company.

I'd like to teach the world to live
Like we do in our den,
Workin', playing', havin' lots of fun
While we grow into men.

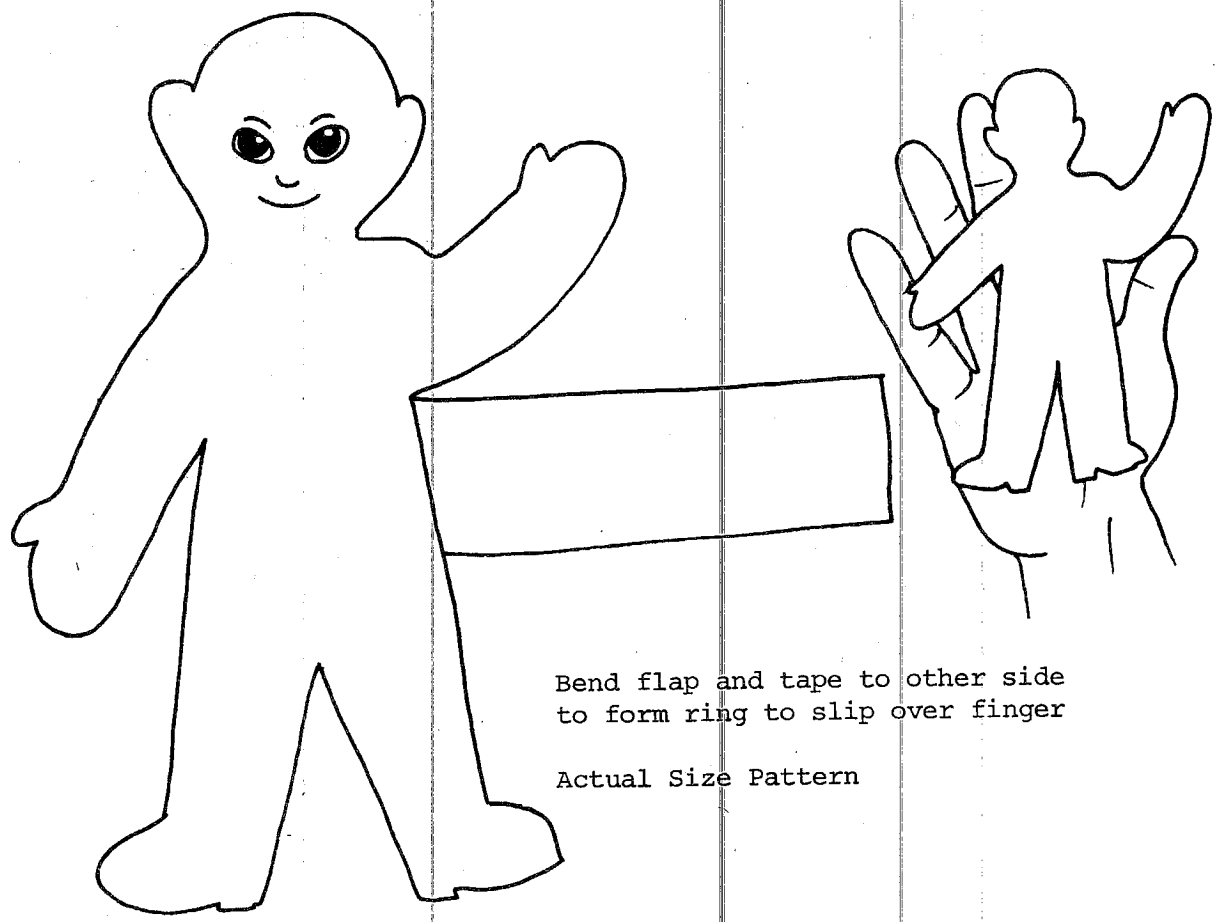
I'd like to give the world the joy
Like we have in our pack,
Of people sharing all as one
All tied up in a sack.

I'd like to teach the world to sing
In Cub Scout harmony,
To stand together all as one
The family of man.

Stage - The size of your stage will depend on whether you have three boys operating two finger puppets each or six boys operating one puppet each. Refer to STAGES in this section for the type of stage you might want. If you decide on a shoebox stage, you would have to use the large variety that boots come in because of the height of this puppet. In fact, you would probably have to put two shoe boxes together to accommodate 6 boys.

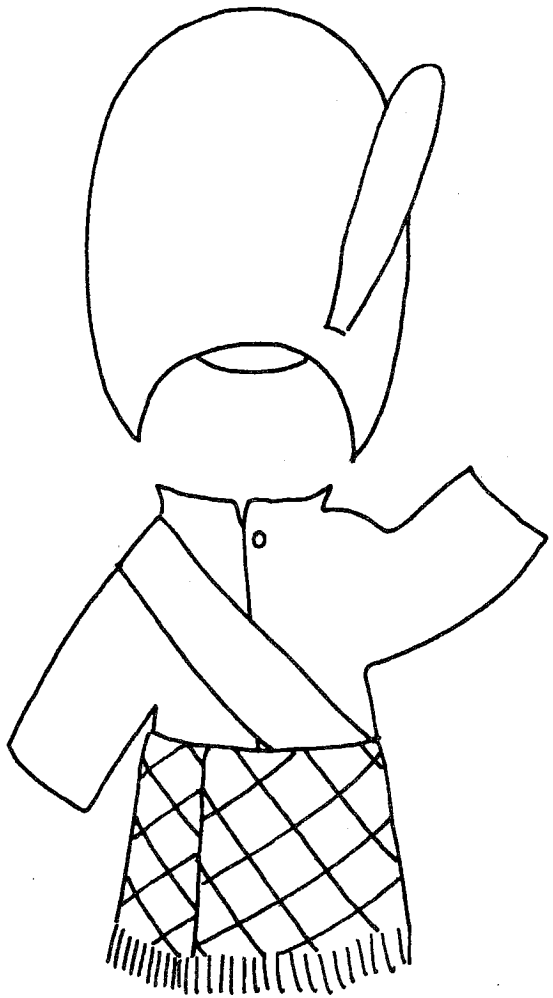
Finger puppets -
These little guys are cut from shirt cardboard, decorated with felt tip markers for bright colors, glue on hats or other accessories. You might want them to carry the flag of the country they represent. The puppeteer wears a brown cotton glove to cover his hand.

Mexico.. light brown shirt and pants, colorful serape, sombero
England ...Red jacket, black pants, black belt, high black hat (palace guards)
Ireland ... Green shirt and pants, hat with shamrock
Scotland --- Red jacket, plaid kilt, high black hat
U.S.A. ... Uncle Sam
Japan ... White kimono, black belt

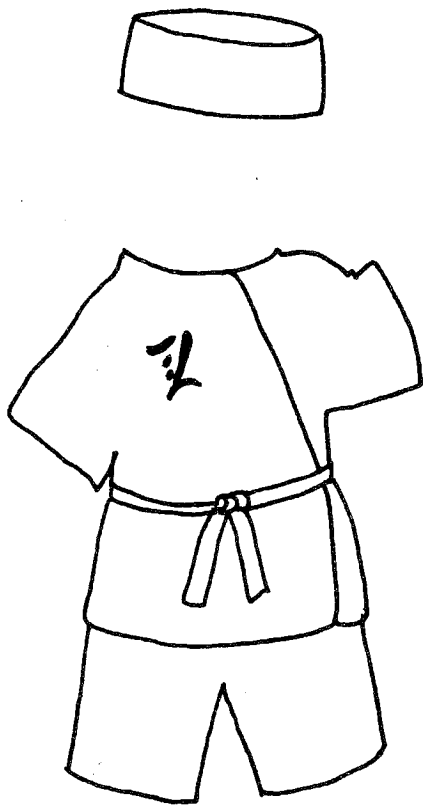


Bend flap and tape to other side to form ring to slip over finger

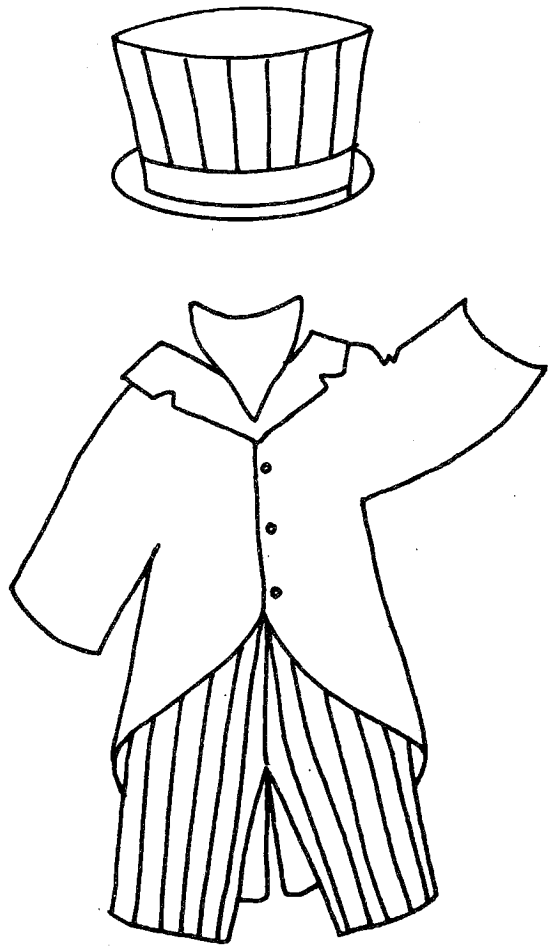
Actual Size Pattern



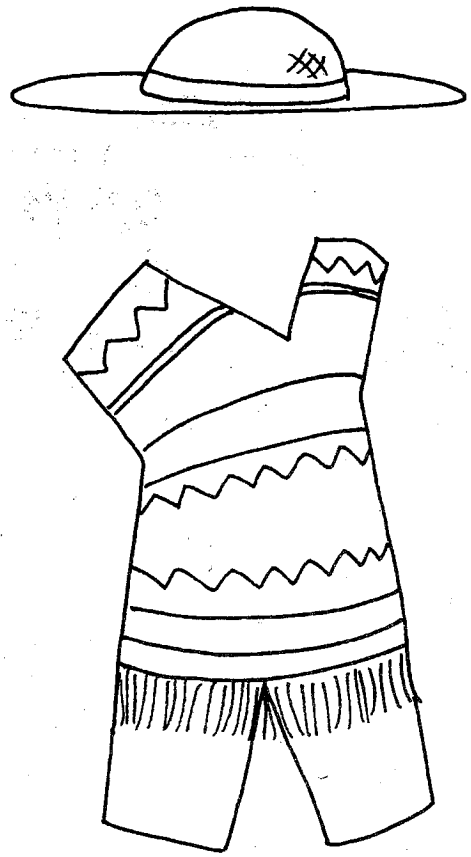
Scotland



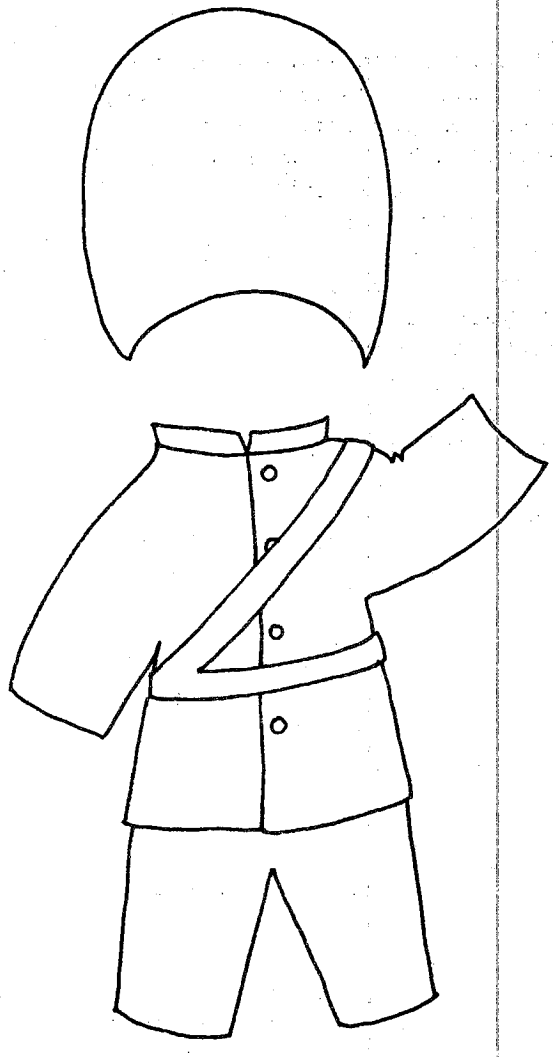
Japan



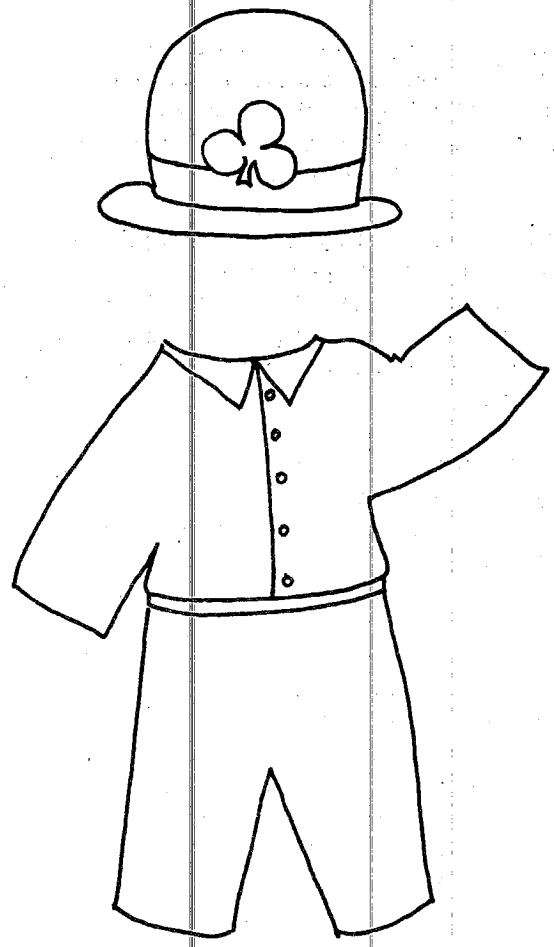
USA



Mexico



England



Ireland

ALL THE ENERGY WE CAN GET

Puppets: 5 Cub Scout tin men - Wolves or Bears according to the rank of the boys making them. Use each boy's neckerchief to uniform his puppet. Directions follow:

Staging: 8' backdrop drawn lengthwise on 30" butcher paper shows den meeting room. Cafeteria table on side or large boxes provide support. Cubs handle puppets over top of scenery.

Skit: Conservation through recycling (Puppets gathered for den meeting.)

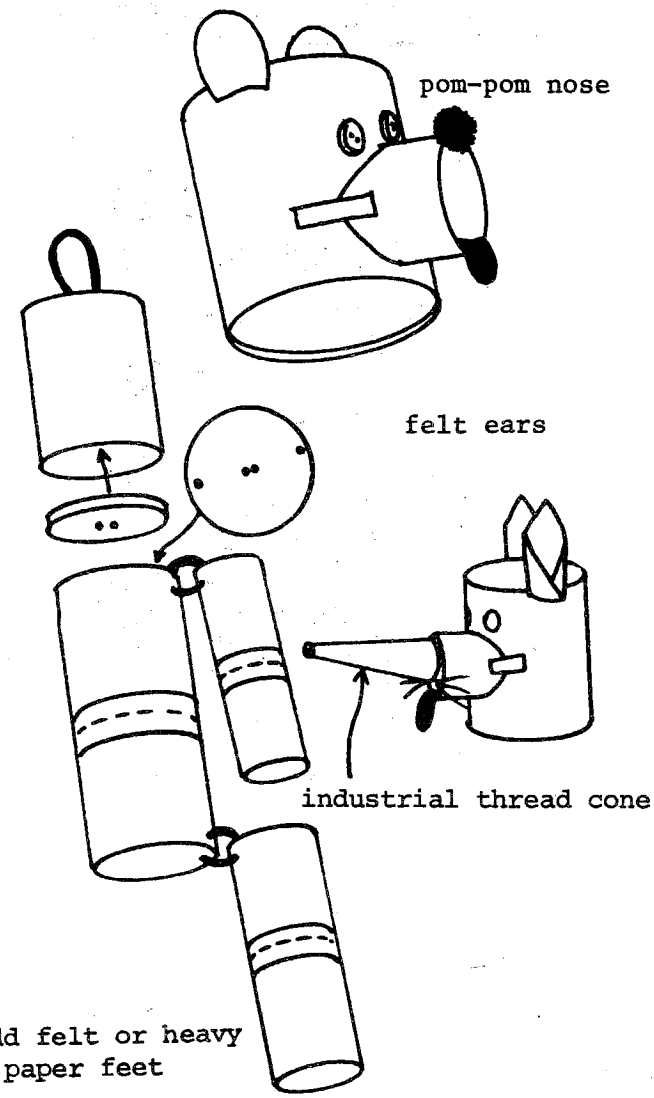
A. What is re-cycling? Is it a new kind of bike?
B. I think recycling is collecting things.
C. We save newspapers at our house.
D. I collect aluminum cans, smash them, and sell them.
E. My grandma even saves glass jars and bottles. She has a box for clear ones, one for green and one box for brown ones. She takes them to the can collection place where she lives.
A. Our den leader has egg cartons and meat trays and all kinds of cans that we use for projects.
B. Everything we can use another way saves energy.
All. And we need all the energy we can get! (Puppets rush out of room.)

Directions for making tin men: These puppets are assembled from cans and boxes usually discarded. They create a visual pun on recycling.

Wolf
1 3# Crisco can and lid (head)
2 1# coffee cans and lids (body)
4 aluminum pop cans (legs)
4 Pringles boxes and lids (legs)
1/2 oatmeal box (muzzle)
1 thread cone (nose)
grey felt (ears and feet)
red felt (tongue)
grey yarn (tail)
2 buttons (eyes)
pipe cleaners
duct tape
grey spray paint

Bear
1 3# coffee can and lid (head)
2 1# coffee cans and lids (body)
4 1# vegetable cans (legs)
4 salt boxes (legs)
1/2 oatmeal box (muzzle)
1/2 2" styrofoam ball (nose)
brown felt (ears, feet & tail)
red felt (tongue)
2 buttons (eyes)
pipe cleaners
duct tape
brown spray paint

To assemble tin men:
Head - Nail 2 holes in center bottom of can for carrying loop, 2 in center of plastic top for neck. Glue nose to muzzle. Tape muzzle to head.
Arms - Tape 2 cans together to form cylinders. Punch set of holes in



bottom of one end near edge and on side for shoulder attachment. Thread with pipe cleaner. Repeat for other arm.

Legs - Tape cans together and punch holes same as for arms. Thread with pipe cleaners for hip joints.

Trunk -

1. Nail 2 holes in center bottom of one can for neck, 2 sets of holes near edge of same can for shoulders.
2. Thread pipe cleaner through neck holes in can and plastic top of head assembly. Fasten together.
3. Attach arms to shoulder holes of top can.
4. Nail 2 sets of holes in top of other can for hip joints. Attach legs.
5. Tape 2 body cans together. Add leg section.

Finishing: Spray paint puppet and hang to dry. Cut ears, feet and tongue from felt. Glue on these pieces and button eyes. Attach tail.

ZIP ZAP CIRCUS

Music - Before the show play circus music

Play: Announcer (unseen): Let's listen behind the scenes at the Zip Zap Circus

(Horses appear from stage left.)

Horse 1: I hear we have a full house tonight. It's fun to show off to a crowd.

Horse 2: We have our new costumes to use for the first time. I hope they stay on good and tight.

(Horses exit excitedly as lion and tiger enter.)

Tiger: Did you see me jump through that hoop yesterday? Our trainer had set fire to it!

Lion: And then he had us lay down and roll over like puppy dogs. That's no way to treat the King of the Jungle.

(Lion and tiger exit right. Elephants enter left.)

Elephant 1: I remember when I was the last elephant in the circus parade. I was so little that all the children wanted to pay my head.

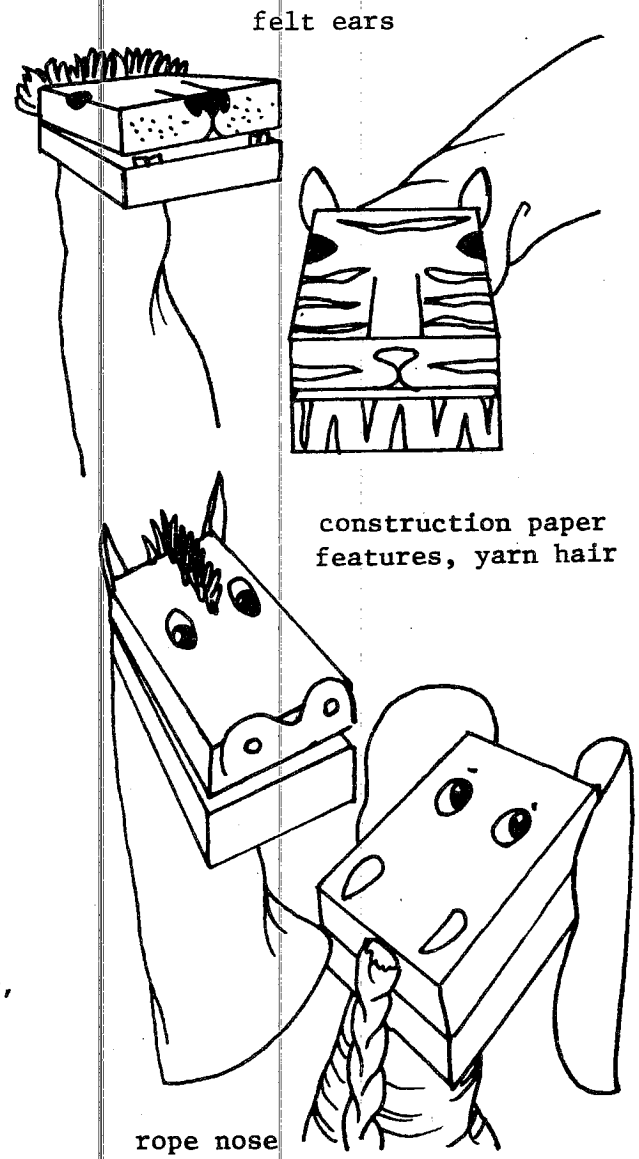
Elephant 2: Now you're the lead elephant and everyone moves out of your way.

Elephant 1: Yep, First you're little, then you're big. That's show biz.

(All animals appear on stage together and bow.)

Staging: Dark curtains behind puppets so their light colors will show. Stage front may be decorated with pennants to suggest a circus.

Puppets: Make box puppets of the following characters - 1 lion, 1 tiger, 2 elephants, 2 horses. General directions for box puppets are found elsewhere in this section. Specific adaptions follow. You may want to attach a crepe paper sleeve to hide the arm.



SHADOWS BENEATH THE SEA

Characters - Starfish, school of small fish, school of large fish, octopus, shark, and a submarine with Cub Scouts. All of the above are shadow puppets.

Suggestions: Puppets -
For the school of small fish give half the boys control of two fish and for the school of large fish give half the boys control of two fish. For directions on making shadow puppets and the techniques used in putting on a shadow play refer to SHADOW PUPPETS in this section.

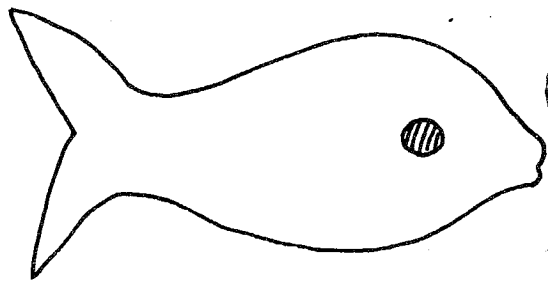
Music - Since there is no dialogue in this play any of the following music would be appropriate to play during the performance. Chariots of Fire, 2001, A Space Odyssey, Rocky, (or any slowly or majestically orchestrated piece)

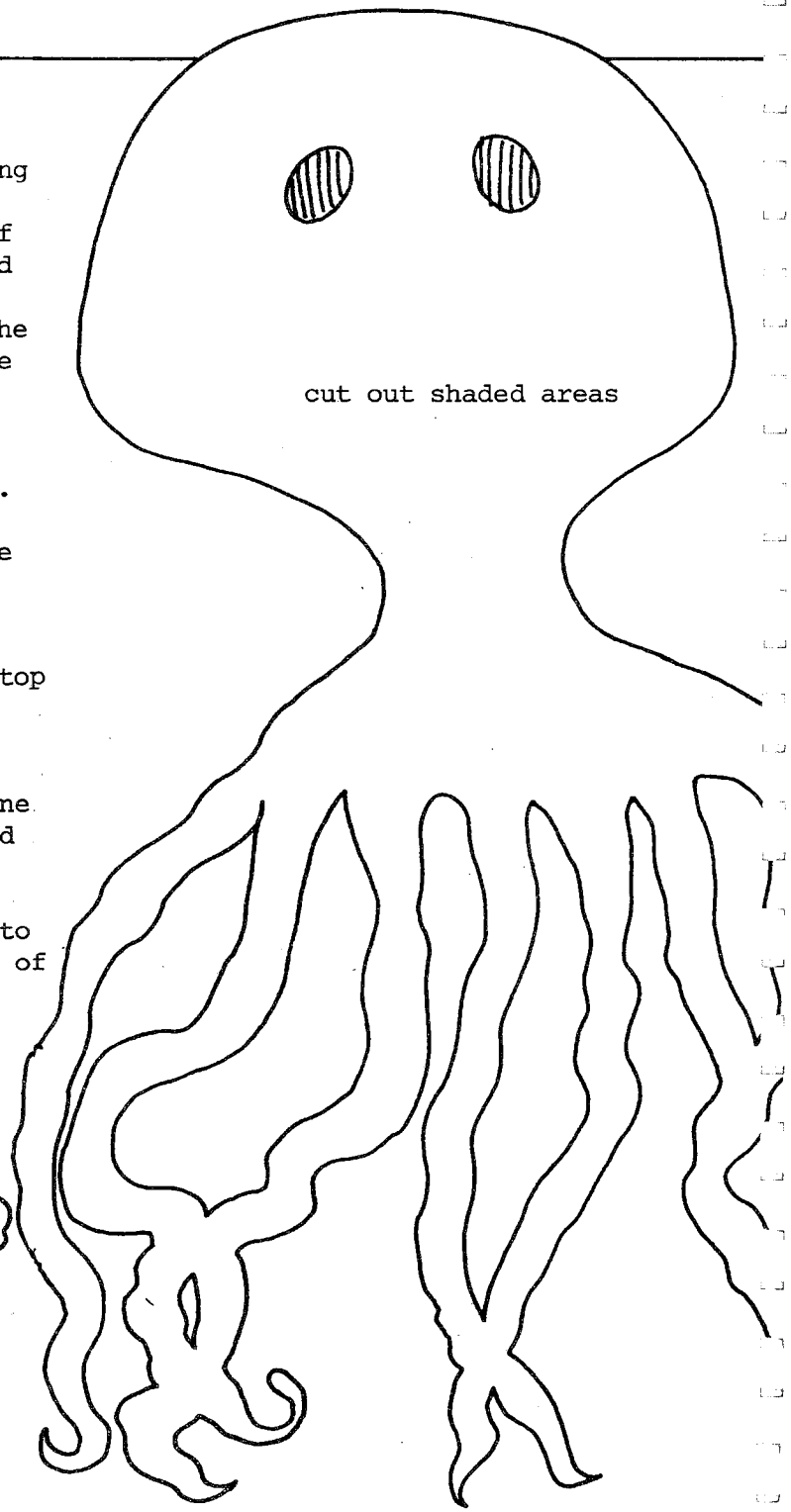
Lighting - Make the light on the screen blue by putting blue cellophane paper in front of the light source.

Scenery - This is a peaceful, underwater scene. Cutouts of underwater plants, shells, and rocks could be glued to the screen.

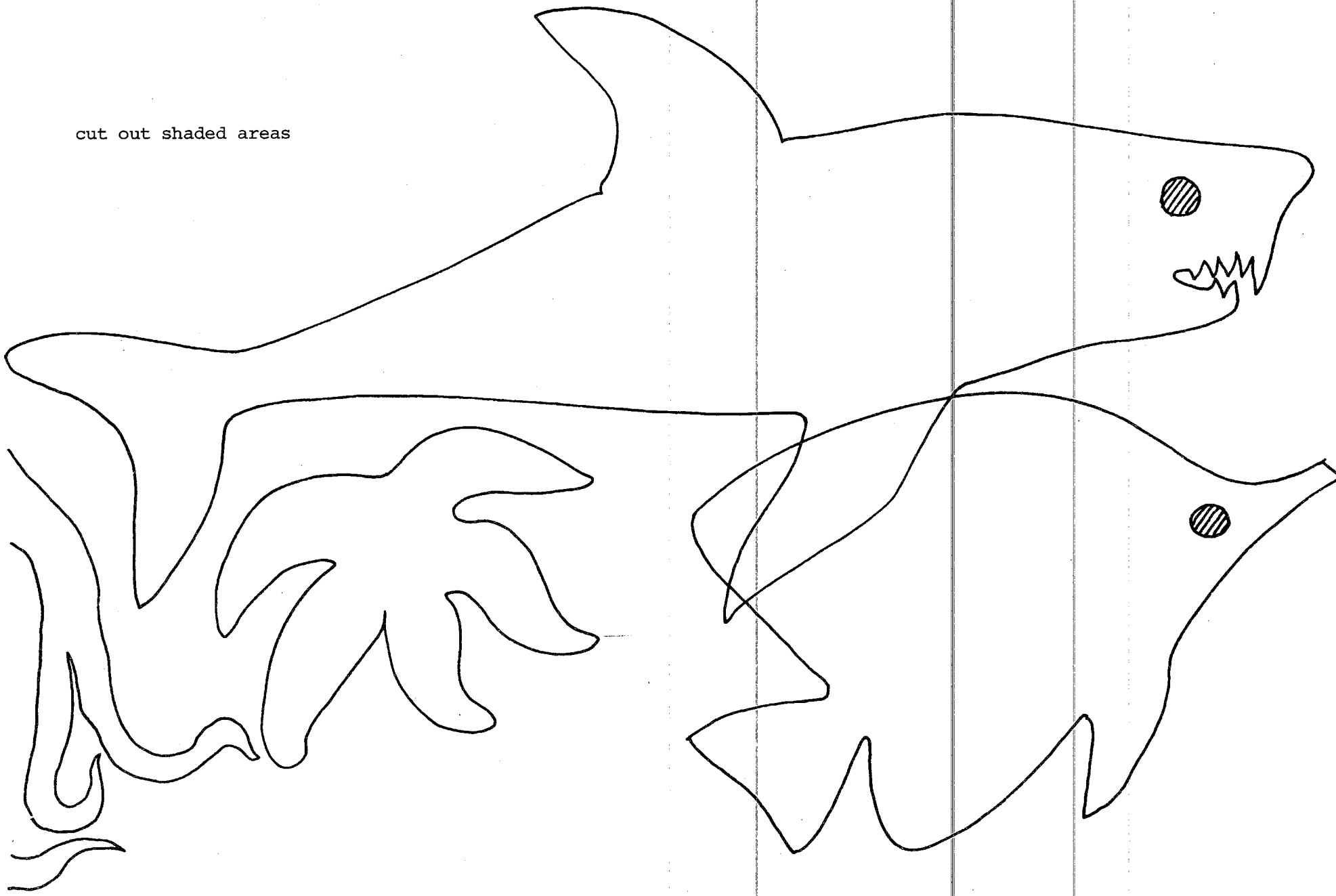
Action:
1. A single starfish comes floating in from stage right.
2. From stage left - a school of small fish come slowly swimming in and scare starfish away.
3. From stage right - a school of large fish enter the scene and scare the smaller fish away. (The large fish could chase the smaller fish as they come face to face with them.)
4. An octopus comes floating in from stage left and scares the large school of fish away.
5. The octopus is scared away by a shark swimming in from stage right.
6. The shark is scared away by a submarine (occupied by Cub Scouts) coming down from the top of the screen. SOUND EFFECT: BLUP, BLUP, BLUP (blowing through a soda straw into a glass of water.) The submarine slowly goes off the screen and the light goes out.

Note: In order for sound effect to be heard it must be made in front of a microphone.





cut out shaded areas



SKATEBOARD FUN

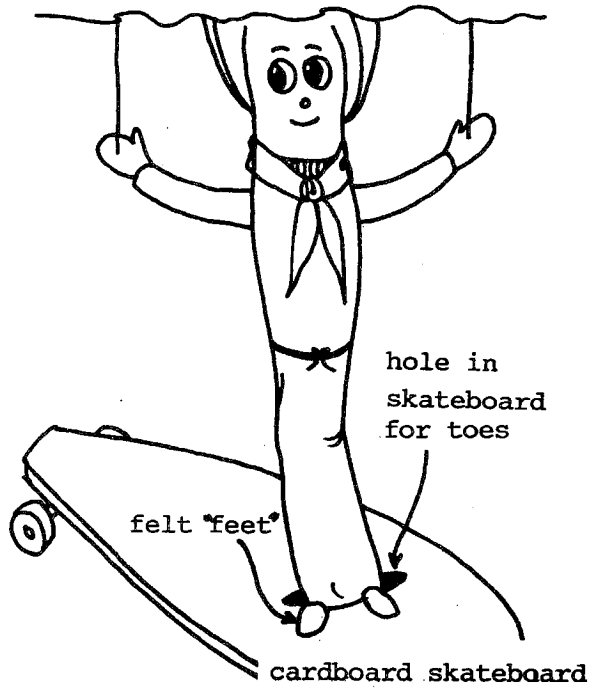
Characters - 8 Cub Scout knee puppets operated by four boys.

Characters - 8 Cub Scout knee puppets operated by four boys.
Props - 2 cardboard skateboards for Cub 1 and 2
Stage - To perform this play the boys will need to sit on a bench or chairs that allow their feet to touch the ground. Two boys from the den will operate the curtain which is a sheet or blanket held directly in front of the boys. The only part of the puppeteers that shows is from the knee down.
Scene - Two Cub Scout knee puppets are skateboarding on stage, rather recklessly. (There is a hole in the cardboard skateboard for the boy to stick his toe in.) Inevitably, they run into each other and fall.

Cub 1 - Hey, why don't you watch where you're going?
Cub 2 - Oh, my knee! Why don't <u>you</u> watch where <u>you're</u> going?
Enter Cub Scout knee puppets 3,4,5, and 6 from stage right and Cub Scout knee puppets 7 and 8 from stage left.
Cub 3 - What happened to you guys? Man! What a wipeout!
Cub 4 - (covering eyes with hands) Gee, I hope there isn't any blood anywhere - I can't stand the sight of blood!
Cub 1 - I guess we're OK. You all right Jimmy?
Cub 2 - My knee feels OK now. What happened?
Cub 1 - We must not have been watching where we were going.
Cub 5 - Didn't you guys make it to the skateboard clinic last Saturday that the pack had? I guess not or you would have found out one of the most important rules of skateboarding: Be alert at all times so that you can react quickly to prevent spills and injuries.
Cub 1 - I guess I was daydreaming about our ball game tonight. What else did you guys learn?
Cub 6 - We learned that you should never skateboard in the street -- especially a busy one; also, never hitch a ride on a car or bicycle.
Cub 7 - Yeah, and only one kid should ride on a skateboard at a time.
Cub 8 - And here's something that would have come in handy for you guys -- how to fall in case of an accident so that you can prevent serious injury.
Cub 2 - (rubbing his knee) That's what I need to learn!
Cub 3 - Hey guys, let's all get our skateboards and meet over at the school to practice some of those neat tricks we were shown!
All - Yeah! Yeah! (All exit except Cub 1 and Cub 2)
Cub 1 - Well, Jimmy, I guess we have a lot to learn about skateboarding.
Cub 2 - The first thing I'm going to practice is not to <u>EVER</u> fall down!

Curtain drops

<u>Knee Puppets</u>:
Refer to the general directions on how to make knee puppets printed earlier in this section. Use navy blue knee socks for the Cub Scout knee puppets. For the belt use black yarn and use yellow crepe paper for the neckerchief secured with a rubber band. For the two skateboarders make skateboards out of cardboard and make a hole for the puppeteer's toes to go in.



LESSONS ON WHEELS

Characters - Skateboard, roller skates, bike and pinewood derby car (These puppets are cardboard cutouts that are worn on the feet as footsie puppets.) 2 Cub Scout footsie puppets made from socks

Stage - To perform this play the boys will need to be sitting on the floor of a stage or on a table so that their feet can be seen by the audience. The curtain is a blanket held by two boys in the den in front of the puppeteers, about 4 inches off the ground. The puppets will come out from under the curtain one at a time and stay on stage, except the two Cub Scout footsie puppets will come out from under the curtain at the same time and say their dialogue together. This play can be performed by three Cub Scouts wearing two puppets each or by 6 Cub Scouts wearing one puppet.

Skateboard - (Comes out from under the curtain at stage right.)
I'm a fancy skateboard
As you can plainly see.
With my owner we had fun
Until he skinned his knee.

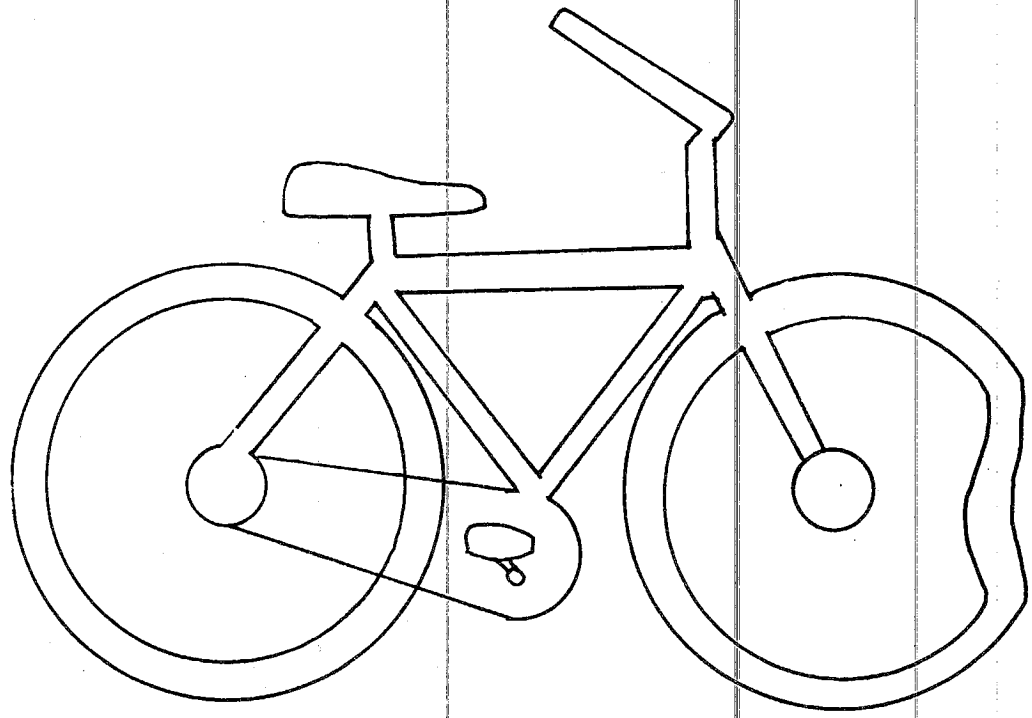
Roller Skates - (Comes in from under the curtain at stage right.)
I'm a pair of roller skates
On that you can depend,
My owner tried to go too fast
And now he's on the mend.

Bike - (Comes out from under the curtain at stage left)
Once I was a brand new bike
But now I'm bent and broken,
My master ran a stop sign and
Since then he's never spoken.

Pinewood Derby Car - (Comes out from under the curtain at stage left.)
I was a pinewood derby car
All shiny bright and new.
My builder had a head-on crash
Anybody got some glue?

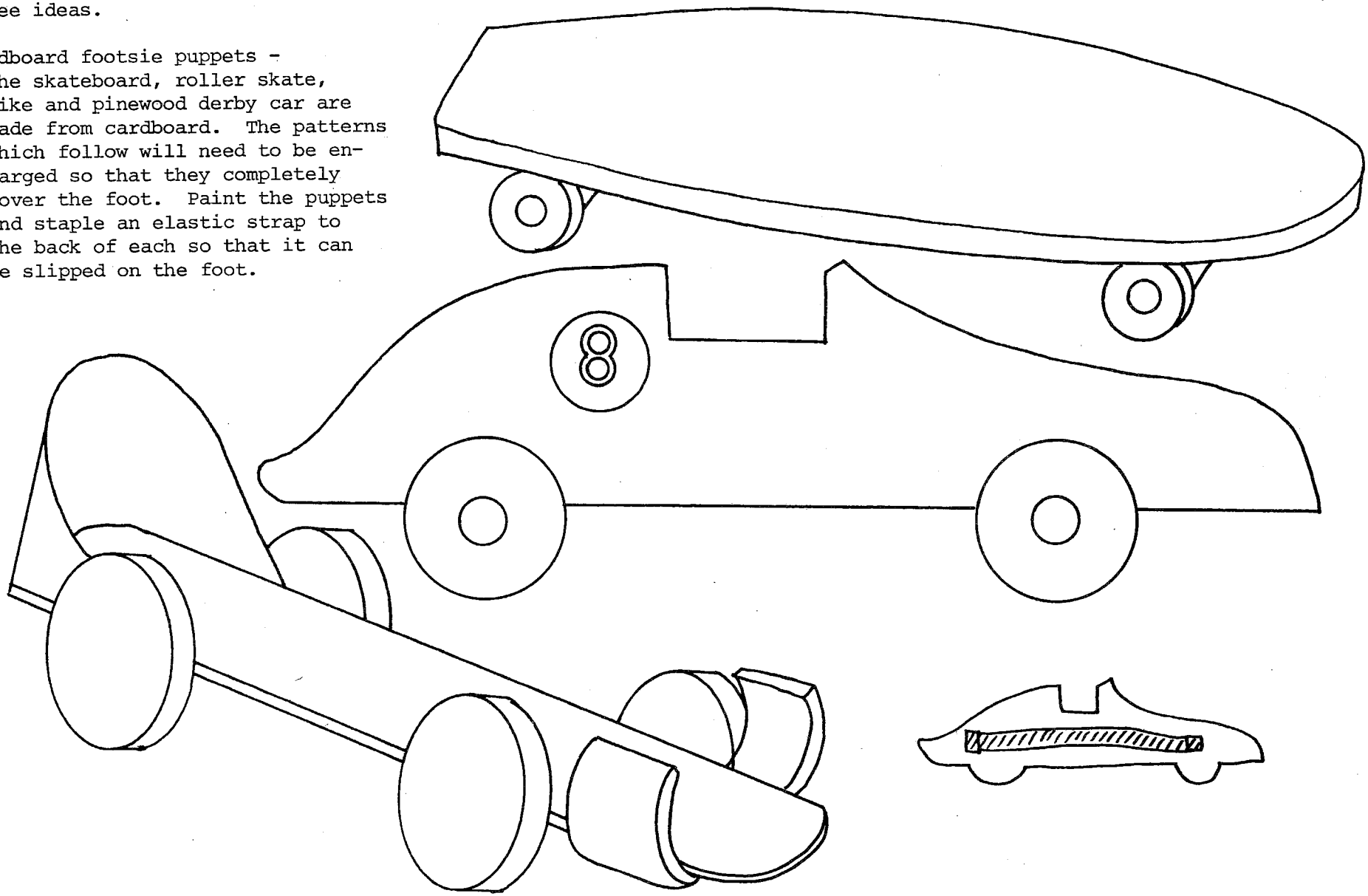
Two Cub Scouts - (Both come out from under the curtain at center stage.)
Our friends all have a story to tell
With a lesson to be taught!
We must be careful when we play
or else we'll all get caught!

Cub Scout footsie puppets - Refer to the general directions for making footsie puppets printed elsewhere in this section. The two Cub Scouts will each have a regular neckerchief tied around his ankle so that the neckerchief hangs down to appear to be worn



by the footsie Cub Scout puppet.
See ideas.

Cardboard footsie puppets -
The skateboard, roller skate, bike and pinewood derby car are made from cardboard. The patterns which follow will need to be enlarged so that they completely cover the foot. Paint the puppets and staple an elastic strap to the back of each so that it can be slipped on the foot.



STARS & STRIPES

Skit: (All puppets line up on stage, flag in center.)

Flag: This is my birthday month. I stand for the USA.

Stripes: (Football cheer) Red and white; red, white, red. Thirteen stripes at our country's head.

Stars: (chant) We're the stars. We're the stars. Fifty of us all in lines.

Flag: My stripes stand for the first states and my stars for the fifty states we have now.

Stripes: Red and white; red, white, red. Thirteen stripes at our country's head.

Stars: We're the stars. We're the stars. Fifty of us all in lines.

Flag: One hundred twenty years ago our country had a war between the states. We must all work together so this can never happen again.

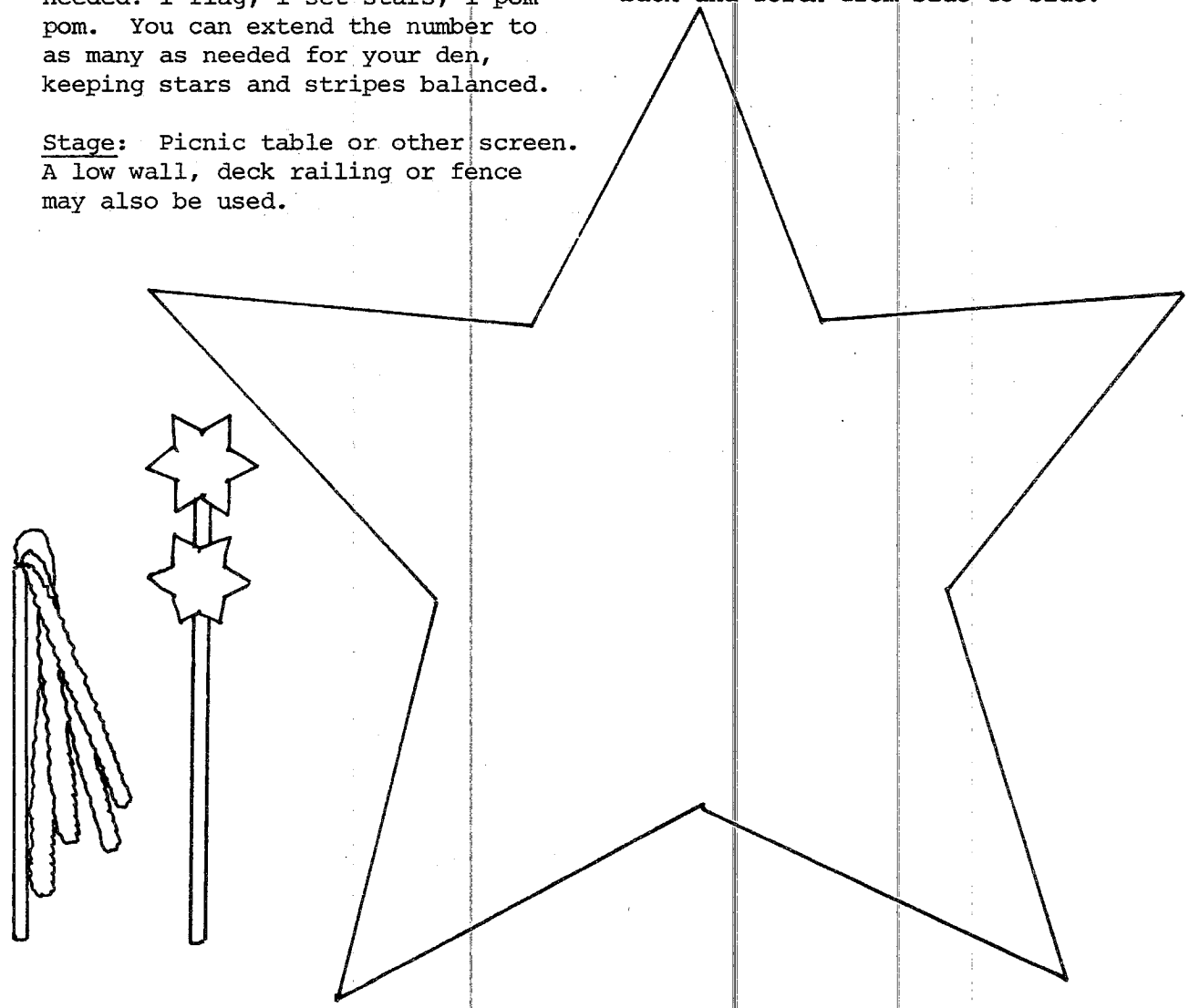
All: Stars and stripes; stars and stripes; Rah! Rah! Rah!

Puppets: Stick puppets are used for this skit. The flag is a 4x6 purchased unit with its mast extended to 18-20" by a ruler or branch. The stars are cut from florists foil which does not tear as easily and glued in pairs on yardsticks painted black. The stripes are red and white pom poms made of crepe paper or plastic streamers. The pom poms should not be very full so they will resemble stripes. Minimum characters needed: 1 flag, 1 set stars, 1 pom pom. You can extend the number to as many as needed for your den, keeping stars and stripes balanced.

Stage: Picnic table or other screen. A low wall, deck railing or fence may also be used.

Music: Before the play, you could play Stars and Stripes Forever or any patriotic music.

Action: When the flag talks it should jiggle. When the stripes and stars chant they should wave wildly back and forth from side to side.



ONE MORE PIECE OF PIE

Characters - Mr. and Mrs. Fork and Freddy (Mr. and Mrs. are kitchen forks decorated as puppets, Freddy is a long skinny balloon.)

Mr. and Mrs. Spoon and Sam (Mr. and Mrs. are wooden spoons decorated as puppets, Sam is a round balloon.)

Mrs. and Mrs. Masher and Mark (Mr. and Mrs. are potato mashers decorated as puppets. Mark is a very round fat balloon.)

All three boys are dressed as Cub Scouts.

Scenery - Paint or draw a picture of a typical back yard on butcher paper for the backdrop.
Picnic table with pie on it - draw a picture of a picnic table with a piece of pie on it, on cardboard. Cut it out and attach a handle to it. One of the boys can hold this handle scenery during the play.

Props - Be sure to have a needle and a balloon to make the sound effect if you have not pretaped the dialogue.

Scene - A backyard picnic. Mr. & Mrs. Fork, Mr. & Mrs. Spoon and Mr. & Mrs. Masher have finished their meal and are standing around the picnic table. One more piece of pie remains on a plate.

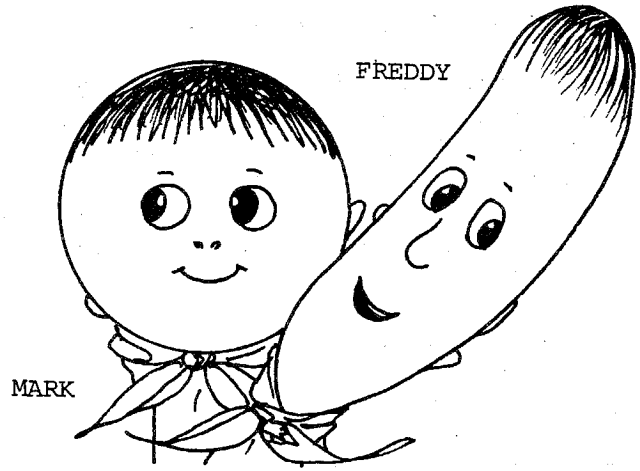
Mr. F. - Well, Martha, you certainly are a good cook.
Mrs. F. - I can't remember when I've eaten so much and enjoyed it so.
Mrs. S. - I couldn't eat another bite if you paid me.
Mr. S. - It certainly was delicious!
Mr. M. - Oh come now! You know there's plenty left in the basket. Let's have a little more!
All adults: No! No! Not another bite. We just can't.
Mr. F. - I wonder where the boys went? Let's go find them, Frances. (Mr. and Mrs. Fork exit stage right.)
Mrs. M. - Just look at that one lonesome piece of pie. Surely someone will finish it. You, Stuart?
Mr. S. - No, not me. How about you, Sandy?
Mrs. S. - No, thanks
Mr. M. - Me either. I've eaten more than anyone else. Well ... anyone except Mark!
Mr. S. - Yes, I think for once Mark has had his fill. Bet he couldn't hold another crumb!
Mrs. M. - Oh dear, I wish someone would eat that one little piece of pie.
Enter from stage left Freddy, Sam and Mark.
Freddy - Don't look at me Mrs. M, I'm stuffed all the way to the top of my head!
Sam - Boy, me too! I'm so full I feel like a blob.
Mark - Nobody asked me. I'd like that piece of pie.
Freddy & Sam - (together) Nothing like being a pig, Mark!
Mrs. M. - Mark! If you eat one more thing you'll explode!
Mark - I'll take that chance. Pass the pie, please.

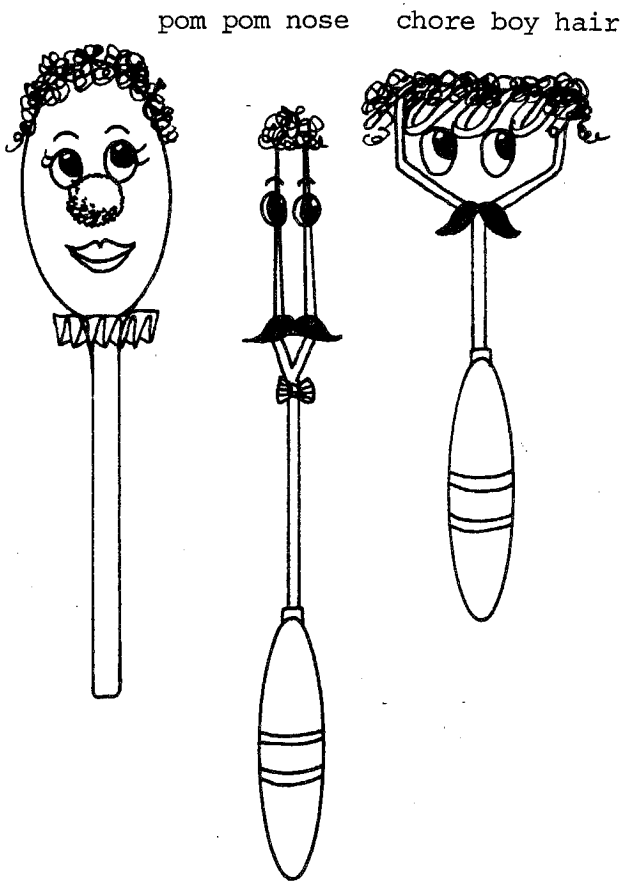
Mark eats the pie with back to audience. At the same time someone back stage pops a balloon the puppeteer operating Mark pokes him with a pin and Mark explodes into thin air.

Curtain closes

Puppets - Mr. & Mrs. Fork, Mr. & Mrs. Spoon, and Mr. & Mrs. Masher are household object puppets. Refer to the general instructions in this section. Following are some suggestions for how to decorate these puppets.

Freddy is a long skinny balloon and Sam and Mark are round fat balloons that have all been decorated with





magic markers. The puppeteer holds on to each balloon's tied end and drapes a Cub neckerchief around his hand and wrist.

SURPRISE WORK BENCH

Characters - Dad pop-up puppet
5 Cub Scout pop-up puppets

Scenery - Paint or draw a picture of a workshop on butcher paper for the backdrop of the stage. (For example - you might have a window and shelves on the wall above a table.)

Props - You will need a hammer, a box of nails, a yardstick, a saw, blueprints, and a workbench for props. The above props can be cut from lightweight cardboard and stapled to a popsicle stick. A prop man holds the tools up at the appropriate time. The prop is then stuck on a styrofoam sheet that has been taped to the back of the stage.

Curtain opens: Dad pops up and is looking around trying to find his tools. (As each tool is "brought" on stage by a Cub puppet, the prop man holds up the tool at the same time the Cub pops up. The tool remains in sight.)

Dad - Where's that hammer? I just used it last week.
Cub 1 - (Boy pops up with a hammer and goes back down.)
Dad - Why, here it is - Now for the nails.
Cub 2 - (Boy pops up with a box of nails and goes back down.)
Dad - Here are the nails! The yardstick, I need the yardstick.
Cub 3 - (Boy pops up with the yardstick and goes back down.)
Dad - Here is the yardstick. I'll need my saw.
Cub 4 - (Boy pops up with the saw and goes back down.)
Dad - Here is the saw! If I can find the blueprints, I'll be ready to begin my new work bench.
Cub 5 - (Boy pops up with blueprints and goes back down.)
Dad - My! Things sure seem to be popping around here.
All boys - (All boys pop up along with a work bench.)
Surprise! See what we made you in den meeting!
Dad - Thanks alot boys! That explains all the popping! Let's all go have some popcorn and pop.

Puppets exit - curtain closes

Props- You will want to enlarge these so that the audience can see them.

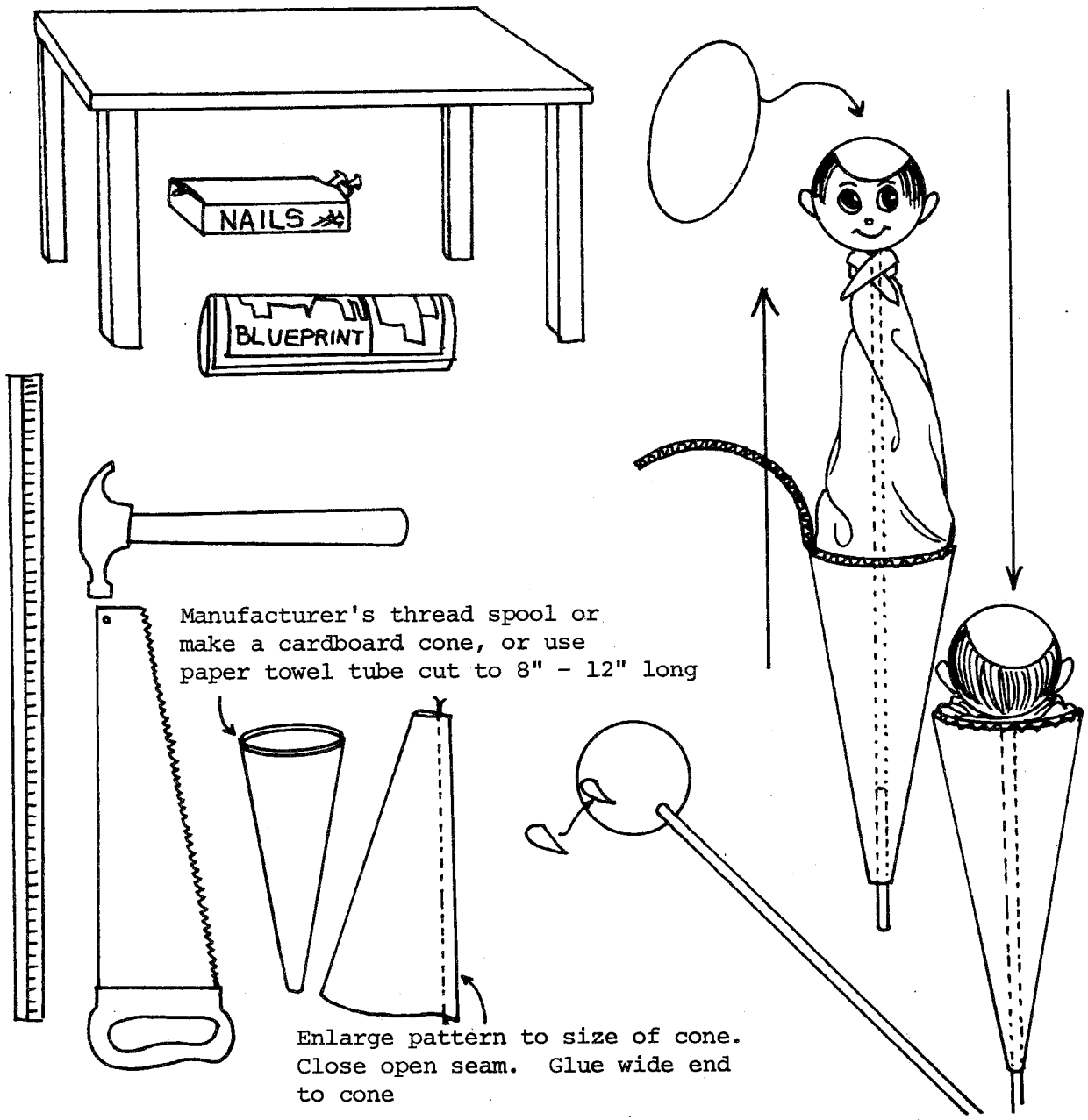
Pop-Up Puppet -

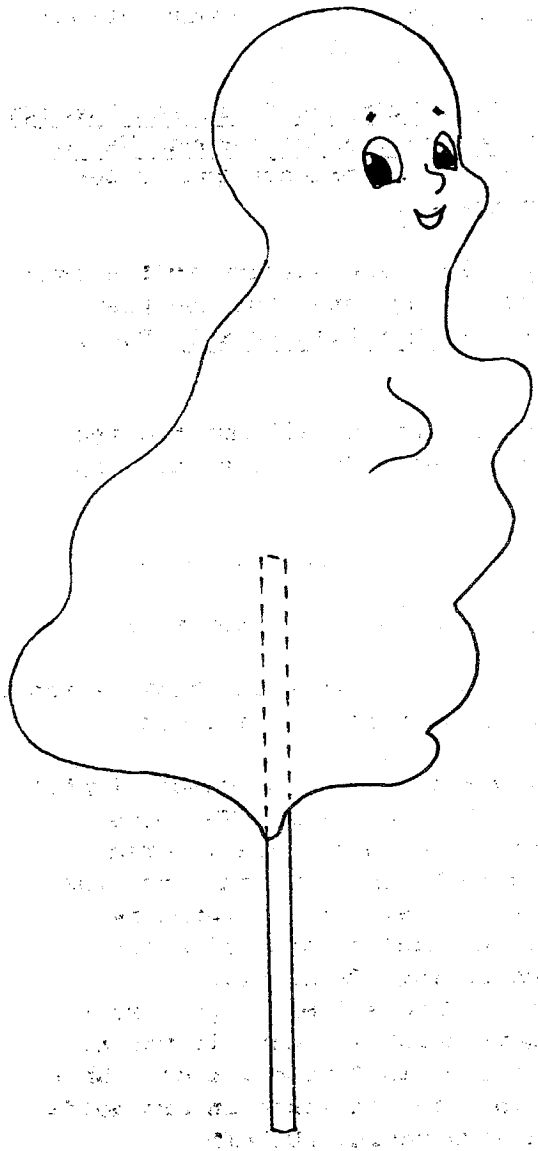
1. Use a thread cone such as those discarded by clothing manufacturers, or make a cone from cardboard. It should measure approximately 8" - 12" long with a 3" - 4" opening at the wide end.
2. Make a pattern, such as the one illustrated which will fit the cone. Use pattern to cut folded fabric. Sew into cone shape.

3. Glue wide end of fabric cone over wide end of cardboard cone, overlapping about 1/2".
4. Glue fringe, braid, or other trim to cover raw edge.
5. Use a 1/4" dowel, about 20" long. (It needs to be more than twice the length of the cone.) Put some glue on one end of the dowel and insert it carefully through the small end of the cardboard cone, until it reaches the point of the fabric cone. Press, so glue will hold, and let dry thoroughly.
6. Paint or draw a face on a 1" wooden bead or a styrofoam ball. Glue on hat, yarn hair, and other desired trim, depend-int on whether the puppet is to be a clown, another person, or an animal. Glue head to body.
7. When glue is dry, the puppet will pop up, or hide in the cone, simply by pushing or pull-ing on the stick.

<u>For Cub Scout Puppet-</u>
Paint the tube blue and use blue material for fabric cape.
Use black felt to make belt around edge of cone.
Use yellow felt to make Cub scarf.
For head make hair with baby yarn and use felt features
Hat - glue blue oval to head for hat.

<u>For Dad Puppet</u> -
Make like the Cubs but use any colors you want.





BOO! TO YOU TOO!

Characters - Mom, dad, Percale, Whitey, Dracula, Skelton, Witch - all are paper sack puppets
Ghost - a stick puppet made to look like Casper

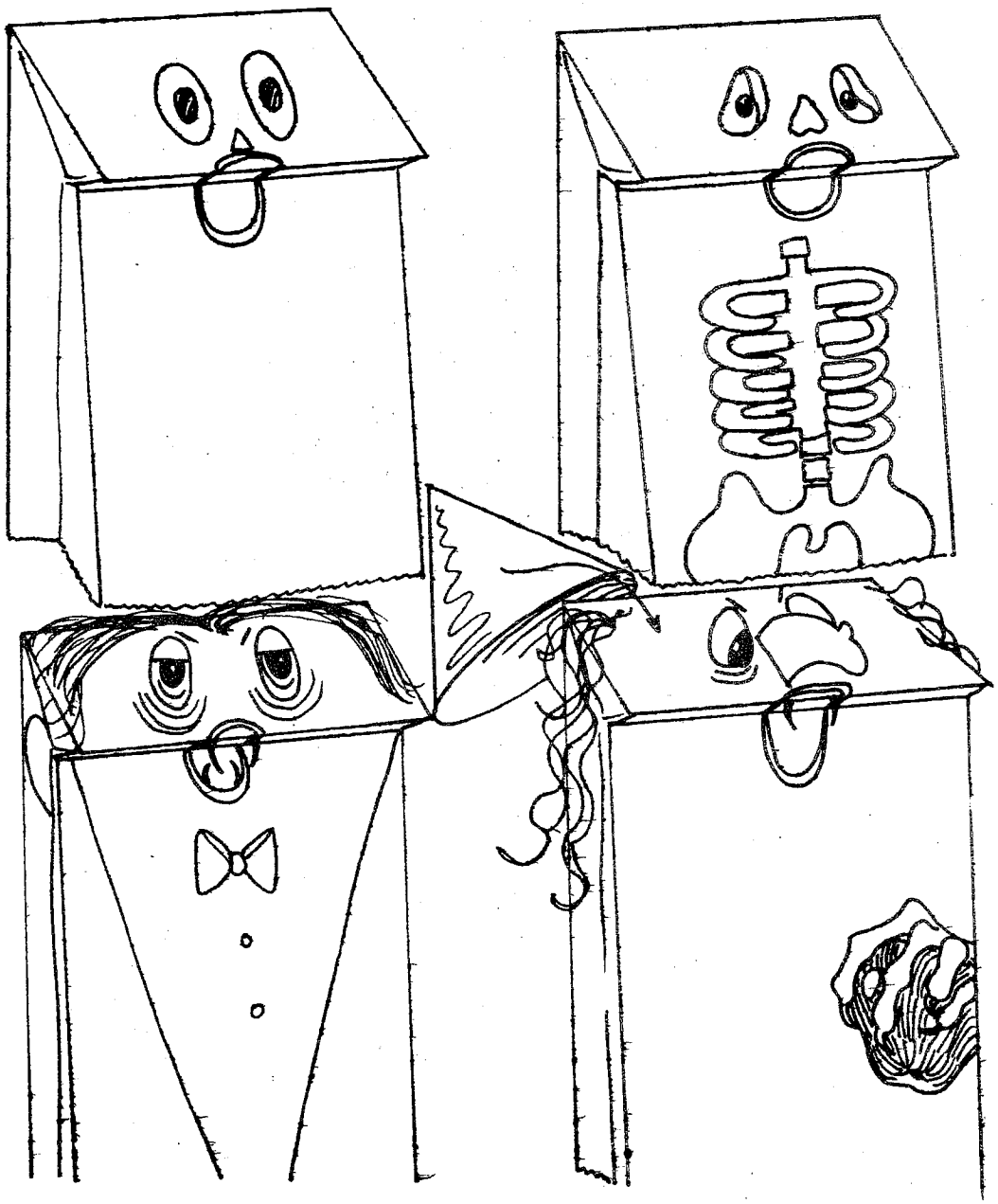
Music - Play eerie music that sets the mood for Halloween before the play starts.
Scenery - Paint a picture of a living room on butcher paper for the backdrop. Be sure to include in the scenery a TV with Casper the ghost on it.

Scene - Ghost house with mother and father Ghost, son and daughter Ghost. Family is in the living room watching "Casper, the friendly GHOST" on TV on Halloween night.

(Knock on door)
Dad - I wonder who that could be this late?
Percale (daughter) - I'll get it. (Runs to the door)
(Trick or treaters at door. First one is Dracula.)
Dracula - Trick or treat ..... Eee-k a Ghost! (Runs out quickly)
Dad - What was all the commotion about?
Percale - Some kid with crooked teeth shouted "treat" or something and turned and ran!
Mom - Hmmmmm. That's strange.
(Knock on door)
Whitey - I'll get it this time. (Runs to the door)
(Skeleton trick or treater standing at door and comes in)
Skeleton - Trick or treat ..... oh my gosh.... a ghost! (runs off)
Whitey - Well this is strange. Mom, is my sheet on straight? That bony little kid at the door took one look at me and ran away.
Mom - You look all right to me, son.
(Knock on door)
Mom - I'll get the door this time.
(Witch trick or treater standing at door and comes in.)

Witch - Trick or treat ... Happy Hallo ... Ohhhhhh noooooo ... A ghost! (runs off)
Dad - Now this is really getting puzzling. That girl .. who, by the way, really needed a comb, didn't she -- looked at all of us very strange.
(Knock on door)
Dad - Stand back everyone! This time, I'll get the door.
(Ghost trick or treater standing a door and comes in.)
Ghost - Trick or treat.
(Silence for one or two seconds. Then Ghost family all scream together.)
All - Eeeeeeek a ghost!!
All run off stage and curtain closes.

Paper sack puppets - Refer to the general instructions for making sack puppets printed earlier in this section. Adaptations follow -



THE THANKSGIVING FEAST

Characters - Turkey marionette, Cranberry and Pumpkin papier mache string puppets, 3 Cub Scout marionettes.

Music - Play Over the River and Through the Woods to Grandma's House We Go before the performance and in between scenes.

Scenery - Make the scenery in the same manner as suggested for the play Cub Scout Christmas Spirit, Dec., 1982.

Props - Napkins for all marionettes, signs saying - Cranberry and Pumpkin.

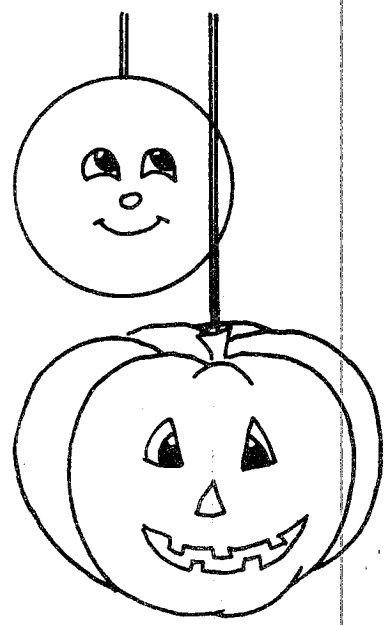
Scene - - Curtain opens with the turkey in view.
Scenery - The forest in November.

Turkey - Oh, next week is Thanksgiving .. I just know somebody will want me for dinner!
Cranberry - (Enters from stage right.) I know what you mean. The other 11 months you and I are ignored, then come November we have to hide for our lives! (When Cranberry comes on stage an arm holds out a sign saying CRANBERRY.)
Pumpkin - (Enters from stage left.) You guys think you have it rough, they get me in October, too! (When Pumpkin comes on stage an arm holds out a sign saying PUMPKIN.)

Turkey - There ought to be something we can do about this!
Cranberry - Shhh . I hear something. We better hide! (All three characters run off stage to the left.)
Three Cub Scouts enter state from right.
Cub 1 - This nature walk is fun.
Cub 2 - Yeh, I'm glad we came today. Next week we are going to grandma's for Thanksgiving.
Cub 3 - Yeh, my family is too. I can hardly wait -- We'll have turkey, cranberry sauce, and pumpkin pie.
Cub 1 - Speaking of turkey! Isn't that a turkey track on the ground?
Cub 2 - I think you're right. Let's make a plaster cast to show our den leader.
Cub 3 - While it's drying, let's follow the tracks.
(Cubs stalk off stage to the left. Turkey, Cranberry and Pumpkin come on stage from left walking slowly across stage. Cubs come back on stage from the right behind Turkey, Cranberry, and Pumpkin. Each Cub grabs one of the characters.)
Cub 1 - Hooray! We caught the turkey!
Cub 2 - Let's take them home for dinner.
Turkey, Cranberry & Pumpkin - (all say) Oh, no we're doomed!
Curtain closes

Scene 2 - Curtain opens - all puppets have napkins tied around necks
Scenery - Dining room with table.
Cub Scouts - We sure are glad you guys could come for dinner!
Everybody - Happy Thanksgiving!
Curtain closes

Cranberry and Pumpkin Puppets - These puppets are created from papier mache using a balloon as a foundation. Refer to the general instructions on making papier mache heads printed in this section. When they are dry, paint them and cut a small hole using a darning needle on each side and at the bottom so that you can insert pipe cleaners for arms and legs. Attach an elastic string to the top of the cranberry and pumpkin. They will bounce along on this string as the puppeteer moves them.



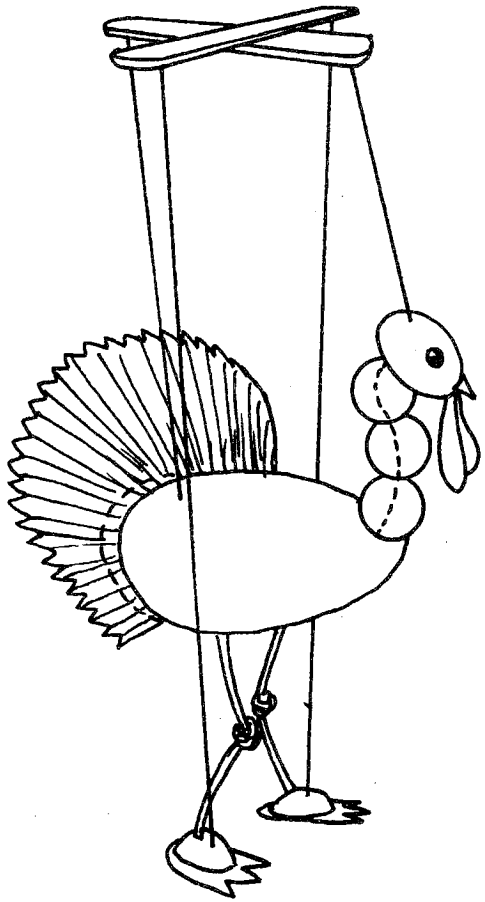
Silly Turkey String Puppet

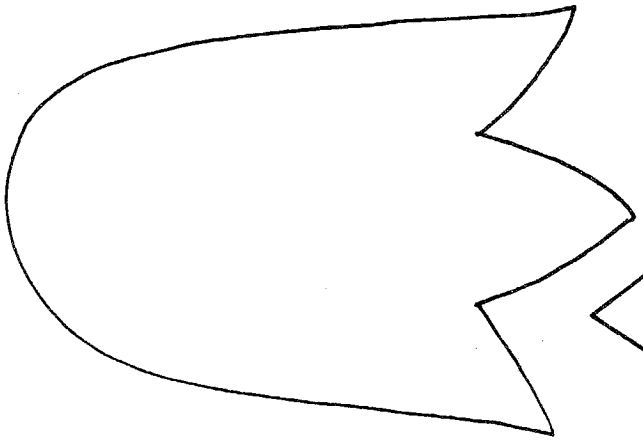
Materials:
5" styrofoam egg or a large pine cone (body)
2" styrofoam egg or cone (head)
2 one-inch styrofoam balls (neck)
1 two-inch styrofoam egg, cut in half (feet)
2 ten-inch pieces of bulky craft yarn
Fine string or Pearl cotton
Tissue paper
Paper clips
Tacky glue
Felt
3 metal washers

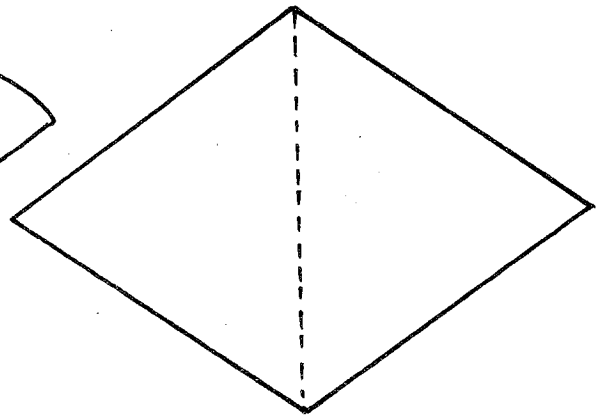
1. Using a large needle, thread Pearl cotton or fine string through one end of larger egg, and then through middle of the two neck balls, and through the base of the head cone. Leave 30 inch length of string to tie to T-bar.
2. To make legs, tie a knot in center of two 10" pieces of yarn. The knots form the bird's knees. Tie a paper clip to both ends of yarn. Insert one end in body to form legs.
3. To make feet, cut styrofoam egg in half with serrated knife. The cut surfaces are the bottom of the feet. Glue a metal washer to bottom of each foot for weight. Use pattern to cut brown or red felt feet. Glue to bottom of each foot. Insert paper clip from

legs into top of each foot.

4. For tail, use 11" x 24" tissue paper, folded into 3/8" pleats. Fold pleated piece in half and join the adjacent pleats to make a fan shape. Make a groove lengthwise in tail end of body and insert 1/2" - 3/4" of base of tail. Spread tail around body and glue.
5. To string puppet, tie a 35" piece of string to a paper clip and insert in top of body. Tie two more pieces of thread to two paper clips and insert a clip in each foot. Tie strings from feet to each side of T-bar control. Tie body string to back end of T-bar and head string to front end.
6. Using pattern, cut beak from orange felt. Fold in half. Spread glue on fold and press to head. Cut eyes from felt and glue to head. Insert metal washer in bottom of





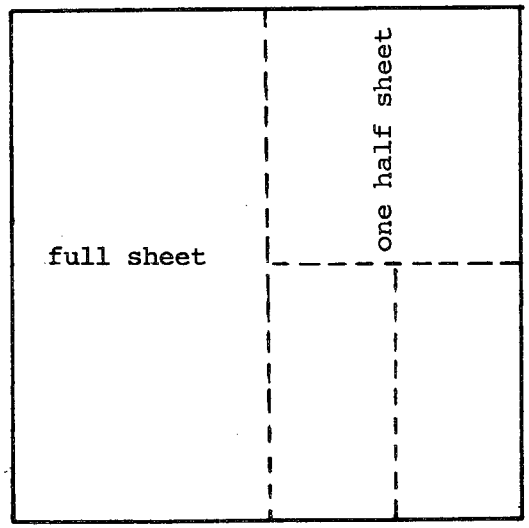


Cub Scout Marionette -

Materials:

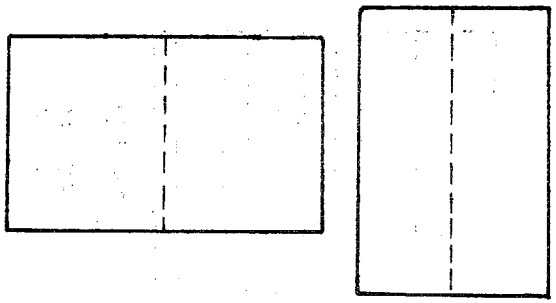
- 6 1/4 full pages of newspaper
- 20 yards of strong string or twine
- Scissors
- Masking tape
- Scrap materials for clothes
- Skin colored tissue
- Elmer's glue or wallpaper paste
- Brush
- Water
- Scrap construction paper
- Yarn
- Buttons

Procedure - The size of the puppet is determined by the size of the full sheet of newsprint or newspaper which is chosen. The following is the proportion of parts based on a full page of the K.C. Star.



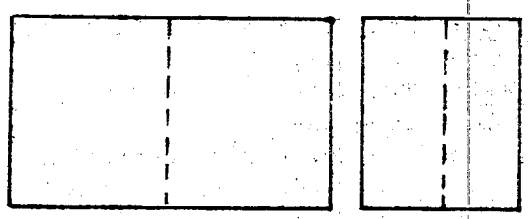
Chest: One full sheet
Hips: 1/2 sheet
Legs: Four 1/4 sheets
Head: Two 1/2 sheets
Feet: Two 1/4 sheets
Arms: Four 1/8 sheets
Hands: Two 1/8 sheets

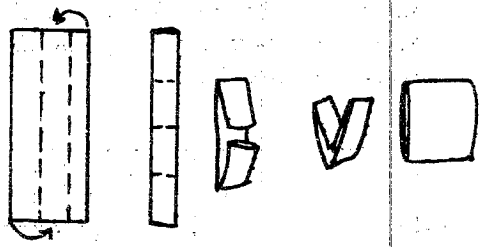
Explanation of instructions to fold:

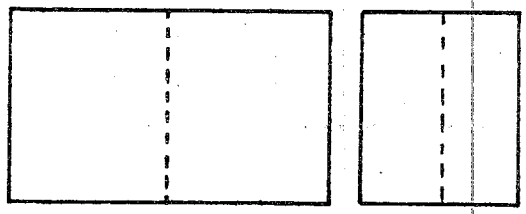


Instructions for folding individual parts:

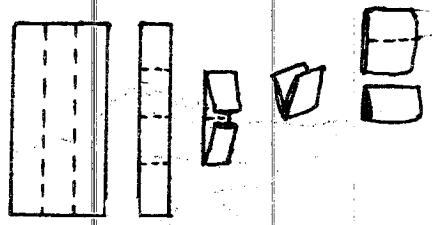
Chest: One full sheet folded short way.
Fold full sheet in half.
Then fold half sheet in half again.
Fold resulting fourth into thirds which in turn are folded toward one another in front of the middle third.
This slender strip is then folded into fourth crosswise.
Fold the two ends toward each other and then in to the middle fold.

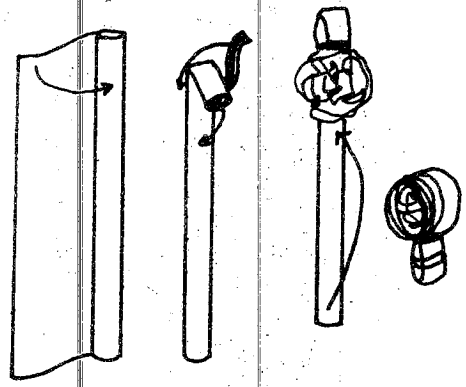






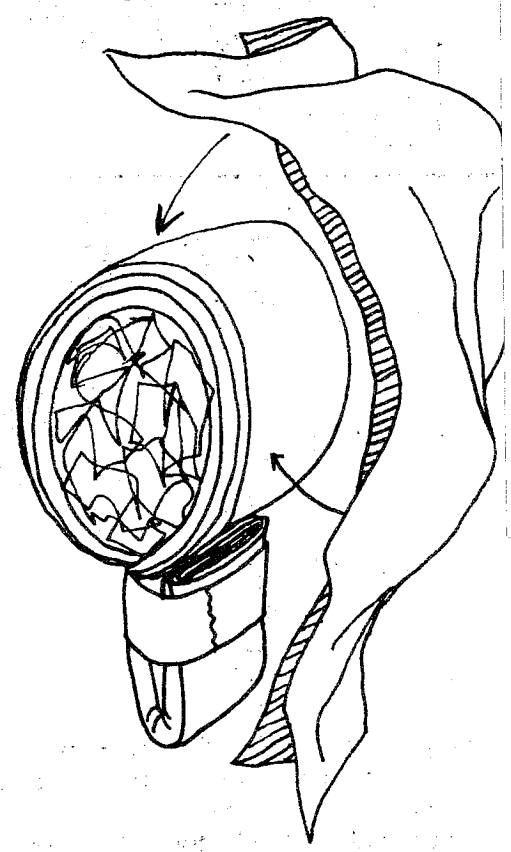
Hips: One 1/2 sheet folded short way.
Fold half sheet in half.
Then fold 1/4 sheet in half
Fold resulting eighth into thirds which in turn are folded toward one another in front of the middle third.
This slender strip is then folded into fourths crosswise.
Fold the two ends toward each other so they meet in the middle.
Fold the resulting new ends in half again towards each other and then in to the middle fold.
Hips should end up half the size of the chest.





Head: Two half sheets - one rolled long way to make a tube. Roll the second into a ball.
Fold the end of the tube down on itself about 2 inches and tape, making a loop with which to fasten the neck to the body.

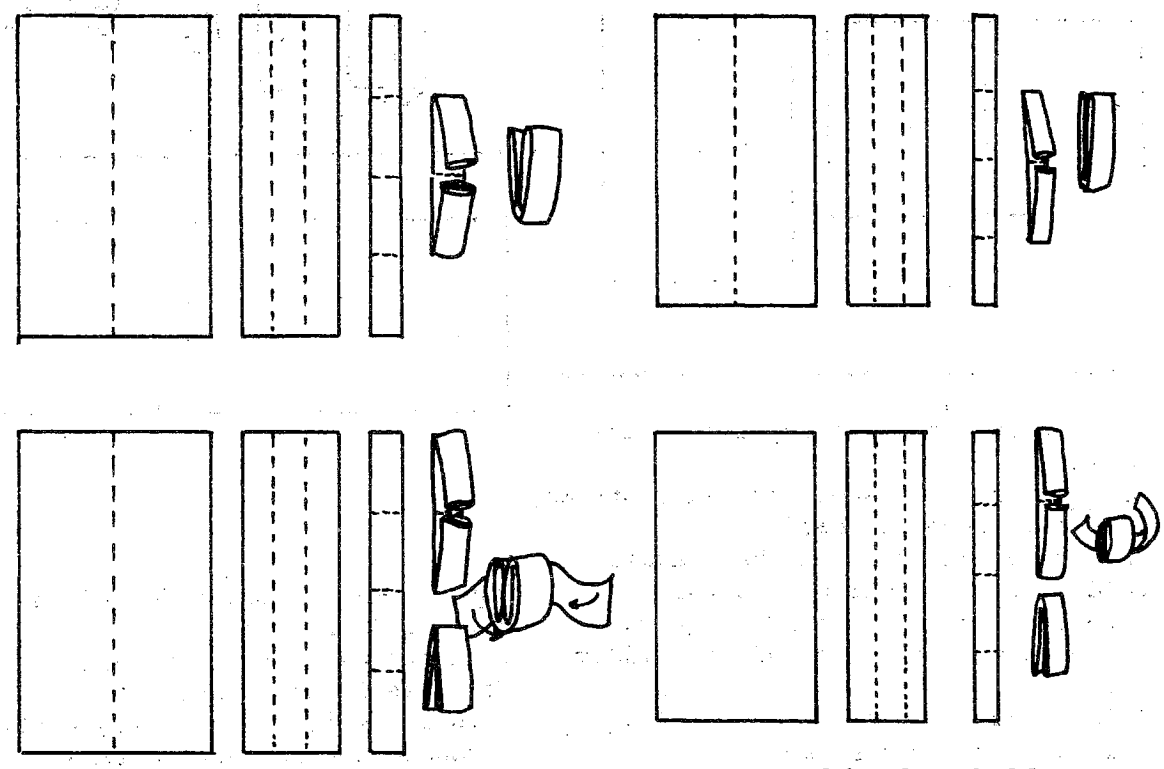
Place the ball of paper on the end of the tube opposite the loop.
Roll the tube around the ball toward the loop end rolling as tightly as possible, until only about 1 1/2" remains unrolled to become the neck.
Tape securely in place.



Legs: Four quarter sheets of paper folded long way
Feet: Two quarter sheets of paper folded long way
To fold follow basic instructions explained under CHEST and HIPS, except you fold legs and feet the long way instead of short way.
You fold the foot one more time than you do the leg. That is why the foot ends up half the size of the leg.

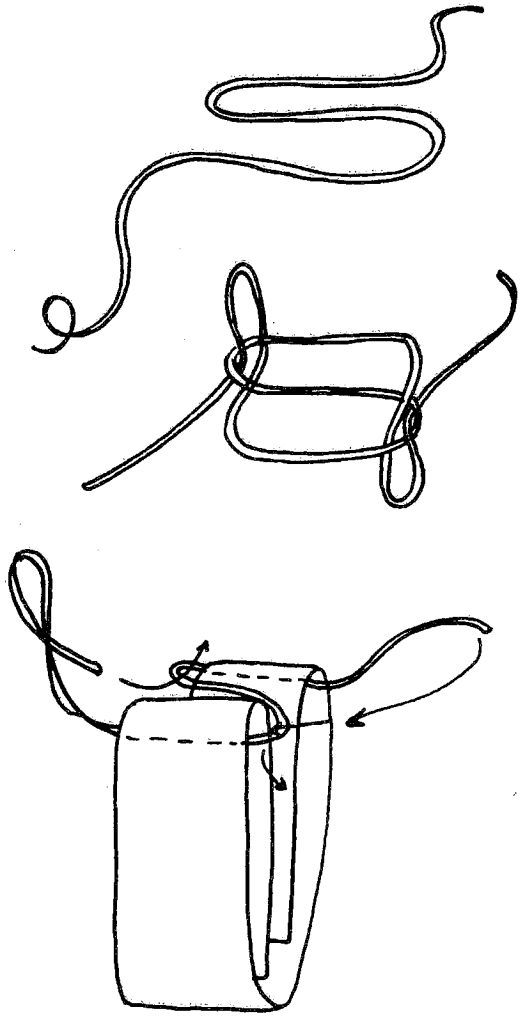
Arms: Four 1/8 sheets of paper folded long way
Hands: Two 1/8 sheets of paper folded long way

Fold arms and hands the same way you did legs and feet. Once again, the hand is folded one more time than the arm. That is why the hand ends up 1/2 the size of the arm.



put tape around hand to hold it together

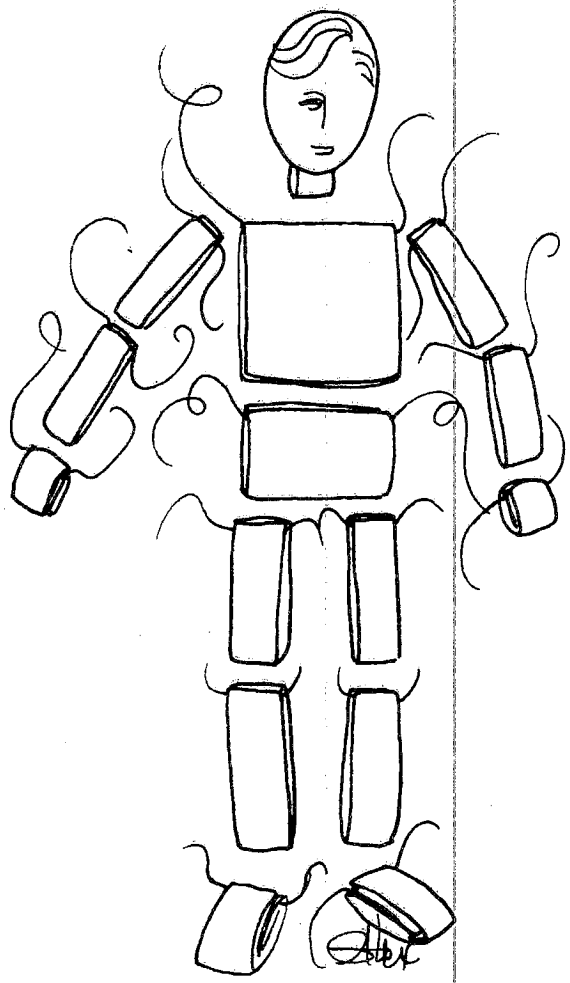
Basic Tie:
All parts are tied together with this method - Use double string or yarn (about 18" when doubled.)

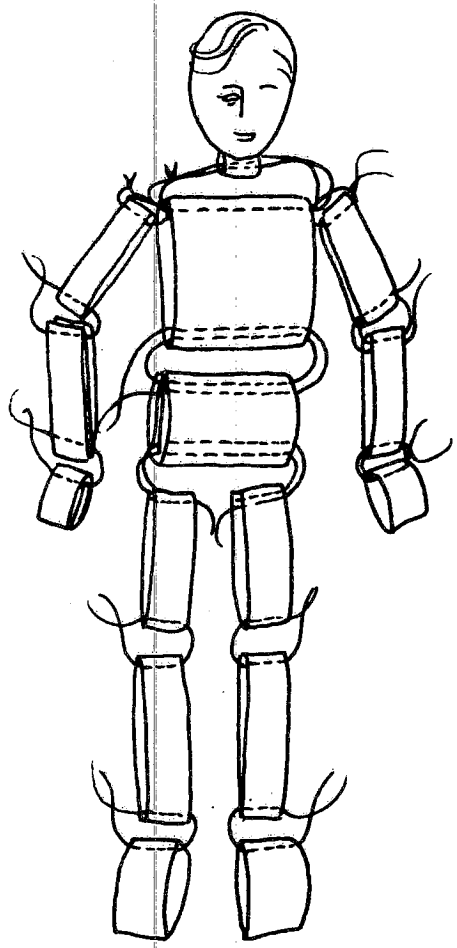


Assembling the Marionette:
Assemble marionette by arranging parts on the top of the desk with the tied ends toward the head. Take the strings through the loop ends of the part above and tie securely.

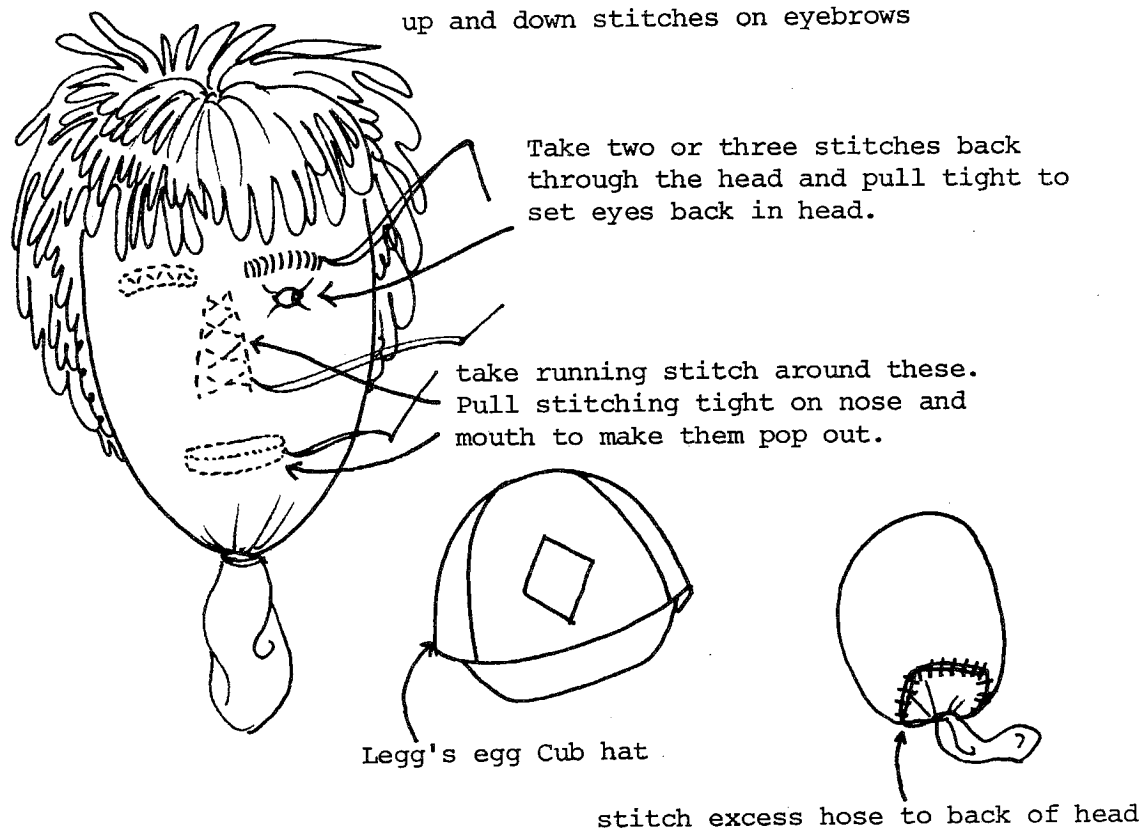
Leave a little space between parts so that the puppet will be very limber or flexible.

The head could be finished by covering with glue or wallpaper paste and tissue paper. Glue on features and hair before dressing and stringing.





Optional Head for Cub Scout Marionette:
Stuff the toe of a nylon hose for this head. Use cotton or any other suitable stuffing. The finished head should be about 5" long. Stitch the leftover nylon hose around to the back of the head where the hair will cover it. Allow about an inch of hose to hand down below the chin for the neck. Tie the strings from the chest to the neck. To create the face use a magic marker to color in the eyes and lips. To make the eyes set back in, take two or three stitches through the head from front to back and pull rather tight. Next take a few stitches around each eye to define it. Above the eye stitch around the eyebrow and fill it in with small stitches, up and down to make the eyebrows look real. Sew a running stitch around the nose to define it and pull tight. This will make the nose pop out and the face three-dimensional. In the same manner, sew a running stitch around the lips and pull tight. The lips will pop out as well. Finish the head by sewing a yarn wig on top of the head. Refer to features printed in this section for directions on how to make a wig.

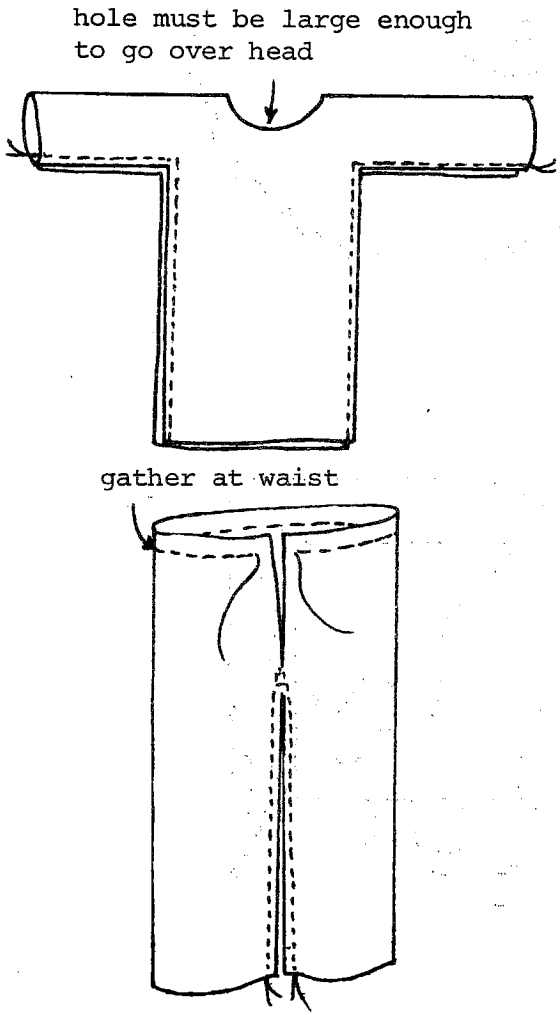


To Give The Marionette a Cub Scout Hat:
Refer to the directions given in the puppet play Getting Fit for making the Legg's egg Cub Scout hat. There is no need to make holes in the hat for stringing the marionette because the head string will pass through the head below where the hat fits on the head.

Clothing the Marionette:
Before you put clothes on the marionette, spray paint the newspaper parts with flesh color. After the paint is dry secure the stuffed head to the body. Stretch the puppet out flat on folded piece of newspaper. Cut a pattern large enough to go around the puppet

plus enough for two seams. Pin pattern on cloth and cut. Pin together first and then sew seams as in diagram.

The Cub Scout should have blue shirt and blue pants with a yellow scarf.



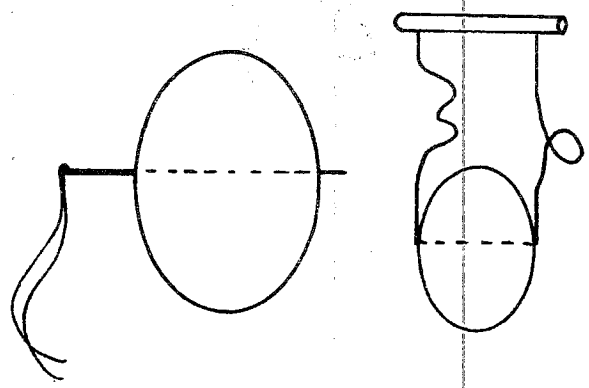
Controls: Stringing

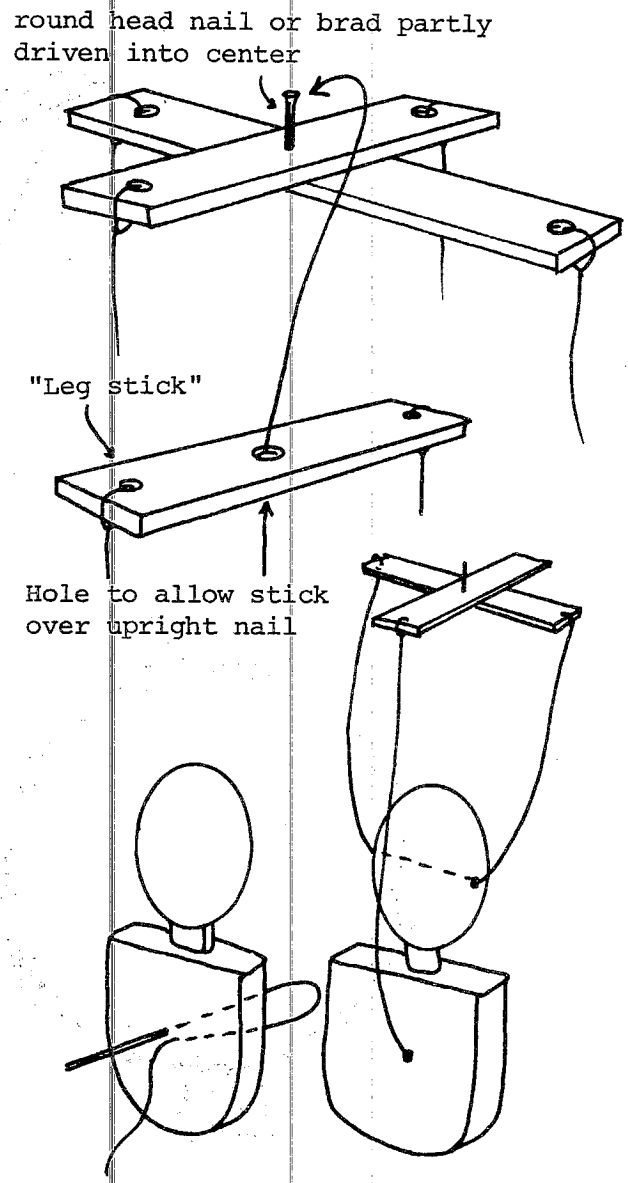
After you have completely finished the marionette (clothing, painting, and head features), you may string it. Use "invisible" thread for stringing.

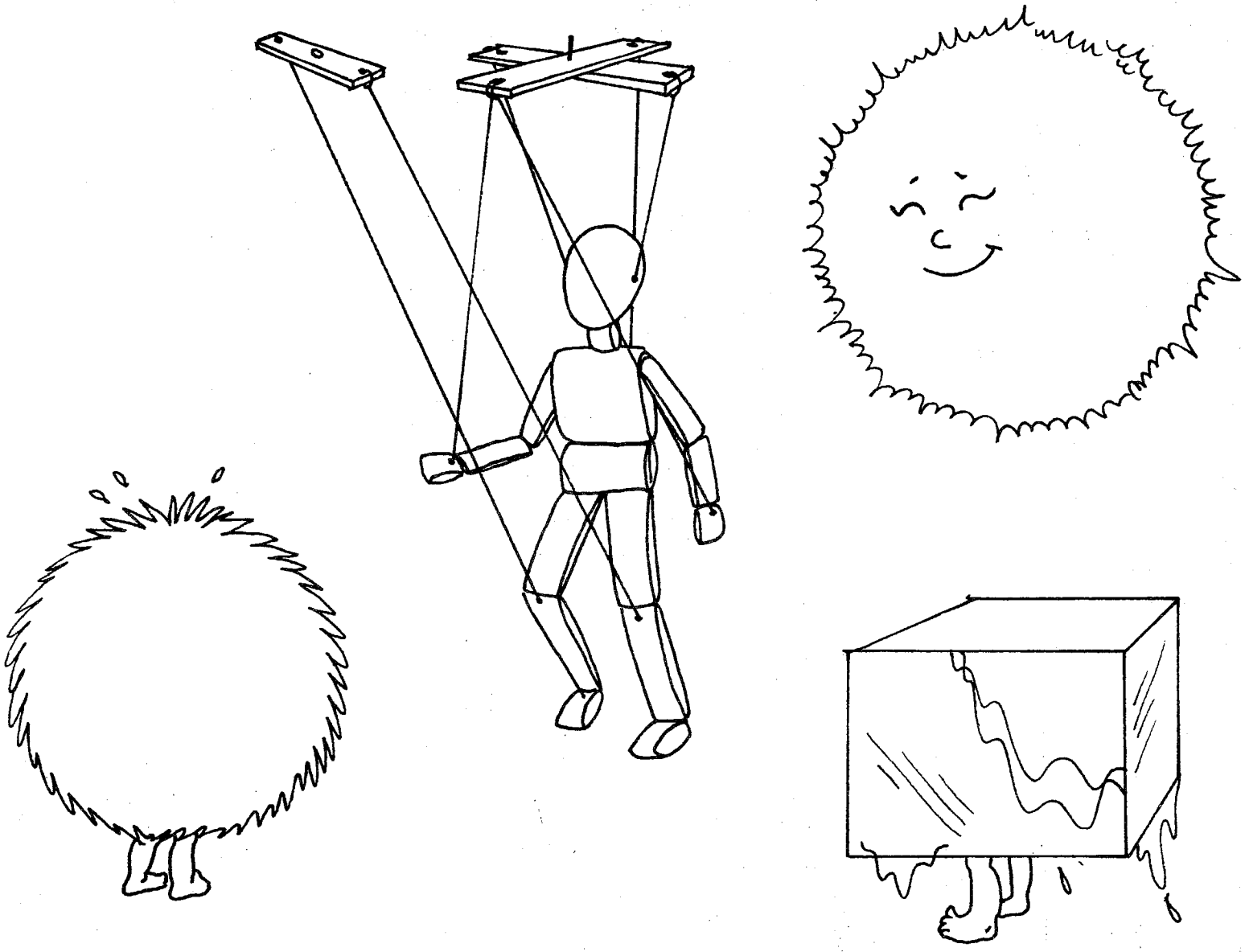
One string: Some mariontees have only one string fastened to the top of the head. This will work if the string can be glued.

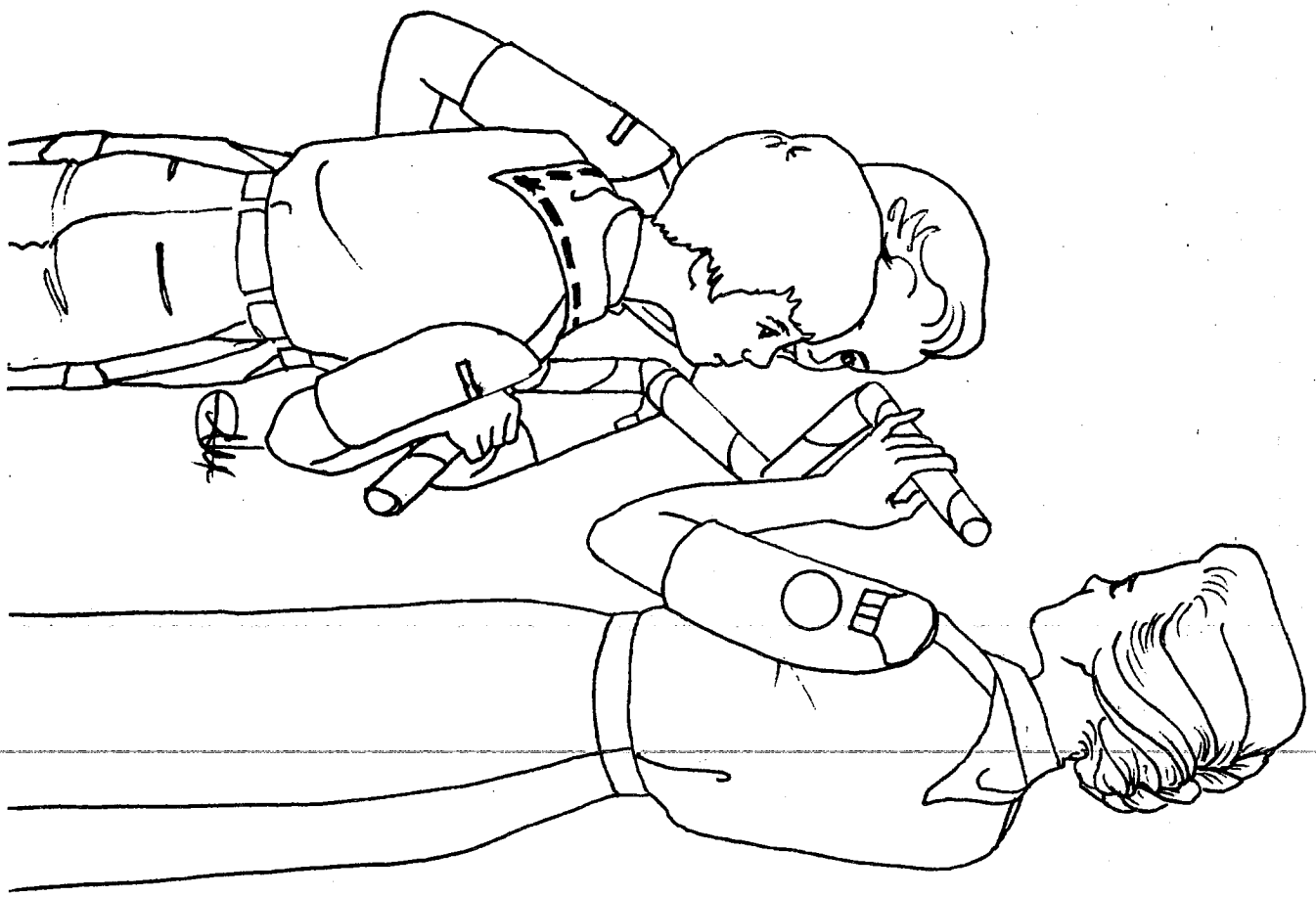
Two strings: Thread a long weaving needle. Push it through the marionette's head a little above center approximately where the tops of the ears should be. Knot the thread on either side of the head so that the string does not slide back and forth through the head. The puppeteer's hand should be held comfortably near the waist. The strings should reach from the hand to the puppet's head while it's feet are resting gently on the ground.

Seven strings: See drawings.



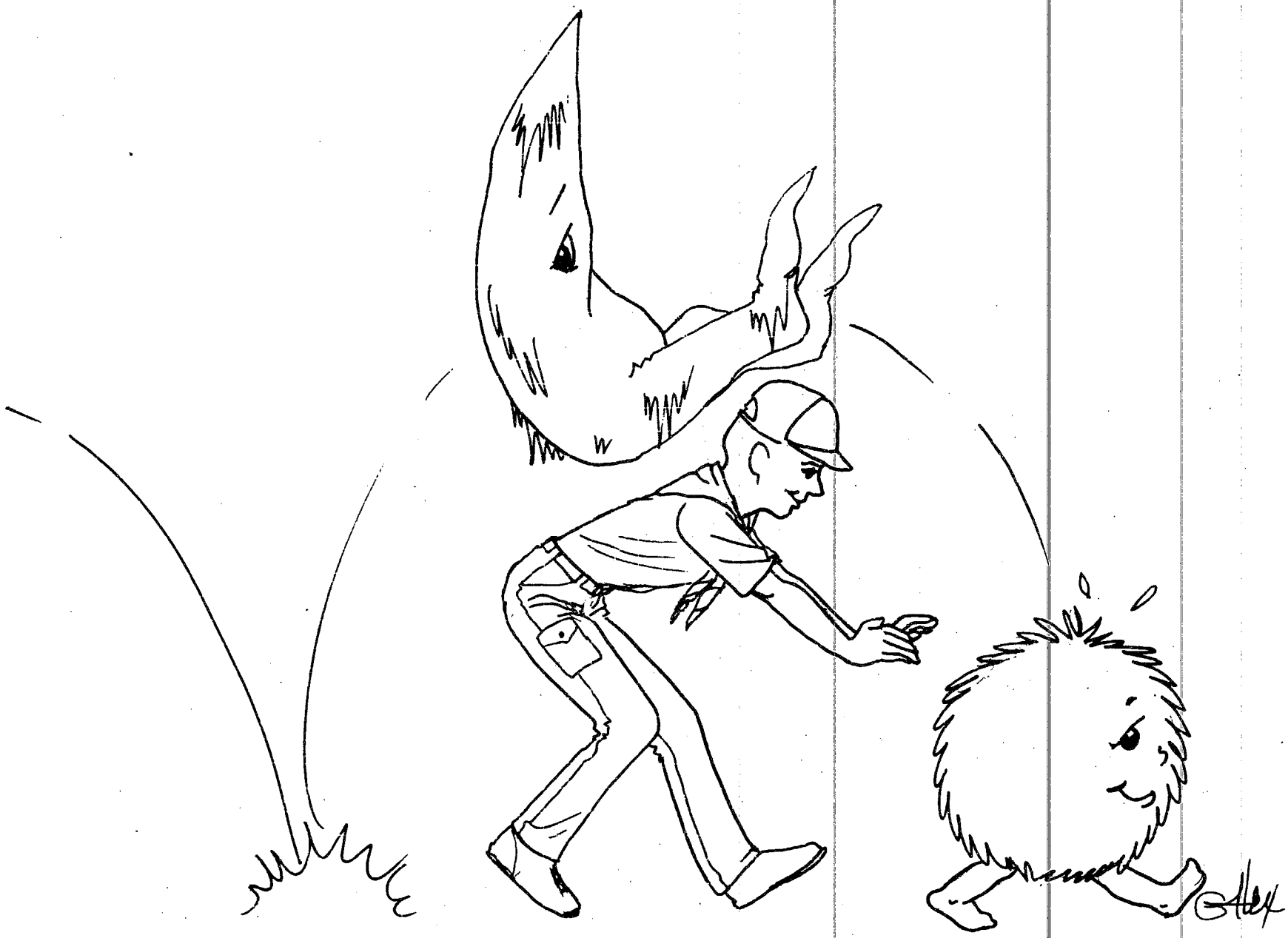






VII – XIV DEN LEADER ENRICHMENT

VII DEN ACTIVITIES



DEN ACTIVITIES

Theme Related Activites

Be sure to check the other sections in this book for theme-related ideas for your den.

December

CUB SCOUT SPIRIT

Snowflakes, Christmas, and a new year just around the corner--what better time for service projects, Christmas surprises, and winter fun?

Perhaps your den would like to go caroling or make tray favors for the elderly or patients. Many nursing homes and hospitals welcome youth groups. Adopt a needy family. Call your church or the Mayor's Christmas Tree. The boys might enjoy donating old or new toys to the Toys for Tots or a local hospital.

Parents, brothers, and sisters like gifts. Plan one or two den meetings for making gifts. Don't forget grandparents.

When the holiday exictement becomes too much, visit a local nature trail or the zoo. There's lots happening in city parks in the winter--check with the Parks & Recreation Department.

Try a tour of the local Service Center and introduce your Cubs to the people who manage the scouting program.

January

SHAPE UP

After all the Christmas goodies, January is the time to shape up. Now is the time to work on the boys' fitness requirements from their Wolf and Bear books. Visit a local health spa, especially one that features Nautilus equipment. Introduce your boys to one or more of the individual/team sports such as swimming, wrestling, boxing, karate, or gymnastics. Contact your local YMCA or community center for the times.

January is also an ideal time to go sledding or ice skating. Perhaps you can find an old-fashioned sleigh. Boys can shovel snow or run errands for elderly or disabled individuals in the neighborhood.

Try a tour of either Arrowhead Stadium (924-9300) or Royals Stadium (921-8100, Ext. 301).

February

SCOUTING AROUND THE WORLD

Added dimensions to our Blue and Gold month can be found by exploring the beginnings of scouting or contacting a den in another country. Perhaps you could invite a world scouter to visit your den. Contact your local Boy Scout troop for names.

March

ENERGY

The field of energy is one of the most dynamic and changing of our generation. To see all that is new, visit the Energy Exposition

held at Bartle Convention Center in late February or early March. Watch for local science fairs to be held at neighborhood schools. Tour the Municipal Water Treatment Plant in North Kansas City (274-1751). Take a tour of the Wolf Creek Nuclear Plant (316) 261-6207) or the Pittsburg Midway Coal Co.'s strip mine at LaCygne (913) 757-4408. If you're interested in films about energy, look at "The Subject is Energy" catalog from KCP&L.

Use one of the oldest forms of energy (wind) and make and fly kites. Make and play scoop ball (gallon jug with bottom cut off at an angle to form a scoop, play catch with a ball).

Plan or plant an early garden or terrarium. Spring has come to local nature trails; take a field trip to see what's budding.

April

SHOW BIZ

Greasepaint, sound effects, and all the mystery of the stage--who can resist? Theatre for Young America, in addition to their excellent productions, sponsors a behind-the-scenes tour and workshop for $4 a person. Call 648-4600 for reservations and showtimes. Call your local high school drama club to see if they could accommodate your den during rehearsal of spring plays.

Write a skit or play and make puppets. Put on a magic show for another den, your den parents, or for the pack meeting.

Adopt a needy family for Easter.

May

TREASURES BENEATH THE SEA

Take a special one-hour tour of the Mighty Mo on the Kansas City Excursion Boat (842-0027). Parents will like that one. Or have a speaker for your den meeting by contacting the Missouri Conservation Department (816-357-2340) or a local diving shop for possible speakers.

Organize a neighborhood cleanup campaign for your sponsoring institution or elderly or disabled neighbors. For rainy days, build sea scenes in a shoebox. A field trip to a nearby Pier I store will reveal a source for beautiful, but inexpensive sea shells.

June

FUN ON WHEELS

What boy doesn't love bicycles? Contact Turners Schwinn Cyclery (381-5298) for a film on bike safety and a tour of the shop. Then organize a bicycle rodeo to make sure all the bikes are safe for summer riding.

For bigger wheels, take a tour of the Greyhound Bus Terminal (221-2776) or the General Motors Assembly Plant (281-7440).

Remember the folks whose walks you shoveled in January? Perhaps you could mow their lawns now.

July

STARS AND STRIPES

This month we celebrate the birth of our country and what better time to enjoy some of our national history? Visit Fort Osage (816) 249-5737 or the Truman Library (833-1400). Hike the Heritage Trail at Fort Leavenworth (913) 684-2242 or the Harry S. Truman Trail (796-8164). While in Leavenworth remember to see the fort museum

there. Or visit the Post Office (374-2417) and while in the area ride to the top of the Liberty Memorial (221-1918) or go to the top of the Kansas City, Missouri City Hall for a panoramic view of the city.

When it is too hot to tour, teach the boys how to fold our flag properly and learn about flags that have flown in our part of the country.

Round up all the families for a trip to a local swimming pool or water slide to beat the heat.

August

FAMILY FUN

Take your den family to Benjamin Stables (761-5055) for a day of horseback riding, hay rides, or picnic. For city children who don't usually see farm animals, what is better than Children's Homestead Farm (341-2823), a petting farm for children? Or maybe you like your animals wilder--in which case plan a trip to the zoo.

Sports-minded Cubs will enjoy a trip to see the Royals. Have a family swimming party with watermelon later. Organize a father-son or mother-son softball team or volleyball game.

Clean out closets to get ready for school and take the outgrown clothing to the community clothes closet.

September

MR. FIX IT

Invite one of your fathers to a meeting to show the boys simple repairs. Perhaps he could help your boys build a new den doodle.

Plan a tour of Good Will Industries (842-7425) or visit the Schwinn Cyclery for the film and tour you missed in June. Tandy Leather will show the boys how to work with leather (call your local store).

October

GOBLINS AND GHOSTS

Black cats and pumpkins are on the minds of your Cubs in October. Let your imagination run wild and create masks and costumes in your den. The Learning Exchange (471-0455) sponsors workshops during October to help kids make costumes from scrap items, if you need help.

Plan a trip to Caldwell's Pumpkin Patch in DeSoto, Kansas (913) 585-1344 where for a small fee each Cub can pick a pumpkin. Don't forget the haunted house in your neighborhood during Halloween week.

You've probably noticed all the leaves that have fallen--rake leaves as a service project.

November

BRIGHT IDEAS

Adopt a family for Thanksgiving. Visit the Kansas City Museum for bright ideas that have already been discovered (483-8326). Visit the Planetarium (483-8326) or one of the area observatories at Park College (741-2000) or UMKC (276-1604) to see the bright stars of space.

Make a telegraph key in your den and learn Morse code. Take a hayride.

It's fun to work with a Cub Scout den because the boys are bright, eager, and ready for fun. A good den must provide a balance of activities, including games, crafts, field trips, and an occasional service project. Crafts, games, ceremonies, skits, etc., are covered elsewhere in this book, but field trips and service proejcts will be discussed in this section.

PARENTAL PERMISSION FORM

I give my permission for my son _____ to go on a den/pack outing with Pack ___ Den ___ on _____.
I understand you will be going to _____.
I understand that my son will be riding with _____.
I understand they will be leaving from _____, at ____, and returning to _____ at _____.
In case of emergency you can reach me at _____.

PLEASE SEE THAT YOUR SON IS IN FULL UNIFORM IF HE HAS ONE.

_____
Signature

Date: _____

Note: NO CUB will be allowed to accompany the group unless a signed permission form is received.

FIELD TRIPS

Tour Permit. In order to take a field trip many miles from your home, you will need a tour permit. You can pick up the application at the council service center or call and one will be mailed to you. You will need to return the completed application to the council office at least two weeks in advance of the planned field trip (see Outdoors section for permit sample form).

Parental Permission must be obtained any time you take a Cub Scout away from the den site in a vehicle. See the suggested form.

Send the form home with the Cubs a week in advance of the outing so parents can complete their portion and sign. If you have included the outing information on the form, everyone will be aware of all aspects of the trip. You and the Cubs will have a better time if the trip is well-planned. The checklist in this section should help you organize your field trip. Leaders and Cubs should be in full uniform on any outing where they will be seen by the public or are on a scout-related trip.

No one expects to have an accident, but to be prepared, a must for the pack on the go is insurance. If your pack does not have insurance, it is available at a modest price through the BSA. (See Pack Management and Outdoor Program sections in this book.)

Now that summertime is here, the fun is just starting. Field trips are only as far away as the telephone book. The weather's fine and the boys have time, so the field trips that were too long or too far away last winter will be great. These summer trips will encourage your Cubs to participate in your pack's summer program. Each den with 50% attendance receives a summertime award ribbon

and any Cub who attends all three summer events (or more) is eligible to receive an attractive gold pin, whether his den qualifies or not. Check Pack Activities section for details.

CHECK LIST ON PLANNING A TRIP

[ ] Committee has prepared a list of suggested trips, considering transportation arrangements that would have to be made, and the fact that these trips are a supplement to a well-planned program, not a substitute for a program of scouting.

[ ] Boys have selected the things to see and do that appeal to them most.

[ ] Contact has been made with the proper person at the place to be visited in order to establish the date and time that your groups will be able to make the trip.

[ ] Parents have received the complete story on where you are going, when, what for, and the time you will return.

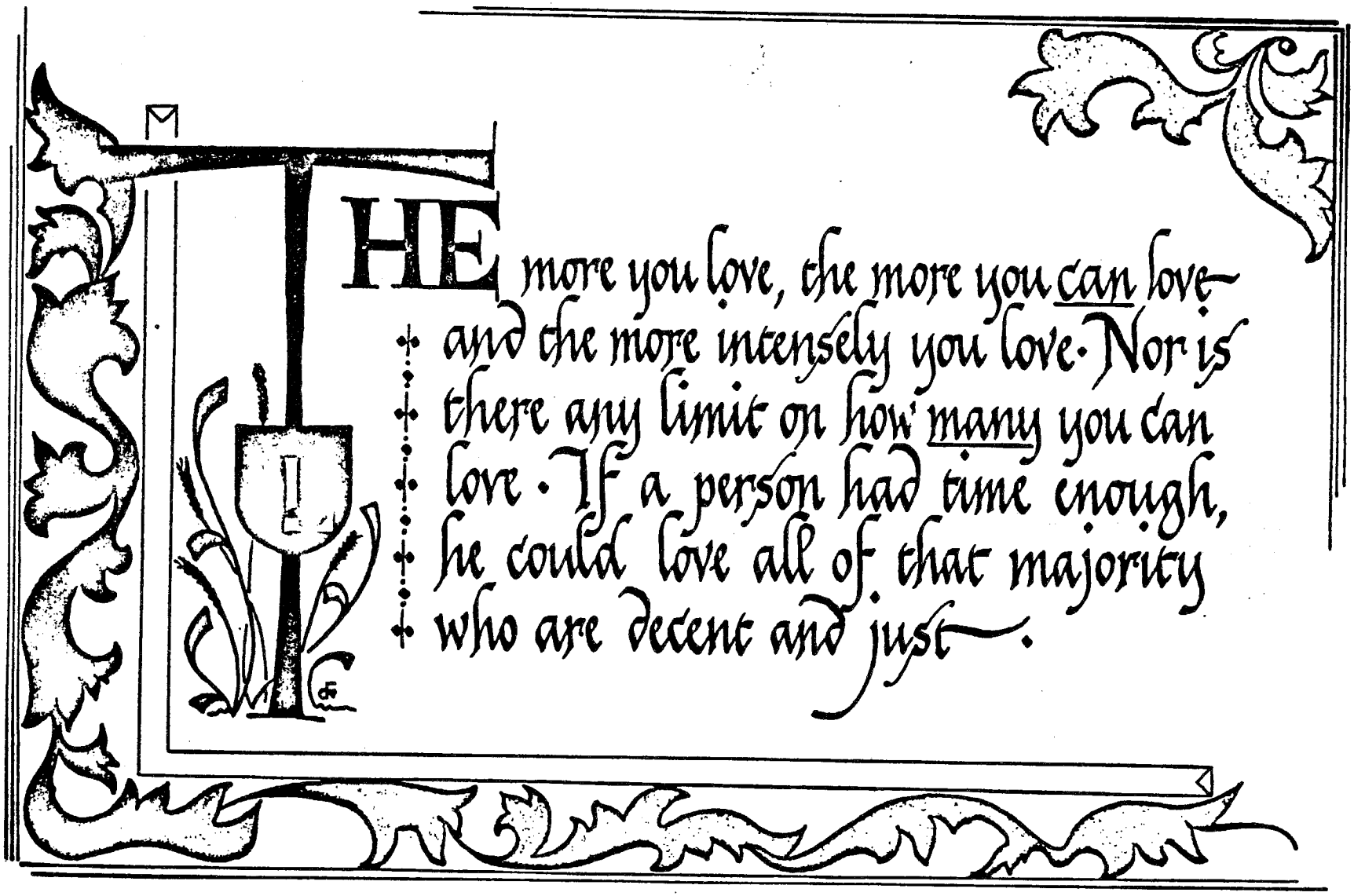
[ ] Transporation has been arranged (remember 5 boys and 1 adult make a full car).

[ ] Parents have supplied written permission forms permitting sons to participate without liability to you, adults assisting you, or your units.

[ ] Double check has been made 24 hours in advance to determine all arrangements are still as planned.

[ ] After trip is over, boys are given opportunity to say what they did and didn't like in order that the trip will be an even greater success.

[ ] After trip a "thank you" note was sent to the place you visited.


THE more you love, the more you can love—
and the more intensely you love. Nor is
there any limit on how many you can
love. If a person had time enough,
he could love all of that majority
who are decent and just—.

VIII CUB SCOUT OUTDOOR PROGRAM

CUB OUTDOOR PROGRAM

As a leader in Scouting, you can channel the energy, enthusiasm, and curiosity of young people into a variety of outdoor learning and doing experiences. For example, Scouts can improve their citizenship skills and increase their understanding of the outdoors with wise use and intelligent management of natural resources by earning conservation awards and completing outdoor achievements with electives, then applying these skills to their daily lives.

Including an outdoor program in your pack can help keep boys, parents, and leaders active and interested, encourage advancement--since activities in the outdoors can fulfill many achievement and elective requirements, provide a relaxed and informal setting for meetings, and help satisfy the needs of boys for adventure and outdoor fun.

Since the scouting program reaches out to three age groups in Cub Scouting, Boy Scouting, and Exploring, the BSA must establish and maintain responsible guidelines that fit each group separately.

CUB SCOUTING -AGES 8 - 10

All of the Cub Scouting program is home and family-centered, including its outdoor program which introduces the Cub Scout and his family to a greater appreciation of nature and conservation.

Backyard camping is encouraged as explained in the Cubmaster's Packbook and the Cub Scout Activities book.

Family Camping is an excellent Cub Scout activity. Overnight or extended camping is not authorized for 8 or 9-year old Cub Scouts except as a part of family camping.

Webelos Father-Son Overnight is another important part of the Cub's outdoor experience. It is the final step to Scouting, a bridge with dad and son together, and can be done on a den, pack, district, or council basis. This provides a terrific opportunity for a nearby troop to assist and thus strengthen the tie between pack and troop. This is, however, a dad-son outing and father or approved adult father substitutes must be present. Webelos long-term camping is not authorized except by secured permission through council, region, and national agreement--then only on an experimental basis. (See Webelos Section.)

Tour Permits (see sample). The Tour Permit System is developed to assure a safe tour and one that is well planned. It is therefore a policy that for a trip of any extent, a tour permit be applied for and approved. For tours of 500 miles or less, a "Local Tour Permit" must be filed with the local service center. For trips of over 500 miles, a "National Trou Permit" is necessary.

These permit applications are available from the local service center. Each pack or den must file a tour permit to insure a safe, well-planned trip for all participants. On short "in-town" tours of one day or less, the local service center determines if a tour permit is required.

BOY SCOUTS OF AMERICA

LOCAL TOUR PERMIT APPLICATION

FOR TRIPS AND CAMPS UNDER 500 MILES

LOCAL PERMIT NO. _____ **DATE ISSUED** _____

This application must be filed with local council office 2 weeks in advance of scheduled activity for proper clearance. It is used for trips of less than 500 miles. If destination is 500 miles or more one way or outside the U.S.A. (local council camp excepted), use National Tour Permit Application, No. 4419. **If backcountry trip, be sure to know BSA Wilderness Use Policy.**

_____ (Type of unit) No. _____ Town _____ District _____ hereby applies

for a permit and submits plans herewith for a trip from _____ (Date), 19 ____, to _____ (Date), 19 ____.

Give itinerary if tour; or destination if camp, including route description for reaching campsite (for long trip attach map indicating route and overnight stops):

_____

_____

Type of Trip: ☐ One day ☐ Touring camp ☐ Short-term camp ☐ Long-term camp (Furnish copy of program and menus.)

Will there be aquatic activities? _____ Does adult (21+) leader have Safe Swim Defense certification? _____

Mode of transportation: ☐ Car ☐ Bus ☐ Boat ☐ Canoe ☐ Train ☐ Hiking ☐ Truck ☐ RV ☐ Other _____

(The beds of trucks and camper trucks are approved for equipment only—passengers are allowed only in the cab.)

Tour will include _____ youth and _____ adults. Have parents' approvals been secured? _____

Tour leader and unit committee member certify that all drivers, vehicles, and insurance coverages will meet the national requirements as listed on the reverse side of this application.

Tour Leader's Name _____ (Print or type) Age _____ Phone _____

Address _____

_____ (Signed by member of unit committee) _____ (Signed by tour leader)

RETAIN IN COUNCIL OFFICE

FOR YOUR PROTECTION

Listed below are the minimum national requirements to which the unit certifies by signatures of tour leader and unit committee member on the face of this application.

INSURANCE AND VEHICLE REQUIREMENTS

You will need the following required insurance in force unless a larger coverage is otherwise specified by state laws: passenger cars, station wagons, or trucks $50,000/$100,000 (public liability), $5,000 (property damage), passenger bus $100,000/300,000 (public liability), $10,000 (property damage).*

Vehicle Insurance Certification by Unit Committee

I hereby certify:

a. that all drivers meet national BSA age requirements and that they all hold a valid _____ (State) driver's license;

b. that all vehicles used on this tour meet the laws of the state of _____ (home state) and of the state(s) included in this tour;

c. that all vehicles are covered with $50,000/$100,000 public liability and $5,000 property damage for passenger cars, station wagons, or trucks (NO passengers to ride in other than passenger cab of trucks) or $100,000/$300,000 public liability and $10,000 property damage for passenger bus.

d. Seat belts are provided for every passenger and driver(s).

_____ Signed by member of the unit committee

e. The vehicle is not overloaded with passengers beyond the manufacturer's recommended capacity.

*For your protection we urge that you carry the following higher limits: passenger cars, station wagons, or trucks $100,000/$300,000 (public liability), $5,000 (property damage); passenger bus $100,000/$500,000 (public liability), $50,000 (property damage).

MINIMUM AGE OF DRIVERS

If travel is by motor vehicle, there will be a licensed driver in each vehicle as follows:

There will be a licensed driver, age 18 or older, in each vehicle for Boy Scout and Explorer trips, 21 or older for Cub Scout trips.

- Your council is always concerned with the health, safety, and success of groups wherever they are. Good planning contributes to success in all things. This application and permit is designed to help you plan a safe, interesting, and enjoyable trip.
- Your council would like to have a more accurate record of local tours and short-term camps in order to give each unit proper credit in the records and in news releases.
- Tour leaders take satisfaction in the fact that their tours are officially recognized, responsible Scout groups.
- Local officials in state and federal parks and forests can be assured that touring and camping groups have official status.
- Certain courtesies—not privileges—are often accorded Scout groups when official status has been determined.
- Adherence to and acceptance of the Pledge of Performance by the group is a safeguard for Scouting's name locally and nationally.
- In case of emergency, calls may come to your council office; therefore, the office should know the whereabouts of your unit.

COMPLETE AND RETURN TO UNIT

OFFICIAL LOCAL TOUR OR CAMP PERMIT BOY SCOUTS OF AMERICA

This permit should be in the possession of group leader at all times and displayed when requested by Scouting officials or other duly authorized persons.

Permit issued to _____ **No.** _____ **Town** _____ (Type of unit)

_____ (Name of tour leader) (Age) (Address)

Permit covers all travel between _____ **and** _____

Dates of trip from _____, 19 ____, **to** _____, 19 ____

Total boys _____ **Total adults** _____

This group has given the local council every assurance that they will conduct themselves according to the best standards of Scouting and observe all rules of health, safety, and sanitation as prescribed by the Boy Scouts of America and as stated in the Pledge of Performance on the reverse side of this permit.

These spaces are for the signatures and comments of officials where the group camps or stays for 1 night or more. Signatures indicate that the cooperation and conduct of the Cub Scout, Boy Scout, or Explorer group were satisfactory in every way.

Date	Place	Signature	Comment

Local Permit No. _____

Date Issued _____

Council Stamp

Not official unless council stamp appears here.

_____ (Council name and address)

_____ (Council phone no.)

_____ (Signed for the council)

OUR PLEDGE OF PERFORMANCE

1. We will use the Safe Swim Defense in any water activity.
2. We will use trucks only for transporting equipment—no passengers except in the cab. All passenger cars, station wagons, recreational vehicles, and cabs of trucks will have a seat belt for each passenger.
3. We will restrict our actual daily driving to not more than 9 hours and make every effort to confine driving to daylight hours for safety reasons. We will use seat belts at all times.
4. We agree to enforce reasonable travel speed (in accordance with national, state, and local laws) and use only vehicles that are in safe mechanical condition.
5. We will be certain that fires are attended at all times.
6. We will apply for a fire permit from local authorities in all areas where it is required.
7. We will at all times be a credit to the Boy Scouts of America and will not tolerate rowdyism or un-Scoutlike conduct, keeping a constant check on all members of our group.
8. We will maintain high standards of personal cleanliness and orderliness and will operate a clean and sanitary camp, leaving it in a better condition than we found it.
9. We will not litter or bury any trash, garbage, or tin cans. All rubbish that cannot be burned will be placed in a tote-litter bag and taken to the nearest recognized trash disposal or all the way home, if necessary.
10. We will not deface trees, restrooms, or other objects with initials or writing.
11. We will respect the property of others and will not trespass.
12. We will not cut standing trees or shrubs without specific permission from the landowner or manager.
13. We will collect only souvenirs that are gifts to us or that we purchase.
14. We will pay our own way and not expect concessions or entertainment from any individual or group.
15. We will provide every member of our party an opportunity to attend religious services on the Sabbath.
16. We will observe the courtesy to write thank-you notes to persons who assisted us on our trip.
17. We will, in case of backcountry expedition, read and abide by the Wilderness Use Policy of the BSA.
18. We will notify, in case of serious trouble, our local council office, our parents, or other local contact.
19. If more than one vehicle is used to transport our group, we will establish rendezvous points at the start of each day and not attempt to have drivers closely follow the group vehicle in front of them.

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DAY CAMP

Every district in the Heart of America Council runs a Day Camp program for Cubs and Webelos. The purpose is to provide these boys with opportunities for fun and adventure. Special attention is given to planning activities that help Cubs with achievements and electives through the use of crafts, nature, games, and field sports.

To be effective as a leader for your boys, you must know what you are doing and be able to lead the Cubs to new skills. How can you become proficient in the outdoor activities? Through training. The Heart of America Council operates a training experience for den leaders to meet this need. It is called Den Leaders Outdoor Experience (DOE). DOE is a training activity in Cub Scout outdoor skills. You will have an opportunity to take a Cub Scout hike, cook a Cub Scout breakfast and lunch, learn more about Cub Scout outdoor games and activities, and make Cub Scout outdoor crafts. Information regarding this program is availabel through your district training committee, the council newsletter, and Roundtables. Each pack also receives the material. Further outdoor training can be obtained at a summer session at Philmont Training Center in Cimarron, New Mexico. Contact your District Executive for information.

CONSERVATION

SOAR--Save Our American Resources ...for the Better Life.

Through this program, Cub Scout packs in all parts of the country will learn about the need for good conservation practices and undertake projects to improve our environment.

SOAR's purposes are:

To analyze how man's actions and judgments often create problems, to understand decision-making processes related to the environment, to find common sense methods that can be applied at home, in the community, in the state, and in the nation, and to help improve our quality of life.

Most Cub Scouts are not capable of the abstract analysis implied by these purposes, so pack leaders must show them the importance of good conservation. To help you do this, the Boy Scouts of America has published a guide book for unit leaders.

Several awards are available to packs and individuals who take part in the SOAR program. They are as follows.

CUB SCOUT WORLD CONSERVATION AWARD. For individual Cub Scouts who complete all requirements for conservation achievements, electives, and activity badges, and who take part in a den or pack conservation project. Advancement requirements are: Wolf: conservation achievement and 2 of these: birds, gardening, fishing. For Bear: Wildlife conservation achievement and 2 of these: Weather, nature crafts, soil and water conservation. Webelos: Forester, Naturalist, and Outdoorsman activity badges. Get applications for the award (a patch) at the local service center.

WILLIAM T. HORNADAY AWARD. For packs that perform an outstanding conservation project. (A 1-day cleanup in a park would not qualify, but an "adopt-a-park" program in which the pack took care of a park for an extended time would qualify.) A major tree-planting program or year-long participation in collections for recycling might qualify. Any project must be beyond the ordinary pack conservation work. Get an application for the award (certificate and patch) from the service center.

TOM C. CLARK AWARD of the NATIONAL PARK FOUNDATION. For dens and packs that perform a significant service project at a publicly-owned historic site, landmark, or monument in cooperation with authorities at the site. The award, named for the late Supreme Court Justice, is a special certificate. For information and application, write: National Activities Chairman, Boy Scouts of America, P.O. Box 61030, Dallas/Ft. Worth Airport, Texas 75261.

NATIONAL WILDLIFE FEDERATION BACKYARD PROGRAM. For dens, packs, and individual Cub Scouts for improving backyard habitats for birds and small animals. For details, write: National Wildlife Federation, 1412 16th St. N.W., Washington, D.C. 20036.

SOAR BADGE. A conservation badge available to Cub Scouts who do a conservation project as a den or a pack.

Individuals

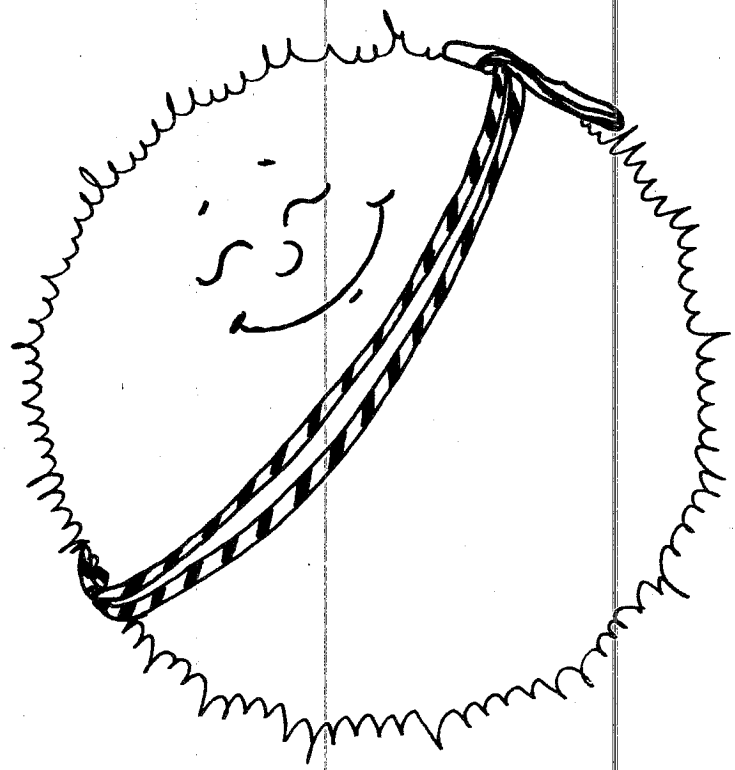
WOLF:
Flag Achievement 2
Your Home and Community Achievement 4
Conservation Achievement 7
Birds Elective 13
Gardening Elective 15
Outing Elective 18
Fishing Elective 19

BEAR
Wildlife Conservation Achievement 1
Our American Heritage Achievement 6
Writing Achievement 9
Skies Elective 1
Weather Elective 2
Nature Crafts Elective 12
Landscaping Elective 14
Farm Animals Elective 15
Water and Soil Elective 19

WEBELOS
Citizen
Forester
Geologist
Naturalist
Outdoorsman
Traveler

In every community there are many sources of different kinds of assistance that a scouting unit leader could contact for help in carrying out a successful conservation program. There are sources of help listed in the Conservation Guide for Unit Leaders available at your council service center.

I X DEN CHIEF



DEN CHIEF

Den Chief's Pledge

I promise to help the Cub Scouts (or Webelos Scouts) in my den to the best of my ability, to encourage and guide them in all den and pack activities, and to show them by my example what a Boy Scout is. I will strive to be prompt and dependable and to cooperate with the leaders in carrying out the den program. As each Cub Scout reaches 10 years of age, I will encourage him to join a Webelos Den. As he reaches 11, I will do all in my power to interest him in becoming a Scout.

Who, What, and Why

The Den Chief is a Scout (or Explorer) who is selected by his Scoutmaster in cooperation with the Cubmaster. He may be of any rank or age, but it is desirable for him to be an older Scout. It also helps when the Den Chief has been a Cub Scout and, therefore, knows about the program.

The Den Chief becomes a member of a leadership team which includes the Den Leader, Assistant Den Leader, and the Den Dad. He needs to be included in planning the den meeting so he will know what to do, what songs, games, etc., to use. He is helped by the Denner and Assistant Denner.

As a leader of younger boys, he has the opportunity to help them advance from Cub Scouts to Webelos to Scouts. He can encourage the Cubs to live up to the Cub Scouting ideals in their everyday lives. He is what every Cub would like to be...a Scout. He is someone the Cub Scouts follow and that makes him a natural leader for them. By directing this natural leadership quality we can influence the boys in the den.

It should be understood by the Den Leader and Cubmaster that although being a Den Chief is an important responsibility, it should not be so demanding of his time that it takes time away from his patrol and troop activities.

There are four things to remember when using a Den Chief: (1) be sure he is trained, (2) use him, (3) praise him, and (4) give him recognition.

The Den Chief should be trained; however, if a Den Chief Conference is not immediately scheduled, the Cubmaster may give him training. Then let the Den Chief take an active part in planning your den meetings. Finally, praise him. A simple "thank you" or "you did a great job" will do the job.

What does a Den Chief do?

A Den Chief is a member of the leadership of the Pack. There are many ways he can fill that roll. Here are a few examples:

He takes part in planning the den meetings. He accepts specific responsibility in the den and pack meetings. He helps follow the schedule. He knows ahead of time what is expected and is PREPARED.

He uses his own ideas (but checks with the Den Leader first).

He is a responsible leader. When he is given authority, be sure you let him follow through with it.

He sets a good example for the Cub Scouts. He thinks, talks, and acts like a Scout.

He helps the Cubs with craft and other projects He is not there to participate in the project; he is

there to help. He can lead games and other activities, but he is not a Cub and should not participate.

Why a Den Leader Needs a Den Chief

To help teach games
To hold short uniform inspections
To help with craft projects
To help boys practice skits
To work with the boys in learning the purposes and ideals of Scouting
To help at Pack Meetings

The Den Chief is the person who can do things you can't or don't want to do; he can lead the active games that Sub Scouts will play or teach the Cub Scouts activities like the falling roll. He should be a friend to all the boys in the den. The Den Chief is someone the Cub Scouts should be able to look up to and respect. He is the one person who can influence the Cub Scouts about Scouting in general. He should be able to tell Cub Scouts about the activities in the troop and what is going on in Boy Scouts. The Den Chief must have a positive attitude toward Scouting.

HELPS AT MEETINGS

Before the Meeting he arrives early if possible to help the Den Leader check to be sure everything is ready, reviews his responsibilities for the den meetings, and gives guidance to the Denner for setting up the room for the meeting.

Gathering Period. He teaches the Cubs a trick, new game, or skill while they are arriving and the Den Leader is collecting the dues and/or checking attendance. He also helps to keep the Cubs in line before the meeting starts by keeping them busy.

Opening. The Den Chief helps the Den Leader get the Cubs organized for the opening. He may lead or assist.

Business. He helps by suggesting ideas of things for the den to do and/or places to go. He helps prepare the Cubs for their part in the next pack meeting.

Activities. The Den Chief leads games, songs, and skits. He can help the Cub Scouts with their craft or work on advancement with them. He needs information on what to plan/do for the meeting.

Closing. He helps to restore order and get the Cubs quiet for the closing ceremony. He may make announcements or lead the closing.

After the Meeting he helps the Denner restore the room. He helps evaluate the meeting and find out what his responsibilities are for the next week's meeting.

The Den Chief can be valuable help to the Den Leader in keeping order and helping the den meeting move along as scheduled. He needs to be informed on what to expect and/or do at each den meeting. He needs to be able to use his own resources in den activities that he plans.

HELPS AT PACK MEETINGS

The Den Chief should be available to help the Den Leader at the Pack Meetings. Here is a list of things he can do:

Help Den Leader set up displays
Help get Cubs seated
Help with skit or stunt
Help with song or yell
Help with conduct of Cubs
Help set up/take down displays
Help with opening/closing
Help with uniform inspection
Wears his uniform as an example

Recognition

Fortunately, most Den Chiefs serve because it is fun, because they like it. We should remember to recognize their efforts. The Den Chief's shoulder cord is presented in front of the Pack as a visible means of recognition. The badge

of office is presented in front of his troop as another visible means of recognition. The badge of office should be worn on the left sleeve of the uniform; the Den Chief cord is worn on the left shoulder.

The Den Chief cord may only be worn while serving in the office of Den Chief either as a Cub Den Chief or Webelos Den Chief. The Den Chief Service Award may be worn while serving and after service of this position.

REQUIREMENTS FOR SERVICE AWARDS

Preparation: Discuss with Scoutmaster or Cubmasterthe importance of the Den Chief and his role.

Service Period: Serve one year.

Training: Attend Den Chief training or be trained by the Cubmater.

Service Requirements: Know the purposes of Cub Scouting. Help Cub Scouts achieve the purpose of Cub Scouting. Be the activities assistant in Den Meetings:

a. Lead 5 songs
b. Lead 5 stunts or skits
c. Lead 5 games
d. Lead 5 sports activities

Set good example by attitude and uniform. Be a friend to the boys in the den. Take part in weekly meetings for 6 months. Assist at monthly Pack Meetings at least 3 times. Know the importance of the monthly theme. Meet as needed with the adult leaders of the den, pack, or troop.

Complete 4 of these projects:
Serve as staff member of Cub Scout special event
Serve as staff member of Cub Scout Day Camp
Advance one Boy Scout progress award
Assist in recruiting 3 new Cub Scouts
Assist 3 Webelos Scouts to join a troop
Help plan and carry out a joint pack/troop activity
Recommend another Boy Scout to be a Den Chief to your Scoutmaster

Den Chief Service Award Approval: Signed by Den Leader, Cubmaster, and Scoutmaster.

Den Leader to Den Chief

WHAT DO I DO NOW?

As a Den Leader, you now have a Den Chief, he's been trained and things are still not going quite right. Have you ever asked yourself what you're doing with this helper?

How are you helping him to his best for you? How are you communicating with him?

A Den Chief cannot do what he does not know about or do what he does not know is expected of him.

Use your Den Chief, he is there to help you and make your meetings run smoother.

Let him know what you expect or need from him. Assign him specific responsibilities for the den and pack meetings and give him a copy of the agenda.

Let your Den Chief come up with most of the ideas that he is going to use. This allows him his own resourcefulness. Remember to be there if he needs direction or if he needs to know his plans are okay.

Give him responsibility according to his age and position. Remember he is not an adult and is not expected to act like one. He is an older Scout, however, and is expected to act like one.

He is part of the leadership of a den so let him act like he belongs there.

As a Den Chief he should lead Cub activities, not try to lead the Cubs in Boy Scouting activities.

The Den Chief should help and not participate in activities. It is your job to assure that this happens.

Encourage your Den Chief to talk to the Cub Scouts about Boy Scouts. In this way he can encourage many of them to join the troop.

You as a Den Leader need to get to know your Den Chief---his problems, time schedules, etc. Work with him and not against him. Be a friend to him; let him know you understand his limitations as well as appreciate his abilities.

Treat your Den Chief with respect. Cooperate and help him and he will in turn cooperate with you.

Praise him publicly. Build him up in the eyes of the Cub Scouts and they will respect and cooperate with him.

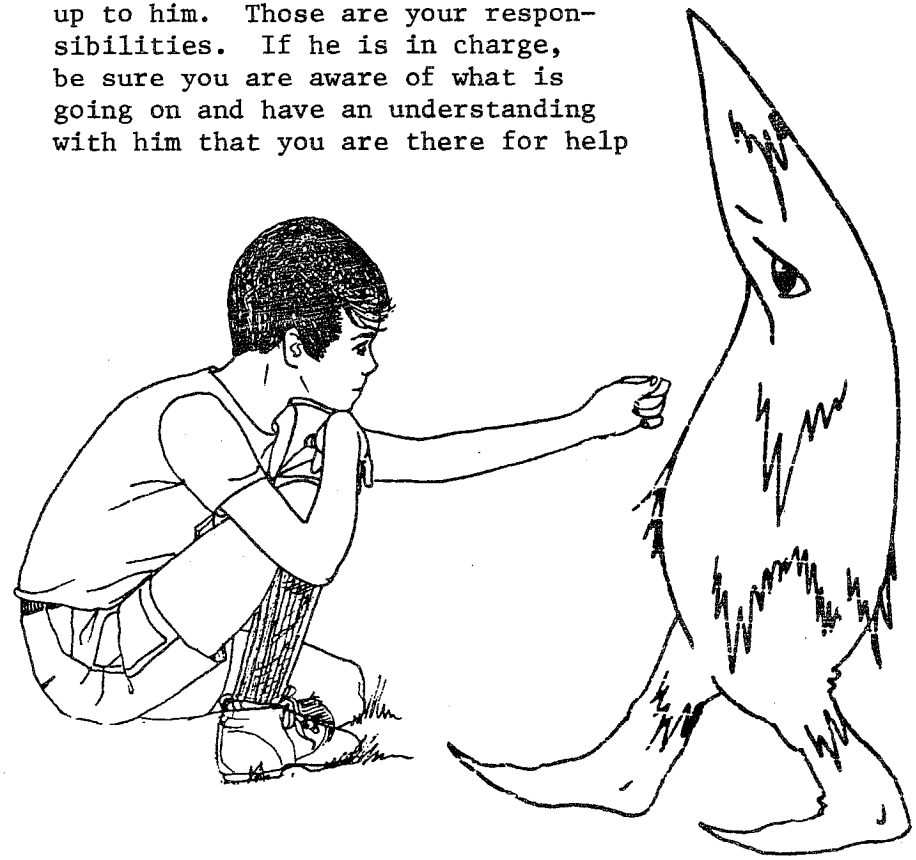
Be patient with him; remember he is also a boy.

Let your Den Chief know that there are some things he cannot do.

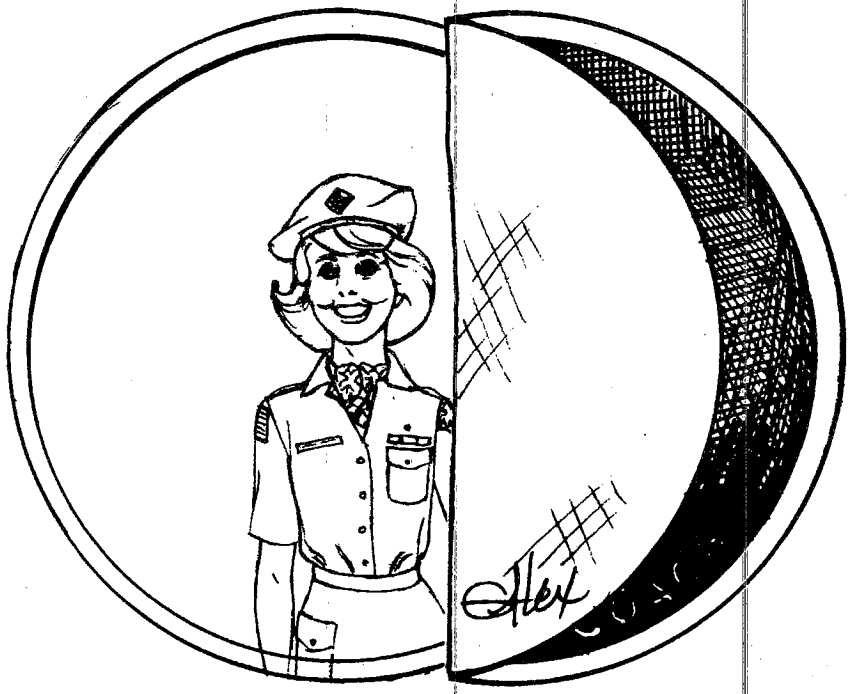
Give recognition due to him. Say "thank you" for a job well done.

Don't leave discipline problems up to him. Those are your responsibilities. If he is in charge, be sure you are aware of what is going on and have an understanding with him that you are there for help in dealing with the Cubs. He cannot threaten the boys and gain their respect and he should not be allowed to do so. He needs to feel that he has your support and understanding in behavioral matters at the den or pack meeting. Treat your Den Chief with respect and as a member of the leadership of your den, then expect your Cubs to do likewise.

Explain to the den what a Den Chief is and how he is going to help them. Expect your Cubs to respect him.



X DEN LEADER COACH



DEN LEADER COACH

In most cases the den leader coach is an experienced den leader who has participated in the Den Leader Training Course, had den leader coach training and understands and accepts the policies of the Boy Scouts of America for the Cub Scout program. Encourage the cubmaster and committee members to select a qualified person to assume this important coaching job.

When a Cub Scout makes his promise to "do his best," the den leader coach says to herself, "I will do my best to see that this boy gets the best possible experience from Cub Scouting."

Each den leader coach brings to Cubbing her own talents and skills, her own background and interests. Your secret of success is your ability to coordinate the talents and interests of several people into the best program possible for the boys. Yes, the boys -- that's what it's all about. When we keep the boys foremost in our minds, the rest seems to fall into place.

An effective den leader coach is an individual of character and integrity, an individual with a knack for working with other people, a person of intelligence who possesses a skill for teaching, a person who has a sense of purpose and direction, and a person with qualities such as patience, a sense of humor, diplomacy, and the ability to listen with understanding. She is a good citizen. She is creative and imaginative. She is knowledgeable about Cub Scouting and stays informed. She is able to guide and direct without taking over. She is flexible in the execution of plans and is ready for the unexpected.

A den leader coach not only likes boys, she needs to believe certain things about boys in general. She should have a basic respect -- a feeling that the worth of a boy lies in the fact that he is a unique, complex, growing individual, regardless of his ability, appearance, race, religion, social background, or behavior.

Another attribute which is helpful for a den leader coach is a basic trust in the capacity of other people to act responsibly, constructively, and creatively. This is particularly important as she works with den leaders. If she feels that the den leaders have little to contribute in the way of good ideas, or cannot be trusted with responsbility, she will not be very effective in trying to help them solve problems or develop their potential. The den leader coach who knows for certain that the den leaders have a wealth of resources which have not yet been tapped, is the one who can give them confidence to use their ability and find constructive solutions to their problems. The den leader coach's attitude sets an example for den leaders. If the den leader coach is enthusiastic about the Cub Scout program, has a genuine concern for boys, and has confidence that the den leaders will do a good job then more than likely they will.

By now you may be thinking "I don't have time to do all those things." However, it is the "busy" people who get things done, make their time count, and accomplish what they set out to do because they "find" the time for important activities such as this job. Time is important in the life of each boy, for in just a few years he will be a man. What happens to him during the formative years of ages 8,9, and 10, will determine to some extent the kind of man he becomes. What a tremendous opportunity for you as a den leader coach.

Den Leader Coach will:

1. Hold den leader planning meetings.
2. Motivate den leaders to be effective in their jobs.
3. Identify and help recruit new den leaders.
4. Improve communication among leaders and parents.
5. Wear the uniform correctly and encourage others to do so.
6. Keep informed as to literature and resources available; share the information with den leaders.
7. Encourage den leaders to attend training classes, roundtables, and pack committee meetings, taking them if necessary.
8. Represent den leaders at roundtables and pack committee meetings if they cannot attend.
9. Be a listener -- listen to den leaders' ideas, stimulate their creativity.
10. Make it possible for adults to receive recognition.

Guidelines for a Good Den Leader Coach

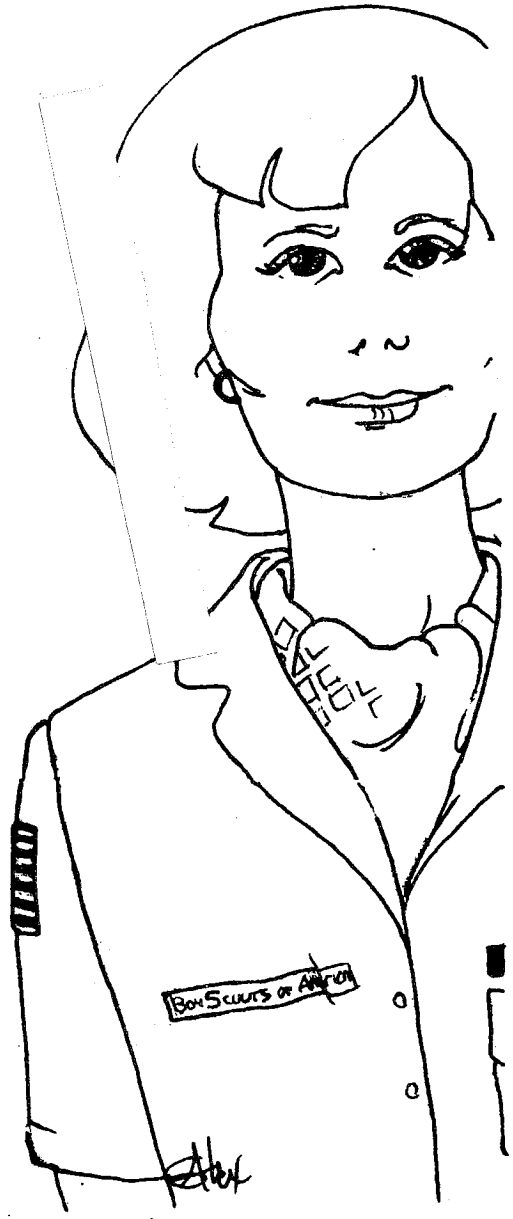
It is essential to be informed of all activities connected with the dens and the pack in order to be a good den leader coach. Don't try to lead unless you understand den leaders' jobs and responsibilities.

You need to do these eight things to be well informed:

1. Be familiar with the Cub Scout Wolf and Bear Books.
2. Know the Den Leader's Book
3. Know the Den Leader Coach's Book.
4. Attend roundtable meetings each month.
5. Attend your pack committee meetings and know your responsibilities to the pack committee.
6. Hold a monthly den leader - den leader coach's meeting.
7. Attend a den leader coach training session to learn the responsibilities of your job and urge all the den leaders in your pack to become trained.
8. Visit the service center at your earliest opportunity and find out about all the helpful material that is available.

Monthly Meeting Agenda

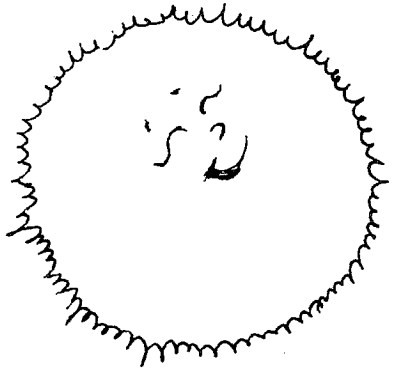
1. Review the pack participation chart to prepare for the next pack meeting.
2. Discuss the pack committee meeting.
3. Special pack plans (fund raising, outings, awards, etc.)
4. Share den plans for the next month:
   Theme: _____
   Games
   Crafts
   Field Trips



5. Training offered this month:
   a. Cub roundtable: Date_____
      Time_____ Place_____
   b. Training, Pow Wow Date_____
      Time _____Place_____
   c. Those who plan to attend_____
      _____

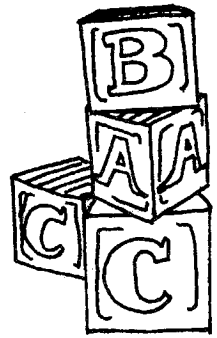
6. Next DL/DLC meeting: Date_____
   Time_____ Place_____

7. Closing thought.....
   You may give them your love but
   not your thoughts,
   For they have their own thoughts.
   You may house their bodies but
   not their souls,
   For their souls dwell in the house
   of tomorrow, which you cannot visit,
   not even in your dreams.
   You may strive to be like them,
   but seek not to make them like you.
   For life goes not backward nor
   tarries with yesterday.
   You are the bows from which your
   children as living arrows are sent
   forth.

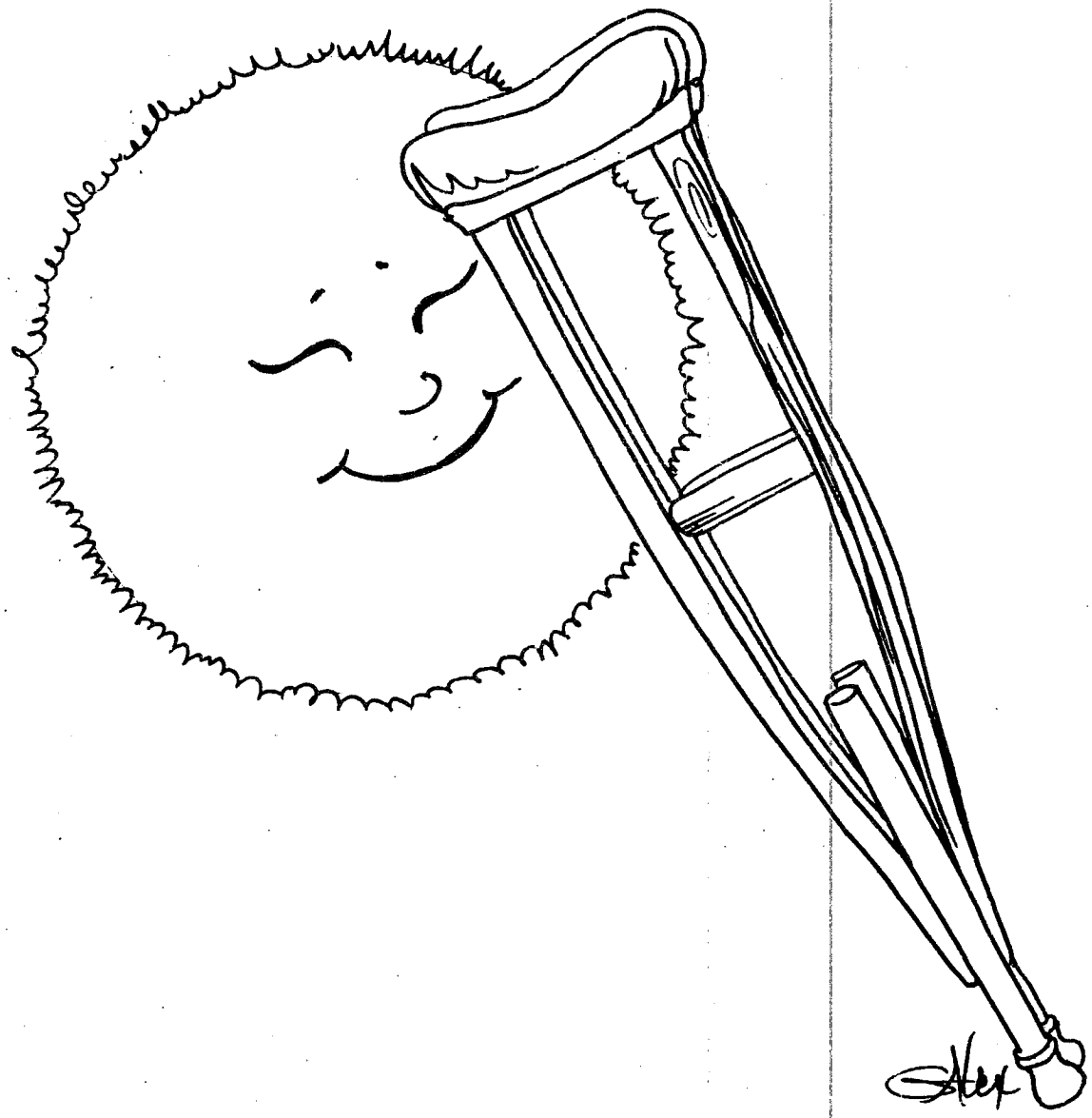


The ABCs of Being an Effective Den Leader Coach

A. Attitude - Accent the positive. Attitudes determine effectiveness.
B. Boys - Remember that the program is for boys. "If it's not for the boys, it's for the birds."
C. Communication - Help keep the lines open.
D. Diplomacy - Be a diplomat, not a dictator.
E. Effort - You'll get as much out of the program as you put into it.
F. Flexibility - Be able to bend.
G. Guide - Guide, but don't force.
H. Harmony - Help maintain harmony in your pack.
I. Interest- Keep interest high by KISMIF, (keep it simple, make it fun).
J. Joy - Spread it...pass it on.
K. Knowledge - Den leaders depend on you for this. Stay informed.
L. Listen - with understanding.
M. Morale - Provide moral support for den leaders; they need it.
N. Nobody -is a nobody in Cub Scouting.
O. Organized - Set goals and reach them.
P. Problems - There are none... just unresolved opportunities.
Q. Quandry - Keep your den leaders out of this state.
R. Resourceful - Know where to get materials and ideas.
S. Scout - Our goal is for every Cub to become a Scout.
T. Training - Encourage your den leaders to receive training.
U. Uniform - Promote the uniform, and set a good example by wearing yours.
V. Volunteers - Remember they are hard to come by. Use them, don't lose them.
W. Wisdom - This includes perseverance, tolerance, and tact.
X. Xtra Special - A title for each boy.
Y. Year - Cub Scouting is year-round. Plan your program that way.
Z. Zest - Perform your job with zest.



X I DISABLED CUB SCOUTING



DISABLED CUB SCOUTING

Ask any boy why he is a Cub Scout and his typical answer will be "because it's fun. We get to learn things, make things, and go places." Ask him what he's learned from Scouts - the answers may vary, but he will be able to tell you many things that he has learned.

A Cub Scout with a disability is a boy who wants the same chance for learning, growing, and having fun.

Attitude

An open, positive attitude is the most important ingredient for a successful disabled boy - Cub Scout team. The attitude of the leader will set the tone for that first meeting, whether your den includes one disabled boy or a den of boys who all have disabilities.

Preparation

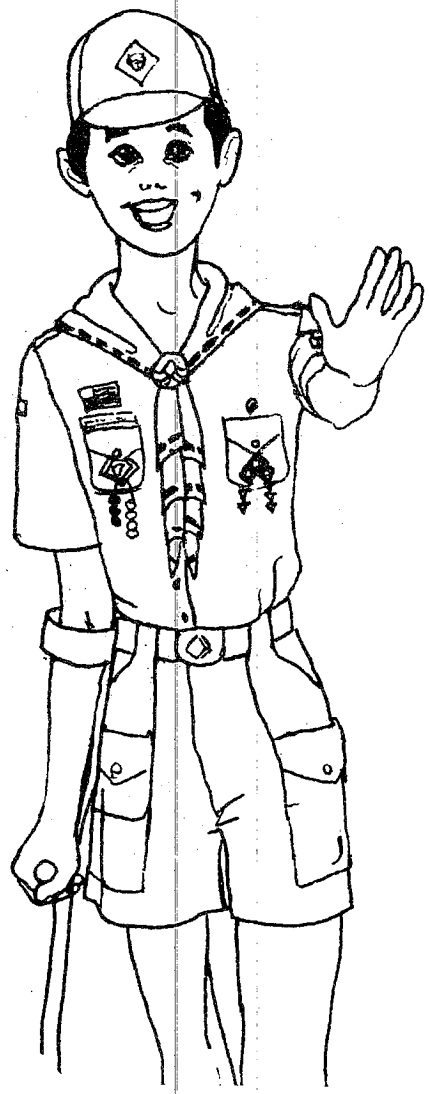
Do your homework, as you do with any group.

1. Many disabled boys have never joined Cub Scouts simply because they haven't been asked. Are there disabled boys in your school, church, or neighborhood who fit this category?
2. Meet the parents of the disabled boys. Invite them to a meeting to see the fun firsthand! Involve them in planning for the group.
3. Prepare the other boys in your group prior to bringing a disabled youth into his first meeting. Resources to help you are available through the Service Center and the American Red Cross Youth Services Office.
4. You're not alone!! Many leaders in this council have experience in working with the disabled, and there are community agencies ready to help (Red Cross, Easter Seals, United Cerebral Palsy, and Metropolitan Council for Developmentally Disabled are a few).
5. Use resources available to you through libraries and your own Scout resources. Check the "Resources" section in this book for a section on disabled scouting.

Action

Now that you have your group together, what do you do? Anything! Take hikes, have a banquet, work on projects, enter a soap box derby, take field trips, play games, put on plays. The keys to your success are FLEXIBILITY AND ADAPTATIONS.

1. Time: Although some activities may take a little more time for a disabled Cub Scout, which is the most important -- a project finished in half

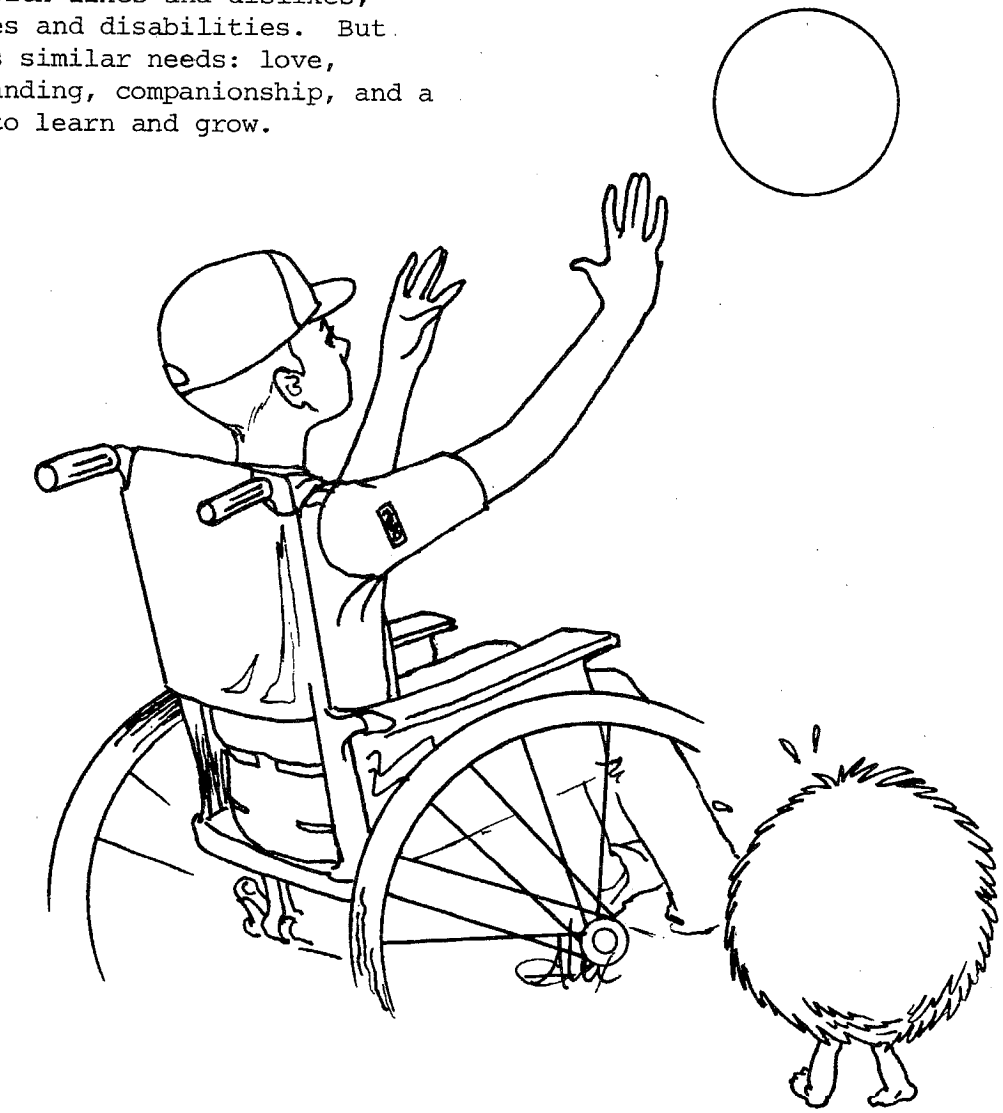


an hour or a project in which care and pride have a part?

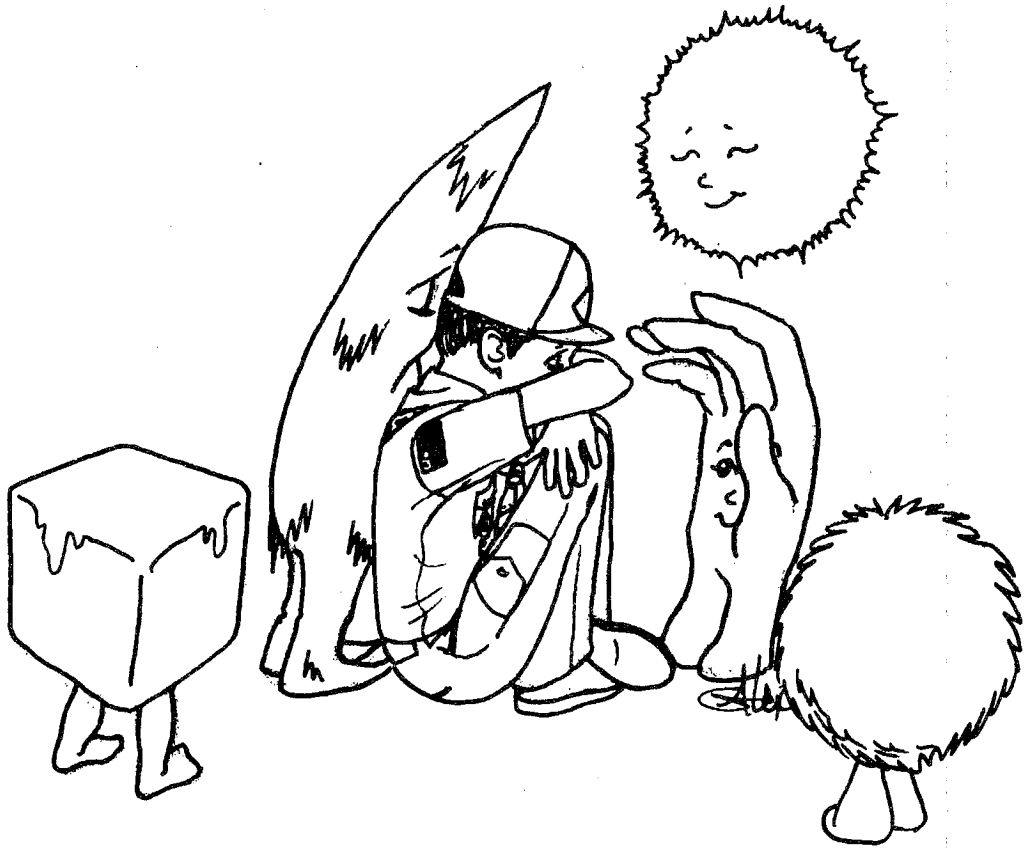
2. Equipment: Is a special gripper needed for a paintbrush? Many aids such as this can be inexpensively purchased at a school supply store.
3. Thinking, "How can my group do this?" is much better than "Can you picture my group attempting that?" Poems may need to be re-printed in larger and darker letters than the original so a partially-sighted boy can read them at a ceremony. Parts to plays can be memorized through frequent repetition rather than frequent reading of lines. The important thing is that it can be done!
4. Games: Should the rules make the game, or should the game and the boys make the rules? A softball game where a "wheelchair" bats and a "walker" runs bases is fun and gives more boys a chance to play. Selecting buddies in races, hikes, and even routine chores is a fun way to match skills for all boys.
5. Imagination: The sky's the limit! Put up a tent -- can your boy in a wheelchair get on the ground and hammer stakes? Have a contest-- one boy can be a gatherer while the others begin the sorting and identification of nature items. Sing a song -- in sign language!

Windup

A boy is a boy is a boy. No, not really. Each boy is a unique person with likes and dislikes, abilities and disabilities. But each has similar needs: love, understanding, companionship, and a chance to learn and grow.



XII BOY BEHAVIOR



BOY BEHAVIOR

The purpose of this section is to provide den leaders with information and ideas which will help them become more effective in dealing with Cub Scout behavior problems.

Additional information:
Cub Scout Leader's Basic Training Manual

Boy Behavior

"Boys will be boys." How often have you heard that expression? Yet, how often do we as parents and Cub Scout leaders expect our boys to act and behave as miniature adults? Boys are not little adults! Boys will be boys! Knowing what to expect from the 8,9, or 10-year old boy and how to deal with the needs and characteristics of his age group, will make Cub Scouting more effective for the boys and your job as leader more enjoyable.

In this age of space technology, children of Cub Scout age have seen, (through the wonders of television) and experienced (through the ease of travel) much more than their grandparents ever dreamed at the same age. Yet, only times have changed, not boys. Their basic needs and characteristics are not different even though the way in which these characteristics are expressed may be different. It is part of your job as a Cub Scout leader to help channel these expressions into a fun-filled, learning experience that will help our boys grow in the spirit of Scouting.

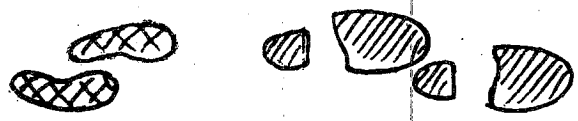
A LITTLE FELLOW FOLLOWS ME

Author unknown

A careful leader I want to be
A little fellow follows me;
I do not dare to go astray,
For fear he'll go the selfsame way.

I cannot once escape his eyes,
Whate'er he sees me do, he tries,
Like me, says he's going to be--
The little chap who follows me.

I must remember as I go,
Through summer's sun and winter's snow;
I am building for years to be,
That little chap who follows me.



Characteristics

Like competition
Dislike nagging
Rebel against authority
Are turned off by criticism
Like active games
Dislike being made fun of
Believe in fair play
Are sensitive to right and wrong
Are full of energy
Are very curious
Are imaginative and fond of make-believe
Have a sense of wonder
Like to make things
Are beginning to form gangs
Are spontaneous in their reactions
Have a sense of fun and the ridiculous
Like to struggle and "fight"
Like to touch and feel, not just look
Like recognition, especially from peers

Needs

Need recognition
Need friends
Need to belong
Need adventure
Need to achieve something
Need acceptance of others
Need to improve their abilities
Need to be challenged
Need to experiment

An eight-year old boy is full of energy, curious, likes to touch and feel (not just look), rowdy, spontaneous, and likes to make things. His humor is the slapstick variety. The world beyond the horizon stimulates his curiousity and imagination. He notices license plates, names of cars, knows all about baseball players, and has a baseball card collection to prove it. When several boys are together, there is much fighting, "horse play," and yelling.

The ninth year of a boy's life ushers in the pre-adolescent and adolescent periods. He has a great desire to be useful, needed, and to be like an adult. He has an urge to belong to a group, club, or den with others his own age. He likes active games and competition. A nine-year old's inner world however, is one of confusion: He knows he is a child but is aware of the grown-up world. He is devastated by worries about his freckles, slight physique, excess weight, or glasses which may prevent him from becoming the kind of person he wants to be. No child likes comparisons with other children very well, but at 9, direct or implied comparisons leave a more permanent impression. Recognition from peers and adults is important to him. But praise by parents may be pushed aside with, "You're just saying that because you're my mother." Therefore, a den leader, who is not a parent, can give praise which is necessary and welcomed. Intellectually, he is interested in everything - the world discoveries, prehistoric animals, science and science fiction, movies, books, personalities in the news - the list is endless.

Rules, Discipline

All boys want rules, laws, and regulations: they have a sense of fair play. However, they like the "rubber band" type which can be stretched a little but not broken. You, as den leader, must stand up for what you think is best, but you also must know how to compromise gracefully, be firm, be fair, and (yes) look the other way sometimes.

Your atttitudes and beliefs about discipline affect the way you handle boys in your den. Often it is easier to be more tolerant with other people's children, but you should never hesitate to enforce what you believe. You are a leader and for that hour every week you are in charge of each of the boy's behavior. If boys know the rules they can follow them, but so must the leader. Be fair and firm, Remember that boys will test you to see how far they can go. Set limits and stick to them. If guidance is needed, remember to correct the situation not the person. Discipline is a learning process and to be effective it must teach something to the child. In the long run, there is more freedom and time for fun in a well-disciplined den.

The Family and the Boy

No human interaction has greater impact on our lives than our early family experience. For this reason, it is important to be aware of a child's family situation.

With divorce on the rise and statistics saying that one out of every two children born today will at some time live in a single-parent home, you will need to be sensitive to the demands on an 8 or 9-year old in that situation.

1. Often there is unresolved tension that comes out in aggressive or repressive behavior in the den.
2. A child who may have to accept adult responsibilities at home has a hard time being a child again at school or den meetings.
3. His relationship with an adult parent may be more as a peer with the result that respect for another adult's authority may be questioned.
4. A parent's energy may be spent on day-to-day living, leaving

very little to support a boy's needs in Scout meetings, etc.

As a den leader, you can't solve a boy's problems (though you may wish you could) but you can be supportive, understanding and accept the boy as a person. Sometimes we need to deal with the boy's unacceptable behavior, but the boy needs to know that he is accepted.

For a successful, enjoyable den, with responsible boys, praise and encourage them. Listen, love, laugh with, be interested in, care about, and (when appropriate) hug them. Each boy is unique, though he is a group member, and each has something special to contribute. A well-disciplined den has real pride, spirit, loyalty, teamwork, and much more time for fun. It is also a source of pride and satisfaction for both leaders and parents.

Boys join Cub Scouts for a variety of reasons. One of the most compelling reasons is that someone invites him, but definitely he does not join to have his character developed. He may join because he heard that Cub Scouts have fun and if it isn't fun, he won't stay. Although each boy is an individual, he needs to feel a sense of belonging to the group (the den). The first time a boy visits your den, introduce him. Be sure that all the boys know his name. Sing a Cub Scout welcome song; the Cub Scout Song Book has several. Make him feel that the den wants him, and he will want to be part of your group. Once he has joined, try to get him into a Cub Scout uniform as soon as possible, just as you encourage uniforming for all your den. Suggest to new parents that they try "experienced" uniforms that have been outgrown. A uniform not only helps a boy feel that he truly belongs, it aids in den discipline.

Boys who are full of energy and curiosity can use their imaginations to help decide your den activities -- built around suggestions from you that follow your pack's monthly theme. Let them use their energies in constructive ways, building, doing, experiencing! If you show that you are interested in them and what they are doing and thinking, their natural curiosity will make them follow you to the ends of the world -- or at least to the end of the den meeting!

Everyone has a need for recognition and boys are certainly no different. A boy has two ways of satisfying this need: Positive recognition, praise and reward for doing good, or negative recognition, punishment for misbehaving. Both are forms of attention. The Cub Scout program has a method, through the advancement plan, by which a boy can be recognized for doing "good work." He can show the world his recognition (or reward) by wearing his earned badges on his uniform. We, as Cub Scout leaders, have the opportunity to help and encourage each boy to advance in rank, by using such tools as the "Instant Recognition kit," den doodles, and wall charts.

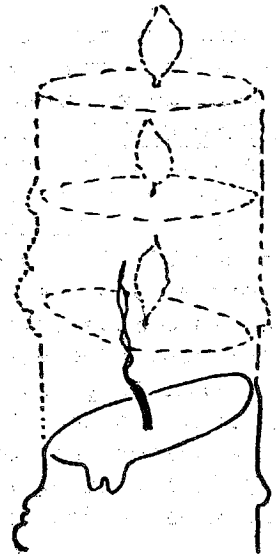
Cub Scout-age boys love competition. Use this spirit to urge them to do their best, but remember that winning isn't everything. Never ridicule them. Praise in public -- criticize (if you must) in private. Boys have a very keen sense of right and wrong and fair play at this age. Treat them all the same -- "One rule for all." Be fair and impartial. Never allow one boy to do something that another is not permitted to do. Don't threaten action you cannot or will not take.

Boys need rules. Boys want rules. It is natural for them to test your endurance to the limit, but you must be firm and patient. Never allow them to take advantage of you. Do not allow them to do anything in your home that you do not allow your own children to do. A good tool to have (and use) is a DEN CODE OF CONDUCT (See example

in this section). This is a simple, short set of rules drawn up by the boys themselves, with your subtle guidance. Be sure to include the consequences for misbehavior. For example: If a Cub Scout has to be reprimanded 3 times for misbehaving, he will have to call his parents, tell them what he has done, and ask them to come for him. Having the boy tell his parents in your presence insures that: (1) The parents know there is a behavior problem and (2) your relationship with the parents will be maintained. You are not "tattling," but are allowing the parents to assume their proper role in maintaining discipline.

When a boy joins your den, be sure to meet with his parents and explain their part in their son's activities. A firm understanding at the beginning will avoid problems later. There are never "pat" answers to behavior problems, but once misbehavior has occurred, take steps to correct it. Again, be fair and consistent.

Always insist on the boys' attention when you are talking. An excellent tool used in Cub Scouting is the "quiet sign." When the wolf's ears go up, the mouth goes shut. Please don't yell - when you yell you lose control.



A good conduct candle can also help with den discipline. This is a candle 6" - 8" high that is lit at the beginning of each meeting and burns to the end. However, if any boy misbehaves, he must blow it out and it is not relit until the next meeting. The goal is to burn the candle down as quickly as possible and when it is gone, the boys have earned a treat, an extra activity, a field trip, or another predetermined award.

Discipline is easier when den leaders follow the seven steps in the Den Meeting Planning Outline. Have plenty of activities planned, keep a song or game in mind to use if needed, and alternate active and quiet activities. Don't expect boys to sit like angels and listen to you for an hour. Boys need to see, feel, do, and experience Cub Scouting!

Elect a denner and assistant denner in your den. This allows the boys to experience democracy in action. Denner is the first leadership position that a boy may fill in Scouting. The denner and assistant denner need to know that they have real responsibilities, i.e. holding the flag for opening, passing out supplies, helping with chairs, etc. A "Denner's Job List" on the wall of your meeting room helps to remind them and the others exactly what is expected.

From time to time, one of your usually quiet boys may rebel at what you have planned. Don't be alarmed. Maybe he is just having a bad day or the activities are not challenging enough for him. This is only an indication that he is growing, trying his wings a bit. Give the boys a bit of leeway with their activities or have some alternative plans. If rebellion occurs frequently, perhaps you should look closely at your den programs.

The Cub Scout Motto is, "Do Your Best" but, remember if a Cub Scout has really tried his best, he deserves as much praise as the boys whose projects look more artistic. You can always find something good

to say about his work. Resist the temptation to "touch up" paint when he leaves the meeting. Each boy knows his work -- and yours -- and he might feel that he did an inadequate job but more likely he will resent the intrusion on his work. Remember: Be generous with your praise for all the boys.

Be prepared to assume many roles for each Cub Scout. At different times he may need a friend, a confidant, a teacher, or just a band-aid. All in all, each boy needs to know that someone is interested in him and that someone cares about what he does. Keep the lines of communication open to the boys as well as parents. Be aware of changes that may be happening in your Cub Scouts' lives. Problems at school or at home will help explain behavior changes.

As with anything worthwhile, a well-organized, well-behaved den does not just happen. It takes time and effort on your part yet it will result in your ability to see that the things the Cub Scouts learn and do are activities that will help them grow within the purposes of the Cub Scout program. If the boys have FUN while working and learning and if you maintain control of the activities by understanding the needs and characteristics of the Cub Scout-age boys, you will be a more effective leader and you will have fun, too!

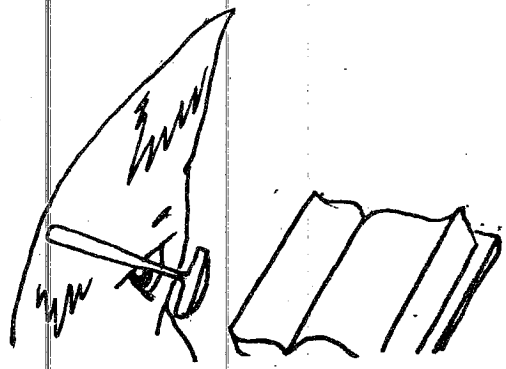
Sample Code of Conduct

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.

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.



Suggested Guidelines

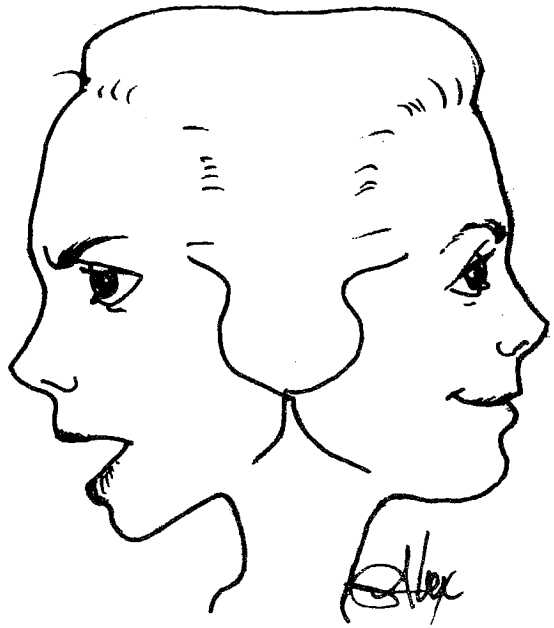
- Always plan the den meeting in advance. Write down your plan and share it with your assistant and den chief.
- Keep the boys occupied at all times; not just with busy work but with activities that fulfill Cub Scout purposes.
- Be sparing with your criticism; generous with praise
- Be fair and consistent with discipline. Don't permit one boy to do something you would dicipline 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.

Surprisingly enough, most den leaders find that if their den has a code of conduct to follow, their home, their furniture, and their dignity remain intact throughout their Cub Scout experience. Boys need to know just how far they can go, and the den code of conduct will tell them this.

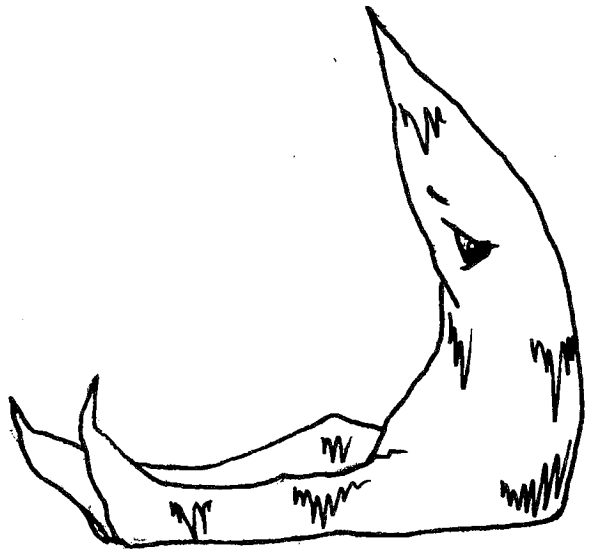
Discipline: A Problem or a Challenge

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

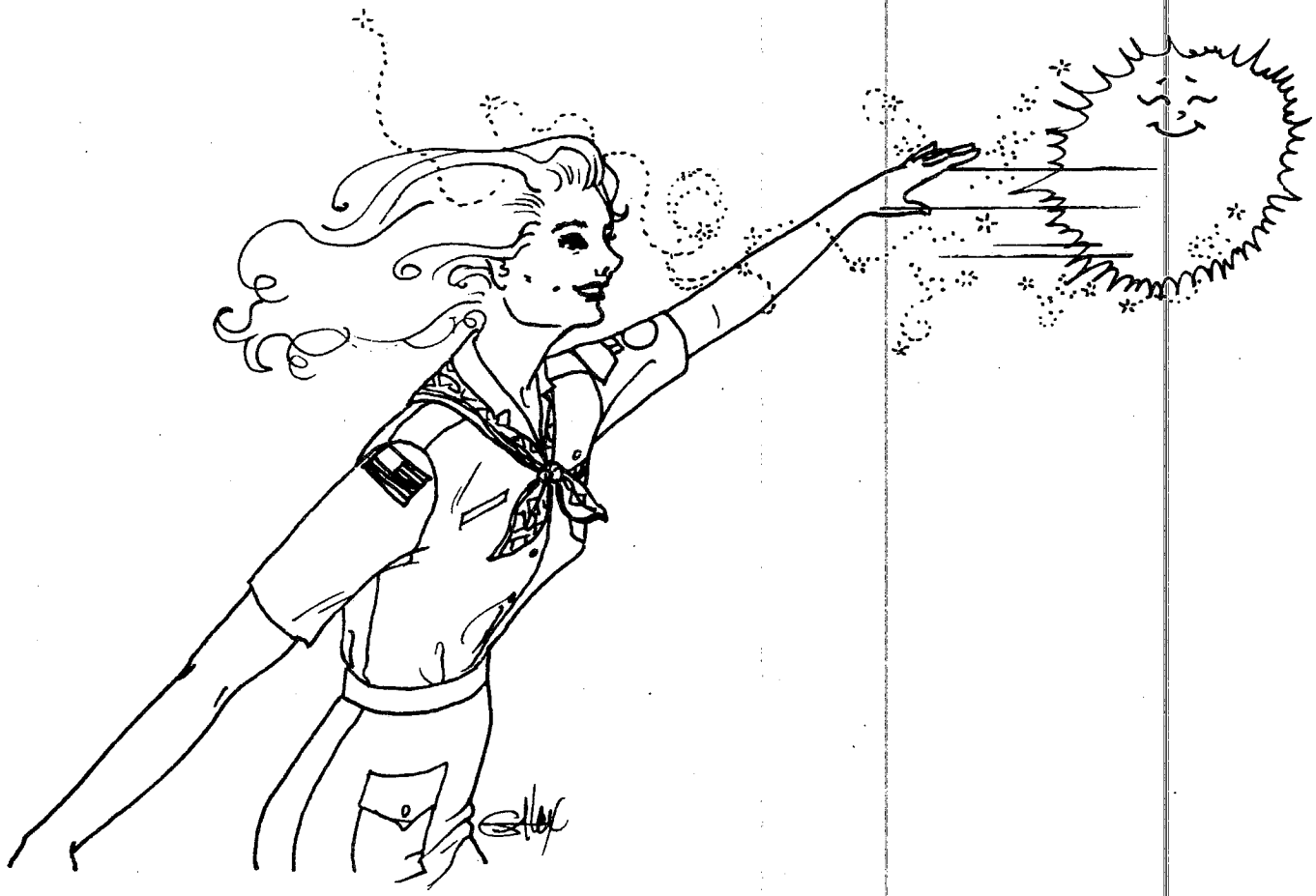
- Insist on attention when talking. Den activity should stop and everyone waits if there is inattention. Boys who want to get on with the activity will help quiet the noisy ones.
- Don't shout or yell. Teach the boys to respond to the Cub Scout sign. Make this a game to see how quickly your den responds.
- 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 dicipline. 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 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.



XIII FAST START



FAST START

Fast Start material is designed to aid a new den leader, cubmaster, webelos leader, or committee chairman with his or her new responsibilities. Setting out each job description in a unit, Fast Start does not take the place of training, but gives new scouters a "head start" until training takes place.

There's a lot to learn:

Cub Scout Talk

ACHIEVEMENT: One of the 12 requirements found in the Wolf and/or Bear book. 12 must be obtained to receive the Wolf or Bear badge.

ACTIVITY BADGES: Metal pins worn on Webelos tri-colors, awarded at pack meetings for finishing one or more of the 15 activities in the Webelos book.

AKELA: A good leader. In the pack, the Cubmaster; in the den the den leader; at school, the teacher; at home, mom or dad.

ARROW OF LIGHT: Cub Scouting's highest rank and most prized award, earned by Webelos Scouts who have been active in a Webelos den for at least 6 months, earned the Webelos badge, and have completed the other requirements in the Webelos book. This is the only Cub Scout badge that can be worn on the Boy Scout uniform.

ARROW POINTS: Awarded for earning 10 electives in the Wolf or Bear book, gold for the first 10 electives, silver for each additional 10 electives.

BADGE: (See patch)

BASIC TRAINING: Formal induction into the program, purposes, ideals, and procedures of the Cub Scout program necessary for a volunteer to function with the ease and confidence that comes from knowledge.

BEAR: Rank awarded to the 9-year old Cub Scout for completing 12 of the 24 achievements in the Bear book and new Bear Enrichment supplement.

BLUE AND GOLD BANQUET: Generally held in February to celebrate the anniversary of Cub Scouting, this celebration can be an annual pot luck dinner, banquet, or whatever your pack decides to make it.

BOBCAT: The rank earned by all Cub Scouts no matter what age, and earned before any other.

BOYS LIFE: The Scouting magazine for boys to help broaden their horizons in Cubbing.

CHARTER: Formal permission from the Boy Scouts of America allowing a pack to organize.

CHARTERED INSTITUTION: The organization that sponsors your pack (may be a church or school). Monthly meetings are usually held in a building owned by that organization.

COUNCIL: Headquarters for the Cub Scout program in our area.

CUBMASTER: The Cubmaster is the pack leader and is Akela for the pack.

DAY CAMP: Summertime fun for all registered Cub Scouts. This daytime program usually is held for 5 consecutive days, involves an entire district, allows boys to interact with boys from other packs, and keeps boys and adults active in the Cub Scout movement. There are no overnight programs in Cub Scouting.

DEN: A small group of Cub Scouts who meet once a week in the home of a den leader to work on projects, learn games, songs, and tricks and skits to be presented at monthly pack meetings. Cub Scout dens are for the 8 and 9 year olds, and Webelos dens for the 10 year old.

DEN CHIEF: A Boy Scout or Explorer who helps with weekly den meetings, monthly pack meetings and various other projects and outings in which the den may participate.

DEN DAD: Adult male who helps a woman who is the den leader with projects and outings. He also serves as an example of the male role for the Cub Scouts.

DEN DOODLE: Advancement record in the form of beads, spools or markers which are hung on wire, string or strips by each boy for all to see. It is generally made by the boys with the help of the den dad and is usually some type of totem topped by a figure or symbol.

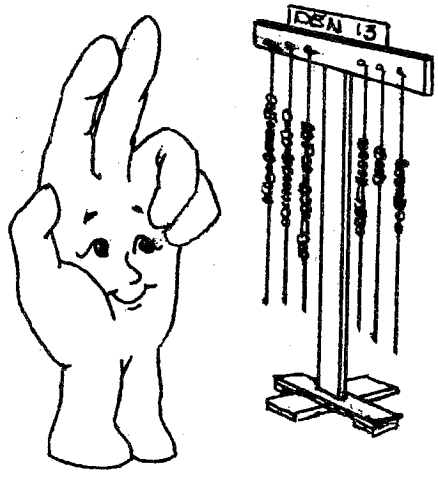
DEN DUES: Funds collected from Cub Scouts weekly so that dens and packs may plan projects and outings and purchase supplies, awards, and other necessary items.

DEN LEADER/WEBELOS DEN LEADER: An adult willing to plan and provide space for weekly den meetings, who registers with the pack and attends basic training.

DEN LEADER'S TRAINING AWARD: A gold square knot on a blue field worn over the left pocket on the uniform of den leaders and Webelos den leaders or assistants who have completed the requirements listed on the Leaders of Dens Progress Card.

DEN LEADER COACH (DLC): Adult who works with den leaders and cubmaster to help organize and coordinate pack and den activities. This person should be a former den leader.

DEN LEADER COACH'S TRAINING AWARD: Blue and gold square knot on a blue field awarded for completing the requirements which are listed on DLC Progress Card, worn above the left pocket of a uniform.



DENNER: Cub Scout who helps den leader with den and pack meetings. This is generally a rotating position so each Cub Scout may serve and thus may learn a little about leading and helping, (assistant denner has similar duties and is especially needed in a large den).

DISTRICT: The level of the Cub Scout organization directly under the council. Each Cub Scout belongs to a den, each den belongs to a pack, each pack belongs to a district, each district belongs to a council, each council belongs to a region, and all regions belong to the national organization Boy Scouts of America.

DISTRICT AWARD OF MERIT: The highest award on the district level for outstanding service by a volunteer. Patch is a silver square knot on a dark blue field, worn over the left pocket of uniform.

DISTRICT EXECUTIVE (DE): The professional salaried Scouter who serves a district and who offices at the BSA Service Center.

(DOE) DEN LEADER OUTDOOR EXPERIENCE: A training session that allows den leaders to participate in an outdoor program and which teaches them to carry out an outdoor program for their Cub Scouts. To attend this learning experience, a den leader must first attend basic training.

ELECTIVE: Activity in Wolf or Bear book, 10 of which, when completed, will earn the Cub Scout an arrow point. (See arrow point.)

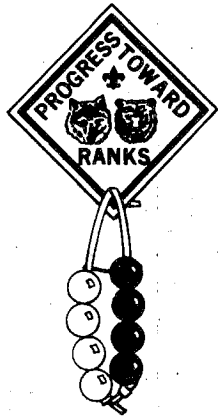
EXPLORER: Young adult who has passed the age of Boy Scouting or Girl Scouting but is not yet old enough to be an adult leader, who still wants to be active in the program. An explorer post consists of both male and female participants and generally an adult advisor who is active in the Boy Scout program.

FAST START: A program (which is strictly supplemental) for new leaders designed to help them until they can attend basic training.

HONOR UNIT: Award given to a pack that, among other things, has completed its charter renewal on time, and has received the National Summertime Pack Award. Check with council for all requirements.

INSTANT RECOGNITION PATCH/PROGRESS TOWARDS RANKS PATCH: Diamond shaped patch to which a plastic thong and beads are attached for instant recognition of achievements. Each time a boy completes 3 achievements he will receive one bead. Wolf earns yellow and Bear earns red beads awarded in the den.

NATIONAL BSA: Headquarters of the Boy Scouts of America, located in



Irving, Texas where the Cub Scout program is developed and the literature developed and printed.

PACK: The Scouting unit that provides the Cub Scout program for the 8,9, or 10-year old boy (or those who have completed 2nd grade).

PACK COMMITTEE: Committee consisting of at least 3 or more persons responsible for the effective operation of the pack.

PACK COMMITTEE CHAIRMAN: One committee member, designated by the pack, who conducts committee meetings.

PACK MEETING: Monthly meeting of Cub Scouts, adult leaders, committee members, and parents, where Cub Scouts and adults receive recognition for their advancement in rank or service to Scouting. Skits, songs, and other entertainment should be performed by dens.

PATROL: A Boy Scout term, basically the same as a Cub Scout den only on a Boy Scout level. Webelos Scouts will learn the term.

PARENTS SUPPLEMENT: Booklet in the front of Wolf, Bear, or Webelos book to explain to the parents how to understand the program and use the book. This should be removed and kept by the parents.

PATCHES/BADGES: Worn on the uniform to designate rank or training awards. Refer to the Wolf, Bear, Webelos books, Den Leader's Book, or Insignia Guide for specific information.

POW WOW: All-day learning experience for leaders and parents who want to know more about the Cub Scout program.

PROGRAM HELPS: A supplement that provides an excellent resource for monthly themes and the planning of weekly den meetings. Also included by sections in the Scouting Magazine received by registered den leaders and DLCs.

PINE WOOD DERBY: A race in which the Cub Scouts enter their own cars built from a block of wood, providing a sense of achievement and the joy of competition.

REGION: One of six geographic areas into which the United States has

been divided for ease in administering the Scouting program.

RELIGIOUS AWARD: Special religious denominations' award earned by Cub Scouts or Webelos. Check with the service center for information.

ROUNDTABLE: Monthly district-level meeting where leaders learn new ideas on monthly themes, receive information on district and council activities, and a general exchange of ideas.

SCOUTERS TRAINING AWARD: Green training knot on a khaki field (formerly blue field) worn above left uniform pocket, received by Scouter who has been registered for three years and completes requirements on the Scouters Progress Card. (See Pack Management Section.)

SCOUTER'S KEY: Award given to recognize cubmasters, scoutmasters, explorer advisors, sea explorer skippers, and commissioners who have taken the recommended training for their positions and have achieved a high standard of performance over a 3-year period.

SCOUTING COORDINATOR (SC): Adult who serves as liaison between the pack and chartered organization and between the chartered organization and the council, and who is a member of the local council and the district committee.

SCOUTING MAGAZINE: Publication sent to registered Scouters. Den leaders will receive a copy of Program Helps in their issues.

SCOUTING LIBRARY OF LITERATURE: Publication from council office that lists all printed materials available for use of leaders.

SCHOOL NIGHT FOR SCOUTING: Annual recruitment drive for new Cub Scouts and leaders, usually held at a school.

SCOUTMASTER: Boy Scout counterpart of the cubmaster.

SERVICE STAR: Worn on the uniform above the left uniform pocket to denote years of service in the Scouting program.

SILVER BEAVER: Honor bestowed at council level for outstanding volunteer service.

SUSTAINING MEMBERSHIP ENROLLMENT (SME): Major source of income realized from annual donations which supports Scouting. Without SME the Scouting program could not exist. Many people in the community who are not otherwise a part of the program donate to SME.

SUMMERTIME PACK AWARD (OR) NATIONAL SUMMERTIME PACK AWARD: Award for packs that plan and hold activities in June, July, and August. It is exhibited by a streamer and certificate. Dens averaging at least half of their members for these pack activities will receive a ribbon for their den flags. Individual boys who participate are awarded a pin.

TEMPORARY PATCH: Any patch that is not considered a permanent part of the uniform, day camp patches, anniversary patches, camporee patches (for Webelos). It is to be worn on the right pocket. Only one temporary patch can be worn at one time.

THE SCOUT: The monthly publication to which has been added a page of district announcements, sent to all registered den leaders, coaches, cubmasters, and other selected registered Scouters.

THEME: A main idea around which a program for pack and den meetings are centered. Monthly themes are discussed in Program Helps.

TIGER CUB: Program introduced in 1982 for boys who are 6 years old or have completed the first grade, to introduce them to scouting. An adult must join with the child, the uniform is a t-shirt and hat, and meetings are round-robin in parents' homes. Motto: "Search, discover, and share." Promise: "I promise to love God, my family, and my country, and learn about the world."

TOUR PERMIT: Permit approved by council for any outing that is to be taken by a group of Cub Scouts if it involves traveling. Check with Service Center.

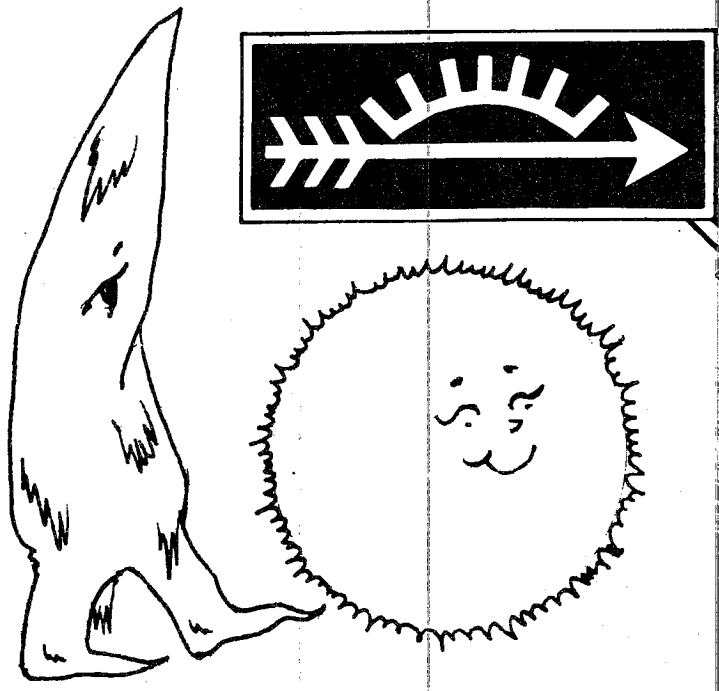
TRI-COLORS (WEBELOS BADGE COLORS): Three woven streamers (one gold, one green, one red) attached to a metal bar with the word "Webelos" on it, worn at the top of the right sleeve of the Cub Scout uniform touching the shoulder seam, used as a place to display earned activity badges.

TROOP: The Boy Scout counterpart of the Cub Scout pack. A Webelos Scout must visit a troop as a part of the Arrow of Light requirements.

TRAIN THE TRAINER (TTT): Supplemental training available for leaders who are interested in learning training techniques. This course is required for leaders who plan to train other leaders and is a prerequisite for attending Wood Badge training.

UNIT COMMISSIONER (UC): Volunteer who helps your pack on a district level. He or she will help with charter renewal, solve pack problems, and provide leadership and guidance when needed.

UNIT ID NUMBER: The 4-digit number by which the council recognizes your pack.

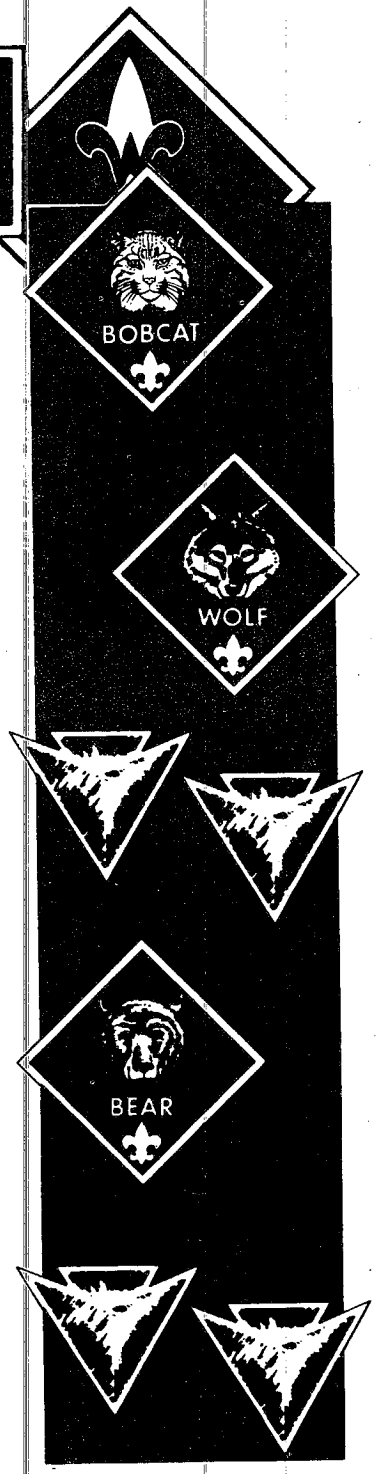


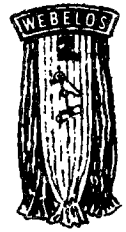
WEBELOS: The 10-year old Scout who belongs to a Webelos den. He is the only Cub Scout who may go on an overnight campout with his den. There are only male Webelos den leaders.

WEBELOS BADGE: Rank earned by the 10-year old Scout which is a part of the requirements for the Arrow of Light.

WOLF: Rank earned by the 8-year old Scout when he completes the 12 achievements in the Wolf book.

WOOD BADGE: An advanced training session (open by invitation only) for qualified Scout leaders.





Fast Start Materials

Rationale: As new people become Cub Scout leaders, it is vital that they receive immediate information and guidance in the objectives and resources available to help them do a good job.

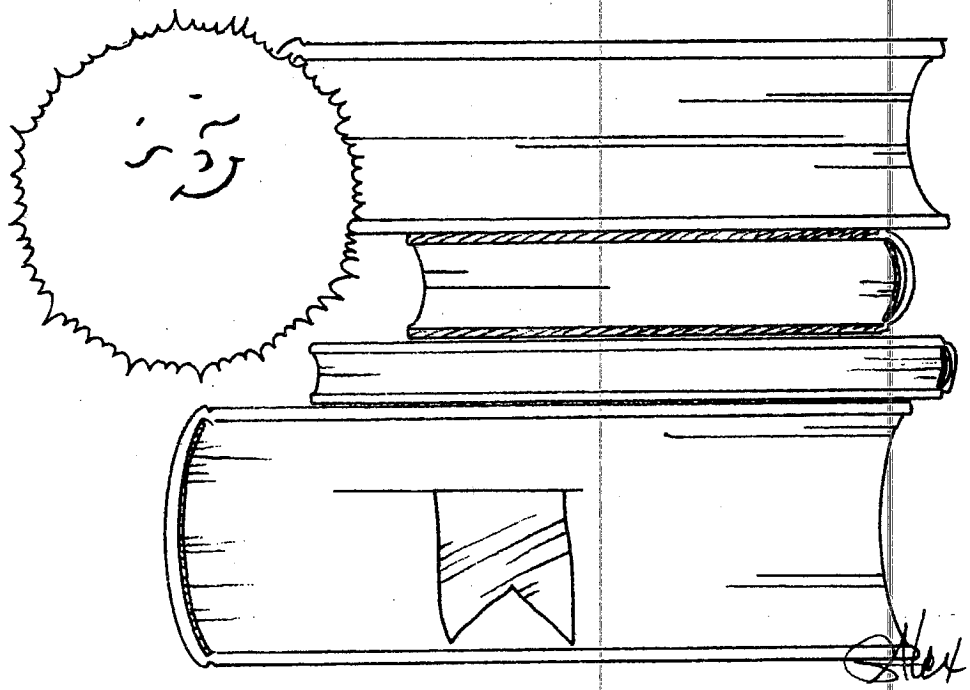
Objective: Councils and districts are encouraged to establish, through their volunteer organization, a delivery system to help new Cub Scout leaders become knowledgeable about the purposes of Cub Scouting. This will help the new leaders understand and develop leadership and meeting patterns so that Cub Scouts and families are assured a quality Cub Scout program as quickly as possible.

Manpower: Knowledgeable people who are willing to be a friend to new Cub Scout Leaders may be used to implement this plan. Some possible considerations are: Commissioners, Woodbadgers, Training Committee.

Procedures:

1. Knowledgeable people personally deliver the Fast Start folder to the new Cub Scout leader immediately upon his/her agreement to serve, within three days.
2. The new Cub Scout leader has a chance to read the specific folder related to the agreed assignment at his/her leisure.
3. Knowledgeable people contact the new leaders within three days after delivery of Fast Start folder to answer any questions and arrange for a personal visit to a den meeting for the den leader, Webelos meeting for the Webelos leader, etc.
4. Knowledgeable people help, or arrange for help, with a program planning meeting with pack leadership. (Have resources available for new leaders to use.)
5. Make sure the new Cub Scouter is taken to the roundtable and basic training. Make him/her feel welcome and that Cub Scouting is fun.

XIV RESOURCES



XIV RESOURCES

RESOURCE re·source' (rē·sōrs'; re'sors; 70), *n.* [F. *ressource,* fr. OF. *resourdre* to spring forth or up again, fr. L. *resurgere* fr. *re-* re- + *surgere* **1.** A new or a reserve source of supply or support. **2.** available means; . . . **3.** Skill in meeting a situation, . . . resourcefulness.

Webster defines resource as set out above. However, CUB SCOUTS define resource as:

- Anyone or anything that can help you
- A place to buy craft materials or a place to find free things
- A place to get new ideas and to share your ideas with others
- A book or a catalog or a song
- A place to learn, like Cub Scout Training, Roundtable, or a craft class at your highschool. A museum is a resource, so is the zoo.
- A government agency, such as the Conservation Department, the Park Department, or Officer Friendly.
- Help in times of family crisis
- A club or organization
- A person--your best friend, your grandparents, your Den Leader Coach, a neighbor, your son's teacher
- A resource is what you need at a given time. Look around you!

Your resource list must be personalized to fit your needs and your location. The resources we list here are general. We hope you will tailor the list to fit YOU by adding to it and sharing with others. You see, YOU may be some else's resource!

When asking for material or help, REMEMBER:

- at that moment you represent scouting,
- ask only for what you actually need,
- be willing to pay (some things are not free)
- if they don't have it, ask if they know who does,
- say "thank you" even if they say "no,"
- be open-minded and willing to accept substitutes or alternatives.

Basic Basics

People and places to turn to, for basic information. NOT included here for your use in den field trips, but for you to learn and, in turn, to share with your Cubs.

BASIC TRAINING (adult leaders)
Contact your District Training Coordinator for dates.

CUB ROUNDTABLE
Meets monthly in your district; check distract insert in THE SCOUT or call your District Executive at the Service Center.

MUSEUMS
Kansas City Museum of History & Science
3218 Gladstone (closed Mon.)
Black Archives of Mid America
2033 Vine
Truman Museum & Library
24 Highway & Delaware

NELSON ART GALLERY
4525 Oak (closed Monday)

PLANETARIUM
3218 Gladstone (closed Mon.)

PUBLIC LIBRARY
Check your neighborhood branch.

WHAT'S HAPPENING
Sunday K.C. STAR contains a weekly listing of events. First issue of each month contains a calendar of past and present events.

Practically Perfect Publications

These are a few outstanding books and publications, but the public library should be one of your basic resources. Consult the children's section for crafts, nature, theme-related ideas. The reference librarian can be a big help--don't be afraid to ask.

DISABLED CUB SCOUTING
Adult reading:
Cruickshank, W.M., Psychology of Exceptional Children and Youth, Fourth Edition, Prentice-Hall, 1980
Frampton, M.E., Forgotten Children: A Program for the Multi-Handicapped, Peter-Saigent, 1967
Gutman and Gutman, Wheelchair to Independence, Thomas, 1968
Jones, Ron, The Acorn People, Bantam Books
MacCracken, M., A Circle of Children, Lippincott, 1973
Stein, S.B., About Handicaps; An Open Family Book for Parents and Children Together, Walker, 1974
Sullivan, Brightman, and Blatt, Feeling Free, Addison-Wesseley, 1979
Children reading:
Carrick, Old Mother Witch
Cleary, Margaret, Please Know Me as I Am
Cunningham, Julia, Dorp Dead
Fassler, Joan, Howie Helps Himself
Forbes, Esther, Johnny Tremaine
Oppenheimer, Joan, On the Outside Looking In
Rounds, G., The Blind Colt
Witheridge, Elizabeth, Dead End Bluff

GOLDEN NATURE SERIES (book)
Birds
Flowers
Fossils
Insects
Stars
Trees
Weeds
by: Golden Press

HIGHLIGHTS FOR CHILDREN (book)
paperback or hardcover
to: 2300 West 5th Avenue
P.O. Box 269
Columbus, Ohio 43216

KANSAS WILDLIFE (magazine)
Kansas Fish & Game Commission
RFD 1
Pratt, Kansas

MISSOURI CONSERVATIONALIST (magazine) Free to Missourians
Missouri Department of Conservation
P.O. Box 180
Jefferson City, MO 65102

NATIONAL GEOGRAPHIC--WORLD (children's magazine)
National Geographic Society

PACK-O-FUN (magazine)
14 Main Street
Park Ridge, Illinois 60068

RANGER RICK (magazine/children)
$10.50 12 issues
National Wildlife Federation
1412 16th Street, N.W.
Washington, D.C. 20036

ROUGHING IT EASY
ROUGHING IT EASY Z
Dian Thomas
Brigham Young Univ. Press

SCOUT PUBLICATIONS:
BOY'S LIFE and Program Helps included in leaders' issues
SCOUT monthly publication
SCOUTING magazine
POW WOW books

SNIPS & SNAILS & WALNUT WHALES
Phyllis Fiarotta
Workman Publisher

STARS (book)
by Rey

TREASURY OF MEMORY MAKING
INDIAN CAMPFIRES (book)
by Allan McFarlan

U.S. GOVERNMENT PUBLICATIONS
(pamphlets)
Write for catalogs:
Consumer Information Center
Pueblo, Colorado 81009
or
Superintendent of Documents
U.S. Government Printing Office
Washington D.C. 20402
or
Kansas City Bookstore
Room 144, Federal Office Bldg.
601 East 12th Street
Kansas City, MO 64105

YELLOW PAGES
Southwestern Bell Telephone

Theme Thoughts

Stumped on how to use the monthly theme? Try these resources for new ideas or some how-tos:

PACK-O-FUN
14 Main Street
Park Ridge, Illinois 60068

BIRDS
Audubon Club
Jerry Overton, President
4829 Holmes
931-1030

CLOWNS
Makeup how-tos
Contact the Shrine

FIRE SAFETY
Your fire department has comic books and stickers

FLAG ETIQUETTE
VFW Auxiliary sometimes will present an American flag to your group.

FRONTIER TIMES
Black Powder Club
Ask at Roundtable for one in your area.

GUN SAFETY
Black Powder Club (see above)
Police Department
Highway Patrol

HISTORY (Civil War, Revolutionary War)
DAR (Daughters of the American Revolution)
UDC (United Daughters of the Confederacy)

HISTORY
Truman Library
24 Highway & Delaware
Independence, Missouri

HOMETOWN
Your Chamber of Commerce
Missouri Department of Tourism
I-70 & Blue Ridge Cutoff
(Arrowhead)
Historical Society

NATURE IDENTIFICATION
Kansas Fish & Game Commission
764-3530 (local)
316 672-5911 (Pratt, Kansas)
Missouri Conservation Department
Brywood Shopping Center
63rd Street at I-435

OUTDOOR ACTIVITIES
Park & Recreation Departments:

Johnson County (Ks)	831-3355
Wyandotte County (Ks)	229-0550
Jackson County (Mo)	795-8200
Clay County (Mo)	532-0803
Kansas City (Ks)	281-4759
Kansas City (Mo)	444-3113
Overland Park (Ks)	341-2823
Independence (Mo)	836-8300

SEASONAL IDEAS
"Mini Page" in local paper

SKILLS (adult how-tos)
Adult Education, your local highschool
Lee Wards
10400 West 63rd Street
Shawnee Mission (631-3735)
Noland Court
44th & Noland (373-0500)

Mail Order Marvels

If browsing at the local craft store hasn't sparked your enthusiasm, send for a new catalog:

CRAFTS
American Handicrafts
P.O. Box 791
Fort Worth, TX 76101
Boycans Craft & Art Supplies
Dept. BC1, P.O. Box 897
Sharon, PA 16146
(order Catalog #2)
Lee Wards
840 North State Street
Elgin, IL 60120
Nasco Craft Catalog
901 Janesville Avenue
Fort Atkinson, WI 53538

FREE STUFF FOR KIDS
Meadowbrook Press
16648 Meadowbrook Lane
Wayzata, Minn. 55391
(also Free Stuff for Cooks)

INDIANS
Eagle Feather Trading Post
706 West Riverdale Road
Ogden, Utah 84403 ($1)
Grey Owl
P.O. Box 507
Queens Village, NY 11429 ($1)

Life Savers

As a scout leader you may find yourself in the position of needing a counselor. You may encounter the abused child or battered wife, an alcohol or drug problem, fire or flood. Help is as near as the telephone:

ALCOHOLICS ANONYMOUS
471-4606 Metro area
761-9953 Grandview
353-9643 Raytown

BATTERED WOMEN'S SHELTER
523-9950

BIG BROTHERS & SISTERS
561-5269

CATHOLIC CHARITIES
221-4377

CHILD ABUSE PREVENTION
252-8388

CHILDREN'S PLACE (abused)
363-1898

FAMILY & CHILDREN SERVICES OF KANSAS CITY, INC.
642-4300 KC, MO
287-1300 KC, KS

JACKSON COUNTY FAMILY SERVICES
461-5800

JEWISH FAMILY & CHILDREN'S SERVICES
333-1172

MENTAL HEALTH
561-6675 Kansas City, Mo
342-3597 Kansas City, Ks
254-3652 N.E. Jackson Co.
381-2707 Johnson Co., Ks

PARENTS WITHOUT PARTNERS
722-3500

ROSE BROOKS CENTER (battered women)
931-4580

SALVATION ARMY
241-2526

SUICIDE PREVENTION CENTER
831-1773

TEEN CONNECTION (24-hour hotline)
321-2800

UNITED COMMUNITY SERVICES
531-4535

Ingenious Individuals

Ingenious individuals are persons you can go to for help with a specific project or skill,
or for a new idea,
or for a shoulder to cry on,
or for moral support,
or just to share your enthusiasm and successes.

We suggest:

American Association of Retired Persons
Best friend (yours)
Chamber of Commerce in your town
Colleges (universities, high school, vo-tech) for night school for skills
Den Leader Coach (yours)
District Executive (yours)
Explorer Post in your district
Fire Department
Former den leaders
Grandfather/grandmother (yours or someone else's)
Highway Patrol
- Kansas 782-8100
- Missouri 524-1407

Hobby clubs (check newspaper, park/recreation department)
Jaycees
Leaders of other youth groups:
- Campfire
- Girl Scouts
- 4-H
- Boys Club
- YMCA
- YWCA

Police Department, Officer Friendly
Reference Librarian
Roundtable staff, your district
Senior Citizens groups in your area, senior citizens' home, Golden Age Group, Grey Partners, AARP
Service Clubs:
- Eagles
- Elks
- Kiwanis
- Lions
- Optomists
- Rotary
- Sertoma

Teachers (your school)
Training Staff (your district)
Unit Commissioner or ADC
U.S. Army Reserve (give-aways)
You may be your best resource.

If you are <u>really</u> stumped, here are some resourceful, Cub-related people who can help:

East: Jane Hedlin, 373-7376
North: Carolyn Alexander, 587-8283
Southwest: Ardie Ferrin, 341-1197

Imaginative Procurement

Imaginative procurement is a 'where to get it what to do with it' guide, intended to be used as a basis for you to start your own list. Some things are to purchase, some are inexpensive, and some are free. Always remember to ask before you take!

Bags
for puppets, costumes, painting, papier mache
- grocery store
- shoe store

Balloons
for party favors, papier mache
- Kansas City Carnival Supply
  800 Broadway
  Kansas City, Missouri
- U.S. Toy
  2008 West 103rd Terrace

Beverage cans
for tin can crafts
- Neighborhood bar
- Private clubs

Birdseed
- Planters Seed Co.
  513 Walnut, K.C., MO

Blue/Gold help
for napkins, straws, paper cups, souffle cups
- Fast food chains
  McDonalds
  Pizza Hut
  Brown's Chicken
- Restaurants

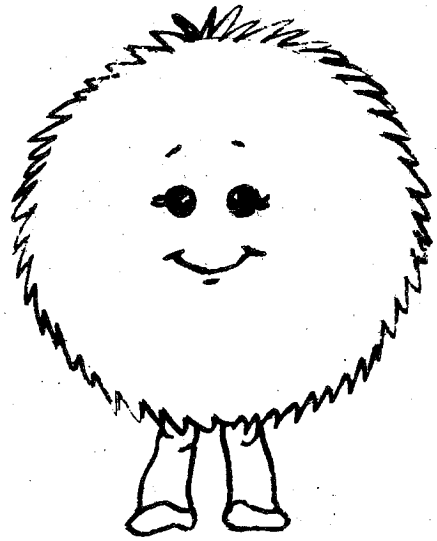
Bottle caps
- Bottlers
  Pepsi, 1400 N. 3rd St.
  Shasta, 9901 Widmer Road
- Pop machines (need to wash)
- Clubs or bars

Bottles (glass)
to decorate, antique, mosaics
- Clubs or bars

Boxes
wooden or corrugated cardboard for stages, storage, scenery
- Liquor stores
- Shoe stores
- Appliance stores
- Furniture stores

Look on loading dock, but <u>ask</u>.

Calendars
for give-aways, prizes
Banks
Insurance companies
Feed or grain stores
Camping equipment
Army/Navy Surplus Store
11724 South 71 Highway
Backwoods
3936 Broadway
Outdoorsman
210 Armour Road (or)
12101 E. 40 Highway
United Awning
1809 W. 39th
Voyageur's
5935 Merriam Drive
Candles
fat ones
Plumbling supply
Candy
Blue and gold jelly-bellies
Bitterman & Son
1625 Oak
Wholesale, quantity, for fundraising
Jianas Bros Candy Co. (Green Mill)
2533 Southwest Boulevard
Nestles Chocolate
18204 24th St. Terrace
White Candy & Tobacco
209 South Main
Independence
Carpet, tiles
sample pieces for crafts
Carpet stores
Floor covering dealers
Cardboard
for crafts, picture backing, scenery for skits, plays
Hospitals
Furniture stores
Appliance stores
Cardboard Circles
shields for knights/Indians and games
Learning Exchange
Pizza Hut
Pizza Inn
Godfather's Pizza
Cardboard Tubes
for totems, telescopes, periscopes
Carpet stores (long)
Fabric stores (short)
Upholsterers
Carnival Equipment, Prizes
Kansas City Carnival Supply
800 Broadway, KC, MO
U.S. Toy
2008 West 103rd Terrace
Chalk
Hoover Brothers
1511 Baltimore, KC, MO
Clay-Pottery
Good Earth
I-70 & Grain Valley Exit
Craft Supplies
Ben Franklin
10923 Winner Road
Independence
Craft Emporium
632 N. M-291
Lees Summit
Greeners
6445 North Prospect
Lee Wards
10400 West 63rd, S.Mission
(or) Noland Road at 44th St.
Tiffany's
16021 E. 40 Highway
U.S. Toy
2008 West 103rd Terrace
Jeanne's Pot Pourri
6551 North Oak Trafficway
Craft & Hobby Center
11607 Hickman Mills Drive
Cups (small)
for glue or paint
Hospitals (ask for medicine cups)

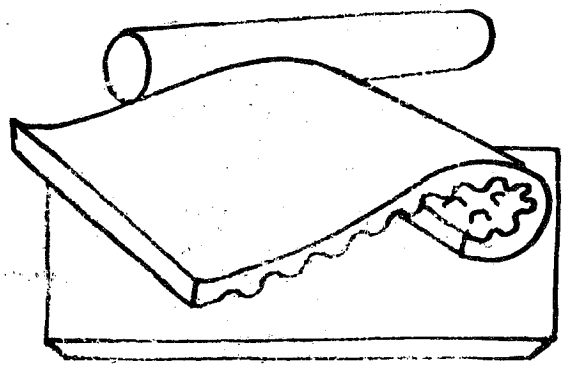


Dry Ice
for ceremonies (added to water makes smoke)
Baskin Robbins (need to order ahead)
Albert Refrigeration
232 West 75th
Guaranteed Foods

Fabric
- Fabric stores (remnants are sometimes free)
- TG&Y

Flags
- All Nations Capitol Flag & Banner
  118 West 5th Street
  Kansas City, MO
- VFW Auxiliary (often presented free with demonstration and talk)

Foam
- Stereo stores
- Benchmark (formerly Foam City)(foam sheets)
- Groceries (meat trays)
- Railroad (packing material)



Free Stuff
- Women's magazines ads
- Craft magazines ads
- U.S. Government (see Publications section)
- Free Stuff for Kids (see Publications section)

Fruit/Vegetables
- City Market
  4th & Walnut, KC, MO

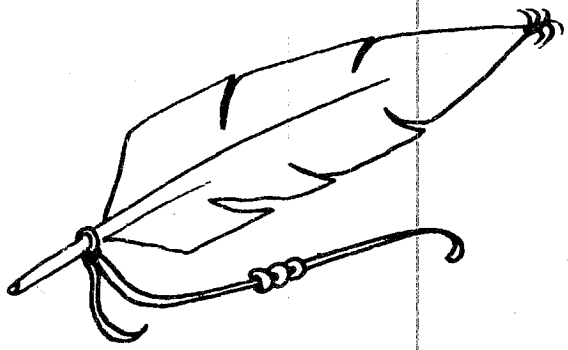
Give-Aways/Prizes
- Your bank
- Your insurance man
- Radio station (demo records)
- Highway Patrol (bumper stickers, maps)

Glass
ask for scraps
- Glass companies
- Framers
- Hardware stores

Ice Cream Cartons
(2-1/2 gallon, for space helmets, Indian masks, Indian totems, wastebaskets, containers)
- Zarda stores (square)
- Baskin Robbins (round)

Indian Crafts
- Blue Buffalo Trading Post
  824 Main, Grandview
- Grey Owl (see Catalog section)
- Campfire

Indian Dancers
- O/A Dancers
  Carl Hanley, 236-5484
  Jim Mayo, 842-1267
- Mic-O-Say Spirit Dancers
  Russ Nickell, 353-6008



Junk Yards/Salvage Companies
are a veritable goldmine of treasures if you use a pinch of imagination and a dash of adventure.

Leather
- Tandy Leather Co.
- Campfire

Milk Cartons (new)
- Zarda
  10618 West 63rd Street
  Shawnee Mission

Naugahide (or leatherette)
- Auto upholstery installers
- Upholserers
- Auto Parts dealers

Nutcups
- Restaurants (souffle cups)
- Hospitals (medicine cups)

Paint
samples are sometimes free, but be sure to ask for LEAD FREE.
- Paint stores
- Contractors/builders

Paper/Newsprint
- Neighborhood paper, ask for roll ends

Paper for Crafts
- Wallpaper sample books

Paper Cups
- Soft drink bottlers
- McDonalds

Plaster
Hydro-cal, gypsum-cement
- Sawyer Material, 361-9432
- Good Earth
  I-70 at Grain Valley Exit

Plastic (heavy, flexible)
- Hospitals (ask for exposed film)

Plastic Containers
pill bottles, syringe covers
- Marion Laboratories
- Local pharmacy

Pop Top Rings
for neckerchief slides, Day Camp
- Clubs/bars

Posters
for awards, give-aways, den decorations
- American Dairy Council
- Bottlers
- Airlines-TWA
- Professional sports teams

Prizes/Give-Aways
- U.S. Toy
  2005 West 103rd Terrace
- Kansas City Carnival Supply
  800 Broadway

Promotion
- Radio (public service)

Recycled Materials
- Good Will
- Blind Industries

Salvation Army Store
- RLDS Social Service Center

Sawdust
take a box, ask them to save
- Lumber yard

Scout Equipment/Uniforming
- Scout catalog
- J.C. Penneys
- Jones Stores (not all)

Scrap Plastic/Leatherette
for Indian costumes, bookmarks, book covers, stool covers
- Auto upholstery companies

Space
- NASA
  Kennedy Space Center
  Houston, Texas

Thin Metal
(ask for used metal plates)
- Neighborhood newspaper

35 MM Cans
- Photo camera stores

Weather Maps
- Radio stations

Wire, flexible
- Phone company maintenance department

Wire, heavy
- Clothing store (hangers)
- Dry cleaners (hangers)

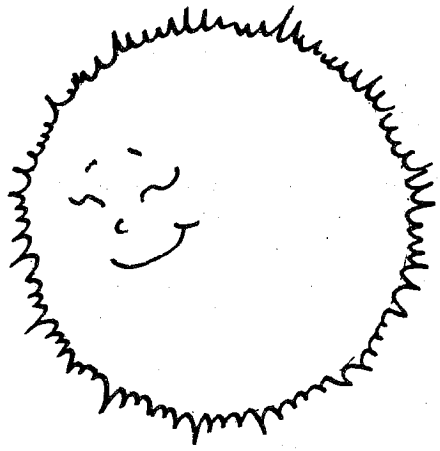
Wild Life Conservation
rules
- Fish & Game Commission

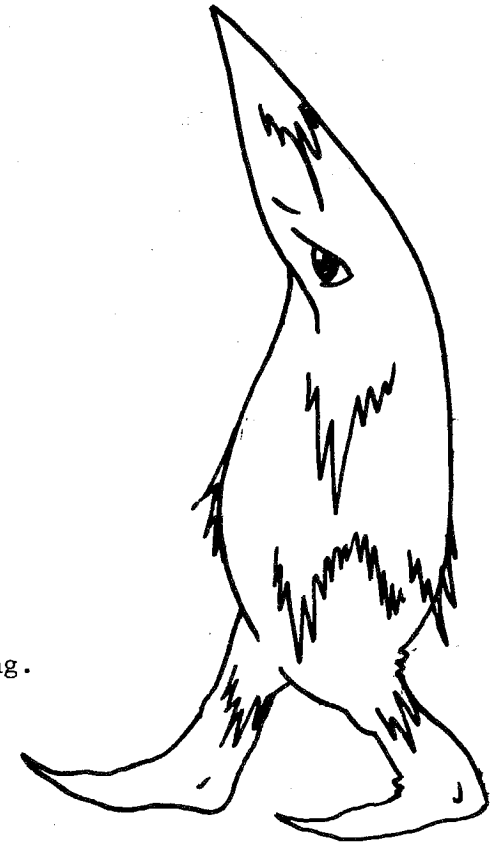
Wood Scraps
- Contractors
- New house in your area
- Lumber yards
- Business remodeling

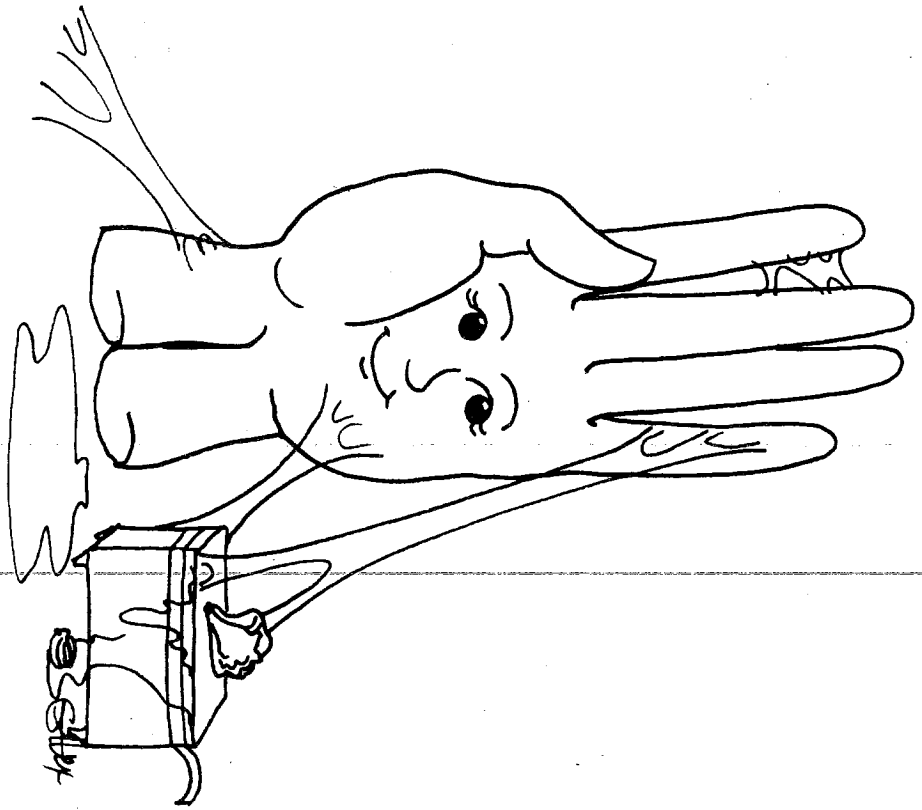
Whatever
- Learning Exchange
  2720 Walnut
  KC, MO 64108
- Yellow Pages

Zippers
any length
- Hammer Brothers
  312 West 8th Street

Yellow Pages
let your fingers do the walking.







XV. CRAFTS

CRAFTS

Through Our Hands

There is nothing any living being possesses that can duplicate the complex manipulations of the hand. This unique multipurpose tool has created a vast number of complex machines, tools, and equipment. We have learned much through our hands. The education of the hand has contributed more to the development of the mind than the mind has contributed to the development of the hand.

Crafts teach the Cub Scout how to use his hands to make something and thus improve his manual dexterity, self-expression, imagination, and creativity. Crafts should always have a purpose because without one they become "busywork," a time when you "get the boys out of your hair."

Crafts are also used in the den to carry out the theme of the month. When you work with your Cub Scouts on craft projects, they complete achievements and electives, learn how to use their hands and tools to complete a project, and follow instructions to have a useful product of which they can be proud. Crafts can also challenge the Cub Scouts to use resourcefulness when they are asked to make "something from nothing." Crafts are helpful when started in the den, completed at home with the family, and displayed at the monthly pack meeting.

Crafts should be inexpensive and easy to make. Ask parents within your den to help provide scrap material for your use. Also, a great deal of scrap material is available for the asking at local shops.

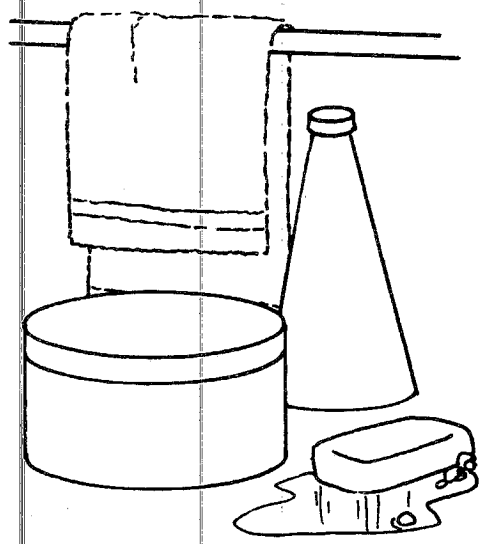
Remember:

1. A craft is not needed at every meeting.
2. Have all materials ready before the den meeting. Be sure to have extra supplies on hand for accidents and goof-ups.
3. You should make the craft first to be familiar with how it is made.
4. Have a finished model for the boys to examine.
5. Be sure the selected project is aimed at the boys' needs and capabilities.
6. Make the craft project fun for the boys. "Keep it simple, make it fun."
7. Don't criticize or compare crafts between boys
8. Praise the boys' efforts.
9. Let the boys choose a craft, within reason.
10. Make crafts useful and (if possible) related to the month's theme.
11. Display the boys' finished crafts at the pack meeting.

Helpful Recipes

COSTUME MAKEUP

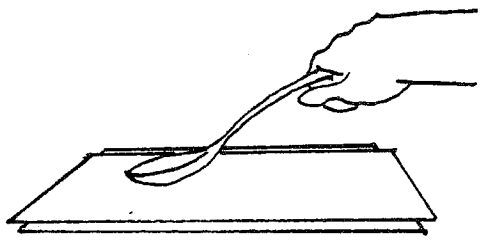
Mix liquid skin cleanser with powdered sugar (for thickness). Add food coloring. This makeup will wipe right off if the face is cleansed with liquid cleanser and wiped clean before applying makeup.



TRANSFER PRINTING

Be sure to have an adult in charge. Mix 1/2 cup hot water, 2 tablespoons turpentine, 1 teaspoon liquid detergent, a few drops of ammonia and a few drops of kerosene.

Cut out a newspaper picture (glossy pictures will not work) and coat it with the solution. Let is stand a few minutes. Then place picture face down on paper or cloth and rub over it lightly with the back of a spoon. The picture will transfer.



WHIPPED SOAPSUDS

Mix a big handful of powdered detergent with a little water.

Whip with a rotary or electric mixer until thick and you may tint with tempera paint. Spread like snow on Christmas tree or greenery. Whip thicker and squeeze through cookie press to make snowflakes or squeeze through pastry tube or plastic ketchup bottle to write messages on glass, mirrors, foil, etc.

BLUE AND GOLD MINTS

These are Edible

Cream 6 tablespoons butter, 2 teaspoons peppermint or spearmint flavoring, dash of salt and 7 tablespoons water (colored with food coloring). Add 2 lbs. confectioner's sugar. Roll out 1/2" thick - cut, or shape mints by hand or in mold. Spread on cookie sheet and refrigerate.

Odds 'N Ends

Cutting Styrofoam - Some types of styrofoam can be cut with a knife serrated edge that can be used as a saw. Heavier pieces of styrofoam can be cut with a coping saw or jig saw.

Plastic bottle necks - When using plastic bottle parts for craft projects, be sure to save the necks. These, cut in 1-inch pieces, can be used as the basis for neckerchief slides.

Pine Cones - To open cones all the way and remove the sap, place them on a foil-covered cookie sheet, bake in a 250 to 300 degree oven for a few minutes.

To clean egg shells - Put empty egg shells in jar and cover with bleach for 48 hours. Rinse. This dissolves all the membrane.

Holes in plastic - To make a hole in plastic, under adult supervision, use a hot ice pick or nail. If using a nail, be sure to hold it with pliers.

Cutting plastic - Coping saws or jig saws will cut the thick portions of plastic bottles easier than scissors or knives.

Coloring homemade modeling dough - Use tempera paint instead of food coloring for brighter colors.

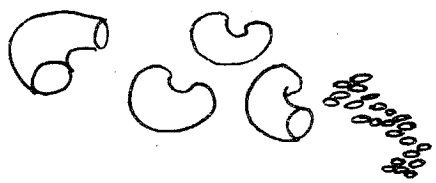
Cracked marbles - Under adult supervision, heat marbles in 375 degree over in baking dish or pan. Remove and immediately pour into a bowl of ice water and watch them crack. These have numerous uses in craft projects.

Make a sander by cutting a piece of 2x2 about 3 to 4 inches long. Wrap a piece of sandpaper around it and secure overlapped edges with thumb tacks.

Dyeing feathers - (Under strict adult supervision) Soak feathers in diluted ammonia solution for 20 minutes. Rinse in warm water and place in solution of 2 cups vinegar to a gallon of water. Add dye solution, making sure all feathers come in contact with dye. Simmer until desired color is reached. (Feathers will dry a lighter shade.) Rinse in cool water, holding base of

feather up. Spread on paper to dry. To fluff feathers, place in a shoebox with a hole cut out of the bottom and shake over a steaming kettle, or place them in a tightly closed pillowcase and fluff in an automatic dryer that is set at a low temperature.

Dyeing macaroni and rice - Mix 1 tablespoon food coloring with 2 tablespoons alcohol. Stir in macaroni or rice and spread on newspaper to dry.



Dyeing beans - Soak beans overnight in "Rit" dye or in solution of water and colored crepe paper. When turquoise-colored dye is used, the results will look like chunks of turquoise stone.

Felt tip decorations - Sandpaper plastic bottles lightly before decorating with felt tip markers. Spray with hair spray to protect decoration.

Making candles - (Under adult supervision) Wax is very flammable. Use crayon stubs to color wax for making candles. Melt wax in a can in a pan of water.

Glue

For economy, buy white glue in quart size and pour into small containers for the boys to use.

For plastic bottles and milk cartons the best glue is clear silicone, usually available at hardware stores.

Scotch Contact Cement is good for bonding rubber or plastic to wood.

Egg white makes a good adhesive to glue the paper for kites because it is strong and almost weightless.

"Tacky" white glue is best for use on styrofoam and foam. It is worth the extra cost and a little goes a long way.

Heavy duty glue: Mixing cornstarch with regular white glue until mixture is as thick as desired.

Wheat past (wallpaper paste) is good for papiermache.

Fun With Plaster

There is more to plaster than mixing a powder with water and mending a hole in the wall. There is also more to plaster than mixing it and pouring it into a mold. There are seven steps in working with plaster in a den:

1. Find something to mold.
2. Make the mold
3. Prepare the mold
4. Mix the plaster
5. Pour the plaster

Here are some of the different types of plaster:

1. Dental plaster, the most expensive, is a more permanent type of plaster and not as coarse as other types.
2. Plaster of paris can be bought at any hardware store and is reasonably priced. This plaster is used basically for wall repair or patching. It is chalky and weakens with water after it dries.
3. Hydrocall is a type of plaster that is probably the best and most economical to use. While it is more solid and less coarse, and doesn't weaken as quickly with water, it does get so hot while drying it is sometimes hard to handle.

Step 1. Finding something to mold
You have over 100 ready made molds just waiting for you in your home and endless objects from which to make molds. You can use plastic spoons, plastic bowls, coffee can lids, candy insert trays, candy molds, milk cartons, meat trays, molded air freshener plastic covers, egg cartons, liquid resin molds, anything that is pliable or flexible enough so the plaster can be released.

Step 2. Making the mold
A mold can be made of almost any object by using products called Liquid Rubber, Liquid Latex, Silicone Calking, or Instant Mold. Liquid rubber or latex gives you a permanent mold to use over and over again.

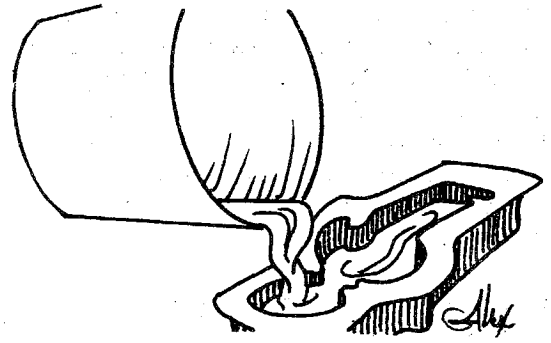
Clean the object to be molded. If it is another piece of plaster or is pourous you will need to place a very thin coat of vaseline on the surface to be molded.

Place the object on 2 thicknesses of waxed paper. Using a medium size paint brush paint a thin coat of liquid rubber over it and let it dry to a dark red (about 15 minutes). Be sure you get down into all creases and brush out all air bubbles. Add 4-5 more thin coats, letting it dry between coats. After these thin coats dry you can thickly apply the liquid rubber 2 or 3 times. To speed up drying time you can place the mold in the sun or use a blow dryer. Allow the mold to sit 2-3 days.

When dry carefully pull rubber away from sides and lift it out of the mold. (If the mold is too mushy replace object and let dry another day.) Turn upside down and let dry until the mold feels good and firm (about 1 day). Now you can trim the mold with scissors to remove any rubber that may have seeped under the object.

Helpful hints:

1. Don't push or pull mold before dry or it could be deformed.
2. If you want to make a mold more than 1 1/2" thick, mix corn meal in the rubber before putting it on your first thin layers.



Step 3. Preparing your mold
Before using your new mold, prepare it by (1) Dipping the mold in a weak detergent and water solution before each use, (2) Spray it with Pam, or (3) coat with a thin layer of vaseline. This helps you remove the plaster easily. After a number of uses, however you won't have to prepare the mold each time.

Step 4. Mixing the plaster
Fill your mold with water, pour into a plastic container and add the same amount of plaster and mix. Add the plaster a little at a time until you reach a thick (gravy) mixture.

Step 5. Pouring the plaster
If the mold is larger than a tie slide, pour the plaster in the center, making sure the plaster gets down in the mold. Tap the mold or lightly bounce it on a flat surface to spread the plaster evenly and remove air bubbles.

Place a pop ring or wall hanger under the wet plaster. If it sinks or falls over, your plaster is too thin. Let is dry for a few minutes and insert hanger. Depending on the humidity, 15-20 minutes should be enough time for the plaster to set. It needs to dry at least 1 hour before you paint it. A good rule of thumb is the molded object no longer feels "cold" when it is dry.

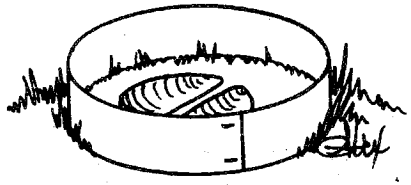
Don't rinse left over plaster down the drain. Let is dry in the plastic bowl, crack it out, and discard.

Sand Casting Plaster
You need: Sand, water, plaster.

Using damp sand in a container you can make your own mold in the sand itself by pushing down into the sand with your hand, a bowl, a glass or almost anything else. Mix equal parts plaster and water and pour it into the molded area. Allow to dry. When you lift the object brush off excess sand.

Note: If you don't want sand on your casting, sprinkle the inside of the molded area with dry plaster before pouring. When dry, lift the object and brush off the sand.

Note: This same method can be used to mold animal tracks in dirt or mud. Place a cardboard circle around the track to hold the plaster.



Soap Carving

There are many advantages for Cub Scouts to learn soap carving:

1. It's a hobby that can be started at a young age.
2. It gives Cub Scouts something to do that is fun!
3. Soap carving is the best way for children to learn how to carve (wood is the natural next step).
4. There are practically no cut fingers!
5. It's a wonderful way to train young fingers to use tools.
6. When a child molds something using his fingers and tools, he is actually molding himself.

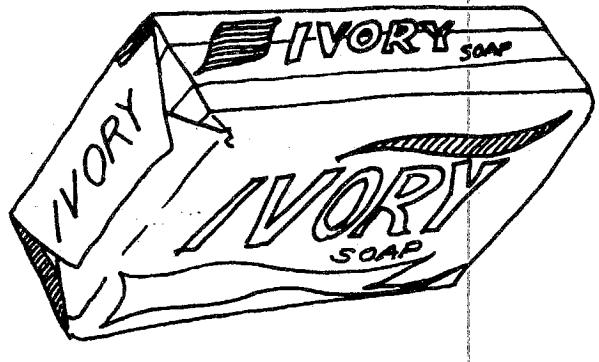
Safety Rules

1. Keep your other hand and fingers out of the way of the knife!
2. Don't walk around with the knife! (Put it down before you get up.)
3. Don't point the knife at anybody. (Hand it to them by the handle.)
4. Always set the sharp knife edge down. (Never up.)
5. Don't carve in your lap. Keep your carving on the table.
6. Don't carve toward yourself.
7. Take small cuts.
8. Don't force the knife.

Note: An adult should always be in attendance when a boy is using a knife of any kind.

A. Soap - The best carving soap is a white soap with a smooth even texture - like Ivory. Be sure it is a new bar. (Used bars or old bars tend to split and chip easily.)

B. Tools - A short bladed paring knife is good, also a pocket knife. The knives do not need to be sharp. A nut pick or an orange (cuticle) stick are helpful for detailing.



C. Preparing the soap for carving - First smooth the lettering on the sides of the bar so the pattern can be traced on a smooth surface. Trace the pattern on the soap, using thin paper with one side blackened with a soft leaded pencil for "homemade" carbon paper.

D. Carving the figure - After tracing the pattern of a figure on a bar of soap rough out the form by cutting away unwanted soap. Score or block out important projections. Be sure to leave enough for ears, tail, legs, etc. The scored lines will serve as guides for cutting more soap away. Do this gradually. Turn the carving over frequently to see it from all angles, compare it often with any model there might be. Al-

ways leave the carved detail of projections until last. When the major part of a figure is completed, it will be much simpler to carve projections in perfect proportion without breaking off small areas.

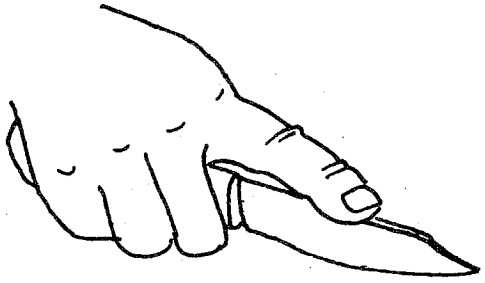
E. The finished surface - To achieve a marble-like, smooth surface on a soap carving, hold the knife blade at right angles to the surface of the soap, and without exerting any pressure on the knife, scrape the soap gently. Brace the thumb in a spot where it can't slip; then scrape very little at a time. There will be uneven surfaces to eliminate, and this will demand patience as well as a delicate touch. There is no easy road to a smooth surface in soap carving - just keep scraping lightly until every rough spot is removed.

THE BASIC CUT

THE SLICE

Hold the knife with all 5 fingers or hold it with 4 fingers and use one finger on top of the knife.

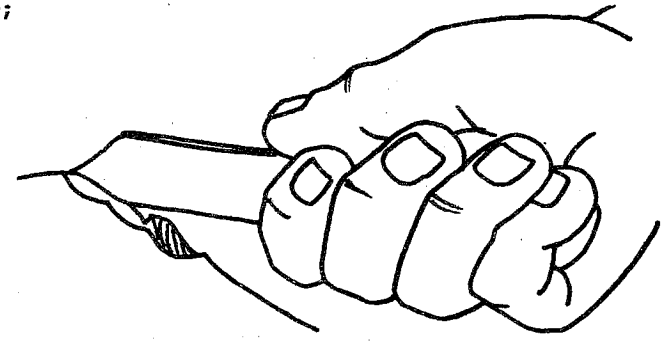
Push down and forward (saw back and forth a little, to help.)



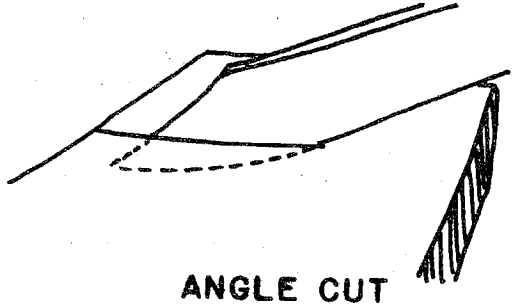
SHAVE

You can use your thumb on the knife.

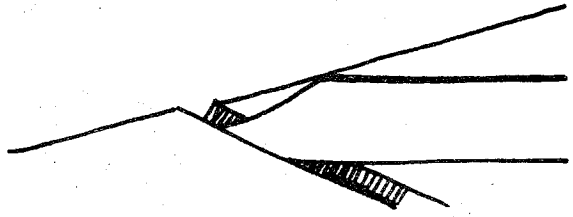
Start on the edge of the soap and make small slices down and outward, shaving the soap away.



THE STOP CUT



ANGLE CUT

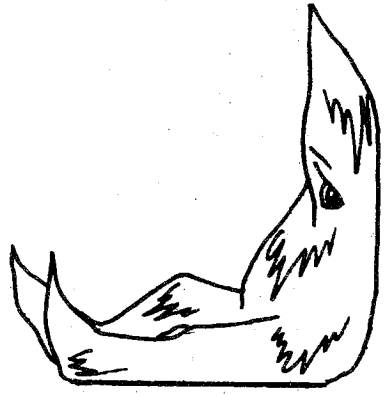


Carving Tips: "Make a slight outline first - it doesn't have to be precise. Cut slowly and surely - don't take off too much at a time. Be very gentle. Wash your pocket knives before closing. Wash your hands before you get too slippery - dry thoroughly. When you start, picture in your mind the fatter and thinner parts. Imagine what it's going to be like. It will break. It's too small. Don't be afraid to start rounding-off."

Step One
After drawing the outline, start shaving away the edges.

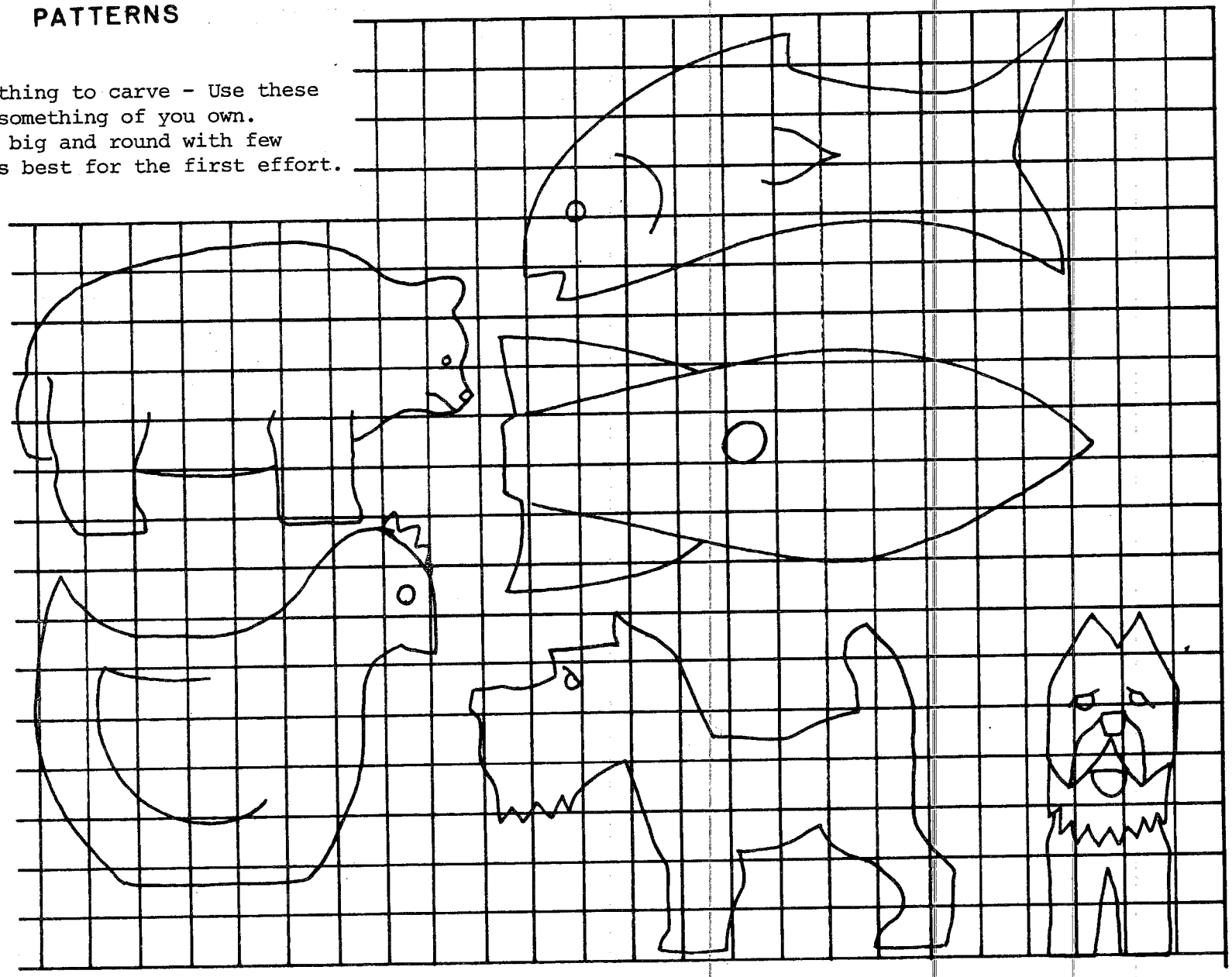
Step Two
After getting the blocked out shape, start rounding off the edges.

Step Three
As you make it round, also make some parts thick and some thin.



PATTERNS

Pick something to carve - Use these ideas or something of you own. Something big and round with few details is best for the first effort.



Woodworking

Basic Tools: Hammer; screwdriver; coping saw; hand saw; hand brace and bit; C-clamp; hand drill; ruler; T-square

Types of wood
Hardwoods - ash, birch, walnut, oak, maple. These are more difficult to work with but they stain and finish much prettier than soft woods.

Softwoods - pine, fir, cedar, basswood, poplar, hemlock. These are much easier to work with, are cheaper, and much more readily available.

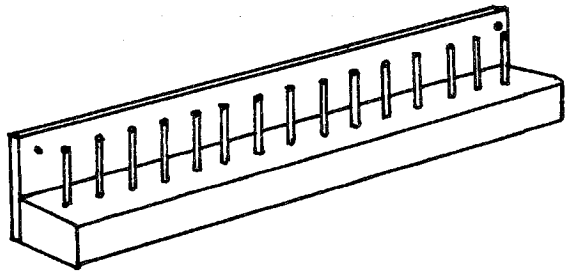
Nails - The finishing nail doesn't have a head. It is used when the head is 'set' below the surface of the wood and then filled over with wood putty or filler.

Flat head nails have a large head. They hold better because the head keeps the nail from working into the wood. It is generally used where the nail won't show.

Glue - Glue is necessary when joining wood joints. Always read the instructions to select the correct glue for the job. Generally a white glue is sufficient so long as it isn't exposed to moisture.

Safety Rules

1. Handle tools correctly
2. Use the tool for the reason it is designed.
3. Keep all tools sharp and clean
4. Work area should be clean, and well lighted.
5. Wear proper clothing

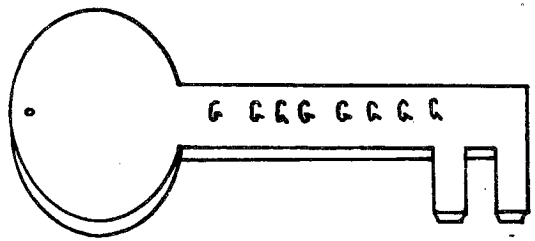


Tie Rack
Back: 1/4" plywood 3" x 12"
Bottom: 3/4" wood 2" x 12"
Pegs: 1/4" dowel rod 1 3/4"

Attach back with three 3/4" flat head wood screws
Drill 9 1/4" holes 1/4" deep in bottom equally spaced
Glue pegs in each hole with white
Drill 1/8" hole in each corner of back for mounting
Sand, stain, and varnish

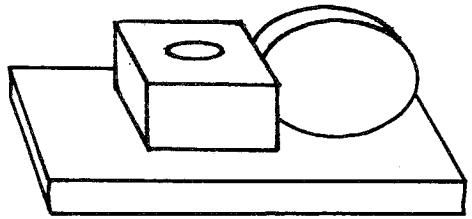
KEY HOLDER

1. Lay out pattern on 1/4" plywood
2. Cut out with coping saw.
3. Sand, and either paint or stain
4. Install cup hooks for key holders



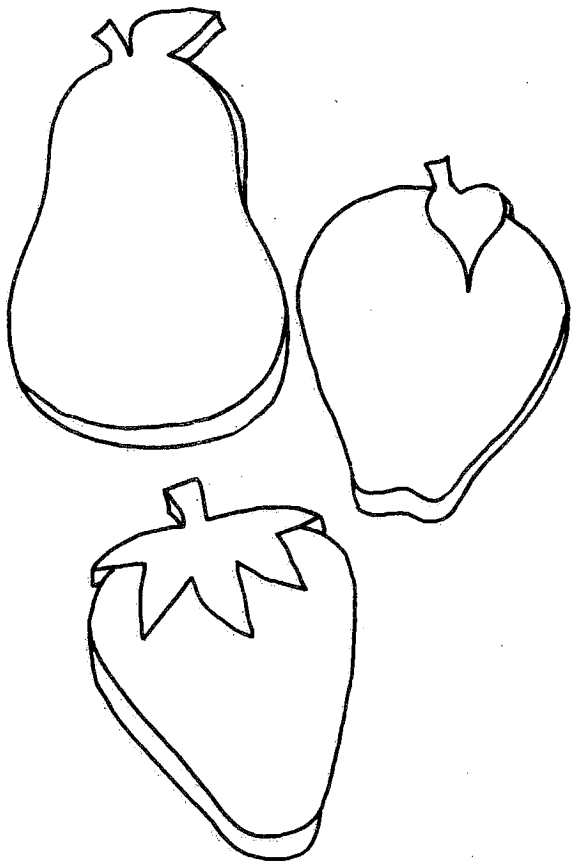
CANDLE HOLDER

1. Lay out patterns and cut from 3/4" pine or fir. Handle is 1/4" plywood.
2. Drill a 5/8" or 3/4" hole in the square block for the candle.
3. Sand all parts before assembly.
4. Glue the square block to base and secure from the bottom with brads.
5. Attach the handle with glue only.
6. Finish as desired.



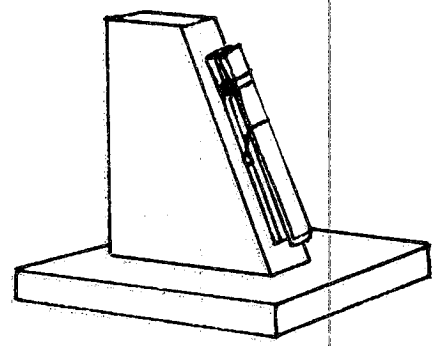
CUTTING BOARDS

To make any of the cutting boards shown, use a piece of plywood about 10" x 12" and 1/4" to 1/2" thick. Draw the outline of the design on the board. Cut out with a coping saw.
Drill a hole through the top for a leader thong or plastic strip hanger. With enamel, paint one side of the board. Rub other side (cutting surface) with vegetable oil; wipe off excess oil.



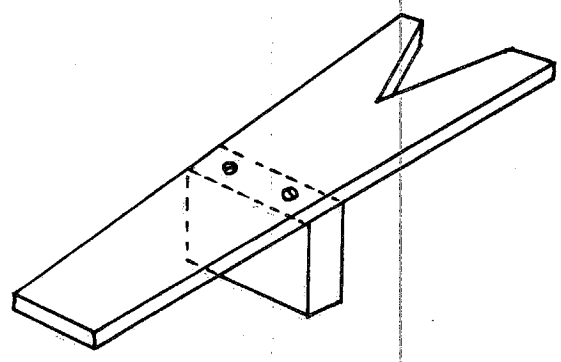
RECIPE HOLDER

To make recipe holder use 3/4" pine and cutout as shown. Glue and nail vertical block to base. Attach clothespin with small brads. Paint with enamel.



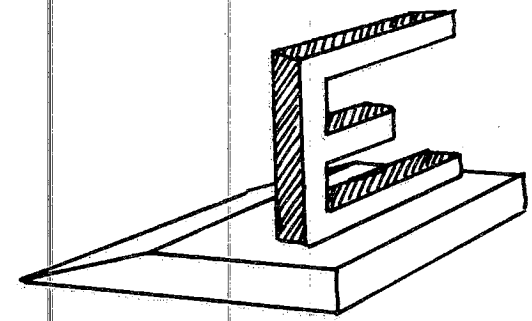
BOOT TREE

Transfer pattern to 1/2" plywood or 3/4" pine. Cut out with hand saw or coping saw. Attach leg with glue and screws. Sand and paint with enamel.



DOOR STOP

Draw a paper pattern, about 6" high, of initial. Cut out of 1/4" plywood with a coping saw. Glue to a wedge-shaped piece of lumber 3" x 6". For trim at the base of the initial, use 1/2 of a wood pencil or dowel rod. Glue to base in front and back of initial.

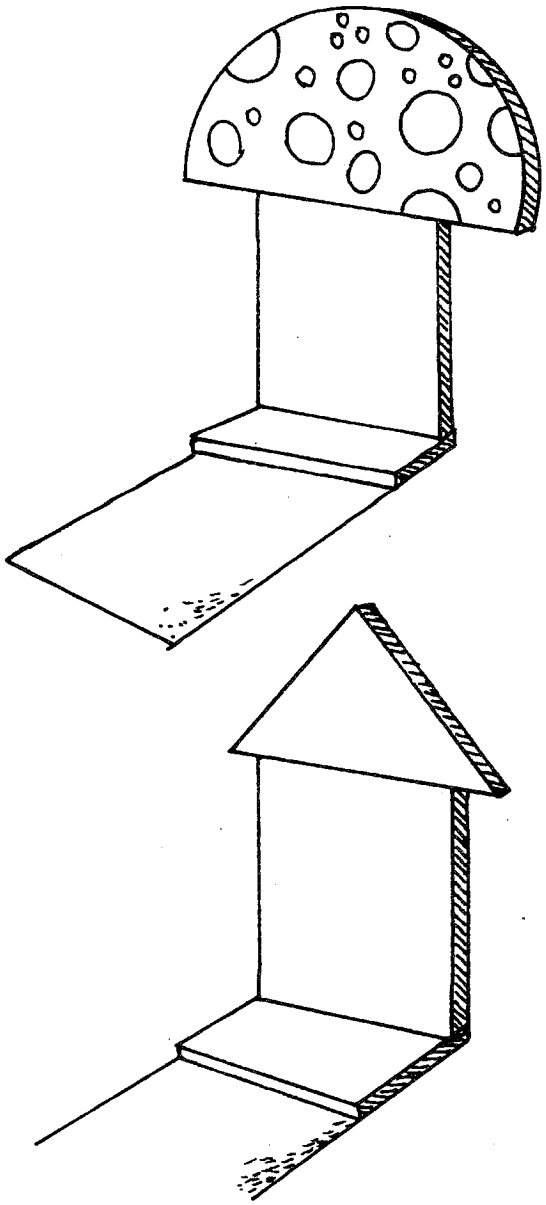


BOOKENDS

Each bookend has two basic pieces - a base and an upright - nailed and glued together. Use lumber 1/2" thick. Make the base as wide as the upright and 2" deep. Sand pieces before painting; paint and decorate before nailing pieces together. Glue an 8" length of cardboard to bottom of base to extend under books.

Top a 5" square of wood with either a half circle or triangle that is 9".

December
CUB SCOUT SPIRIT



Bird Feeders

GARLANDS

For all birds -
You will need: strong needle
carpet thread
raw peanuts, poppped popcorn, raw cranberries

Directions:

1. String the popcorn, peanuts and cranberries on the thread.
2. Tie the ends together and hang over tree branches.

STUFFED CONES

Treat for nuthatches, cardinals, woodpeckers, and blue jays.
You will need: 1 large pine cone; peanut butter, suet, piece of string 18 inches long

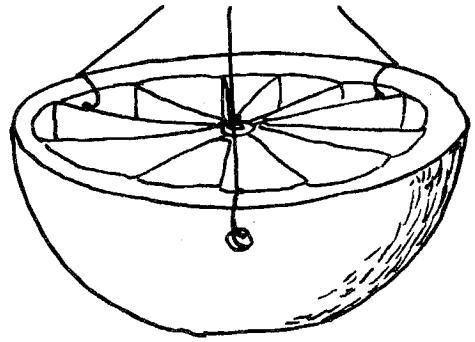
Directions:

1. Tie one end of the string around the top scales of the pine cone.
2. Stuff peanut butter and suet between the scales of the entire cone.
3. Hang from tree branch.

FRUITY BASKETS

For suet-eating birds
You will need: grapefruit half, leftover grease from bacon and other meats; cord.

Directions: After you've eaten your grapefruit half, scrape out all the pulp. Poke 3 holes an equal distance apart near the top of the rind. Pull strong string or cord through the holes. Fill the "basket" with the leftover grease. Hang from a branch or clothesline.



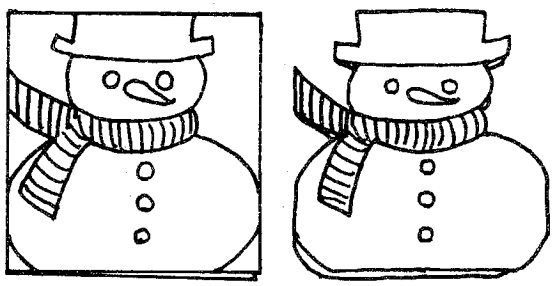
CANDY AND POPCORN TREE

Materials:
Cookie sheet, popped popcorn - 5 qts. 1 pkg. 16 oz. marshmallows; 1/2 cup butter or margarine, round toothpicks, 2 lbs. assorted soft jelly candies or gumdrops.

1. Cook popcorn and measure into a large bowl.
2. In heavy pan melt butter over low heat and add marshmallows; cooking until melted and smooth.
3. Pour over popcorn, stirring to mix and coat.
4. When cool enough to work with (2-3 min.) grease palms and shape into a ball.
5. Using a cookie sheet, shape ball into a tree cone about 11 inches high.
6. Use pieces of candy on toothpicks inserting in a decorative fashion into popcorn.

SNOWMAN INVITATION OR PLACEMAT

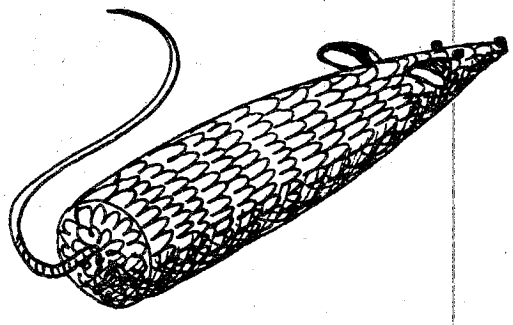
Materials:
White construction paper and other colors for details. Perhaps felt, crayons, markers, poster board.



1. Draw a snowman figure on paper or on poster board for a mat.
2. Using materials desired create the face, scarf, buttons, and detail wanted.
3. If an invitation card, fold paper in half for size of snowman to draw.

PINECONE MOUSE

Materials: Unopened pine cones Yarn; cloves; cardboard; Tacky glue

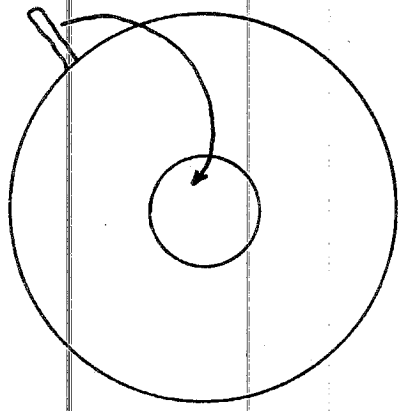


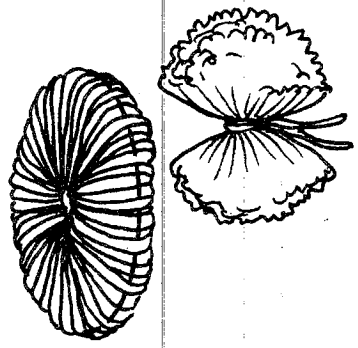
1. The unopened cone forms body of mouse.
2. Remove 2 scales from another cone for ears and glue on body.
3. Glue 2 whole cloves for eyes and another for the nose on body.
4. Glue on a piece of pink yarn for a tail.
5. Attach to cardboard if you wish.

POM - POM

Materials: Yarn, cardboard, scissors, large eye needle

1. Using diagram cut 2 cardboard circles for the size of pom pom you want. Cut out center.
2. Put 2 circles together. Thread yarn on needle as if sewing and, using yarn doubled, start from center and cover the cardboard 2-3 times with yarn. The center should be filled with yarn for a fluffy pom pom.
3. Holding the pom pom maker in one hand use scissors and other hand to cut the yarn in half (keep holding together snugly). Using a separate piece of yarn, tie a knot around the center, pulling tightly.
4. Pull the cardboard over pom pom.
5. Fluff your pom pom.

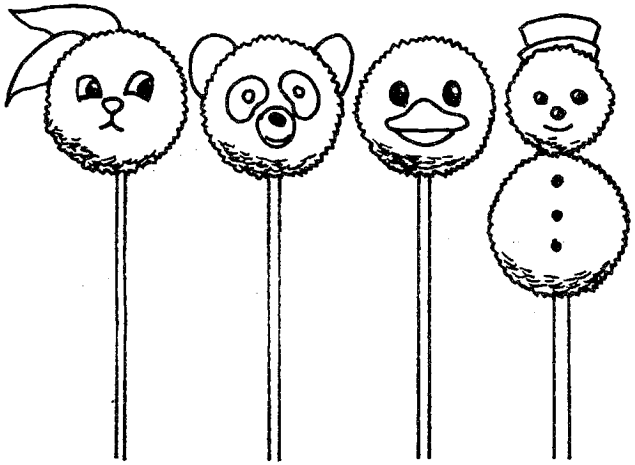


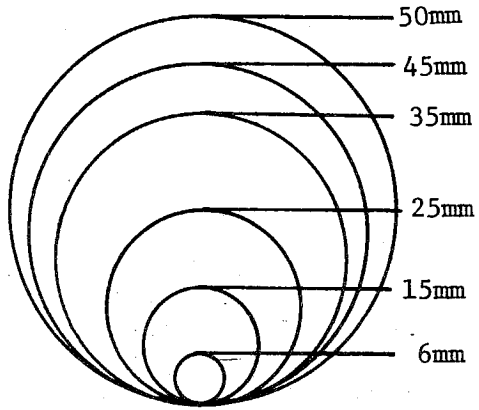


POM - POM ANIMALS

Materials: Pencil; glue; ribbons or yarn scraps; yarn of choice; moveable eyes, or felt facial features.

1. With a pom pom maker or cardboard create a 50-mm pom pom.
2. Open the pom pom in the middle to center and glue to the pencil. Let dry 5-10 minutes.
3. While these are drying either use purchased facial features or create your own out of felt scraps to make the animal desired.
4. For some animal noses you can make 6-mm pom poms or purchase pom pom yardage fringe.
5. Glue the ears, eyes, nose into place.

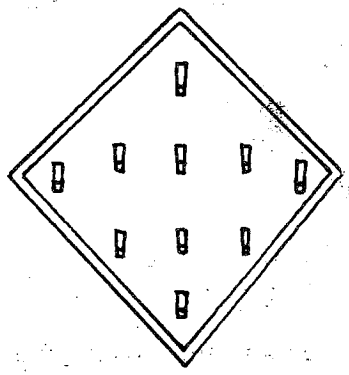




CUB SCOUT TIE SLIDE RACK

Materials: Plywood (1/2") or scrap wood; clothespins; glue; hanger - either 2 eyescrews and wire or "sawtooth" hanger

Cut wood into a 12" x 12" square or larger. Sand rough edges and face until they are very smooth. Glue on clothespins in desired arrangement. Affix hanger to back. Rack may be painted or varnished, and personalized as you wish.



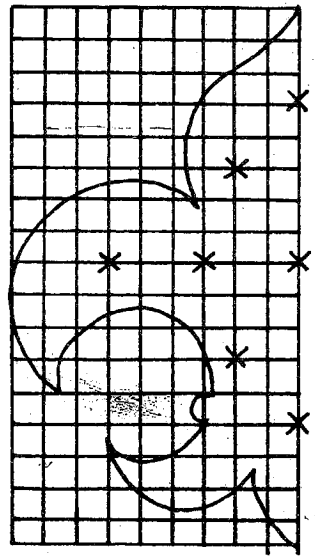
TIE SLIDE RACK

Materials: 1"x12", 13" long or 1/2" plywood; 1/4" dowel - 33 1/2" long; glue; Hanger: either 2 eyescrews and wire or "sawtooth " hanger.

The basic shape of this tie slide rack is the fleur-de-lis, the national Scouting symbol incorporated in most badges, awards, etc.

Enlarge the pattern.

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 face 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.



Rack may be painted or varnished, and personalized with name, pack, den, etc.

December - Cub Scout Spirit - Make tie slides in the shape of rank to which your boys are advancing. If you can't find a mold in these shapes, mold them yourself from potters clay or play dough.

SANTA PAPERWEIGHT

Materials: 2-oz. instant coffee jar
Ceramic Santa Claus, 2 1/2" high
Silicone sealer (good for use with water)
1/4 tsp. moth flakes

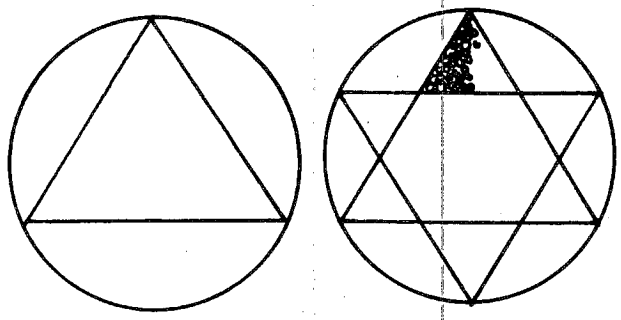
Wash jar and lid; dry thoroughly. Glue Santa to the inside lid with silicone sealer; let dry. Fill jar with water. Put a scant 1/4 tsp. of moth flakes into the jar. Screw the lid on jar as tightly as you can. If the water level doesn't come to the top, add more water. If you need more flakes for an effective snow scene, add a small amount. Open the jar and put silicone sealer around the edge of the lid. Screw lid tightly to the jar and let sealer dry.

STAR-OF-DAVID PLAQUE

Materials: Glue; Aquarium gravel; large plastic lid; plain paper

Trace around the plastic lid on a piece of plain paper. Divide this circle into six sections with a compass. Connect every other mark to form a triangle. Then connect the other three marks to complete the Star of David. Lay the lid on top of the design and trace around the outline of the star with a marker.

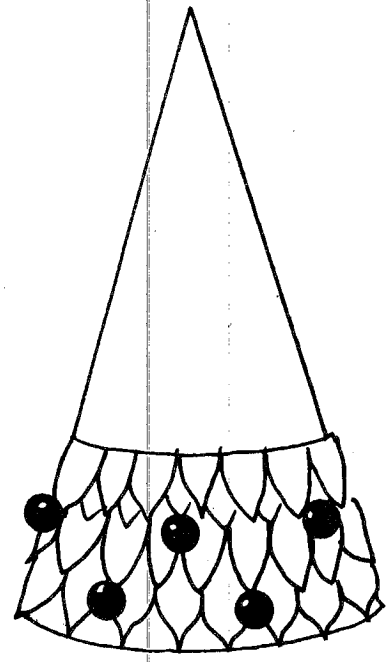
Coat the whole star with white liquid glue, then cover the glue with whatever color gravel you choose. Let this star dry completely. Then coat the background with glue and carefully add a contrasting color gravel to it. When your plaque is dry, add a string hanger to the back.



FOAM TRAY FIR

Materials: Scissors; plastic foam meat trays; plastic foam cone; glitter; colored balls (one large, several small); glue or pins.

Using scissors cut 90 to 100 leaves, varying in size from 1/2" x 1 1/2" to 1 x 2", from large plastic foam meat trays. Pin or glue the leaves to an 8" plastic foam cone (or a cone made from heavy paper), starting with the larger leaves along the bottom edge and overlapping the leaves, as pictured. Dust with glitter. Pin on small colored balls at random, and top with a larger ball.



January
SHAPE UP

SKI MONKEYS

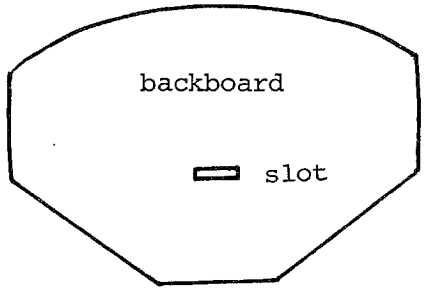
Materials: Toothpicks, popsicle sticks, paper clips, leaves, spruce cones, pine cones, plastic eyes, and brown chenille stems.

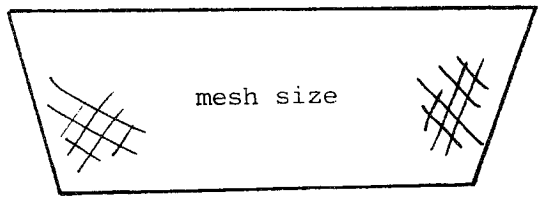
To make eack ski monkey, use a long narrow spruce or pine cone. Use scales from other pine cones for his mouth. Glue on wiggly plastic eyes. Twist chenille stems to form arms and legs; glue if necessary.

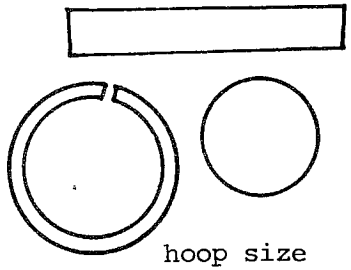
NECKERCHIEF SLIDE

Mini- basketball backboard tie slide or plaque
Materials: Wood scraps 1/8" thick - such as paneling or balsa; metal strip from aluminum can or plastic meat trays; paint; wire; mesh or nylon; small styrofoam or wooden ball; glue

Cut backboard from wood (or plastic meat tray) using the pattern shown. Sand as needed. Make a hoop by wrapping wire around a 1/2" dowel. Bend a small strip of metal from an aluminum can and insert through the slot in the backboard to fasten the hoop. Expoxy or glue strip to the back. Cut nylon net to size of the pattern and sew or glue together. Paint the ball orange (and draw the lines with marking pen if desired). Paint the hoop orange and the backboard and net white. After this is dry, glue the ball and net to the hoop. Glue a metal pop top or loop on the back to hang or to use as a tie slide.



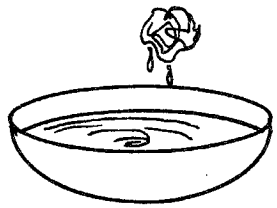


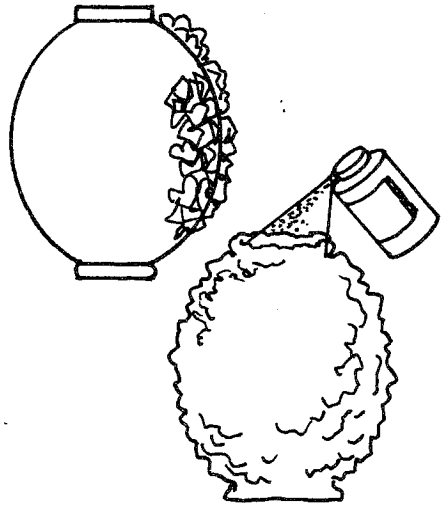


PAPER AND PASTE BOTTLE

Materials: Bottle, newspaper, wheat paste, pan, poster paints, water, brush, clear white shellac, shellac brush

Pour some wheat paste into a pan with a small amount of water. Stir until the mixture has a thick, creamy appearance. Adding wheat paste or water as needed. Tear small pieces of newspaper wads and put in the wheat paste. Paste 2 x 2 inch squares of newspaper over the bottom of the bottle. (This will be a good base.) Begin pasting on wads of paper to cover bottle, but be sure the wads are not balls (they have a tendency to fall off). Let dry (a day or



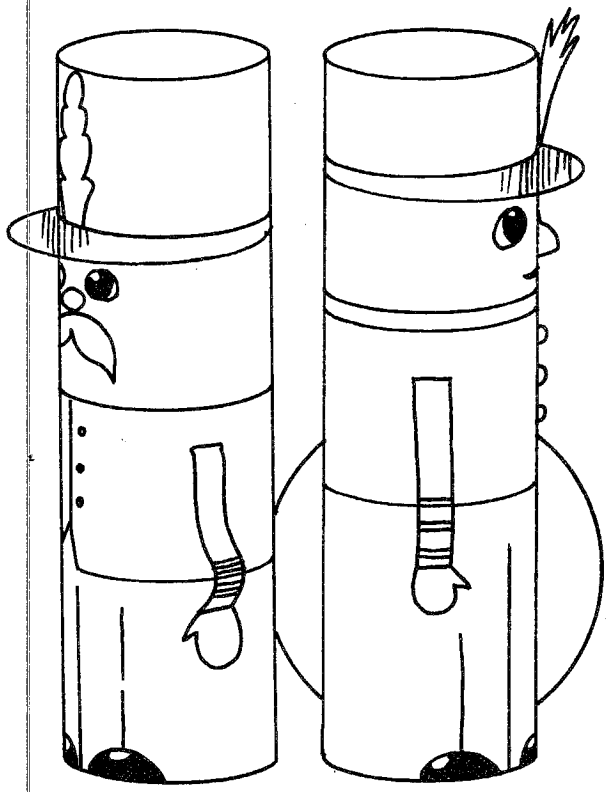


two) and paint with poster paints. Add two coats of shellax and let dry overnight.

SOLDIER BOWLING SET

Materials: Paper towel or tissue tubes (enough for 10 soldiers)
Construction paper; scissors
Glue, gummed papers, small rubber ball
Colored markers

1. Using cardboard tubes cut to desired height, moisten gummed paper or glue on construction paper for uniform.
2. Cut out paper arms and hat brims and glue in place.
3. Using felt tip markers make the facial features and add uniform details.

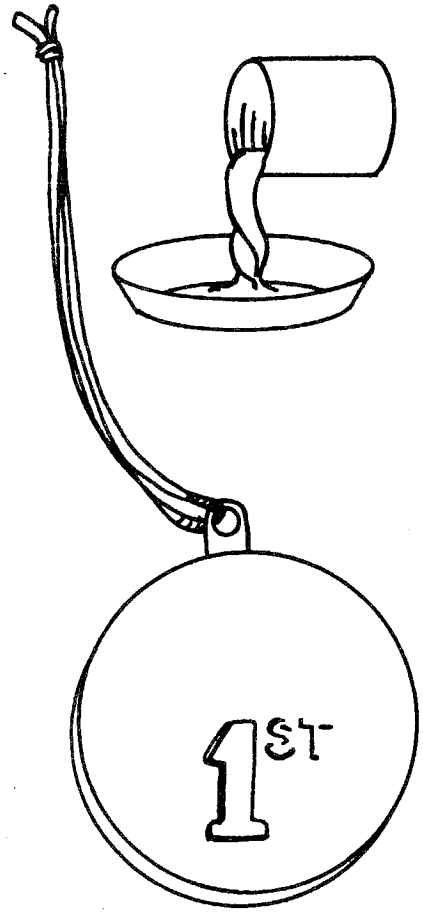


4. Arrange soldiers as bowling pins and see how many your Cub Scouts can knock down with the rubber ball (Be sure to mark the starting line).

"GOLD MEDAL"

for Indoor Athletics

Pour a small amount of plaster in the bottom of a 2-3" plastic bowl. Add pop top ring or push soda straw through to form hole toward top. Paint medals gold, bronze, or silver and put string through hole or pop top.



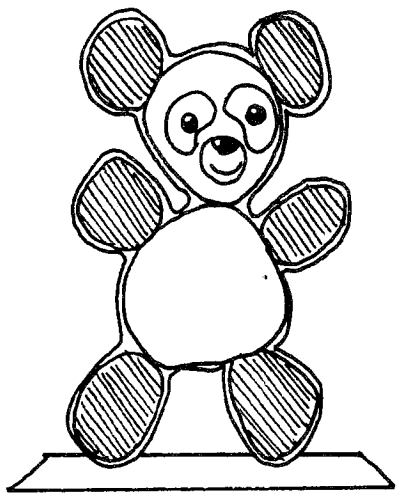
February

SCOUTING AROUND THE WORLD

PANDA PAPERWEIGHT

Materials: 8 stones; glue; cardboard; black, white, and green paint.

Select 8 round, flat pebbles (found near a river or creek). Arrange and glue the stones to resemble a panda on a piece of corrugated cardboard. When the glue is set, trim the cardboard around the panda. Paint the panda black and white. Paint a face or add plastic eyes. Cut a second piece of cardboard 3x5 inches, and paint it green. Glue your panda paperweight to the green base.



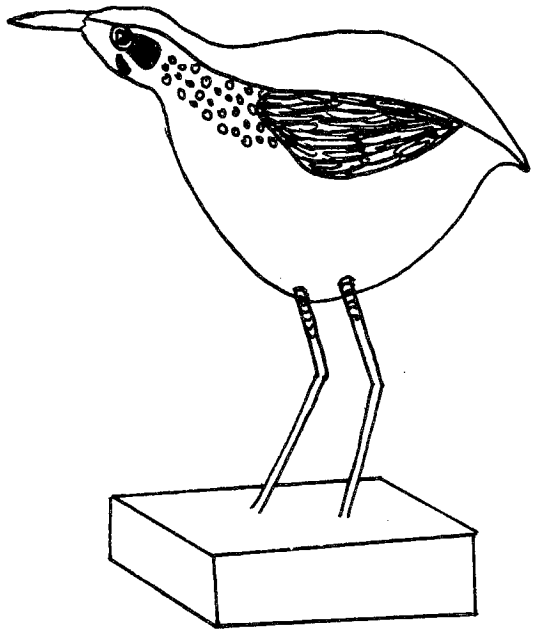
GOURD BIRDS

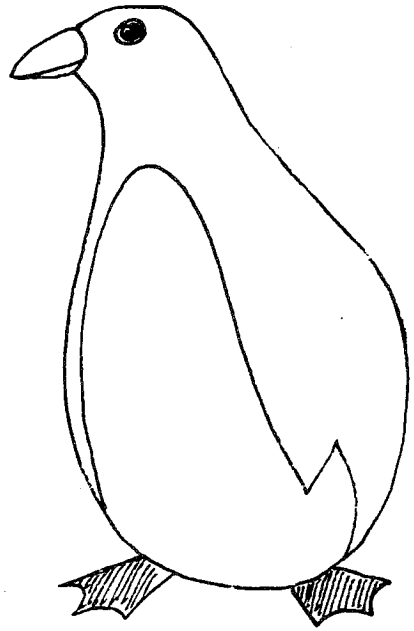
(This project could include a field trip for your boys to select and purchase the gourds.)

You will need gourds, colored felt pens or acrylic paints; clear varnish; a wire coat hanger; a small scrap of wood; stiff cardboard; household cement; wire cutters; drill; scissors.

Choose a gourd shaped like a bird. You can paint it all over or add only wing lines and eyes. To balance the penguin, cut out and glue on cardboard feet. To make the sandpiper stand, drill * two small holes in the gourd and two more in a small wooden base. (If you drill, be careful not to shatter your gourd.) Cut two equal-length pieces of coat hanger wire and glue into the holes in the gourd and the wood. Paint the sandpiper's wooden base. Paint your gourd birds with clear varnish and let dry.

Let your boys use their imagination to make other birds.



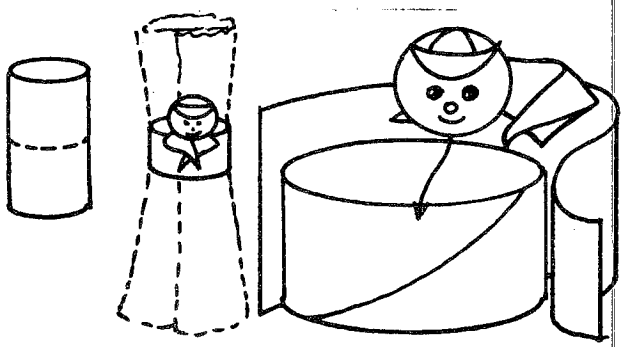


*Be sure the Cub Scouts have adult supervision using power tools.

NAPKIN RING

Materials: Novelty head, tissue roll, blue and gold felt, Tacky glue

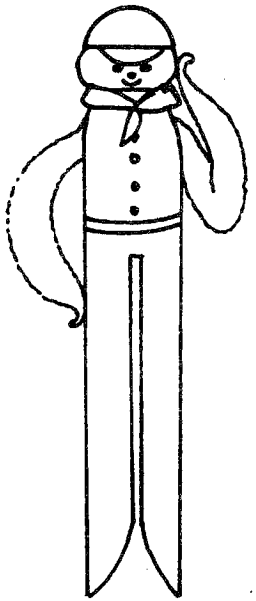
1. Cut tissue roll in half to make 2 rings
2. Cut blue felt in 3" x 6" piece and glue on roll. Tuck inside for a finished edge.
3. Glue head to ring.
4. Make a scarf out of gold felt and glue to ring.



CLOTHESPIN SCOUT

Materials: Round clothespin, blue construction paper, blue chenille stem, yellow chenille stem, gold crepe paper, 1/2 inch styrofoam ball cut in half.

1. Paint clothespin blue except for face area (dipping is suggested)
2. Glue 6" blue chenille stem around back for arms.
3. Glue on crepe paper triangle neck scarf.



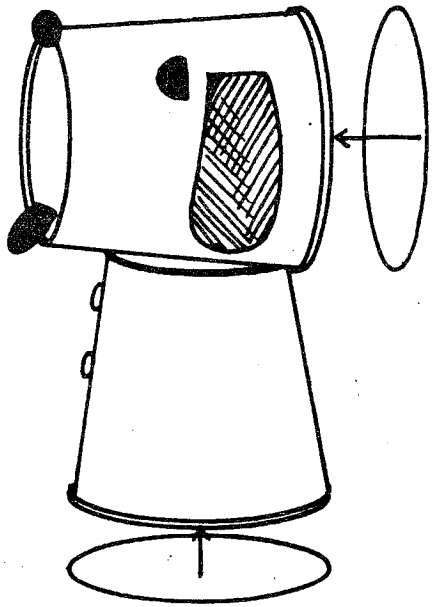
4. Cut styrofoam ball in half, add construction paper cap bill and glue on top of clothespin.
5. Paint facial features, buttons, and trim at waistline.

SNOOPY CUP

Materials: Foam, 5 oz. cups (2), glue, black and red construction paper, poster board scrap - to fit inside of cup top, scissors.

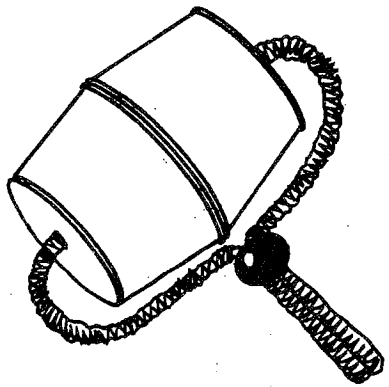
1. Cut two circles (use cup to measure) from poster board, and glue one on the open end of each cup.
2. Glue and hold 2 cups together as shown.
3. Using pattern, cut out a black nose, 2 black ears, and a red mouth. Glue on upper cup and let dry.
4. Cut out a 1/2" wide strip of red paper for a collar. Glue on lower cup. Glue 2 black buttons on bottom cup.

Make body features according to size of cup you've used.



INDIAN SHAKER

Materials: 2 paper nut cups; 4 small beads or rice; 2 jumbo chenille stems; 2" of 30 gauge wire; Tacky glue; 3 larger beads

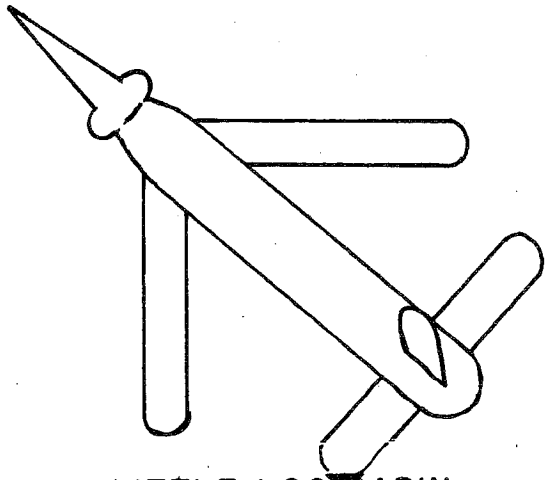


1. Put 4 small beads inside nut cups and glue cup rims together.
2. Place glue on one end of each chenille stem and push end into the center bottom of each cup. Twist other ends of stems together to form a handle.
3. Attach larger beads to handle.

CLOTHESPIN JET

Material: Round clothespin; golf tee; glue; 2 tongue depressors; paint

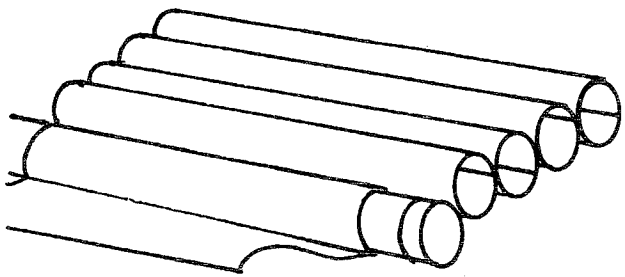
1. Paste or glue the large end of the golf tee to the top of clothespin.
2. Glue on wings and tail pieces made from the depressors.
3. Paint and fly on a breezy day.



LITTLE LOG CABIN

Materials: 1/2 pint milk carton; brown wrapping paper; pencil, glue

Cover milk carton with brown wrapping paper. Draw on a door and windows.

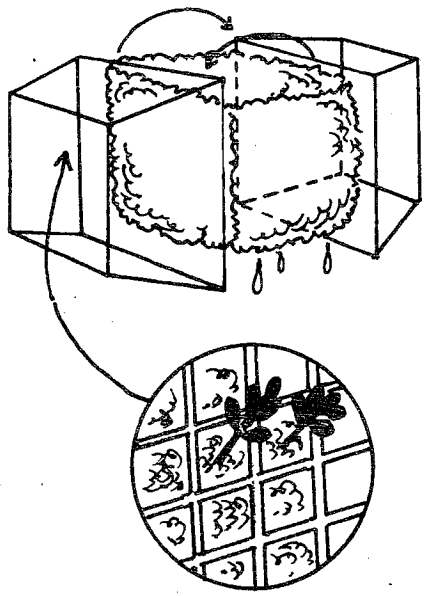


Cover the cabin with "logs" made by rolling brown wrapping paper around a pencil, and glueing to hold. When dry, cut the logs the sizes you need, and glue on the cabin, leaving the door and windows uncovered.

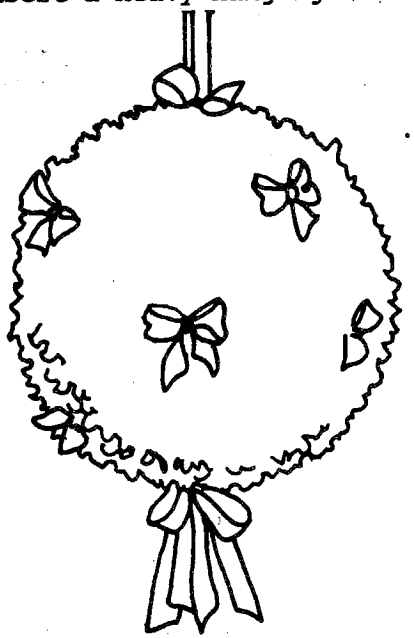
SWEDISH GREENERY BALL

Materials: greens of your choice: boxwood, holly, etc.
florist oasis
2 plastic produce boxes with small holes
heavy spool wire
red ribbon: 1/4 inch wide for bows, 1 1/2 inches wide for hanging

Procedure:



1. Submerge greens overnight in water.
2. Trim oasis to fit inside the 2 plastic boxes when they are placed together, with open ends meeting. Soak oasis in water.
3. Insert oasis in one of the boxes; turn the other box upside down over the oasis and wire the 2 boxes together on all 4 sides.
4. Insert greens into the oasis between the holes in the boxes. Trim the outside of your greens in a circular shape.
5. Make a bow of the 1/4" ribbon and wire it to the top of the ball. Make several bows out of the same ribbon and wire them at random into the ball.
6. Make 2 long loops of the 1/4 inch ribbon and attach them to the bottom of the ball.
7. Insert a heavy hanging wire into the top of the ball, push it down through the bottom, and then bring it back up again. Twist the wires together at the top. Make a loop of wider ribbon and glue each side to the wire so that the wire is hidden.

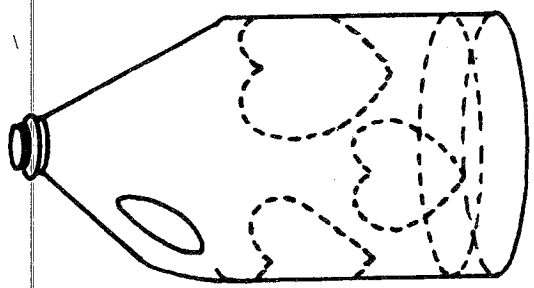


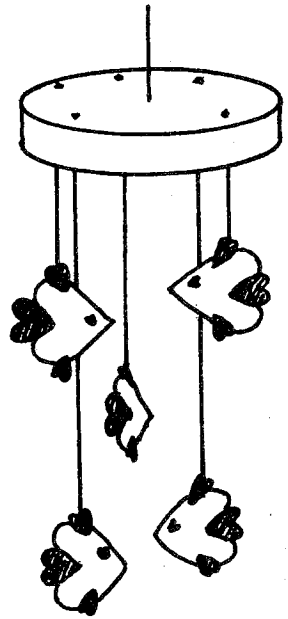
The greens in the ball will stay fresh if you'll take down the ball every few days, put it in the kitchen sink, add water to the oasis, and hang it again. Keep repeating as often as necessary.

VALENTINE FISH MOBILE

Materials: Plastic gallon jug, glue, red construction paper, red yarn

Cut four heart shapes from the sides of a plastic gallon jug. Glue other hearts cut from red construction paper to the plastic hearts so that they look like tails and fins of fish. Attach these with red yarn to a ring cut from the plastic jug. Use red yarn to hang the mobile.





Blue And Gold

AMERICAN FLAG CENTERPIECES

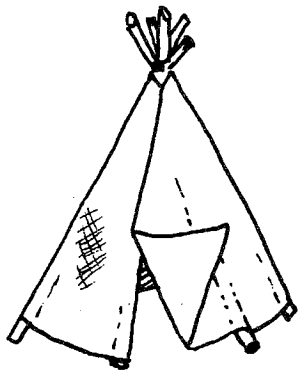
Use the American flag for Blue and Gold centerpieces. Add your pack flag, if you wish, and pipecleaner Cub Scouts or candles.

Push the flags into styrofoam and cover the edges with blue and gold ribbon or use green styrofoam to resemble grass. Pose your pipecleaner Cubs saluting the flag. Arrange the flags on either side

of a large candle or perhaps you would want to use number candles for our 53rd birthday.

CAMP CENTERPIECE

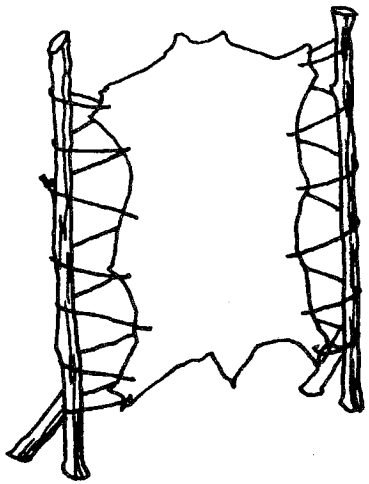
Make a Boy Scout camp, with Webelos visiting. Use green styrofoam for the base, brown or green paper tents, craft sticks can also be used, a toothpick tripod with a large button for a pot, a mirror pond with pebble edge, a string/craft stick rope bridge, acquarium gravel trails, and a miniature American flag. Let the pipecleaner Webelos take part of lots of different activities!



INDIAN TEPEE CENTERPIECE

Build a tepee out of twigs and burlap, about 14 inches high. If you wrap the burlap while it is wet, it will shape itself better to the twigs. If you moisten it with glue, it will be very sturdy when dry. Be sure to fold a flap back for the door. The base can be styrofoam or wood.

Why not make an Indian village for your tepee? Hang up animal hides made of brown felt and stick frames, with plastic horses and Indian figures.

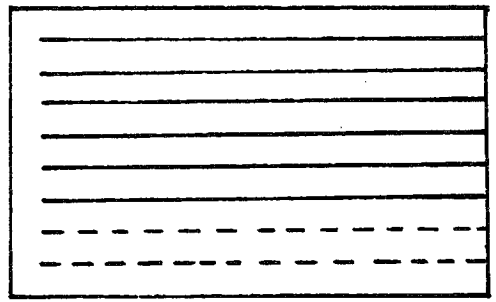


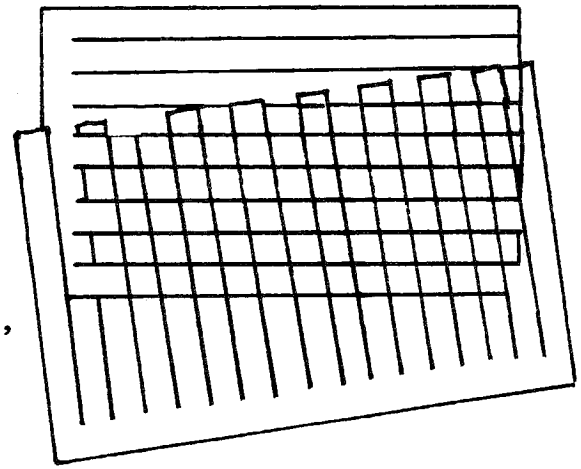
PLACEMATS

Burlap placemats can be easy for the boys to make and are very durable. Cut the burlap into 16"x 12" rectangles, run a line of stitching around the border (or a bead of glue). Let the Cubs pull the threads away from the border, leaving a fringe. Decorate by glueing felt silhouettes or letters on the mats.

CONSTRUCTION PAPER PLACEMATS

Cut two sheets of construction paper (as shown) for each mat, cutting carefully into one-inch strips up to within one inch of the edge. Weave the strips in and out until all the strips are woven together, then tape the edges.

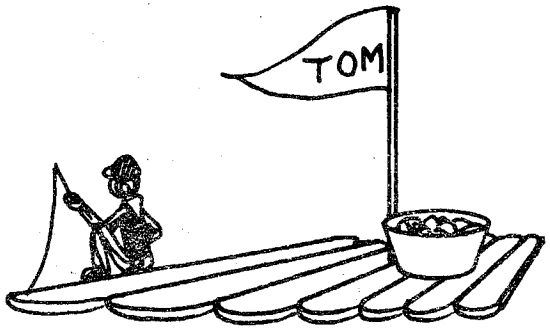




AMERICAN FLAG CENTERPIECE

Using white construction paper as a base, add a blue square to the corner

and glue on silver or gold star stickers. Add red stripes and you have a beautiful flag centerpiece.



RAFT NUTCUP (PLACECARD)

Glue craft sticks together to form a raft. Add a pipecleaner Cub Scout fishing with a pole made of a toothpick and thread. Glue a nutcup behind him.

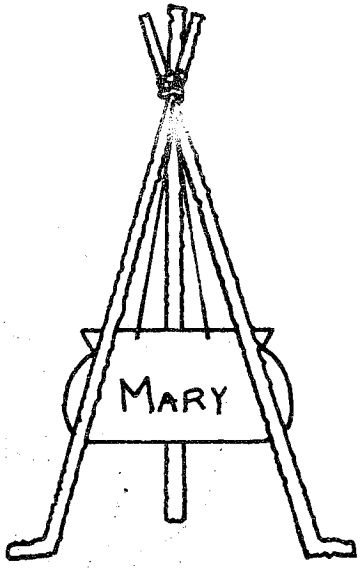
If you wish, you can add a twig flagpole to the raft with a flag that has the name on it for a placecard.

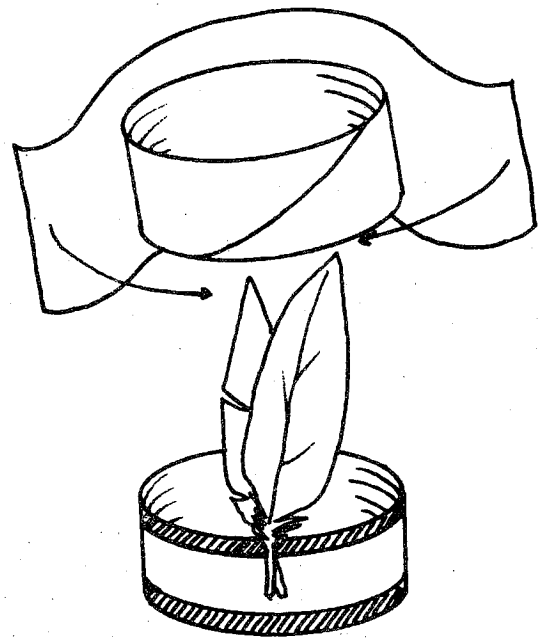
CAMPFIRE TRIPOD NUT CUP

Tie three twigs together to form a tripod. Suspend a nutcup from the tripod full of nuts and candies. If you wish you can add small twigs under the pot for the fire, if you have a base.

TRIPOD PLACE CARD

Twist three pipecleaners together to form a tripod. Add a construction paper pot suspended by a thread, with the name printed on the pot.



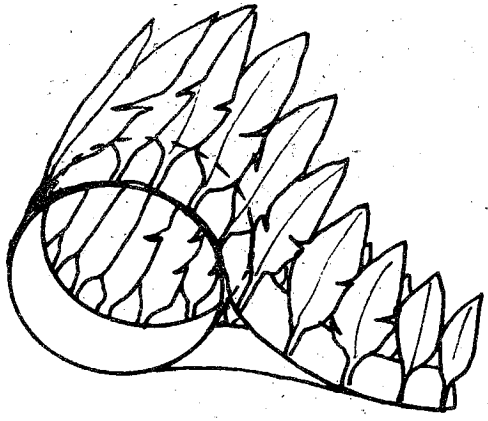


NAPKIN RINGS

Cut cardboard tubes for the base of your napkin rings, adding blue and gold burlap. Finish raw edges with blue or gold ribbon glued to the tube.

Variations: Add feathers tied with a ribbon or piece of yarn.

Or make an Indian headdress with added feathers.

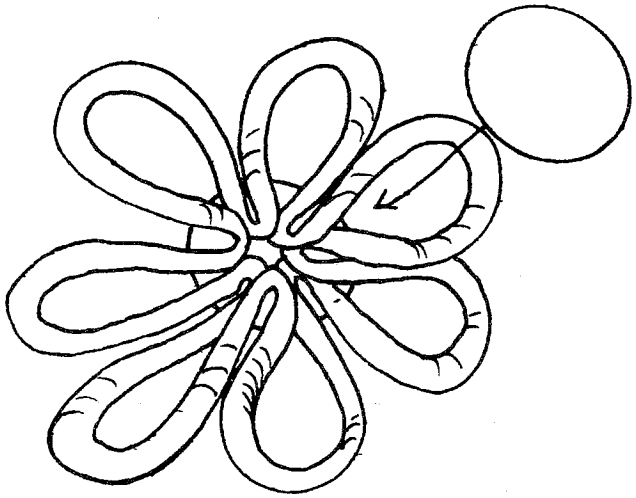


RIBBON CORSAGE

Buy very stiff ribbon 1-1/2 inches wide in blue or yellow floral designs (or plaid). Cut 5 pieces three inches long, rounding the edges. Fold the ribbon strips in half over a small rubber band. Tie a blue or gold pom-pom to a 5-inch pipecleaner and push through the center of the flower, moving the petals to form a flower. Wrap a gold leaf and a gold or blue ribbon to the stem.

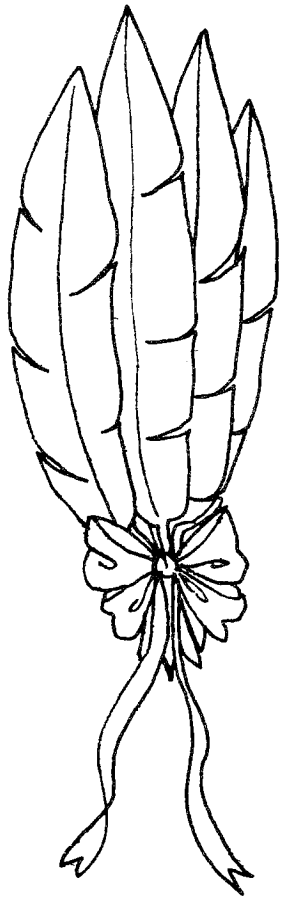
RUG YARN CORSAGE

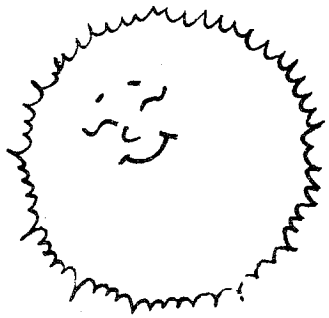
Using blue rug yarn, form loops (petals) and glue to a gold circle of construction paper. Add a second circle to the back, glue and allow to dry. Glue a green pipecleaner to back of flower for a stem and add a ribbon.



FEATHER CORSAGE

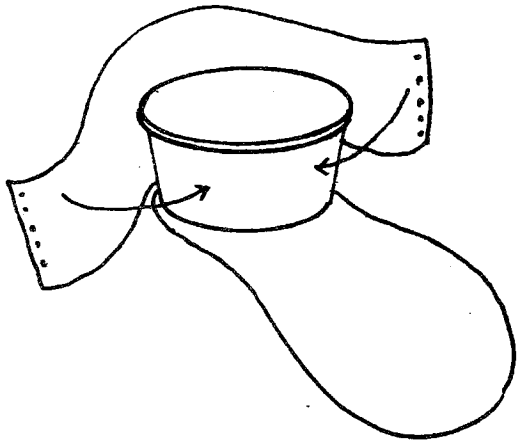
Gather four or five feathers together (blue and gold if you can get them) and tie with a blue and gold ribbon. If you add a white feather, you can print the mother's name on it.

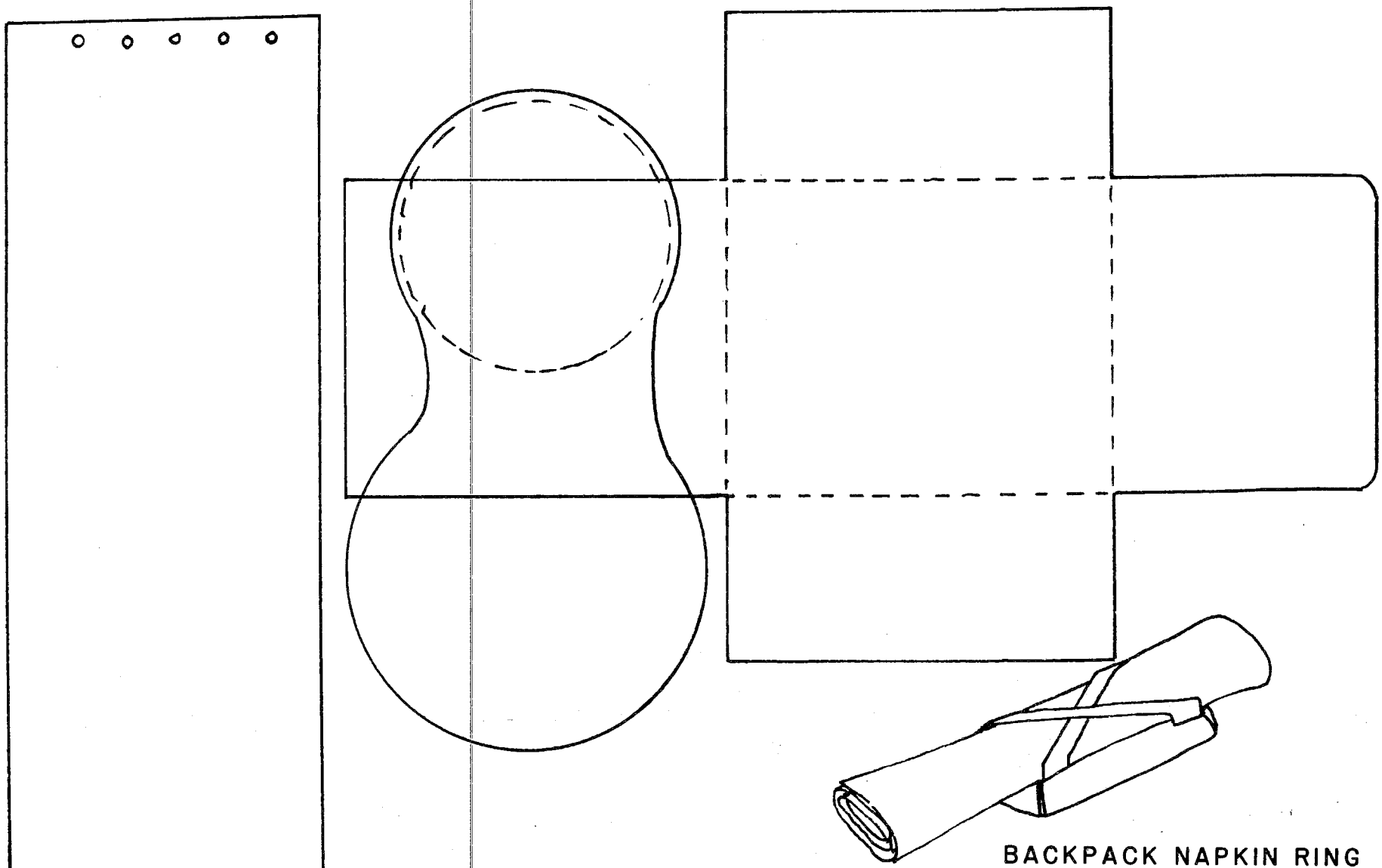




HIKING BOOT NUT CUP

Cut out the boot pattern as shown, from brown construction paper. Glue nutcup to heel. Add thread "shoelaces" to strip or draw them on with marker pen, then glue to nutcup.





BACKPACK NAPKIN RING

Cut pattern out of brown felt, fold as shown and glue. Add two straps on the back as shown, to hold the napkin.

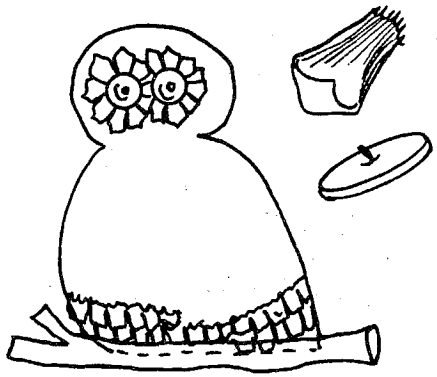
March

ENERGY

PINECONE OWL PLAQUE

Materials: 3 or 4 large pine cones small twig, 2 acorn caps, 5"x7" piece of wood shingle or heavy cardboard, 2 pieces of burlap about 2" in diameter.

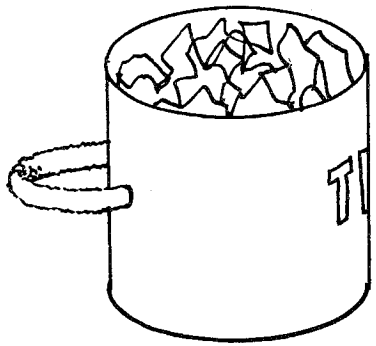
Lay the pattern on the shingle or cardboard and trace the outline. Pull the pine cone apart, and starting at the bottom, glue the pieces onto the pattern in layers working upward, stopping at the neckline. Glue two rows around the face, leaving center open for the eyes. Glue burlap circles in this open area, and glue acorn caps in the center of the burlap. Finish by glueing the twig under the owl.



TRASHCAN SLIDE

Materials: film cannister; pipe cleaner, paint.

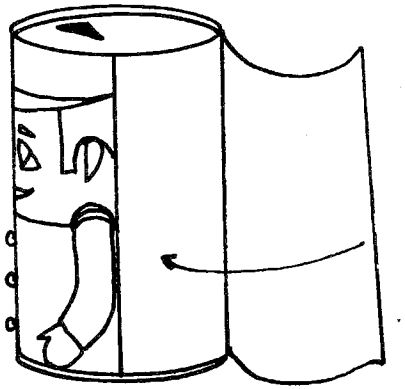
Poke 2 holes in cannister, large enough for the pipe cleaner to be threaded through and tied at the back to hold neckerchief. Glue pieces of scrap paper in the cannister. Paint the word TRASH on the front.



SOLDIER CAN BANK

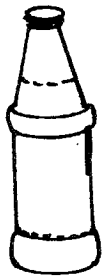
Materials: Construction paper or felt, felt scraps, glue, scissors, pop top off soft drink can, soft drink can

1. Cover can with felt or paper.
2. Draw a pattern outline for different colors of felt to be used for soldier or other figure.
3. Cut out pieces and glue in place on can.
4. Also cut a piece of felt for top (if desired) leaving a coin slit, and glue in place.

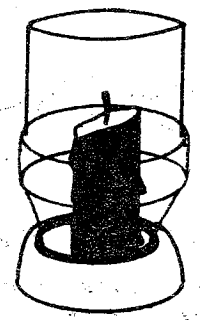


HURRICANE LAMP AND CANDLE

Materials: 2 liter plastic bottle
Knife; masking tape; nail and pliers; candleholder
Small juice can; short candle
Long bolt and nut to fit
Sand or stones, paint



1. Use masking tape to mark cutting line 1 and 2.
2. Using knife, cut on dotted lines making part A (hurricane section).
3. Turn part B upside down and make a hole in center with pliers and a nail.
4. Make hole in center of juice can and paint if you wish.
5. Put section A upside down on part B, insert juice can, and fasten with bolt and nut, securing tightly.
6. Put sand or stones in juice can, add a candleholder, and insert candle.

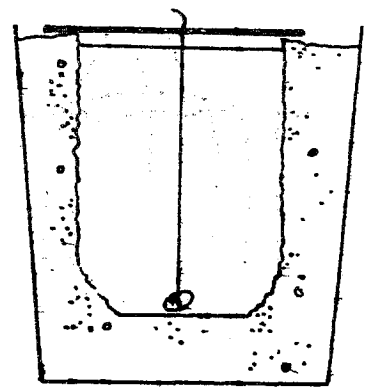


SAND CANDLE

(Under adult supervision only)

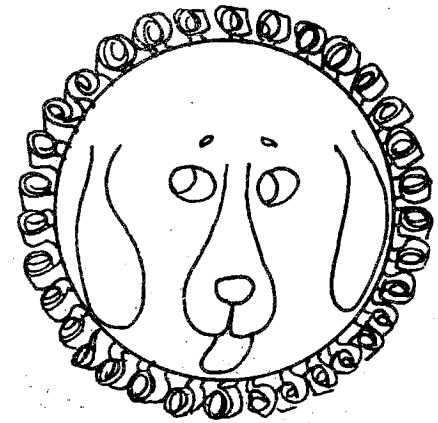
Materials: food coloring; crayon chips, sand; pan; wax; string; pebble; stick

1. Ask a parent or leader to help. The wax has to melt and must be handled carefully.
2. You can use a pail of sand to make this candle.
3. Dig a hole in damp sand for the size of candle wanted. Flatten bottom of candle with glass.
4. Use string for a candle wick. Tie one end to a stick longer than the width of the hole you dug, suspend string so it hangs in center of candle. Weight string by tying small pebble on lower end.
5. Melt the block of wax with an adult present. If you want color, you will need food coloring or add crayon chips.
6. After wax has melted, pour carefully into hole.
7. Let the wax formation cool to harden.
8. Cut away string from the stick, leaving wick. Remove candle from sand.
9. Outside of candle will have a nice sandy coating. Brush off excess sand.



FANCY PAN

Materials:
Small clean foil pie pans
Construction paper or card cut out
Pencil, scissors, pens
Rubber cement, crayons
Thin cord or ribbon for hanging

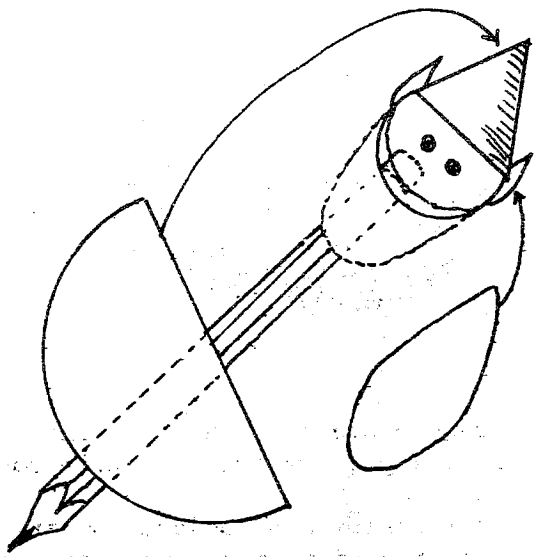


1. Press a piece of paper to inside of pie pan, remove, and trim to fit.
2. Draw features of object you are creating, either freehand or use cut outs from old cards.
3. Cut off rim around pie pan and discard, cutting the sides in 1/4" to 1/2" strips all around.
4. Glue paper design to pan bottom and let dry.
5. Use a tinker toy or pencil to roll fringe curls.
6. Tie ribbon or cord to pan and hang.

LEPRECHAUN PENCIL

Materials: 1 1/2" styrofoam ball
Pencil, moveable eyes; fake fur
Construction paper, felt

Press a 1 1/2" styrofoam ball onto eraser end of pencil. Add moveable eyes, fake fur beard, construction paper elf ears and a green felt hat. (see pattern)



LEPRECHAUN

Materials: Paper towel tube
Cardboard; buttons, yarn;
Green paint; paper; glue

Use a cardboard tube for the base. Cut eight slits down the tube (about three inches long). Gather the slits and hold in place with a piece of tape. This makes the hat. Cover tube with a piece of pasted paper. Cut ears and shoes from cardboard and glue in place. Paint green. Glue on bottom eyes and yarn features.

April

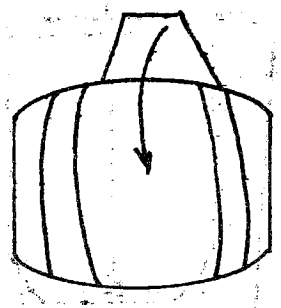
SHOW BIZ

PAPIER-MACHE SNAKE

This project can be educational if you have the boys do research to discover how to paint the snakes with realistic markings.

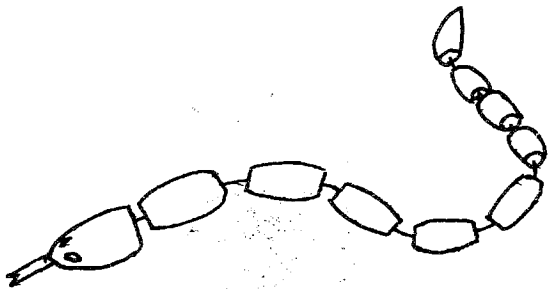
Mix wheat paste (wallpaper paste - it doesn't get moldy) and water to desired consistency.

To make segments, moisten 1 1/2" wide strips of newspaper with paste and wrap around a knitting needle. Slide off and dry. Make



the head section larger by winding narrower strips around one of the segments and shaping into an egg shape. Taper the tail section to a point.

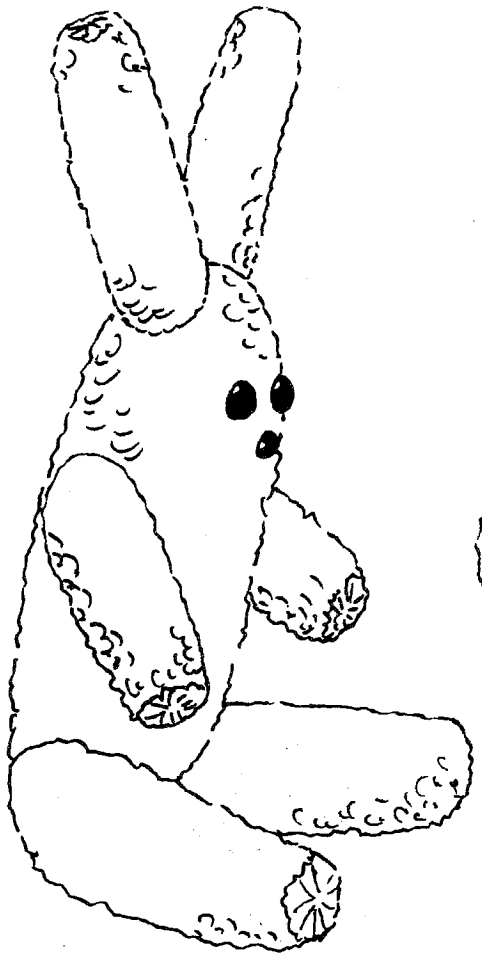
Allow to dry a day or two, then string like beads, knitting ends of string well. The end of the string at the head provides a forked tongue. Paint the snake and decorate with realistic designs.

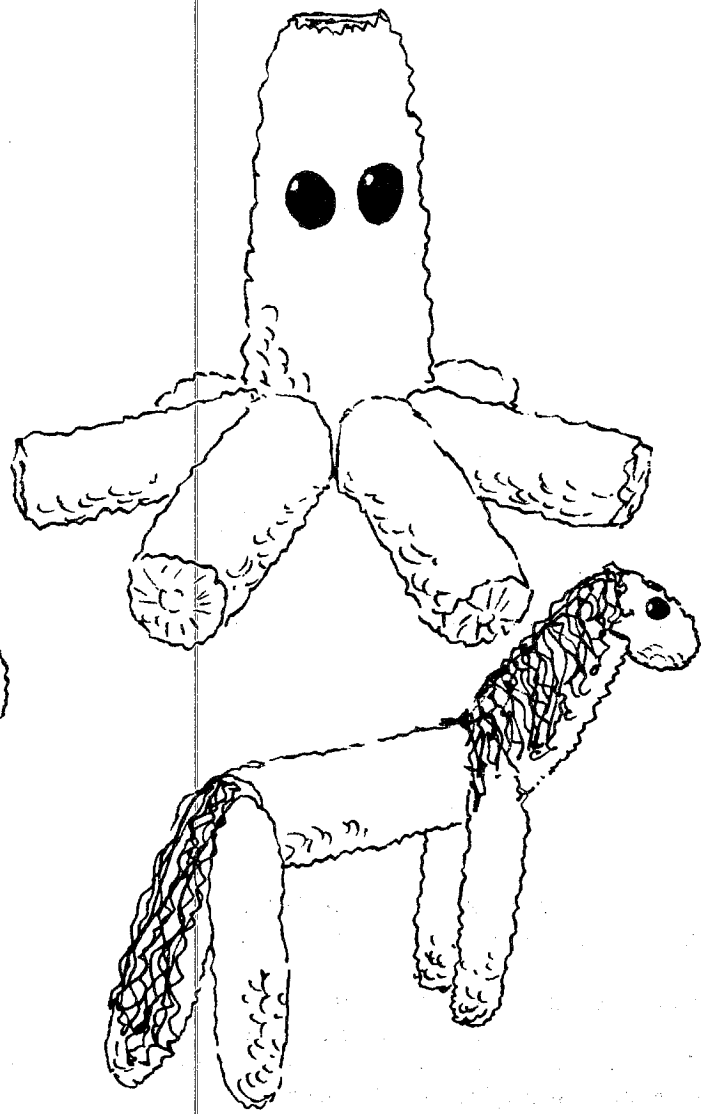


CORNY COBS

Materials: Cobs from freshly cooked corn, corn silk, seeds, rice, white glue, and a knife

Directions: Before the cobs dry out, scrape them clean, and cut them into the lengths you want. Let the pieces dry completely. Then, using the critters pictured, glue the pieces together in animal shapes. Glue on seed eyes or ears, rice teeth, corn silk tails, and manes.

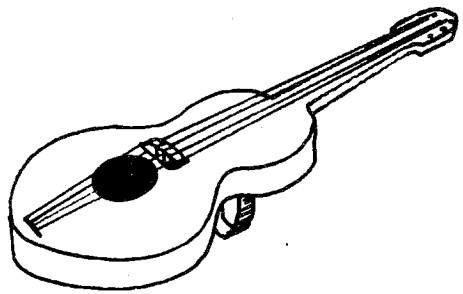




GUITAR SLIDE

Materials: Balsa wood or scraps 1/8" thick; paint, thread; pins

Cut wood using pattern below. Paint the neck, sides and hole black. Paint the head and top tan. Make white lines as marked across the neck. Place 6 pin heads in the head and wrap thread around each, glue tight. Glue a small piece of wood as marked on the body of the guitar, notched to hold the thread; glue threads in place and trim. Glue a leather ring on the back.



EGGY

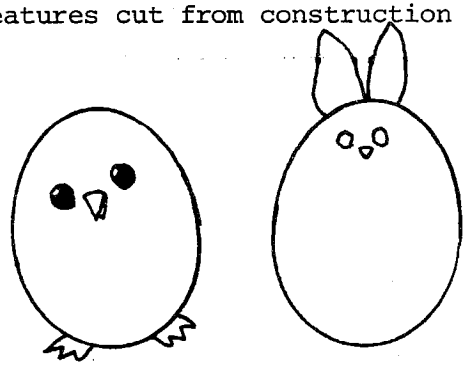
Materials: Blown dried eggs, Acrylic paints Bristol board, Construction paper or poster board; baskets for a chicken centerpiece or rabbit.

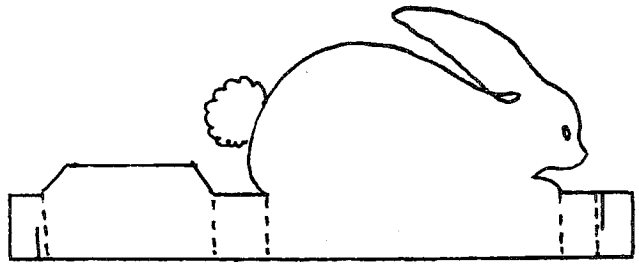
With a needle poke a small hole in the small end of a raw egg and a bigger (1/4") hole in the large

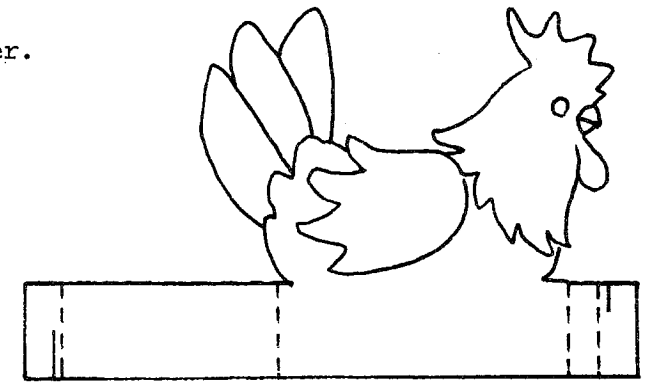
end. Hold egg over a dish and blow into smallest hole so it will empty through larger hole. Rinse and let dry, then paint.

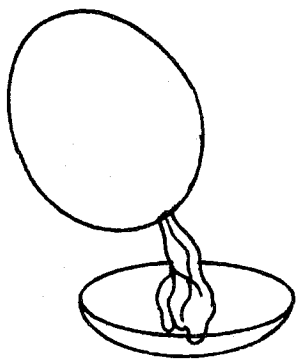
For chicken and rabbit favors add beak, mouth, feet, and ears made from construction paper or felt. Cut feet from stiff paper or Bristol board and glue to egg.

For large basket patterns - draw pattern on Bristol board, folding pattern to cut two sides. Add features cut from construction paper.









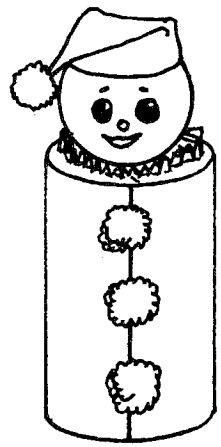
crease basket on the broken lines, fold tabs, and glue in place.

To make handle, cut 2 strips 1/2" x 7" one of Bristol board, one of construction paper. Glue both together and glue on basket.

CLOWNING AROUND

Materials: Salt carton, Pringles can, or coffee can
Construction paper of two or more colors; styrofoam ball for head
Pipe cleaners; cotton ball for cap tassle; craft glue
Any scrap materials around such as sequins, eyes, ric-rac, pom poms, etc.

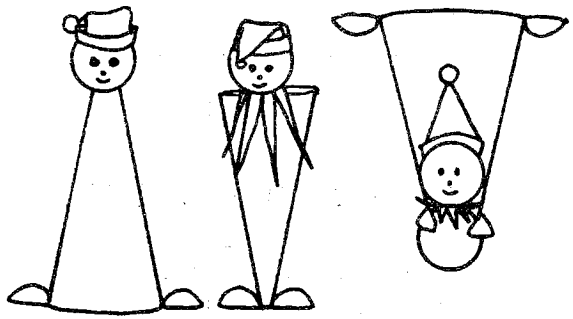
1. Using construction paper cover each half of container the color desired.
2. Push pipe cleaner into styrofoam ball and other end into carton. Glue sparingly on both ends.
3. Make a hat of construction paper.
4. Glue facial notions on head, add a pipe cleaner shaped for the mouth. Add a ruffle of ric-rac and lace pom poms for buttons.



CONE CLOWNS

Materials:
3-6" cones of styrofoam for bodies
3 - 2" balls for heads
Pieces of felt for eyes, hands, caps

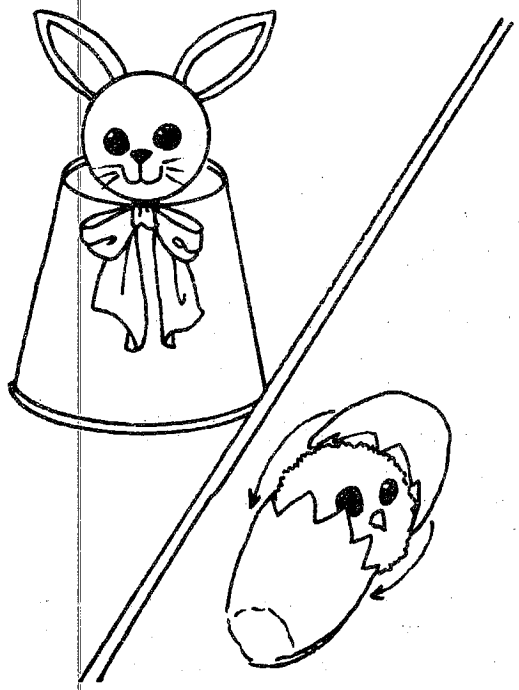
3 - 10 mm Christmas balls for nose [or you may use a substitute.]
6 bumps of chenille for arms
1 bottle of Tacky glue
Acrylic paints - yellow, hot pink, black, flesh, blue or desired colors.



1. Paint styrofoam in colors desired. Assemble bodies and head in position wanted and glue in place. (Use a toothpick as an aid.)
2. Make hats from a semicircle of felt; glue in place on heads.
3. Make eyes and mouth out of felt, glue in place.
4. Glue on a felt nose.
5. Push and glue chenille bumps into form for arms.
6. For hands, cut mittens from felt and glue onto chenille bumps.

PETER COTTONTAIL

This bunny's head is a styrofoam ball; his body is a paper or plastic cup turned upside down. Attach the ball to the cup with white glue. Use the same glue to attach a ribbon band at the base and a bow at the neck. Cut a slit across the back of the head, near the top. Cut out two cardboard ears, paste contrasting color shapes to the centers, and slip the ears into the slit. The rabbit's features are cut from colored paper and glued to the head. Make a tail from a wad of cottom and glue at the back of the cup.



CHICK IN EGG

Cut out two egg carton cups. Cut edges jagged to resemble cracked shell. Tape together at one point, forming bottom. Glue wiggle eyes and an orange, diamond-shaped beak onto a 1 1/2" yellow pom pom. Insert chick into egg so it looks like it's hatching!

May

TREASURES BENEATH THE SEA

TREASURE CHEST

Materials: 1 shoe box; tape; newspaper; wallpaper or flour-and-water paste

Tape the lid and the box together along one length, then add strips of tape from halfway down the side of the box to halfway up the lid, to make it more secure. Roll dry newspaper sheets into a tube the length of the lid, tape the tube, then tape to the center of the lid. Cover entire lid with strips of newspaper dipped in paste. Cover box with more strips, being careful not to get too many layers on the box so that the lid won't close. Allow to dry thoroughly and paint. Your Cub Scouts will have lots of "treasures" to store in

the chest, since boys tend to hoard them (bird's feather, beautiful marbles, shell casings, beautiful rocks, small pencils, small chalk, and other indescribable-but-beautiful items).

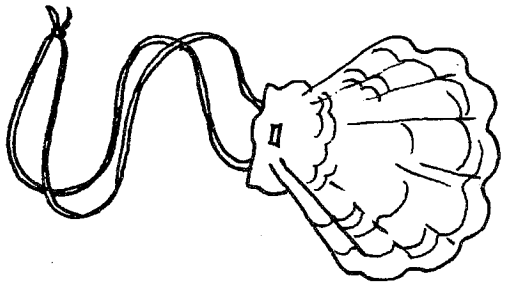
Note: Little fingers this age have a hard time getting papier mache smooth. This treasure chest will actually look better if the finish is rumpled and creased -- right down their alley. Don't forget to praise their efforts.

Seashell Fun

Before you begin rinse shells well. Put just a handful of baking soda in the water to remove odors. Let shells dry. If you spray them lightly with clear varnish, they will always look wet and shiny.

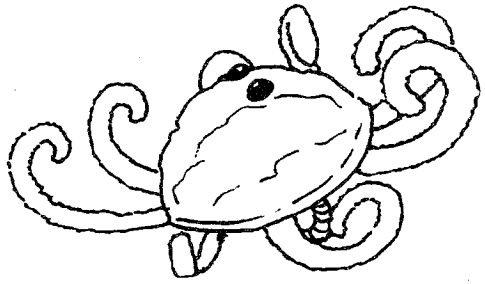
SEA SHELL PIN

You will need a jewelry pin about 1 1/2" long. Cut a 2 1/2" circle of clear, flat plastic from a bleach or milk bottle. Glue shells to one side of the circle and let dry. Glue the pin to the other side.



SEA SHELL NECKLACE

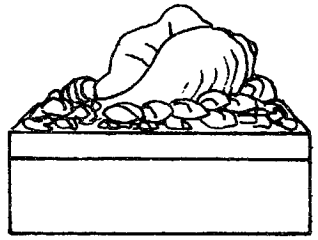
You will need 30 inches of soft cord and a large shell. Drill two holes at the small end of the shell. (Drill from the outside to the inside to keep the shell from cracking.) Slip the cord through the holes. Smaller shells can be glued to the large one.



OCTOPUS SLIDE

Materials: Half an English walnut shell; plaster; pop top ring; moveable eyes; pipe cleaners - black or gray

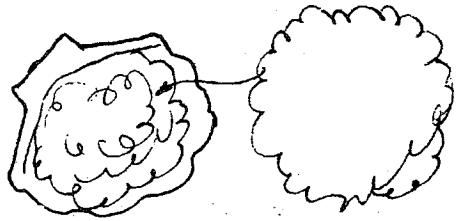
Pour plaster in the nut shells and insert pop can ring. Bend 4 pipe cleaners in half and insert bent end in plaster around edge. When dry, paint nut shell black for the body. Glue on moveable eyes and bend and roll ends of the "legs." Reinforce the pipe cleaners with glue where wires go into the plaster.



SHELL-COVERED BOX

Materials: Sea shells; wooden cigar box or heavy sturdy shoe box
Household cement; cotton, toothpicks
Shellac (clear)

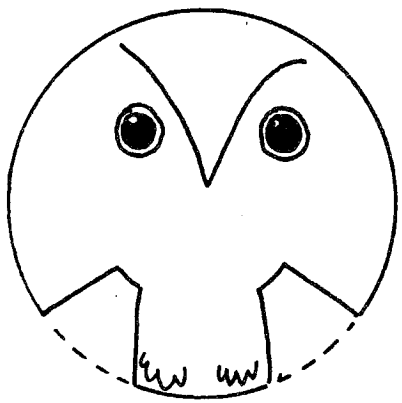
1. Place shells on box to create a pattern, working from center of the top.
2. Glue shells in place with the aid of a toothpick. Some cotton stuffed



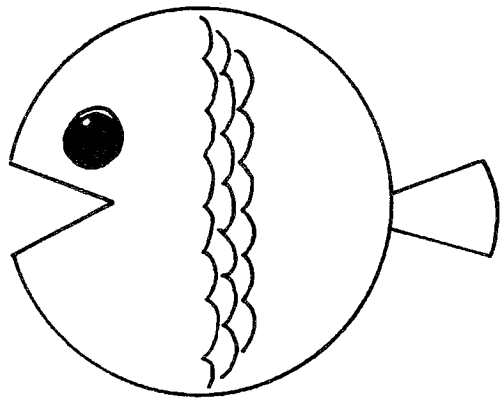
in shell openings and glued will help hold large shells to the box.
3. After shells have been glued into place add a clear coat of shellac to preserve.
4. If desired, add colored rocks, stones, sequins, or seeds to the pattern.
5. Makes a nice jewelry container or valuables chest for mom or dad.

PAPER PLATE NOTIONS

Materials: Paper plates with ridges, colored markers, glue, string and crayons

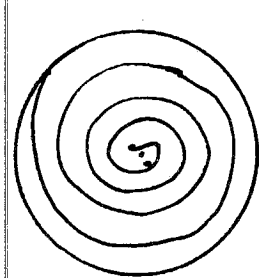


Owl
1. Cut a notch on each side of plate to form tail.
2. Fold over sides to create wings.
3. Draw eyes and features with markers or crayons.

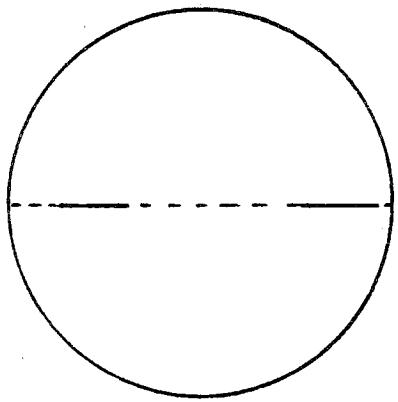


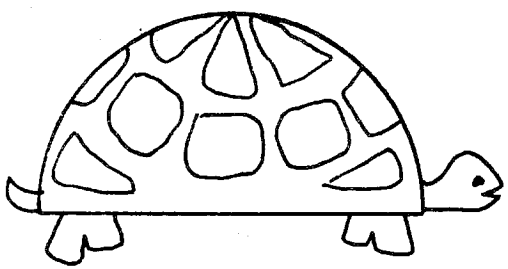
Fish
1. Cut a triangle for mouth area, glue triangle into place for a tail.
2. Draw scales and eyes.

Snake
1. Start at edge and draw a spiral line inward to center as shown.
2. Draw a snake face at center.
3. Draw features and cut.
4. Hang with string for a mobile.



Turtle
1. Use plate scraps to form a head, tail and legs (leaving a tab for inserting).
2. Draw features desired on these pieces.
3. Color a plate to resemble a turtle shell and fold in half. Cut two - 1 inch slits inside on the fold for legs.
4. Insert folded ends of legs into these slit openings and glue.
5. Glue folded shell shut at top.
6. Glue head and tail into place.
7. Bend legs slightly to stand.





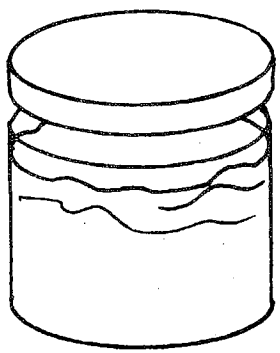
THE WAVE

Materials: Alcohol (rubbing)
Turpentine
Blue food coloring
Baby food jar (jar with tight fitting lid)

Fill jar half full of turpentine. Finish filling jar with alcohol. Add a few drops of blue food coloring to liquid. Then place lid tightly on jar. Run a "bead" of waterproof glue around closed lid and allow to dry. This will keep the liquids from spilling on mom's furniture.

When jar is moved it appears to be a wave, when the jar is shaken it will mix, but will settle again into layers.

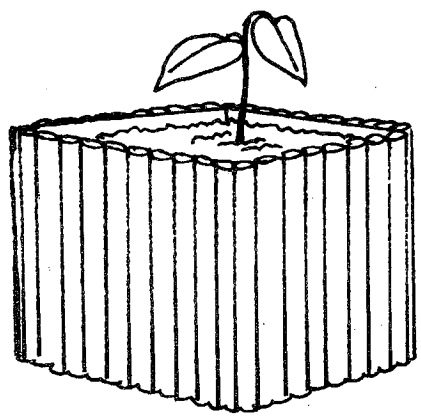
Cub Scouts will love this one -- the mystery of why these liquids won't mix will keep them wondering!



SEED STARTER

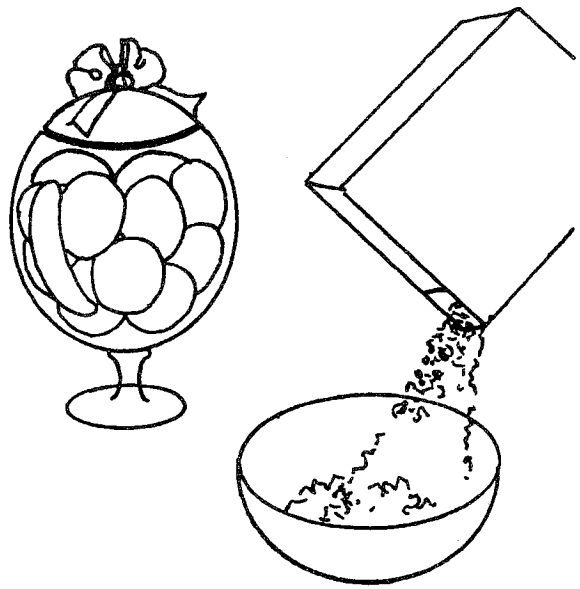
Materials: Milk carton, (1/2 pint) Glue; corrugated paper; tempera paint; plastic spray; rubber bands

Cut the top off the milk container. Dip milk container in hot water to remove the wax being careful not to let wax go down the drain. A bucket of hot water is preferable to using the sink. The cooled water can then be dumped outside. Cut a strip of corrugated paper to fit around the outside of the milk carton. Spread glue over the outside of the milk carton, wrap corrugated paper around the carton, and use rubber bands to hold paper in place until glue is dry. Paint the seed starter with tempera. Apply plastic spray over dry paint until a gloss is produced, to make the surface waterproof.



GUEST SOAP

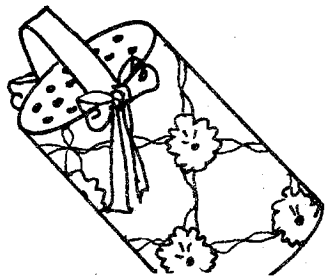
Materials: Glass jar, decorative ribbon, soap flakes, bowl, food coloring, paint or decals



1. Add food coloring to 1/4 cup of water.
2. Combine 2 cups of soap flakes with colored water in a bowl.
3. Mix ingredients with hands until well mixed. The mixture will be stiff.
4. Roll and shape into 1-inch balls. Place in a plate to dry overnight or 8 to 12 hours.
5. Paint the lid of jar and use decals or stickers and ribbons to add a festive touch.

POMANDER

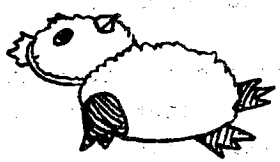
Materials: Bathroom tissue tube
Floral gift paper
Cotton
Flavor extract
Glue, ribbon



1. Stuff tube with cotton dabbed with any kind of flavoring extract, such as lemon or mint.
2. Cover ends with circles of gift paper and poke several holes in top.
3. Cover outside tube with floral gift paper.
4. Glue contrasting ribbon bows to either side of top.

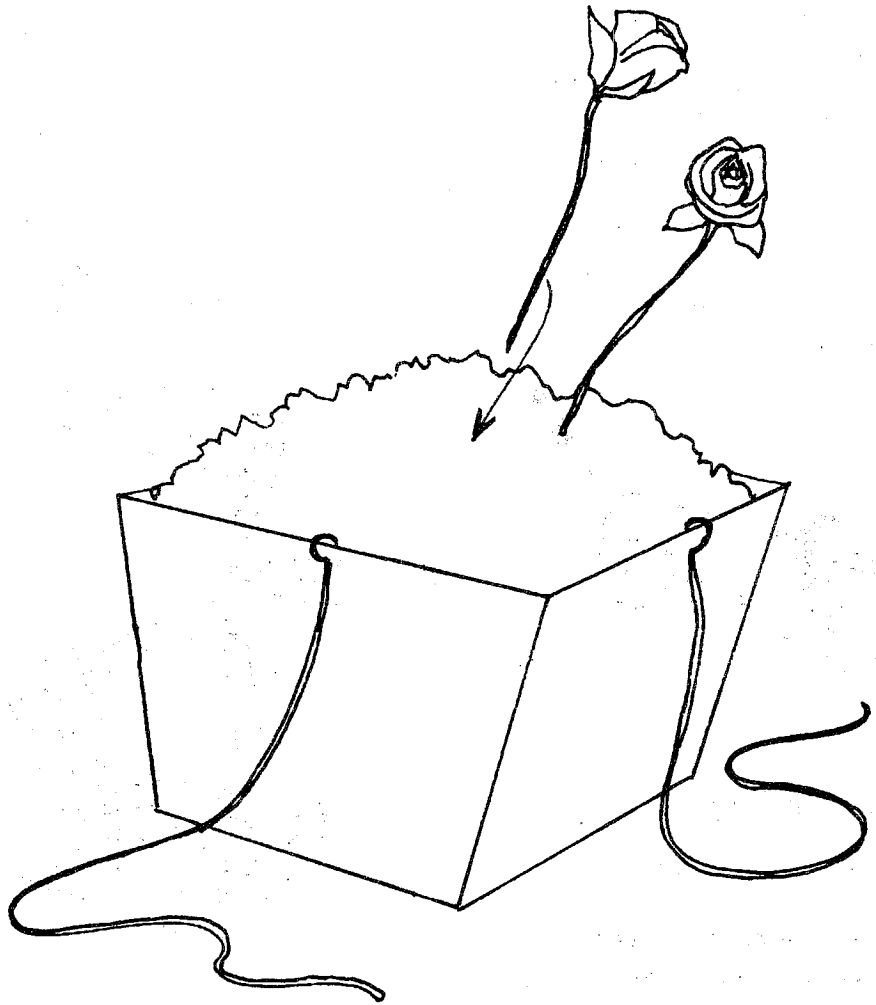
OWL POM-POM

Glue two large brown pompoms together. Cut wings, beak, and feet from felt and glue in place. Add moveable eyes and glue a magnet on back.



MOTHER'S DAY BASKET

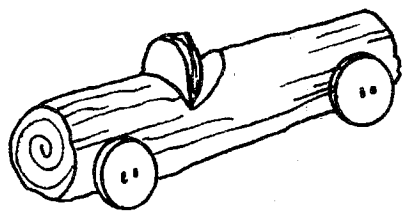
Using a square plastic box, add peat moss and artificial flowers. Add four pieces of yarn 12-15" long and tie at the top.



June
FUN ON WHEELS

RACING CAR

Make a racing car from a thick twig, 3 inches long. Taper the front of the racer by whittling it. Carve out an opening for the seat. Hammer in tacks or glue on seeds for headlights. Glue on a half circle of paper or plastic lid for a windshield. Glue on four buttons or a round, thick slice of twig for the wheels. Of course, this can't qualify for an entry in the Pinewood Derby, but it's fun to make.

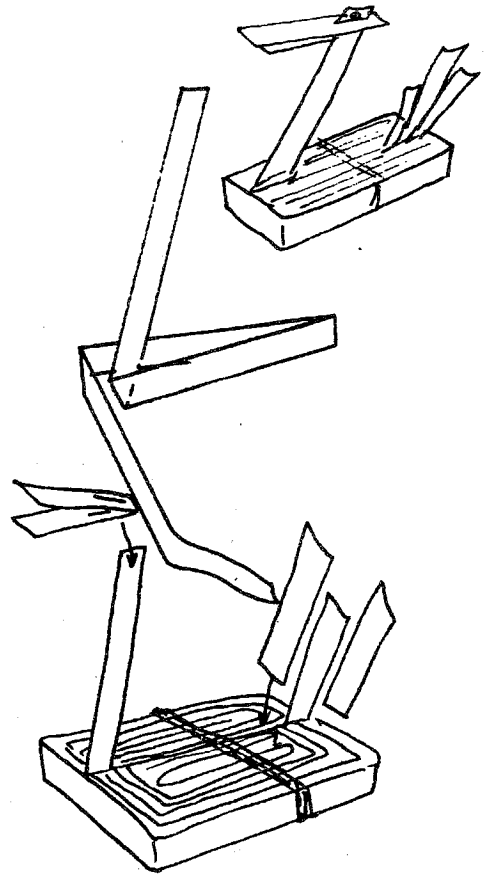


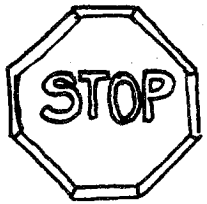
CATTAIL FLOATS

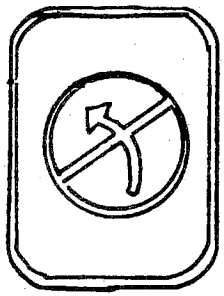
(these birds really do float)

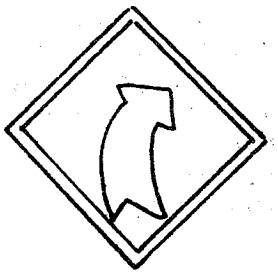
Materials: Fresh cattail leaves
Green string or yarn
Scissors

Choose a long cattail leave to form the duck's neck and body. Fold the leaf around and around as shown. Tie the folds together with string or yarn. Fold a short piece in half to form the duck's head.









TRAFFIC SIGN SLIDES

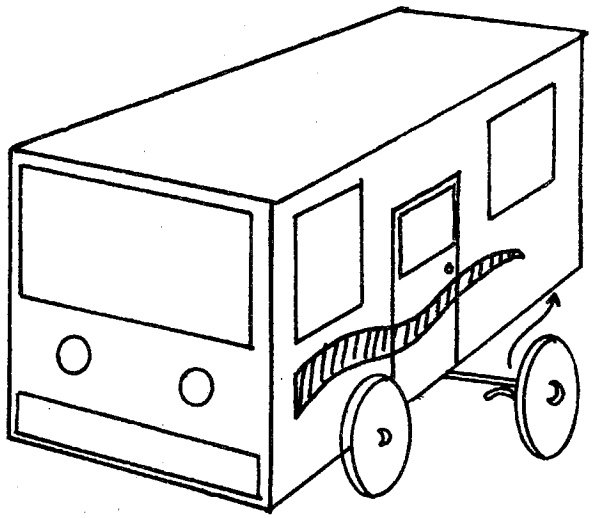
You will need: Heavy poster board
Paint
Pipe Cleaner

Cut patterns from poster board and paint. Glue pipe cleaner ring to back to form neckerchief slide.

SUPER SUBWAY

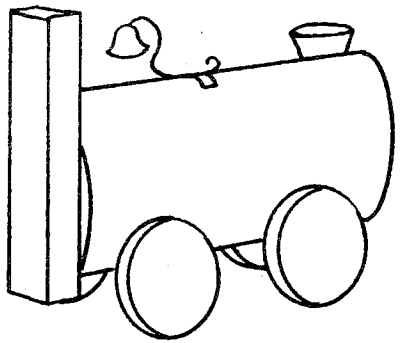
Materials: Large cracker box
White or light-colored construction paper
Felt pens or crayons
Thread spools or old toy wheels
Wire
Pencils, scissors, glue
Newspaper for work area

Cover box with white paper. Lightly pencil in details. Use colored pens or crayons for doors, windows, etc. Attach wheels to a wire and glue to bottom of box.

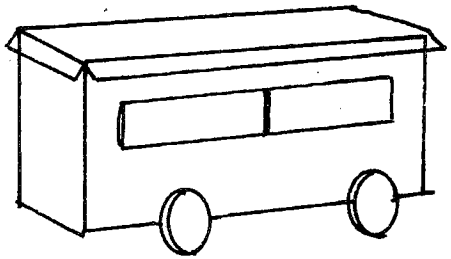


EDIBLE GIFT TRAIN

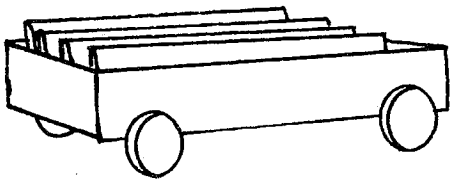
Materials:
Scissors, pencil, ruler, white mat stock, red crepe paper, green foil wrapping paper, green pipe cleaner, tiny silver bell, glue, packages of gum, rolls of hard round candies (like lifesavers), green 1/4" ribbon, cracker jack boxes, assorted small jewelry boxes.



Engine:
Cover round roll of hard candy with white mat stock, glue. Cut red ribbon for stripes 1/4" wide and glue in spiral around roll. Wrap packages of gum in green foil. Glue one under the engine candy roll and glue the other to the end of the candy roll, as shown. Glue on round candies for wheels. Make a 3/4" green foil cone for the stack and glue in place on round roll. Shape pipe cleaner into a hook, add bell, then glue in place on top of engine.

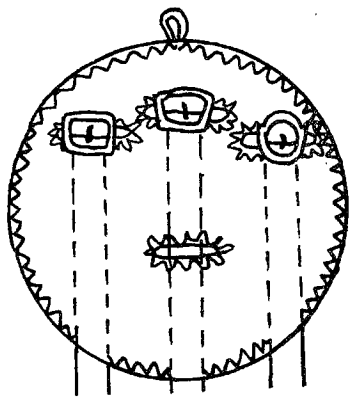


Train car:
Wrap cracker jack box in green foil. Cut a strip of 3/4" x 4-1/2" heavy white paper for roof and bend ends downward. Glue to box. Add round candy wheels. Tape 1/4" strips of red crepe paper to single pieces of chewing gum and glue on sides of car for windows. Using white mat stock, create a 1/4" x 1-3/4" step, then glue to door (also



made of white stock). Bend up bottom of step, mat, and glue on door.

Open Car:
Tape two packages of gum together. Wrap a strip of white stock 1-1/2" wide around the gum and add green ribbon if desired. Cut and glue a red paper band over open end of box. Glue on round candy wheels. Wrap pieces of gum, add green bows, and put inside open car.



FATHER'S DAY BELT RACK

You will need: Large plastic lid (as comes on margarine)
Scissors
Rick Rack, Yarn

Measure the buckles of dad's belts; cut four rectangle slits in a large plastic lid. Trim openings with rick rack and add a small piece of yarn for hanging.

MESSAGE BIRD

You will need: Paint
Large frozen juice can
Clamp clothespin
Note paper
Two pop bottle caps
Pencil

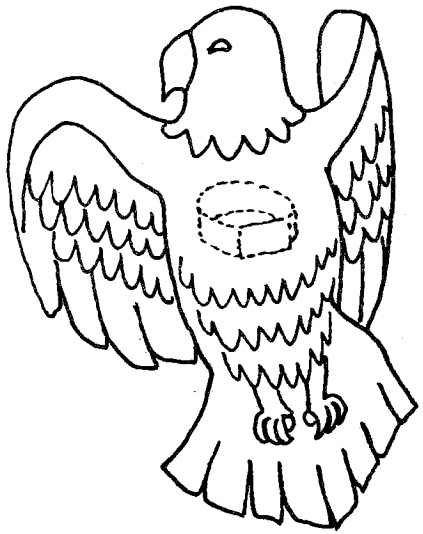
Wash and dry juice can. Paint the outside of the can with tempera and let it dry. Glue a clothespin in place for the bird's beak. Glue a bottle cap on each side of the beak for the eyes, with the inside of the caps facing outward. Punch two circles from yellow paper and glue them in the caps for pupils. Put a pencil and some note paper inside the "message bird" and keep it by the telephone.

July
STARS AND STRIPES

EAGLE SLIDE

Materials: Plastic bottle
Plastic curtain ring
Scrap of felt
Acrylic paints
White glue

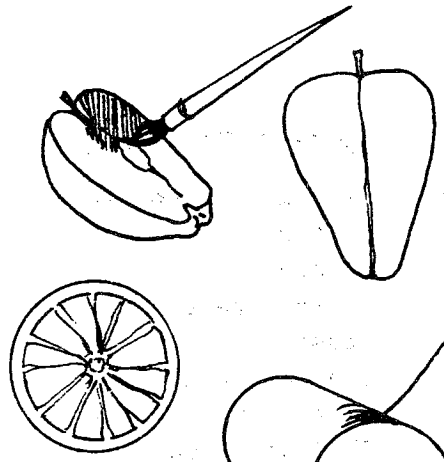
Tape pattern on the bottle and cut. Use coarse sand paper to roughen the back for a better glueing surface. Cut felt backing slightly smaller than the plastic piece. Sew the curtain ring to the center of the felt and glue felt to the back of the eagle. Paint details on slide with acrylic paint.

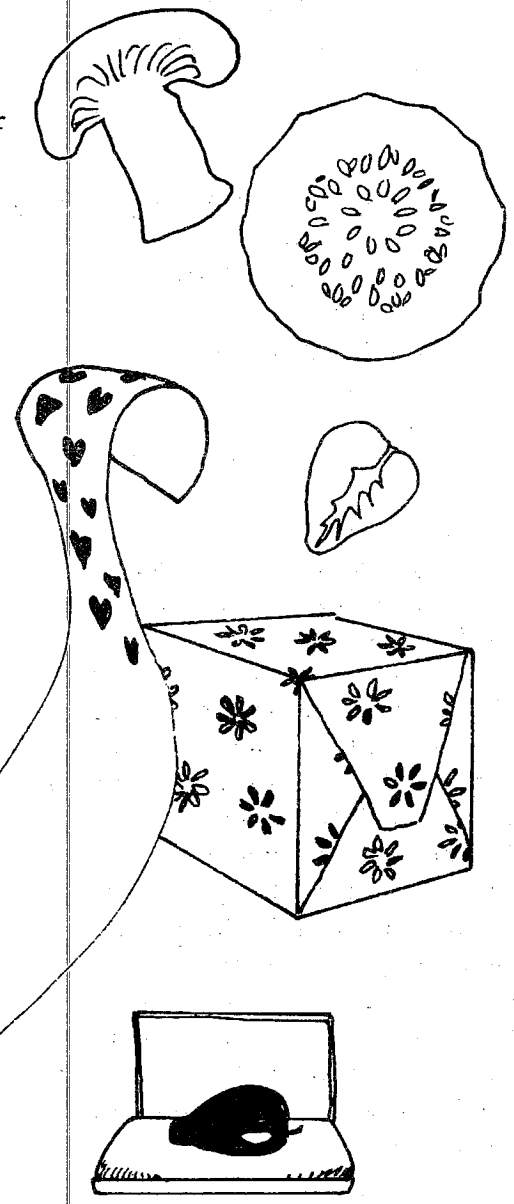


WRAPPING PAPER

Make your own wrapping paper by stamping designs all over plain white butcher paper. Make folded greeting cards, paper place mats, and kitchen calendars, too. You will need tempera paints or poster paints, paint brushes, and paper towels. Choose your fruit or vegetable and cut it in half. If it is juicy, blot gently with paper towels. Carefully paint the cut surface and press evenly on the paper. Be sure the print is completely dry before using.

[Note: Washable prints on cloth can be made by using acrylic paints or permanent India ink.]

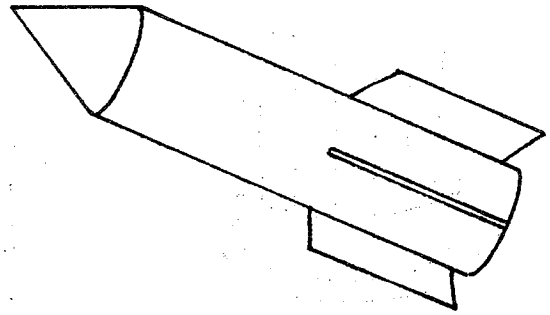




ROCKET

Materials: Paper towel tube
Construction paper
Glue
Colored markers, paints

Paint or cover the cardboard roll with construction paper. Cut out rocket fins and glue to tube. Cut a circle from construction paper, cut it in half, then use half to form a cone-shaped nose for rocket, glue in place.

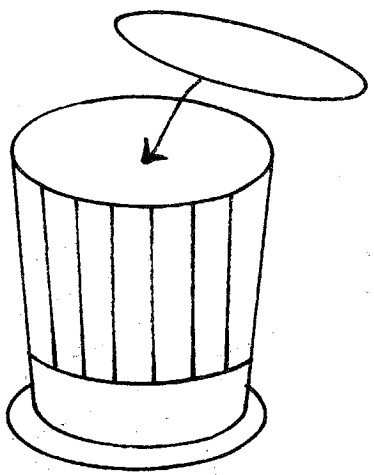


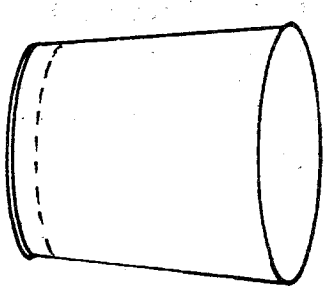
UNCLE SAM HAT PENCIL HOLDER

Materials: Unwaxed 9-oz. Paper Cup
Red, white, blue paint
White glue, index cards
Light cardboard

Mark a 3/4" line from cup bottom. Mark a 2" line from bottom for hat band. Cut on lower line and remove bottom of cup. Put large end of cup on

piece of cardboard and trace around it. Cut out circle and glue to large end of cup. Cut large circle hat brim, removing center, and glue to small end of cup. Paint brim and band blue, paint red and white stripes on sides of cup. Paint cardboard bottom white. Cut 12 stars from index cards and glue to hat band and brim.





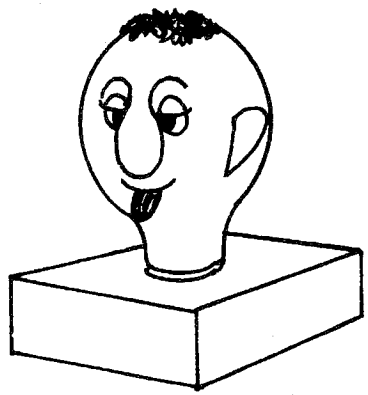
August

FAMILY FUN

LIGHT BULB PAPER WEIGHTS

Materials: Small light bulb
Plaster
Small gift boxes
Vaseline
Cardboard
Colored enamel paint

Put Vaseline inside small box to allow easy removal of plaster later. Mix plaster to consistency of whipped cream and pour into small box. When nearly set, screw lightbulb into wet plaster and allow to dry. Peel off box and sand base. Paint entire paper weight with white enamel, then add features with colored enamel. Be sure these paper weights are to be given as gifts to adults; small children should not be given light bulbs, even if they are protected with a coat of paint. Also: Be sure to mix plaster in disposable container and DO NOT rinse or allow plaster to go down drain.

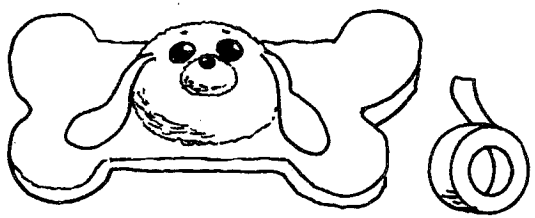


TISSUE PAPER BOTTLE

Materials: Art tissue, colored
Bottle
Scissors
Library paste
Brush
Liquid starch
Clear white shellac
Shellac brush
Small can
Paper towels

Tear paper toweling into small pieces. Glue one coat of toweling

pieces to bottle with library paste. Pour liquid starch into small can, begin tearing tissue into small pieces, dip into starch, and apply to bottle. (Be sure paper toweling layer is dry first.) After tissue has dried, apply two coats of shellac.



DOG BONE MAGNET

Materials: Dog bone snack
Acrylic-clear
Felt
Moveable eyes
Scissors
2 small pom poms
2 1/4" pom poms (buy in fringe department
Magnetic tape
Turkey glue

Dip done bone into clear acrylic and allow to dry. Glue pom pom in center. Add felt ears and small 6 mm. nose pom pom or felt circle. Glue on moveable eyes. Add magnetic tape to back of bone.

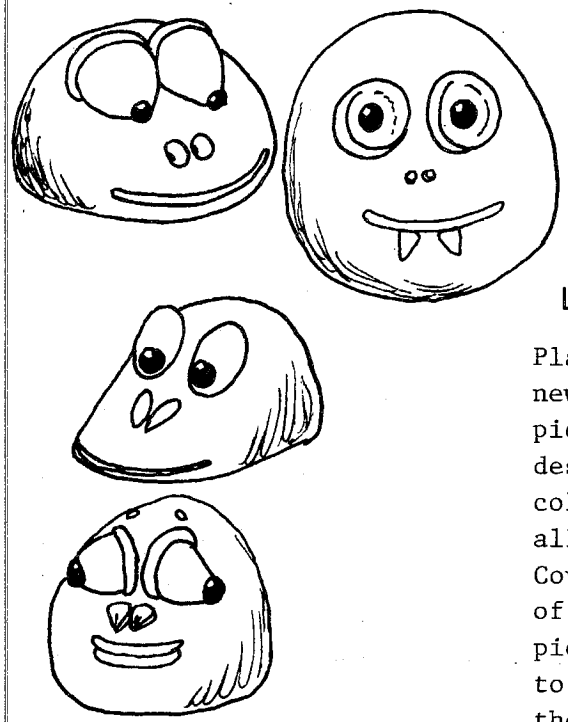
September

MR. FIX IT

TOAD STONES

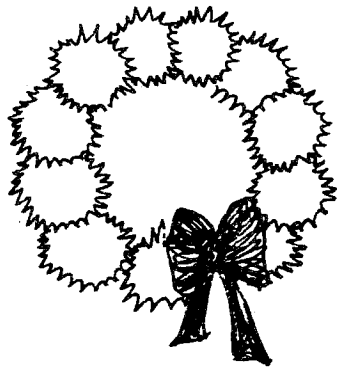
Materials: Stones
Acorn caps
Plants, leaves, seeds, twigs
Tacky glue

Glue above items together forming features on stone toads. Delightful paper weights.



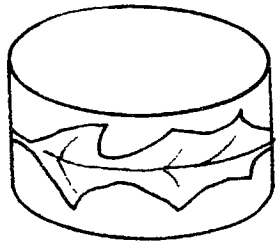
SWEET GUM BALL WREATH

Glue sweet gum balls to cardboard circle, paint green or gold, add bow.



LAMINATED LEAVES FOR FALL

Place a large piece of plain paper (not newspaper) on ironing board. Lay four pieces of plastic wrap, but to the size desired, on top of the paper. Position colorful leaves on top of the paper, allowing one inch space between the leaves. Cover the leaves with four more layers of plastic wrap and top off with another piece of plain paper. Iron at low setting to melt the plastic together and around the leaves. Remove the paper and set the

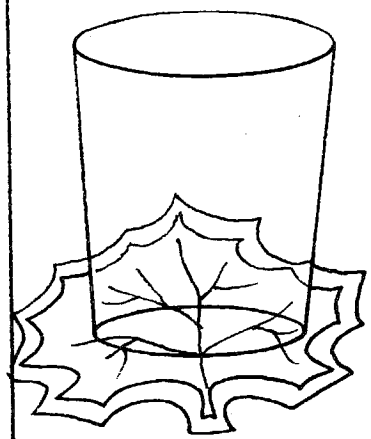


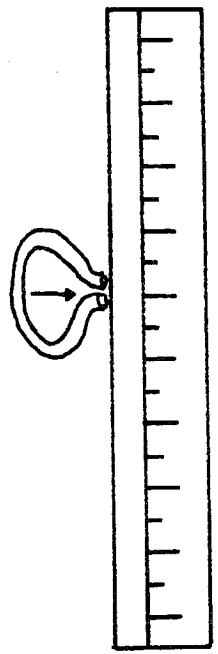
laminated leaves aside to cool for a few minutes. Cut or trim to size. Be sure to leave at least 1 inch between edge and leaves so the plastic will not pull apart.

RULER NECKERCHIEF SLIDE

3/8" scrap wood, jute

Cut wood to desired ruler shape. Add details with ink. Make a loop of jute and glue on the back of the ruler. To reinforce, staple jute to ruler, pressing gently so stape won't go through.





FIRST AID KIT

Materials: Felt and trim
L'Eggs egg
First Aid supplies

Cover egg with felt, decorate with rick rack or trim. Add first aid supplies.

SEWING KIT

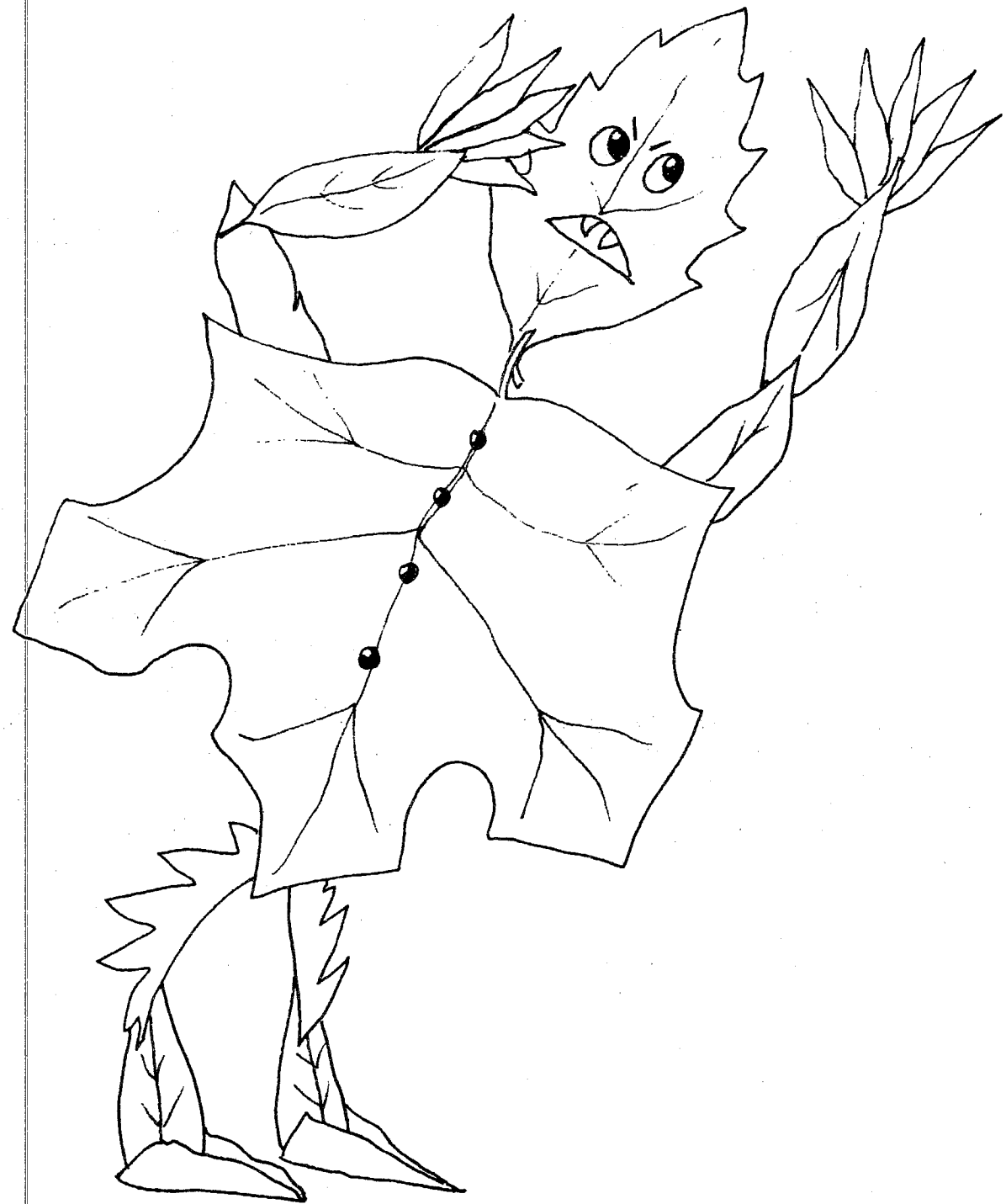
Materials: Felt and trim
L'Eggs egg
Cotton

Glue cotton in one end of egg, cover with material and glue in place. Cover outside of egg with felt, trim, and add pins to the pin cushion.

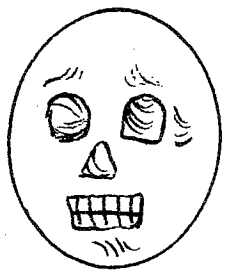
October
GOBLINS AND GHOSTS

MAPLE LEAF MONSTERS

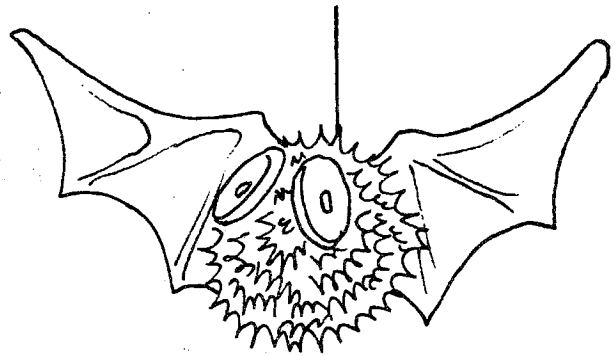
Gather colorful autumn leaves and press them for at least a week before use, between sheets of newspaper weighted with heavy books. Glue leaves to a sheet of contrasting construction paper into the shape of monsters. Add seeds, acorn caps, or buttons to form features.



Skull - Cover an inflated balloon with several layers of newspaper strips spread with wallpaper paste. Shape bony contours to resemble skull. Deflate balloon by piercing with a pin when paste is dry and paint skull light gray. Cut openings for eyes, nose and mouth. Sand smooth and paint white. Behind mouth, glue gray paper with white painted teeth.

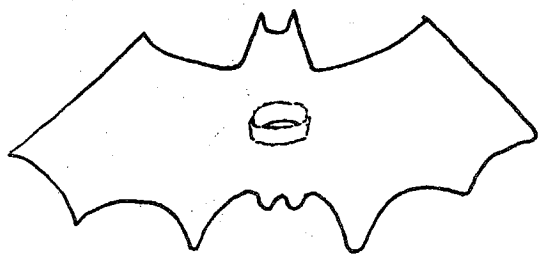


Giant Bat - From fairly heavy cardboard, cut outline of bat's body, tail, legs, ears and out-stretched wings (about 30" across). Glue on wire for "ribs" in wings and hold in place by covering entire bat with a layer of tissue paper. For body and head, glue on wads of tissue paper. Glue on strips of tissue paper to shape neck and mouth and to join head and body smoothly to background. Paint brown with gray markings. Add thumb tacks for eyes and hang with wire attached to wings.



Batmobile - Tie thread around a sweet gum ball. Add acorn caps for hollow eyes. Make wings from construction paper and hang your bats from two crisscrossed sticks.

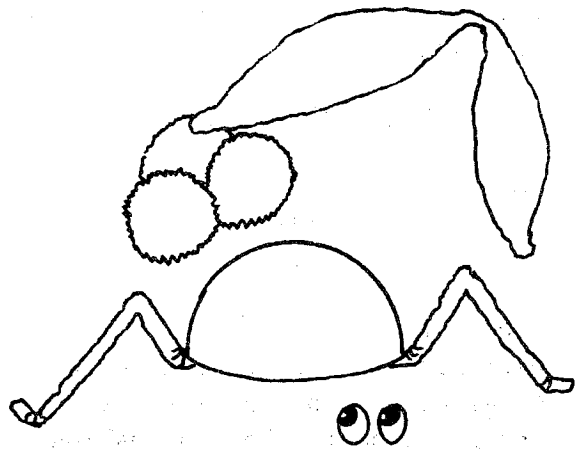
Materials: Sweet gum balls, thread, acorn caps, black construction paper, two sticks and glue.



BAT SLIDE

Materials: Plastic or pop top ring
Black felt
Glue
Cardboard
Needle and thread

Cut two pieces of black felt, bat-shaped, as shown in pattern, using larger outline. Following the dotted line outline, cut 1 piece of cardboard. Sew plastic ring or pop top to center of one of the pieces of felt (this is the back). Glue pieces of felt to the cardboard, front and back. Allow to dry.



BLACK SPIDER

Materials: 1 1/2" styrofoam, scrap red felt; 9 black chenille bumps or black craft spray paint 4 black chenille stems or pipe cleaners; 2 - 5mm glue on moveable eyes; Tacky glue

Use 9 single bumps to cover the styrofoam ball and glue in place, or paint and let dry.
Bend 8 1/2" long stems, insert to body and glue to create legs, 4 on each side
Cut a red mouth from felt scrap, glue on eyes.

SOAP CANDLE HOLDERS

Materials: Ivory soap; knife (paring, etc.); orange stick; paint; candle

Cut the soap in half and scrape off the lettering with the knife. Mark a pumpkin design on the narrow end, and a circle for the candle hole on the top. Round off the corners and keep shaving until the soap is a pumpkin shape. Be careful not to cut too deep. Hollow out the candle hole a bit but don't deepen it to fit until the pumpkin is completed. Deepen lines with an orange stick. Carefully scrape away the soap to curve the sections between the grooves, smoothing the surface with the side of the orange stick. Use the point of the stick to make the features. With water colors, paint the pumpkin orange with black features.

POSTAGE STAMP COLLAGE

Materials: Used postage stamps
White glue
Picture of your choice (ship, house, animal, etc.)
Cardboard backing for picture
Spray finish
Frame to fit picture

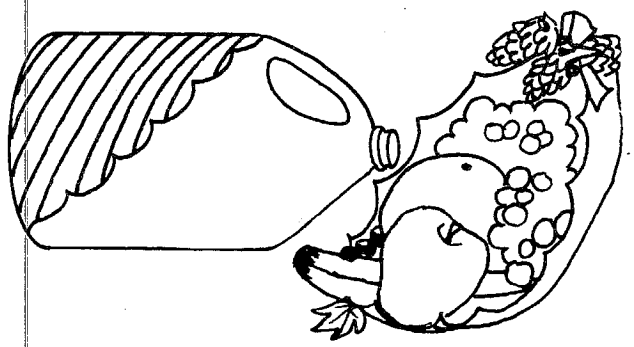
Remove postage stamps from envelopes; soak in water if difficult to remove. Separate stamps into piles according to color. Glue your picture to cardboard backing. Glue the stamps over details in your picture (following color arrangement-dark and light - if you wish). Place stamps at odd angles and overlap edges. Let glue dry thoroughly. When dry, apply 2 thin coats of spray finish to the picture, allowing time to dry between coats. Frame picture as you wish.

November
BRIGHT IDEAS

CORNUCOPIA

Materials: Plastic bottle
Felt or paper
Glue
Pine cones
Paint

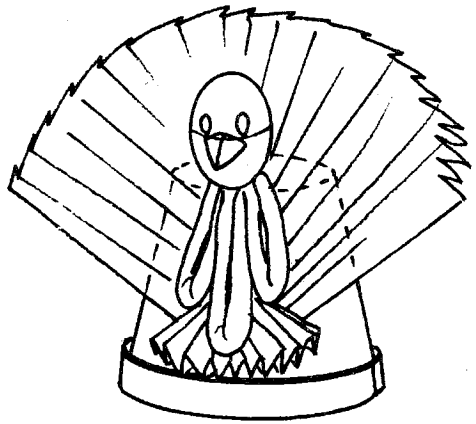
Cut the plastic bottle, as shown, discarding the shaded portion. Paint the bottle a pretty autumn color. Glue paper or felt leaves (in colorful autumn shades) around the open end. Add a few pine cones to the top and to cover the neck opening at the back. Add a yarn bow to the handle. Fill the cornucopia with nuts, fruits, or other symbols of the harvest to lend a festive touch.



SCRAP CRAFT TURKEY

Materials: Flowerpot
Newspaper - comic section
Plastic egg container
Glue, paint, yarn (orange)
Cardboard roll
Scrap pieces of felt

Turkey's body is an upside-down flowerpot. Spray paint a plastic flowerpot brown; leave an unglazed flowerpot plain. To make the "feathers," use two single sheets (or a double sheet, cut in half) of newspaper - the comic section is especially colorful. Fanfold each sheet crosswise. Glue the edges of the sheets together, making a wide fan. Spread folds on either side of the clip. Tape or glue outer edges of larger section of fan (the tail feathers) to flowerpot. Turkey's

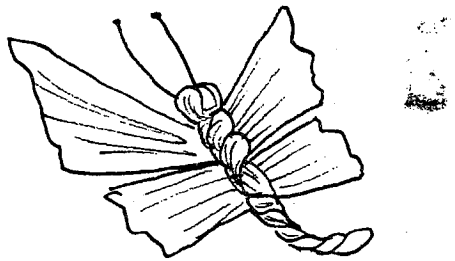


head is a plastic egg container from pantyhose. The neck is a 6" to 7" length of cardboard roll, cut on an angle. Glue or tape egg to one end of the roll and spray paint brown. When dry, glue back of neck to the center folds of the large feathers, just above paper clip. Cut turkey's beak and feet from yellow felt, eyes from orange felt. Glue on. Make turkey's wattle from a looped length of thick orange yarn (such as used in gift wrapping); glue beneath beak.

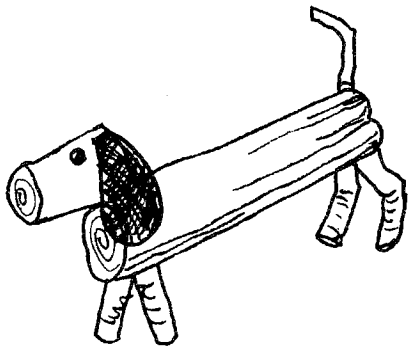
CORNHUSK BUTTERFLY

Materials: Green or dried corn-husks; white glue; "twist-em" seals (bread ties); scissors, and beans or seeds for eyes.

Squeeze white glue all over the husk. (Dried husks should be soaked in warm water until soft and then blotted dry. Twist and squeeze the husks into a long roll - until the glue becomes tacky as you work with the husks. Hold the roll in place with "twist-ems." Bend it



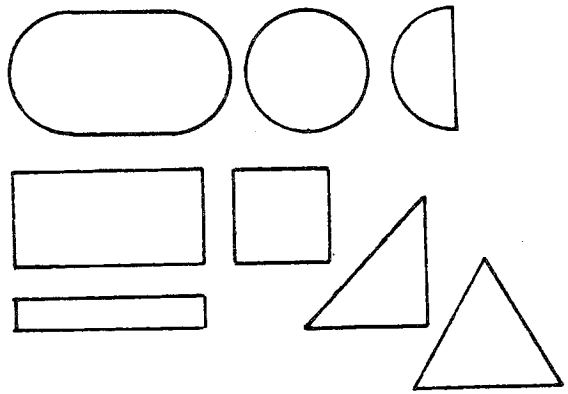
into the desired shape, and again hold the shape by using "twist-ems." Trim the husks with scissors if necessary. Let dry completely. Add wings and antennae which have been cut from flat pieces of husk. Glue on bean or seed eyes.



Sometimes just looking at the shape of a twig can inspire an idea or creations like these:

Dachshund - For the head and body, use twigs, 1/2" thick. Taper the nose by whittling, add tacks or seeds for eyes and a nose. Glue the head to the body. For the legs, glue on shorter, thinner twigs. Make ears of wood shavings or paper, and glue on a thin twig for a tail.

Dragonfly - Use a straight twig about 2 1/2" long, and glue on a shorter and thicker slice of twig for the head. Make three pairs of legs from sturdy but flexible wire (about 18 gauge), 1 1/2" long, bent at both ends as shown. Wrap the middle part of the legs with tape to provide a gluing surface. Glue the legs to the underside of the dragonfly. Cut two sets of wings from plastic lids from margarine tubs. Cut each set in one piece, making one siet about 3 1/2" and the other about 2 1/2" long. Remove any lettering with fingernail polish remover; glue the wings onto the back.

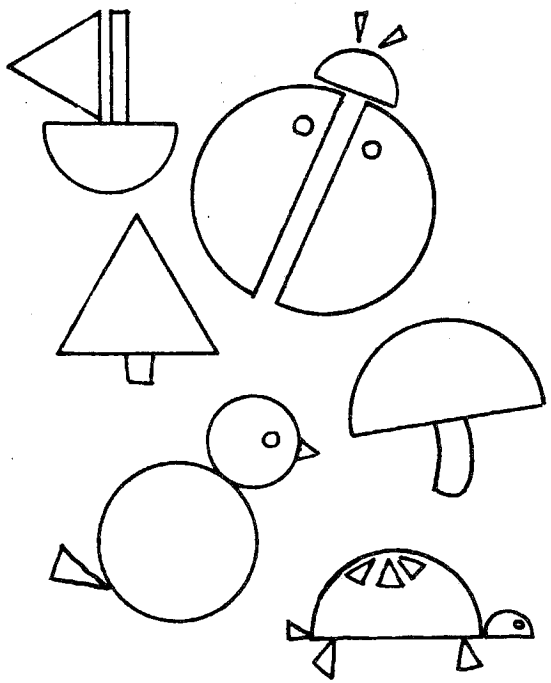


SCISSORETTS

Materials: Black, white construction paper

Make several circular pieces by using round objects (compass, money, cups, bottles)

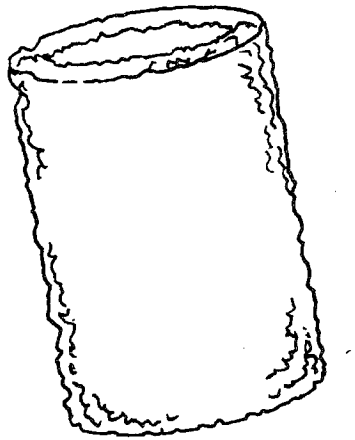
See how many different animals, objects or things you can create.



CREPE CLAY CONTAINERS

Materials: Two folds crepe paper (white blends well into any other color)
One cup flour
Two teaspoons salt
Fine abrasive paper (4/0,6/0)
Empty tin can
Clear lacquer

Prepare crepe: a) Cut crepe paper in 1/2" strips. b) Without unfolding, stretch each stip fully. c) Cut



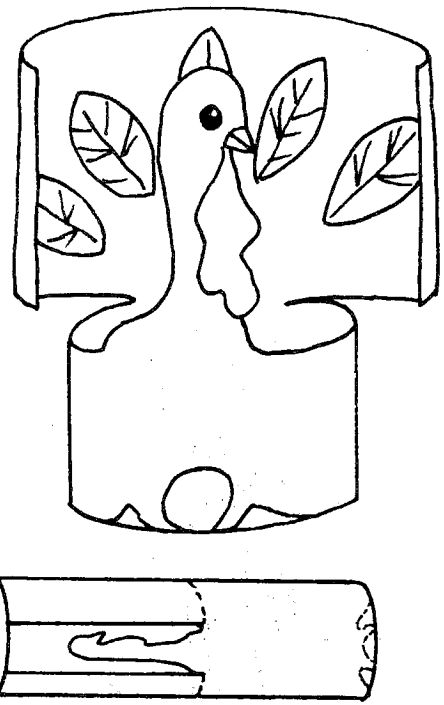
crepe paper into confetti-like pieces. d) Shake confetti pieces into a can to separate and mix.

Mix clay: a) Pour 1 cup of water on confetti. b) Add gradually 1 cup water and 1 cup flour. c) Mix to stiff, cookie-like dough, adding more flour if necessary.

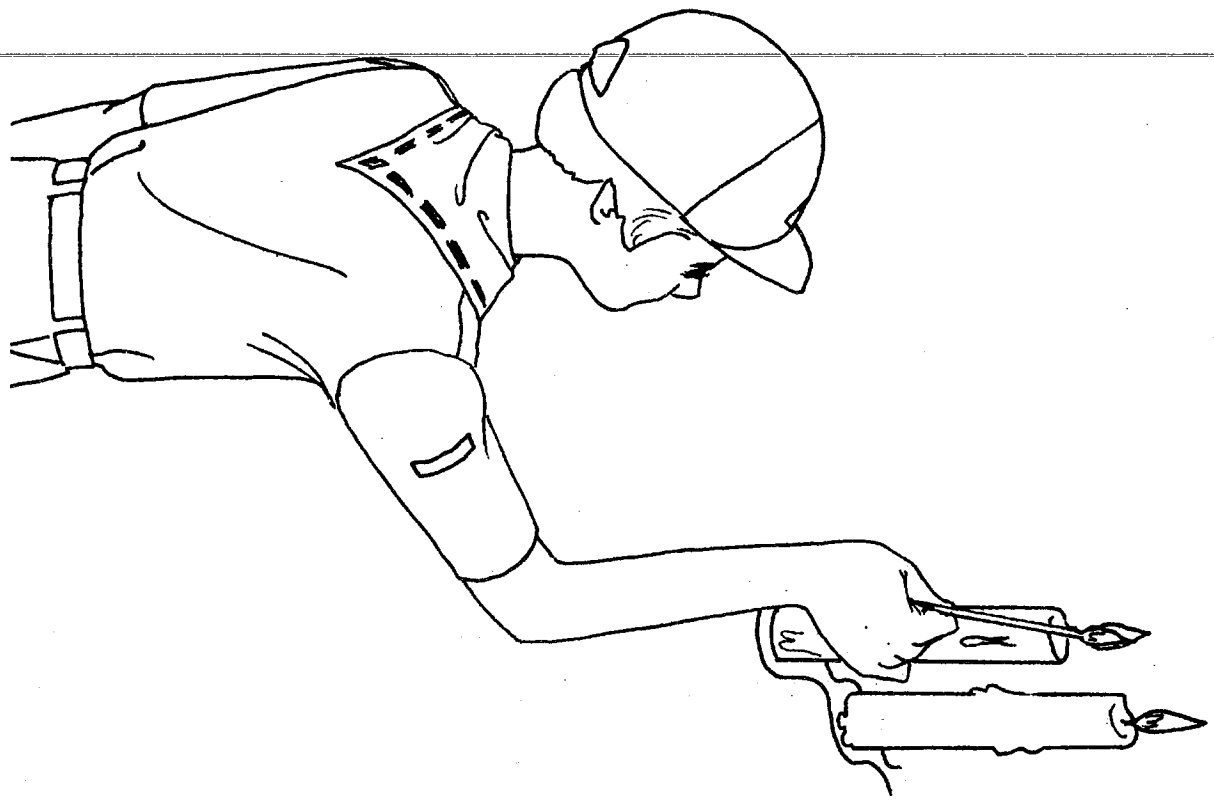
Cover foundation: a) Apply crepe clay to bottom and sides of can, using the back of a spoon as a trowel. b) Smooth clay to 3/8" thickness. c) Allow to dry, then sandpaper rough edges. (Sometimes in drying mold will form. Remove with 6/0 abrasive paper.) d) When thoroughly dry (24-36 hours) apply two or more coats of clear lacquer.

TUBE TURKEY

Use an empty tube from bathroom tissue to make this turkey. Cut sections from the bottom of the roll for feet as shown in illustration. At the front of the turkey, cut two 3-inch slits, about 1 inch apart, starting at the top of the roll. Trim this 1 inch portion into the turkey's neck and head. Round off the corners of the remainder of the roll to form the tail. Paint with tempera paint.




Do not handicap
your children by
making their lives easy.



XVI – XVII CEREMONIES

X V I DEN CEREMONIES

DEN CEREMONIES

Den Ceremonies are as important to a Cub as good soil, water, and lots of sunshine are to a strong, healthy treet. They should and can help accomplish growth for your Cub Scout. Ceremonies, which help each Cub Scout realize his importance to his den, should always be on the boy's level, within his understanding and interest.

Opening and closing ceremonies indicate the official beginning and ending of the Den Meeting. Taking part in the opening flag ceremony helps the Cub Scout understand good citizenship. The opening ceremony might include a song, a patriotic poem, and a few facts about our American heritage.

Award ceremonies should be used to add importance and excitement when presenting a Cub Scout an award he has earned. Immediate Recognition beads, which are used to recognize Cubs who have completed Achievements, should be given in a Den Ceremony. This is an incentive for the Cub Scout to keep progressing and encourages him to complete other requirements so his badge may be awarded during a pack meeting.

Special recognition ceremonies can be used for birthdays, special achievements or awards, performing outstanding work in the community, welcoming new Cubs, or to say goodbye to a Cub graduating into Webelos Scouts or moving to another community.

How Ceremonies Differ
From Den Meetings and Pack Meetings

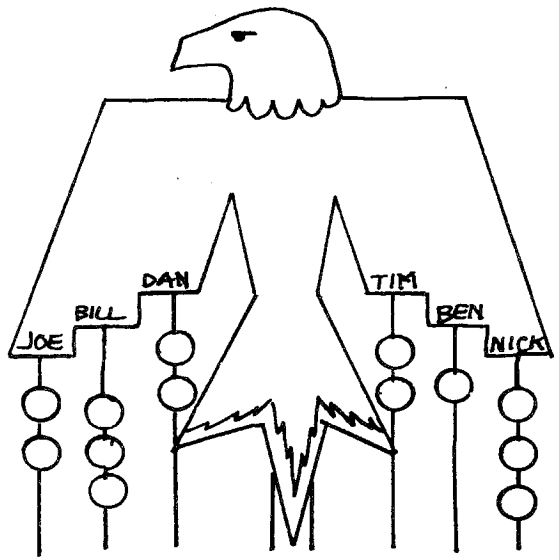
In the Pack	In the Den
1. Group of 25-35 boys.	1. Group of 4-8 boys.
2. Badge awards once a month.	2. Achievement awards every meeting.
3. Time, 1 to 1-1/2 hours.	3. Time, 1 hour.
4. Exhibiting finished projects.	4. Working on projects.
5. Doing skits, opening or closing.	5. Doing a skit, song, game; an opening and closing.

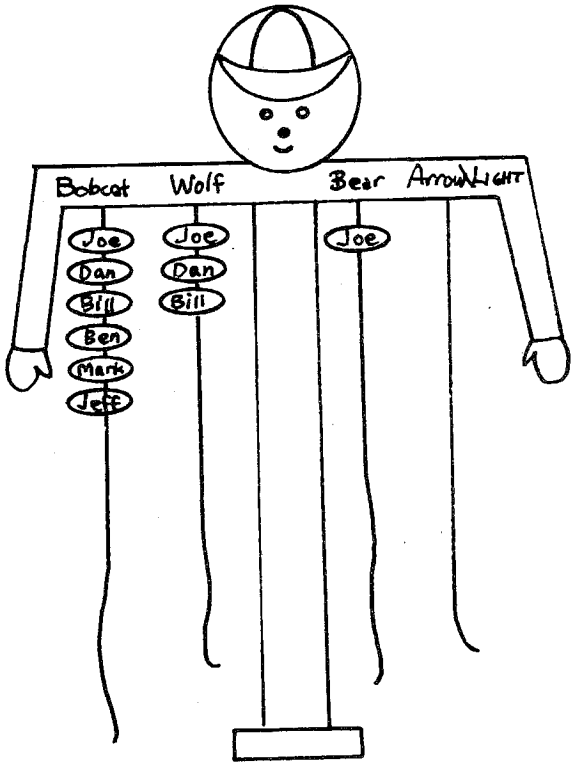
Den Doodles

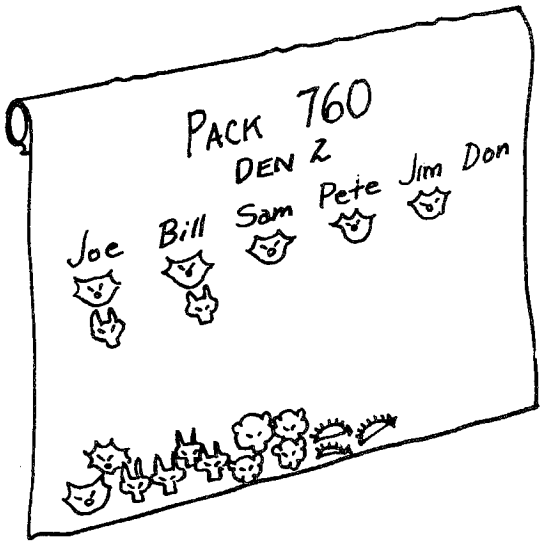
A very informal Den advancement ceremony can be achieved with a "Den Doodle," a visual aid for each Cub to see his achievements and growth. Den Doodle additions are normally placed by the Cub after his advancement chart has been marked.

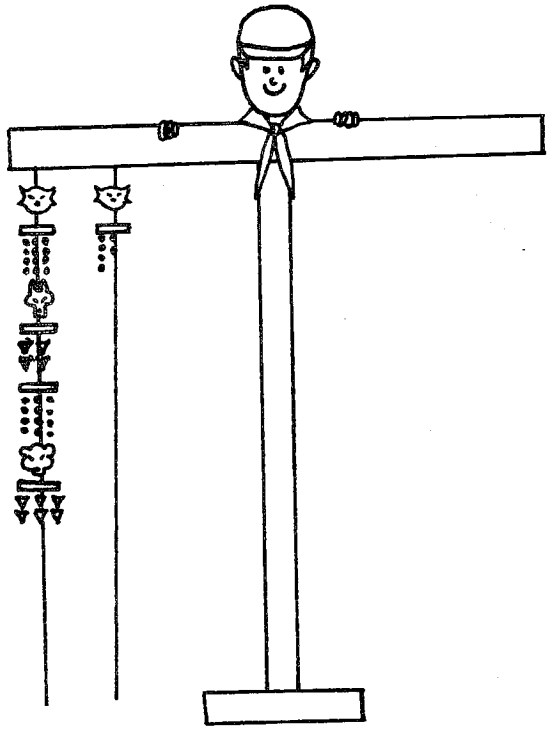
When the Cub receives a rank, such as Bobcat, he gets to paint it before hanging it on the Den Doodle. The center string is used for any Doodle received at the Pack meetings. Once a boy graduates to Webelos, he may take his Den Doodle string with him.

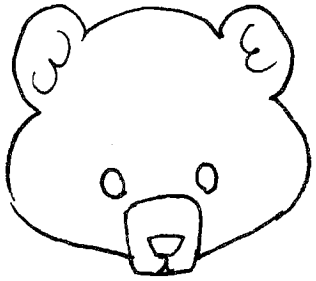
Some suggested ideas for this project are:

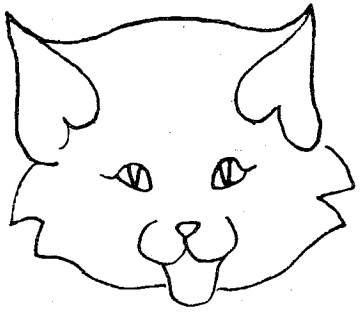












By using 1 strand of plastic lacing and 4 strands of light macrame cord or 4 oz. yarn, you can use the small beads as tie slides, followed by 3-4 square knots to hold in place; then the plastic lacing will fit through the hole in the yellow beads (square knot), etc., all the way through to Arrow of Light. This makes a nice Wall decoration for the boys.

A CUB SCOUTS INFLUENCE

Material: 1 small candle, 1 large candle and matches.

This is good after a community project, visit to nursing home, etc.

Ask all Cubs to form a circle and close their eyes.

Den Leader: Think about darkness.

Den Chief: Now, open your eyes. I will light this tiny candle. (Light candle). This small ray of light represents the goodwill given by one Cub Scout. See how it shines? The rays of several Cub Scouts would make a bright light. Each Cub Scout lets his light shine by doing his best, helping other people, and by being obedient.

Den Leader: I now light this large candle. This signifies that overall there shines a brighter light to lead us. Le us always think first of God; second, of others; and third, of ourselves.

OUTDOOR CEREMONY

This is good after a hike, fishing trip, park clean-up, nature hunt (anything outdoors of an educational nature) - not just to play.

Den Chief: Let's sit quietly for a few moments. Close your eyes and listen to the sounds of nature. Think of what we have to be thankful for.

Let's now repeat "The Outdoor Code."
"As an American, I will do my best
-- be clean in my outdoor manners.
be careful with fire,
be considerate in the outdoors,
and be conservation-minded.

Den Leader: Let's sing "God Bless America."

COMMUNITY STUDY

This ceremony could be used after a study of the neighborhood and city facilities.

Den Chief: Let's stand with our right hands raised in the Cub Scout sign, and repeat after me -

Cub Scout Neighborhood Code

I, (Name), will do my best to be proud of my neighborhood - by helping others to know the good things about my street and community. I will try to make my neighborhood a good place to live.

I will be helpful in making my street attractive by setting a good example in keeping my sidewalks and grounds clean. I will not litter and will keep garbage and trash covered.

I will be considerate of others by not damaging public or private property. I will tell others why it is wrong to harm other people's things.

I will be a good neighbor by trying to be friendly and helpful to my neighbors. I will try to respect others, even though they may be different from me and my family.

FAIR PLAY PLEDGE

Use just before you go outside for some sports game, junior olympic, obstacle course, bicycle rodeo, etc.

Denner or Den Chief: Let's make a "Living Circle" and repeat after me -

The Cub Scout Fair Play Pledge

I promise to do my best at work or at play. I will follow the rules and never cheat, and will help other members of my team. I will always try to make my family, my neighborhood, my school, my pack, and my friends proud of the things I do.

NECKERCHIEF CEREMONY

This ceremony can be used for a boy leaving Wolf at nine and becoming a Bear, graduating into Webelos, or graduating into Boy Scouts.

The Leader's part can be a Den Leader, Webelos Leader, Cub Master, and/or Scoutmaster. The Assistant can be the Den Chief and/or Patrol Leader, with the help of a Denner or Assistant Patrol Leader.

Material: Proper Neckerchief (book optional).

Denner/Assistant Patrol Leader stands, holding the new neckerchief and/or book.

Den Chief or Patrol Leader: "Would Cub (Webelos) Scout (Name) please come forward.

I present you with your new manual for (Bears, Webelos, Boy Scouts) so you may start off in a new adventure.

Leader: So you will never be out of Scouting, I'll place your new neckerchief over your old one. (take new neckerchief and place it over the top of existing one; pulls off the old slide and place it on the new neckerchief (use proper slide if Bear, Webelos or Boy Scout)

Would (Denner) please remove the old neckerchief (and give me the slide).

Denner: Pulls of old neckerchief and give to Leader.

Leader: Congratulations. We know you will continue to work hard and do your best.

SPECIAL CEREMONIES

The following suggestions are offered with the hope that they will help to suggest many other possibilities for ceremonies in Den meetings.

BIRTHDAY CEREMONY

Materials: Picture of Cub; camera (prefer instant type); cake (furnished by mother or den leader); invitation to mother to attend meeting.

Den Chief: We have a birthday Cub this week. Would our Denner please find the Cub who matches this picture and bring him forward? (Hold up picture).

Denner: I have found our Cub. (Bring him to small table in center of room). Let's all sing "Happy Birthday". [Sing].

Den Leader: Lights candle as Cubs sing.

Den Leader: Now, our Cub will blow out his candles after making his wish.

[At this time, take his picture].

Arrange for the mother to take another picture of the Cub and the entire den.

After cutting the cake and eating it,

Den Chief: We would like to present you these pictures to add to your memorable moments in Cub Scouting.

ALL CUBS YELL - HIP-HIP-HOORAY!

* * * * *

This is a ceremony for a boy reaching his ninth birthday and who is ready to start on the Bear Cub Scout achievements.

Material: Cake, candles and Bear Cub Scout Book.

Den Leader: Congratulations (name of Cub Scout). As you blow out the candles, we will wish you many happy days in Scouting.

Den Chief: Will you please stand by me (Cub Scouts name)? You have worked hard on your Wolf Badge [and you are wearing it on your uniform.] Now you are nine and are ready to start on your Bear Badge. We want to present you with your new Bear book. We know you will work hard and do your best to earn your Bear Badge.

DEN CHIEF "THANK YOU"

After 1st year of service by Den Chief, get a T-shirt that is the size of your Den Chief. Place newspapers inside shirt and, using Artex pens or similar brand pen, draw a comic character of a Den Chief on the front. Put your Den's number on the back, and let each Cub sign his name to the shirt. Wrap in colorful paper or comic strip paper.

Present to Den Chief as a "Thank you" for all his help!

Den Leader: Would (Name/Title) please bring our Den Chief forward?

Den Leader: Because of the helpful leadership you have shown, we would like to express our thanks to you by giving you this gift. We hope you will remember us everytime you use it!

Denners present gift and then give "Grand Howl"!

* * * * *

After a Den Chief has served you for his one year, give him a simple thank you from the Cubs he served.

Get a snapshot of each boy, if possible, put each photo at the top of a piece of paper and let each Cub write something he wants or draw a picture of what he liked best about his Den Chief. Put all pages together in a little booklet. (Be sure this does not become a "slam" book!)

Present this to him at his last meeting.

Den Leader: Would the Denner and Assistant Denner please bring our Den Chief forward?

Denner: Our Den has made something for you to remember us by. It is our way of saying thank you.

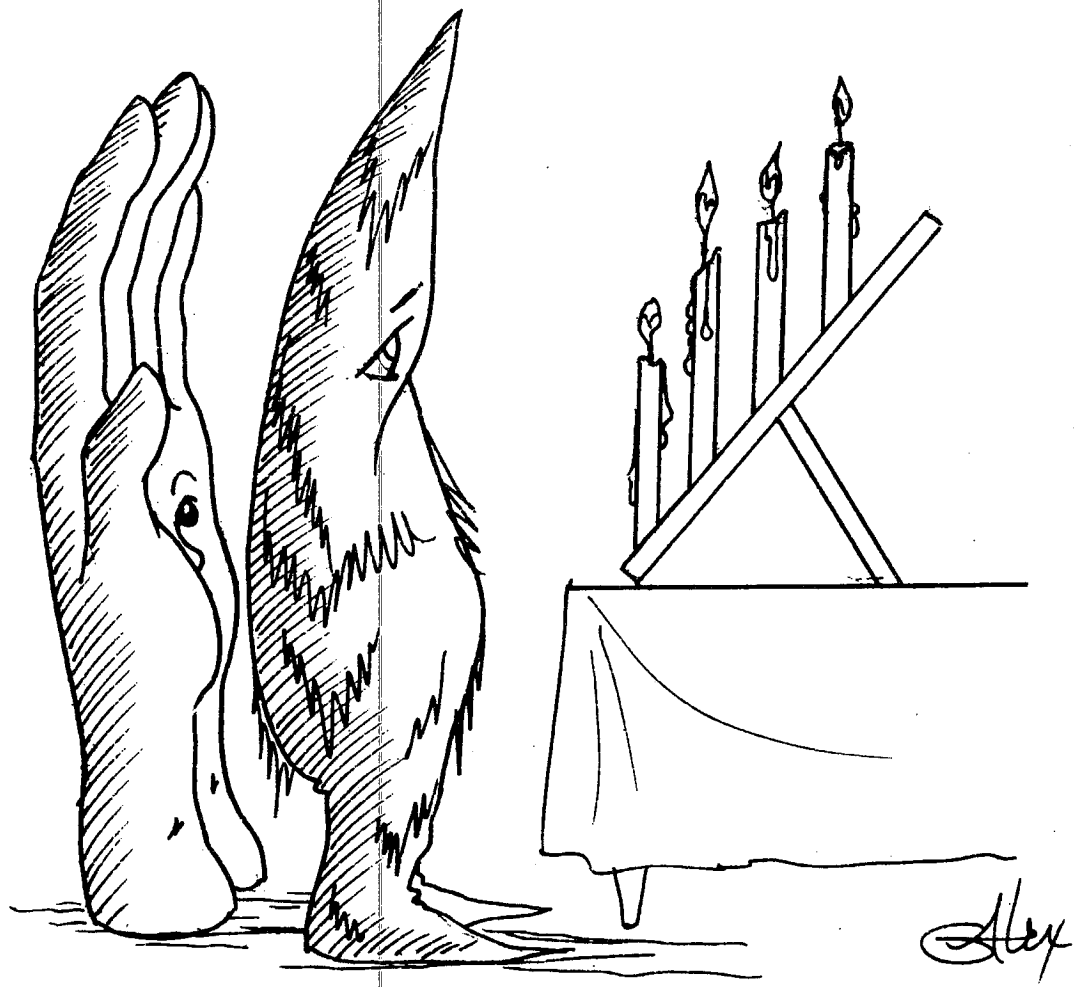
Assistant Denner: (Hand him the book).

All Cubs yell 3 cheers for the Den Chief.

For additional ideas on Den and Pack ceremonies, see "Staging Den and Pack Ceremonies" (No. 3008), available at your local Boy Scout office or Scout distributor.


COURAGE
is the complement
of fear. A man who
is fearless cannot be
courageous. [He is
also a fool.]

XVII PACK CEREMONIES



PACK CEREMONIES

CEREMONIES

Important events in a person's life have usually been marked by ceremonies. Ceremonies are an equally important part of a pack meeting, but the most important reason for ceremonies is that boys like them. Ceremonies provide meaningful and memorable highlights in a boy's Cub Scouting experience; many men can still remember when they received their Wolf badges or their Arrow of Light awards. Never underestimate the power of a simple ceremony.

WHAT CEREMONIES DO

Ceremonies focus attention on the accomplishments of boys, leaders, and parents for achievement, recruiting, service projects, and special activities. Ceremonies should be a regular part of pack meetings to present awards or advancement to Cub Scouts, as soon as possible after they have been earned. By having parents present badges to their sons, parent participation is encouraged. This is especially important, because Cub Scouting is a family-oriented program. Pack meetings have a definite beginning and ending when opening and closing ceremonies are used.

Ceremonies are also important in developing the monthly theme for pack meetings. By using the theme in ceremonies, the same ceremony will not be repeated. Cub Scouts and parents both look forward to the pack meetings with interest and anticipation if ceremonies are impressive and interesting.

SUCCESSFUL CEREMONIES

The most important ingredient in any successful ceremony is planning. An otherwise excellent ceremony can lose its entire meaning if you fumble through it or attempt to read every word in a dark room. Be sure everyone involved in the ceremony knows what he is supposed to do and practice the ceremony beforehand.

It is important to keep the location in mind when planning a ceremony; make sure it fits the location (ceremonies can be changed; locations cannot). If the ceremony is to be held outdoors, the weather needs to be taken into consideration -- the wind sometimes carries voices the wrong direction, making it hard for the audience to hear the speakers.

When presenting awards, pronounce names distinctly and correctly and have the awards in correct order. Don't have mass presentations of awards; each person is an individual and should be recognized for his achievements separately. If a den is receiving an award, announce the name of each den member. If a plaque is being presented, hold the plaque up so everyone can see it, and read the inscription.

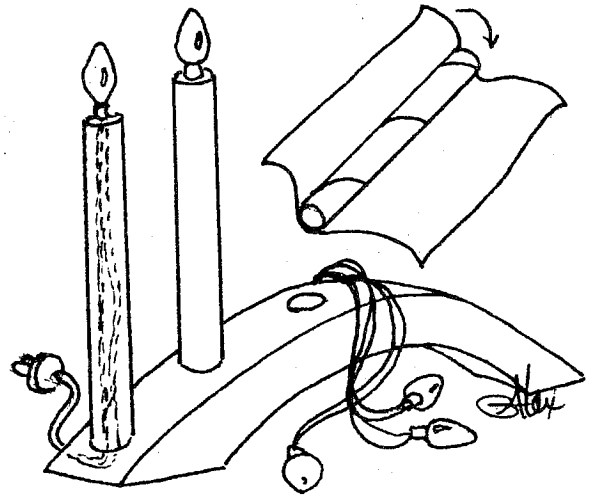
Keep ceremonies simple, but not too simple. A handshake and congratulations may mean a lot to an adult, but a boy will not remember it long. Keep a good balance of dignity and fun, but allow no horseplay or action that will interfere with the ceremony. All pack meetings should have a serious flag or patriotic ceremony because this teaches Cub Scouts respect for our flag and our country. Ceremonies should directly or symbolically reflect the Cub Scout Promise, Law of the Pack, and Cub Scout Motto.

PROPS

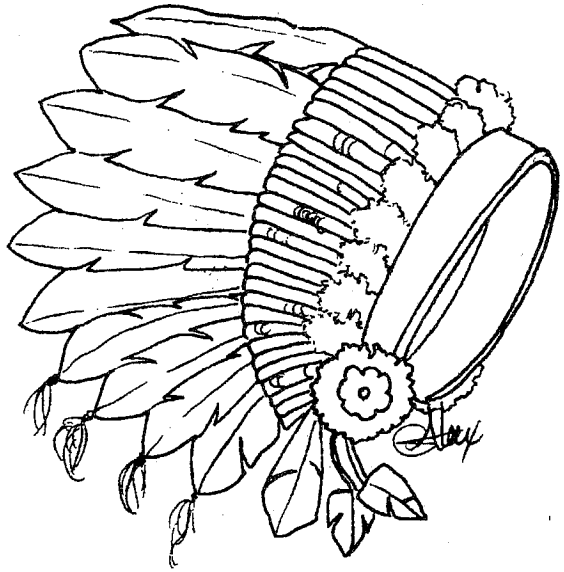
An effective ceremony needs props. These need to be simple and if the Cub Scouts can help make them, they have special meaning. Most props can be made out of scraps or inexpensive materials, but they add showmanship to the meeting. Cub Scouts and their parents know that your pack really cares when the meeting is made special by the use of ceremonies.

A tablecloth is an easy prop to make out of yellow material, trimmed with blue ribbon. Use this on the table where the badges and awards are displayed.

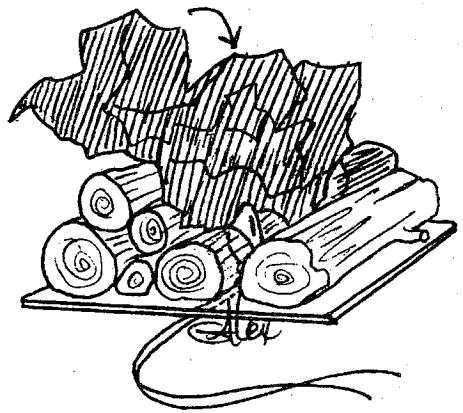
Old Christmas lights inserted into cardboard tubes (which have been covered with blue or gold foil gift wrap) make electric candles. Posters of the various ranks can be placed on an easel between the candles and changed to correspond to the awards being given. The monthly theme can be depicted on a poster, as well.



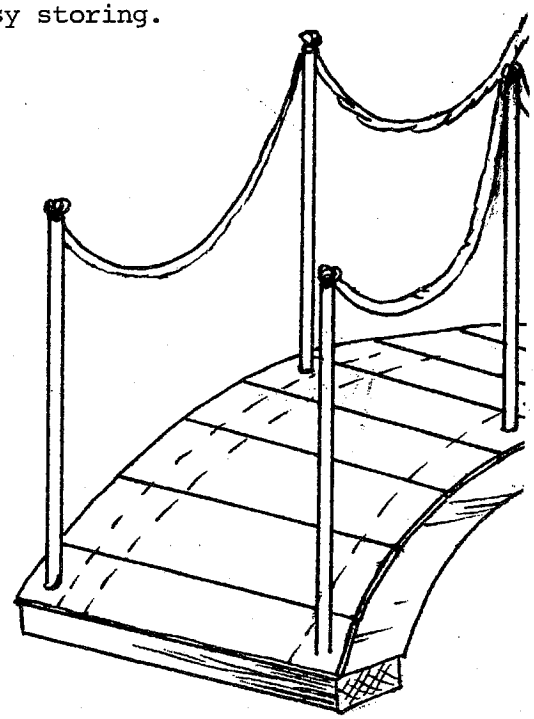
An Indian headdress makes an impressive costume when worn with the cubmaster's uniform in a ceremony, such as the Arrow of Light. These take some time and effort to make, but they can be handed down to future cubmasters.



For a campfire logs can be nailed to a plywood base and lined with yellow, red, or orange cellophane concealing a small string of individual blinking Christmas lights. Take care to use flame-proof materials.



A ceremonial bridge can be made from scrap lumber using doweling for poles and white rope along the top. Graduating Cub Scouts look forward to crossing the bridge to be met on the other side by the Webelos leader or the Scoutmaster of the troop they have chosen. It is a good idea to build the bridge so the poles can be removed for easy storing.



An Arrow of Light insignia prop can be cut from scrap plywood, painted yellow and blue, and mounted atop another piece of plywood for a base. Holes can be drilled to hold candles.

It is impressive for the cubmaster or advancement chairman to be dressed in a costume fitting the monthly theme for some ceremonies. You won't want to do this every month, but try it on special occasions such as Christmas, or themes dealing with Indians, pioneers or ghosts and gobblins, Cub Scouts enjoy receiving their awards from an Indian chief, Daniel Boone, a ghost or witch, or Santa Claus. Use your imagination in creating ceremonies. Remember that you can take any ready-made ceremony and change the words to fit your monthly theme.

WHEN TO HAVE CEREMONIES

For an opening. The opening ceremony sets the stage for the entire pack meeting. If it is lifeless and dull, the meeting could be in trouble. The Pledge of Allegiance or a patriotic song does not always have to be included in an opening ceremony -- try it for a closing.

Advancement. The main goal of Cub Scouting is growth and advancement in a positive direction and advancement ceremonies are an incentive to progress. It's easy to pull an award out of a witch's cauldron or pirate's chest, and it means so much more to a boy than just a handshake. Using monthly themes can also help create excitement in advancement ceremonies.

Recognition. Adults appreciate special recognition too and they are a lot more willing to help when they know that they are really appreciated. Recognition of leaders, recognition of den chiefs, and recognition or thank-yous to boys, leaders, or parents for special service or activities should be included in pack ceremonies.

Induction. Bobcat or new family induction, Webelos den induction, and leaders induction or installation lend themsleves to ceremonies.

Arrow of Light. This is the highest award that a Cub Scout can earn and the only Cub Scout badge that is worn on the Boy Scout uniform. This award deserves a special ceremony.

Graduation. One of the most important ceremonies of the pack, this ceremony should be impressive so that it will be an incentive for younger Scouts and a real send-off for Webelos going into a troop.

Charter Renewal. An impressive charter presentation ceremony strengthens relationships between a pack and charter organization. Ask the Scouting coordinator, (chartering organization representative), unit commissioner and district executive to take part in this ceremony. (Be sure advance notice is given these busy individuals.)

Closing. A sometimes overlooked, but very important part of a pack meeting, the last few moments are often the longest remembered. An effective way to inspire boys and parents to leave with a positive attitude, motivated to do a good job, is to precede the closing ceremony with a cubmaster's minute - a few words to inspire enthusiasm and dedication.

SUGGESTED CEREMONIES

BOBCAT (NEW FAMILY) INDUCTION

Props: 3 candles - 1 blue - 1 gold
1 white
matches
Bobcat badges
safety pins

Arrangement: Head table with yellow tablecloth
Candles, badges and pins on table

Personnel: Cubmaster
Bobcats
Parents of Bobcats

Cubmaster: Cub Scouting is an organization that is very special and unique. It is one in which a lot of parents devote their time

and talents to provide a program which will aid and guide their son's growth. As parents work to strengthen Cub Scouting, so Cub Scouting helps to strengthen families.

Would the following boys who are to receive their Bobcat badge and their parents please come forward? (Give names of boys and ask them to stand behind table, facing audience.)

I want to call your attention to the three candles on our table. The blue and gold stand for Cub Scouting. Blue like that of your uniform, stands for truth, loyalty, love of God, and the blue sky. The gold candle, like the color in your neckerchief, stands for good cheer, happiness, and sunlight. Our third candle represents you, the parents, and the important role you play in the Cub Scout program. This candle is a symbol of the encouragement and support you will give your son as he advances along the Cub Scout trail.

Parents, will you please give the Cub Scout sign and repeat after me: "As a parent of a new Cub Scout; I accept my responsibility to help my son live up to the Cub Scout Promise... and to obey the Law of the Pack...I will work with my son... on his achievements and projects... I will participate in pack activities... and support the den and pack as much as possible.

Boys will you raise your right hand in the Cub Scout sign and repeat after me the Cub Scout Promise? (They do.)

Cubmaster - (to parents) I would like to present to you your son's Bobcat badge to pin on him. It is customary to pin it on upside down until he does his first good turn as a Cub Scout. (after badges are pinned on) Welcome to the Cub Scout family of pack ____. (Shakes hands with Bobcats and parents.)

Webelos Den Induction

Props: Webelos neckerchief, Webelos colors for each boy

Personnel: Cubmaster, assistant Cubmaster, Webelos den leader, boys to be inducted into Webelos den and parents

Cubmaster: Tonight we have some boys who have reached their 10th birthday and are ready to join the Webelos den.

Assistant Cubmaster: (to boys) The purpose of Webelos is to prepare you for the adventures of Boy Scouting. Webelos Scouts earn the Webelos badge, the fourth badge of rank, which will complete the square on your pocket. You will have the opportunity to work on 15 exciting activity badges all the way from swimming to science. During the year you will be able to go on hikes and on a father-son overnight campout. You will work toward earning the Arrow of Light awards, the highest award in Cub Scouting, before you graduate from the pack.

Cubmaster: (to parents) You have a responsibility in the Webelos den. Some of you dads will be called upon to help teach activity badges or help with other den activities. All parents will continue to help their sons on advancement, but you will not approve requirements as you did in the Cub Scout den. It is the responsibility of the Webelos den leader to pass the boys on their requirements.

(to boys) We are proud to have you come this far on the Cub Scout trail. We would like your parents to present you with your Webelos colors. (they do) And now we'll ask your Webelos den leader to remove your Cub Scout neckerchief and replace it with your new Webelos neckerchief. (he does)

(to pack) May I introduce the members of Webelos den ___. Congratulations to all of you. (shakes hands all the way around)

Den Leader Induction

Props: Lighted candle on table, copy of Den Leader Book or Webelos Leader Book for each person. Den leader or Webelos leader badges

Personnel: Cubmaster, den leader coach, new den leaders, committee chairman

Cubmaster: Tonight, we want to welcome our new den leaders. Would _____, our den leader coach, bring our new den leaders foward and introduce them?

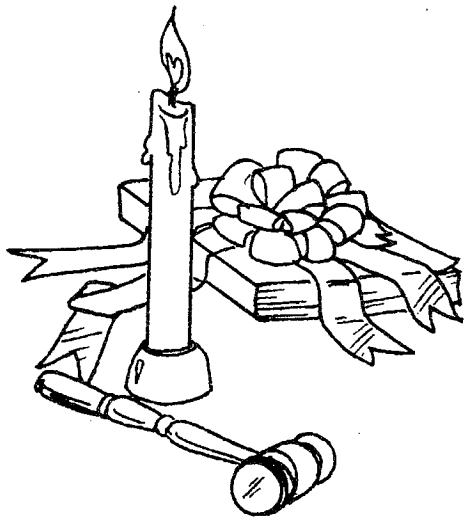
Den leader coach: I would like to introduce_____ who has graciously agreed to be den leader for den___. I know that you will be good den leaders. I will do my best to give you all the assistance I can to help your den go.

Committee chairman: Den leaders are indispensable leaders in our pack operation. They fill a particular need for Cub Scout age boys and perform a service which no one else can give. Being a den leader is a rewarding responsibility. Will you repeat after me: "As a den leader, I _____, promise to do my best to show interest and concern for all the boys of my den, to help other people and to obey the Law of the pack."

Cubmaster: Wearing the den leader's uniform not only identifies you as a very important member of the Boy Scouts of America, the largest boys organization of its kind in the world, but it also sets a good example for the boys of your den.

I would like to congratulate you and present you with your den leader's book and den leader's patch.

Okay Cub Scouts, let's welcome these new den leaders by giving them three cheers. Hip, hip, hooray! Hip, hip, hooray! Hip, hip, hooray!



Committee Chairman Induction

Props: Gavel for new committee chairman, candles (one unlit)

Arrangement: A head table with lighted candles will add to the atmosphere. The unit commissioner, cubmaster, or Scouting coordinator can perform the induction.

Narrator: What is leadership? It is a process by which a person influences others. In Cub Scouting, leadership is the ability to accomplish the Cub Scout program in an effective and efficient manner. As in most groups, our pack is evidence of the willingness of its members to work together. Working together is a give-and-take business, and the leader gives guidance and direction. The leader also lives up to the standards of the group.

(Ask new committee chairman to come forward)

The job of pack committee chairman is one of variety and responsibility. It touches on all the aspects of the Cub Scout program. The chairman has final responsibility for the successful operation of the pack, working closely with the cubmaster and other pack members. Often the chairman is a mediator, but most of the time

a good listener. The chairman, like other pack members, must set a good example and lead the way for Cub Scouts to follow. A successful chairman will not ask of anyone something that he/she would not willingly do.

I would like to introduce_____, our new pack committee chairman.

(to chairman) Would you please repeat with me the Scout Oath:

"On my honor, I will do my best to do my duty to God and my country, to obey the Scout Law, to help other people at all times, to keep myself physically strong, mentally awake, and morally straight."

These are meaningful words and they apply to all of us. They are words by which all Scouting leaders, to the best of their ability, should try to live.

As I turn over the chairman's gavel to you, I ask that you light this candle to symbolize the guiding light which you and the other leaders in pack ____ must show for the boys to follow.

Congratulations!!!

Cubmaster Induction

Props: Indian headdress, artificial campfire, Indian blanket

Personnel: Committee chairman and new cubmaster stand beside campfire. Former cubmaster (as old Chief Akela) is out of sight.

Chairman: We are expecting a visit from old Chief Akela of the tride of the Webelos. (a knock is heard and old Chief Akela enters)

Old Akela: I am here to help you install a new chief. Are the elders of the tribe assembled?

Chairman: They are here, Akela.

Old Akela: Have they selected a new chief?

Chairman: They have, and he is here. (The new cubmaster is brought before the old chief.)

Old Akela: You have been chosen to be the new chief of the tribe of the Webelos. Will you be loyal to the trust that has been placed in you by the committee, Cub Scouts, and parents?

New Cubmaster: I will be loyal.

(Old Akela puts his blanket on the shoulders of the new cubmaster and an Indian headdress on his head.)

Old Akela: I declare you to be Chief Akela, of the tribe of the Webelos pack ____ in the _____ Council of the Boy Scouts of America. Do the young braves know the Law of the Pack?

New Cubmaster: They do.

Old Akela: Then let them give the law.

All Cubs: Repeat the Law of the Pack.

Arrow of Light

Props: Ceremonial board, four candles: blue-white-yellow-green, artificial campfire, Indian headdress and blanket for Akela, tom-tom. Arrow of Light awards, certificates, and straight pins.

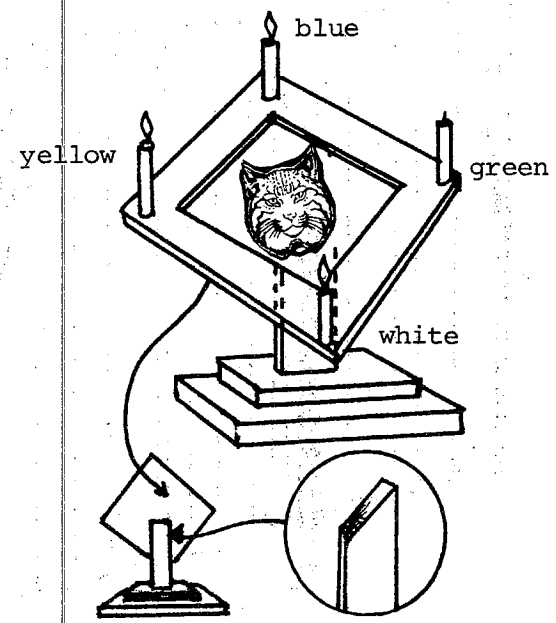
Arrangement: Pack sits in a semi-circle, Indian fashion. Parents sit behind their sons. Tom-tom beats off-stage.

Webelos Den Leader: Tonight we honor (two) Webelos Scouts who have completed the requirements for the Arrow of Light awards -- the highest in Cub Scouting. Will the following Webelos Scouts and their parents please come forward? (name them)

Akela: Many moons ago these braves joined the Webelos Tribe to enjoy the fun and advancement activities of the Cub Scout trail. To be a Webelos Scout you had to fulfill certain requirements. Now you have fulfilled the requirements for the Arrow of Light. I am going to light the blue candle. This candle stands for the spirit of Cub Scouting -- the spirit of giving good will and doing your best.

This white candle stands for the spirit of Scouting. Do you promise to fulfill the Cub Scout Promise and Cub Scout motto, Do Your Best, when you receive the Scout badge?

Arrow of Light Candidates: We will.



Akela: Now I will use the flame from the spirit of Scouting to light the yellow candle representing the Arrow of Light award. Remember that the spirit of Cub Scouting and the spirit of Scouting are one and the same. The spirit of the entire Scout movement is one of service, high ideals, and fellowship.

Akela: (to parents) I will present the Arrow of Light award to you for you to pin on your son's shirt. This is the only award your son can take with him into Boy Scouts and wear on his Boy Scout uniform.

We are going to leave the green candle, representing a Scout, unlit. This is to remind you Webelos Scouts of something yet to be enjoyed, an exciting adventure which will open to each of you on your 11th birthday. Good luck and success to you and your family in your future Scouting career.

Graduation

Props: Bridge, 1 spot lights - one on each end of bridge, Scout neckerchief.

Personnel: Cubmaster, Webelos Den Leader, Webelos Den Chief, Scoutmaster, graduating Webelos Scouts and parents.

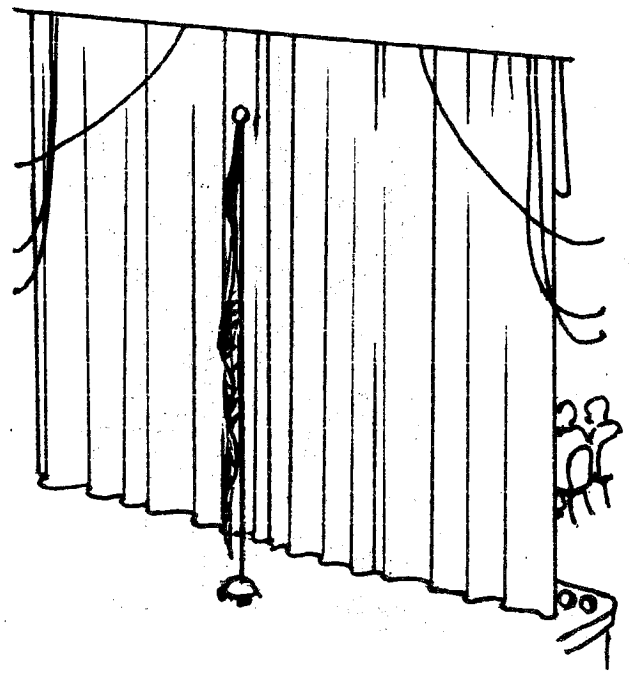
Cubmaster: Tonight we have a great occasion.... the graduation of Webelos Scouts from our pack. Would_____, the Webelos Den Chief, escort Webelos Scout _____ and his parents to the front?

When you joined Cub Scouts you started as a Bobcat. This is a rank

each of you must earn before going further. The next ranks were the Wolf and the Bear on the Cub Scout trail. When you were 10 you went into the Webelos den. You have worked on and earned (no.) activity badges. You have been on overnight campouts and on hikes. (I am pleased to see you are wearing the Arrow of Light Award which is the highest award in Cub Scouting.) Now that you are 11 you are leaving our pack to enter a Boy Scout troop. We are sad to see you leave because you have been a great help to our pack, but we are happy for you because you are going on to the great adventure of Scouting.

Webelos Den Leader: Webelos Scout _____ it is with a great sense of pride that I now remove your Webelos neckerchief. (after removing neckerchief, escort him and his parents to end of bridge) You will now cross over the bridge into Scouting to be welcomed by Scoutmaster_____ of Troop_____.

Scoutmaster: (greets Webelos Scout and parents with Scout handshake) It is with great pleasure that I welcome you to Troop_____. I want to present you with this Scout neckerchief. (puts neckerchief on Scout) May you wear it with pride. Its colors are those of Troop_____. (to parents) Mr. and Mrs. _____ we hope you will continue to help your son and we will look forward to your active participation with other parents as they assist us in making our troop one of the best.



Patriotic Opening

Arrangement: Flag is staffed on stage behind closed curtain. Curtain is opened at proper time in ceremony. Patriotic background music may be played as narrator speaks these lines.

Behind the curtain is a canvas... a canvas begun long ago but not yet finished.

It is a picture of our past, and there is something of John Paul Jones, Davy Crockett, Washington and Jefferson in it. Lee and Grant are there too, and Abe Lincoln.

There are those who gave their lives at Gettsburg, Flanders, Salerno, Korea, and Vietnam, and when you look at the picture you will see these men as clearly as if they marched across the stage.

It is a picture of our land. We see the rich blessings of oil and wheat, timber and granite. It is a picture of great cities and throbbing industries, busy seaports and millions of farms.

It is a picture of our people... 200 million of them. They are the part of the picture we are helping to paint. To this picture we would add the portraits of boys, growing into men, who will live useful lives and who will add to that history of noble action which is our American heritage.

Cub Scouts and parents, the picture of our country!

(Curtain opens revealing U. S. flag)

The flag of the United States of America!

Will you stand and join me in saying the Pledge of Allegiance?

Patriotic Opening

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

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.

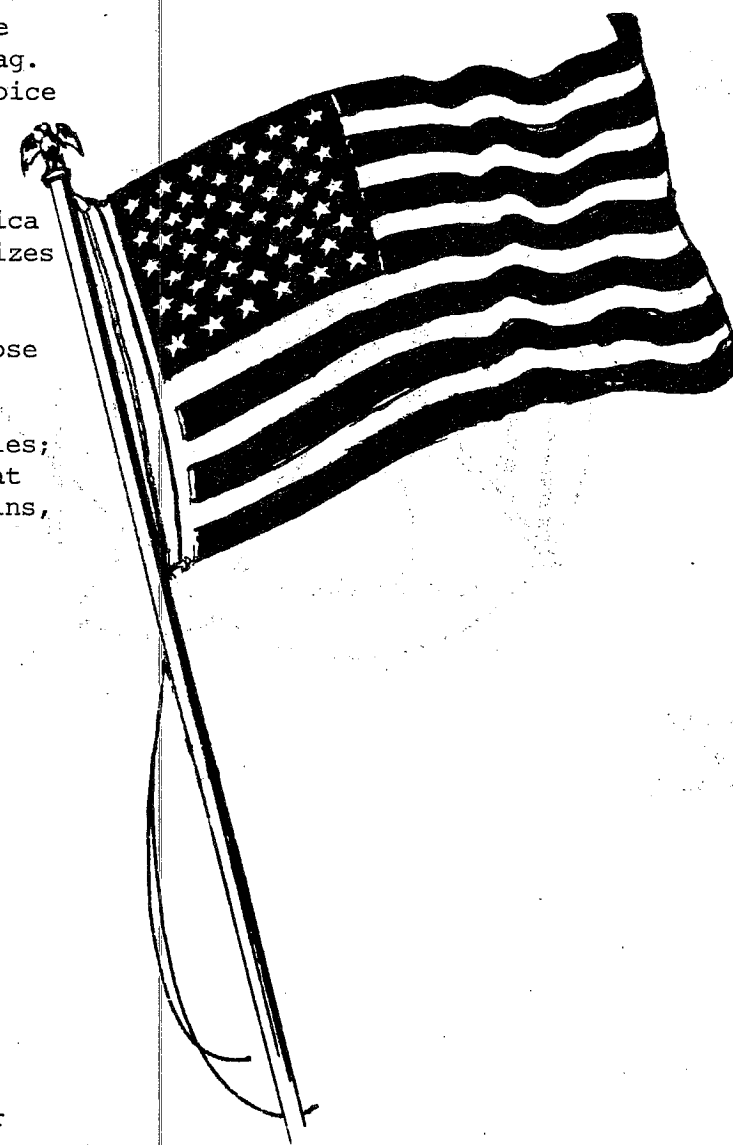
I am a symbol of America. I suppose you might say I am America. I am great corn fields in the midwest; throbbing industries in great cities; orchards and vineyards in the great valleys of the West. I am mountains, rivers, and lakes.

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

I am opportunity for any person to become whatever he wishes 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 that's what I am most ... people... free people. I am your flag.

Please join me in rededicating our duty to keep the United States of America great and free... as we make the Pledge of Allegiance to our flag.



Patriotic Opening

Arrangement: Before the flag is brought forward this short narration should be read:

We watch the flag as it passes by-
A flash of color against the sky.
Its' fifty stars are as dazzling white
As those few that shone by the dawn's first light.
The brace, bright red that will never fade
By the blood of mens' sacrifice was made.
The white, for our nations' purity
Can be kept from stain by you and me.
The blue, the vastness of God's own sky -
His promise that freedom shall never die.

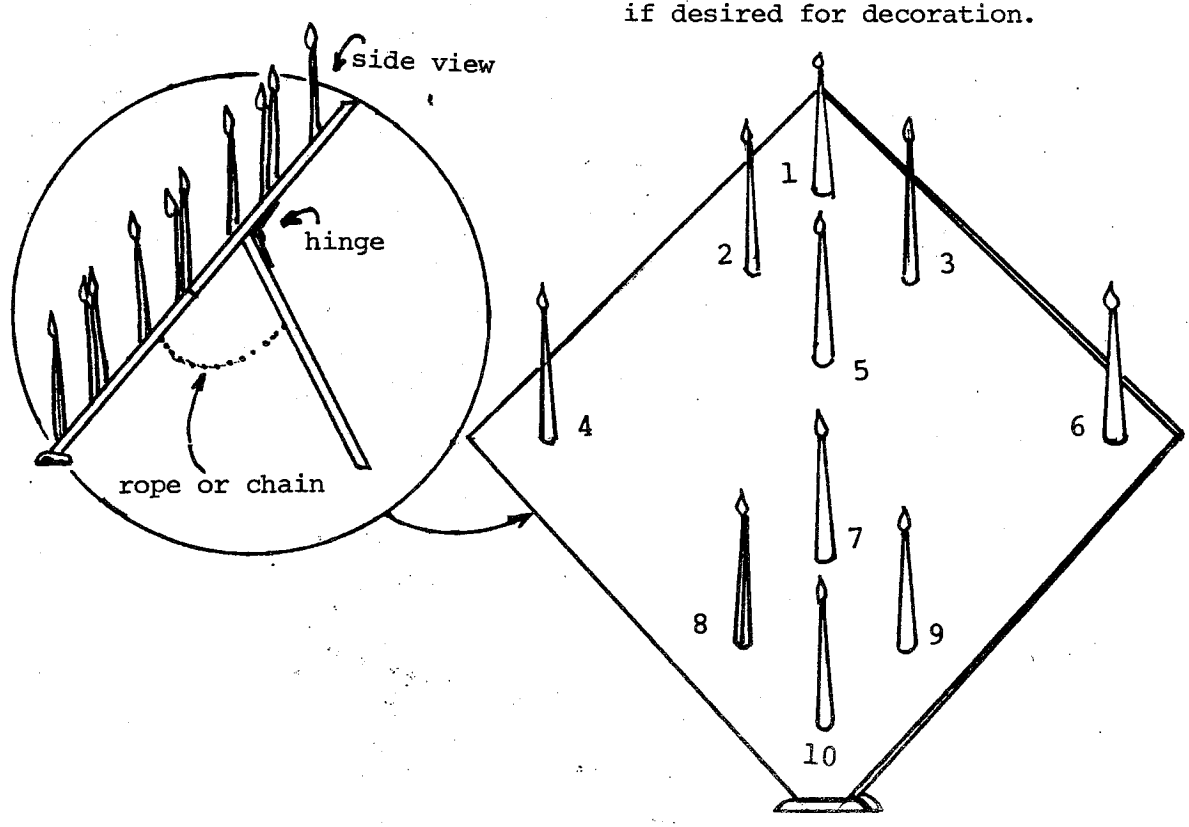
The mighty cities; the farmlands fair;
The many churches for praise and prayer;
The chance to do, and the chance to be
In a land our forefathers fought to free.
The hope that the world is looking for -
In our will for peace but our strength for war.
All these are the flag of our dear land -
A symbol we cherish and understand,

And we bare our heads and our hearts beat high
As our flag, "old Glory", is passing by.

(After this narration, the leader askes the boys to advance the colors and leads the audience in the Pledge of Allegiance.)

Bobcat Investiture Board

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

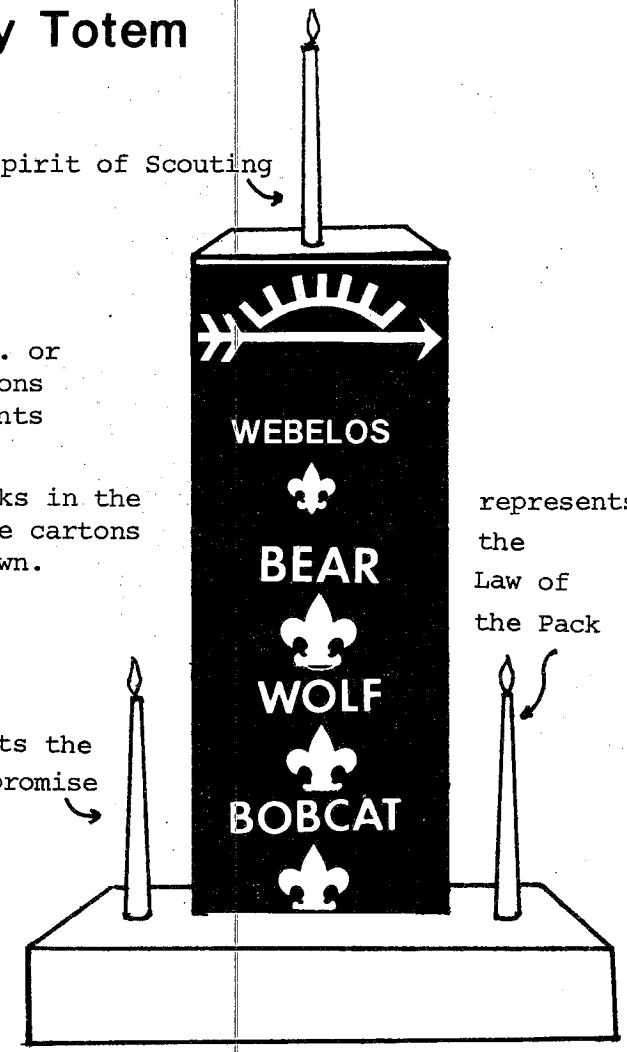


Candles

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

See Staging Den and Pack Ceremonies for other ideas for ceremonies.

Pack Ceremony Totem



represents the spirit of Scouting

materials: 8-1/2 gal. or
1 gal. milk cartons
5 small flashlights
3 candles

cut out the ranks in the cartons and glue cartons together as shown.

represents the Law of the Pack

represents the Cub Scout promise

cut out back of cartons so they may be opened to insert lights.

paint totem flat black so it will remain almost invisible

Artificially-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. Your den may wish to undertake this project.

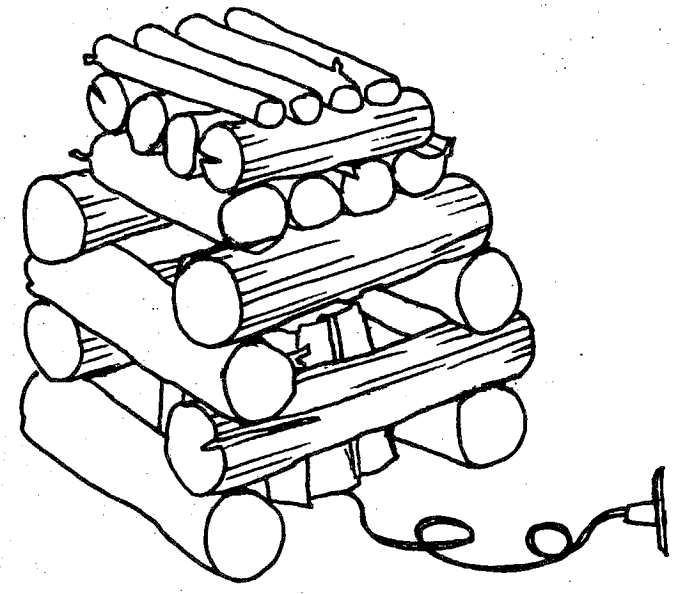
Materials:
Birch logs
A few wood dowels
8" diameter cardboard carton
3/4" x 7 3/4" dia. wood disc
A surface electrical outlet
10' length of lamp cord and plug
2 1/2" and 3" finishing nails
2" x 16" shingle pieces
Aluminum foil
Light bulb

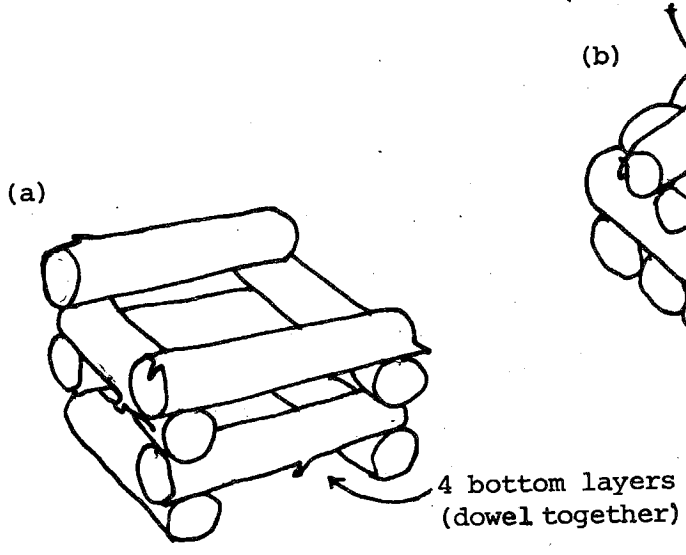
Instructions:
Log lengths and diameters are not critical, but the pile should taper in thickness and length. Build the fire so logs can be dismantled for storage. The bottom four layers are doweled together. (a) The top three layers are nailed together with finishing nails. (b) The shingles used for the tinder effect are not fastened in place permanently, but placed teepee fashion around the container. (c)

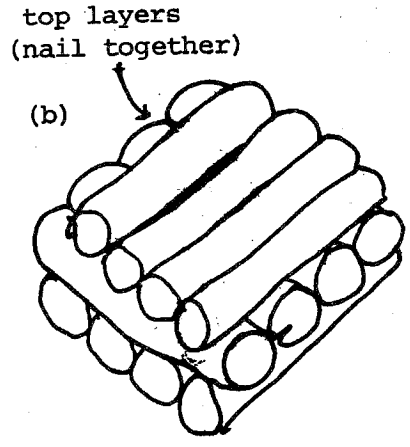
1. Assemble and wire the lamp base. Insert it in the coardboard carton

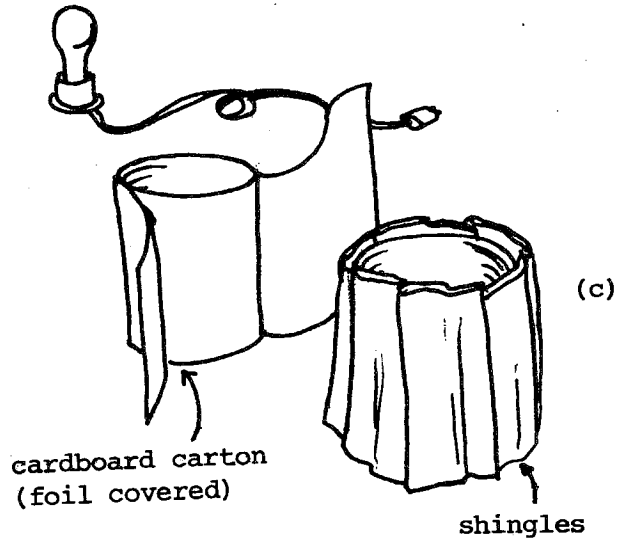
which has been covered with aluminum foil.

2. 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; then bore holes.
3. Use a 60-100 watt red or orange bulb for illumination. The light will filter through the slots in the shingles.









MONTHLY THEMES

DECEMBER
Cub Scout Spirit

Opening

A single lit candle is on a stand or table, center stage. Each den leader and Scout has a candle, unlit.

With lights out, den leaders light their candles from the center candle. They then ask all the boys in the pack to form a circle around the center candle and in turn each boy goes to center of circle and lights his candle. While inside the circle he tells what the spirit of Scouting means to him, then returns to his original place. When all have lighted their candles and are back in the circle, the cubmaster speaks:

Cubmaster: As each of us took some light from this candle and the light in the room has grown brighter, so our Cub Scout spirit grows when we share it with others. Another way our Cub Scout spirit grows is when we show the spirit of our country in advancing the colors. Will the color guard advance the colors?

Advancement

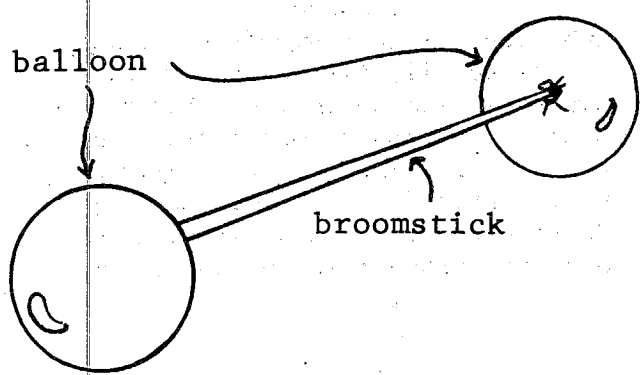
Cubmaster: As long as there is a spirit of Cub Scouting, there will be boys who want to advance and move ahead through the ranks. In that way, these boys gain the spirit, honor, and character that helps them become good citizens of the United States of America. Will the following boys who are advancing tonight please come forward?

This __(award)__ is for achievements and work to grow and learn the way of Scouting. __(name)__ has succeeded in using his Cub Scout spirit in focusing his energy to advance in the rank.

Closing

Den leaders all have candles lighted.

Cubmaster: As we close tonight and the candles go out, our spirit does not go out, but is inside us burning even brighter as we do our Good Turn daily and just grow in the spirit of Scouting.
(The leaders are blowing out their candles one at a time as the cubmaster is talking.)
"Good night and good Scouting."

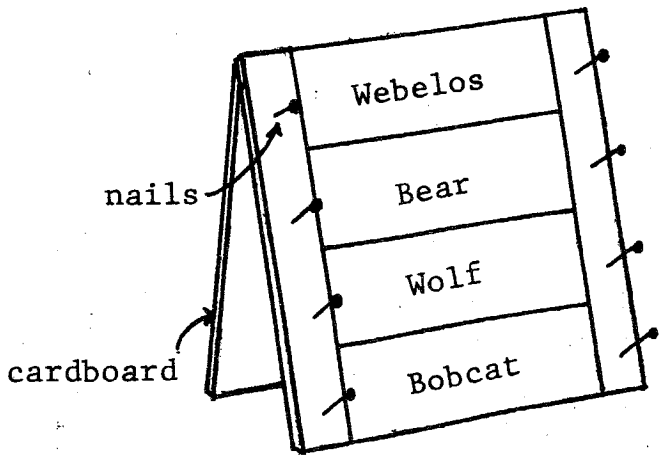


JANUARY
Shape Up

Opening

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

Cub Scout #1: Keep your body strong
and healthy
A better goal than being wealthy.
Cub Scout #2: When you're fit,
you feel so good.
You try to do the things you
should.
Cub Scout #3: It helps you lend a
helping hand
To needy folks around our land.
Cub Scout #4: Eating right is always
wise,
And everyone needs exercise.
Cub Scout #5: Stand on tiptoes,
one, two, three.
Touch your toes, don't bend
your knees.
Cub Scout #6: Run a while, then
slow your pace;
Practice helps you win the race.
Cub Scout #7: Scouting builds
young boys from men,
And this is where it all begins.



Advancement

Cubmaster: This month the theme is "Shape Up" and our Cubs will advance according to their strength. As men and women must train to be olympic champions, our Cubs must grow in strength and ability to obtain their rank advancement.

Tonight we have _____, who has achieved the Bobcat rank. We will ask him to lift the heavy weight up to the Bobcat level.

For a boy to earn the Wolf rank, he must increase in ability by practice and working with his muscles just like a weight lifter must train and get into condition. Tonight we have _____ who has trained and gotten in shape to get his Wolf rank. We will have him lift the weight to the Wolf rank.

Training must continue for a weight lifter. Tonight we have _____ who has continued his training and has increased his ability. Let's have this muscle man come and lift the weight to the Bear level.

The olympic chanpion receives his gold medal to show his strength and ability. Tonight Webelos Scout _____ is now asked to come and lift the weight to the Webelos level and, in effect, become one of the champions of Pack ____.

We have seen that Cub Scouts increase in ability much like muscle builders. Let's have a round of applause for all the Cub Scouts who have advanced in rank this night.

Closing

Cub Scouts keep themselves strong and personally fit, both for their own sake, and so they can become useful citizens of our great country. Keeping fit allows us to help the people around us. If our country is to remain strong, its citizens must also be strong in mind, body, and spirit -- goals realized in Scouting. Good night, Cub Scouts.

FEBRUARY
Scouting Around the World

Opening

Cubmaster: On the 29th of July in 1907, Lord Baden-Powell took 22 boys with him to Brownsea Island, off England's southern coast. This was the world's first Scout camp. That little camp was the foundation of the tremendous world-wide Scouting movement. The Boy Scouts of America was organized along with Scouting associations in many countries. Today there are more than 15 million Scouts and leaders in over 150 countries. Time changes many things, but the Scout Promise and Law are as important today as they were in the beginning. Please stand, give

the Cub Scout sign and repeat the Cub Scout Promise with me, followed by the Pledge of Allegiance.

Advancement

Props: Have yellow table cloth on awards table, displaying a globe and small flags from other countries.

Cubmaster: Every minute of every day of every year there are thousands of boys enjoying the fun and excitement of Cub Scouting somewhere in the world. The Cub Scout uniform varies from country to country around the world because each must be suitable and practical for the climate, but they all have one thing in common: They promote Scouting and its goals.

Just as Cub Scouts wear different uniforms in different countries, they also award different badges of rank. In Japan and Korea, Cubs earn the Rabbit, Deer, and Bear Badges. In Australia, the badges are Bronze, Boomerang, Silver Boomerang, and Gold Boomerang. South Africa has the Tenderpad Badge.

As you know, the first badge of rank in the United States is Bobcat. Tonight we honor _____ who have earned this badge for the start of their Cub Scout trail. Would the Bobcats and their parents please come forward?

The second badge on our Cub Scout trail is Wolf. Tonight we have _____ who have earned this badge. Would they and their parents please come forward?

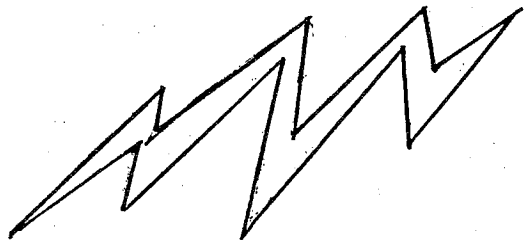
As the boys learn new skills, the next badge they earn is Bear. Would _____ and their parents please come forward?

Our highest badge of rank is Webelos. Would _____ and their parents please come forward?

These Cubs like Cub Scouts all around the world, have worked together and developed new interests which will make them better citizens of our country and of the world. Let's give them a big hand to show how proud we are of them.

Closing

Lord Baden-Powell, the founder of Scouting, said this to Scouts everywhere: "I often think when the sun goes down, the world is hidden by a big blanket from the light of Heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, and some men have done small deeds but they have made their hole in the blanket by doing good before they went to Heaven. Try and make your hole in the blanket by good work while you are on earth. It is something to be good, but it is far better to do good." Think of Baden-Powell's words when you promise "to help other people." Good night.



MARCH
Energy

Opening

(Cubmaster assigns someone to turn lights on and off several times.)

Cubmaster: Just as we have a supply of energy at our fingertips in light switches, in our Cub Scouts we have a supply of energy that seems to be endless.

Cubs yell: Energy here! Energy here! Energy, energy everywhere!

Cubmaster: Would the color guard advance the colors?

(Turn off lights and advance colors with a Cub on both sides of each flag. The Cubs will shine flashlights on flags until the lights are turned on in the room.)

Advancement

A group of Scouts stand with flashlights around the awards area. As the ceremony starts, the lights are turned off so the area is lighted with flashlights, as Cubs and their families are called forward to receive awards.

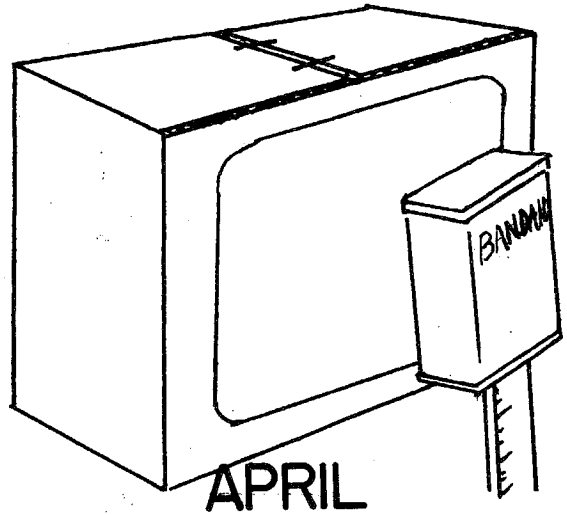
Cubmaster: It took a lot of energy to achieve this award. Energy of fathers to supply materials and support, energy of mothers to guide and lead the Cub Scouts, and of course (Cub Scout) who devoted time and energy to complete the achievements and gain this award, and who decided to use his energy wisely.

Everything worthwhile takes energy. Use your energy wisely.

Closing

(Turn off lights and reverse the advancing of the colors.)

Cubmaster: As we turn off the lights we know the same energy is still there when we need it, but the Cub Scout spirit gets stronger the more we use it. Good night and good Scouting.



APRIL
Show Biz

Opening

Props: Microphone and television camera (made by Cub Scouts, if possible)

Cubmaster: Tonight TV Station (pack no.) is proud to present Cub Scouts on Parade. Show Biz is our theme for tonight and among all the talent and flag waving as sponsors of the truly great show we would like to introduce Den_____.
(Cubs of Den_____ present flags and lead group in Pledge of Allegiance.)

Advancement

Cubmaster: Now, on with the show! First on stage tonight we would like you to focus your eyes on one of the greatest acts to come to the stage! It is the Bobcat. As you all know, the Bobcat is the first badge to be earned in Cub Scouting. (Names of boys to receive badges are called.)

This act is followed by yet more great acts which come in the form of the Wolf! (Cubs to receive Wolf are called forward)

Next to perform on this stage is the Bear! Now don't be scared, their trainers have complete control of them. Will _____ please come forward?

As one of the final performances tonight, we would like to present the following Webelos with their activity badges.

Closing

Cubmaster: As we bring our show to a close, I would like to remind our Cub Scouts to always do their best and join me as we repeat the Cub Scout Oath.

This is Cub Scout Station_____ saying good night, Cub Scouts.

MAY Treasures Beneath the Ocean

Opening

As he speaks, each Cub Scout stands and wiggles his octopus puppet.

1st Cub Octopus: In tying knots,
I am a champ
With bowline or clove hitch,
When my eight arms get in the way,
I can't tell which is which.

2nd Cub Octopus: An octopus, I like to hike o'er underwater hills,
I "left" and "right" with just two legs,
Six others give me spills.

3rd Cub Octopus: A patriot, I salute our flag -
The one that I'll fight for.
I don't salute with one right hand,
'Cause I salute with four!

4th Cub Octopus: In rowing boats I'm speedy,
My eight arms move me fast,
No matter how you use your oars--
You'll come in tired and LAST!

5th Cub Octopus: I have two arms to gather wood,
Two arms to start the flame,
Two arms to cook my tasty meal,
Two arms to shoot fresh game.

6th Cub Octopus: I can pass all swimming tests,
The breast stroke, floating, or crawl
'Cause with eight legs in water,
We really have a ball!

All six Cub Octopuses: We're each a Cub Scout Octopus,
But soon it will be neat
We'll be Boy Scout Tenderfoots,
We have eight tender feet!

Advancement

Have awards in a treasure chest. Cubmaster should wear pirate's hat. Each Cub Scout receiving awards could also be given a pirate's hat.

Closing

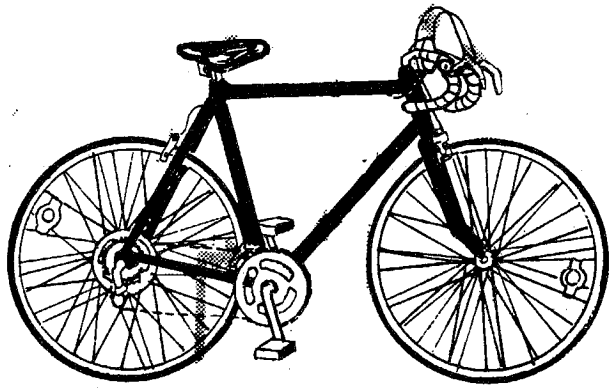
Cubmaster: We have talked about treasures beneath the sea but there is something we should remember that is more important than treasure: To always do our best and to help other people. Good night, Cub Scouts.

JUNE Fun on Wheels

Opening

Cubmaster: Our theme this month is "Fun on Wheels." There are several ways to have "fun on Wheels."

Cub Scout 1: I have fun riding my bicycle.
Cub Scout 2: I always enjoy traveling in the car.
Cub Scout 3: Trains are my thing.



Cubmaster: As you can see, there are many ways to have fun on wheels, just as there are many ways to enjoy Scouting. Wheels were important in the development of our great country, which we honor now by advancing the colors.

Advancement

Cubmaster: Just as the country has rolled forward on wheels, always moving ahead, these Cubs have moved ahead in rank, making better Scouts. (Have award badges pinned on cars or other vehicles cut out of construction paper.)

Closing

Cubmaster: As we think about all the fun on wheels we can have, we also should think about the good things wheels can do -- just like the good things we do for others as Scouts. Would the color guard please retire the colors?

JULY

Stars and Stripes

Opening

Setting -- Flag in stand on or near table (which is draped). Under table "voice" is concealed. Cub Scout in uniform walks by flag and stops when flag starts to "speak."

Flag: Hey! Cub Scout!
Cub: Who's that?
Flag: Me, the flag!
Cub: What do you want?
Flag: Well, I'm taken lots of places, but what am I doing here?
Cub: This is our pack meeting. All the Cub Scouts get together once a month with their families to share ideas and have fun. This month we are learning about the Stars and Stripes - that's you. In doing this, we all get a renewed sense of certainty and confidence in the future of our country.
Flag: Scouting! Yes, there is hope after all, but I still don't know why I'm here.
Cub: Why, you are the guest of honor! Without you and what you represent we couldn't have Scouting at all!
Flag: Thank you, Scout!
Cub: Anytime! (Turns, salutes flag, leading the Pledge of Allegiance)

Advancement

Props: Posters of historic flags for each rank.

Cubmaster: Just as the United States has advanced in the past 200 years, we have some boys here this evening who have advanced.

Representing the Cambridge or Grand Union flag are the boys who have earned their Bobcat rank. (Cub Scout enters with appropriate poster.) Will_____ and their parents please come forward to receive their awards?

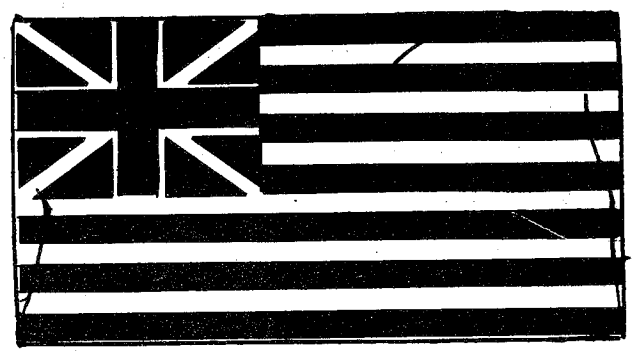
Representing the Continental flag are the boys who have earned the Wolf rank and arrow points. (Cub Scout enters with appropriate poster) Will _____ and their parents please come forward?

Representing the Rhode Island flag are the boys who have earned the Bear rank and arrow points. (Cub Scout enters with appropriate flag.) Will_____ and their parents please come forward?

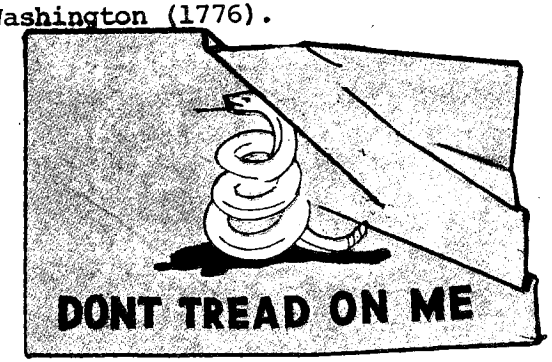
Representing the Gadsen flag are the boys who have earned their Webelos rank and activity badges. (Cub Scout enters with appropriate poster.) Will _____ and their parents please come forward?

Representing the American flag of today and the young men of tomorrow are the boys who have earned the Arrow of Light award. (Cub Scout enters with appropriate poster.) Will _____ and their parents please come forward?

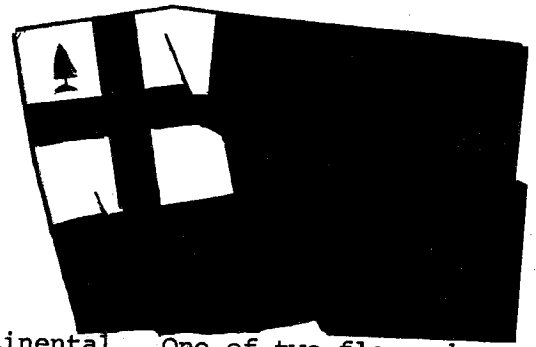
All of these boys have advanced in rank. Just as our country has grown, they have grown. We wish you well on your trail to becoming the strength of America, tomorrow.



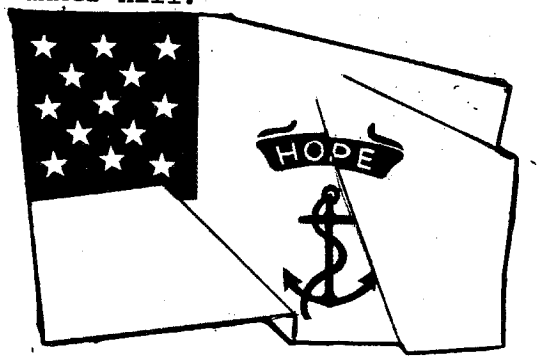
Cambridge or Grand Union. The naval ensign of John Paul Jones. (1775) and flown by Gen. George Washington (1776).



Gadsden. Hoisted in 1775 by Commodore Hopkins on ship "Alfred."



Continental. One of two flags shown in paintings of the Battle of Bunker Hill.



Rhole Island in use from 1776, carried at Trenton, Brandywine, Yorktown.

Closing

Behold! The emblem of our country the flag of the greatest nation in the world. May it ever wave over free and liberty-loving people. May it always represent the highest ideals of American boyhood and manhood. May its stars and stripes, blessed by almightly God and glorified by the blood of patriots, always support the principles of democracy in America and around the world. Would the color guard please retire the colors?

AUGUST

Family Fun

Opening

Cubmaster tells each family to stand and form a circle holding hands. One Cub Scout from three or more families will speak:

Cub Scout 1: Our family has fun by being involved in all the Cub Scout activities, like coming to pack meetings.

Cub Scout 2: Our family has fun by helping Scouts with achievements, to advance in rank.

Cub Scout 3: Our family has fun by thinking up projects for our den.

(Add other Cub Scouts and reasons, as desired.)

Cubmaster: Just as we have fun in our dens and pack meetings, we also can have fun in our families. We can do things together, like advancing the colors.

(Several pre-chosen mothers, holding flags at rear of room or meeting area will advance colors and Cubs will act as color guard.)

Cub Scout 1: Please rise.
Father 1: Scouts, salute.
Father 2: Advance the colors.

Mothers advance the colors with Cub color guard and post them at front of room.

Father 3: Please join me in the Pledge of Allegiance.

Advancement

Cubmaster calls for the Cub Scouts who are to receive awards to come forward with their families and face the pack.

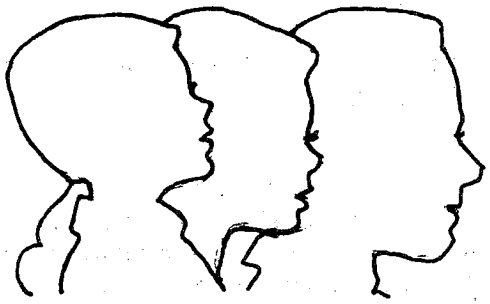
Cubmaster: These awards tonight are shared by the whole family. (Presents awards.)

Fathers, you have shared in this award by helping your son in these achievements and in doing so enjoyed the fun of being a family. Mothers, you have shared in this award by helping your son develop character traits that lead to family togetherness. Cub Scouts, all of you have shared in these awards and you will always be proud of your families and yourselves.

Closing

Cubmaster: Just as we have to leave this meeting to be with our families, often we have to leave our families to do things in the world. Even though we are apart, however we

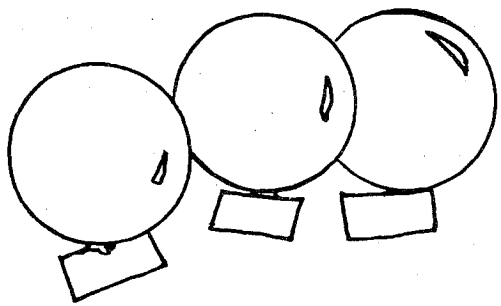
have memories and closeness in our hearts forever. The Cub Scout spirit will be growing until we meet again. Good night, Cub Scouts.



SEPTEMBER MR. Fix It

Opening

Each Cub Scout has a balloon with card attached to it. As each Scout reads the verse on the card, he **breaks** his balloon.



Cub Scout 1: Time for fun and fixin'.
Cub Scout 2: Hi! Good to see you here!
Cub Scout 3: We are celebrating.
Cub Scout 4: September and repairs!
Cub Scout 5: Get your tools all ready.
Cub Scout 6: Your hammers and your saws.
Cub Scout 7: Dig out that old easy chair.
Cub Scout 8: And fix it up, because..
All Scouts: This is Mr. Fix It month!

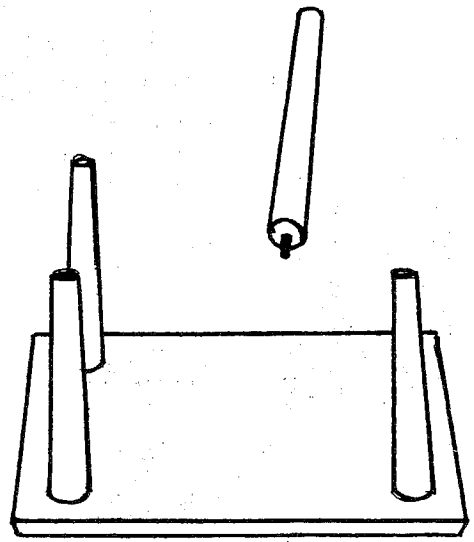
Advancement

Props: Table top, four legs, each leg representing a rank.

Cubmaster: In our lifetime, many things become broken and must be repaired -- not only material things, but our feelings and our spirit. As Cub Scouts, helping others to fix these things is an important part of growing. The first step in growing in Cub Scouts is to become a Bobcat. (Pick up Bobcat leg.) As we begin to fix this table, each rank becomes a leg to help support it. Tonight, we have (names) who will become Bobcats and are the beginning in the repair of our table which represents Scouts as a whole. Would they and their parents please come forward?

Next, as we continue to fix our table, we add another leg making it more sturdy. This rank is known as Wolf. We have several Cubs with us tonight who are to receive this badge. Will they please come forward? (Give Wolf badges and arrow points.)

As we strive to make our repairs stronger, we add still another leg representing the Bear badge. Several



of our Cubs are to receive this badge. Will _____ come forward. (Give badges and arrow points.)

To finish fixing our table tonight, we will put into place the last leg. Without this leg our table would not stand. The Webelos Scout has many badges to work on and the following Webelos have earned _____ and _____ badges.

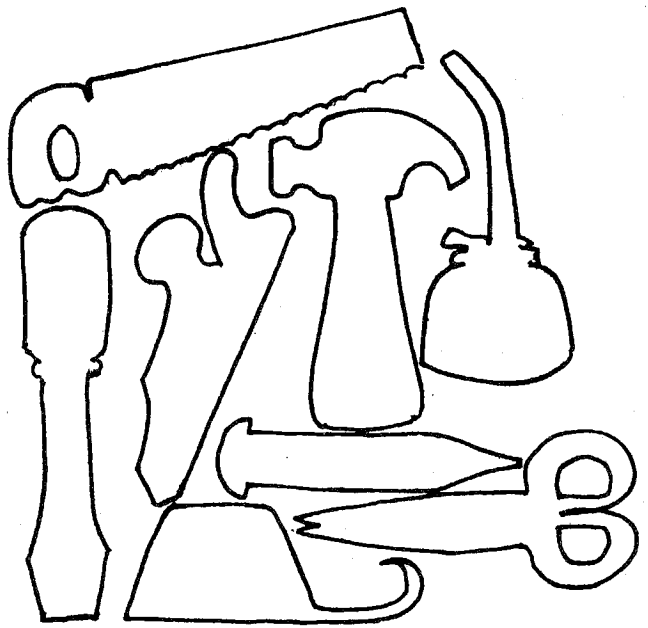
Now our table has been completely fixed and just needs a coat of varnish which we, the parents, represent. Without parents to help, these badges could not be completed.

Closing

Props: 8 signs cut out in the shape of tools with legends painted on them as shown below.

Cubs line up facing audience, holding blank sides of signs to audience, then turn signs one at a time.

Cub Scout 1: Bye now
Cub Scout 2: It's time to quit
Cub Scout 3: Our repairs have been made.
Cub Scout 4: See you later
Cub Scout 5: Sweet dreams
Cub Scout 6: Happy Scouting
Cub Scout 7: This is it
Cub Scout 8: The end. (Last Cub Scout turns back to audience.)



OCTOBER
Ghosts and Goblins

Opening

Cubmaster is in front of the pack with a table directly behind him. A jack-o-lantern (either real, plastic, or ceramic) is lighted and lights are off. A flashlight illuminates a Cub Scout dressed in a sheet or ghost costume. He holds a sign which reads:

GHOST OF THE PAST
-Cub Scout-
Ideals
Ceremonies
Traditions

Cubmaster: The ghost of things past has had an effect on the way we live and the things we do, but most importantly your ideals and the way we think and believe. (Shifts light to American flag) One of our greatest traditions is saluting and giving the Pledge of Allegiance to our flag. Will you please stand and join me now?

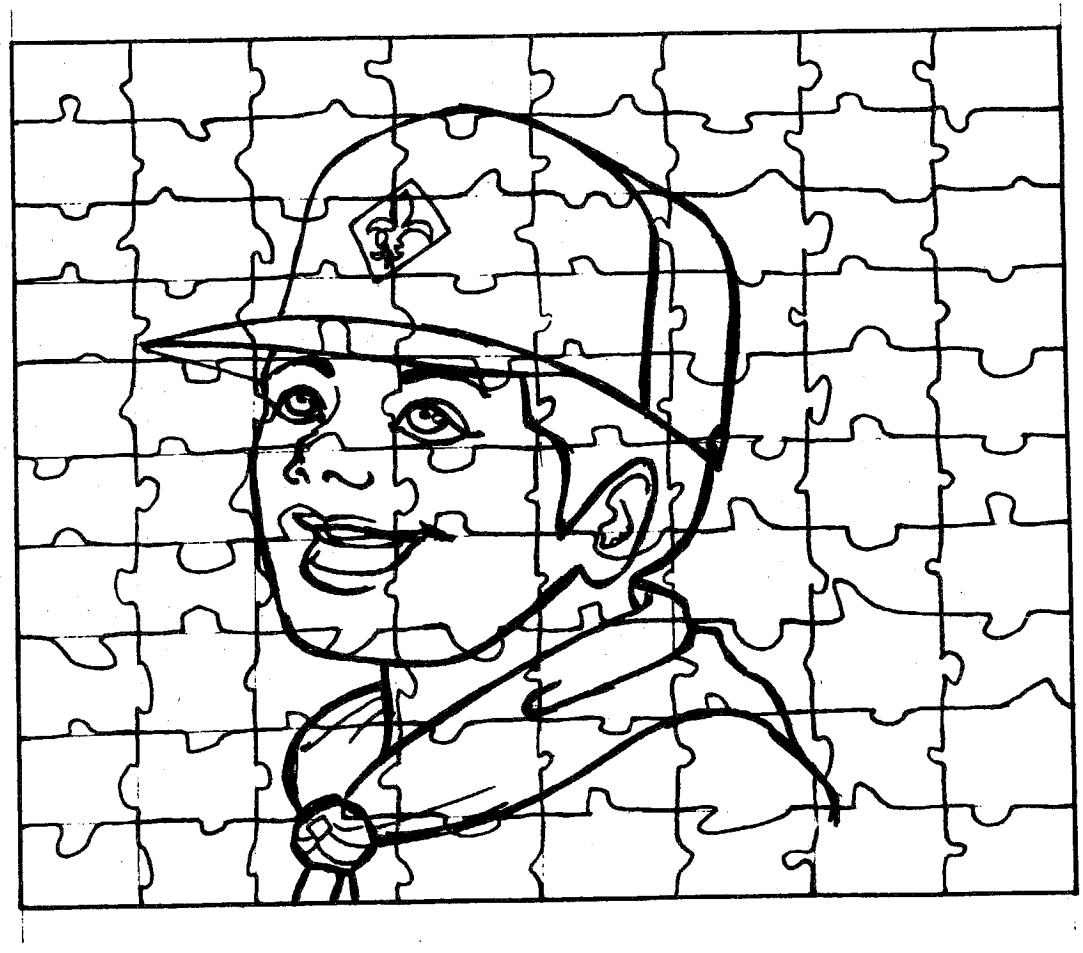
Advancement

A goblin pot (a black cauldron) is center stage. Inside is a smaller pan with dry ice and a little water in it. A leader dressed in a witch's costume stirs the caldron and pulls out the awards for the boys which are dry -- being hidden in the dry caudron, next to the pan. The witch should give each award to the cubmaster or advancement chairman who is dressed as a ghost of the present. This person calls the boys and parents forward to receive the awards.

Closing

Cubmaster: We have seen the ghost of the past and the ghost of the present. We can't see the ghost of the future, but what we do in the present will have a definite effect on how the future ghost will appear. Each of us, by doing our best in every thing we do, can not only change our future, but the future of all those who follow us. Do your best. Good night and good Scouting.

NOVEMBER
Bright Ideas



Opening

Many years ago the pilgrims had a "bright idea" that they could build a new nation out of a wilderness. Through much faith, courage, and patience their bright idea has developed into the greatest nation on earth. Let us remember the pilgrims and the freedoms we have today as we say the Pledge of Allegiance.

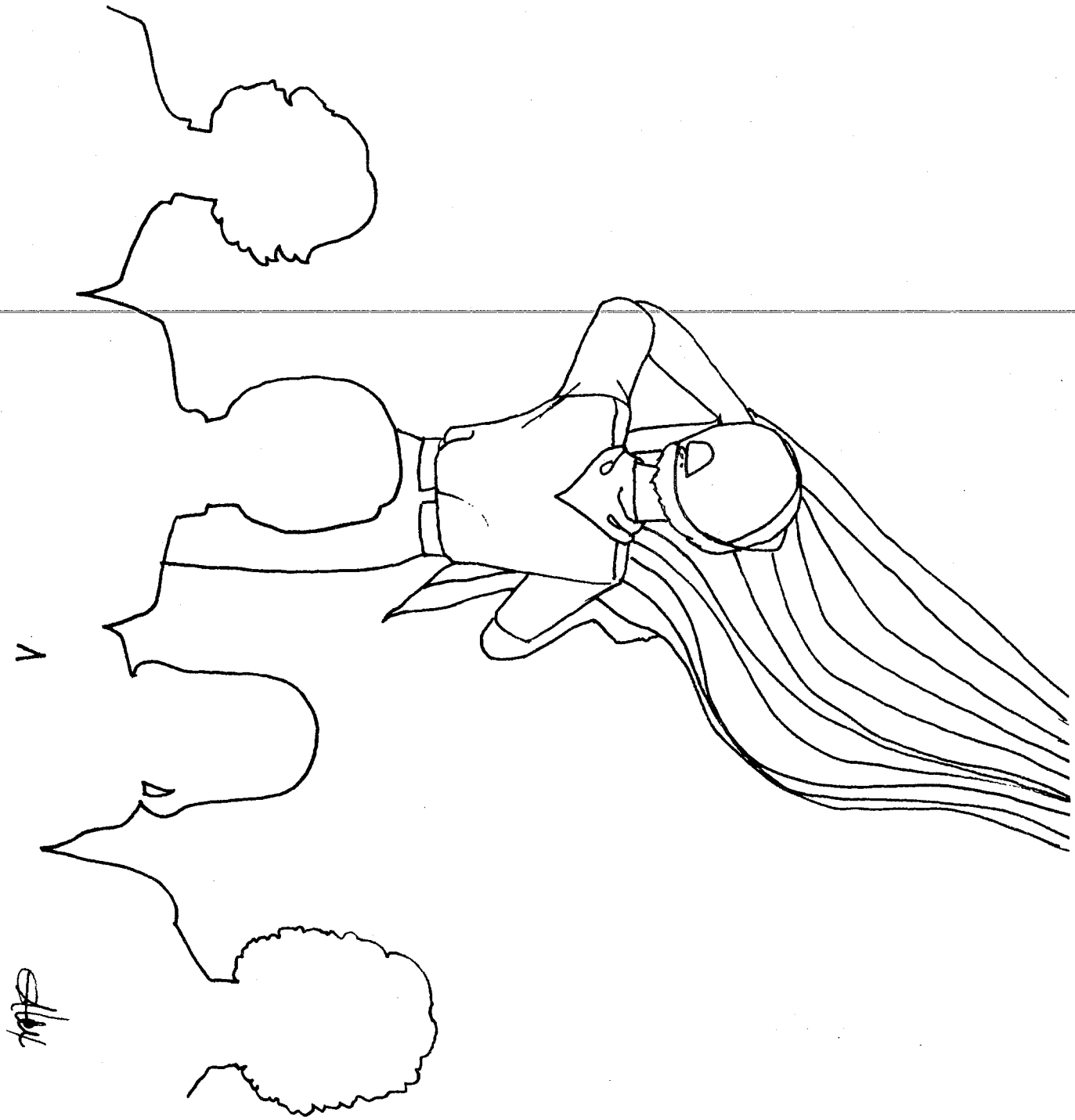
Advancement

Props: A large piece of cardboard **with picture of** a Cub Scout, cut out jig-saw style. (Be sure the pieces equal the number of awards and anticipated parents.)

Cubmaster: This evening we have several boys who have completed the puzzle of achievements and electives so they may advance in rank. Will Bobcat_____ and his parents come forward? (Give each a piece of puzzle. Continue in same manner for Wolf, Bear, and Webelos ranks, giving everyone a piece of the puzzle. After all awards are presented, have the boys and parents put the jigsaw puzzle together.) By working together we can fit all the pieces of the Cub Scout puzzle together to make a complete picture of the Cub Scout youth of America.

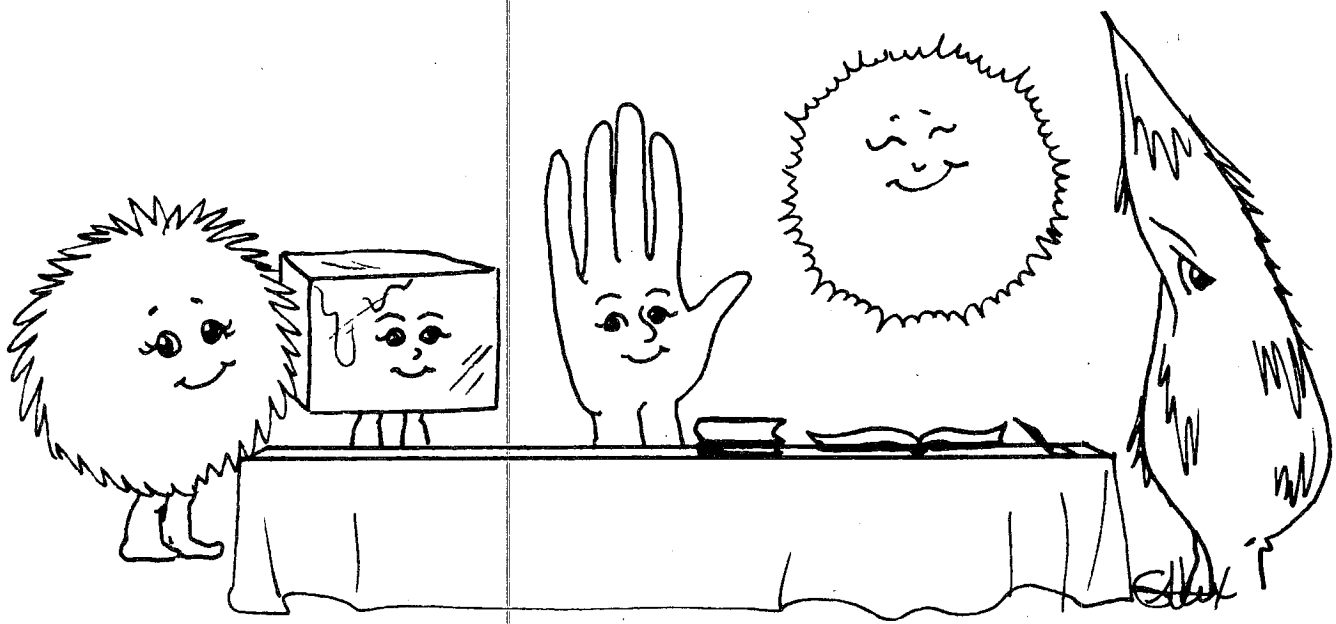
Closing

Cubmaster: We have seen tonight that we all have bright ideas and we should be proud of our accomplishments and abilities. We should never forget, though, that we all depend on other people and our greatness is not fulfilled until we can be great with and for other people. Good night Cub Scouts.



XVIII – XXIII PACK ENRICHMENT

XVIII PACK MANAGEMENT



PACK MANAGEMENT

1. Relationship with sponsoring institution
2. How pack bylaws help increase communications within the pack and the organization of the pack and the responsibility of each member
3. Registration procedures Rechartering procedures and The on-time registration award
4. The importance of training and training knots Training available for Cub Scout leaders
5. How to plan pack programs around the monthly themes
6. How evaluating the effectiveness of a pack program increases the quality of future programs
7. Successful methods of increasing advancement
8. The importance of record keeping
9. The Honor Unit Award
10. The National Summertime Pack Award
11. The requirements for and importance of the tour permit
12. Pack service projects and why they are important
13. The importance of pack insurance
14. The importance of recognition for boys and leaders

The following is taken from the "Congressional Report in Support of Act to Incorporate Boy Scouts of America."

Rules and Regulations - Article VI, Section 3.

Organization of Units

Clause 1 General. The corporation shall have the power to grant charters to representatives of organization and groups of citizens of the United States meeting the requirements of the Bylaws and these Rules and Regulations to organize and maintain troops of Scouts and other units of the Scouting program, and to issue certificates of membership in such units to the officers and members thereof who comply with the requirements of the Bylaws and these Rules and Regulations. The Corporation shall have the power to revoke such charters when in its sole judgment such revocation is warranted.

Charters to Organizations

Clause 2. For the formation of units, charters may be granted to organizations upon application from the duly constituted authorities of such organization on forms provided for that purpose. Such applications shall obligate the organizations to provide adequate facilities, supervision, and leadership for at least one year and to make an effort to provide Scouts with the opportunity to have a year-round outdoor program that will include day and night hikes, overnight camps, camporees, and summer camp experiences, with adequate facilities and supervision; and for Explorers, the opportunity to participate in at least five days and five nights of trips and Explorer activities away from home each year.

Standards of Organization

Clause 4. In order to charter only those organizations or community groups which will provide sound and moral leadership and the support that is necessary to provide a successful and wholesome program for young people, extreme care is to be exercised in the securing and processing of applications for unit charters.

Representatives of the council shall in each case personally interview the principal leaders of the organization or community group that is under consideration. In doing this they shall not only explain the responsibilities expected of the chartered organizations or community groups but also determine the degree of sincerity of their interest. Additionally, it is important to assess its capability of carrying out its obligations.

Intended meeting quarters shall be inspected to determine their adequacy as well as to ascertain other

uses to be made of these or adjoining quarters for the purpose of considering the compatibility of uses and the general appropriateness of the environment. An investigation shall also be made as to the general objectives, purposes, charter organization or community group and its compatibility with the aims and purposes of the Boy Scouts of America. The history, length of service, and general reputation of the organization or community group are also factors that should be considered.

HOW BYLAWS HELP INCREASE COMMUNICATIONS AND THE ORGANIZATION OF THE PACK AND RESPONSIBILITY OF EACH MEMBER.

CURING PARENT INDIFFERENCE

Since the success of Cub Scouting depends 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 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 the pack and den when called upon.
2. To attend pack meetings regularly with their son.
3. To help their son progress in Cub Scouting achievements and electives.

(See Section on Parent Involvement.)

PARENTS ARE PEOPLE

Every so often, it seems that Cub Scout pack leaders forget that the parents of Cub Scouts are people. It is not unusual for the pack leaders to think that Cub Scout parents are merely a group of individuals who can and must be moved about like chess men, must be inspired constantly, must be forced into doing necessary jobs, must be blackmailed into pack participation. Let's stop for a moment and take a second look.

Parents of Cub Scouts are people. They have the same basic drives concerning their children. They get real satisfaction from the program. They get a first-class kick out of Cub Scouting IF they know what we are trying to do in Cub Scouting, if they understand the pack's plans and program, and if they know how they fit into the total picture - or, if they are "TRAINED."

Parent training must begin as soon as the boy shows interest in becoming a Cub Scout. The pack must have a planned program to reach the parents. This means the personal family interview or a more formal approach to parents attending the School Night for Cub Scouting. The pack should use tools provided, i.e. Parent Orientation Flip Chart, plus use of items which show the pack's program.

One of the most effective methods for training parents, and one which conserves time and effort is known as PEP, (Parent Education Plan), which will put pep in your pack. The basic steps are these:

1. Parents of the boys seeking admission to the pack are invited to attend the School Night for Cub Scouting meeting.
2. The chairman, cubmaster and a few others should be there.
3. When parents are assembled, the pack leadership tells them

a three part story:
A. What Cub Scouting is
B. What our pack can do for you and your son
C. What our pack expects of you, if you choose to join.

4. After the story, the parents are given membership applications and then given an opportunity to decide if they want to join under the conditions explained.
5. If they want to become a part of the pack, the committee then assigns them to dens, and the whose family is ready to join the program.
6. The parents are invited to remain for the regular meetings, or, if they wish, they may leave.

This is just one plan which works. It makes no difference what technique is used, but it is necessary that parents know what is involved in Cub Scouting. Remember - parents are people: treat them with care and they will be ready and willing to help "make the pack grow and go."

SUCCESSFUL PACK ADMINISTRATION

The Cubmasters' Packbook or Pack Committee Book and the Pow Wow Series book "Pack Administration" are excellent sources for learning about the mechanics of pack administration. Every leader involved in pack administration should read these publications at his earliest convenience along with anything else available.

BYLAWS

Bylaws are necessary for the smooth running of a pack because they form the guidelines within which to work. Everyone needs rules by which they are governed. Bylaws which are established (and followed) provide the committee with a workable tool that can prevent hurt feelings or embarrassment when a committee member suggests an activity that would not parallel BSA policy or procedure.

Each parent or set of parents should receive a copy of the bylaws when they join the pack. A copy should be a permanent part of the file of each committee member.

SAMPLE BYLAWS

CUB PACK ____
SPONSOR_____

ARTICLE I - PURPOSE

Every effort of this pack committee will be directed toward the development of boys into Cubs, and Cubs into Scouts, keeping in mind that the Boy Scouts of America is a program for boys with guidance by adults. "It is better to build boys then to mend men."

ARTICLE II - PACK COMMITTEE

Section 1 - The pack committee will consist of parents of Cubs, members of the sponsoring institution, and persons interested in youth, as long as they are willing to devote the time and effort necessary to work as a pack committee member.

Section 2 - The cubmaster, assistant cubmaster, and committee chairman will be nominated and voted into office by the pack committee, subject to approval by the sponsoring institution.

Section 3 - Membership on the committee is contingent on (1) application for adult membership in the Boy Scouts of America, and (2) approval by members of the pack committee.

Section 4 - Only registered committee members shall have a vote on any issue brought to the committee for approval.

Section 5 - It will be the committee's job to support the den leaders and their ideas, as long as those ideas are in accordance with the purpose of Scouting or improving the Cubbing program of the pack.

Section 6 - The pack committee will have its regular monthly meetings on _____ a week before each pack meetings, beginning at 7:00 P.M. at _____ unless agreed by the committee to meet at a different day or time.

Section 7 - A special committee meeting may be called by the committee chairman if necessary.

ARTICLE III- GRIEVANCES

Section 1 - Grievances by a Cub, his parents, or guardian will be reported to the pack committee chairman. An effort will be made to resolve the difference by the committee chairman and anyone chosen to assist. If not resolved then a full review of such grievance will be conducted by the pack committee. The pack committee, those who have the grievance, the head of the sponsoring institution, the Scouting Coordinator, and other involved parties will be in attendance if possible.

ARTICLE IV - PACK MEETINGS

Section 1 - The cubmaster will be in charge of all pack meetings, hikes, and pack outings unless he appoints the assistant cubmaster or a committee member to take this responsibility. Any problems arising during these activities will be the responsibility of and handled by the person in charge of the outing.

Section 2 - All regular pack meetings will begin at 7:30 P.M. at _____ in accordance with pack _____'s calendar of events. Summer pack meetings in June, July, and August may vary from the above schedule and will be set at the Annual Planning meeting.

Section 3 - The changing of any date or time of pack meetings must be approved by the committee.

ARTICLE V - DEN OUTINGS OR TRIPS

Section 1 - Plans for den outings or trips must be approved by the cubmaster. Plans will include one adult for every six (6) boys in attendance.

ARTICLE VI - PACK FUNDS

Section 1 - The signature of either the committee chairman or the treasurer is required on checks for all money duly authorized for disbursement by the pack committee.

Section 2 - All pack fund-raising projects will be subject to authorization by the pack committee and application made to Scout Service Center as required.

Section 3 - Each Cub Scout will be required to pay weekly dues set forth by the committee, payable to his den leader.

ARTICLE VII - DEN LEADERS MEETING

Section 1 - Each month a den leaders meeting will be held with time and place set up by the den leader coach. Each den is to have one (1) vote on all matters brought up at this meeting.

ARTICLE VIII - PROSPECTIVE MEMBERS

Section 1 - When a boy shows interest in joining the pack, two committee members will be assigned to visit the home for an interview with the prospective Cub Scout and his parents. They will explain about the Boy Scouts of America in general and about the pack in particular. A copy of the Bylaws will be given to the new family.

ARTICLE IX - ANNUAL PLANNING

Section 1 - Prior to the Annual Planning meeting, the den leaders with the assistance of the den leader coach may plan monthly themes and schedule each den's part at each pack meeting. They may also plan the summertime activities and bring all the information to the Annual Planning meeting.

Section 2 - The Annual Planning meeting will be held in August each year to plan the yearly activities for the pack. Those in attendance shall be committee members, and interested parents.

ARTICLE X - AWARDS

Section 1 - All awards and advancements must be turned in to the awards chairman seven (7) days before the pack meeting.

ARTICLE XI - CUB UNIFORM

Section 1 - Because the Cub Scout uniform is an important part of the program, all Cub Scouts will be required to wear the uniform to all Scout activities unless advised otherwise by the person in charge of the activity.

Section 2 - In cases where a Cub Scout's parent or guardian is financially unable to secure a uniform, the pack committee will consider procurement of the uniform for the Cub Scout.

Section 3 - The uniform shall consist of a Cub Scout shirt with necessary patches and insignia, slide, neckerchief, neat dark tennis or leader shoes, dark socks, dark trousers, and a Cub Scout belt.

REGISTRATION AND RECHARTERING PROCEDURE FOR REREGISTERING UNIT

Although the time for rechartering a unit starts 120 days before its due date, your concern will take place with the following steps 60 days before the 15th day of the month in which the charter is due.

Step 1

Your unit commissioner will receive the Charter Renewal Kit at the monthly staff meeting and will make contact with the unit's key person (Usually someone familiar with the unit's membership inventory).

Step 2

Before the 45th day, by contact with the key person, the commissioner establishes a date for the roll call and uniform inspection and the charter renewal meeting for completion of papers, fees, etc.

A. Committee chairperson with key person, unit leaders and the commissioner conduct roll call and uniform inspection to:

1. Check off the status of each youth member on the unit's computer printout.
2. Determine the unit's status toward completion of the National Honor Unit Award.
3. Establish that the unit will register "on time" and that leadership and adult problems are resolved or on the way to resolution.
4. Estimate the number of members reregistering. This list is screened against the unit commissioner's unit inventory and the unit roster and every loss is accounted for. All necessary resources are brought into action by the unit commissioner at this time to strengthen the unit in all areas.
5. Certify that the unit is now back to strength or will have successfully completed a program of returning to strength before reregistration meeting and complete another step toward earning the National Honor Unit Award.

Step 3

Before the 15th day: Charter renewal meeting (final check). Invited are chartered organization head, Scouting Coordinator, all committee personnel, all leaders, the commissioner, and other chartered organization personnel.

The charter renewal meeting is conducted by the unit commissioner. At this point necessary signatures are obtained. A final check is made to see that the charter is complete. The commissioner conducting the meeting takes the entire completed kit and fees with him at the completion of the meeting.

The following form will assist you in determining the prorated fees to be remitted to the Council when registering someone in your unit. Enter the month your unit recharters across the top of the form, then draw an imaginary line straight down to the current month (listed on the left side of the form). This will give you the number of months remaining in your charter and the amount of money to remit to the council.

You then find that number on the bottom part of the form. By once again following an imaginary line straight down, you'll determine your prorated charges for registration fees and Boys' Life.

Transfer Fees

Adult and youth members transferring from one unit to another- one program to another, during the charger year pay a 50¢ transfer fee only.

PACK-CHARTERED ORGANIZATION RELATIONSHIP

Responsbilities of the Chartered organization to the pack:

1. See that the Scouting program is conducted according to the policies of the chartered organization and the Boy Scouts of America.
2. Furnish a meeting place for the monthly pack meeting.
3. Appoint a committee to operate the pack.
4. Appoint a Scouting coordinator to serve as liaison between pack and chartered organization. The Scouting coordinator works closely with the pack committee and represents them on district and council.
5. Ensure that Cub Scouts have a year-round program of activities.
6. Encourage parent participation.

Responsibilities of the pack to the chartered organization:

1. The pack committee is responsible to the chartered organization for the sound operation of the pack.
2. Show interest in the chartered organization and render service to it.
   a. For example, if the chartered organization is a PTA, parents of Cub Scouts could be encouraged to participate in the PTA.
   b. Carry out some type of good turn to help the chartered organization, such as improving the appearance of buildings or grounds, or using budgeted funds to purchase needed equipment or furnishings for the chartered organization.
3. Keep the chartered organization informed of the accomplishments of the pack.
   a. The pack committee should make a formal report each year at the annual review.
   b. The Scouting coordinator could make regular reports about pack activities at the meetings of the chartered organization.
   c. Invite all officers of the chartered organization to attend pack activities.
4. See that the chartered organization receives recognition.

IMPORTANCE OF TRAINING AND TRAINING KNOTS

Cub Scout leaders are trained to ensure that boys get a quality program and a fun filled experience. People gain confidence from being given the facts and from being told what is expected of them. How effectively the Boy Scouts of America influences the lives of boys depends to a large degree on leaders and their understanding of the aims and techniques of their various jobs.

Cub Scout leader training is simply collecting what we already know about

boys and organizing this information toward the purposes and methods of the Cub Scout program. Cub Scout Leadership Training, then, has as one of its main purposes to inform and train leaders. Leaders who know the why and hows of the program will be more effective in their roles and, as a result, Cub Scouts will be able to achieve the objectives of the program--training in character, citizenship, and personal fitness--while having fun.

There are many different leadership positions in the Cub Scout program. How well leaders understand the importance of their jobs and the methods of using the program to attract and benefit boys will be determined by the quality of training they receive.

Training helps leaders keep the various elements of the program in proper perspective. It helps them to understand that there is a difference between the Cub Scout program and its ultimate objectives. The final result is a citizen of good character, mentally and physically fit to meet the responsibilities of life, and capable of giving good leadership. The program is an accumulation of activities designed to help build these attributes in youth. Leaders should understand that badges, crafts, games, and trips are not an end in themselves, but instead, a means used to reach the objectives of the Cub Scout program.

Training helps leaders acquire knowledge, develop good attitudes, and learn skills which are necessary to make their contribution to boys worthwhile. It shows them how to use the many resources available to provide the best possible program for the boys, and it gives them confidence as they carry out the program.

THE TRAINING PLAN

The following 4-step training plan has been designed to provide information to all Cub Scout leaders, regardless of position, to aid them in providing a quality Cub Scout program for the boys.

1. Orientation
   Designed to acquaint families and new leaders with the total program of the Boy Scouts of America and give specific information abou the Cub Scout program. It is a foundation for further training.
2. Basic Training
   A series of training sessions to give job-related information to all Cub Scouting volunteers, regardless of position. One of the aims of basic training is to encourage leaders towards continuous self development.
3. Supplementary Training
   This includes a variety of training courses given on a district, area, or regional basis, designed to give additional information on specific areas of the Cub Scout program. For pack leaders, these would include monthly roundtables, Pow Wow, den leader workships, Train the Trainer and Philmont.
4. Advanced Training
   Cub Scout trainers woodbadge is

a week long course designed to prepare Cub Scout trainers for training responsibilities and a deeper, dedicated involvement in the Cub Scout program.

See current Insignia Control Guide for training recognition knots and awards available for Scouters' uniforms.

PLANNING PACK PROGRAMS AROUND MONTHLY THEMES

The secret of good planning for Cub Scout den activities is the wise use of the monthly theme. A theme is simply an idea or emphasis around which den and pack leaders plan activities.

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 all together at the monthly pack meeting with skits, stunts, and handicrafts, all related to a single theme. If the dens are active during the month, an interesting and entertaining pack meeting is the natural result, because it reviews all things the dens have done.

Cub Scout families are eager to see what other dens have done with the theme. A friendly rivalry usually results, and quite often, den spirit is developed, even among parents.

Webelos dens do not use the pack's monthly theme. Instead, their emphasis is on one of the activity badge areas.

Often the Cub Scout theme and activity badge area are compatible, such as "Cub Scout Circus" and "Showman"... or "Going Places" and "Traveler."

The aim of the theme idea is to open the door to fun and adventure by providing a different kind of experience for each month of the year. The theme must have a broad appeal for boys. It should give each Cub Scout a chance to express his own interests and use his own abilities. Your themes should steer boys toward new fields, interests, and hobbies they might not otherwise discover for themselves.

Each year, "Cub Scout Program Helps" suggests 12 monthly themes for Cub Scouts and provides program ideas on those themes. "Boys' Life" magazine also features program ideas each month on the recommended theme and the district roundtable meetings provide program ideas on these same themes.

Packs are not obligated to use the recommended themes, although there are benefits to be gained by using them. These themes are selected and planned to appeal to boys and to offer opportunities to achieve the purposes of Cub Scouting. They are the subjects on which the most program material will be available.

However, the Cub Scout program is flexible and if another theme better suits your pack, you may wish to make an exception. These things should be kept

in mind when selecting a theme:

1. It must have strong appeal for Cub Scout-age boys.
2. It should be a wide subject that provides variety so that each boy can do the things he likes to do.
3. It should instill the deeper, more lasting values of Cub Scouting.

In planning, den and pack leaders break the theme down into one or more activities or projects for the weekly den meetings. These will vary from den to den. These guidelines should be followed when selecting activities on the theme:

1. Each activity should have a definite objective in harmony with the aims and policies of Cub Scouting.
2. Each activity should contribute toward the development and maintenance of proper family relations.
3. Each activity should be simple, within the capacity and interest of both Cub Scouts and their families.

After the theme is decided utilize your resources to "fill-out" your program. Some resources to remember are:

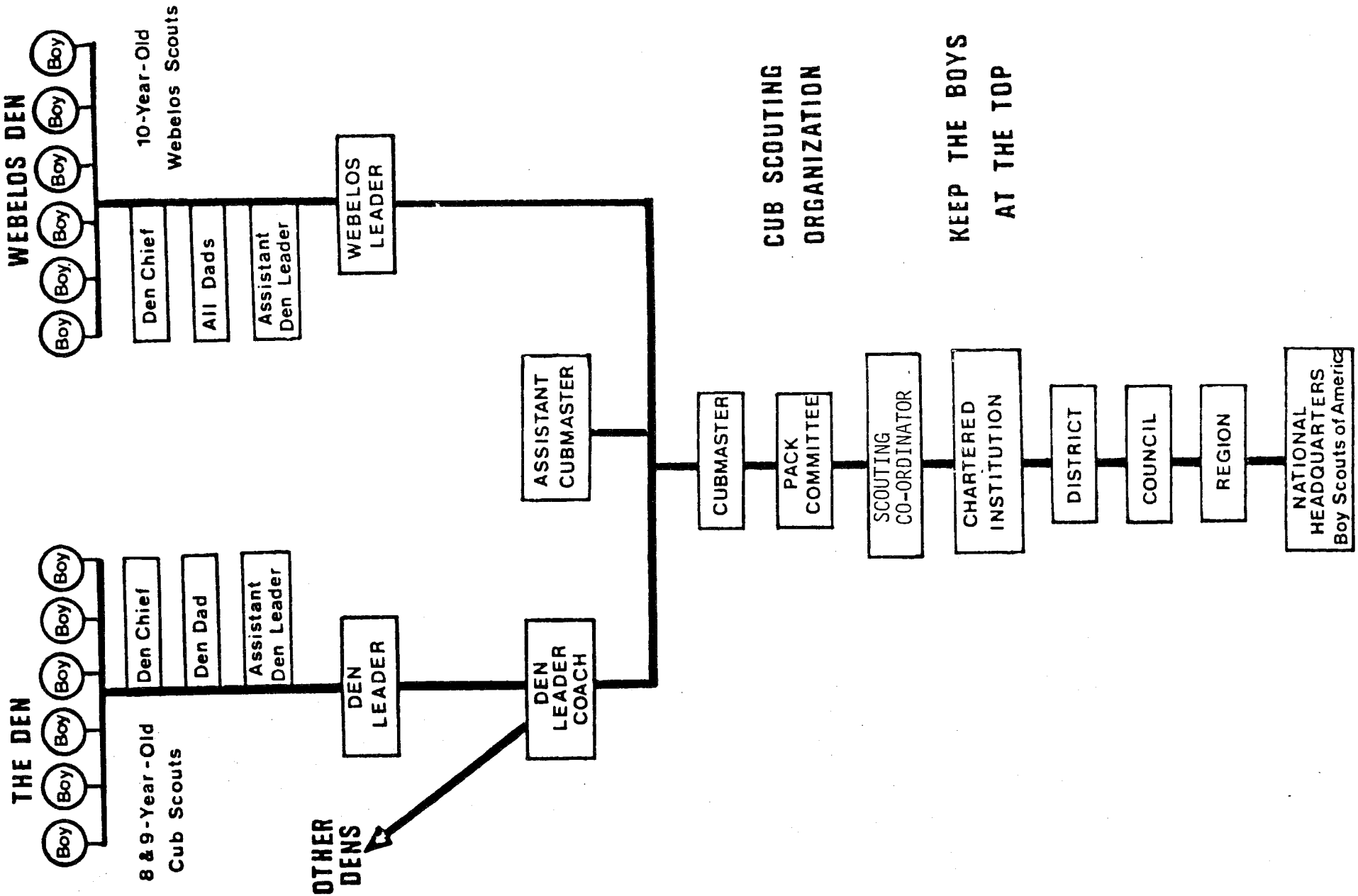
Cub Scout Program Helps
Boys' Life Magazine (Remember reprints and old issues)
Scouting Magazine
Monthly Cub Leaders' roundtable.
Cub libraries (including Wolf and Bear books)
Pow Wow books
Cub Scout Songbook
Staging Den and Pack Ceremonies
Cub Scout Fun Book
Program Sparklers
Experience of committee and parents
Imagination!!!!!!!

As an example, assume "Circus" is the theme. What will we do?

A member of the committee can dress as a barker to greet the parents when they arrive and direct them to the "Midway." The crafts each den has been working on can be on display and each den can have a game with a small prize (Like the button hole puzzle). The ringmaster (cubmaster) can call the meeting to order and start the parade of "acts" and the pack and American flags. Then the ringmaster can introduce the den acts (such as the strong man, jugglers, clowns, wild animal trainer, maybe a song leader). Then the ringmaster can announce the advancements. "Ladies, gentlemen, and children of all ages presenting the wild - wonderful, wily wolf Cub Scouts John Gray, Bill Smith..."

Some applause stunts after each act from the program Sparklers follow and for the closing all the acts are again called on stage and the colors can be retired.

With a little imagination some costumes can be made in the den meetings for everyone involved in the pack meeting. The secret of planning exciting, funfilled, worthwhile den and pack meetings is the wise use of the monthly theme.


WEBELOS DEN
Boy
Boy
Boy
Boy
Boy
Boy
10-Year-Old
Webelos Scouts
Den Chief
All Dads
Assistant
Den Leader
WEBELOS
LEADER
THE DEN
Boy
Boy
Boy
Boy
Boy
Boy
8 & 9-Year-Old
Cub Scouts
Den Chief
Den Dad
Assistant
Den Leader
DEN
LEADER
DEN
LEADER
COACH
OTHER
DENS
ASSISTANT
CUBMASTER
CUBMASTER
PACK
COMMITTEE
SCOUTING
CO-ORDINATOR
CHARTERED
INSTITUTION
DISTRICT
COUNCIL
REGION
NATIONAL
HEADQUARTERS
Boy Scouts of America
CUB SCOUTING
ORGANIZATION
KEEP THE BOYS
AT THE TOP

REGISTRATION & BOYS' LIFE FEES

Effective January 1, 1983

CHARTER EXPIRATION MONTH	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC
JAN	1	2	3	4	5	6	7	8	9	10	11	12
FEB	12	1	2	3	4	5	6	7	8	9	10	11
MAR	11	12	1	2	3	4	5	6	7	8	9	10
APR	10	11	12	1	2	3	4	5	6	7	8	9
MAY	9	10	11	12	1	2	3	4	5	6	7	8
JUN	8	9	10	11	12	1	2	3	4	5	6	7
JUL	7	8	9	10	11	12	1	2	3	4	5	6
AUG	6	7	8	9	10	11	12	1	2	3	4	5
SEP	5	6	7	8	9	10	11	12	1	2	3	4
OCT	4	5	6	7	8	9	10	11	12	1	2	3
NOV	3	4	5	6	7	8	9	10	11	12	1	2
DEC	2	3	4	5	6	7	8	9	10	11	12	1

The fees will be prorated as follows:

	1	2	3	4	5	6	7	8	9	10	11	12
CUBS & SCOUTS	.25	.50	.75	1.00	1.25	1.50	1.75	2.00	2.25	2.50	2.75	3.00
EXPLORERS	.30	.60	.90	1.20	1.50	1.80	2.10	2.40	2.70	3.00	3.30	3.50
ADULTS	.50	1.00	1.50	2.00	2.50	2.50	3.00	3.50	4.00	4.50	5.00	5.00
BOYS' LIFE		.90	1.35	1.80	2.25	2.70	3.15	3.60	4.05	4.50	4.95	5.40

EVALUATING THE EFFECTIVENESS OF A PACK PROGRAM AND QUALITY OF FUTURE PROGRAMS

SETTING PACK GOALS

We are always working toward goals, either consciously or subconsciously. The skillful use of this built-in capability is one of the characteristics of an effective leader.

People tend to move toward whatever they dwell on, and they become like the things they think about. This is the reason that it is a good idea to pinpoint specific constructive goals and program them into your system. It is equally important that your pack goals fit together and support each other. As you carry out your responsibilities in your pack have Cub Scouting's purposes uppermost in your thoughts.

There are a few things to keep in mind when setting pack goals:

Consistent ... Think of each goal as one piece of jigsaw puzzle. As the pieces are fitted together, they should form a picture that makes sense. What you're striving for is a picture of Cub Scouting at its best.

Constructive ... Pack goals should represent improvements in your present den or pack operation. They should be aimed at providing better Cub Scouting for the boys. They should be relevent to the program in order to be significant.

Challenging ... Your goals should be challenging, but not beyond the realm of possibility. They should be high enough to excite and stimulate your pack, but not so high they are unattainable.

Clearly Defined ... Your goals should be readily understood by everyone. Be sure all pack leaders have a clear image of your goals.

Precise ... Rather than setting a goal to increase membership, set it to increase membership by 5% or 10% or 15%. Your goals should be sufficiently flexible to take into account reasonable degrees of variability.

Written ... Write down your goals.

SUCCESSFUL METHODS OF INCREASING ADVANCEMENT

Aids to advancement for the Cub Scout:
Advancement ceremonies (den and pack) tied to theme
Den doodles
Den advancement charts (displayed at pack meetings)
Awards presented promptly
Parent meetings (den and pack)
Instant recognition patch
Pack advancement ladder

Complete uniforming (Cubs and adults)
Impressive Arrow of Light ceremony
Cub-to-Scout graduations

A SUCCESSFUL PACK

Successful is the den leader who inspires boys to welcome new challenges; for his boys will be better prepared to meet each future challenge.

Successful are the parents who encourage and help their son advance in Cub Scouting; for they shall be proud of their boy's growth in mind and body.

Successful is the cubmaster who provides imaginative and inspirational recognition for each Cub Scout's achievements; for he has inspired other Cub Scouts and parents to move upward.

Successful is the Webelos den leader who emphasizes activity badge work by his 10-year-olds; for he will develop boys better prepared for life.

Successful is the leadership team who inspires the Cub Scout to do his best; for he shall find fulfillment of his need for achievement and recognition.

Successful is the Cub Scout who participates fully in the advancement program; for he shall find fulfillment of his need for achievement and recognition.

Successful is the Cub leader development team that teaches Cub leaders the importance of advancement; for they shall see Cub Scouting at its best.

Successful is the Cub Scout advancement chairman who leads others to carry out a full advancement program; for he will be rewarded by the increasing levels of achievement.

Successful is the Scout who wears the Arrow of Light; for he is better prepared to learn from his Scouting years.

Successful is the Cub Scouting vice-president who spotlights advancement in the council's Cub Scout program; for his leadership will result in fulfillment of the goals and purposes.

Rejoice and be glad all ye advancement-oriented Cub Scout leaders; for America will have better men in the future through your efforts and foresight.

THE IMPORTANCE OF RECORDKEEPING

Accurate recordkeeping enables the pack to recognize advancements and special achievements when recognition is due. Prompt recognition and presentation of awards is a very good way to motivate young men.

Each Cub Scout should have an Individual Cub Scout Record. This record

sheet goes with him to Webelos. On this sheet is recorded his advancement, attendance, dues, leadership responsibilities, and personal information.

Each den should maintain a Den Record. This is a summary of the individual records, and provides a quick reference to evaluate the den's advancement progress.

The Den Advancement Report is prepared by the den leader from information found on the Den Record and/or the Individual Cub Scout Record. As stated earlier, recognition for advancement is very important. If you forget the sugar in the kool aid, the Cubs will forgive you. But it hurts when they earned awards and you didn't turn it in for them.

The Cub Scout Advancement chart is one method you can use to visibly demonstrate to all the Cub Scouts in your den just how they are coming along. Den doodles also provide instant incentive for advancement.

The Monthly Den Dues envelope is used to record dues collected and paid into the pack treasury. It is usually turned in at the monthly pack leaders meeting.

The Pack Record Book is kept by a committee member and contains information on all the Cubs in the pack. It provides a ready reference to determine how well the pack is doing in carrying out the Cub Scout program.

Accurate recordkeeping means happy and advancing Cub Scouts and a growing pack.

HONOR UNIT AWARD

If your pack meets the "10 Tests of Successful Packs" established by the Boy Scouts of America, the pack, leaders, and Cub Scouts will be eligible for the Honor Unit Award recognition. This is a valuable tool for pack program enrichment.

The procedure for earning the Honor Unit Award is tied in with the pack's charter renewal procedure. (See 'Charter Renewal' in "Administration' section of this book.)

The 10 tests of successful packs include:

*1. On-time reregistration. Pack roll call and inspection conducted.
*2. One or more assistant cubmasters.
*3. Trained leadership.
*4. Pack outdoor program.
*5. At least 51% of boys advanced in rank during past year.
6. Active Webelos den.
7. 100% Boys'Life subscriptions.
8. Pack budget plan used.

*Required items. These items must be attained plus at least two of the other five in order to qualify.

9. Pack annual and monthly planning meetings held.
10. Pack conducted service project.

If it is determined that the pack has met the requirements for the Honor Unit Award, application for the award is made. At the same time, goals are set for the coming year, based on the 10 tests.

The pack's award is a large, colorful flag streamer with the words 'Honor Unit B.S.A.' on it. Leaders and boys may wear the Honor Unit embroidered emblem on the uniform's right sleeve (four inches down from the shoulder seam). The National Honor Unit Recognition certificate is also available.

See No. 28-040 for information about the "Ten Tests of Successful Scouting for Packs."

Your district executive and unit commissioner can provide more information about the Honor Unit Award.

NATIONAL SUMMERTIME PACK AWARD

You can ensure a year-round pack program and qualify for the National Summertime Pack Award by planning and conducting three pack activities, one each during the months of June, July, and August. You'll find there will be plenty of boys and families around to make your monthly pack outings successful.

Boys like to do things in the summer that are different from what they have done the rest of the year, so it is not necessary to schedule formal weekly meetings and monthly pack meetings. Use the good weather and the extra time available to plan different types of outdoor den and pack activities.

Put the accent on friendly, informal family activities, with emphasis on action in games, contests and special family events.

During the pack's annual planning conference in August, think ahead to next summer. Make up a schedule of the three pack activities and a list of suggested den and family activities. Distribute a schedule to each pack family.

Requirements for Summertime Pack Award: Packs can qualify for the attractive, full-color National Summertime Award certificate and pack flag ribbon by conducting three pack activities, one each during June, July, and August. There is no attendance requirement to earn this award.

Requirements for den ribbon: Dens who average at least 50% of their families at the three summer pack activities are eligible for the colorful den participation ribbon to hang

on the den flag. This award has nothing to do with den activities.

Requirements for individual summertime award pin: Boys who attend the pack's three summertime activities as described above, qualify for the National Summertime Award pin, which the pack may purchase and present. This pin is for boys, not adults.

Submit your application for the National Summertime Pack Award to the council office as soon as you have completed the August pack activity. Then plan a special presentation of awards at pack meeting.

See "National Summertime Pack Award Planning Guide" for additional information.

REQUIREMENTS FOR AND IMPORTANCE OF TOUR PERMITS

The "Local Tour Permit Application" is used for trips of 500 miles or less. It should be filed with the local Scout service center no less than two weeks before the trip to allow time for approval. The tour permit provides information in case an emergency arises.

Tour permits also provide information about insurance, vehicle requirements, and minimum age of drivers. They list the national requirements for minimum liability insurance. A pack official must sign the application to show these requirements have been met.

The following guidelines should help you plan fun-filled and worthwhile trips.

1. All trips of 500 miles or less should be filed with the service center on the tour permit. Webelos dens should file permits for dad-and-son overnight campouts.
2. Short in-town den trips during den meeting hours don't require tour permits. However, it is recommended that permission slips be obtained. (See suggestions for permission slips)
3. Secure adequate, responsible, and safe transportation. Drivers must be licensed, at least 21 years of age, and adequately insured. Ask families to help provide transportation.
4. Cubs and leaders should be in proper uniform.
5. Good behavior is important so that other Scout groups will be welcome later.
6. Provide plenty of adult supervision. Enlist the help of adult family members.
7. Consider distance. How much travel time is involved?
8. Make arrangements in advance with the place you plan to visit. Be on time.
9. Tell the Cub Scouts in advance the highlights of what they can expect to see and do.

10. Coach the Cubs so they are attentive, courteous, and observe all necessary rules.
11. Establish the buddy system before starting the trip. Explain that the Cub Scouts remain together at all times.
12. Locate restrooms immediately upon your arrival.
13. Decide on rendezvous points, gathering time, and plans for eating.
14. Know where emergency care can be obtained.
15. Know how many Cubs are with you.
16. Upon your return, have the Cub Scouts write thank-you notes to your hosts.

PACK SERVICE PROJECTS

One of the primary purposes of the Boy Scouts of America is citizenship training. From its beginning more than 60 years ago, the Scout movement has tried to instill in boys and young adults the qualities necessary for responsible, participating citizenship.

That is why each unit is encouraged to reach decisions democratically, to work as a group where each member learns both how to follow and how to lead, to learn about our American heritage and our social and governmental systems, and to serve our fellow men. Service projects are the most important ways we have to teach good citizenship, for it means working actively to improve your community, state, nation, and world.

Service, best exemplified by the daily Good Turn that has long been a tradition in Scouting, starts with the individual. Cub Scouts, Scouts, and Explorers all are directed toward individual service at their own levels, but service in Scouting doesn't stop there. To get the best that Scouting offers, the young person must take part in the service projects that the unit plans and conducts in the major service efforts for an entire community that are supervised by district and council operating committees and Exploring program teams.

In this section the ideas are divided into categories:

Health - Hospitals
Holiday celebrations
Senior Citizens
Handicapped

<u>Health - Hospital</u>
Brighten the lives of cardiac children

Children with serious heart ailments often must be confined to bed in cardiac hospitals for a long time. Each month the Cub Scouts or Scouts could gather a collection of puzzles, stories, and games to send to the hospital.

This shows that people need people--and that sick people are like everyone else in this way.

Entertain at hospital

The Cub Scout program is ideally suited to present a show at the hospital. The month after a Cub Scout theme such as magic, music, or circus acts, packs can visit hospitals in the area and stage special shows for the patients.

Holiday celebrations
Holiday for foster home children

Units may "adopt" one or more children in foster homes for Christmas or Hanukkah. These are not adopted children nor are they in institutions. They are children who have been temporarily welcomed into foster homes and are, therefore, fully aware of their status as outsiders. Secure their parents' permission first.

Christmas in nursing homes

Nursing homes can be forlorn-looking places at Christmas. Cub packs can cheer them up with one or more of the following ideas:

* Make Christmas cards and have the boys deliver them.
* Conduct skits, possibly using pre-recorded tapes or a microphone if lines are spoken (many patients are hard of hearing).

Cubs will learn that holiday cheer is made by people doing little things for others.

Senior Citizens
"Adopt" a nursing home

Packs and troops can add variety to their daily lives by scheduling frequent visits and planning occasional parties to mark birthdays at the home. Also, boys can perform small errands for the residents.

Handicapped
Toys for retarded children

Have Cub Scouts or Scouts contribute one soft toy each for children at a school or institution for mentally retarded children.

Visit handicapped children

Each week a Cub Scout or Scout unit visits the handicapped child's home to work on arts, crafts, or hobbies or to read or to play games.

Aid shut-ins

Units may "adopt" one or more of these people and visit them regularly to run errands, read, help write letters, shop, or just visit.

This shows the boys that shut-ins are friendly and are like everyone else except for their limitations.

IMPORTANCE OF PACK INSURANCE

All Scouting leaders recognize their responsibility to the youth under their direction and, although Scouting programs are designed for safety, accidents do happen.

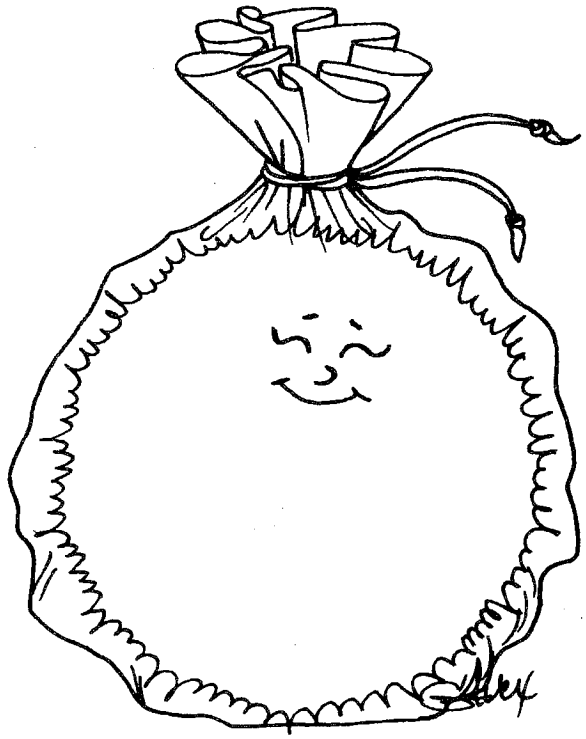
The Boy Scouts of America through Mutual of Omaha have a Scouting activity accident insurance policy available for units to purchase.

This insurance program is designed to help meet the costs of medical care and for the more serious results of dismemberment and death.

The Insurance Committee of the Heart of America Council recommends that unit committees share information about their accident insurance policy with the parents of their members prior to taking out insurance and at least once a year thereafter. They further recommend the comparison of coverage and cost of the Mutual of Omaha policy with other policies offered by local insurance agents.

For rates, coverages and other details refer to the brochure "Boy Scouts of America Scouting Accident Insurance" available at the Service Center. This brochure is also a part of the unit recharter packet.

XIX PACK FINANCES



PACK FINANCE

Budgeting is necessary for a Pack to operate efficiently. A pack should budget for awards to be ourchased, activities to be held during the year, and to help offset the cost of attending Pow Wow, District Dinner, and other events attended by the Pack leaders. Current recharter incentives programs, like perhaps paying Boy's Life, if possible, from moneys earned in fund raisers, can be of value to Packs that meet specific requirements. Consult your District Commissioner for details prior to rechartering. Fund raisers can be paper drives, father-son cake bake, candy sales, pancake breakfast, etc. Use your imagination. Stay away from raffles; these are not an approved method of raising funds.

Each Cub Scout pays dues in an amount determined by the Pack Committee, to pay projected costs for re-registration and Boys Life. This represents his commitment to another year of Scouting. Dues should also include a proration of the remaining budgeted expenses. Additional Pack funds needed will be earned from a fund raiser (file the appropriate Unit Money Earning request with the Service Center. Adults usually pay their own registration fees, but the amounts should be listed in the budget under both income and disbursements, shown below.

Tax Deductions

A considerable amount of money is expended each year by Scouters carrying out their volunteer service to the youth of the council. Certain allowable deductions are authorized under Section 170 of the 1954 Code of the Treasury Department, Internal Revenue Service. Call IRS and request Publication No. 526.

The following items are allowed for adults (do not include expenses for your child):

Annual registration fees and dues

Transportation expenses to and from Scouting events and meetings ($.09 per mile)

Purchase price of uniforms, emblems, and insignia

Mainetnance and cleaning of uniforms and equipment which are required for use in the performance of volunteer service

Actual unreimbursed expenses incurred by attending Scouting meetings, training conferences, regional meetings, and all such events in or out of the council territory, including out of pocket expenses and reasonable expenditures for meals and lodging necessarily incurred while away from home in rendering such donated services.

Campaign contributions, stationary, mailings and telephone expenses, serving refreshments at meetings, cost of training literature, equipment, paints, lumber, and supplies.

Naturally, each deductible item MUST BE SUBSTANTIATED BY ADEQUATE RECORDS.

BOY SCOUTS OF AMERICA DATE _____

Received in council office _____ (Date)

(Local council stamp)

UNIT MONEY-EARNING APPLICATION

Please submit this application to your council office well in advance of the proposed date of your money-earning project. Read the 10 guides on the other side of this form. They will help you in answering the questions below.

☐ Pack
☐ Troop No. _____ Chartered Organization _____
☐ Post

Community _____ District _____

Submits the following plans for its money-earning project and requests permission to carry them out.

What is your unit's money-earning plan? _____

_____

About how much does your unit expect to earn from this project? _____ What will this money be used for? _____

_____

Does your chartered organization give full approval for this plan? _____

What are the proposed dates? _____

Are tickets or a product to be sold? Please specify. _____

_____

Will your boys be in uniform while carrying out this project? (See items 4 and 5 on other side.) _____

_____

Have you checked with neighboring units to avoid any overlapping of territory while working? _____

Is your product or service in direct conflict with that offered by local merchants? _____

Are any contracts to be signed? _____ If so, by whom? _____

Give details. _____

Is your unit on the budget plan? _____ How much are the dues? _____

How much does your unit have in its treasury? _____

Signed _____ (Scouting Coordinator) Signed _____ (Unit Leader)

Signed _____ (Chairman, Unit Committee) _____ (Address of Chairman)

FOR USE OF DISTRICT OR COUNCIL FINANCE COMMITTEE: Telephone _____

Approved by _____ Date _____

Or approved subject to the following conditions: _____

XIX-2

PACK FINANCE

Heart of America

10 GUIDES TO UNIT MONEY-EARNING PROJECTS

The way in which a unit earns money to carry out its program is of great importance in the education of youth members in basic values.

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

1. Have your unit committee and chartered organization approved your project, including the dates and the methods?

   There should be a real need for earning money based on your unit's program. We should not engage in special money-earning projects merely because someone has offered us an attractive plan. It's well to remember that individual youth members are also expected to earn their own way. The need should be over and above normal budget items covered by dues.

2. Do your plan and the dates avoid competition with money-raising efforts and policies of your chartered organizations, Scouting council, United Way, and other units?

   Check with your Scouting coordinator to see that your chartered organization agrees on the dates. The Scouting coordinator can also clear the other dates by calling the council service center.

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?

   Money-raising projects which include the sale of raffle tickets are in violation of this policy.

   This question can be answered only in terms of specific proposals. If there is any question of its suitability, drop the project and find a better one for your unit.

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 (during sales presentations) or indirectly?

   Teaching youth members to become self-reliant and to earn their own way is an integral part of training our youth members.

   Uniforms may not be worn when selling a commercial product.

5. If tickets are sold for any function other than a Scouting event, will they be sold by your youth members as individuals without depending on the goodwill of Scouting to make this sale possible? Tickets may be sold by youth members in uniform in the name of Scouting for such things as pack shows, troop suppers, circuses, expositions, and similar Scouting events.

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 unit?

   Here again is the principle of value received—a sale standing on its own merit—so that the recipients are not in any way subsidizing either Scouting or the member. Youth members must learn to pay their own way and to honestly earn the money to do it. You cannot permit anyone to capitalize on a Scouting connection or induce sympathy as a substitute for a worthy product or service.

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

   It's a courtesy to check with neighboring units to coordinate the time of your project and to see that you aren't covering their territory. Your pack or troop commissioner or service team member can help you with this.

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

   Your unit should neither sell nor offer services if by so doing it will damage someone's livelihood. If possible, check with the people who may be affected.

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?

   Because of Scouting's good reputation, customers rarely question the quality or price of a product. Unchecked, the network of Scouting units could become a beehive of commercial interest to the neglect of character building and citizenship training.

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?

    Before any person in your unit signs a contract, he must make sure the venture is legitimate and worthy. If a contract is signed, he is personally responsible. He cannot sign on behalf of the local council or the Boy Scouts of America.

OUR PACK BUDGET

a plan and summary for the year

INCOME

1. Expected income for the year from each Cub Scout and Webelos Scout

Dues for _____ weeks @ _____¢

per week . . . . . $_____

Other income:

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

TOTAL PER CUB SCOUT: $_____

2. Expected income for the year from entire pack

Dues from _____ Boys @ $_____

for the year . . . . . $_____

Dues from _____ Cub Scouters

@ _____ for the year . . . . . _____

Other income:

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

TOTAL EXPECTED INCOME: $_____

EXPENDITURES

3. Budgeted expenditures for the year for each Cub Scout and Webelos Scout

Reregistration . . . . . $_____

Boys' Life . . . . . _____

Badges and insignia . . . . . _____

Literature and program materials . . _____

Goodwill fund . . . . . _____

Reserve fund . . . . . _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

TOTAL PER CUB SCOUT: $_____

4. Budgeted expenditures for the year for entire pack

Reregistration . . . . . $_____

Boys' Life . . . . . _____

Badges and insignia . . . . . _____

Literature and program materials . . _____

Goodwill fund . . . . . _____

Reserve fund . . . . . _____

_____ _____

_____ _____

_____ _____

_____ _____

TOTAL BUDGETED EXPENDITURES: $_____

5. Actual income for the year from entire pack

Cub Scout dues: . . . . . $_____

Webelos Scout dues: . . . . . _____

Cub Scouters' dues: . . . . . _____

Other income:

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

TOTAL ACTUAL INCOME: $_____

6. Actual expenditures for the year for entire pack

Reregistration . . . . . $_____

Boys' Life . . . . . _____

Badges and insignia . . . . . _____

Literature and program materials . . _____

Goodwill fund . . . . . _____

Reserve fund . . . . . _____

_____ _____

_____ _____

_____ _____

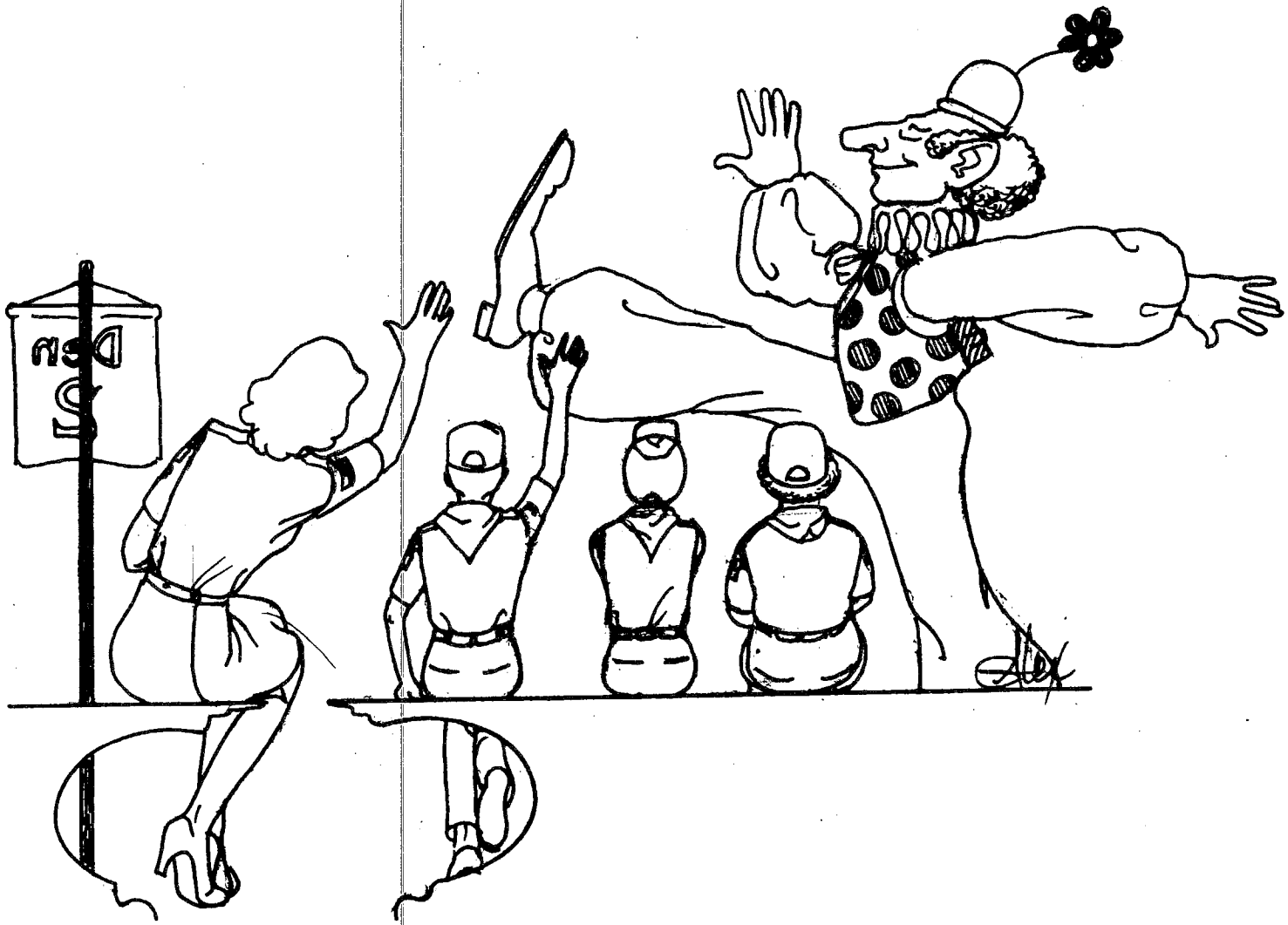
_____ _____

_____ _____

TOTAL ACTUAL EXPENDITURES: $_____

HOW TO USE THIS FORM: Items 1, 2, 3, and 4 should be filled in at the beginning of the charter year when the pack budget is adopted. Items 5 and 6 should be filled in at the end of the charter year.

X X PACK ACTIVITIES



PACK ACTIVITIES

The annual pack program planning meeting should be held in August. At this time the activities for the pack for the coming year are carefully planned. If one or two recommended themes are not followed other themes may be substituted, but if changes are made, keep in mind that activities should be varied, appeal to 8,9 and 10-year olds, offer a learning experience, and satisfy the requirements for achievements, electives, and activitity badges. Additional planning meetings may be necessary to revise the year's program should the needs of the pack change. The rule for all planning is KISMIF (Keep It Simple, Make It Fun).

Pack committee meetings should be held on a regular basis each month to solidify plans for next month's pack meeting, discuss long range activities such as Blue and Gold dinner, and deal with the business matters attendant to running a pack. All committee members, adult leaders, and interested parents should be encouraged to take part in these meetings.

With the resources available to each pack (leaders, pack library, Scouting Magazine, Program Helps, roundtable, Pow Wow, Parent Talent Surveys, and interested parents), planned pack activities can have exciting and rewarding results. A well-planned program with enthusiastic execution can make a pack sparkle with success.

Pack activities encompass much more than the monthly pack meeting. While the pack meeting is the highlight of the months' activities and the most important time for ceremonies, other activities can and should be planned, based on the monthly theme.

The monthly themes recommended in Program Helps have been carefully planned with Scout ideals and the purposes of the Scouting program in mind. These themes cover crafts, games, skits, field trips, sparklers, ceremonies, openings and closings, and advancement opportunities for 8,9 and 10-year olds.

December
CUB SCOUT SPIRIT

Pack tree decorating party (home-made ornaments)
Food or clothing collection for needy
Party or carol sing for rest home or children's hospital
Carry out a money making project with proceeds going to World Friendship Fund
Display den doodles
Have Santa Claus present awards, prizes, or gifts to add holiday spirit
Pack Christmas party with visit from Santa Claus (invite younger siblings)
Go caroling to nearby nursing home
Most communities have a mayor's Christmas tree, Cub Scouts could collect food, clothing, and toys and go as a pack to deliver donations
Have boys present parent's gifts at meeting (made in dens)
Sing Christmas carols at meeting
Deliver toys, puzzles, and/or games made in den to hospital children's ward

January
SHAPE UP

Have a pack swim party at an indoor pool
Dad and son bowling

Indoor Olympic contest (if multi-purpose room is available)
Calesthenics (including parents) - have boys lead their parents
Outdoor olympic contest with winter sports
Have boys do "commercials" about smoking, high blood pressure, and exercise
Read labels on some commonly consumed cereals, cake mixes, etc.
Have a "natural" food bar for sampling with contributions from dens.

February
SCOUTING AROUND THE WORLD

Pack meeting and Blue and Gold usually combined
Collect for World Friendship Fund
Adopt a country either as a pack or by dens and use that country as the theme for Blue and Gold (decorations, food, etc.)
Opening done in language of adopted country
Guest speaker from adopted country
Make valentines and send or deliver to Children's Mercy Hospital
Make Scout Sunday a pack event at one church, especially if it is your sponsoring organization.
Have dens learn about Scouting in other countries and share at Blue and Gold
Have a pack open house
Set up a Scout month display
Have a Blue and Gold Banquet - each den bringing different types of food from around the world.
Do a pack "Good Turn" for chartered organization

March
ENERGY

Pack Kite Derby
Guest speaker from Gas Service Co. or K. C. P. & L.
Boys give demonstrations using alternative fuels
Set up energy conservation plans for electricity, natural gas and petroleum products
Tour an earth home
Have boys make posters showing inventions of their own for energy conservation (maybe a "Rube Goldberg" contest)

April
SHOW BIZ

Excellent opportunity for numerous skits, songs, dance, and magic shows
Have a vaudeville show, the cornier the better
Attend a play as a pack
Film a previous pack meeting or competition and show it this meeting
Plan and take a play to a nursing home
Do a radio show, complete with sound effects visible to audience like they used to do in old radio days
Have a gigantic pack band or orchestra with boy-made instruments
Start recruiting boys completing second grade this spring
Have the boys put on a magic show
Invite a magician to your pack meeting

May
TREASURES BENEATH THE OCEAN

Scuba diver as guest speaker
Show a film about undersea exploration
Mother's Day tea
Visit the limestone caves in the area
Simulate a dive for sunken treasure
Display shell collections
Tour a pet shop especially to see fish
Display posters on resources available from ocean
Have a raingutter regatta (get pamphlet from Service Center)
Have cubmaster act as captain of the ship with a ship wheel in front of him
Decorate pack meeting place like a ship

June
FUN ON WHEELS

Tour an auto manufacturing plant
Tour a railroad yard
Have a Bike-a-Thon for a charity
Have a Pack Roller Skating Party

Chartered bus trip to a historical spot
Take a train ride
Have a pinewood derby (get pamphlet from Service Center)
Have a cubmobile derby (get pamphlet from Service Center)
Have a bicycle rodeo

July
STARS AND STRIPES

Participate as a unit in a community Independence Day celebration
Attend a fireworks display
Have guest speaker from recruiting station to talk about flag history and flag courtesy
Have a Design-a-Flag contest with paper and crayons provided at pack meeting
Find and share some silly laws still in force
Have an old-fashioned 4th of July picnic
Celebrate Men on the Moon Day, July 20th

August
FAMILY FUN

Have Pack Family Campout at nearby state park
Have a Fishing Derby
Organize pack Physical Fitness competition and send winners on to council competition
Tour the Agriculture Hall of Fame
Ride the excursion boat on the Missouri River
Have a Pack Swap and Shop
Slide or movie show of family trips
Pack picnic
Mother-son fishing derby
Homemade ice cream social
Watermelon feed
Have a father-son cake decorating contest
Turn in application for National Summertime Pack Award

September
MR. FIXIT

Blindfold mothers, pass around tools and have them identify them
Set up teams of boys and dads to make repairs at home of senior citizens
Have dads skilled at home repairs teach Cub Scouts simple repair techniques
Tour an appliance repair shop
Have a knot-tying contest
Have a nail-driving contest
Have a wood-sawing contest
Participate in School Night for Scouting
Register leaders now for November Pow Wow

October
GOBLINS & GHOSTS

Have dens create a haunted house - each den being responsible for one section (A secret from the other dens) so it will be fun for everyone
Go on a hayride and end with bonfire and marshmallow roast or S'mores (hot marshmallow and square of milk chocolate sandwiched between graham crackers)
"Trick or Treat" a nursing home or children's ward with a Halloween play or ghost story
Tell ghost stories
Have a decorated Halloween dessert competition
Bob for apples
Have a jack-o-lantern contest
Pack halloween party for underprivileged children
Pack chili supper
Fall foliage tour
Boys could come to pack meeting with halloween costumes over uniforms
Pack hayride and weiner roast

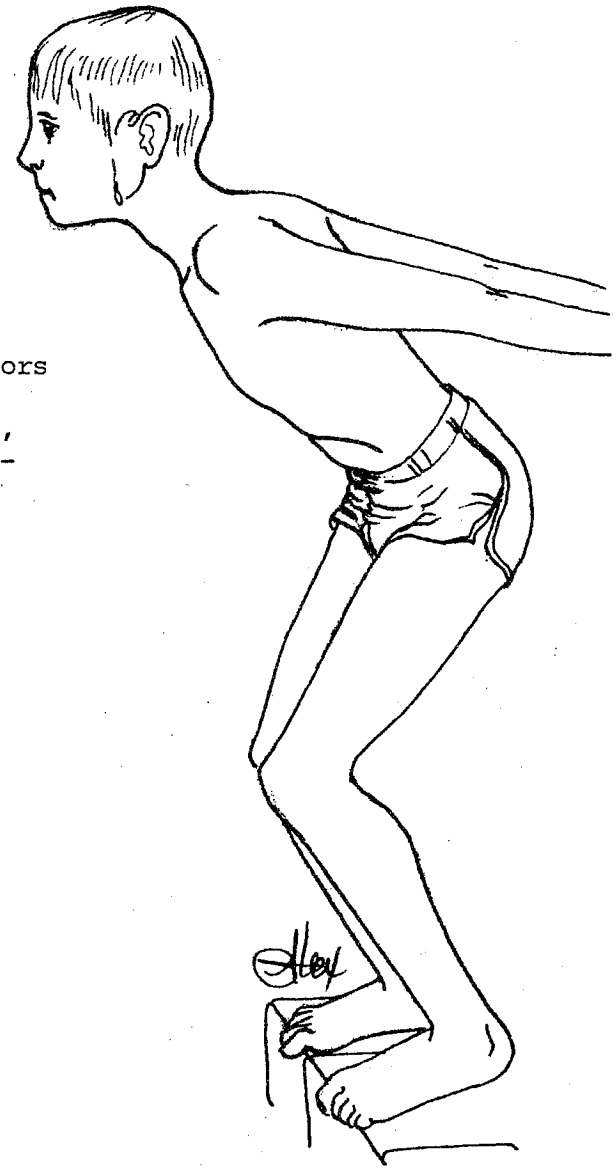
November
BRIGHT IDEAS

Start a pack newspaper
Have a genius kit contest
Collect food to give to a needy family for Thanksgiving
Guest speaker from patent office, patent attorney, or local inventor
Have boys invent and build something to display at pack meeting
Have an invention competition with prizes for craziest, most practical, etc.
Make Thanksgiving tray favors out of play dough to take to nursing home or hospital

Learn to Swim Program

This national program was designed in cooperation with the American Red Cross and National Interscholastic Swimming Coaches' Association to provide an opportunity, through packs, for every Cub Scout to learn to swim.

1. Form a task force. Enlist the help of organizations with instructors and swimming pool facilities, such as the American Red Cross, Y.M.C.A., Boys' Clubs of America, City Recreation Department, community pools, high school coaches, etc.
2. Secure facilities. Identify all existing swimming pool facilities. Many hotel and motel pools can be used by proper scheduling so as not to conflict with their availability to guests. Don't forget backyard pools.
3. Secure instructors. Cooperation may be secured from the American Red Cross, local recreation departments, and high school and college swim teams. Also use Scouters, certified as Aquatics Instructor B.S.A. or Lifeguard B.S.A
4. Establish a registration process. Cub Scout packs need to identify nonswimmers and encourage them to take part in the learn-to-swim program. Decide if a fee is necessary to take care of literature, buddy tags, bulletins, postage, recognition, certificates of appreciation, pins and emblems. These details need to be worked out in advance.
5. Publicity. Plan to publicize your cooperative effort with other organizations.
6. Safe Swim Defense. Emphasize the buddy system during all swimming activities, wherever they may be. Always follow the Safe Swim Defense Plan. (See "Cub Scout Activities")



RESOURCES

No. 12003	"Aquatics Program"
1945	Buddy Tags
3207	"Wolf Cub Scout Book"
3231	"Bear Cub Scout Book"
3232	"Webelos Scout Book"
3227	"Boy Scout Handbook"
3299	Swimming Merit Badge
6591	Swimming Skill Book
7369	"Safe Swim Defense"

Physical Fitness Program

This national program helps enrich the pack program and emphasizes the importance of being physically fit. Competition begins in the pack and ends with the selection of a national championship team each year.

1. Hold a meeting of your pack leaders in May (or before) to make plans for your pack's physical fitness

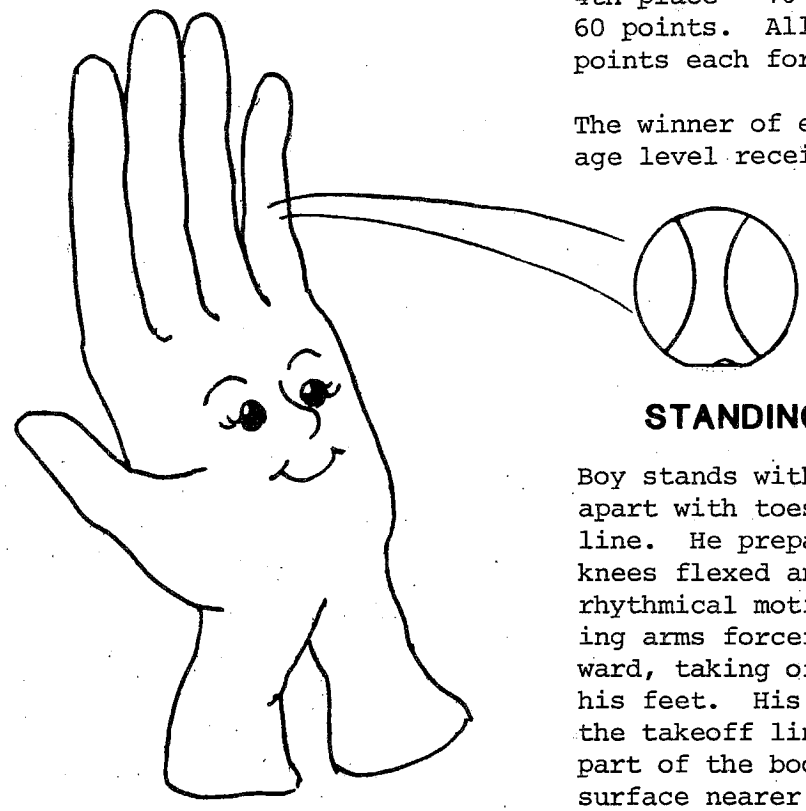
competition. Set the date and place.

2. Inform the Cub Scouts and Webelos Scouts about the competition.
3. Have the dens practice the five events during the summer months.
4. Secure your officials (scorers and judges) and equipment needed (regulation 12" inseam rubber or leather-covered softballs, tape lines and stop watches).
5. Hold your pack's physical fitness competition in August or September with all boys taking part. Select your pack championship team.
6. The pack competition should be run according to the judging and scoring procedures as outlined. The five events include the standing long jump, softball throw, push-ups, sit-ups and 5-yard dash.
7. During the competition, Cub Scouts should wear uniform trousers or shorts and Cub Scout or Webelos T-shirts.
8. The boys compete only against other boys their own age in all events.

SCORING

Each boy will participate in the five events. To be as equitable as possible, points are given to each boy as follows:

Standing long jump - 1 point for each inch of the long jump.



Softball throw - 1 point for each foot of throw, measured from throwing line.

Push-ups - 2 points for each push-up in 1 minute.

Sit-ups - 2 points for each sit-up in 1 minute.

50-yard dash - Runoff on time basis. 1st place - 100 points; 2nd place - 90 points; 3rd place - 80 points; 4th place - 70 points; 5th place - 60 points. All other runners, 50 points each for participation.

The winner of each event in each age level receives 10 bonus points.

STANDING BROAD JUMP

Boy stands with his feet comfortably apart with toes just behind takeoff line. He prepares for jumping with knees flexed and arms swinging in a rhythmical motion. He jumps, swinging arms forcefully forward and upward, taking off from the balls of his feet. His jump is measured from the takeoff line to the heel or any part of the body that touches the surface nearer the takeoff line. Each boy has two tries. Record the better of the two to the nearest inch.

SOFTBALL THROW

Boy may run up to a line and throw overhand the regulation 12-inch softbsll. He may throw two times and the better distance throw is the one that counts, measuring from the line to where the ball lands. If he crosses the line, that throw is disqualified.

MODIFIED PUSH-UPS

Boy lies face down, legs together, hands on floor under shoulders with fingers pointing straight ahead. His partner holds his feet to the floor while each successful push-up is counted. Body is raised from the knees by straightening the arms, and body kept straight from knees to head, the weight being supported by hands and knees. Keeping the body tense and straight, elbows should then be bent and chest touched to the floor, returning to original position. Judge holds a hand on the floor beneath the boy's chest and counts each time chest touches judge's hand.

MODIFIED SIT-UPS

Boy lies on his back, fingers laced behind neck, with knees bent and feet flat on floor about one foot apart. Another boy holds his partner's feet to the floor while each successful sit-up is counted. The boy sits up, turning the trunk to the left, touching the right elbow with the left knee and returns to the starting position. He then sits up, reversing the previous sit-up and touching the left elbow to the right knee and returns to starting position. Judge holds a hand on the floor beneath the boy's back and counts each time the back touches the judge's hand. Each return to starting position counts as a sit-up.

50-YARD DASH

Boys stand behind starting line. On signal, judge raises his hand. "On your mark" - all boys step forward to the starting line. "Get set" - boys assume starting position. "Go" - starter brings hand down quickly, hitting his thigh; boys leave starting line and run the 50 yards. As they cross the finish line, the time is noted and recorded.

Cub Scout Bicycle Safety Program

During May, packs all over the nation join in the Cub Scout Bicycle Safety Program. This is a cooperative effort with the National Safety Council and the Bicycle Institute of America.

Most of the den and pack activity is concerned with bicycle maintenance and safe driving. This calls for plenty of fun and games. By the end of the month boys should know how to keep their bicycles in safe condition, drive safely, and know traffic signs and rules of the road.

BICYCLE SECURITY

Have the den chief or an older brother demonstrate how to lock a bicycle 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 that is 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 the boys to register their bicycles and obtain a license, if they don't already have one.

BICYCLE MAINTENANCE

In den meeting, there should be instruction and practice in minor maintenance probelms and the servising of a bicycle. The den chief or a dad or older brother can help. Show them what happens if brakes fail, if handlebars are loose, if a wheel is wobbly, or a tire is cut or bruised. Use the Bicycle Maintenance Quiz found in this section. Show the boys how to check saddle adjustment, handlebar adjustment, spoke tightness, wheel trueness, brake operation, tire condition, frame straightness, chain tension, bearing adjustment, lights, reflectors and bell or horn operation, gear

operation. Urge the boys to make any necessary repairs before the pack's bike clinic.

RESOURCES

The following are available from the service center or local Scout distributor:

3464 Bicycle Safety Program Decal (Package of 50)
1895 Bicycle Safety Neckerchief slide Mold (2 Wolf, 2 Bear, 2 Webelos)
13-156 Bicycle Safety Participation Award certificate.

The decals are affixed to each bike that passes the safety inspection conducted by the pack.

Neckerchief slides can be made for all boys who participate in the Cub Scout Bicycle Safety Program. They may like to paint their own.

See "Bear Cub Scout Book" for bicycle safety rules.

BIKE CLINIC

The bike clinic will be one of two highlight events during the month of May. The other will be the bike rodeo.

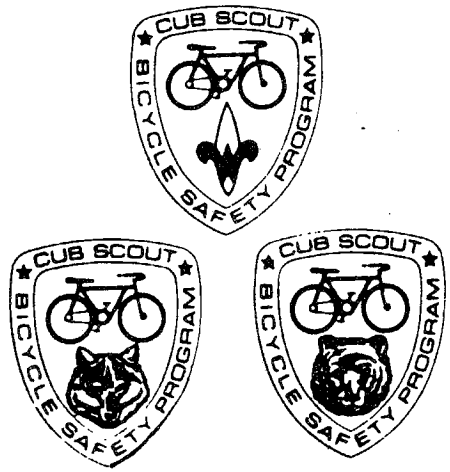
The bike clinic is a safety inspection of all bicycles owned by your Cub Scouts and everyone else in the community, both children and adults. Be sure to invite all bike owners. The clinic should be held about the middle of the month on a weekend or during the evening. The pack committee appoints a person to be chairman of the bike clinic - to coordinate and be in overall charge. The chairman appoints leaders for the three committees described here.

Facilities Committee

This group arranges for a site for the clinic, secures or prepares inspection forms and sees that all tools and other equipment are on hand. You'll need to provide adjustable wrenches, lubricating oil for use by the service team at each check station or at the end of the inspection line if the group is small. A large area is needed because bicycle games and contests are recommended to keep children occupied while they are not actually going through the inspection line.

Publicity Committee

This group is responsible for publicizing the clinic, using newspapers, radio, TV, school bulletin boards and other media. The first announcements should be made about two weeks before the clinic. A reminder should be made during the week before the clinic. Invite local reporters to attend.



Manpower Committee

This group lines up sufficient help to man the clinic. You may wish to involve some community organization in addition to adults in the pack or troop. The inspectors need not be bicycle experts, but they will need a little advance coaching.

It's a good idea to have a bicycle serviceman on hand to make minor on-site adjustments which are beyond the skill of your inspection team.

Plan on one or two persons per station, plus two or three for the repair stations, two at the registration table, and one or two at the recognition table where decals are applied and slides presented. You'll need around 18-20 adults to run the clinic.

Procedure

The bicycle owner goes first to the registration table to sign up for the inspection. A registrar takes his name, address, age and phone number. He is given a number which will be called when his turn comes. A second registrar fills in the top portion of the checklist and gives it to the bike owner.

When his number is called he goes to Station 1,2,3, etc. After the final station, he takes his bicycle to the recognition table where officials look over the checklist and affix the 'safety-inspected' decal to the bicycle frame, if it has passed all tests. Bikes which do not pass all tests should not get the decal.

You can schedule a 'make-up' later in the month for any bikes which need repairs.

BICYCLE MAINTENANCE QUIZ

1. True or false. Your saddle should be low enough so you can put both feet flat on the ground while in the saddle. (False. To check saddle adjustment, set the pedal crank so that one of the pedals is in its lowest position. With one foot on the ground, sit in the saddle and place the ball of the foot on the low pedal. The leg should be almost straight. It is true that you should be able to stand with both feet flat on the ground while straddling the bar, off the saddle. Have one of the boys show how to adjust a saddle to the proper height.)
2. True or false. Your bike chain should have about a half-inch of play and should be oiled to keep it from rusting. (True. Have a boy show how to adjust chain tension.)
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 bicycle 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's best to leave brake repairs in the hands of a bicycle serviceman.)
7. True or false. A bicycle 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 there is some air in your tires, it doesn't matter 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.)

INSPECTION CHECKLIST

Owners Name_____ Age_____

Address_____ Phone_____

Bicycle make and model_____ Color_____ Frame Size_____

Wheel size_____ License No._____ Serial No._____

_____

	INSPECTION CHECK		SERVICE CHECK	
	OK	NO	OK	NO
STATION 1				
Size - fit of bike to driver	☐	☐	☐	☐
Can driver straddle frame with both feet on ground?	☐	☐	☐	☐
Check height of seat post (2" minimum in frame)	☐	☐	☐	☐
Handlebars - tight and in line with wheel?	☐	☐	☐	☐
Height below driver's shoulder level?	☐	☐	☐	☐
Height of stem 2" minimum in frame?	☐	☐	☐	☐
Grips tight and ends in good condition?	☐	☐	☐	☐
Frame - all tubes in line, not bent?	☐	☐	☐	☐
Front fork straight, in good condition?	☐	☐	☐	☐
Pedals - tight, intact, no binding?	☐	☐	☐	☐
STATION 2				
Wheels - both run true side to side and round?	☐	☐	☐	☐
Spokes - good tension, none missing?	☐	☐	☐	☐
Rims - no dents or kinks?	☐	☐	☐	☐
Tires - good tread, no sidewall damage? Valve stem straight and properly inflated?	☐	☐	☐	☐
STATION 3				
Bearings - no looseness or binding?	☐	☐	☐	☐
Front wheel	☐	☐	☐	☐
Front fork	☐	☐	☐	☐
Rear Wheel	☐	☐	☐	☐
Pedal crank	☐	☐	☐	☐

Kite Derby

A kite derby can be a special activity, on either a den or pack basis. If you are planning one, be sure to announce it far enough ahead of time so the boys can make their kites. know the rules and understand the events scheduled. On the day of the derby you'll need an open field, judges, and an announcer.

There may be several classifications of kites: box, tailless, those with tails, etc.

ENTRANCE REQUIREMENTS

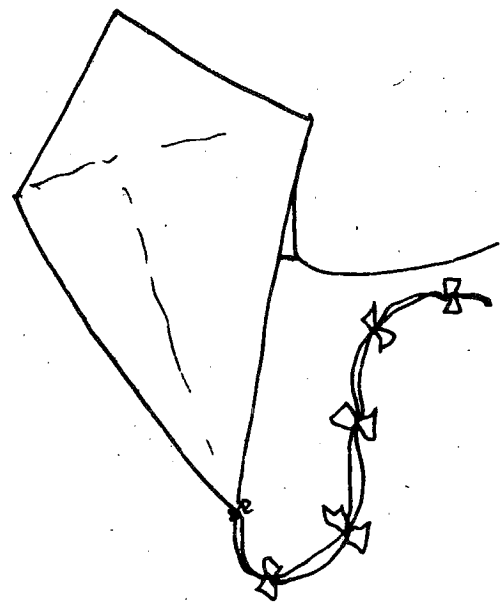
1. All kites are boy made with the help of parents or other adults.
2. Each entrant may have his parent (or other adult) help him get the kite into the air and help catch it when it comes down.
3. A kite must fly in order to be eligible for prizes.
4. No restrictions on materials used in construction of kites, except no fighting kites are allowed (glass, razor blades, etc. are not permitted)
5. No wire flight lines are permitted.
6. Kites in power lines are lost and may not be retrieved.
7. Kites may be adjusted and modified at any time during the derby.

PRE-FLIGHT

Prizes could be awarded for:
- Smallest kite
- Largest kite
- Strangest kite
- Best craftsmanship kite
- Funniest kite
- Prettiest kite
- Most unusual kite

IN-FLIGHT

Prizes could be awarded for:
- First kite in the air.
- Highest after 5 minutes.
- Highest after 15 minutes.
- Most stable flying.
- Most graceful in air.
- Fastest climbing.
- Best sportsmanship (boy)
- Most persistent flyer (boy)



You may want to include events in the kite derby such as 100-yard dash with kites being flown at the end of a 100-yard kite string; an altitude race, and others.

See "Cub Scout Activities" for more information on Kite Derby. See Wolf Elective 6 for Kite-Flying Safety Rules.

Genius Kits

Each Cub Scout is given a 'genius kit' which is a sack of odds and ends 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' creations will be full of fun.

Collect sufficient quantities of the needed items and package them in heavy paper bags, along with a copy of the rules. The contents of all kits must be identical.

Suggested items:
1 piece of cloth, 12x18"
12-inch piece of 1/4" dowel
1 board, 1x6x10"
8 nails, 1 inch long
1 small tube of glue
4 feet of string
4 ice cream sticks

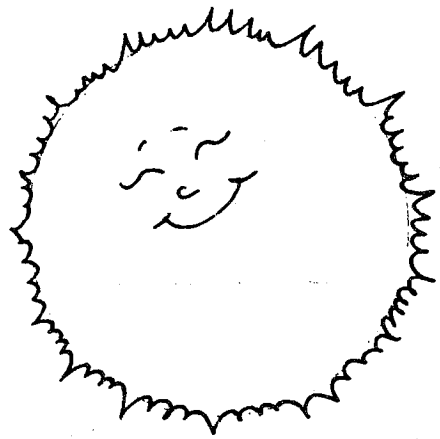
1 No. 2 can
1 wire coat hanger
6 pipe cleaners
2 spools
4 corks
12 tacks
1 golf tee

1. Bring your family and your 'creation' to the pack meeting.
2. Use only the materials found in the bag. You don't have to use everything, but you should not add anything.
3. You may cut up the board, cloth, wire, spools, or dowel as needed, and into as many pieces as you like.
4. You may use a saw, hammer, jackknife, sandpaper, drill, or any other tool.
5. Use your imagination and have fun.

The boys bring their 'creations' to the pack meeting for judging. Each boy who participates should receive some type of recognition, and outstanding creations could receive special recognition. You may want to award prizes for the best animal, best invention, best contraption, etc. Be sure to have plenty of prizes and ribbons on hand.

If your pack is large, you may want to set up and assign specific categories to each den, such as animals, machines, games, boats, spaceships, etc.

One of the objects of Cub Scouting is to encourage and recognize a boy's creativity. The genius kits help to meet that objective, while providing a lot of fun for the boys.



Pinewood Derby

The pinewood derby is a colorful and thrilling pack activity in which all boys participate. It is one of Cub Scouting's most popular projects that offers in miniature all the fun and excitement of a big auto race.

SAMPLE RULES

1. All cars must pass inspection to qualify for the race.
2. Each heat will be announced. Drivers will report to starting line and place their cars on the track. Others must remain behind barrier.
3. The starter will make sure cars are on the track properly and then start the race.
4. Starter and drivers will report to finish line to record results.
5. The car whose nose is first over the finish line is winner. Place spotters will pick 1st, 2nd, 3rd and 4th 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, that contestant automatically loses the race.
7. When results of each heat are recorded, drivers will take their cars and return to their seats.
8. Awards will be announced after the heat for which awards are to be made. Drivers and their parents report to the stage for the awards.
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 advance to the pack championship heats. Remaining drivers will take part in consolation heats.

INSPECTION POINTS

1. Car must have been made this year.
2. Width shall not exceed 2 3/4".
3. Length shall not exceed 7 3/8".
4. Weight shall not exceed 5 ounces.
5. Axles, wheels, and body wood shall be as provided in kit.
6. Wheel bearings, washers, and bushings are prohibited.
7. The car shall not ride on any kind of springs.
8. Details added must be within the length, width and weight limits.
9. The car must be free-wheeling with no starting devices.
10. No loose materials of any kind are allowed in the car.
11. The official number must be clearly marked or visible on both sides of the car.

BUILDING TIPS

In addition to the tips listed in "Cub Scout Activities" the following things should help boys and parents in building their racers.

1. Use wood file, steel wool, and emery paper on axles.
2. Sand wheel edges slightly.
3. Use Elmer's glue to hold nail in axle.
4. Use small nail or brad to hold axle to body.
5. Use electric drill and fine file to smooth axles.
6. Remove burrs from axles before adding wheels.
7. Measure center distance between axles before glueing.
8. Remove mold projections on wheel treads.

PLANNING

In addition to the suggestions found in "Cub Scout Activities," the following information will help in planning the pack's pinewood derby:

1. Determine work assignments and hold special meetings prior to the race to orient everyone to their jobs.
2. Consider using some sort of board to post the race progress, such as with tags on hooks, so spectators can watch the progress.
3. You may wish to make it legal to use oil or grease on axles.
4. Use a Polaroid camera to photograph the finish. This simplifies picking the winners in a close race and the photo can be given to the winner.
5. Try to arrange for judges from outside the pack to prevent parent problems when a boy doesn't win.
6. A 4-lane track is best to provide a compromise between the time problem and the number of races per boy. The faster cars will run more races.
7. Be sure all pack families are informed about building specifications, inspection rules, race procedure and judging methods. This will help prevent misunderstandings and disappointments.

AWARDS

1. Consolation drivers should not receive more awards than the first four drivers in each den. Try to have consolation prizes or ribbons.
2. Den Awards - Cup or medal and ribbon for winner; 2nd, 3rd, & 4th place ribbons.
3. Consolation Awards - 3rd and 4th place ribbons in each heat with 1st and 2nd place winners advancing to next tier of heats. As each driver is eliminated, he receives a ribbon.... or

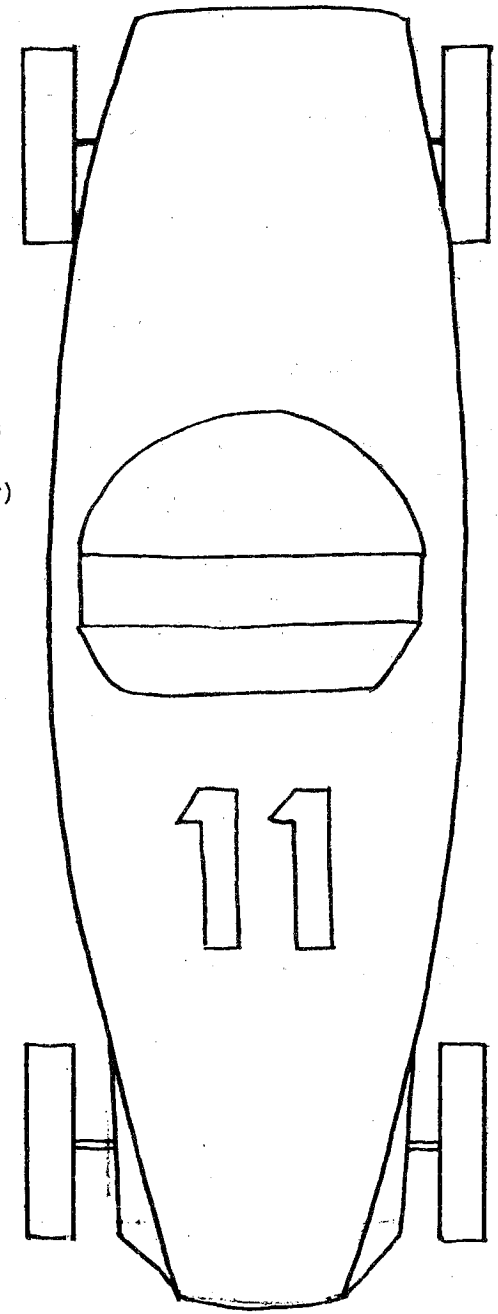
   Award 1st, 2nd, 3rd, and 4th place ribbons in the first tier of heats and in the final heats only. This way the 4 finalists will be the only ones receiving two ribbons.

   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.
4. Champion Awards - Large trophy for pack winner; smaller trophies for 2nd, 3rd, and 4th places. Also 1st, 2nd, 3rd, and 4th place ribbons.
5. If trophies are to be engraved, it is more economical to buy the trophies from the firm doing the

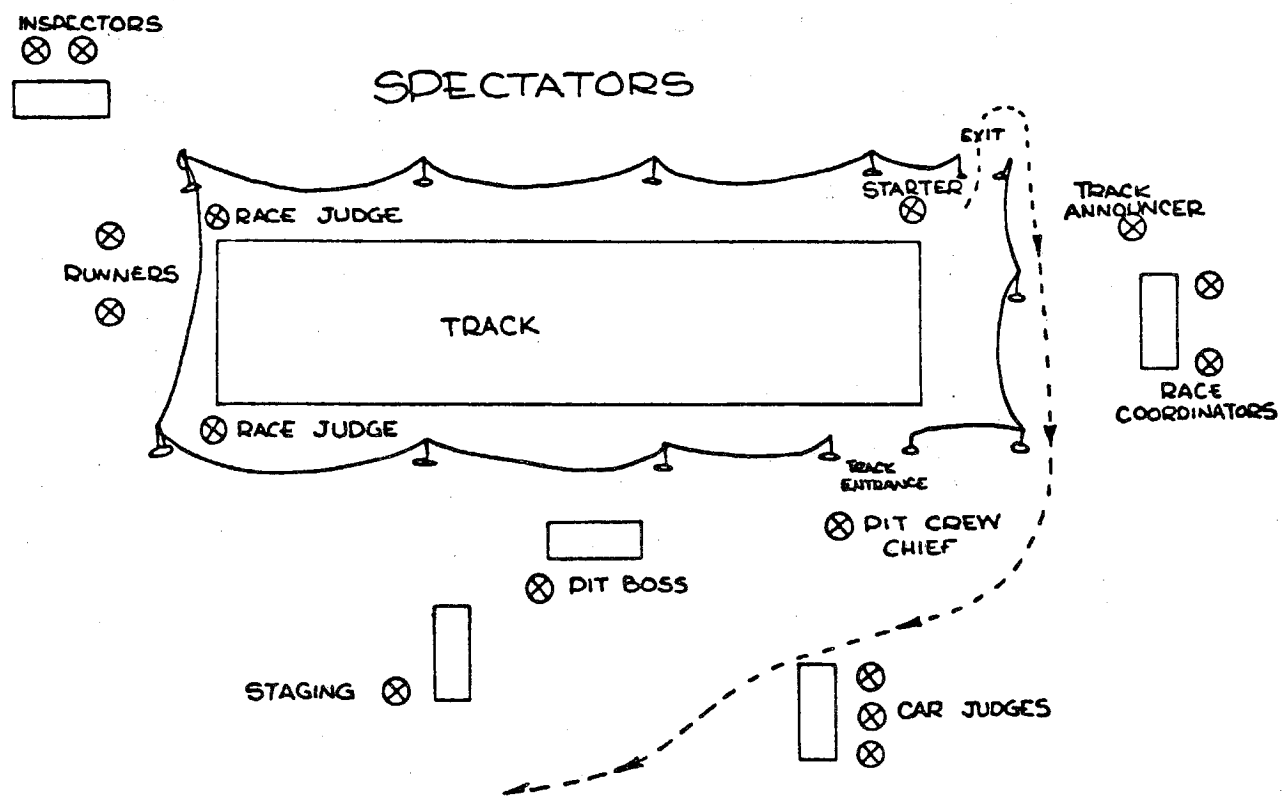
engraving, since it may be done at no extra cost. Bought separately, engraving will cost around 10¢ per letter.

HINTS

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 numbers 1 through 8; den #2 numbers 9 through 16, etc.) The 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 the form. This will automatically eliminate duplicate numbers, and also 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.



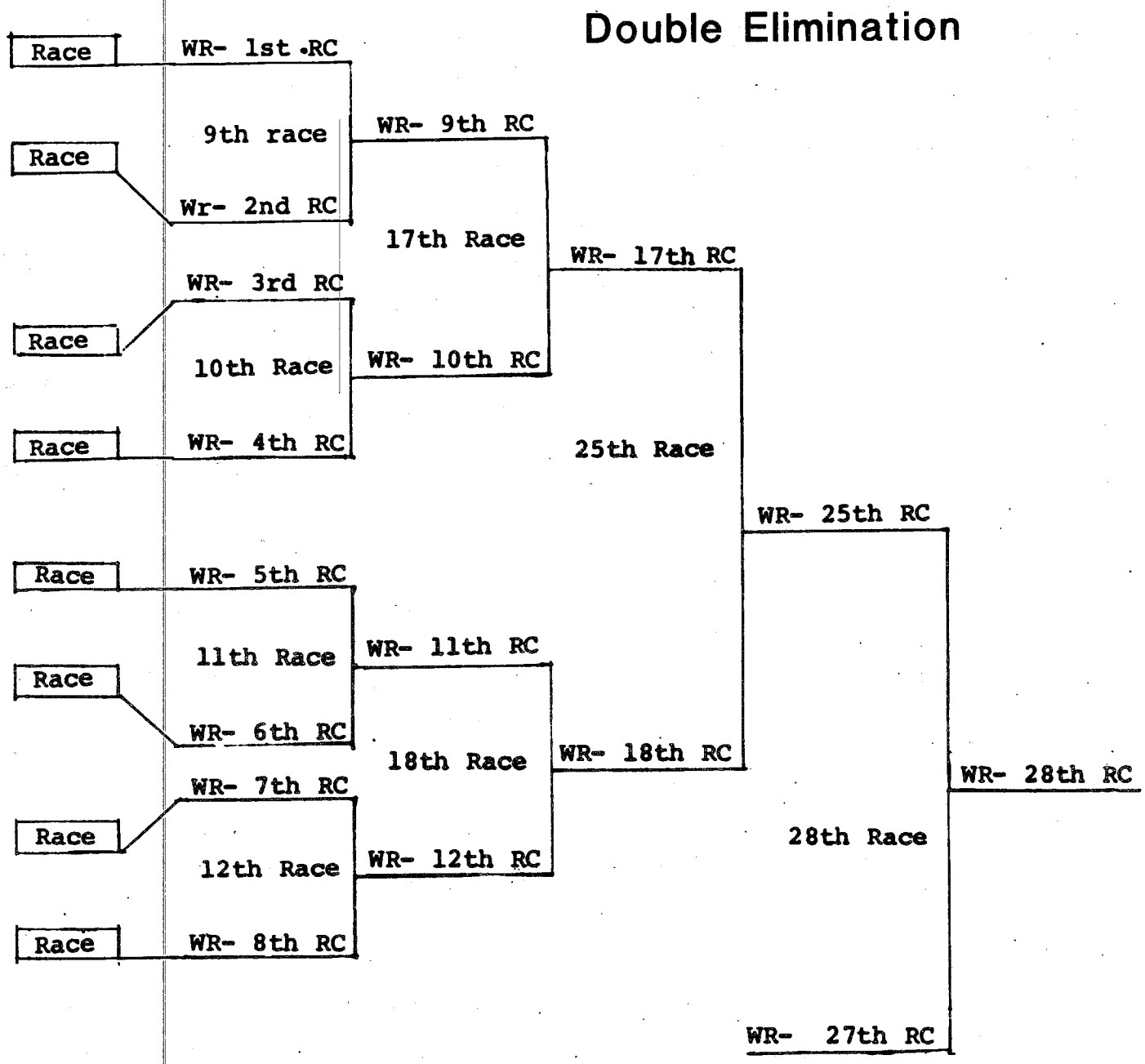
6. Have some activity planned for about 15 minutes after completion of registration, to allow time to organize den heats.
7. Determine den heats and fill out heat cards from den race sheets and registration sheet.
8. Run den heats and determine finalists for each den. If 4 or less drivers to a den, run one heat plus a final so everyone gets a chance 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 about 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 so 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 or something!
14. Run consolation final.
15. Run pack championship final.



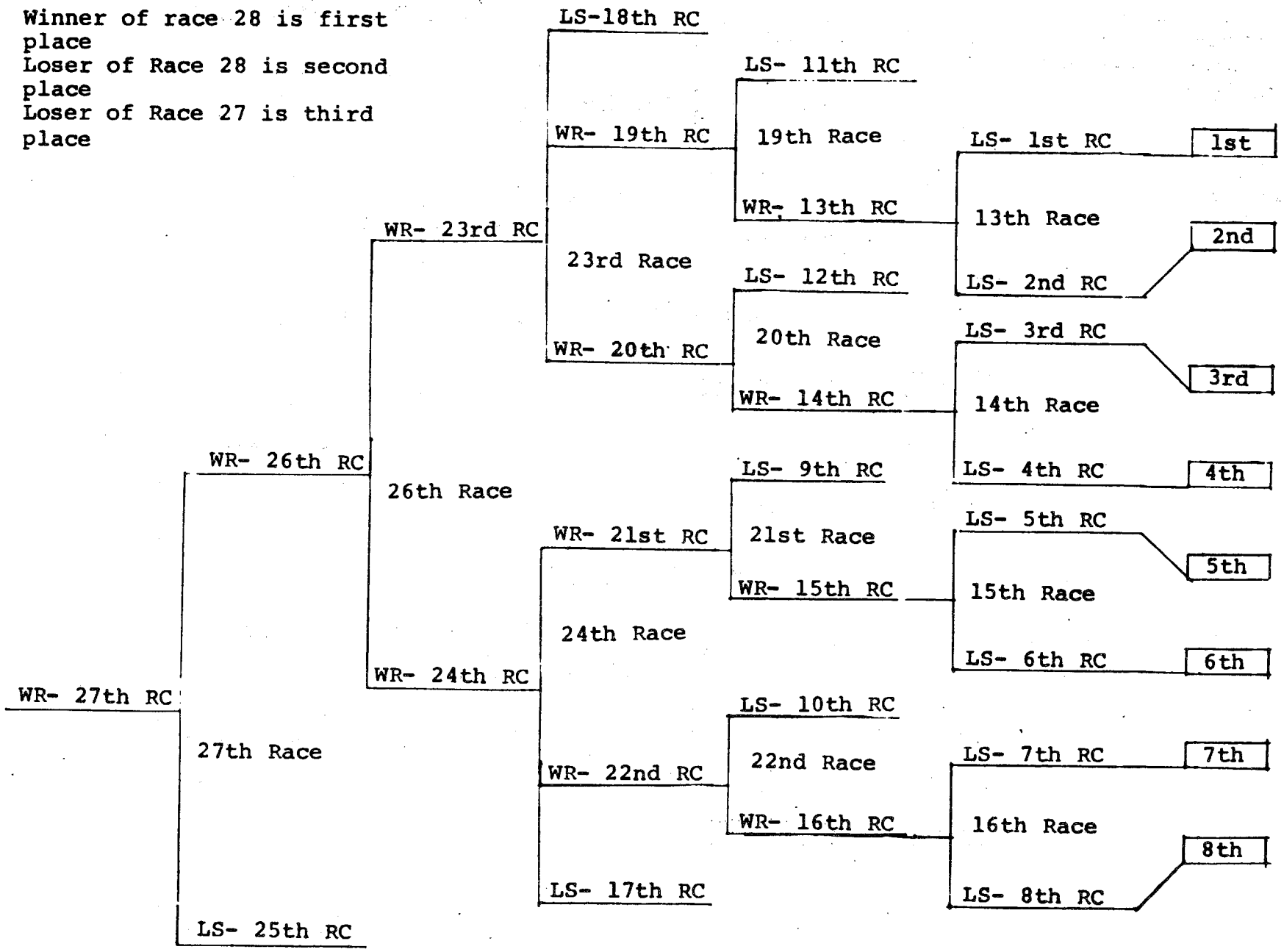
Suggested Setup for Pinewood Derby Race

Double Elimination Brackets for Pinewood Derby, Space Derby, and Regatta Race

Key
WR = Winner
LS = Loser
RC = Race



Winner of race 28 is first place
Loser of Race 28 is second place
Loser of Race 27 is third place



Cub Scout National Youth Representative

Each year, one Cub Scout who best meets the requirements listed below is selected by the national activities committee to be the B.S.A.'s national Cub Scout Youth Representative. He joins a Boy Scout, an Explorer, and the national chief of the Order of the Arrow as a member of the Report to the Nation delegation. He travels to Washington, D. C. during Scouting's anniversary celebration in February, to participate in and assist with presenting to the U. S. Government and other national leaders a highlights report of last year's performance. He is also involved with national leaders in the observance of Scouting's anniversary. Since the boy's parents or guardians will accompany him, they are also expected to exemplify the ideals of Cub Scouting.

The maximum age requirement is included to ensure that the boy will still be active in Cub Scouting at the time he participates in the Washington, D. C. ceremony in February of the following year.

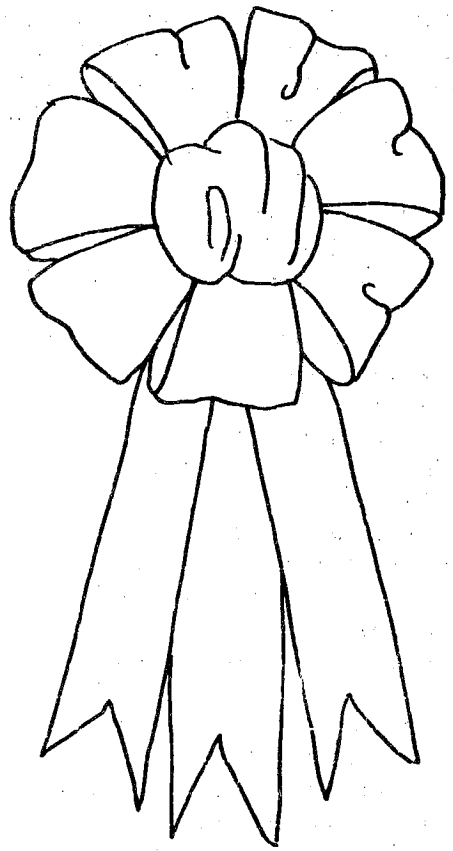
The nominee must:
- be a registered Cub Scout. He may be a Wolf, Bear, or Webelos Scout.
- be an active member of his pack.
- not have reached his 11th birthday by March 1 of the following year.
- have demonstrated outstanding citizenship in his religious activities (or beliefs), his school, Cub Scouting, and the community, i.e., participation in a community-wide service project, sports, active in his religious activities, school, other groups, etc. The candidate must have demonstrated that he strives to live up to the ideals of Cub Scouting, be able to express himself effectively, and be personable in appearance.

The following selection procedure is used:

1. Each pack selects a nominee early in the spring.
2. From the pack nominees, one nominee is chosen from each district.
3. From the district nominees, one council representative is chosen.
4. From the council nominees, an area representative is selected, and then a regional representative is chosen from the area nominees.
5. The six regional candidates are considered and finally, one national Cub Scout youth representative is selected by the national activities committee, usually in the fall, to serve during the following year.

Although we realize that all Cub Scouts are very special, and it is difficult to choose, we must remember that one boy is needed to represent all Cub Scouts in the nation in the report to the President. So, the selection process is required.

We hope that your pack will select a nominee, and perhaps he will be the one boy chosen to be part of the Report to the Nation delegation. Nomination forms are available at the Scout Service Center.



SUMMER

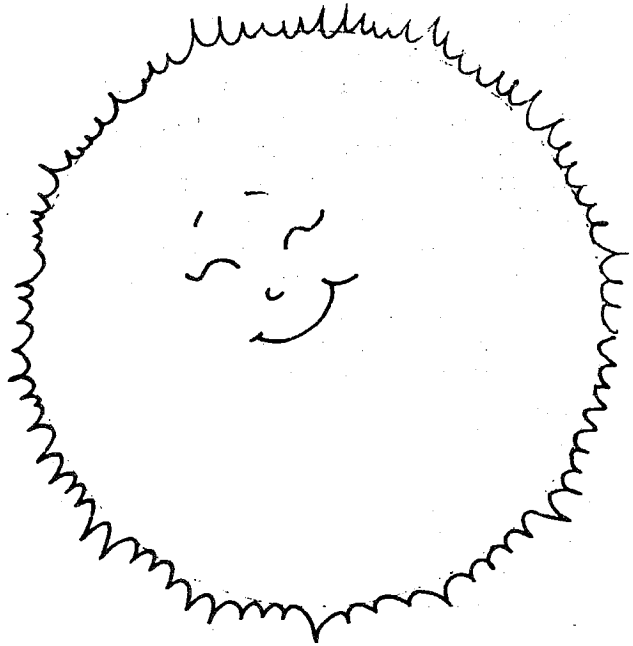
An integral part of a successful pack is an active summer program. Cub Scouting is a year-round program and the Heart of America Council offers several summertime activities for the boys such as day camp, Webelos camp, Cub Scout olympics, and Scout Nights at the Royals. However, these events are not enough to fill a summer and the pack should plan additional events. The boys should be given the opportunity to earn the Summertime Pack Award and thus maintain their interest in Scouting Summer activities can include:

- Scout olympics
- Cubmobile derby
- Fishing derby
- Family campout at a nearby state park
- Kite derby
- Bike rodeo (include a free bicycle inspection
- Monthly campfire
- Pack family swimming party
- Pack picnic
- Watermelon feed
- Parent-son softball game
- Ice cream social (with boy-baked cakes)
- Summer classes at Kansas City Museum
- Junior college children-oriented summer courses
- Plant and care for a pack garden
- Tour city market
- Walking tour of the Plaza

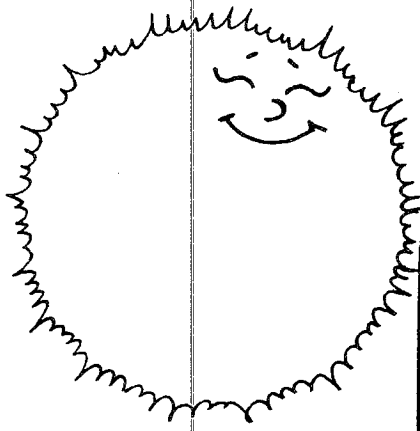
ANNUAL PACK EVENTS

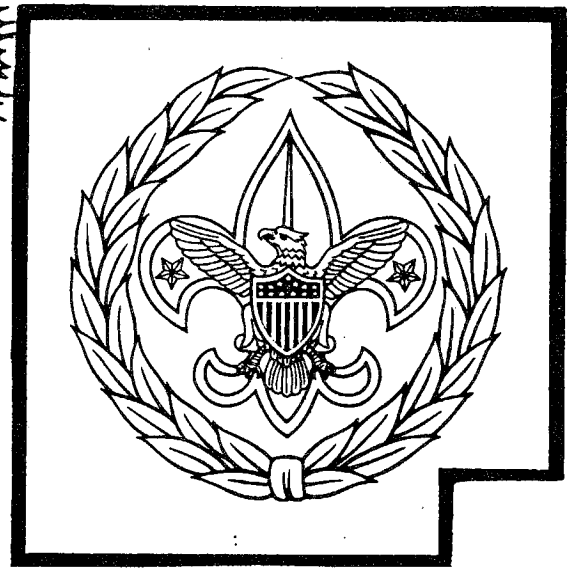
While the annual pack events differ, some aspects are the same for each one:

1. Stage competition within age groups so an 8-year old will not compete against a 10-year old, etc. Skills vary by age group more often than size and fairness is important.
2. Make sure everyone has an opportunity to compete. If it is a man-boy event, match Cub Scouts from single-parent homes with an adult male and call it a big brave-Cub brave event rather than father-son.
3. Have the rules and regulations distributed in advance to make sure each boy has a copy and knows what is expected in plenty of time to compete.
4. Plan some kind of token award (ribbon) for every boy who competes to acknowledge his participation and that he did his best. Additional awards should be available for the winners, to be presented in a ceremony at the end of the event.
5. If possible, have someone take black and white pictures to be submitted to area newspapers. The boys would love to see themselves in the paper and it's great publicity for an active pack!
6. Most competitions need the same pre-event arrangements. A committee of parents should be organized with leader input (a chairman is necessary). Members coordinate physical arrangements such as location, obtain equipment needed (track, guttering, launcher, scales and measuring devices for inspection), and act as inspectors, starters, judges, and award chairman.



XXI COMMISSIONERS SERVICE





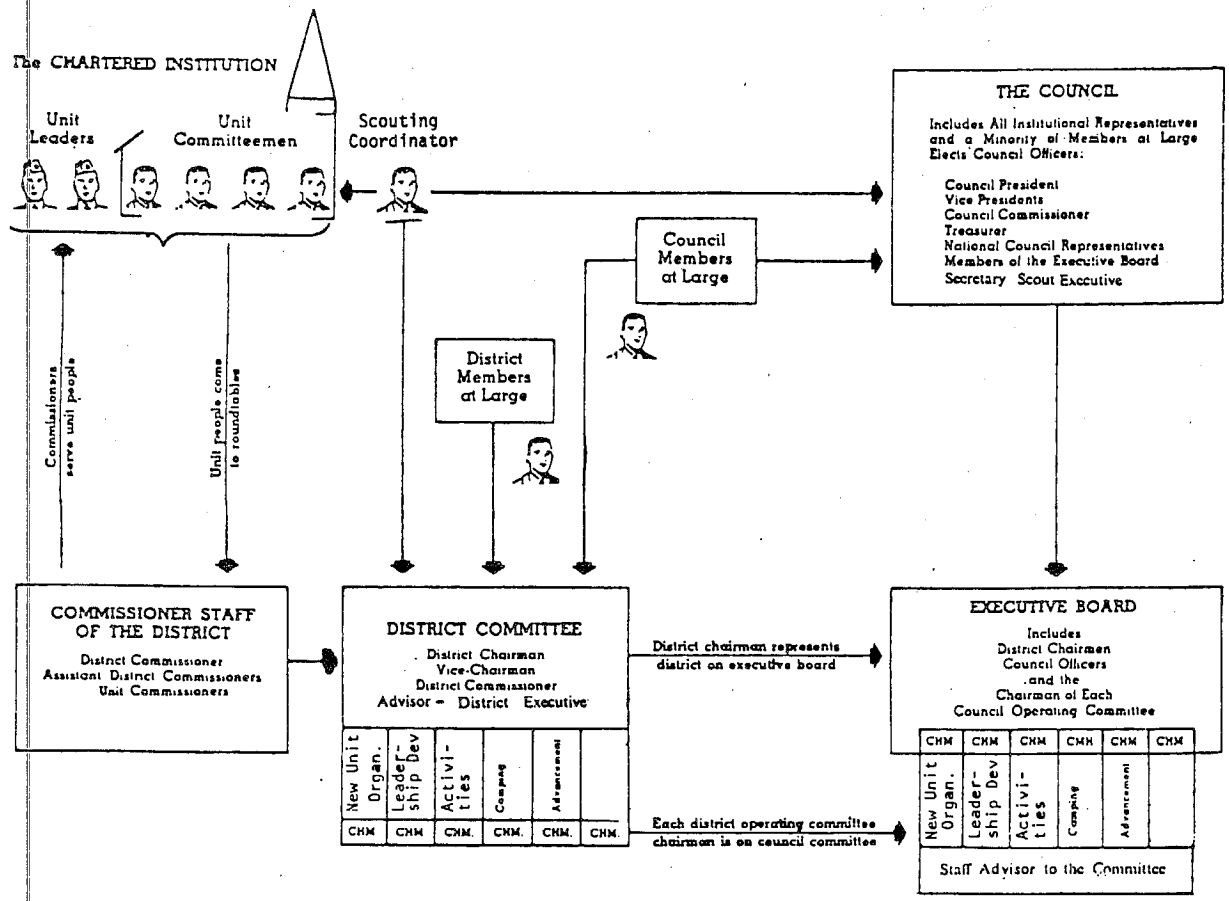
COMMISSIONERS SERVICE TO PACKS

Unit service is what commissioner service is all about. Commissioners serve chartered organizations in the operation of Cub Scout packs and Scout troops. They are to provide packs with meaningful service that delivers Scouting ideals to boys, brings about membership growth, and insures on-time charter renewal.

One popular American dictionary defines service as "assistance or benefit afforded another." Fitting the definition commissioners are ready and willing to help when called upon but they are not servants of the pack. The purposes of the commissioner's friendly visits is to strengthen the capability of pack leaders. The commissioner is in effect a guidance counselor for adults in the pack, close enough to know what is happening, and all contacts must help the unit strengthen its capability to deliver Scouting to boys. Commissioners understand that the best way to strengthen a pack is to strengthen its leadership.

The commissioner helps make available to the chartered organizations and pack leaders the resources of the district and the council in order to make the pack "healthier" for better Scouting.

A SKETCH OF THE COUNCIL AND DISTRICT ORGANIZATION



The chart will aid you in understanding the individuals who are available to support your pack's activities. Note that commissioner staff is a direct link between your pack and the district committee. The district committee is composed of subcommittees that may be called upon to provide program help for units.

TYPES OF COMMISSIONERS

There are three types of commissioners: Administrative commissioners whose major responsibilities are recruiting, training, guiding, and measuring the commissioner staff.

Roundtable commissioners. These are resource people who, through established monthly roundtables, provide program skills and other helps for unit personnel.

Unit Commissioners. These Scouters are assigned to one or more packs (and/or troops) and are closely allied to those units on a servide and counselor basis. The unit commissioner's service is based on a friend and couselor philosophy.

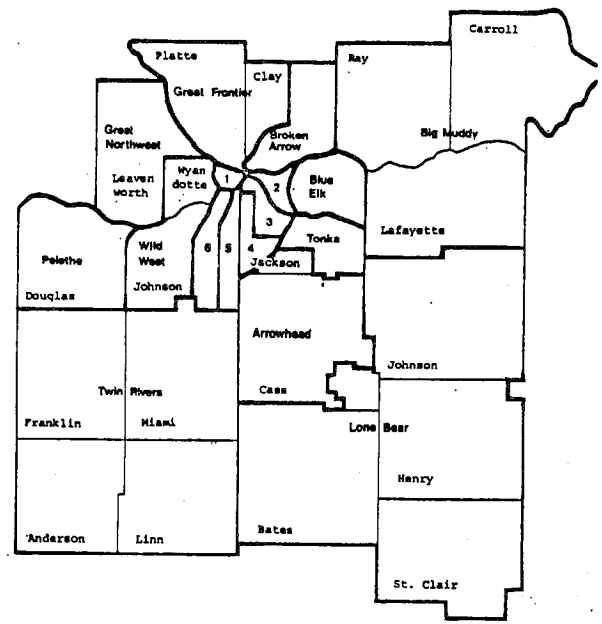
The program of the Boy Scouts of America, to help make and maintain healthy packs, provides for pack service in which the unit commissioner is the key figure. This Scouter helps make available to the chartered organizations and leaders the resources of the district and the council in order that the objectives of Scouting may be realized, knowing that Scouting happens to boys in packs and troops and knowing that the "healthier" the unit, the better the Scouting.

Effective unit commissioners are team players, dedicated and enthusiastic supporters of the ideals of Scouting, fulfillers of promises, and personal examples of good citizenship. They can give you a considerable amount of help. Sometimes the unit commissioner will be aware that you need assistance before you recognize it. In the instances that you need help and the commissioner isn't aware of it, don't hesitate to ask your unit commissioner.

If you don't know your unit commissioner, contact your district commissioner who will tell you the unit commissioner's name and probably notify him of your need. If your pack doesn't have an assigned unit commissioner, the district commissioner will provide help himself or get someone else to help. You can locate your district on the map and your district commissioner's name and telephone number from the council list of district commissioners.

WHAT CAN THE UNIT COMMISSIONER DO FOR YOU

Much has been written and said about the job of the unit commissioner, but it is doubtful if any listing could encompass all circumstances in which these people have been or will be involved. The pack commissioner is a friend who has something to offer the pack - SERVICE. That is his main responsibility. Being on the outside of the pack he can see things from a different prospective. He or she helps the pack succeed by working with the pack committee as well as



COUNCIL COMMISSIONER STAFF
HEART OF AMERICA COUNCIL, B.S.A.

COUNCIL COMMISSIONER	Jack F. McCarthy, V. P. United Telecom, Inc. P. O. Box 11315 Kansas City, Mo. 64112	B: 676-3314 H: 333-8190
ARROWHEAD	Lee Thomas 6308 E. 101st Terr Kansas City, Mo. 64138	B: 276-4297 H: 966-0524
BIG MUDDY	Maj. Tom Butler 40 Hamilton Street Lexington, Mo. 64067	259-3627
BLUE ELK	Lloyd Briggs 3517 S. Pleasant Independence, Mo. 64055	B: 459-6624 H: 252-3602
BROKEN ARROW	Bob Nelson 8413 NE 56th St. Kansas City, Mo. 64119	H: 454-3165
GREAT FRONTIER	Wayne W. Weimer 9302 NW Pleasant Dr. Kansas City, Mo. 64152	B: 459-6275 H: 741-5281
GREAT NORTHWEST	Charles Theroff 2910 N. 55th Kansas City, Ks. 66104	B: 281-2811 H: 287-7262
IRON QUILL	Dr. Jim Hicks 8705 W. 73rd St. Merriam, Ks. 66204	B: 283-2402 H: 236-5379
KANZA	Bob Wald 7610 Chadwick Prairie Village, Ks. 66208	B: 648-5414 H: 648-1008
LONE BEAR	Nick Nichols 302 Manor Drive Warrensburg, Mo. 64093	B: 429-2821 747-9200 H: 429-2821
LONE STAR	Bob Rodenberg 5203 Gladstone Kansas City, Mo. 64123	B: 842-8110 H: 231-2502
MOHAWK	Leroy Ashford 8044 Park Kansas City, Mo.	B: 241-2800 H: 444-0106
PELATHE	Ralph W. Clement 3713 W. 24th St. Lawrence, Ks. 66044	H: 842-6378
TONKA	Bob Merrill 8603 Buckingham Lane, Apt #3 Kansas City, Mo. 64138	H: 356-6969
TRI-STAR	Charles Smith 5134 Lawn Kansas City, Mo. 64130	H: 923-5988
TWIN RIVERS	Ken Weide 205 Kaw Garnett, Ks. 66032	B: 448-3111 H: 448-6337
WILD WEST	James (Jim) McDuff 4701 Queal Shawnee, Ks. 66203	B: 287-9918 H: 631-3942

the leaders of the chartered organization, can provide practical support such as helping to locate prospective leaders, resource equipment and materials, they are an important link between the pack and the troop, and can help establish contacts with Scoutmasters of nearby troops.

Commissioners will not intrude in the pack's business, but are ready and willing to help when called upon. Whenever they spot signs of trouble in the pack operation, they will help solve the problems and will constantly act as a quality control arm.

The commissioner will report regularly on the status of the pack at district meetings and can be a valuable source of help with the pack's annual charter renewal.

The commissioner will visit pack meetings, but usually waits to be invited. Be sure to extend an invitation. Ask the commissioner to provide help at pack uniform inspections.

Other specific areas where commissioners are especially helpful are:

Summertime Pack Award - The commissioner is familiar with the many informal den and pack activities which will meet the requirements for this award. The suggestions he or she has can help keep the pack active, keep the boys and leaders active during the summer months, and help earn this award.

By maintaining an active pack during the summer the frustration of re-organization in the fall and the loss of boys and leaders due to inactivity is avoided.

Training - The commissioner should know the district's training program dates, the content of the training courses, and what training is needed for each position in the pack. Leaders who have been through basic training programs can provide better programs for the boys and the commissioner can help encourage leaders in the pack to take basic training courses as well as arrange for orientation sessions and personal coaching sessions when needed.

Policy - The commissioner knows the policies of the Boy Scouts of America and the institution that sponsors the pack and can help to provide a better understanding of how these policies govern the pack, protect the boy, as well as the leaders; and ensure a quality program.

Annual Planning Conference - Commissioners understand the value of having an annual planning conference (usually held in July). They can give assistance to the pack with monthly theme ideas, district event dates and council activities and dates.

10 TESTS OF SUCCESSFUL PACKS

To Qualify as an Honor Unit
Annual Report to the Chartered Organization
(As part of pack charter review meeting)

_____
Date of Review Meeting

Pack number _____ **Chartered organization** _____

Town _____ **State** _____ **For month and current year ending** _____

Forward to council service center

YES/NO	Pack Report Current Year	YES/NO	Goals for Coming Year
*1. _____	We reregistered on time and conducted a roll call (membership inventory) and uniform inspection. Number of Cub Scouts registered at start of current charter year. _____ Number of Cub Scouts registered at close of the charter year. _____ Number of Cub Scouts to be registered at start of next charter year. _____	1. _____	We will reregister on time and conducted a roll call (membership inventory) and uniform inspection. _____ We will have a planned program to invite new youth and adult.
*2. _____	We have one or more assistant Cubmasters.	2. _____	We will have one or more assistant Cubmasters.
*3. _____	Our Cubmaster is trained. **Pack Training Inventory** No. ACMs _____ No. trained _____ No. den leaders _____ No. trained _____ No. Webelos den leaders _____ No. trained _____ All dens have trained den chiefs No. dens _____ No. den chiefs _____ No. trained _____	3. _____	All den and pack leaders will be trained. _____ Will attend roundtables regularly. _____ All dens will have trained den chiefs.
*4. _____	Our pack has an outdoor program. (Any two of the three below qualify pack.) Pack took part in Cub Scout day camp _____ Earned the National Summertime Pack Award _____ Webelos dad-and-son overnights _____ No. of Cub Scouts taking part in at least one outdoor program	4. _____	Our pack will have an outdoor program. _____ Pack will attend Cub Scout day camp. _____ We will earn the National Summertime Pack Award. _____ Webelos dad-and-son overnights.
*5. _____	At least 51 percent of Cub Scouts advanced a rank during the year. No. of Cub Scouts at start of current charter year _____ No. that advanced a rank during year _____ What percent advanced? _____ Parents meeting held on advancement _____	5. _____	At least 51 percent to advance a rank during the year. Number of Cub Scouts that will advance a rank. _____ _____ All parents will be made aware of the advancement program.
6. _____	Our Webelos den is active and had three or more activities.	6. _____	We will have an active Webelos den with a minimum of three or more activities.
7. _____	100 percent of our families receive *Boys' Life*. (Number of families that receive it. _____)	7. _____	We will aim to have 100 percent *Boys Life* for all Cub Scout families.
8. _____	We use the pack budget plan.	8. _____	We will use the pack budget plan.
9. _____	Pack held annual and monthly planning meetings.	9. _____	Will hold annual planning conference and and monthly planning meetings.
10. _____	Pack had a service project. It was _____	10. _____	Pack will have a service project.

NOTE: Each successful test above counts 10 percent. To qualify for Honor Unit recognition, pack must attain 70 percent or more of the 10 Tests of Successful Packs. This includes all of the five starred (*) items plus a minimum of any two of the additional items.

Report and goals reviewed and signed by

_____
Signed for District/Council

In support of Scouting, we participated in our council sustaining membership enrollment program _____ Yes _____ No

Of the 10 Tests, we achieved _____ for _____ percent.

Our pack qualified for Honor Unit recognition. _____ Yes _____ No

_____
Signed for Pack

In support of Scouting, we will participate in our council sustaining membership program. _____ Yes _____ No

THE CHARTER CONCEPT

CHARTERED by Congress 1916

BOY SCOUTS OF AMERICA
Incorporated 1910

WHAT IT HAS

A program for youth—
which develops character
and personal fitness
and prepares for
citizenship

WHAT IT DOES

Designs and updates program
Provides services
Maintains standards
Issues CHARTERS

CHARTERS to
use the program

CHARTERS to
service the program

COMMUNITY GROUPS/ORGANIZATIONS

Use the Scouting program for

CUB SCOUTS
SCOUTS
EXPLORERS

Under their own leadership
To serve youth and families
for which they have concern
To help them accomplish
their objectives

INVITATION SERVICE

LOCAL COUNCIL

1. Extends an invitation to community groups/organizations to use the Scouting program, interpreting how it will help them.

2. Provides supporting service to help community groups/organizations be continuously successful with their Scouting programs:

   - Volunteer and professional counseling
   - Leadership development
   - Program supplement
   - Service center

THE HONOR UNIT AWARD

(Information and Application to Secure Recognition)

The Honor Unit Award is based on the *10 Tests of Successful Scouting for Packs, Troops, and Posts/Ships.* The national award recognizes outstanding packs, troops, and posts/ships conducitng quality programs for their youth. A unit achieving 70 percent or more of the 10 Tests of Successful Scouting—the five starred items plus a minimum of any two additional items—as part of its unit charter renewal is recognized as an Honor Unit.

Major Features

- Program operates on the unit's chartered year.
- Nationally a unit can participate and qualify for the award and recognition beginning with units due to recharter in January.
- The program is a valuable tool for unit program enrichment.
- The local council will provide a charter revewal kit for each unit due to reregister. It would include a printout roster of its members, various application forms, uniform inspection forms, and a *Membership Inventory and Uniform Inspection* procedure form, No. 28-176.
- About 60 days before the unit expires it conducts a membership inventory and uniform inspection. It notes the results for each youth on the unit's copy of the printed roster. It has instructions for coding the inventory and inspection.
- About 30 days before the unit expires it conducts a charter review meeting with a council representative (usually a commissioner or, for Exploring, a service team member).

AS PART OF THE CHARTER REVIEW MEETING

- The results of the roll call are reviewed.
- The unit fills out the year's report on the unit copy of the printout roster to determine if the unit qualifies as an Honor Unit. (Most questions are answered with a yes or no.)
- It sets unit goals for next year on unit's copy of printout.
- An annual report is given to the chartered organization.
- If unit qualifies, order the Honor Unit Award from the local council. Unit is placed on the council honor roll.
- The unit attaches a copy of current year's results, its goals for next year, and the recognition award order form to the council copy of the (charter renewal application) unit printout. (*If no awards are ordered, this copy is still attached to council copy of printout with results of current year and goals for next year attached.*)
- The printout roster and charter renewal papers are completed. The proper fee is attached and forwarded to the council service center to reregister the unit on time.
- A charter presentation ceremony with representatives of the chartered organizations and parents is planned in about 8 weeks to recognize unit leadership, youth, and others for achievement as an Honor Unit.
- Once the objectives are set for a unit, it is essential that the program or plan of the unit be written. If this is done by the unit with the help of the council representative, it will help result in the attainment of the objectives for the next year.

HOW THE RECORD IS KEPT

The local council registrar keeps a record by district and Exploring division of units earning awards and recognitions. This permits councils to recognize outstanding packs, troops, and posts/ships conducting quality programs for their youth.

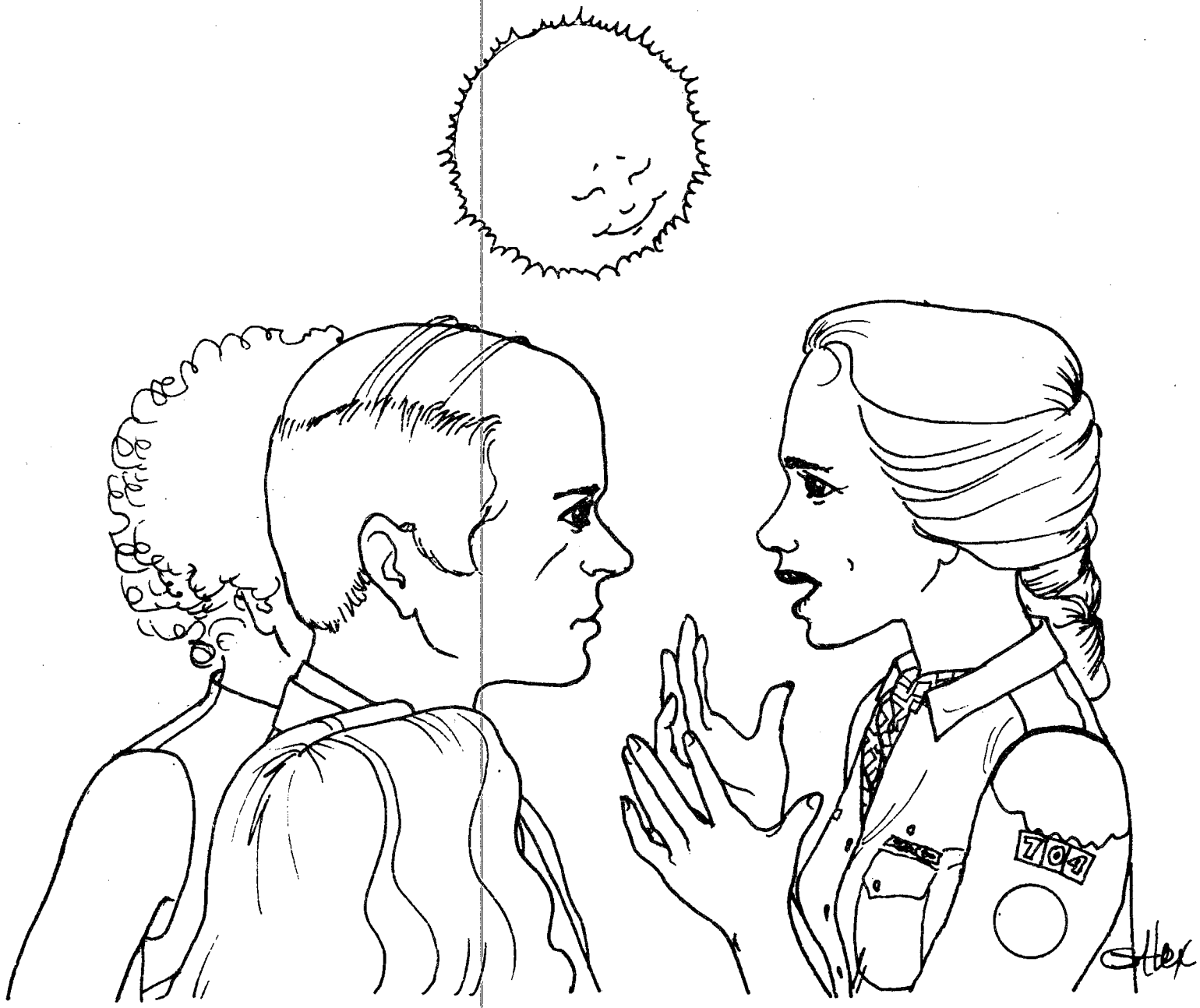
Other Areas the Commissioner Can Help -

- Unit Charter Renewal
- Monthly pack meetings
- Webelos program and transition
- Uniforming
- Pack budget plan
- Boys' Life
- Parent participation and membership
- Outdoor policy
- Advancement
- Records and finance
- Pack committee
- The purposes of Cub Scouting
- Any area of the Cub Scout program

COMMISSIONER CONCEPT

THE COMMISSIONER IS THE LIAISON BETWEEN THE LOCAL COUNCIL AND SCOUTING UNITS. HIS MISSION IS TO KEEP THE UNITS OPERATING AT MAXIMUM EFFICIENCY. THE COMMISSIONER MAINTAINS REGULAR CONTACT WITH THE LEADERS OF THE UNITS. HE COUNSELS THEM ON WHERE TO FIND ASSISTANCE. HE NOTES ANY WEAKNESSES IN PROGRAMS AND SUGGESTS REMEDIES. THE COMMISSIONER IS SUCCESSFUL WHEN THE UNITS EFFECTIVELY DELIVER THE IDEALS OF SCOUTING TO THEIR MEMBERS.

XXII RECRUITING SKILLS



RECRUITINGS SKILLS

By its very nature, Cub Scouting is an on-going recruiting project. As Cub Scouts graduate, new boys will be needed to revitalize the pack. Leaders, too, will assume other responsibilities, accepting troop, district, or council leadership positions. Change is inevitable... and recruiting is, too!

Recruiting Boys

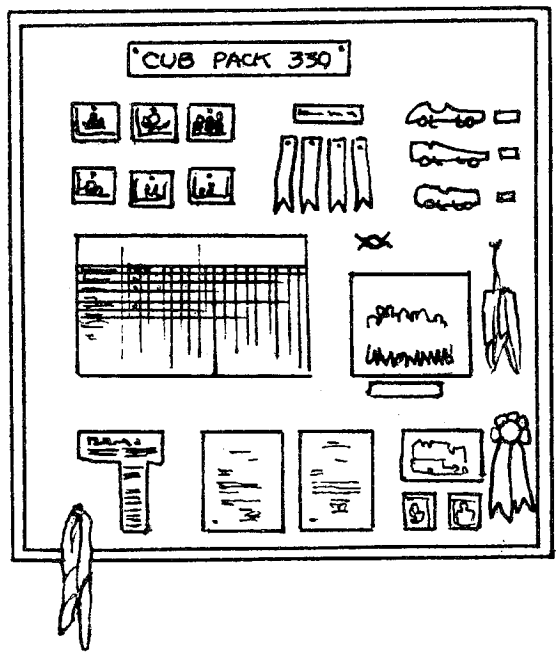
A going, growing pack recruits almost without effort. When Cub Scouts truly enjoy their pack and den activities, and take pride in their advancement and new skills, they will share it with their friends. Enthusiastic Cub Scouts are your best recruiting tool.

Cub Scouts should be encouraged to invite their friends (and their friends' parents) to a pack meeting, preferably one when a special activity is planned. Although pack meetings should have special features that will provide good, family-centered entertainment, choose one that will spark your visitors' interest and have them coming back for more!

Pack leadership should be aware of boys in the area who will soon be in the 8 to 10 year age range, and a systematic year-round recruiting plan should be in effect so that every boy has the opportunity to join Cub Scouting. This plan can be administered by the membership chairman who, while keeping membership rolls current, can determine the number of new boys available and new den leaders needed to maintain a stable membership. This person or an assistant should maintain a file or list of prospective Cub Scouts obtained from present Cub Scouts, schools (many elementary schools now have yearbooks), religious institutions, the pack's chartering organization, and others.

School Night for Cub Scouting (with special materials available from Council), is an excellent time to acquaint boys with the program. Some schools allow invitations to pack meetings to be distributed through classroom teachers. Often it is this personal invitation that gets a boy to his first pack meeting. The "graduation diploma" included in this section, taken from Indian Nation's Pow Wow Book 1981, might be used.

Visability is a key when recruiting boys. Cub Scouts in uniform at school, on field trips, when doing service projects, and on other occasions can attract attention to the program. Recognition of the Cub Scouts' achievements at pack meetings and in newspaper articles is a visible recruiting aid. Posters at school on special projects or on the pack meeting itself provide visibility. Pack awards might be given space in the school trophy case and special display and bulletin board presentations (especially during Scout week) are attention getters. Photos have a strong appeal in this area.



Recruiting Leaders

Selecting and recruiting adult leaders is a matter of knowing where to look, establishing a plan, making an effective presentation ... and getting their names on the dotted line!

When recruiting leaders, it's natural to look toward the parents of the boys in your pack, but don't limit your sights. Other relatives are often interested and senior citizens might enjoy a chance to work with young people. "Retired" or former leaders might want to serve again, especially in committee positions. The pack's chartering organization offers more possibilities from its membership rolls. Young men, especially those who've come through the Scouting program themselves, college students, and members of church-related young adult groups are often willing to serve. Check with your unit commissioner for more ideas.

Once candidates have been selected, a personal approach generally works well. Call upon him/her at home (telephone first!). Go with another committee member (or more), and take along materials such as Program Helps and Pow Wow books. Tell them about the fun, the training, roundtables, and Pow Wow, and let them know they will have support of a caring and concerned pack committee. But most importantly, stress their opportunity for personal growth as a Cub Scout leader!

Another approach that works well when recruiting a leader for a den that is in the formation stage is to invite parents over for a coffee as a group. Have lots of resource material on hand, as well as several active leaders and let the enthusiasm shine through. Their response will be your guide in selecting your new leader(s).

Keep in mind during your recruiting efforts that two-deep leadership is ideal so that assistant leaders can receive "on-the-job" training. It is often easier to recruit an assistant than a leader and sometimes a leader can be easily recruited when it is known there is an assistant.

Useful tools available from the Council Service Center for your recruiting needs are: "Securing a Cubmaster" (No. 3071); "When You Need Den Leaders" (No. 4806); and Parent Talent Survey (No. 7362). A member of the pack committee should see that all parents complete a Talent Survey and he or she should maintain a resource file of parent skills available. All too often, parents are just waiting to be asked to help and these helpers often become leaders.

TALENT SURVEY INCLUDES

1. Name
2. Address
3. Telephone
4. Hobbies
5. Sports
6. Job, business, or profession that would interest Cubs
7. Pack assistance areas:
   - Committee member
   - Den Leader/Assistant
   - Den Leader Coach
   - Assistant Cubmaster
   - Webelos Leader/Assistant
8. Cub/Scout/Explorer experience
9. Areas of skills:
   - Carpentry
   - Swimming/Games/Sports
   - Nature/Outdoor activities
   - Crafts
   - Music/Songs
   - Bookkeeping/Typing
   - Drawing/Art
   - Radio/Electricity
   - Dramatics/Skits
   - Cooking/Banquets
   - Sewing
   - Transportation
10. Gear or equipment available
11. Contacts for field trips
12. Contacts for campsites

Once leaders are recruited and working, give them the backing they deserve. Help them get started, give them support, and encourage them to attend training sessions. Let them know that the whole pack wants them to be successful.

GRADUATION DIPLOMA

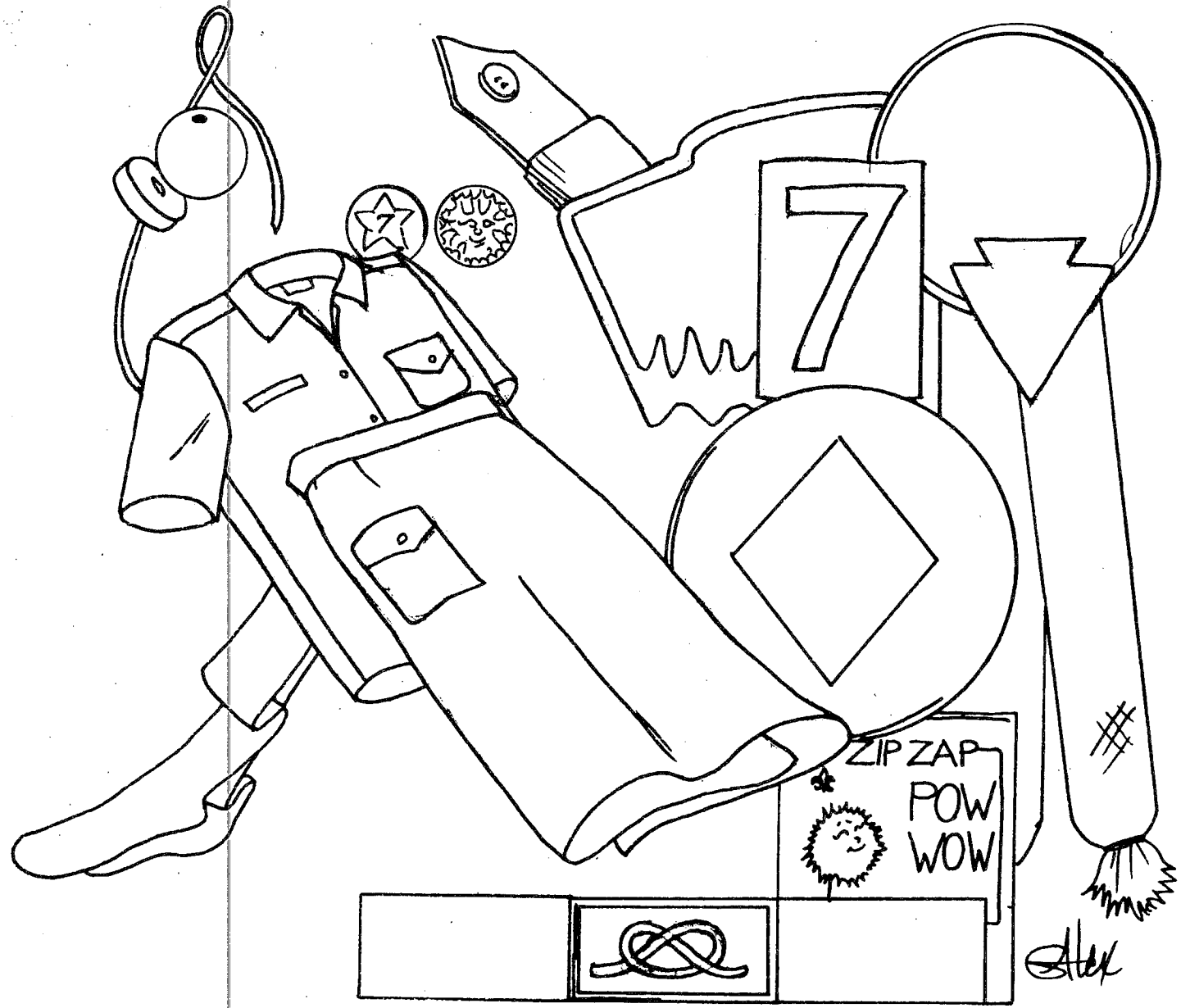
FROM SECOND GRADE INTO CUB SCOUTING

BECAUSE YOU ARE GRADUATING FROM THE SECOND GRADE, YOU CAN NOW JOIN THE CUB SCOUTS. PLEASE COME TO OUR NEXT MEETING WITH YOUR PARENTS AND JOIN OUR SUMMER FUN.

DATE:_____ TIME:_____ PLACE:_____

FOR QUESTIONS, PLEASE CONTACT: _____ PHONE: _____

XXIII UNIFORMING



UNIFORMING

A dictionary definition of uniform is: "A Distinctive dress of uniform style, materials, and color, worn by all the members of a military, naval, or other body, and by which they may be recognized as belonging to that body."

Uniforming was covered in basic training; however, specific examples of old and new uniforms with official interpretations of badge placement, etc., may be important to the den. It will provide a usable resource as the den leader and the boys grow in Cub Scouting.

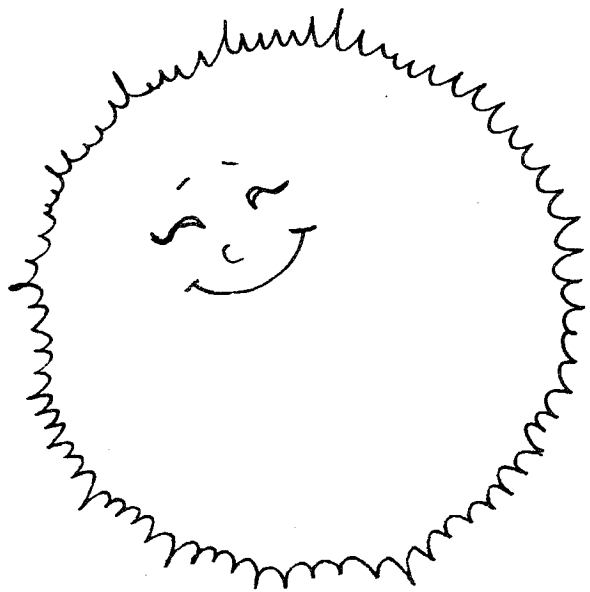
Scout uniforms, both adult and boy, are distinctive. The uniforms identify Cub Scouts and Cub Scout leaders as people associated with the ideas and ideals of the Cub Scout program effectively and attractively. The uniform adds dimensions of community, morality, and creativity to the wearer.

The uniform adds value to the boy's need to belong. He is clearly a member of a program, a pack, and a den. Anyone who has seen the strutting and posturing of a new Cub Scout in his first uniform would agree that pride in uniform is a powerful force.

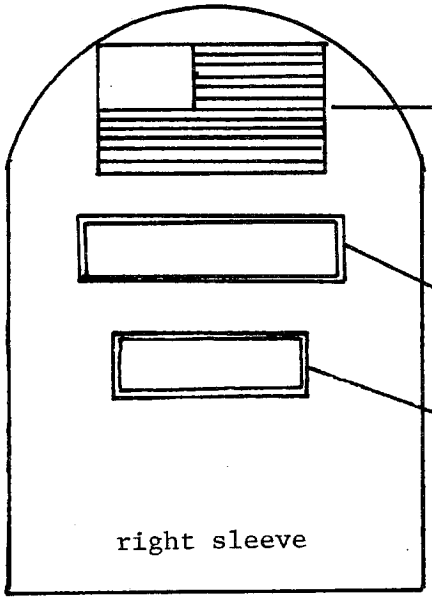
The distinctive nature of the uniform and the values associated with it carry an additional responsibility, especially to the adults. This is the responsibility of example. The uniform should be worn by adults engaged in Cub Scouting activities and it should be worn properly. The following pages should help; however, be sure to check the latest issue of Insignia Control Guide, available at the local service center, for the BSA-approved uniform rules.

The responsibility of the boys with regard to wearing the uniform is that it not be worn during activities not related to scouting or activities that in some way might infer BSA's sponsorship of commercial products or political advocacy, or other endorsements.

The uniform is one of the methods of scouting. Use it well; it works.



LADY CUB SCOUTER INSIGNIA



American Flag patch (optional)

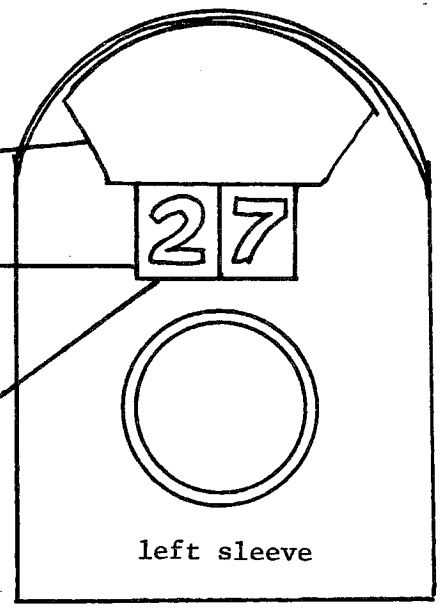
Council Strip

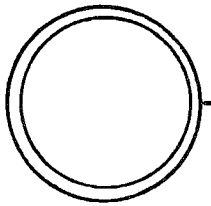
Pack Numeral (if affiliated with a pack)

Den Numeral (worn by Den Leaders and Assistants)

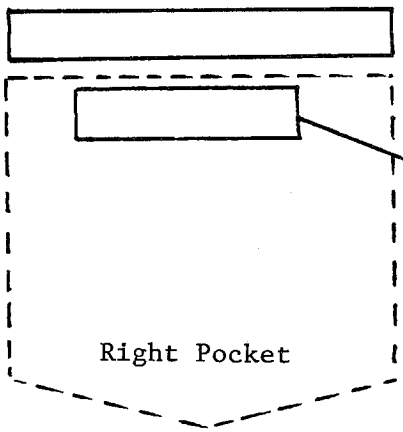
Honor Unit Award (if earned by Pack)

Badges worn touching





Temporary Patch (optional)

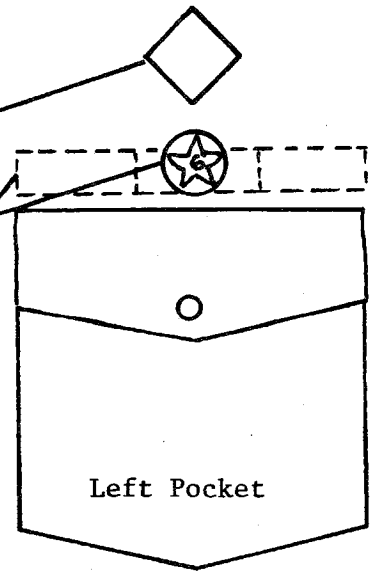


Cub Lady Pin (worn by ladies affiliated with pack)

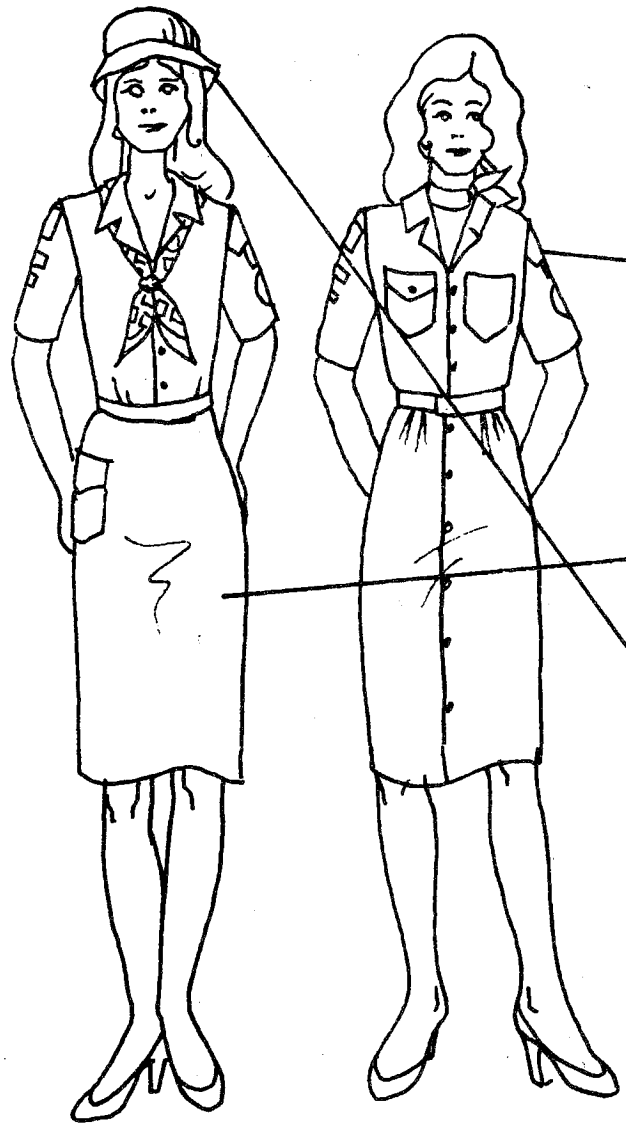
Service Star (blue backing) Worn 3/8" above pocket

Name Plate (optional)

Square Knots worn centered above left pocket in rows of three. No order of preference.



NOTE: Older uniforms are not obsolete as long as they are still serviceable.



LADY CUB SCOUTER UNIFORM

No. 862: Short-sleeve pale yellow blouse, 1-button flap pocket*

No. 866: Long-sleeve pale yellow blouse, 1-button flap pocket*

No. 909: Short-sleeve navy blue dress, 2-button flap pockets*

No. 903: Navy blue slacks with button-flap pocket, front fly

No. 905: Navy blue wrap-around skirt with button-flap pocket

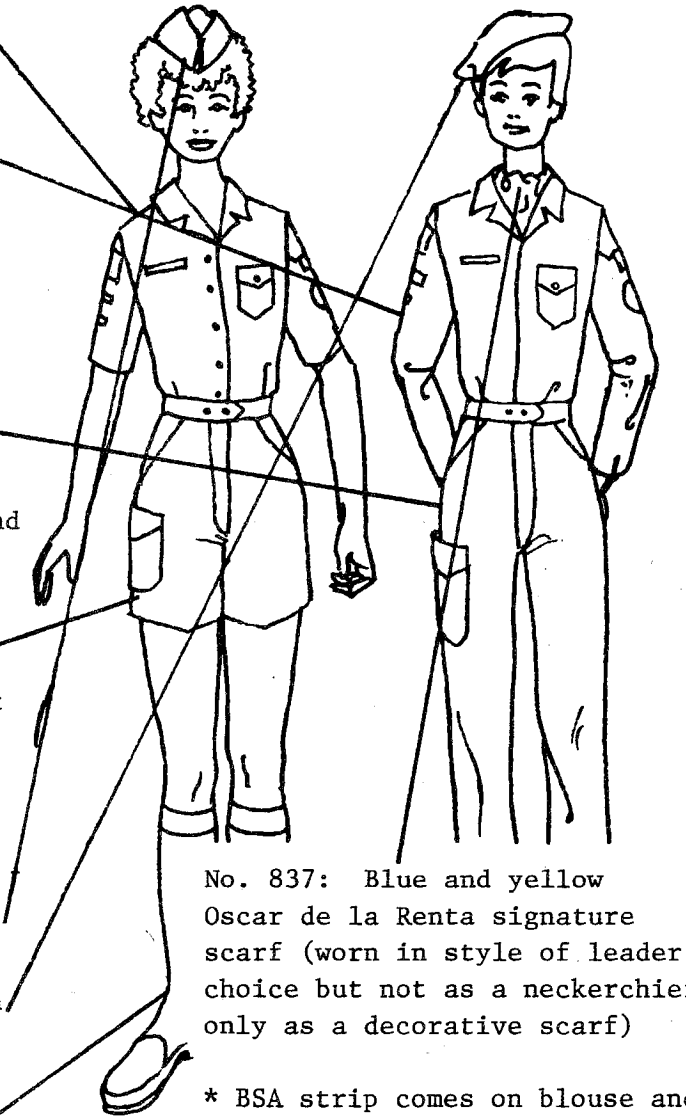
No. 907: Navy blue shorts with button-flap pocket, front fly

No. 849: Navy blue casual hat with Cub emblem

No. 850: Navy blue field hat with Cub emblem

No. 851: Navy blue beret with Cub emblem

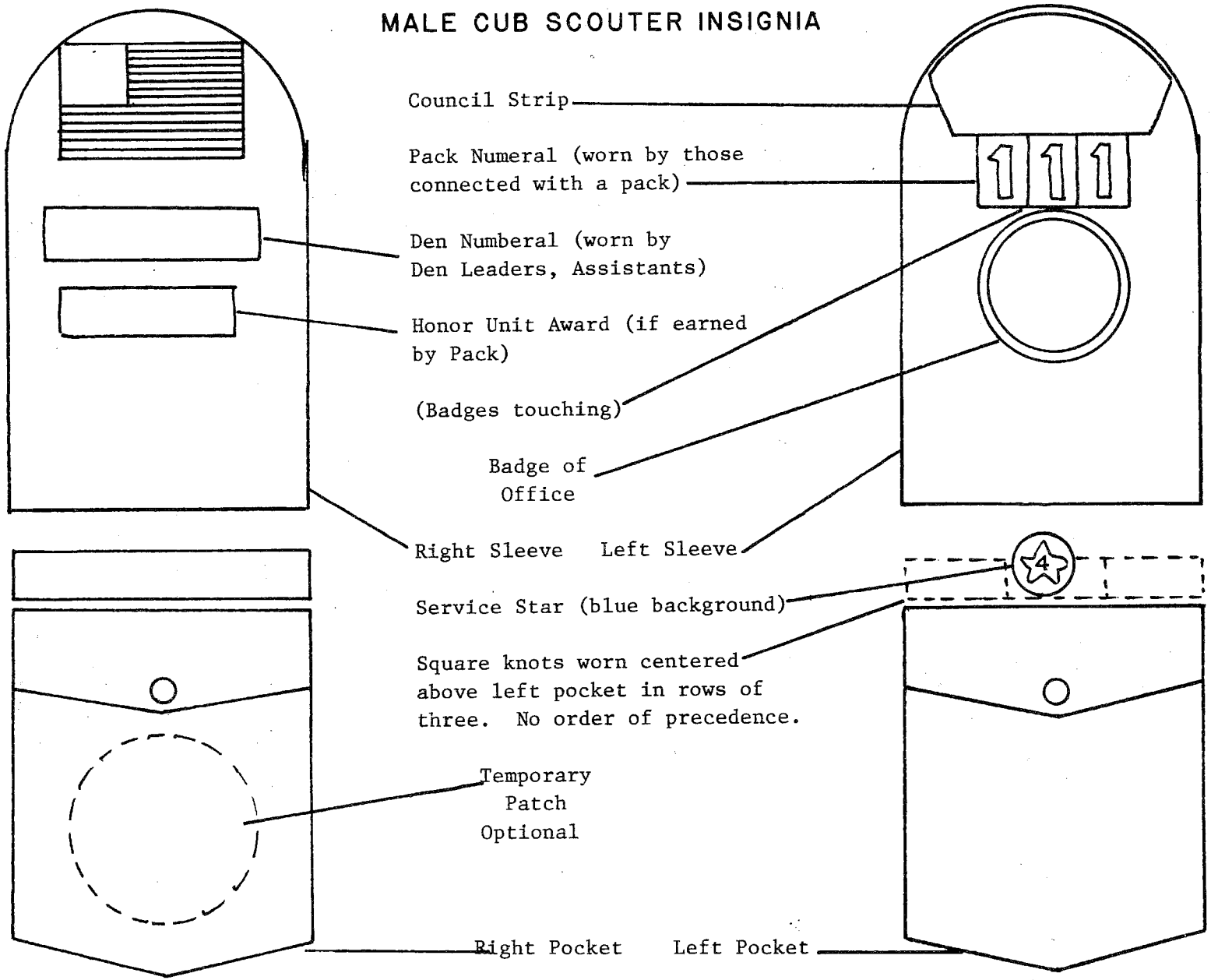
No. 872: Navy blue knee sox (no garter tab)



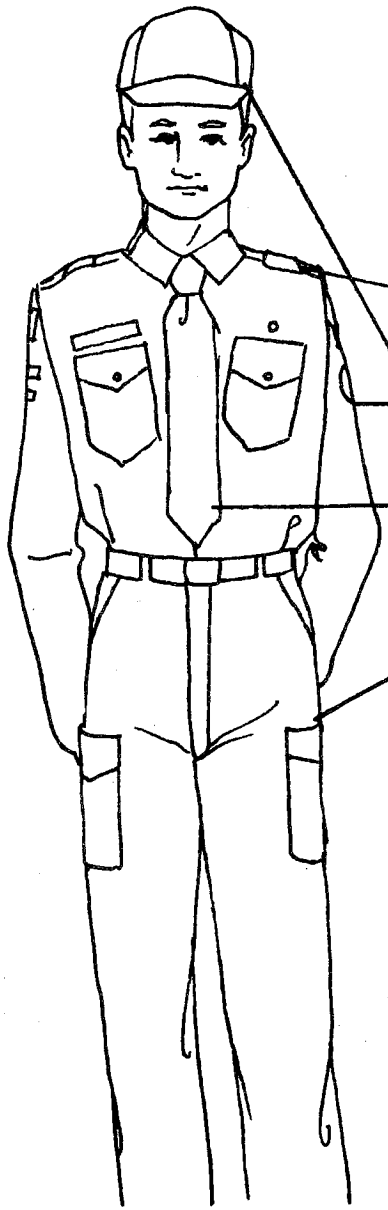
No. 837: Blue and yellow Oscar de la Renta signature scarf (worn in style of leader's choice but not as a neckerchief--only as a decorative scarf)

* BSA strip comes on blouse and dress.

MALE CUB SCOUTER INSIGNIA



1980 MALE CUB SCOUTER UNIFORM



Tabs:

29A	Red	Boy Scouting
29B	Green	Exploring
29C	Navy	Cub Scouting
29D	Gold	National, Regional
29E	Silver	Council, District

Epaulets with colored tabs

No. 597: Long-sleeve khaki tan shirt [No. 900 poly-wooll

No. 615: Khaki tie

No. 589; 589L: Olive drab green trousers with cargo pocket [No. 961,961L poly-wool]

No. 593: Visor cap, olive drab

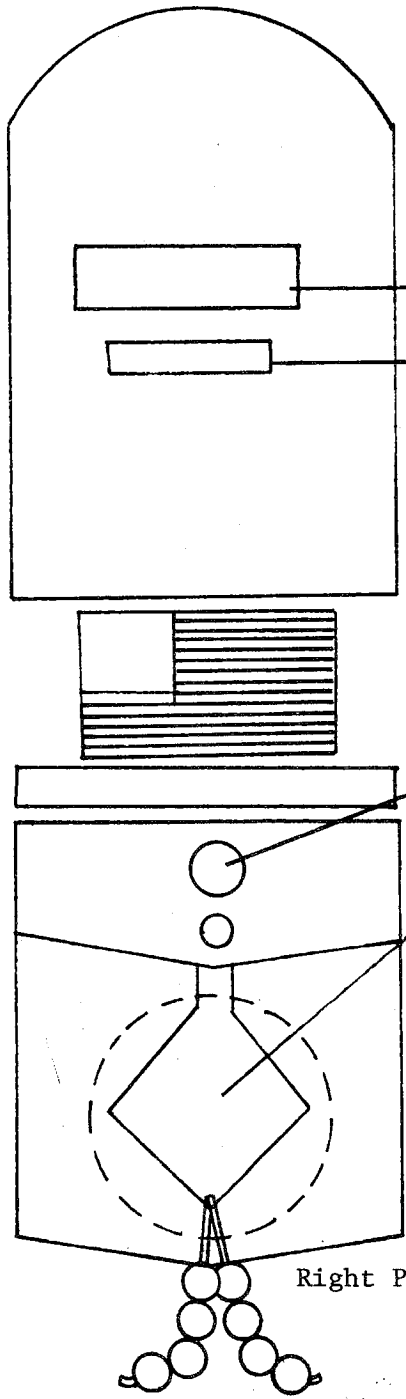
No. 599: Short-sleeve khaki tan shirt [No. 579 poly-wool]

No. 561A: Olive knee sox with red cuffs [no garter tabs]

Designed by Oscar de la Renta

NOTE: Old uniforms are not obsolete as long as they are serviceable.

CUB SCOUT INSIGNIA



Badges touching

Council Strip

Pack Numeral

Den Numeral

Honor Unit Award (if earned by Pack)

Denner Cord is worn on left sleeve during term of office. Tab without cord may be worn after term of office.

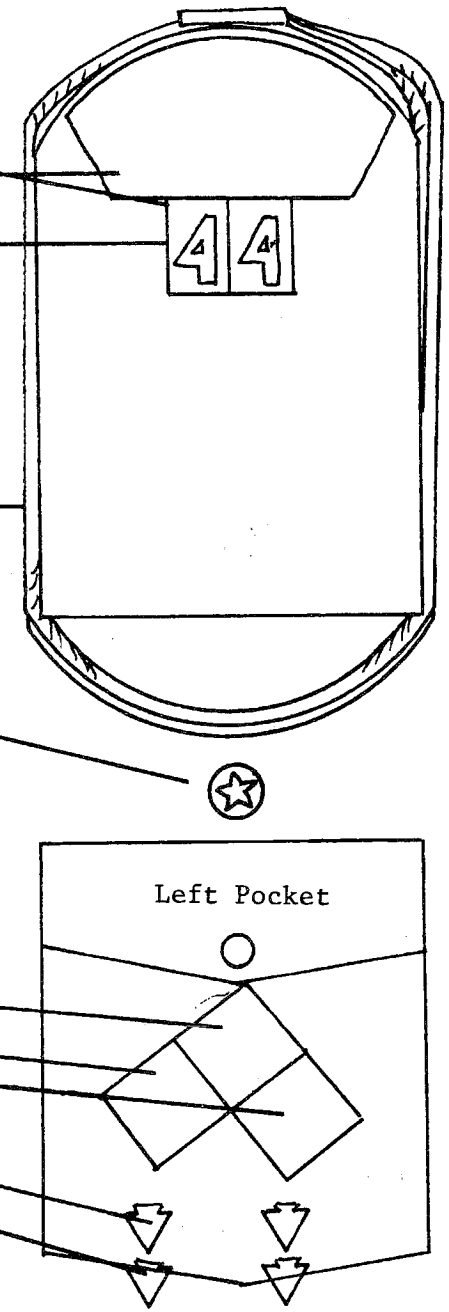
Service Star (yellow back)

National Summertime Pack pin

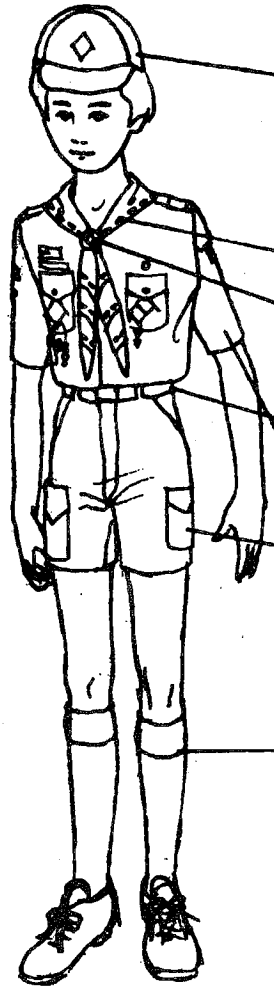
Immediate Recognition
Yellow beads for Wolf
Red beads for Bear

Bobcat Badge
Wolf Badge
Bear Badge
Gold Arrow
Silver Arrow

Contest medals and religious award medals worn immediately above left pocket with service star above that. Medals worn on ceremonial occasions only.



CUB SCOUT UNIFORM



No. 845: Navy long-sleeve shirt

No. 806: Cub Scout baseball-style cap

No. 802: Wolf neckerchief (gold)

No. 843: Bear neckerchief (blue)

No. 800: Cub Scout neckerchief slide

No. 813: Navy web belt and buckle

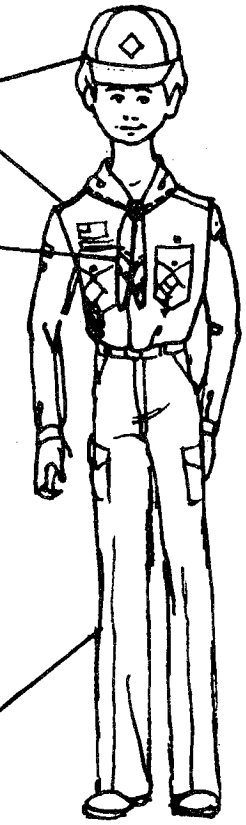
No. 840: Navy shorts with cargo pockets

No. 847: Navy short-sleeve shirt

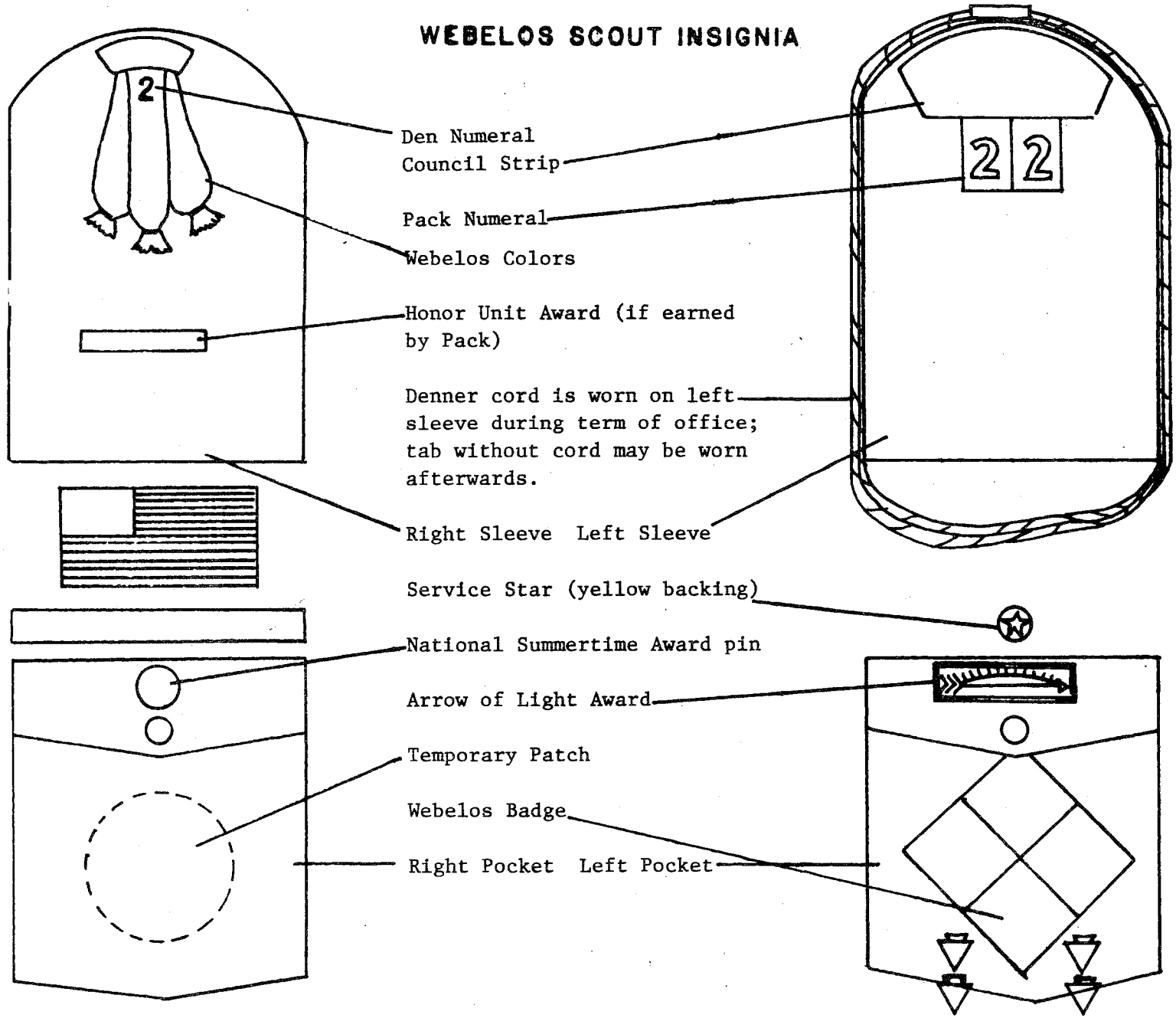
No. 859: Navy knee sox with yellow cuffs [no garter tabs]

No. 829: Navy trousers with cargo pockets

NOTE: Old uniforms are not obsolete as long as they are serviceable.



WEBELOS SCOUT INSIGNIA



WEBELOS SCOUT UNIFORM

No. 895: Webelos baseball-style cap

No. 890: Webelos Neckerchief

No. 845: Navy long-sleeve shirt

No. 891: Webelos Neckerchief Slide

No. 813: Navy web belt, buckle

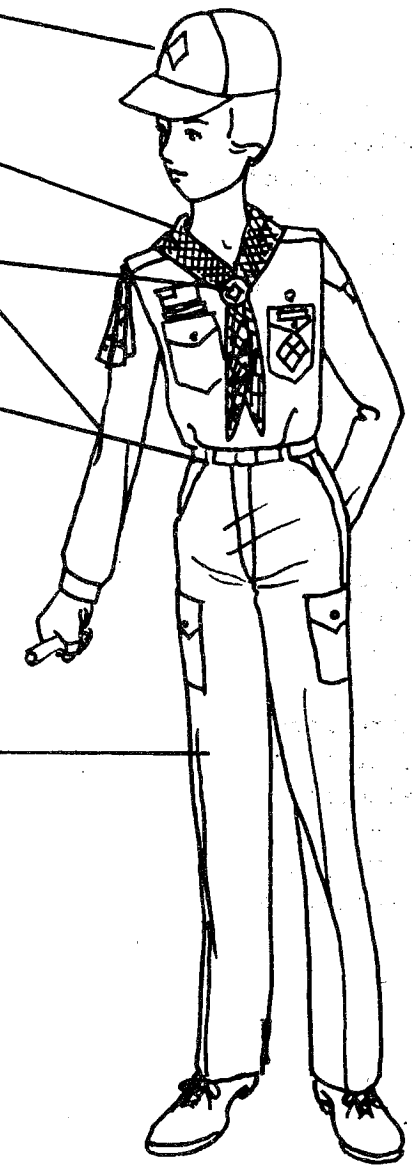
No. 840: Navy shorts with cargo pocket

No. 847: Navy short-sleeve shirt

No. 859: Navy knee sox with yellow cuffs (no garter tabs)

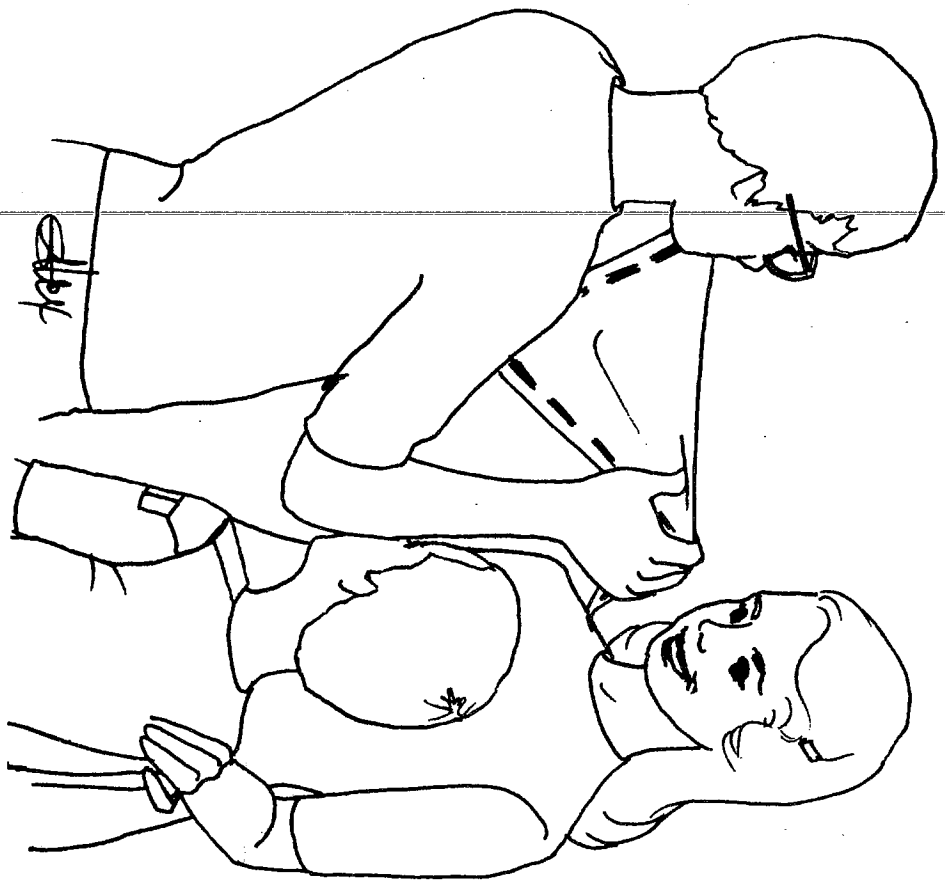
No. 829: Navy trousers with cargo pockets

NOTE: Old uniforms are not obsolete as long as they are serviceable.



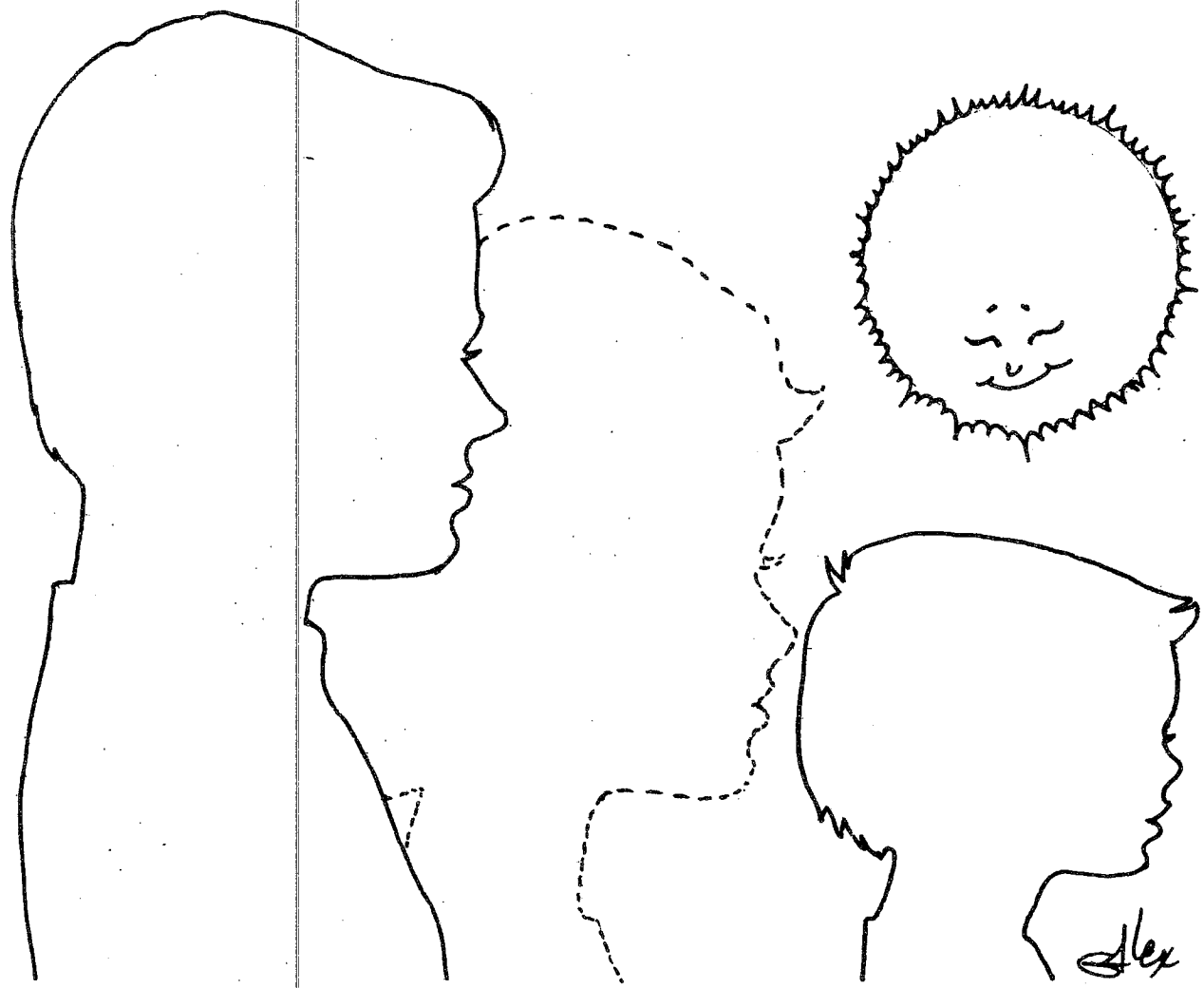
The following is a list of distributors that carry the Scout-related uniforms and equipment.

Sears, Tower Plaza
Penneys, Indian Springs
Jones Store, Overland Park
Penneys, Overland Park
Penneys, Independence
Sears, North Kansas City
Penneys, Metro North
Sears, Cleveland
Jones, Blue Ridge
Penneys, Ward Parkway
Penneys, Blue Ridge
Jones, Bannister Mall
Weavers, Lawrence
Alsters, Leavenworth
OK Photo, Ottawa
Brecks, Paola
Levy, Butler
Penneys, Carrollton
Penneys, Clinton
Smiths, Lexington
Brants, Liberty
His & Hers, Warrensburg
Penneys, Bannister Mall



XXIV – XXVII FAMILY ENRICHMENT

XXIV SINGLE-PARENT SCOUTING



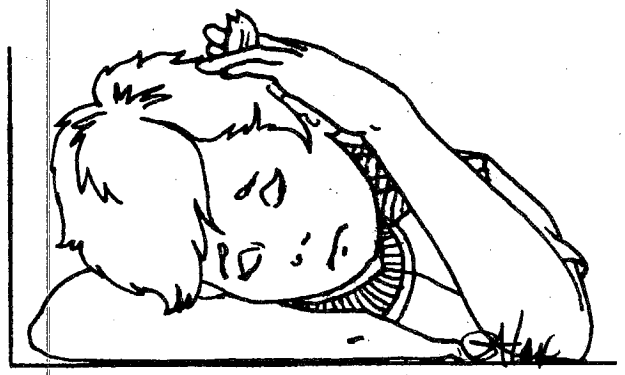
SINGLE-PARENT SCOUTING

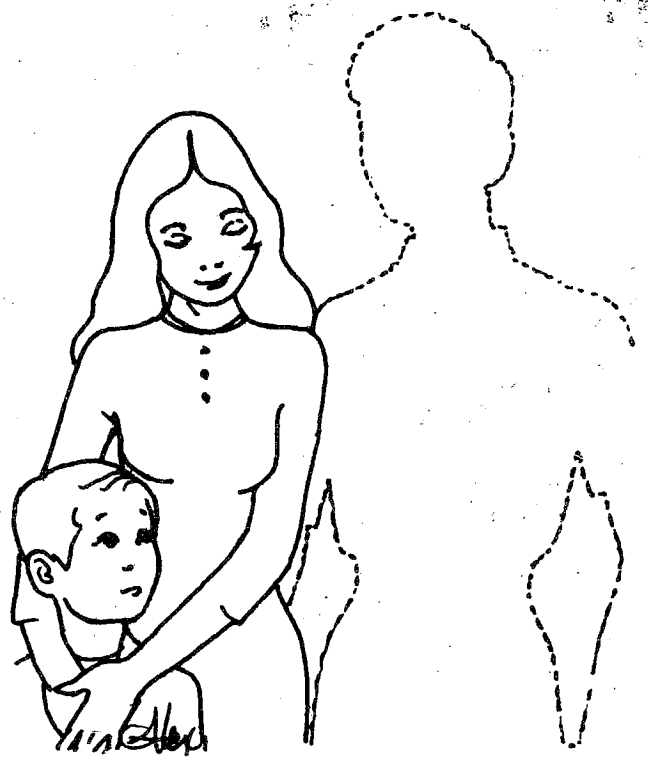
Cub Scouting is based on the family, but there are a variety of family forms that exist in our society today. The nuclear family composed of the biological parents where father works and mother stays at home and cares for the children, is not the norm anymore. Only 17% of all American families fit this description!

Cub Scouting in the past has been based in many ways on this traditional family but we must now learn to keep up with the current changes in family composition and dynamics. This section will consider some of the information about today's families that Scouters should understand. In the majority of families both parents work outside the home; 60% of all mothers are in the marketplace by the time their children are six years old.

Learn about the Family

Single-parent families are due to separation, desertion, death, and divorce. Of those presently married 50% will get divorced and 60% of all divorces involve children under the age of 18. In many instances one or both of the parents have remarried so the children have two families to whom to relate, often spending differing amounts of involvement with each. There is such a growing number of single parent families that before the end of this decade, 50% of the youths under 18 will live in a single-parent family. In the single parent family, the absent parent is usually overlooked. More often than not single parents didn't choose to be that way. They do not have different sets of moral values than a nuclear family. In special Scouting events such as advancement in rank and the Blue and Gold banquet, every effort should be made to contact the absent parent. This would be a good way for the Cub Scout to earn his writing achievement. While this effort needs to be done by the Cub Scout, it should be encouraged by the den leader.





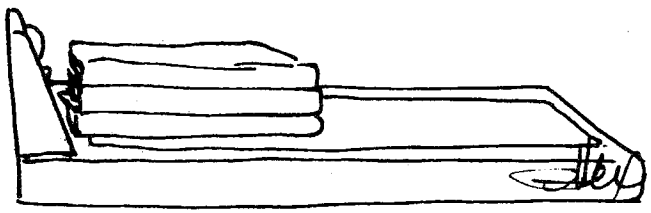
Cub Scouts from a single parent family may require extra effort from the den leader; sometimes these boys will present discipline problems or seem to need extra attention. This does not mean the parent isn't doing "the job" at home; only that the boy wants recognition from other adults.

There are many other types of family structures including cohabitation,

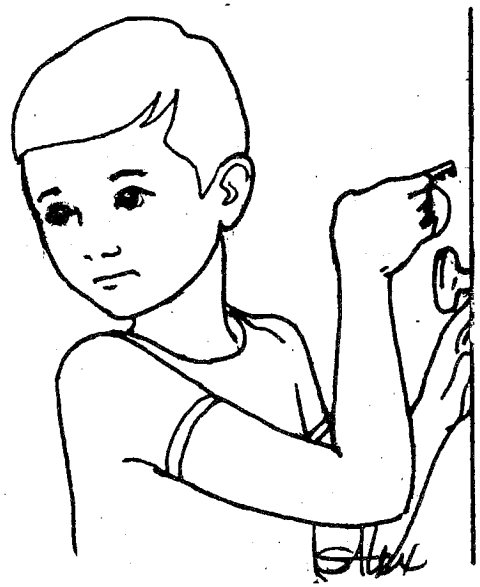
same sex, adoptive, commune, extended, and shared families. Children may live with grandparents, aunts and uncles, or siblings who assume parental roles.

Any of these situations is, for a child, "his family." The ideals and goals of family Scouting have not changed, some of the means of achieving these goals must be re-taught. Each pack must be realistic and knowledgeable about the kinds of families they are reaching.

Families' kinship is based on shared experiences, joys, and sorrows. But parents who feel frustrated, helpless, lonely, or "put down," will have trouble offering their children trust and security. Besides family involvement, parents need a certain amount of time for themselves to pursue and fulfill some of their own needs. But it's tempting to put value judgments on what a person is doing with his free time. So ask yourself, when a parent works full time, should all his or her spare time be spent with the family? Be careful not to judge. One person's priorities may be very different from another. Parents must remember, "You can't care for others if you don't care for yourself." If they know and like themselves they can better cope with the inevitable stresses of family life.



One of the greatest changes in families has been the re-allocation of work responsibilities in home itself. Most families do not have one person to stay at home and take full responsibility for the everyday workings of the household. There has been a decrease of chores allocated along traditional sexist lines. It is not uncommon, for example, for a boy to have the responsibility of preparing meals on a fairly regular basis. He may even be washing and drying his own clothes.



Today's families face a unique opportunity to teach children to be self-reliant. "Latch-key" children are very common and the degree of knowledge and responsibility each must have would have been unthinkable in years past. Parents must learn not to do things for their children that the children can do for themselves. The "super-mom" complex can result in a mom so busy being responsible for everything, she doesn't have a chance to enjoy her child.

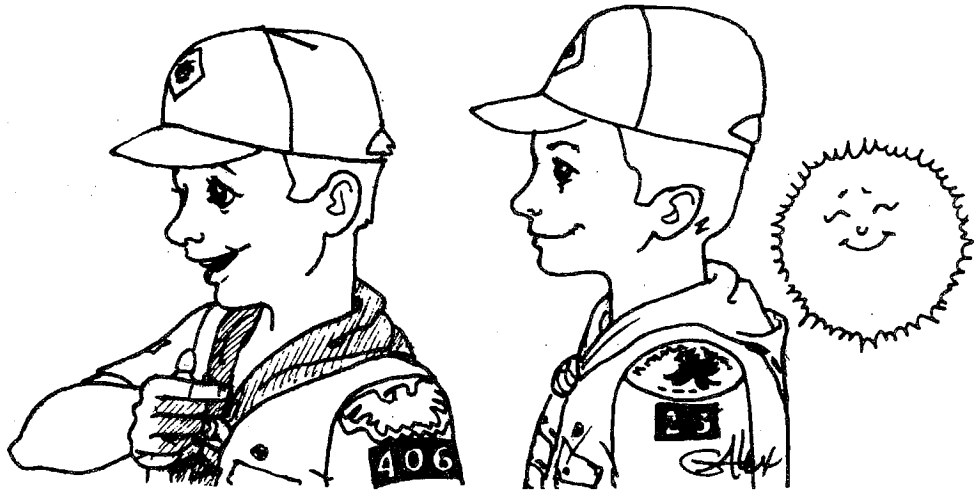
Teaching responsibility means making sure the child has all the needed information and is given encouragement until he has confidence. Sharing responsibilities in today's busy home doesn't just happen. It

involves shared planning, talking, schedules, and decision making. All of this can produce a special family unity - a feeling that we are "all in this together." By assuming a responsible role in their homes, children are learning the satisfactions that come from being a part of a working unit and giving to other people.

All families need people with whom to share their burdens and pleasures, to reduce the feeling of isolation and alienation; and to provide role models for their children. Scouting meets some of these needs for the community. The pack is like one big family where boys learn to trust and respect adult leaders and other parents. They also turn to them for models and to Scouting for guidelines toward healthy, responsible growth. Scouting programs and achievements emphasize and support those basics that underly all successful families.

The pack program planning should take into account the kinds of families within that pack through basic family information available to the pack committee. Encourage adults from all types of families to be on the committee in whatever position best suits them.

All families need community support systems. We think Scouting is one of the best because it is open to



all boys and families, there are no restrictions, and it is permanent and universal. Today's families move every five years on the average, but Scouting gives some security and stability because wherever you go there is Scouting. It has high ideals but is flexible in the approaches to those ideals.

On the plus side, Cub Scouts will be much more independent and responsible if they are adjusted to their family relationships. They need to feel good about themselves. Try to raise their self esteem and there will be an increase in helpfulness and a sense of achievement will become evident.

Webelos dens challenge today's family. How do you conduct a Webelos overnight with a Webelos who lives with his mother or friends? First, a male parent could be contacted (if there is one) or you could consider other male relatives who might be willing to camp out with the boy.

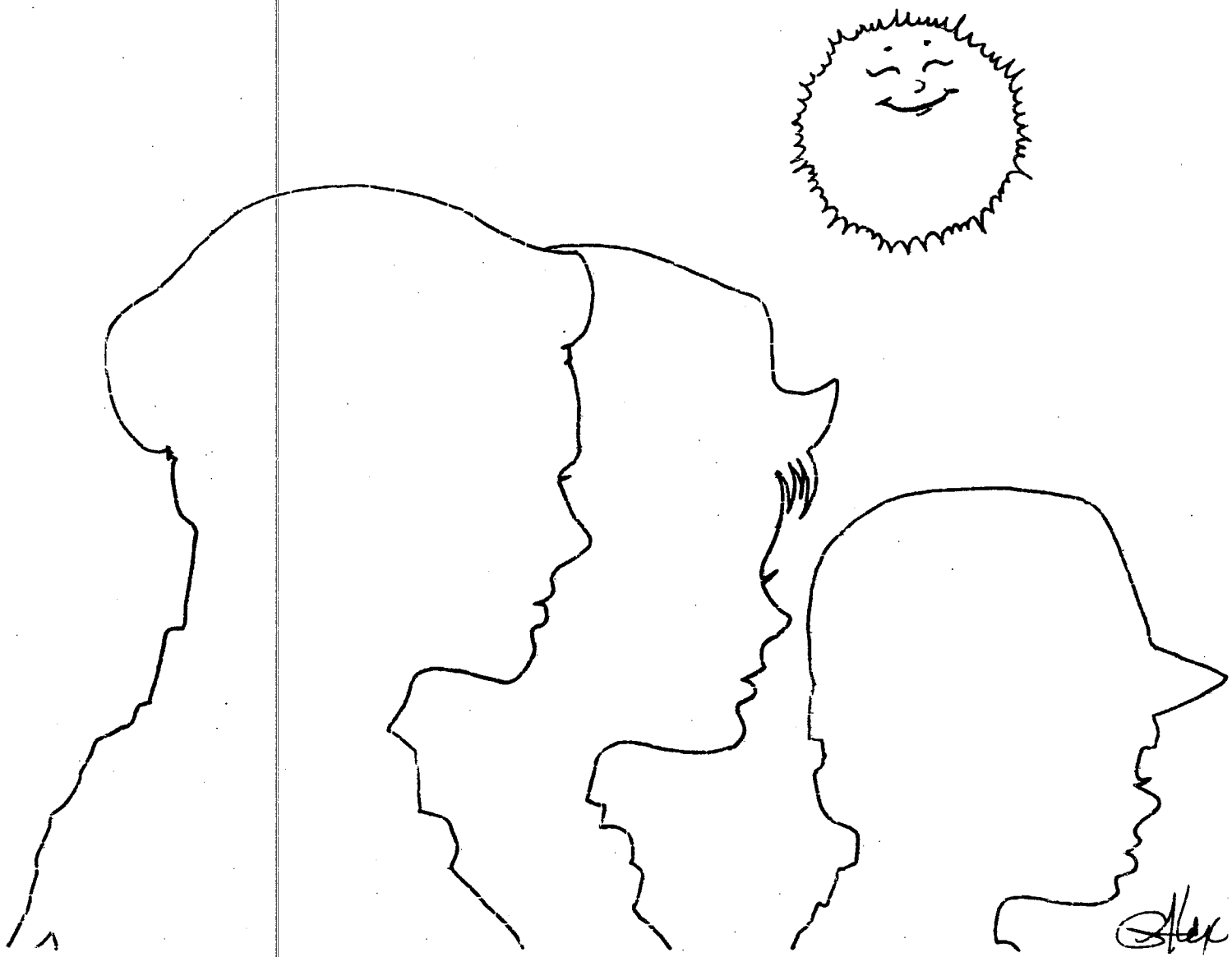
None of the types of families referred to are better than the others, they are simply different. The relationships, the caring, sharing, and loving, the sense of belonging, and the nurturing that take place are what count. The family is still the security base needed by boys as they grow in today's

often impersonal society. Besides providing for the basic physical needs, the family faces the primary task of developing wholesome, sturdy personalities. It is through the family that children learn trust, understanding, and love. There are some basics that apply to all families and so they apply to dens:

BASICS

1. We teach children by how we act and what we do, rather than by what we say.
2. Talk to children with respect: if you want them to respect you, you must respect them.
3. Show plenty of affection. Don't be afraid to touch. You cannot love too much: children are spoiled only when people use substitutes for genuine love and presence.
4. Teach children to express feelings in appropriate, acceptable ways. A freedom to express angry feelings doesn't make the feelings go away but perhaps it prevents them from being acted out in destructive ways or (worse) stay locked inside the child.
5. Don't be afraid to discipline. Children want and need it. Be clear about expectation and consequences. Then gently but firmly guide them. A child should be able to safely make mistakes and try out different roles without being rejected.
6. Recreation is important. Set aside time to play and look for the simple joys. Even work can be made into play when done together. If a den is so spic and span the boys don't feel free to have a good time in it, they will look for good times elsewhere.
7. Accept each child as a unique important part of your den. If a boy truly feels this belonging, if he feels trust and love in his den, he can accept the aches, problems, and crises and thus learn from them and grow.

XXV PARENT INVOLVEMENT



PARENT INVOLVEMENT

Often we think of volunteer work (such as cubbing) as time away from other important tasks, but the good, old-fashioned work involved with the Cub Scout program can be some of the most "fun" times of our lives. So, as responsible leaders of our scout unit, we should remember this as we assist pack parents in making the decision to become in involved in the fun world of Cub Scouting

First, let's look at the motivational behavior that would encourage participation:

1. People want to help with their child's activities.
2. People want to be included.
3. Every individual has some talent he would enjoy sharing with others, if someone would only ask him.
4. Once parents see other adults having fun, they want to participate.

It has been said many times the basic foundation and objective of a good Cub Scout pack is for the boys to have FUN! It would stand to reason, then, that fun would be the motivating factor behind parent involvement.

Now let's look at common reasons parents give for not wanting to become involved in the Cub Scout program:

1. Both parents are employed outside the home.
2. They are already "involved" with other activities of their children and cannot take on additional responsibilities.
3. They have not had a child in Cub Scouting before, and the element of the unknown can be frightening.

The following suggestions briefly deal with how you might discuss involvement in these situations. (Remember, people find time for things they want to do.)

A. Working parents:

1. Since hours for Cub Scout activities are flexible, there are places for everyone in the program.

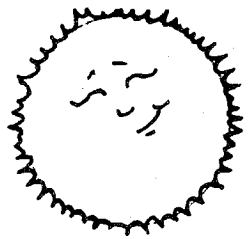
B. Parents involved in other activities with their children:

1. The key here is to praise them for being involved and having more than a passing interest in the welfare of their children. Then suggest specific jobs and let them choose what their abilities and time will allow.

C. Unfamiliarity with the Cub Scout program.

1. Discuss the opportunities Cub Scouting offers them as adults. The parents meeting mentioned earlier in this section would allow you to briefly explain Cub Scouting to several people at once. If you can, give them literature (available from the Service Center).

Here are some do's and don'ts regarding involvement of parents on a limited project basis. (See section on Recruiting Skills for permanent jobs for parents.)



Do

1. Get to know your pack/den parents. It is much easier to ask someone you know to assist you rather than a complete stranger. After the den parents meeting, which was held at the den leader's home when the parents were first introduced to Cub Scouting, the best place to visit with your parents is at the monthly pack meeting. Personal notes sent home with Cub Scouts or telephone calls to parents encourage involvement.

2. Have a specific request in mind when you contact a potential helper. It's much more successful to ask: "Can you help with a roller skating party on Saturday, May 19th?" than to say, "Can you help me this year?" Everyone can identify with taking a group of boys on a roller skating party, but vague questions deal with the unknown and will be easily answered with a negative response.

3. If the person you ask can't help with your current request, have another activity in mind: "I'm sorry that you can't help with this party because it really is a fun event for the boys. Next month we have several activities planned for the den. Could I call you for one of these?"

4. Be fair and honest with your request. If you ask a parent to take the boys roller skating, explain the times of the party and what will be expected (drive, skate with boys, supervise snacks, etc.). If the project involves more than one day and some preparation, be specific. Don't abuse anyone's willingness to get involved.

5. Acknowledge help when someone volunteers their time, in the form of a short note, (nothing fancy, these can be made out of supplies in your den supply box) or possibly a telephone call thanking someone for special assistance or help "above and beyond" the call of duty. You may want to have the cubmaster acknowledge a parent at the monthly pack meeting with a certificate or presentation. These thank yous, while not time-consuming on your part, show your volunteers you appreciate the time they have to help you.

Don't

1. Don't put people on the spot. No matter how much we need help for a special project or event, we must leave room for him or her to gracefully step aside without experiencing a guilt trip for not helping in a son's activities.

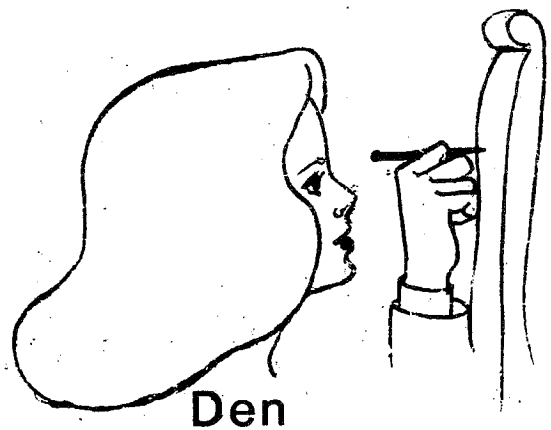
2. If a parent offers help in a specific area such as crafts, ask for help in this capacity rather than in an area which is unfamiliar. If you put someone into an uncomfortable situation, you will eventually lose their talents.

3. DON'T assume everyone has the same attitude and interests in Cub Scouting that you have. This certainly does not mean we should in anyway refrain from offering those parents opportunities to become active and involved in our pack/den activities. After becoming familiar with the program, interest and excitement may develop.

The following is a list of a few ways parents can become involved in pack/den activities:

Pack

1. Pack committee member
2. Blue and gold committee
3. Pinewood derby or other races
4. Share hobby or special interest
5. Pack fund raising
6. Pack awards
7. Pack child care (baby sitting the children of leaders attending day camp with the Cub Scouts)

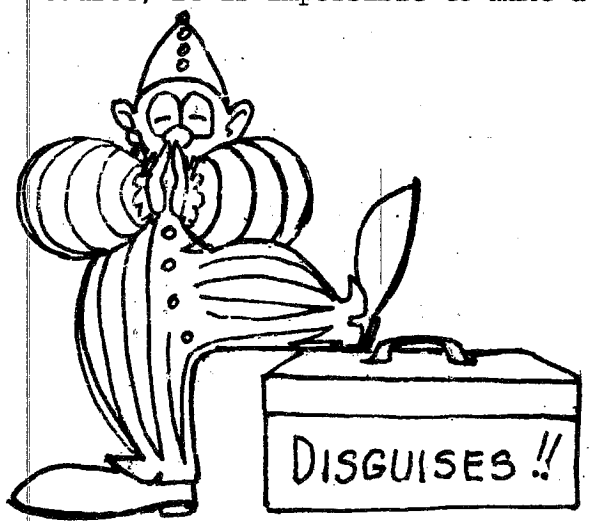


Den

1. Den leader
2. Webelos leader
3. Share hobby or special interest
4. Driver on field trips
5. Den leader assistant
6. Prepare den snacks (take turns)
7. Baby sit for DL and asst. DL when they take boys on field trips
8. Assist den in obtaining needed craft supplies from employer, etc.
9. Help in planning a den outing to an event, park, etc. where the parent has a special interest

Summary

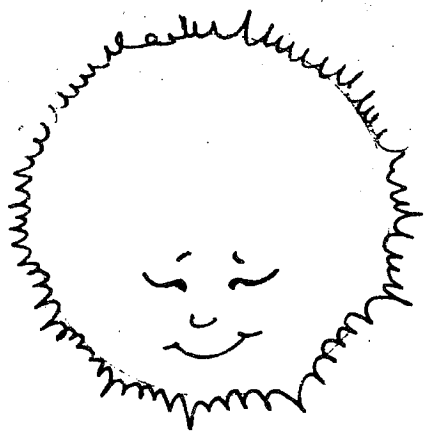
Everyone has a unique style when soliciting help with the Cub Scout program. Keep in mind that while people are our most important resource, it is impossible to make a



list of guaranteed steps to follow to have all the volunteers needed. Knowledge of the boys' needs, parents' abilities, and pack/den needs, will guide you in determining methods of encouraging involvement.

Special Note

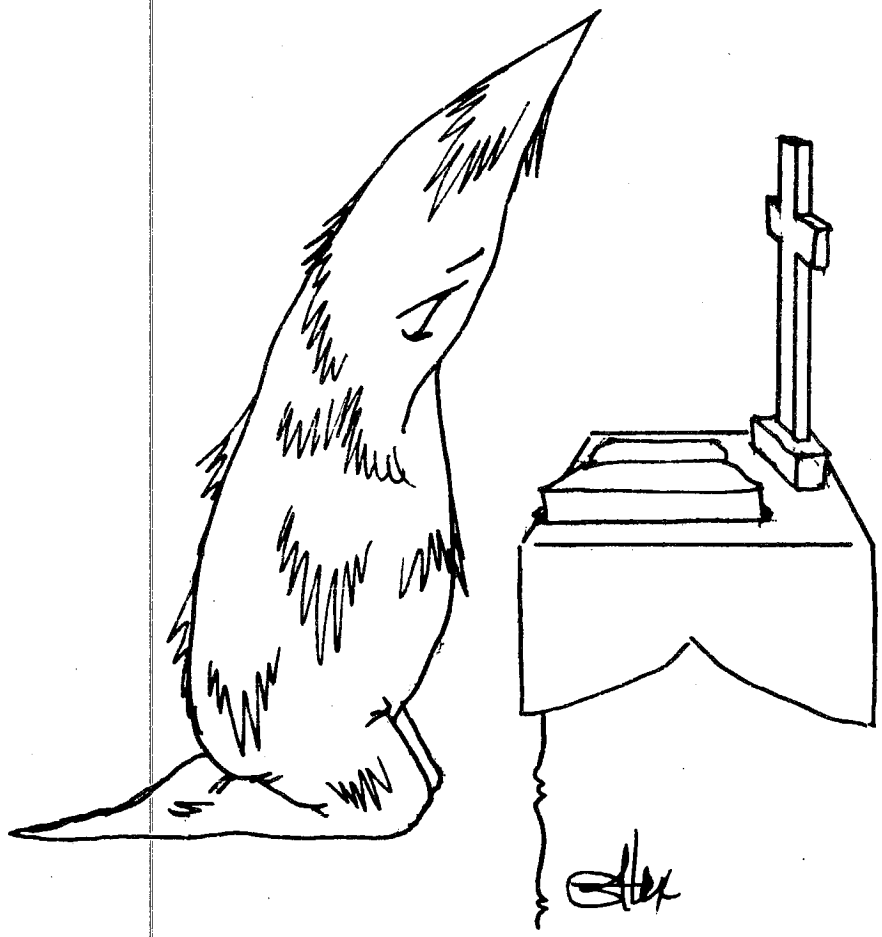
To all the adult Cubbers who have attended ZIP-ZAP POW WOW 1982, the staff of Parent Involvement thanks you for being INVOLVED PARENTS---- THANKS AGAIN!



Resources

Pack Job Description sheet #4263
Pow Wow Pack Administration Book
Pack Committee Organization Sheet - Heart of America Council
Parent and Family Talent Survey Sheet #7362
Cubmasters Pack Book #3210
Den Leader Coach Booklet #3845
Cub Scout Family Booklet #3846
Pack Committee Buidebook
Harnessing Community Resources #3083

XXVI DUTY TO GOD



DUTY TO GOD

When a boy becomes a Cub Scout, he makes a promise to: ".. do my best TO DO MY DUTY TO GOD AND MY COUNTRY, to help other people, and to obey the Law of the Pack." What is a boy's duty to God? How is he faithful in his religious duties? What are his religious duties? What is a boy's duty to his country?

The 'Charter and Bylaws of the Boy Scouts of America' maintains that no boy can grow into the best kind of citizen without recognizing his obligation to God. From its beginning, the Scouting movement has tried to instill in boys the qualities necessary for responsible, participating citizenchip.

The Scouting program helps boys understand how to participate in the democratic process, to express citizenship through service, and to cherish the freedoms which we enjoy as American citizens. As we think back about the early history of America and read the Declaration of Independence and the Constitution, we find dedicated and strong leaders who have been vital factors in the growth of our country. There we also find the basis for teaching Cub Scouts about duty to God and country.

- First, reverence toward God.
- Second, faithfulness in our religious convictions.
- Third, respect for the convictions of others in matters of custom and religion.

It is important that Cub Scouts learn what it means to be citizens of "one nation under God." Duty to God and duty to country are tied closely together.

Service, as best exemplified by the daily good turn that has long been a tradition in Scouting, starts with the individual. We can direct Cub Scouts toward individual service projects by providing them opportunities to take part in den and pack service projects. We can link up duty to God with the good turn which means a habit of service.

Almost half the Scouting units around the country are sponsored by religious organizations. Even though Cub Scout leaders are not responsible for giving religious instruction, they do have an important responsibility in this area. We must impress on Cub Scouts that living the Cub Scout promise is as much a requirement as earning badges. In order for a boy to be a good Cub Scout and to advance, he must recognize his duty to God and do something about it.

In the process of character formation, Scouting recognizes religious motivation as essential. An effective leader can guide boys in the program in such a way as to develop qualities that also should be a part of their religious lives .. responsibility, loyalty, respect for others, reverence, etc. One of the best ways to do this is by providing the right opportunities for boys and by setting a good example.

Cub Scouts should be encouraged to explore the world of nature and man in a context of a spiritual view of life. A skilled leader, using the natural environment and elements of the program as a teaching medium can do much to instill in boys the concept of God in the universe. There has always been a spiritual theme running through the nature lore of Scouting. Dan Beard, our first National Scout Commissioner, emphasized that: "It was God who made the great outdoors." This acceptance of the natural world as God's creation, by whatever process, is the reverent attitude that Scouting has chosen to communicate to boys through its religious principles.

Religious principles underlie Scouting's philosophy of character formation and are basic to its concepts of citizenship. Duty to God and duty to country go hand-in-hand. The program helps boys to understand how to participate in the democratic processes, to express citizenship through service, and to cherish and perfect the freedoms we enjoy as citizens.

Boys of Cub Scout age usually don't think much about religion. They are ready to accept what they have been told and the examples that are set for them. They are receptive to first impressions. We can help them understand that duty to God comes first; duty to others is second; and duty to self is last.

We can also provide opportunities for the den or pack to worship together on Scout Sunday, see that prayers or invocations are included on appropriate occasions, include non-denominational worship services on Webelos father-son overnight campouts, and help boys realize they are members of a world brotherhood of Scouting by studying other lands and contributing to the World Friendship Fund.

The principles of the Cub Scout program are often summed up in the words "Cub Scout Spirit." Like the wind, this spirit is invisible, but it has great power when harnessed. How to catch this spirit is described by the words of an old sailor who was asked by a young lad: "What is the wind?" He replied: "I don't know what the wind is, but I know how to set the sail." In Cub Scouting a leader tries to help a boy set the sail of his life so as to capture the spirit of the Cub Scout Promise. As he experiences the warm feeling of citizenship through service when he does a good turn, he can also be made aware that he is helping fulfill his duty to God as he helps other people.

SCOUTING'S RELIGIOUS PRINCIPLES

The Boy Scouts of America maintains that no member can grow into the best kind of citizen without recognizing an obligation to God. No matter what the religious faith of the member may be, this fundamental need of good citizenship must be kept before him. The B.S.A recognizes the religious element in the training of the member, but it is absolutely nonsectarian in its attitude toward that religious training.

Where a Scouting unit is connected with a church or other distinctly religious organization, no members of other denominations or faith shall be required, because of their membership in the unit, to take part in or observe any religious ceremony distinctly peculiar to that organization or church.

The B.S.A does not define what constitutes belief in God or the practice of religion.

The B.S.A. does not require membership in a religious organization or association for enrollment in the movement, but does prefer, and strongly encourages membership and participation in the religious programs and activities of a church, synagogue, or other religious association.

We respect the convictions of those who exercise their constitutional freedom to practice religion as individuals without formal membership in organized religious organizations.

Only persons willing to subscribe to these declarations of principle shall be entitled to certificates of leadership in carrying out the Scouting program.

ONE NATION UNDER GOD

"Apollo 8 has a message for you."

Fifty million people around the world were glued to their television and radio sets, watching and listening as three bold astronauts made

man's first trip around the moon. In a typically American twang, a voice from outer space went on through the stillness of the night to read the first verse of Genesis:

"In the beginning God created the heaven and the earth..."

Then another voice, and another, rang through the air as each of the three took his turn in reading the first ten verses of the old Testament. They ended with:

"And from the crew of Apollo 8 we close with good night, good luck, and merry Christmas and God bless all of you - all of you on the good earth."

Christmas eve 1968 was a memorable night in the history of mankind.

Now let us turn back the clock nearly 500 years, to another explorer in another memorable time, equally bold in his probing of the unknown. He did not have radio or television through which to communicate his feelings, but he did have a pen, and as his little craft was tossed by the Atlantic swells, he wrote:

"Let Christ rejoice on earth."

The author of those words was Christopher Columbus, who credits his exploits to a belief in Divine Guidance as he sailed westward toward the New World on his second great voyage.

From Columbus sailing through the unknown vastness of the Atlantic Ocean to astronauts circling the forbidding desolation of the moon, religious conviction has been woven into the fabric of life in America.

OUR HERITAGE OF FAITH

Indeed, America has had a unique background of faith from its very beginning. No other nation has roots so steeped in the commitment to religious freedom - the freedom to seek and find equality before God under the established government. From the pilgrims fleeing persecution to refugees from Hitler's mass extermination of Jews, millions of people have sought and found religious as well as political haven in America.

Among the earliest to flock to our shores in search of freedom of worship were the Quakers, who settled in Pennsylvania; the Roman Catholics, who found a new homeland in Maryland and other colonies; the Dutch Protestants, who built New Amsterdam, which later became New York City, and the Baptists, who found their new home in Rhode Island. Jews, Amish and Mennonites also were among the oppressed who found liberty in the New World.

The philosophy of religious freedom in America has enabled these and other groups to live in peace and mutual respect of their differences. It has also provided a climate for the birth and growth of strictly native American religions, such as the Church of Jesus Christ of Latter Day Saints and the Church of Christ Scientist.

Much of the physical and economic growth of America can be attributed to the contributions of religious leaders. Methodist circuit riders, making their preaching rounds on horseback, helped to open up the midwest. Roman Catholic priests contributed to the building of the far west.

When we 'remember the Alamo' where Davy Crockett and James Bowie died defending Texas against the Mexicans, we should also remember that the building was not a fort - it was a Catholic mission.

RELIGION IN OUR HISTORY

The most famous ship in American history was the Mayflower, a tiny vessel powered by winds off the great deep. She carried a cargo of Protestant men and women who came not as political pilgrims but as religious pilgrims. They wanted to live in a place where they could worship God according to their own consciences. When their ship sailed westward into the Atlantic, a nation under God was riding into history.

A remarkable scene in the history of nations was enacted aboard the Mayflower when it dropped anchor in Plymouth harbor many weeks later. There, under the low-hung beams of the cabin, a group of determined and believing men compacted together to build a God-centered, God-ruled state.

"In the name of God - Amen" are the opening words of the Mayflower Compact, composed by this band of pilgrims as they prepared to set foot on territory as strange to them as the moon was to our spacemen. The Mayflower Compact was the first instrument of government in this land, establishing the basis for an orderly society.

A painting of Pocahontas, the Indian bride of Captain John Smith, being baptized into Christianity, graces the magnificent rotunda of our nation's capitol.

"The Star Spangled Banner," "America the Beautiful" and "My Country 'Tis of Thee" are sung as national anthems and hymns. There is no more stirring song than Julia Ward Howe's "Battle Hymn of the Republic."

The Declaration of Independence was written by God-fearing people, for it affirms belief in a Creator who gives men 'certain unalienable rights.' Those men who affixed their signatures to it did a very courageous thing. They literally took their lives in their hands, for if the Revolution, which they were encouraging, had been unsuccessful, they would have been executed as traitors and their property confiscated. But believing in freedom of the mind and of the soul, they put aside their fears and struck out for justice and human values with these familiar words that are dear to the hearts of us all:

> "We hold these truths to be self-evident, that all men are created equal; that they are endowed by their Creator with certain unalienable rights; that among these are life, liberty, and the pursuit of happiness."

Many other documents of early America contained humble, dedicated references to Almight God. For example, the first official government Proclamation of Thanksgiving issued on November 1, 1777, by the Second Continental Congress, which set aside December 18 of that year as a day of solemn thanksgiving, praise and prayer, patterned after the pilgrim's celebration on the anniversary of their first desolate year in the New World, reads:

> "...it is the indispensable duty of all men to adore the superintending Providence of Almighty God; to acknowledge with gratitude their obligation to Him for benefits received, and to implore such further blessing as they stand in need of.."

MONEY CARRIES THE MESSAGE

Like so many other everyday things, even our money bears witness to the fact that ours is a God-founded nation, and it emphasizes the additional fact that as a nation we rely upon Divine Providence.

On the dollar bill is a pyramid, which represents the building of our country. The fact that it is broken emphasizes that our nation is not yet completed.

Directly above the pyramid is an eye symbolizing the eye of God. This stresses the importance of putting spiritual welfare above material prosperity. Our founding Fathers firmly believed that our strength was rooted in God and that our progress must always be under the watchful eye of Providence.

Another important symbol is contained in the words "Annuit Coeptis" in a semi-circle at the top of the seal. Referring to the Almighty,

they mean "He has smiled on our undertakings."

And finally, three Latin words appear directly under the pyramid, meaning "A new order of the ages." That statement suggests that our nation, under God, is introducing a new age in the life and freedom of mankind.

The motto "In God We Trust" first appeared on U. S. Coins in 1864. Salmon P. Chase, then Secretary of the Treasury influenced by a letter from a clergyman suggesting 'recognition of the Almighty God in some form on our coins,' ordered a design prepared to include the motto. The Congress passed legislation authorizing its use. Since then it has appeared from time to time on various coins. But it was not until 1955 that Congress ordered it placed on all paper money and coins and in 1956, designated it as our national motto.

RELIGIOUS MEN

It has been said that there never was anywhere assembled at a prior time in history a group of men so great as those who presided at the birth of our country. Supreme among them was, of course, George Washington, father of our country, a man of abiding faith.

One of the most impressive scenes in American history is that of Washington praying on his knees in the snow at Valley Forge at a time when the fortunes of the fledgling nation were at their lowest ebb. Suffering along with his soldiers, his example of prayer and faith encouraged them to keep the spark of Revolution alive at its most discouraging point.

One of the most gifted intelluctuals of early America was Thomas Jefferson. He described himself as a believer in God and drew from his faith the conviction that God had given freedom to the human mind. Without this single basic idea, the United States might never have had the Declaration of Independence as we know it, and perhaps would not have become a land of free thought, free inquiry and scientific understanding.

Abraham Lincoln, giant among men, walks tall in our nation's history. He had attributes of faith, courage, wisdom, justice, compassion, and included in many of his public addresses references to Almighty God. Notable among them is the closing passage of his Farewell Address at Springfield, Illinois, on February 11, 1861, as he prepared to take up the presidency:

> "Without the assistance of that Divine Being ... I cannot succeed. With that assistance, I cannot fail. Trusting in Him who can go with me, and remain with you, and be everywhere for good, let us confidently hope that all will yet be well."

Another of the influential and talented men in early America was Benjamin Franklin. His intellectual curiosity led him to conduct electrical experiments by flying a kite in a thunderstorm. He also invented bifocal eyeglasses not unlike those we wear now, the Franklin stove, and many other devices. Franklin's spiritual influence was of historic proportions. It was his exhortation to prayer that broke the deadlock over Congressional representation at the Constitutional Convention in Philadelphia in 1787 when he rose and addressed the group:

> "Gentlemen, I have lived a long time and am convinced that God governs the affairs of men. If a sparrow cannot fall to the ground without His notice, is it probable that an empire can rise without His aid? I, therefore, move that prayers imploring the assistance of Heaven be held every morning before we proceed to business."

It was not long before a compromise was reached and the United States

Constitution was born - on the wings of prayer.

THE PRICE THEY PAID

Have you ever wondered what happened to those men who signed the Declaration of Independence?

Five signers were captured by the British as traitors, and tortured before they died. Twelve had their homes ransacked and burned. Two lost their sons in the Revolutionary Army; another had two sons captured. Nine of the 56 fought and died from wounds or the hardships of war.

What kind of men were they? Twenty-four were lawyers and jurists. Eleven were merchants, nine were farmers and large plantation owners; men of means, well-educated. But they signed the Declaration of Independence knowing full well that the penalty would be death if they were captured.

They signed and pledged their lives, their fortunes, and their sacred honor. Carter Brazton of Virginia, a wealthy planter and trader, saw his ships swept from the seas by the British navy. He sold his home and property to pay his debts, and died in rags.

Thomas McKean was so hounded by the British that he was forced to move his family almost constantly. He served in the Congress without pay, and his family was kept in hiding. His possessions were taken from him, and poverty was his reward.

Vandals or soldiers, or both, looted the properties of Ellery, Clymer, Hall, Walton, Swinnett, Heyward, Rutledge, and Middleton.

At the Battle of Yorktown, Thomas Nelson, Jr., noted that the British General Cornwallis, had taken over the Nelson home for his headquarters. The owner quietly urged General George Washington to open fire, which was done. The home was destroyed, and Nelson died bankrupt.

Francis Lewis had his home and property destroyed. The enemy jailed his wife, and she died within a few months.

John Hart was driven from his wife's bedside as she lay dying. Their 13 children fled for their lives. His fields and his grist mill were laid to waste. For more than a year he lived in forests and caves, returning after the war to find his wife dead and his children vanished. A few weeks later he died from exhaustion and a broken heart.

Such were the stories and sacrifices of the American Revolution. These were not wild-eyed, rabble-rousing ruffians. They were soft-spoken men of means and education. They had security, but they valued liberty more. Standing tall, straight, and unwavering, they pledged: "For the support of this declaration, with a firm reliance on the protection of the Divine Providence, we mutually pledge to each other, our lives, our fortunes and our sacred honor."

THE FOUR FREEDOMS

In the critical days of World War II, Franklin D. Roosevelt, a vestryman of his church, enumerated "The Four Freedoms" which are firmly based on the religious convictions that were his:

"In the future days, which we seek to make secure, we look forward to a world founded upon four essential human freedoms.

The first is freedom of speech and expression - everywhere in the world.

The second is freedom of every person to worship God in his own way - everywhere in the world.

The third is freedom from want...

The fourth is freedom from fear."

RELIGIOUS EMBLEMS PROGRAMS

Duty to God is a fundamental principle of Scouting. It is a pledge recited by every Cub Scout in the Cub Scout Promise; Boy Scout in the Scout Oath or Promise; and Explorer in the Explorer Code. From Scouting's earliest beginnings its members have been encouraged to be faithful in the practice of their religion.

Since Scouting is nonsectarian it espouses no creed and favors no faith over another. Instead it provides programs and ideals that complement the aims of all religions. The result is that 47 per cent of all Scouting units are chartered to religious bodies.

One of the unique developments that has emerged from the partnership of Scouting with religious bodies is the Religious Emblem Program.

The idea to recognize those who demonstrate faith, observe creeds or principles, and give service originated in 1939 with the Roman Catholic Archdiocese of Los Angeles. After a program was developed by the National Catholic Committee on Scouting and approved by the Council of Bishops in Washington, D. C., a medal was created for presentation. It was called "Ad Altare Dei" a phrase derived from the Forty-third Psalm, "With joy I come to the altar of God."

The Ad Altare Dei program provided a pattern and guide to other religious bodies as they created their own versions in accord with their concepts of spiritual education. The various programs have some general characteristics:

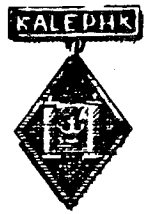
1. Requirements and emblems of recognition are developed by each religious body for its own constituents who are in Scouting.
2. No matter where a candidate gets his Scouting, he enrolls in the emblem program of his own faith and is instructed by his own priest, pastor, minister, rabbi, or other religious conselor.
3. Presentation of the emblem is made in the context of a religious service.
4. The Boy Scouts of America recognizes the Scout's achievement by permitting him to wear the religious emblem on his uniform centered above the left pocket flap.

The first religious emblem program in the Protestant field was prepared and released in 1943 by the National Lutheran Committee on Scouting under the title "Pro Deo Et Patria." In the same year the Jewish Committee on Scouting released an experimental program which was made available in 1944 and was entitled, "Ner Tamid." The God and Country program was developed in 1945 by the Protestant Committee on Scouting.

From these beginnings the religious emblem program has spread to many religious bodies, and expanded to include not only Boy Scouts but also Cub Scouts and Explorers.

Generally a youth member may start work toward a religious emblem as soon as he joins a unit. However, some religious bodies require that the candidate achieve a certain rank or have been in the unit for a minimum period before receiving the emblem.

Illustrations of the emblems and a summary of their requirements are given on these pages. For more information and requirement booklets write directly to the specific religious governing body or to the Religious Relationships Service, Boy Scouts of America, 1325 Walnut Hill Ln., Irving, Tex., 75062-1296. Be sure to enclose sufficient money for postage and handling.



Aleph

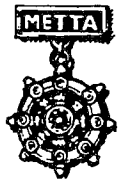
ALEPH (Jewish) - For Cub Scouts and Webelos Scouts who have earned Bear rank or five activity badges and have been registered at least six months. Requirements cover knowledge of the Torah, prayer, religious holidays, the synagogue, a Bible hero, American heritage and Israel. (Requirements, No. 3184, available from Relationships Service, BSA.)

Parvuli Dei

PARVULI DEI (Roman Catholic) - For Cub Scouts and Webelos Scouts. Requirements cover understanding Christian love, knowledge of the church and the home parish, and service. (Requirements, No. 3086, available from Relationships Service BSA.)

Silver Crest

SILVER CREST (Salvation Army) - For Cub Scouts with at least six months service. Requirements cover Salvation Army doctrines and history, prayer, Bible reading, and service. (Requirements available from the Salvation Army, 120 W. 14th St., N. Y., N. Y., 10011.)

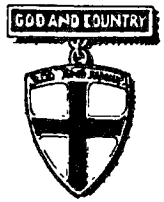


Metta

METTA (Buddhist) - Designed to help Cub Scouts of the Buddhist faith deepen their faith and further their knowledge and practice of the Buddhist religion. Earned by Cub Scouts with at least three months of service, the Metta provides deeper understanding of the Buddhist shrine, Buddhist holidays, the childhood teachings of Budda, and the search for Buddahood. (Information from Buddhist Churches of America, National Headquarters, 1710 Octavia St., San Francisco, California, 94109.)

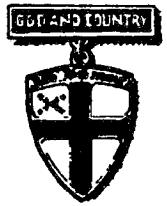
Pro Deo et Patria

PRO DEO ET PATRIA (GOD AND FAMILY) (Lutheran) - For 9 and 10 year old Cub Scouts and Webelos Scouts, Camp Fire adventurers, and Junior Girl Scouts. Requirements cover projects in the child's faith, worship, witness, the church's ministry, and service. (Information from Dept. of National Youth Agency, Relationships, Lutheran Council in the U.S.A., 360 Park Ave. So., N. Y., N. Y., 19916.)



God and Family

GOD AND FAMILY (Protestant) - For 9 and 10 year old Cub Scouts, under supervision of pastor, with parents or guardians involved in the home as counselors. Basic thrust is to help boys understand more deeply their faith as it relates to the church. (Information available from P. R. A. Y., P.O. Box 179, St. Louis, Mo., 63166.)

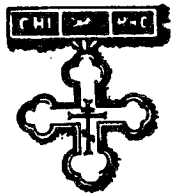


God and Family

GOD AND FAMILY (Episcopal) - Similar to above. (Information from P. R. A. Y., P. O. Box 179, St. Louis, Mo., 63166. Specify Episcopal.)

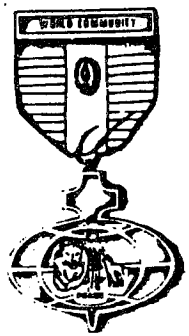
Faith in God

FAITH IN GOD (Church of Jesus Christ of Latter Day Saints) - For Cub Scouts who have earned Bear rank or at least five Webelos activity badges. Requirements include prayer, Bible stories, geneological chart, leadership, and service. (Information from Church Distribution Center, 1999 W. 1700 So., Salt Lake City, Utah, 84104.)



Chi Rho

Chi Rho (Orthodox) - For Cub Scouts and Webelos Scouts. To help a boy become more aware of God's presence in his daily life, especially through things he does in his home and church. There is close cooperation between family and church by using parents or guardians and parish priests as counselors. (Information from Orthodox Scouting Commission, 1345 Fairfield Woods Road., Fairfield, Conn., 06430.)



World Community

WORLD COMMUNITY (Reorganized Church of Jesus Christ of Latter Day Saints) - For boys between the ages of 8 and 11. Emphasis is on personal, family, and church relationships in activity-centered requirements. (Information from Reorganized Church of Jesus Christ of Latter Day Saints, The Auditorium, Independence, Mo., 64501.)

RELIGIOUS EMBLEMS KNOT FOR CUB SCOUTS

After careful study by the Religious Relationships and Insignia and Uniform Committee, a decision has been made to allow Cub Scouts to wear the religious emblem square knot on the uniform. The familiar silver knot on a purple background, No. 5014, may now be worn by Cub Scouts. It's to be centered over the left pocket of the uniform shirt when not wearing the medal.

A Cub Scout religious medal may not be worn on the Boy Scout uniform. However, a Boy Scout who received a religious emblem as a Cub Scout may now choose to wear the square knot centered over the left pocket of the uniform shirt.
To indicate the Cub Scout emblem has been received, the miniature Cub Scout emblem device, No. 5103C, may be attached to the silver square knot on purple background, No. 5014, and worn centered over the left pocket. Also, a Boy Scout, Explorer, or leader who earned a religious emblem as a youth may wear the same square knot with the appropriate device(s) to indicate the emblem(s) earned -- Cub Scout, No 5103C; Boy Scout, No. 5103D; and/or Explorer, No. 5103G.

Son...

I give you my solemn promise
that since you are a part of me ,
and I of you we will spend one day a month
in doing things you want to do.

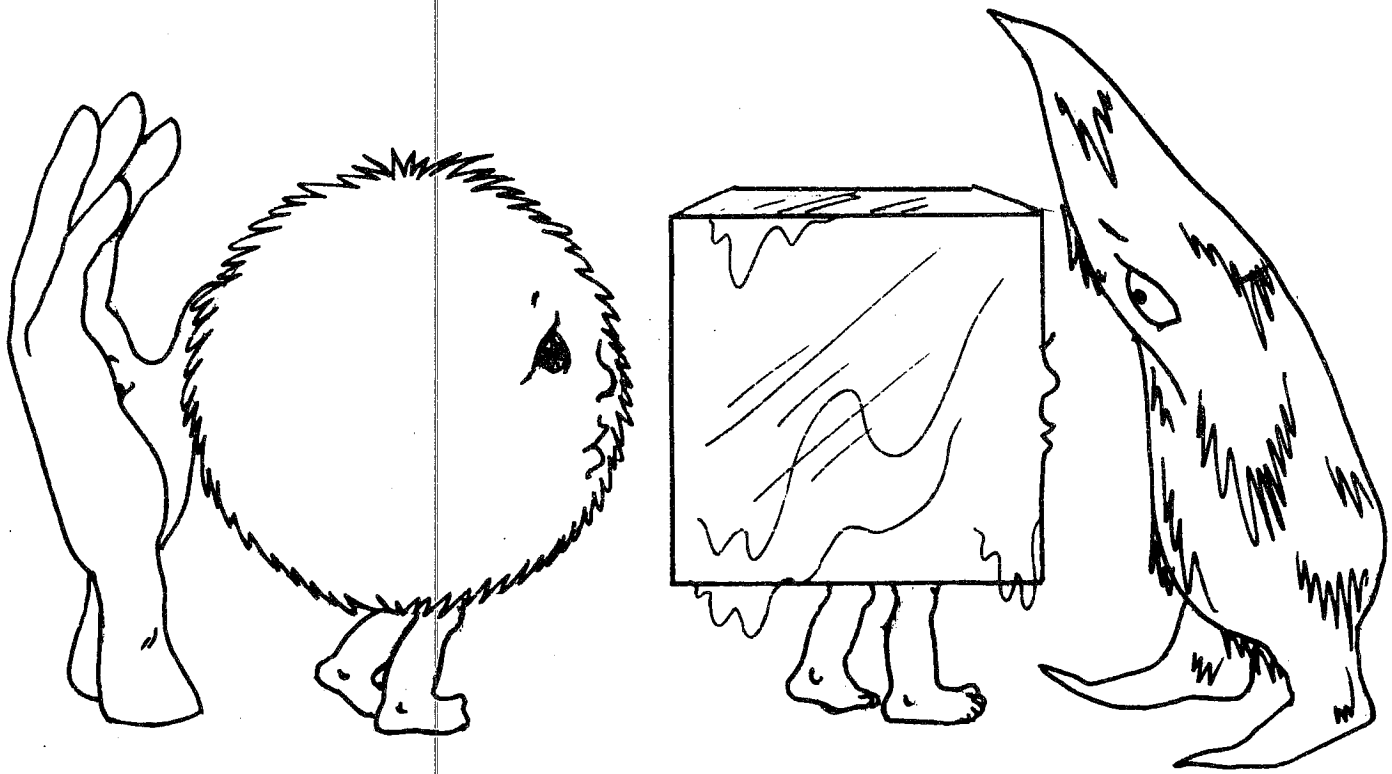
It may be Cub Scout projects with the den
or prowling thru the woods,
or just anything you say...

So, let's together plan this day,
and grow as fellows should.....

_____

_____

XXVII CREATIVE COMMUNICATIONS



CREATIVE COMMUNICATIONS

As a result of this training experience, the staff hopes all participants will be able to:

Explain what creative communications are
Demonstrate methods of communication
Send, receive, and understand communication through the proper channels
See results of effective creative communications

Creative communication is really communicating in advance. It involves creating answers before there are questions and sharpening our myopic foresight to match our painfully acute hindsight. Sound impossible? Not really.

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 matters.
6. Be sure you understand... ask questions...interpret.
7. Sort out the main points from any irrelevancies... evaluate.

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

Communication in Cub Scouting is

Letting everyone know what you're doing and what they need to be doing to make Cub Scouting the experience they expect for their boys,
Showing appreciation whenever a person helps,
Keeping the lines open between you and the boys so you know how they feel about Scouting,
Conveying the fact to the boys that you like them and like working with them,
Getting in touch and keeping in touch, and
Good all-around communications

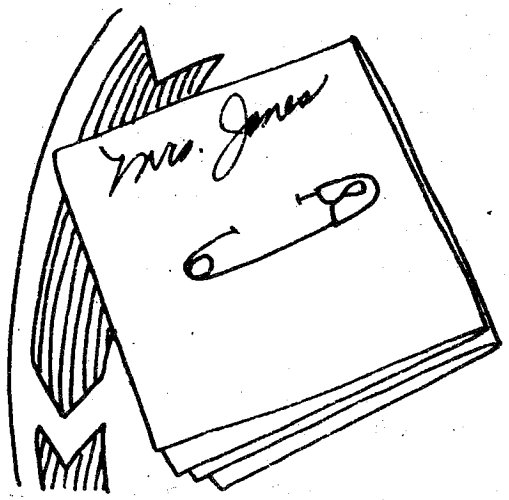
Methods

Person-to-person (or getting to know you): Most den leaders who have "been there" recommend having a get-together with parents to explain the basics: where the meetings are held, when they begin and end, what the uniform includes, where the dues go, how achievements and electives are earned, and other information that will benefit the boys.

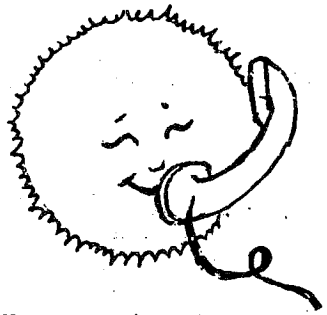
Whether your meeting is held enmasse or by individual appointments, it's a good beginning.

You will learn which families have six children, which mother is carrying a full schedule of college courses or working outside the home, and which father travels all week. While Scouting expects parents to take certain responsibilities, knowing family situations helps you decide what kind of participation to request and helps you understand your Cub Scouts' needs. Remember that the boys are the reason you are in Cub Scouting -- your knowledge of each boy's needs will aid you in guiding him through his time in your den.

Another parents' meeting or telephone conference will help because they tell their parents about the activities they like best. This information will provide you with tips on future planning, as well as an idea of how the parents are viewing Cub Scouts through their son.



Write a note: The shirt pocket message, a note you tuck in the boy's pocket as he leaves the den meeting, can be a most useful communication. Personal information can be handled as a P. S. to a note, "We try hard to be finished exactly at 5:00 so your boy will be ready to leave the meeting promptly." "The next date we turn in names to the pack awards man is the 21st of this month." "John is very close to qualifying for another arrow." "Tom is doing so well in his Bear book; I'm proud of him."



If you suspect notes are not reaching home (remind mothers to check pockets) you may have to double-check by telephone. Like those important messages brought home from school, your notes lose something in the wash.

Telephone: Telephoning should be reserved for last-minute information, a between-meetings message, or when you need to ask a question.

Posters: Posters help you tell what your den has been doing, when your activities don't lend themselves to displays for the pack meeting. You may have visited the telephone company, had a nail-driving contest, practiced archery in the backyard, and learned about astronomy, yet all you have to put on your den's table are constellation viewers made out of soft drink cans. The boys will enjoy helping with the posters.

Use brightly-colored poster board and headline it in bold letters: DEN 3 DOINGS (or whatever). Write down this month's activities:

OUR DEN

FOR THE MONTH OF *JANUARY*

4 - Talked about people using stars to guide them and how some constellations got their names. We made pin-hole planetariums and played flying saucer.
11 Visited the telephone co.
18 Practiced archery. Had a nail-driving contest. Read through our flag ceremony for the next pack meeting. It is about astronauts placing the American flag on the moon.
25 Held a late evening meeting and went outside to see the stars and we found the Big Dipper and the Little Dipper. Rehearsed our flag ceremony.

Be sure to point out your activities poster to parents at the pack meeting.

Leader and Cub Scout: Ask the Cub Scouts what they like best and let them request certain games. When giving instructions or making requests, be sure they understand what you want them to do.

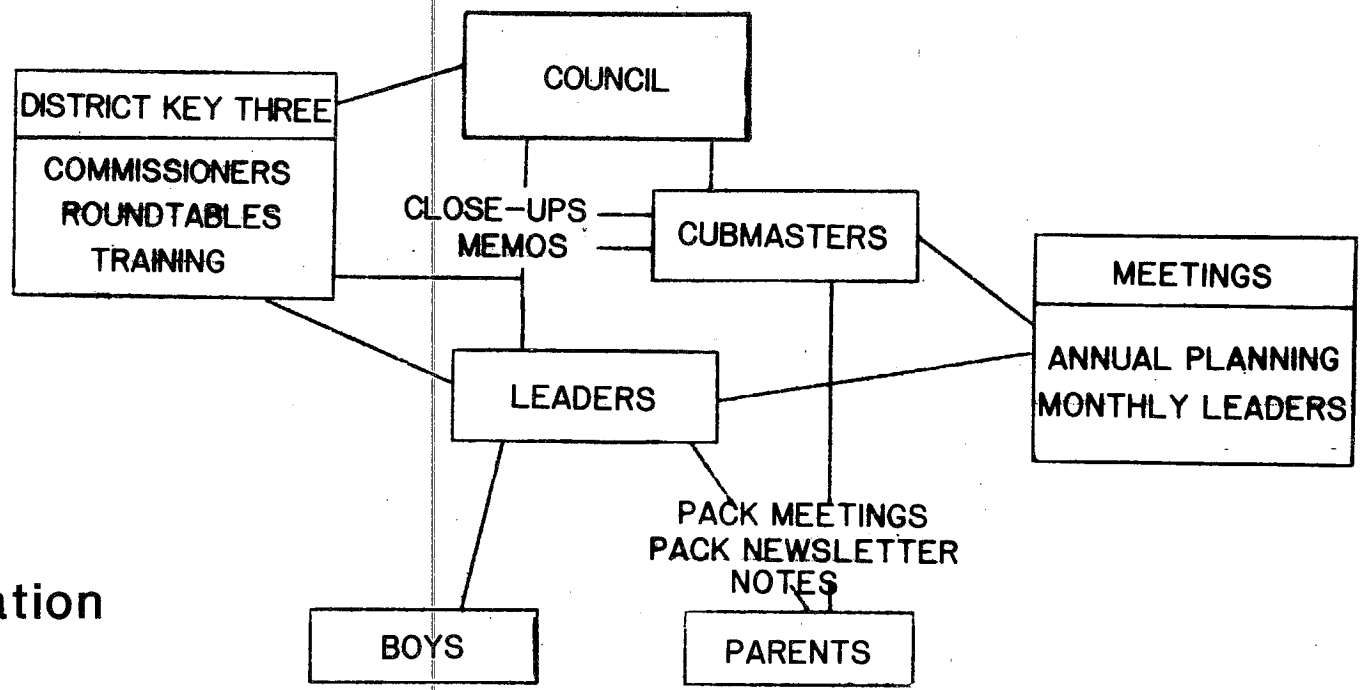
Newsletter: Do you have difficulty keeping leaders, parents, or boys aware of what is going on? If so, your newsletter can help alert everyone to dates to circle on their calendars, generate excitement about your Cub Scout activities, and perhaps get volunteers for special events. Newsletters should include den assignments for the pack meetings, coming events and any other items of interest. Don't forget to thank people who have done some driving, made some posters, etc., in your newsletter. Everyone likes to see his name in print.

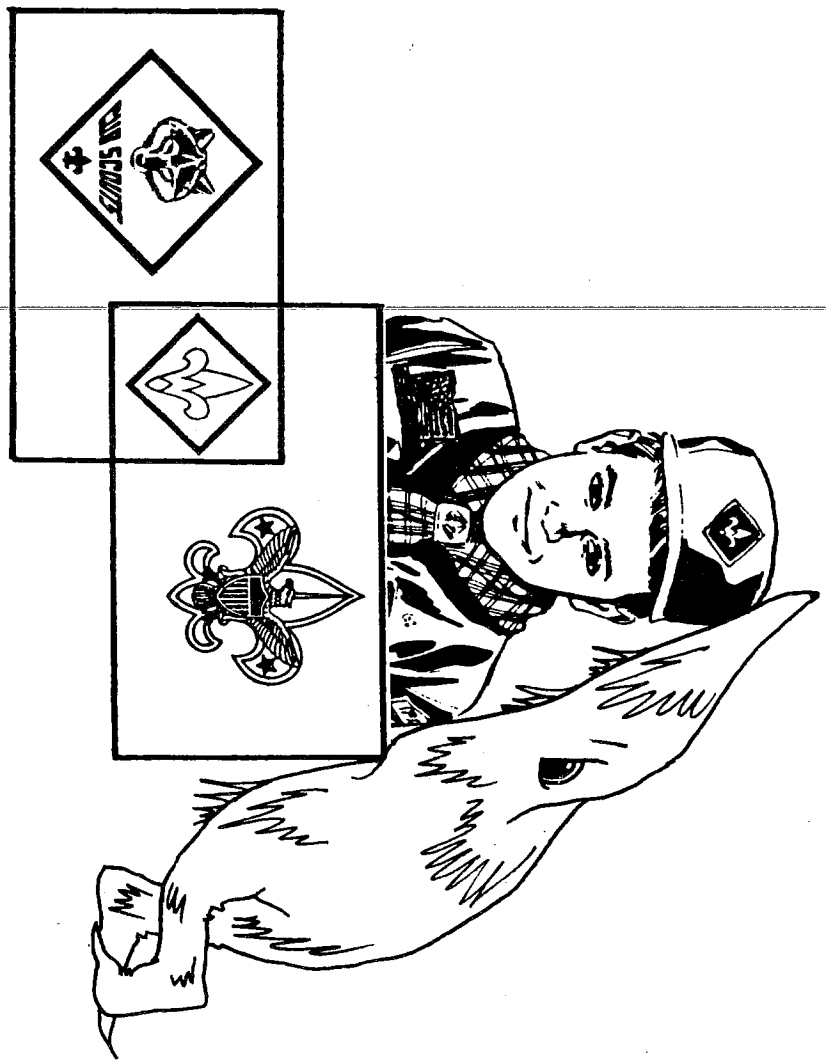
Calendars: Sending a calendar home with the boys the week before a new month starts could be helpful to make the parents aware of the upcoming events. Information on the calendars could include: den meetings, pack meetings, holidays, special events, mark when dues are due, what the den is responsible for at the pack meetings, etc. This calendar could be one page of your newsletter.

Thank You: A sincere, verbal thank you means a lot. Or you can say thank you in a material way. A plaque or certificate from the Service Center is a continual reminder of a pleasant experience.

Be sure to thank leaders, parents, or boys when they do something, whether it was something you asked them to do or something they volunteered to do. Thank the mother who drives boys from school to meetings. If a dad has joined the pack committee, let him know that all boys are proud to have him helping.

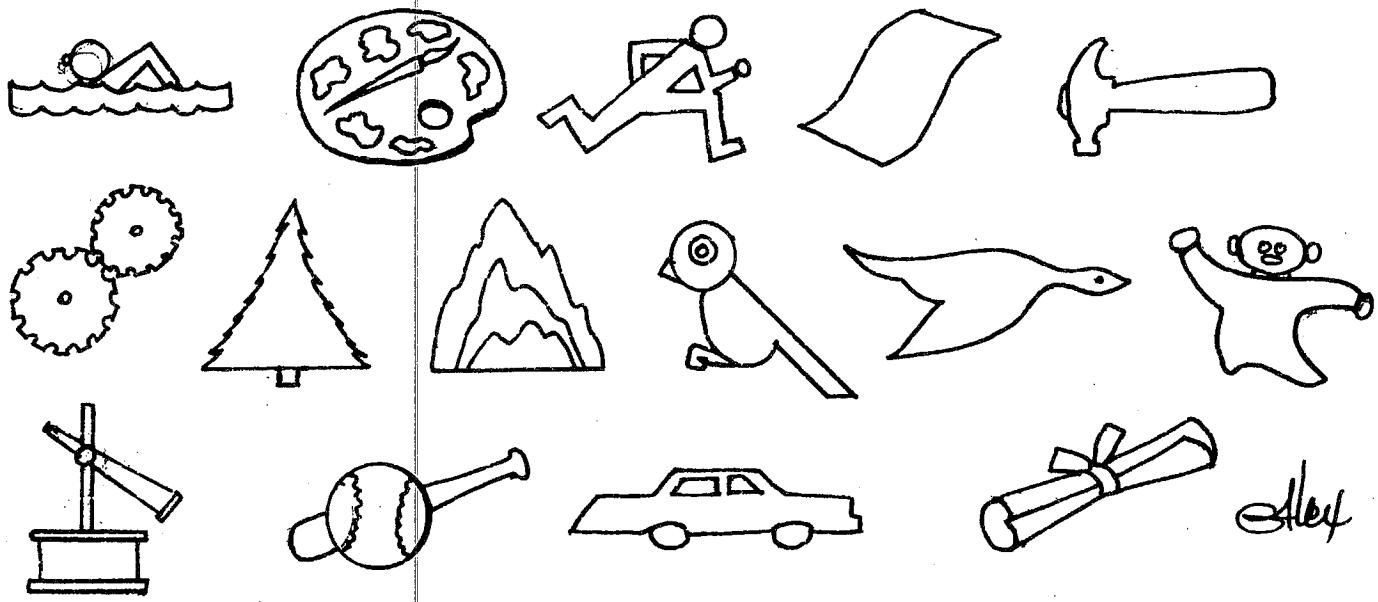
Communication





XXVIII-XXX WEBELOS

XXVIII WEBELOS ACTIVITY BADGES



WEBELOS ACTIVITY BADGES

There are 15 activity badges that a Webelos Scout may achieve during his tenure and, as previously stated in the Den Program section, it takes 3 activity badges to obtain the Webelos badge. It takes a minimum of 7 badges (including Aquanaut, Athlete, Naturalist, or Outdoorsman) to be eligible for the Arrow of Light Award.

This section cannot cover every aspect of every badge in the space given and those that are covered are not the most important. It is hoped that between the text and the resource and bibliography material, you will have access to in depth knowledge of the activities.

CITIZEN

Being a good citizen means helping other people, knowing the history of our country, appreciating the contributions and sacrifices of others who have made our country better, knowing our public officials, understanding how our government works, obeying laws, and doing things that will benefit the community. Good citizenship is emphasized throughout Scouting. The Citizen Activity Badge is a requirement for the Arrow of Light Award.

The Citizen Activity Badge requires recording accomplishments in a notebook, reading books from the school or public library, referencing the Encyclopedia, and researching articles in Scouting magazines.

There are three specific requirements and five selective requirements to earn the Citizen Activity Badge.

All men are created equal - Webelos Scouts should be able to explain what our forefathers meant when they stated in the Declaration of Independence that 'all men are created equal.' The boys can find a lot of information on this subject in the Encyclopedia; abolishment of slavery, civil rights movements and the equal rights amendment. They should record their thoughts in a notebook and discuss them with their Webelos leader and the other boys at a den meeting.

TRAVELER

Earning the Traveler Activity Badge can be a great experience for the Webelos Scouts. It can be an adventure. It can be an opportunity to discover new things and meet new friends. It should also be a learning experience. If you take time to visit points of interest along the way, boys can find even a short journey a real adventure. They will learn that by planning and organizing a trip, it will be possible to do more things and see more places. Discuss the advantages of the various modes of travel.

- Car, bus - Can often go places that you wouldn't have access to using other types of transportation.
  Usually less expensive.

- Trains - Provide most comfortable accommodations often with dining cars, observation cars and sleeping cars.
  Some routes are very scenic.

- Ships - Can take you to exotic places in comfort with many activities on board such as swimming, sports and games.

- Airplanes - Can give you a different perspective of the earth; the patchwork effect of farm land, the snake like rivers

and twinkle of lights from a city at night.
Can get you from one place to another faster than other forms of transporation.

There are many places to visit within a short drive from Kansas City that may be overlooked.

For example:
Topeka Zoo
Fort Leavenworth
St. Joseph (Jesse James)
Silver Dollar City
Lake of the Ozarks
and numerous lakes and camping areas

A little further:
Abilene
Dodge City
St. Louis
Maybe even Colorado

If you get the opportunity, enjoy the fun and sun of California or the history of New England. The point is, whether it is a short one day trip or a two week vacation, it can be a fun and interesting experience.

Remember to tell the boys to:
Plan their trip before they start by deciding which route to take, stops along the way, expected time of arrival and items to take.

Organize and pack things needed on the trip.

Carry out plans, but be flexible if unexpected opportunities arise.

Keep track of things for which they are responsible.

ARTIST

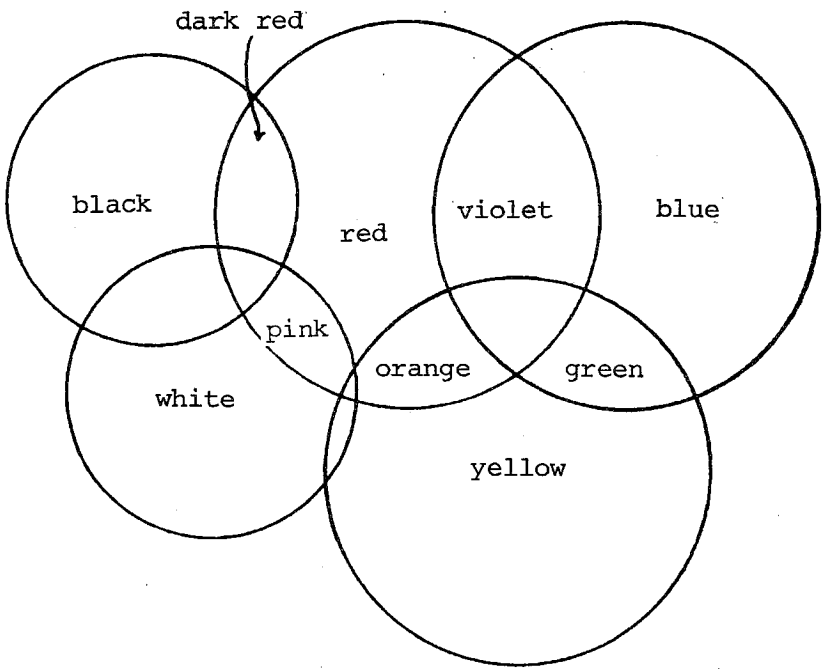
Draw or paint an original picture.

Still lifes and landscapes are a good place to start for beginners.

Try to capture the variations in colors, shadows and highlights in still lifes. Landscapes should have the horizon near the center of the picture and should be inviting to the viewer.

List the primary and secondary colors.

Primary, secondary and combination of colors can be taught in the den by using overlapping circles as demonstrated in the example.



Designs are all around us. Nature is full of designs. Trees, flowers, rocks, spider webs, frost and bee hives are all examples of designs. Man also creates designs such as buildings, bridges and even landscaping.

Try using geometric shapes in addition to straight and curved lines. Use toothpicks to make designs, layout a garden on paper or make a design using tacks and string on a cork board.

Make a profile of a family or den member by doing shadow drawings. Place a light beside the subject casting a shadow on a white sheet of paper taped on the wall. Trace the silhouette, cut it out and glue it on black construction paper.

Create a sculpture from clay or plastic -

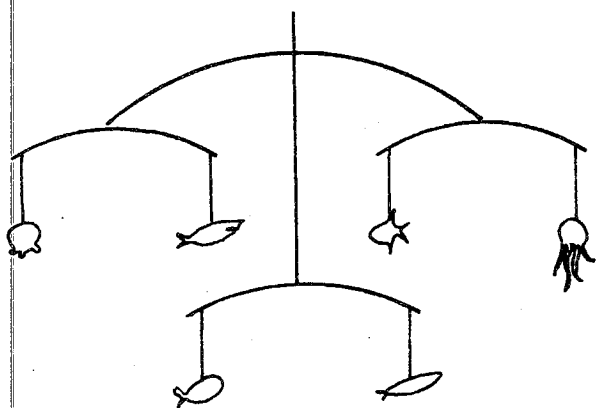
Modeling clay, natural clay and self-hardening clay can all be used to create sculptures. Modeling clay will stay moist, natural clay will dry out but can be re-moistened, and self-hardening clay will harden permanently.

Boys should select and study a subject that they will enjoy reproducing in clay.

Build a mobile -

Mobiles can be constructed in the den from many materials such as cardboard, wood, metal, plastic, rubber and glass. Fishing lures could be used for a mobile for dad, miniature cooking utensils for mom and doll furniture for sister.

Start at the bottom and work upward finding the balance point at each level.



SHOWMAN

Use this badge to bring out the entertaining talent we all know every boy has. Every boy has his own special talent, if it be writing plays, skits, or music, or performing what he has written or what someone else has written.

There are three areas in which a Webelos may obtain his showman badge.

Puppetry - is one of the showman areas in which the whole den may participate. The den could put on a puppet show for the whole pack at one of the monthly pack meetings. The boys can write a script about one of their special events, such as the klondike derby or a den father-son campout.

(See section on Puppets in this pow wow book.)

AQUANAUT

An aquanaut is someone who not only demonstrates certain skills in the water, but also knows and abides by all the rules of water safety. These rules are not designed to make water sports more difficult, but rather to make activities safer and more enjoyable.

Every Webelos Scout should strive to earn the Aquanaut Activity Badge. The requirements are well within the capabilities of most 10 year old boys, and the safety rules and familiarity with the water learned here will increase their enjoyment of future aquatic endeavors.

Arrangements can often be made with local schools, YMCA's or community pools to utilize their facilities. Books and pamphlets

on small boats safety and rescue techniques are available through your state water patrol, or game commission, the United States Coast Guard and American Red Cross.

ATHLETE

The Athlete Activity Badge is the one badge that most Webelos Scouts are anxious to earn first. It requires no study or reading, but does require a certain amount of skill. Most boys 10 years of age can do the requirements in 15 minutes at a meeting. Hence it does make a good badge to earn for a new boy - it helps him get started.

Since the badge is so easy to earn it is important that the boy understand that physical activities are good for the body and should be done on a daily basis.

SPORTSMAN

The Sportsman Badge is earned by playing and enjoying various sports. Explain that too many people watch sports and not enough of them take part.

Encourage the Webelos Scout to learn how to play individual and team sports by devoting a den meeting to sports.

This is another badge that practically every 10 year old boy will be able to earn. Remember at least part of the requirements can normally be passed simply by participation in the school physical education program or the summer pack activities.

OUTDOORSMAN

A true outdoorsman is a person who can not only survive in the great outdoors, but can do so with some degree of comfort and confidence.

Since the Webelos den is encouraged to have father-son overnight campouts, and since a Scout camp is generally near by, a boy can easily earn this badge during one of these outings.

Camp preparation for Webelos leaders- The key to any successful program is planning. In preparing for the Webelos father-son campout, a certain amount of planning is required to obtain good results. This information will supplement what you will find in the "Webelos Den Leader's Book," "Webelos Scout Book," "Webelos Den Activities," and "Outdoorsman Activity Badge Helps."

Prepare yourself -

Select the date and camping location weeks in advance. Your neighborhood Boy Scout troop will be willing to loan equipment or allow your den to join them on an overnight campout. Meet with the Scoutmaster to work out details.

Make reservations. If you plan to use a privately-owned campsite, arrangements should be made with the owner. If you use a council Scout camp, make reservations at the Scout service center. In either case, "Local Tour Permit" (No. 4426) is required. This should be turned in to the Scout service center at least two weeks prior to the campout.

The Webelos Leader Outdoor Training Experience is a good foundation for leaders. If you are not an experienced camper, be sure to plan to take along an adult or Boy Scout who is experienced.

Preparing the boys -
Preparing the boys goes beyond informing them that a campout has been planned. This period of preparation offers many opportunities for them to help with the planning and learn skills which will be helpful on the campout.

Discuss and plan the campout with the boys.

Discuss fire safety and its importance.

Teach the boys the tautline hitch.

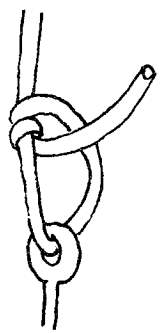
Include the den chief in the campout planning. His experience in Scouting will be helpful. He can teach the tautline hitch and basic rules of fire safety. He should go along on the campout.

About a week before the campout, send home an individual checklist with each boy, along with a letter giving final details as to when and where to meet, when you will return etc.

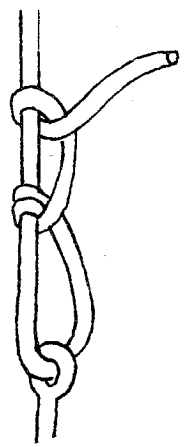
Prepare the dads -
Preparing the dads is as important as preparing the boys. The end result is a smoothly-run campout with everyone knowing what is expected. Properly informed dads will reduce the load of responsibility on the Webelos den leader to a minimum and will make the campout more enjoyable for everyone. Have a meeting with dads about three weeks prior to the campout. Boys should not attend this meeting. You should discuss:

1. Date of campout.
2. Location. Cover in detail the directions. Give dads a map. Decide on transportation (father-son, car pool, or other)
3. Time and place of rendevous and estimated time of arrival back home. (Mom needs to know this)
4. Schedule of events of campout. Include activities which the boys will enjoy. Use their suggestions along with yours. (Suggestions: nature hike, swimming, fishing, campfire program, etc.)
5. Menu for Webelos Scouts and dads.
   a. Keep menu simple, remembering that each dad and son cook together, eat, and clean up together.
   b. Suggest that similar (but not necessarily identical) meals be planned for all involved.
   c. At least two meals involving some cooking should be anticipated. Usually a sack lunch suffices for the first meal.
6. Equipment - each dad should have a personal equipment checklist similar to the boys'. In addition to those items, a hand-axe for preparation of firewood is useful. And don't forget the first aid kit, even though it may not be needed.
7. In advance of meeting, check firewood supply at campsite. If necessary, ask dads to bring their own. Note: Remind dads that pressure gas stoves and Coleman-type lanterns may not be used in Scout camps. This is a national camping regulation. Propane stoves and lanterns are permissible.

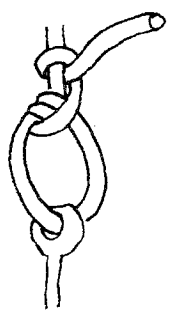
TAUTLINE HITCH



pass rope through tent peg. Bring end around standing part and through loop twice.



finish with half hitch on standing part. Pull tight.



This meeting with the dads can be an excellent time to get better acquainted. Don't overlook the leadership potential within this group of men. Give the dads an opportunity to participate in leading the various campout activities.

SAMPLE SCHEDULE FOR CAMPOUT

Saturday
*Arrive at campsite
*Erect tents, prepare bedding, check cooking area and fuel supply
*Raise U. S. flag while all salute. Repeat pledge of allegiance
*Nature hike with a purpose (badge instruction)
*Fishing
*Father-son buddy teams prepare own lunch
*Lunch
*Clean-up and dishwashing
*Dads and sons work on badge requirements or take tour
*Swimming or boating (use Safe Swim Defense Plan)
*Free time
*Father-son buddy teams prepare own dinner
*Dinner
*Clean-up and dishwashing
*Games
*Lower U. S. flag while all salute
*Campfire program
*Lights out and camp quiet

Sunday
*Reville
*Air bedding and clean up
*Raise U. S. flag while all salute. Repeat pledge of allegiance
*Non-demoninational worship service
*Father-son buddy teams prepare breakfast
*Breakfast
*Clean up and dishwashing
*Strike camp. Leave campsite in good condition.

SAMPLE LETTER TO PARENTS

Dear Webelos Scout and dad (or any male adult who will take a boy camping.. sorry ladies, no women allowed!!!)

I have made arrangements with Boy Scout Troop _____ to join them on an overnight campout. We will be going to (camp), on (date), and returning on (date). We will meet at my house (address) at (time) on (day) and return to my house approximately (time), on (day). This will be a very educational and fun-filled adventure.

Enclosed is a personal equipment checklist. You will also need the following:

Food - Sack lunch for Saturday noon
Supplies for foil dinner (directions included) for Saturday night
Food for Sunday breakfast (whatever you want; eggs, bacon, etc.)
Cooking utensils (skillet, pan, spatula, etc.)
Water - At least 2 gal. fresh water for each person. (Use clean plastic jug)

If you plan to join us on the trip, there will be a meeting and practice campout on (date) at (time) at my house. Food will be furnished for this one.

Hope you can come,

(Signed)
Webelos Den Leader

PERSONAL EQUIPMENT CHECKLIST

__ Sleeping bad or bedroll and ground cloth (See P. 157, Webelos Scout Book)
__ Lots of blankets (not electric)
__ Flashlight (and extra batteries)
__ Poncho, rainsuit or rain gear
__ Comfortable shoes or boots (no sneakers)
__ Warm clothes (at least one complete change, inside and out)
__ Coat and hat that covers ears
__ Soap, washcloth
__ Towel

___ Toothbrush and toothpaste
___ Toilet paper
___ Webelos Scout Book

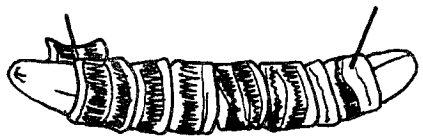
Wear your uniform

RECIPES FOR OUTDOOR COOKING

Hot dogs plus - Slit side of a weiner, insert wedge of cheese, and wrap with bacon. Broil over coals until cheese melts and bacon is crisp. Serve in a toasted weiner bun.

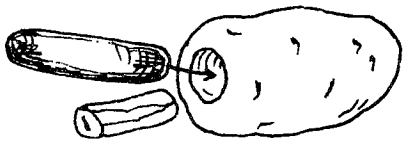
Kabobs - On sharply pointed sticks screw 1 1/2" cubes of meat, alternated with quartered onions and thinly sliced potatoes. Broil over coals until meat is browned and potatoes tender.

Bacon and Banana - Wrap half a banana with strips of bacon and broil over coals.



Eggs in orange cup - Slice top off an orange, eat the pulp with spoon and save empty rind. Toast slice of bacon on a stick, curl it in bottom of orange cup and gently break an egg on top. Fasten sliced off top of orange back on with 2 or 3 green twigs. Set in ashes to cook for 8-10 minutes.

Buckaroos - Spread minute or cubed steak with mustard and roll around a dill pickle wedge, fastening with toothoicks. Cook over hot coals, turning often, until done.



Stuffed potatoes - Core small potatoes; plug one end of hole with piece of potato and insert a small sausage or weiner. Plug other end and set in hot ashes to bake. These take 45-90 minutes to cook.

Stuffed apples - Core small apples without having hole go all the way through. Fill with raisins and brown sugar, or marshmallows, and bake in coals for 30 to 45 minutes.

Banana Boat - Slit a banana lengthwise, being careful not to cut lower skin. Cut a square off the fruit and replace with a marshmallow or chunk of sweet chocolate. Close by pinching together and broil in glowing coals or hot ashes for 8 minutes.

The last requirement for this badge, which has been often overlooked with regard to resources is to 'help with a campout 5 nights away from home with your family.'

Please note the emphasis on the word 'help.' This doesn't mean that the Webelos Scout has to do all the work, but that he should be included in all phases of the campout from initial planning to stowing the gear upon his return home.

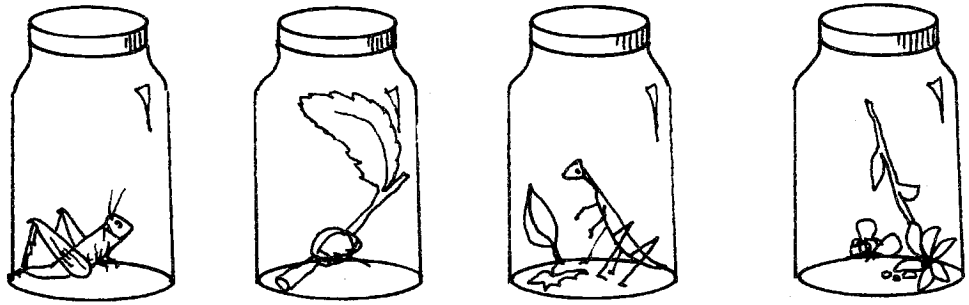
NATURALIST

Everyone is a naturalist of sorts. A naturalist studies plants or animals in their natural habitat. If you have ever watched a bug and wondered how he grew, you are a naturalist.

A Webelos Scout can earn the Naturalist Badge by learning about insects, reptiles, fish, or any of nature's plants or animals. He can have an insect zoo, a terrarium, an aquarium, visit a zoo or natural museum, or many other projects.

Making an insect zoo -
Insects may be collected in your backyard, along any creek, pond, river, or lakeshore or at many parks, recreation, or nature areas. Use clean jars with lids (punch holes in lids). Place a little dirt and some twigs and grass in the jars for food and scenic relief.

A sheet of paper telling where each specimen was found and a little about each may be placed on shelf or table near each jar.



Make an aquarium or terrarium - Use a large mouth jar or an aquarium 5 gallons or less. Place pebbles and sand or colored rocks in the bottom and fill with water. Add a few guppies or tadpoles or other water life you have collected. Place the lid on the jar (with air holes).

For a terrarium fill jar about 1/3 full of dirt, (preferably from a forest or some wilderness area). Plant several wild plants you have collected. Put lid on jar and no air holes are needed.

CRAFTSMAN

The Craftsman Activity Badge requires the use of hand tools. Since the requirements take much more time than can be allocated to den meetings learning the proper use of tools is important. A dad who is a wood working hobbyist can demonstrate the use of tools. Have a variety of tools and materials on hand so the Webelos can practice using them. (Extra dads can be a big help at this meeting.)

Suggested tools:
- Hand saw
- Coping saw
- Tin snips
- Vice; Combination square
- Electric or hand drill
- Leather punches
- File
- Screwdriver
- Chisels
- Plane

Make the Webelos aware of the hazards in working with tools and use the proper safeguards, gloves or eye protection when appropriate.

A simple project such as a birdhouse or bookends using precut parts is a good starter. Have the Webelos assemble them in a step by step procedure as they follow you or a den dad.

Ideas for projects are given in the Webelos Scout Book, Crafts for Cub Scouts No. 3843, Cub Scout Fun Book No. 3215, Skits and Puppets No. 3842, Webelos Den Activities No. 3853 and Boys' Life. Your den may want to start a plans file so over the years a greater variety of projects can be available for succeeding dens.

Projects in the craftsman can also help in other activity badges. The catapult is an example or the Webelos may make an electric motor or steam turbine by using tin. The painting or decorating of a wooden toy or game encompasses some of the requirements of the Artist or the building of a puppet stage for Showman.

Small pieces of good wood can usually be available from cabinet shops or millworks for the asking. As always in Cub Scouting, if someone helps the den or pack, present them with an appreciation certificate.

Within our area the Tandy Leather Company is an excellent source of materials for completing the leatherwork portion of the Craftsman activity Badge. Leatherwork Published by Tandy is an excellent reference.

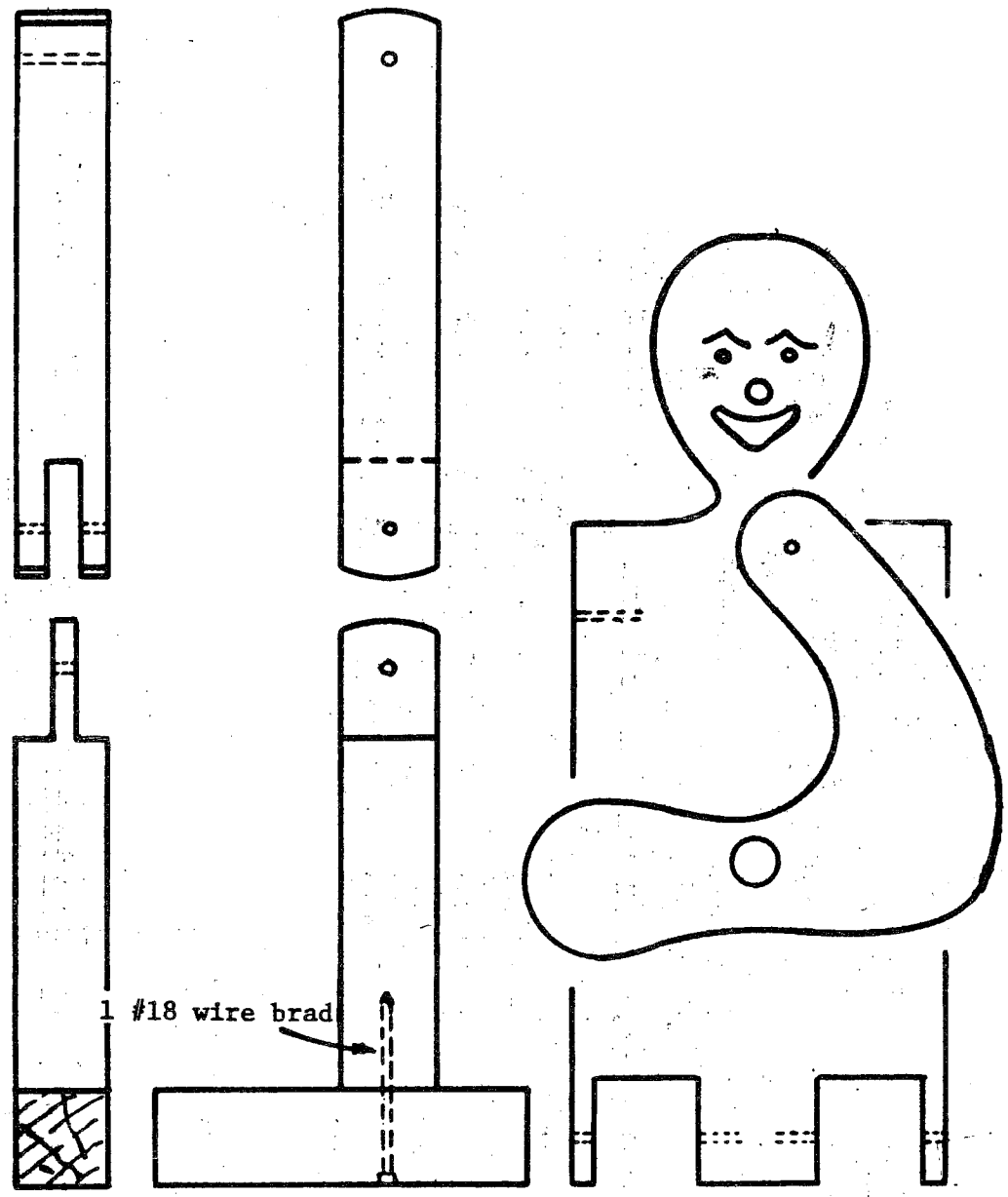
Aluminum can be substituted for tin and is much easier to work (the edges not as sharp as tin). Most 'do it yourself' stores have the lighter gauge sheets that are satisfactory for most uses. Model railroad supply houses have some sheet metal (brass and aluminum), tubing and extrusions that are rather expensive but may be just what is needed for a special project.

JAUNTY FOLK DANCER

(From Boys' Life - 1971)

This dancer is a copy of a pioneer toy. Hold him over a thin wood slat, tap the slat, and watch him dance.

Using the full-size patterns, cut body, legs, and feet from 1/2" pine or basswood; arms from 1/4" plywood or 1/8" Masonite. Assemble with 1" No. 18 wire nails. Drill hail holes with a No. 18 wire nail with the head clipped off; enlarge holes with a No. 17 wire nail so the parts swing freely. A 14" length of 1/4" wood dowel will make a handle.

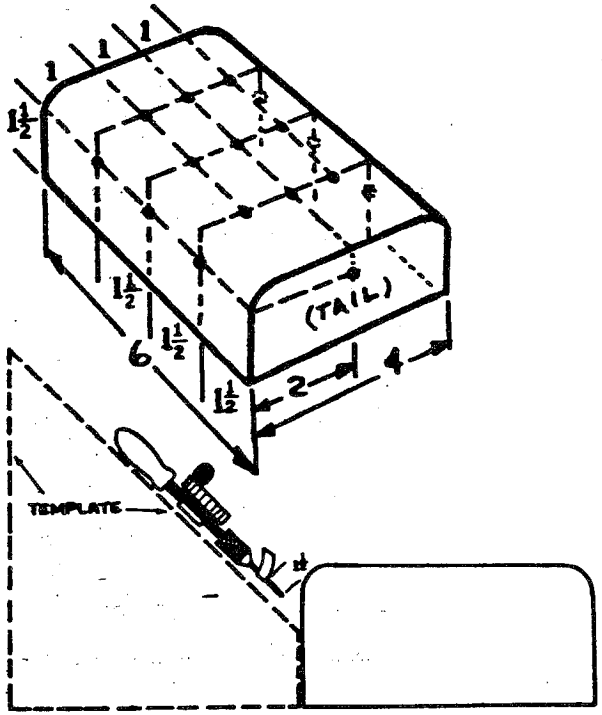


PENCIL STAND

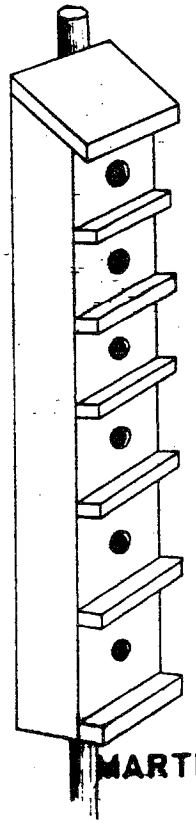
(From Boy's Life - 1974)

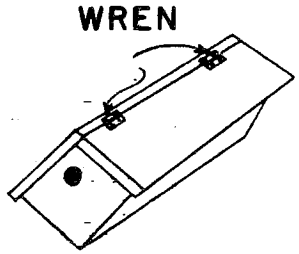
You'll need the following materials for the project:
A piece of 2" x 4" x 6" pine (or other wood).
A 1 1/2" diameter ball of rubber or plastic foam.
Coarse and fine sandpaper.
Masking tape.
Cardboard.
Paint.
A strong glue, or two 2" nails or screws.

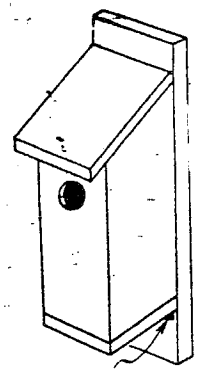
1. Round off two upper (6" long) edges of the wood with a jack plane.
2. Following the sketch, mark 16 dots with a pencil and ruler. Then bore nine top holes 1 1/2" deep with a 1/2" diameter bit and hand drill. To determine the depth of each hole, measure 1 1/2" up from the tip of the bit and mark that point with a small piece of masking tape.
3. Bore, at an angle, three hole positions on each side of the block and in one end. Use the template in the illustration on a piece of heavy cardboard as a pattern for the correct angle.
4. Sand the block thoroughly, first with coarse, then fine sandpaper. Paint with any color you like.



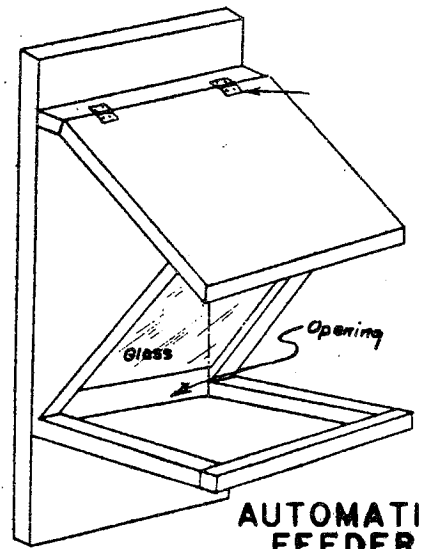
Some Backyard Furnishings for Birds
Specifications for bird houses







Birds using single entrance boxes	Entrance Diam Inches	Above Fl. Inches	Dimensions Bottom Inches	Dimensions Side Inches	Location Height Feet
House wren	7/8	1 to 6	4 x 4	6 to 8	6 to 10
Bewick wren	1	1 to 6	4 x 4	6 to 8	6 to 10
Carolina wren	1 1/8	1 to 6	4 x 4	6 to 8	6 to 10
Chickadee	1 1/8	6 to 8	4 x 4	8 to 10	6 to 15
Titmouse	1 1/4	6 to 8	4 x 4	8 to 10	6 to 15
Nuthatch	1 1/4	6 to 8	4 x 4	8 to 10	12 to 20
Downy woodpecker	1 1/4	6 to 8	4 x 4	8 to 10	6 to 20
Blue bird	1 1/2	6	5 x 5	8	5 to 10
Tree swallow	1 1/2	1 to 5	6 x 6	6	10 to 15
Hairy woodpecker	1 1/2	9 to 12	6 x 6	12 to 15	12 to 20
Crested flycatcher	2	6 to 8	6 x 6	8 to 10	8 to 20
Redheaded woodpecker	2	9 to 12	6 x 6	12 to 15	12 to 20
Flicker	2 1/2	14 to 18	7 x 7	16 to 18	6 to 20
Screech owl	3	12	8 x 8	12 to 15	10 to 20
Sparrow hawk	3	9 to 12	8 x 8	12 to 15	10 to 30
Barn owl	6	4	10 x 18	15 to 18	12 to 18

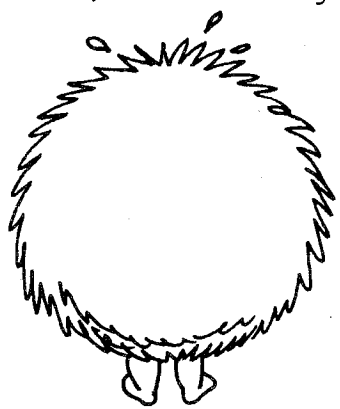


AUTOMATIC FEEDER

Birds using apartment or colony houses with many entrances
Martin: Entrance 2 1/2 inches, 1 inch above floor; rooms 6 x 6 inches and 6 inches deep; located 15 to 20 feet from ground. Should have not less than 10 rooms and be placed in an open area.

Birds requiring one or more sides of house open
Robin: Floor 6 x 8 inches; 8 inches deep; 6 to 15 feet from ground.
Barn swallow and Phoebe: Floor 6 x 6 inches; 6 inches deep, 5 feet from ground.

Birds requiring a platform with all-sides open
Song sparrow and brown thrasher: 6 x 6 inches; 5 feet from ground.



HANDY BELT PACK

(From Boys' Life - 1973)

Easy to make and wear, a belt pack is lighter than a knapsack but still large enough to hold a lunch, a small camera, some film, a pair of sunglasses, and other items too bulky for your pockets.

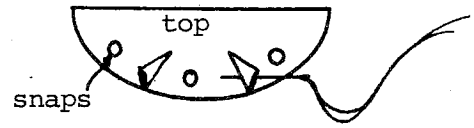
If you have an old belt and some scraps of heavy material such as denim or canvas, you can make a useful belt pack. Better still, a waterproof fabric will provide a belt pack fit for any weather.

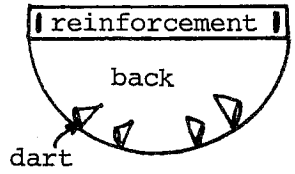
A belt pack is easy to open while you are on the move. When you don't need it, it rides comfortably out of the way.

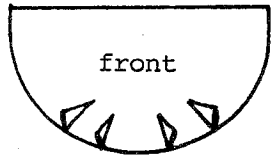
A piece of nylon webbing can be fitted with a buckle and the web belt sewn permanently to the pack, or you can look for a suitable ready-made belt.

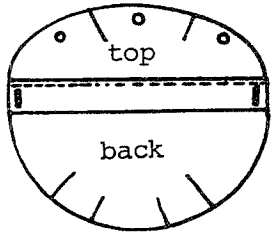
Heavyweight material is easier to handle than lighter fabrics. It also makes a better-looking finished pack, especially if you sew trim along the raw edges of the material.

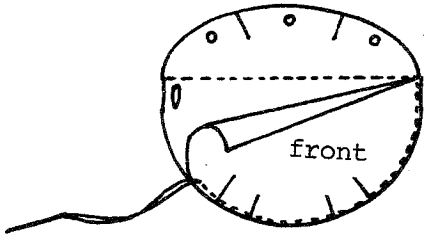
You may want to personalize your belt pack. Cut out your initials in a contrasting color. Sew them on or use "iron on" patching cloth and press them into place with a hot iron.

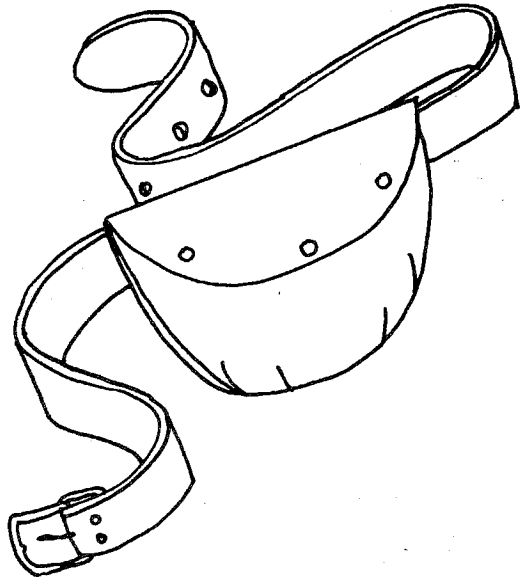








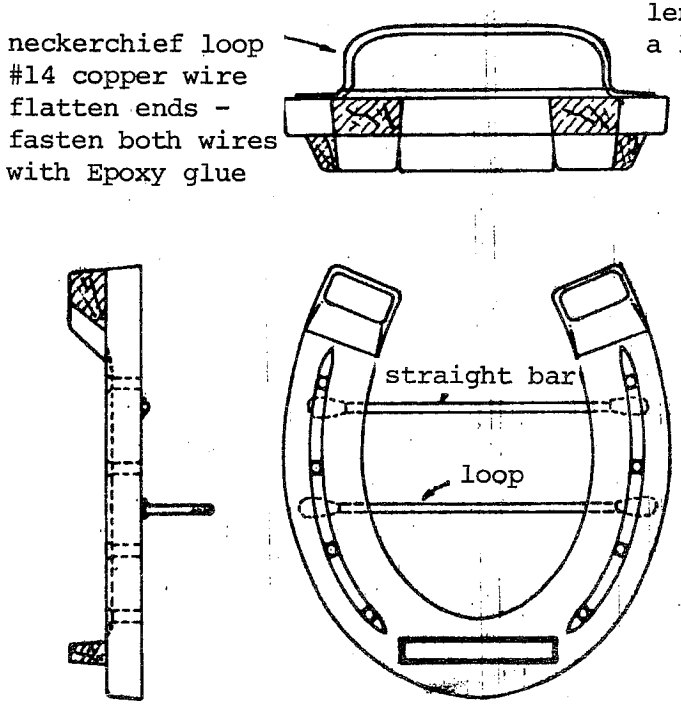




LUCKY SHOE NECKERCHIEF SLIDE

To make this slide you need a small piece of walnut or mahogany (we used Honduras mahogany) if you want a natural finish, or pine or balsa can be used if you want to give the shoe a coat of gold paint. After making a paper pattern, cut the outline of the shoe on a jigsaw, or use a coping saw. If a power jigsaw is used, tilt the table at 5 degrees to cut the sides at a taper. Use white glue to fasten the calks to the bottom of the shoe and Epoxy glue to fasten the copper wires to the back. Drill 1/18" nail holes through the shoe, then use a 1 1/2" common nail to enlarge the holes on the front side and make them

rectangular. For a natural finish, apply two or three coats of linseed oil and turpentine (half and half) and polish each coat with a soft cloth.



full size details

PERFECT PAPER PACKER

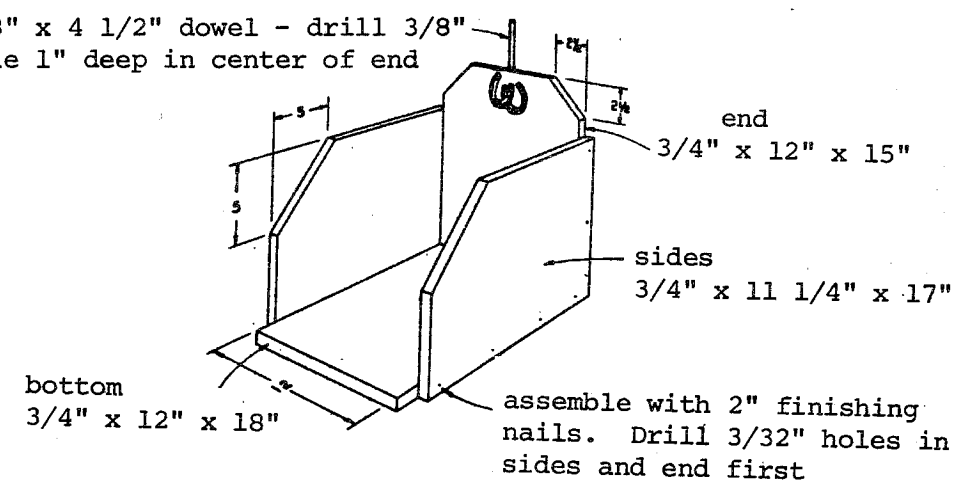
(From Boys' Life - 1972)

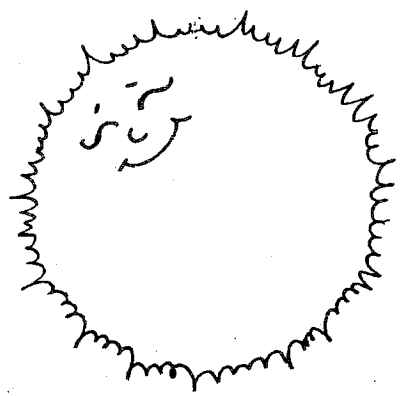
The drawing gives finished sizes for the parts. The sides, end, and bottom can be cut from a 6-foot length of 1" x 12" pine. Since a 12" board is only 11 1/4" or 11 1/2" wide, nail or glue a strip of wood on one side of the bottom and end to make them 12" wide.

To avoid splitting the wood, drill 3/32" holes in the sides and end before assembly.

Give the wood a coat or two of clear, satin-finish varnish to protect it.

The box holds folded newspapers in piles about 10" high. A ball of twine is kept handy on the dowel, where it's always ready to do another job.





ENGINEER

Visiting large construction sites is dangerous and in most instances hard hats are required. Always contact the contractor at his office and ask. Do not feel bad if you get turned down. The contractors' insurance may not cover visiting groups as he might be doing some particularly hazardous job that week.

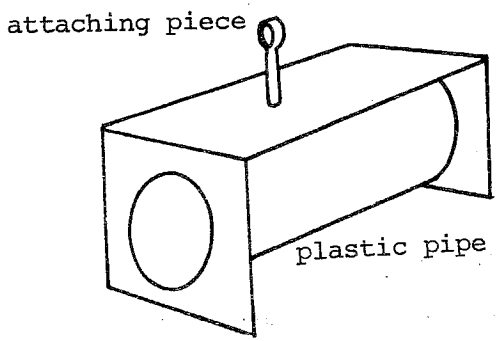
It might be a better idea to contact a house builder and follow the various stages from lot survey through to the completion of the house. OSHA regulations may require hard hats for each visitor.

All land surveys tie into a "bench mark." The bench mark is a bronze disc about 2 inches in diameter with the location and elevation of the spot. These bench marks were established by the Geodetic Survey Office on some of the earlier surveys through the U. S. Since the railroads were some of the first construction on U. S. land grants, bench marks can generally be found along the railroad. The city engineer will be able to tell you where the bench marks are located within your area.

Within our area are the many types of bridges and it may be well to plan a tour. Across the Missouri River there is the Broadway bridge truss; ASB draw; Paseo suspension; Chouteau truss; and I-435 beam. The type of bridge is usually determined by its usage and span. In many cases a bridge of several different types could be used so the bridge designer must calculate what bridge would meet the requirements at the least cost.

Our every day life is tightly bound to the use of electricity. In our area the Kansas City Power and Light Company has several generating plants. They are the steam turbine type and use coal to fire the boilers. Almost daily long coal trains pull into the Kansas City Power and Light generating plants at Iatan, Hawthorn and Sibley. Getting the electricity from the generating plants to your home efficiently requires the use of high voltage transmission lines, substations and pole transformers to supply the 120-240 volts your house uses.

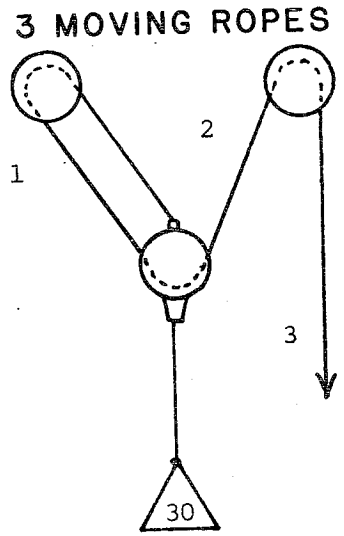
The block and tackle is a device used to increase lifting or moving



advantage or changing directions. A simple pulley can be made from a short piece of plastic pipe in a holder.

The total amount of work using block and tackle is never more than the work applied to the running (loose end) end.

The force applied at the load end is multiplied by the number of moving ropes but the distance moved is divided by the number of moving ropes.



10 pounds force for 6 inches
the weight moves up 2 inches

A fisherman's scale and small weight will help demonstrate the different types of block and tackle shown in the Webelos Scout Handbook.

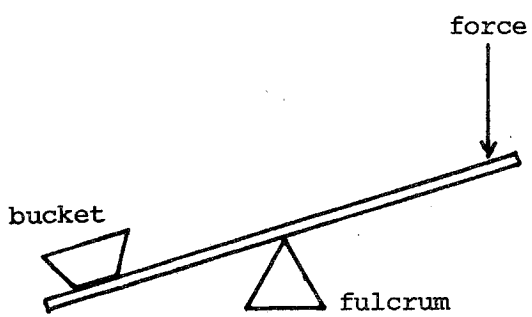
The catapult, an ancient weapon, is a good example of conversions of Potential (stored) and Kinetic (moving) energy, and the principle of the lever and fulcrum.

The energy to propel the projectile (rock) from the catapult can come from torsion (a spring, bent twigs or rubber band) or a deadfall (falling weight). For small scale models the rubber band is simpler and works well.

The lever and fulcrum advantage is used to increase the speed of the bucket.

The weight in bucket must be small in respect to the force for long distance throwing. For throwing heavy objects the force must be increased or the fulcrum moved closer to the bucket.

The Webelos will enjoy using several different weights and a variable fulcrum pivot point to determine optimum throwing.



FORESTER

Within the Kansas City area are a variety of trees but few are used commercially. The black walnut for its nuts and wood for fine furniture and pecan trees for its nuts are about the only trees that are 'farmed.'

Along the trails of Camp Naish and parks in the area we can find oak, elm, hickory, ash and maple. Near the water are the cottonwood and willow.

Point out the trees to the Webelos but don't forget to show how to identify them by their leaves, bark, the fruits they bear, and their general shape and configuration.

Your den may want to plant trees at your sponsor's school or church. Any nursery will help you pick the right kind of tree and explain how to plant it.

Trees by Golden Press is available at the Scout Service Center for $2.95 and is a good reference book for tree identification. The Forestry Merit Badge pamphlet has a map of the U. S. and the principal types of forests, a chart of water, mineral, soil, oxygen, photosynthesis, and a chart of the products we get from trees broken down into 4 basic groups; gums, cordwood, stumps, and poles, piles, posts.

From gums we get varnishes, drugs, adhesives, polishes, waxes, inks and others.

From cordwood we get soil conditioners, plastics, synthetic materials, paper and fiber boards.

Stumps furnish us with wood tar, pine oil, charcoal and wood rosin.

Finally poles, piles, and posts are suppliers of lumber for such things as construction, furniture, fuel and insulation.

Although we have no vast forests in this area we must be careful with our fires. At Camp Naish if the summer has been hot and dry, fires are not allowed. Always check with the campmaster whether the 'no fire' rule is in effect. If fires are allowed clear a fire circle about 10 feet in diameter. Never leave a fire unattended. When you leave make sure the fire is out cold. Out could is when you're not afraid to put your hand in the ashes.

FIRST AID FOR A TREE

(From Boys' Life - 1978)

Storm winds may break tree branches. Heavy ice can snap the branches. Animals, people, and insects often hurt the bark. When these things happen, germs

can get inside the tree. The tree can rot and die.

You can give first aid to a tree. Ask mom and dad to help.

Cut off (prune) the broken or dying branches.

Keep your tools sharp. Before each cut, wipe the blades with alcohol, turpentine, or kerosene to kill the germs. After you have finished pruning, paint the cut with special tree paint, sealing compound, or pruning compound. Regular paint will not protect the cut.

GEOLOGIST

This report is taken from Geology, Part I-Physical Geology by Longwell, Knopf, and Flint. A great deal of assistance was also supplied by Robert L. Wilson, P. E.

Rocks are the principal constituents that make up the crust, or the earth's outer "rocky" shell. The kinds of rocks are may, but if classified according to the ways in which they come into existence, they fall into three major classes:

1. Igneous rocks, formed by the solidification of molten rock-matter, as exemplified by the rocks formed by the cooling of lava poured out from a volcano.
2. Sedimentary rocks, most of which were formed by the substance settling as sediment from a body of water.
3. Metamorphic rocks, which were formed from pre-existing rocks by developing new characters as the result of pressure, heat, or other geologic agents acting on them within the earth's crust.

Igneous Rocks

Since the rocks derived from molten rock-matter vary in texture and in composition, these two variables can be used as factors in classifying the igneous rocks into five major classes:

1. Even-granular, in which all the minerals are of about the same size and are large enough to be identified by the eye alone or aided by a pocket lens.
2. Porphyritic-granular, in which certain minerals -- the phenocrysts-- by virtue of their large size contrast conspicuously with those which surround them, thus forming a porphyry having an even-granular groundmass.
3. Porphyritic-aphanitic, in which the conspicuous crystals -- the phenocrysts -- are set in an aphanitic groundmass.
4. Aphanitic, in which none of the constituents are distinguishable.
5. Glassy, in which few or none of the constituents have crystallized.

Granite is composed largely of quartz and feldspar and granite is said to be even granular, or equigranular. There are a few states in the Union or Provinces in Canada that do not contain exposures of granite; and its use is a building stone and for other purposes is well known.

Diorite is an equigranular igneous rock composed of feldspar and one or more dark minerals, in which the feldspar is more abundant than the dark minerals.

Gabbro differs from diorite in that the feldspar is subordinate and the dark minerals predominate. Because of the prevalence of dark minerals, gabbros are dark and of high specific gravity.

Peridotite is composed wholly of ferromagnesian minerals, with olivine predominating. It is generally dark or black, and heavy from the large amount of iron-bearing minerals present.

PORPHYRITIC-GRANULAR ROCKS

Granite Porphyry, Diorite Porphyry, etc. The typical granite porphyry contains conspicuous cyrstals of feldspar, quartz, and biotite, which are set in a granite groundmass. As its name implies, its composition is like that of granite.

PORPHYRITIC-APHANITIC ROCKS

The rocks of this class are generally of volcanic origin. Extruded upon the earth's surface, the magmas from which they were formed have cooled rapidly.

Rhyolite represents the aphanitic lava form of the magma that a depth consolidates as granite. The colors range from white to gray, pink, red and purple.

Andesites are of many colors, but in general, they are darker than the rhyolites; dark-gray is common. They are the chief products of the volcanoes that form the "circle of fire" surrounding the Pacific Ocean. In fact, it was because of their prevalence in the Andes of South America that they were given their name.

Felsite. The difficulty of discriminating between rhyolites and andesites that are devoid of phenocrysts makes it necessary to use an elastic noncommittal name. For the light-colored rocks of this class, namely those which are white, light to medium gray, light-pink to dark-red, yellow or brown, purple, or light-green, rather than dark-green, dark-gray, dark-brown, or black, the term felsite is convenient.

Basalt is by far the most voluminous of the extrusive rocks.

GLASSY ROCKS

Volcanic glasses occur as thin crusts on the surfaces of lava flows, or as lava flows which have cooled rapidly. Most of the glasses are the products of the chilling of silicic magmas. Brilliantly lustrous volcanic glass is called obsidian, and the duller and more pitchy variety is pitchstone. Pumice is frothed glass. Natural glasses, like the obsidian of Obsidian Cliff, Yellowstone Park, commonly contain crystallized minerals in the form of small spheres which, having a radiating or spoke-like structure, are known as spherulites.

SEDIMENTARY ROCKS

Sedimentary rocks are formed principally in two ways. Some are formed by the accumulation of fragments derived from older rocks. The second principal class is made of material formerly dissolved in the sea (and to a lesser extent in lakes), from which it has separated either in the form of the shells of organisms or as chemical precipitates. By far the most abundant sedimentary rocks are shale, sandstone, limestone, and conglomerate.

Description

1. Conglomerate consists of gravel that has become firmly cemented. The pebbles in it are more or less rounded, having become water worn by abrasion during stream transport or by buffeting by waves in the shore zone. They consist of rocks of any kind, but generally of some durable material, such as quartz and quartzite.
2. Sandstone. A wide range of colors: gray, yellow (buff and tawny), red and brown are the most common, but green and other tints occur, consists of firmly cemented sand grains. The strength and durability of a sandstone depend on the nature of its cement, and the porosity depends on the extent to which the spaces between the grains have not been filled. A siliceous cement produces the strongest and most durable sandstones. Sandstones, when fractured, break around the grains instead of through them, because the grains are stronger than the cement; therefore, the broken surfaces have a gritty feel.
3. Mudstone and Shale. Gray in various shades perhaps most common; but red and pink in many shades, brown, buff, green, and black are also common. Mudstone and shale are fine grained, soft enough to be easily scratched, and typically they have a smooth and almost greasy feel.

4. Limestone. Grays are most common but some limestones to which plant or animal remains have contributed abundant carbon are almost or quite black. Chalk is a variety of incoherent limestone -- incoherent because weakly cemented. It is, as a rule, white or creamy white.

METAMORPHIC ROCKS

A metamorphic rock is the product of the transformation of a previously existing rock. The kinds of metamorphic rocks are many, but only those occurring most abundantly are described here.

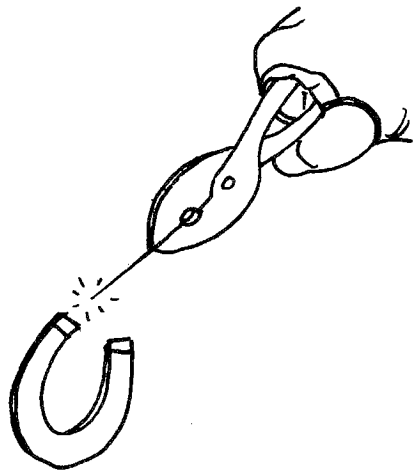
1. Gneiss has a streaky, roughly layered appearance owing to the alternation of layers of unlike mineral composition. Most varieties contain mica, whose flakes have a parallel arrangement and the rock splits parallel to the direction marked by the mica.
2. Schist differs from gneiss and it splits readily into thin flaky slabs or plates.
3. Phyllites are intermediate in appearance between schists and slates. They are finer grained than the schists and they differ from slates in having a higher, glossy luster.
4. Slate is a homogeneous rock, so fine grained that no mineral grains can be seen. Most slates are blue-black, a shade so typical as to be called slate colored, but many are red, green, gray, or black. Slate splits and yields slabs having plane surfaces.
5. Marble is commonly gray or nearly white, but many other tints occur, and many marbles are streaked or splotched irregularly. All varieties of marble are soft enough to be scratched easily. In commercial practice, any limestone or marble that will take a polish is called marble.
6. Quartzite consists chiefly of quartz. The grains of quartz of which it is composed are so firmly cemented that when the rock is fractured, the fracture passes through the grains - not around them, as it does in sandstone.

SCIENTIST

MAKE A COMPASS

Many interesting experiments can be performed with magnets and the earth's magnetic field.

Materials: You will need two large darning needles, a steel or iron rod about three feet long, a large nail or spike, a six-volt lantern battery, about three feet of light bell wire and a strong horseshoe magnet. A compass will be useful, but it's not essential.

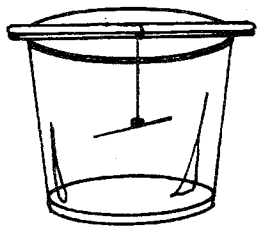


Make a test compass to check the results of your other experiments. With a pair of pliers, hold a darning needle while you heat it red-hot. (Use a pot holder or insulated mitt to hold the pliers in case they heat up.) Bring the red-hot needle close to the ends, or poles, of your magnet but do not touch the magnet.

When the needle has cooled, attach a thread to its central balance point so that it will hang parallel to the ground when it is suspended from the thread. Use a drop of quick-drying cement or paraffin to hold the thread in place on the needle.

Suspend the needle inside a large glass jar or clear plastic container. Attach the upper end of the

thread to an ice cream stick placed across the mouth of the container. When the container is at least three feet away from any large pieces of metal, the needle will point north. Check it with your compass, if you have one.

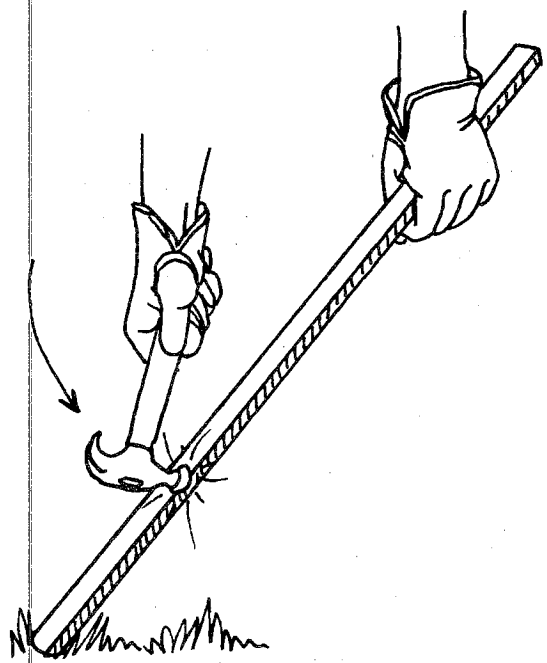


The needle is drawn by the attraction of the earth; in the northern hemisphere it points toward the north magnetic pole - in northern Canada.

When the needle was heated, the molescules of steel became much more active. When it was brought close to a magnet, the "loosened" particles tended to line themselves up in regular order and remained that way when the needle cooled. Reheating the needle and tapping it with a hammer will tend to destroy the magnetism.

Experiment with a cold needle, stroking it about 20 times - in one direction only - with one pole of your magnet.

An earth magnet. You can make a magnet with a steel or iron bar and a hammer by using the earth's magnetic field.



Place the bar in a slanting position, with one end touching the ground, at an angle of 65 to 70 degrees with the earth. Align it with your test compass so that it points toward magnetic north. Rap the bar sharply with a hammer about 30 times. Keep the angle of the slant and the alignment while you hammer.

Now check it for magnetism. Will it pick up steel tacks or iron filings? This magnet probably will be very weak, but tapping with the hammer while the bar was aligned with the earth's magnetic field should have caused some of the molecules in the rod to line up parallel to the field.

The bar was tilted to 65 degrees while you hammered, because the imaginary lines of force in the earth's magnetic field describe a giant arc between the north and south magnetic poles. As they approach the poles, their angle becomes steeper. If you live in the far northern states, angle the rod steeper than 70 degrees. If you live far south, set the angle closer to 60 degrees.

Magnetic induction: Using a nail and your magnet, you can experiment with magnetic induction. With one pole of your magnet, pick up the nail by its head, and dip the point into some iron filings. The nail will pick up filings because iron in contact with a magnet will act like a magnet.

Which pole is the nailhead if you pick it up with the north pole of your magnet? Remember, unlike poles attract. Each of the iron filings also becomes polarized. Which pole sticks to the nail point?

BIBLIOGRAPHY

Listed below are books which can help you plan, explain, show, and cover the activity badges. It should be noted that the Webelos Scout Book, the Official Boy Scout Handbook, and Boy Scout Merit Badge publications are also excellent material.

Aquanaut
Swim Safely, Wiebeck, Laura H.
Lifesaving: Rescue and Water Safety, Red Cross
Sports Illustrated Book of Swimming, Sports Illustrated
Small Boat Seamanship, Olson, L.B.
Canoeing for Beginners, Ferguson

Artist
Art Activities for Children, Hardiman, George
It's Fun to Draw, Bororad, A.D.
How to Draw, Perard, Victor S.
Painting for Pleasure, Davidson
Artist's Handbook of Materials and Techniques, Mayer, R.
Oil Painting for the Beginner, Taubes, Frederic
Creative Carving, Meilach, D.A.
Modeling the Head in Clay, Lucchesi, B.

Athlete
Exercise Games for Children and Parents, Barr, B.
Hop-Run-Jump! We Exercise with our Children, Demeter, R.
Teenage Fitness, Prudden, B.
Parent's Book of Physical Fitness for Children, Lorin, M.
Kid Fitness, Teodorescu, Radu

Outdoorsman
Backpacking, Tenting and Trailering, Duncan, S.
Complete Book of Camping, The, Gould, H.
Family Camping Handbook, The, Knap, J.
Camping Crafts, Mason, B.
Cooking for Family Campers, Newman

Scientist
Understanding Science, Crouse, W.
The Way Things Work (Special Edition for Children)
Experiments in Physical Science, Weaver
Beginning Science with Mr. Wizard--Light-Heat-Water, Herbert, Don
700 Science Experiments for Everyone, Unesco

Citizen
Being a Citizen, Capen, Louise
D.A.R. Manual for Citizenship
How to Become an American Citizen, Morrell, Robt.

Others
Some of the activity badges are not listed here, but your local library has reference works geared for children. It is suggested you consult the card file, find the Dewey decimal numbered section, and then browse. Happy hunting.

Craftsman
Woodworking with Scraps, Blandford
Carpentry for Beginners, Hayward
Teach Your Children Woodwork, Jarman, C.
How to Build Games and Toys, Peltonn, B.W.
Tin-Can Crafting, Howard, Sylvia
Leather Craft Book, Sunset Magazine
General Leathercraft, Cherry, R.

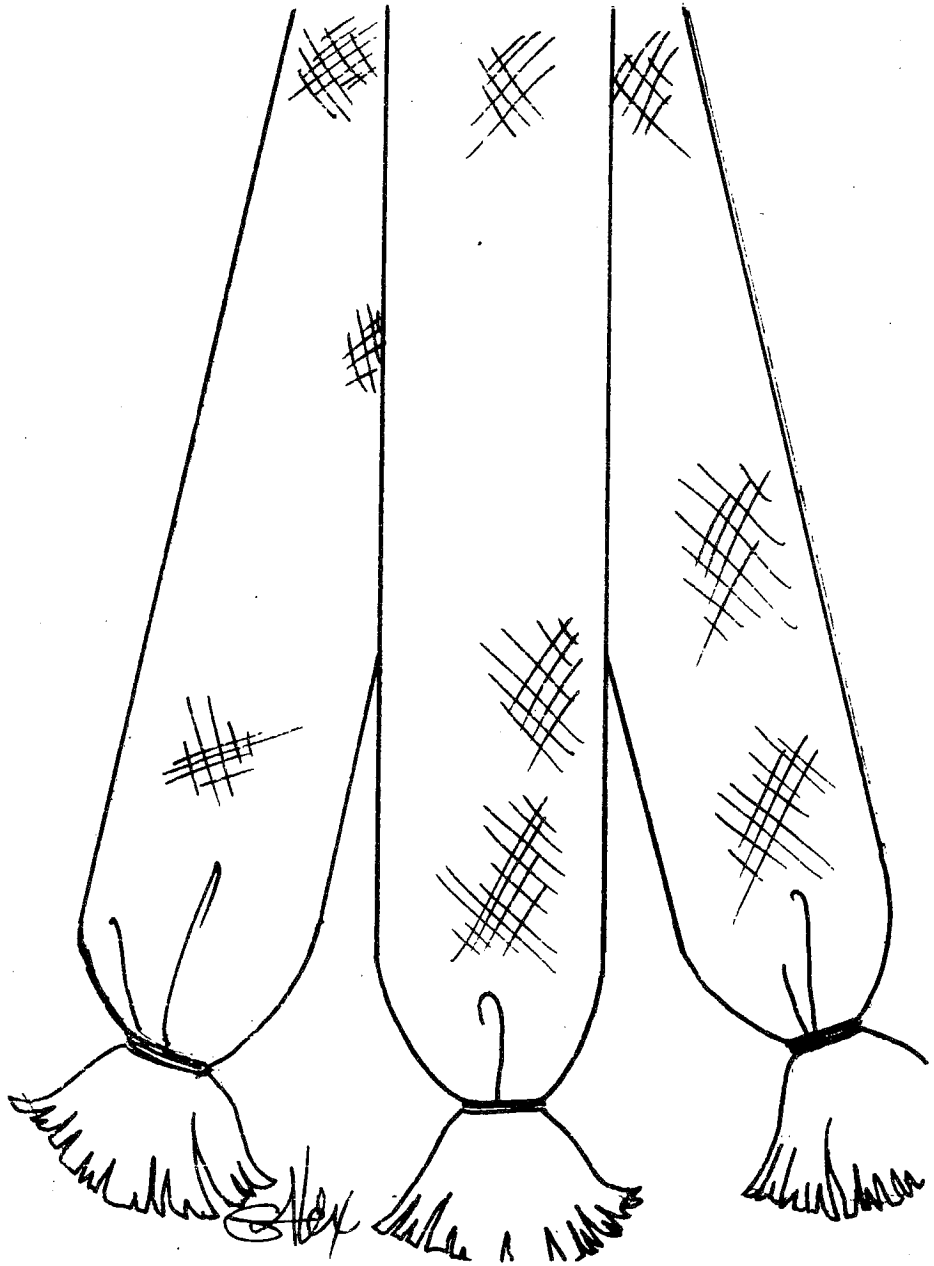
Forester
Winter Buds, Davis, Bette
Trees Alive, Riedman, Sarah
Trees, Zim, Herbert

Engineer
The Engineer, Furnas, Clifford
Bridges, Corbett, S.

Geologist
Junior Science Book of Rock Collecting, Crosby, P.
The Studio Handbook of Minerals, Boegel
The Common Rocks and Minerals of Missouri, Keller, W.D.
Rock-Hunters Field Manual, Fritzen
Exploring under the Earth, Gallant

Naturalist
Science in Your Own Back Yard, Cooper, E.
101 Best Nature Games and Projects, Frank
Let's Go to the Woods, Huntington
Living Things that Poison, Itch, and Sting, Busch, P.

XXIX WEBELOS DEN PROGRAM



WEBELOS

The Webelos program of Cub Scouting is considerably different than that of the Bobcat, Wolf, or Bear. The reasons for this change are primarily due to the fact that the boys are: (1) Being directly prepared to go smoothly into Boy Scouts; (2) Older and generally bigger than the other Cub Scouts; and (3) Feel that some of the Cub Scout programs are "childish." Therefore some of the most noteable changes from Cub Scouting are:

1. The den is led by an adult male.
2. The den has its own monthly program and does not follow the Cub Scout themes.
3. The Webelos work on hobby and vocational subjects called activity badges.
4. The passing of the activity badge requirements are approved by the Webelos den leader or his designate and not by the boys' parents.
5. The Webelos den is encouraged to have overnight father-son campouts during the year.

This section of the Pow Wow book is broken down into three areas: Den program; the activity badge area; and a listing of additional available material. We hope it will give you the basic tools and resources needed to help you reach your goals as a Webelos leader.

The time you spend in Webelos will be a gratifying and rewarding experience as you lead the boys toward the trail of Scouting.

Understanding Webelos

10-year old boys are testers. They want you to draw a line for them, and as soon as you do, they will try to cross or bend that line. While these boys are stronger and have more muscular skill than 8 or 9 year-olds, they still don't have adult judgement. They must frequently be reminded of their responsibility for property - theirs and other person's.

A Webelos Scout thrives on praise and sometimes sulks at criticism. He is eager to please those he likes. He will follow a leader and participate in the program as long as the leader is fair and makes reasonable requests of him.

This age boy plays hard, and then may become intensely serious for a short time. It is best to mix periods of fun and seriousness in den meetings.

A great deal can be accomplished in a disciplined den. A rowdy den can accomplish little in the way of program and offers few chances for helping boys to develop character. One of the attributes of a good citizen is his ability to live comfortably within the restrictions of the law. To train boys in citizenship, we must teach them the importance of self-discipline. Baden-Powell, the founder of Scouting said: "You can only get discipline in the mass by discipline in the individual."

An active program will help eliminate behavior problems in the den. Usually boys cause trouble because they are disinterested in what's going on. Here are some tips to help maintain good discipline:

- Insist on attention while you are talking. Boys who want to get on with the activity will help quiet the noisy ones.
- Don't shout or yell. Use the Cub Scout sign to get attention.
- Have a good pre-opening activity. Trouble starts when a few boys arrive early and don't have anything to do. Once you've lost control, it's hard to regain it.
- Praise in public, criticize in private. No one likes to 'lose face'.
- Make good use of the advancement program. Boys who are advancing usually don't cause as much trouble.
- 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. When they have responsibility, they don't need to misbehave to get attention.
- Get the boys into uniform. A uniformed group has better behavior than one that is not. Set a good example of proper uniforming.
- Be impartial. Don't let one boy get away with something that you would not tolerate from another.
- Let a new member know what you and the den expect of him - such as regular attendance, advancement, proper behavior, Cub Scout spirit, etc.
- Always mean what you say. Never threaten.
- Be firm in a friendly manner.
- Set behavior rules and stick to them.

Webelos Den Program

WEBELOS IN PACK MEETING

As Webelos leaders, we must keep in mind that we are still part of the Cub Scout pack and thus, our Webelos should play an important part in each and every pack meeting. Don't be reluctant to use the boys' creativity in planning your den's part. Now is the time to sharpen the skills they have learned. They might form the color guard for the flag, assist in getting the pack meeting room in order, put the room in shape after the meeting, seat people, etc.

Don't forget the Webelos Scout still likes to "show off" for others. A demonstration based on the activity badge of the month, stunts and humorous skits are things Webelos love to do. Let the Webelos tell about their last campout or service project. The Cub Scouts will enjoy this, while your Webelos serve as reminders of things to come for the 8 and 9 year old boys.

DEN MEETING PROGRAM

The secret of a successful Webelos den meeting is advance planning and a lot of enthusiasm from you, the Webelos leader.

Planning begins in August with the pack's Annual Program Planning Meeting. This is when it is decided which activity badge will be highlighted each month. You are urged to go along with the national recommendations because the Webelos Program Helps, roundtables, Boys' Life, and Scouting Magazine will all be coordinated. If possible, you should decide the dates of your fall and spring campouts and have a general idea about the Webelos camp for the summer. Decide on service projects, both with the pack and as a den. Begin enlisting parents as activity badge helpers, using the Parent Talent Survey Sheet.

With all this finished, you are halfway there! Now, each month sit down with your assistant Webelos den leader, den chief, and parent helpers to plan your meetings and any extra activities for the upcoming month. ALWAYS plan a month ahead! This gives you plenty of time to gather supplies, enlist extra help, and make arrangements for activities. Utilize the Webelos Den Meeting form #3852. Elements of a good den meeting consist of:

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

LEADERSHIP

Each of the following leaders plays a significant role in attracting Webelos Scouts into the Boy Scout troop.

Webelos den leader - A male U.S. citizen, at least 21 years of age and of good moral character. Should be interested in and enjoy working with 10-year-old boys and serve as a good role model. May be the father of one of the boys in the den. This person leads the Webelos den in a year-round program

of activities and helps ensure that boys graduate into Boy Scouting.

Assistant Webelos den leader - A male U.S. citizen, at least 18 years of age of good moral character. Assists the Webelos den leader in planning and carrying out a program of activities for the Webelos den.

Webelos den chief - A registered Boy Scout, active in the troop and selected by the Scoutmaster to serve as program assistant to the Webelos den leader. He is trained by the Webelos den leader and troop leaders. He should be at least a Second Class Scout --preferably First Class-- and skilled in conducting activities to help Webelos Scouts prepare for the troop experience ahead.

Activity badge counselor - An adult (often a parent) who has knowledge of one or more activity badges, recruited by the Webelos den leader, and helps Webelos Scouts gain self-confidence in dealing with adults.

Troop Webelos resource person - A registered male in the troop often an assistant Scoutmaster or member of the troop committee -- who acts as liason between the troop and pack. He aids the Webelos den leader in planning joint activities and exciting graduation ceremonies, and helps obtain resources for the Webelos den. His objective is to help Webelos Scouts make smooth transition from the pack to the troop.

PROGRAM PLANNING

The mission of the Webelos program is to provide activities which are fun for boys and meet their needs, interests, and desires, and contribute to their growth. The goal of the Webelos den is to hold a boy in the Cub Scout pack and graduate him into a troop. That's why a quality program is of such importance.

Some suggestions for joint Webelos den/troop activities are shown below:

1. Webelos den visits troop Court of Honor.
2. Webelos den and troop share an evening campfire.
3. Joint attendance at Scout Sunday or Sabbath services.
4. Pack/troop community Good turn, or Good Turn for chartered organization.
5. Webelos den on a day hike with troop.
6. Troop leaders assist on a Webelos dad-and-son overnight campout.
7. Webelos den visits a district camporee with troop as host.
8. Scoutmaster and troop junior leaders take part in pack graduation ceremonies.

ADVANCEMENT

The Webelos Scout advancement plan has three parts: The Webelos badge, the 15 activity badges, and the Arrow of Light Award.

As soon as a boy joins the Webelos den he begins work immediately on the Webelos activity badges and the requirements for the Webelos rank.

After he has earned the Webelos badge, he begins work on requirements for the Arrow of Light Award.

Pack leaders, Webelos parents, Webelos Scouts, and troop leaders should understand the significance of Webelos advancement requirements as related to Boy Scout requirements.

Meaningful advancement ceremonies are important. Troop representatives should be involved in pack graduation ceremonies.

See "Webelos Scout Book" for information on advancement requirements. See "Webelos Den Leader's Book" for additional help on advancement.

The Fifteener Award

The fifteener award is earned by the Webelos Scout who completes requirements for all 15 activity badges. This attractive certificate, available at council service center is distinctly our own.

[See Fifteener Award page 6.]

Service Projects

One of the primary aims of Scouting is citizenship training. Through service projects we can do much to instill in the Webelos the qualities necessary for responsible, participating citizenship. There is nothing quite as gratifying to a volunteer leader as seeing the personal pride and sense of accomplishment in his boys after completing a worthwhile service project.

Service projects can be done on a den or pack level. They should be challenging but not beyond the capacity of the Webelos Scout. This is a good opportunity for you to enlist the aid of parents in helping the unit carry out the project.

Try to get ideas from the boys on something they might want to do. Be sure to check with the proper authorities before undertaking any project. Following are a few ideas and other suggestions can be found in the booklet Citizenship Through Service, available at the council service center.

Service projects:

1. Clean-up school playground.
2. Plant tree at school, church when rechartering.
3. Walk neighborhood for "clean sweep."
4. Clean up parks and recreation areas.
5. Clean up yard for elderly person.
6. Rake leaves and debris from institutional representation.
7. Adopt a person with a handicap or an elderly person in the neighborhood. Mow the yard, wash windows and screens, run errands. This could be a year-round project including snow clearing, leaf raking.
8. Paint and clean-up project at building and ground of chartered organization. Paint oil drums or heavy fiber drums with metal lids and use as litter containers.
9. Adopt a stream. Clean debris and litter from a section of a nearby stream. Or adopt a park. Clean it up; paint benches, make minor repairs, plant shrubbery, etc.
10. Keep neighborhood fire hydrants clear of snow. Shovel snow from driveway of chartered organization or a friend in the neighborhood.
11. Collect paper, glass or aluminum for recycling. Explain to boys that recycling of old waste saves energy because it usually takes less energy to recycle than to use raw materials.
12. Have a leaf-raking party. Rake leaves for the chartered organization or at the home of a friend in the neighborhood and then put them in plastic bags or on a compost pile.

Service projects related to conservation will help Cub Scouts and Webelos Scouts complete many advancement requirements in Wolf, Bear and Webelos activity badges.

Den Outdoor Program

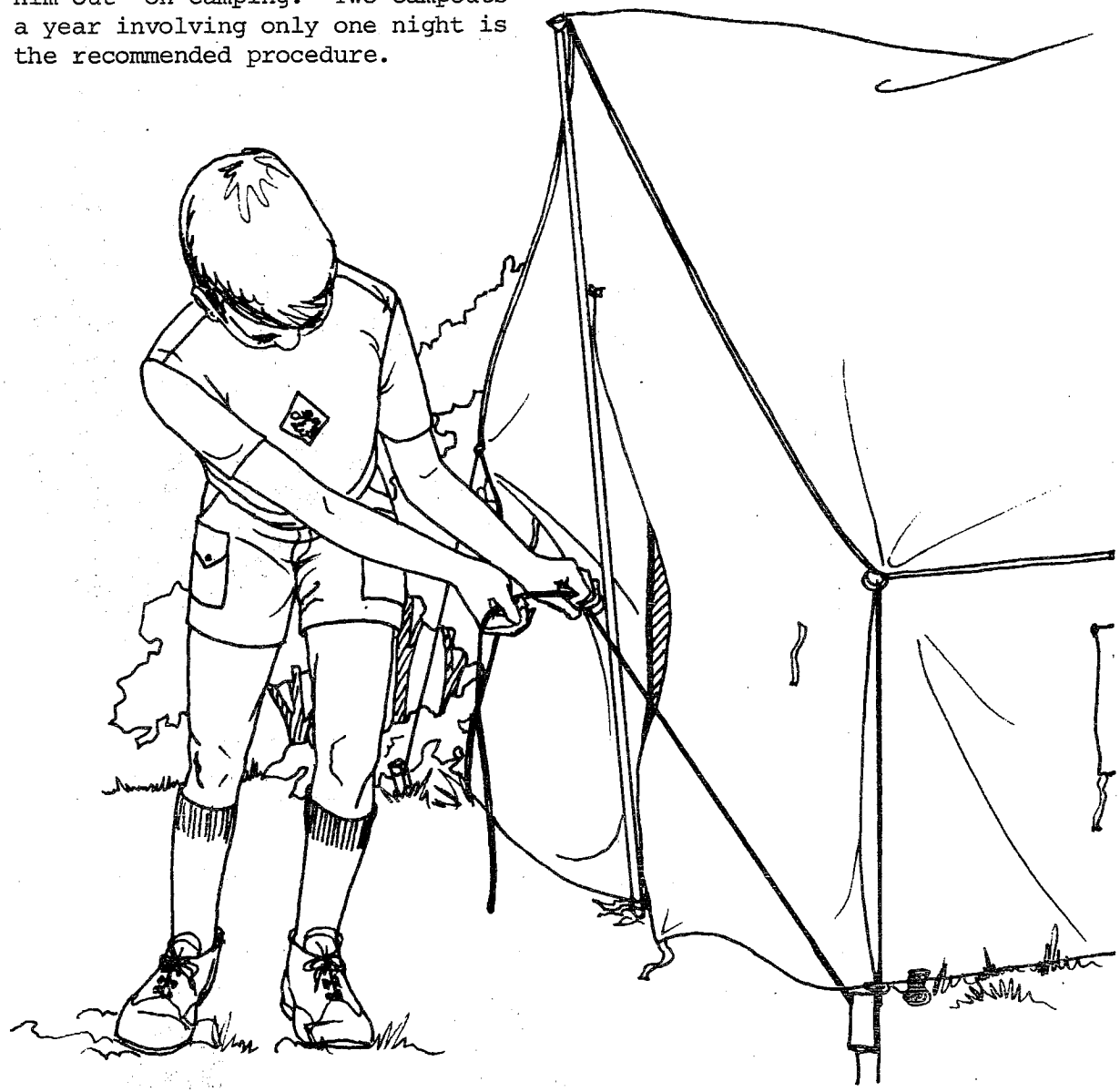
As a Webelos Scout a boy should be in the outdoors more than he was as a Cub Scout. The Webelos den leader, with the help of the dads, should lead hikes to learn about nature, explore areas that can't be seen from cars, or show the boys an interesting spot.

The policy of the Boy Scouts of America is to encourage one or two dad-and-son overnight camping trips, but the cooperation of fathers is essential. These overnights are for the boys and their fathers. In cases where boys do not have fathers, the parent or guardian should ask the den leader to secure a responsible person to be with the boy.

Some DO'S and DON'TS of overnights:
Do plan a campfire with skits and songs.
Do plan it for a warm weather season.
Do have it close to home.
Do plan to stay in a tent.
Do let the dad and son cook.

Don't let a boy handle liquid fuel (Scout policy).
Don't drink untested water - bring it if necessary.
Don't let a boy handle a hatchet or axe unsupervised.
Don't stay for more than one hight.

Remember Webelos is preparing the boy for Boy Scouts. Don't "burn him out" on camping. Two campouts a year involving only one night is the recommended procedure.



PACK _____ WEBELOS DEN _____

WEBELOS

PRESENTS

WEBELOS FIFTEENER AWARD

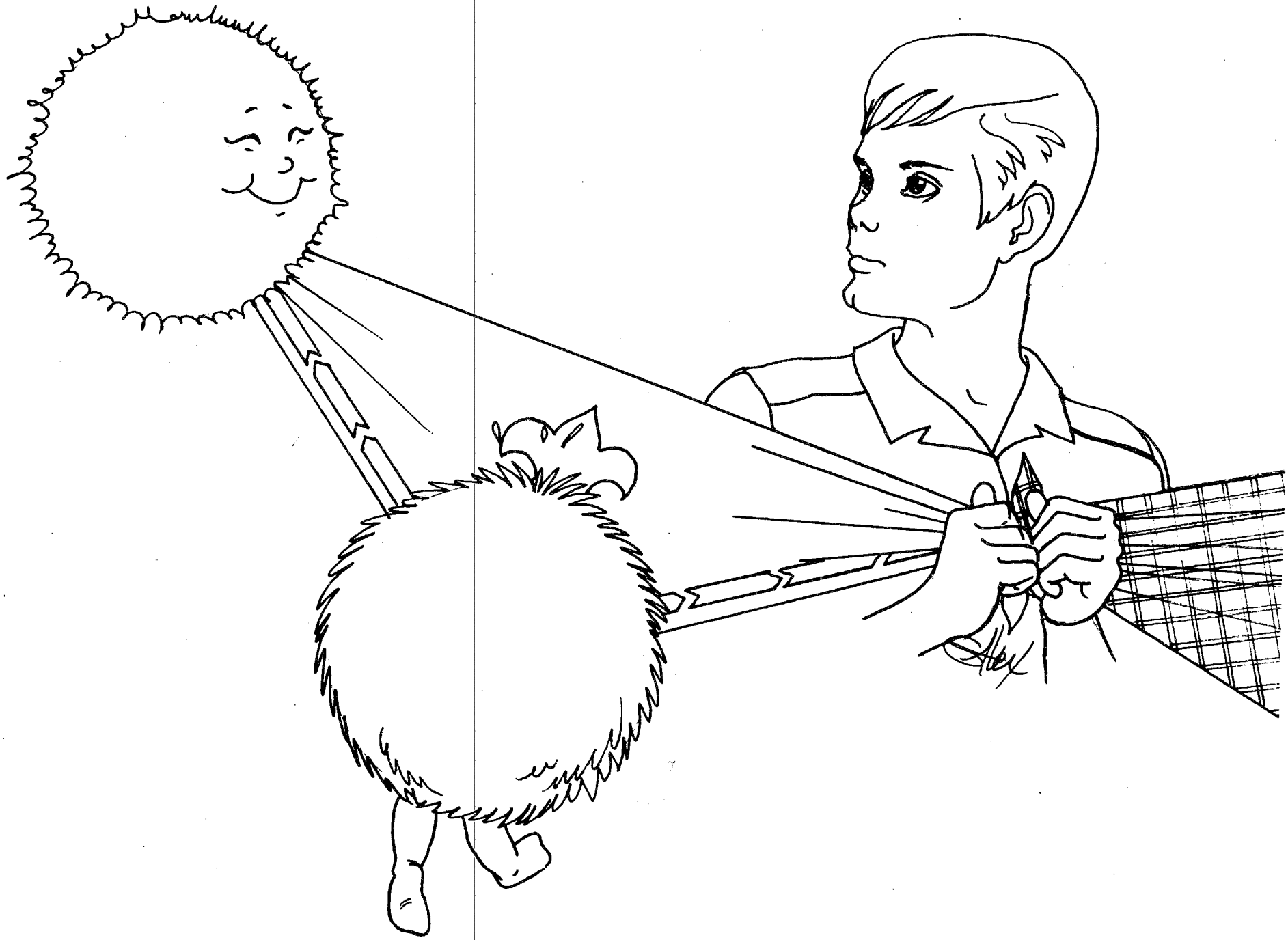
TO

_____

CUBMASTER _____ DATE _____ WEBELOS LEADER _____

HEART OF AMERICA COUNCIL BOY SCOUTS OF AMERICA

X X X WEBELOS TO SCOUT TRANSITION



WEBELOS TO SCOUT TRANSITION

The Webelos to Scout transition plan is a cooperative effort on the part of the Cub Scout Pack and the Boy Scout Troop which will result in increased transition of Webelos Scouts to the Boy Scout program. The number of Webelos Scouts that graduate into the Boy Scouts seems to decline at times. To gain a better understanding of how this trend can be reversed, both Pack and Troop Committees need to examine their programs so that negative activities can be eliminated and positive activities added.

Reasons that Webelos don't join: Negative attitudes by boys and/or leaders; inactivity of a troop; negative peer pressure; time conflict with sports; scouting program "burn-out;" poor Pack and/or Troop leadership; bad first camping experience; fear of the unknown.

The activities which help Webelos join troops are: recognition through advancement; experience of the fun aspects of camping; exposure to a Boy Scout Troop; having motivated leaders; example of Den Chiefs; well-planned activities geared to their age group; a positive parental attitude and involvement in the program; having friends in the Troop; having friends join Troop with him.

The primary elements of a transition plan are a program, leadership, advancement, training, and organization (PLATO).

The goal of the program is to provide activities that are fun for boys and meet their needs, interests, desires, and contribute to their growth. Each month's program should be built around a Webelos activity badge.

Leadership is provided by a male Webelos den leader and Assistant Webelos Den Leader, who plan and implement a program to meet the needs of the Webelos Scouts. A key element in the implementation of the plan is a communication link between the Webelos Den Leader and the Troop Webelos Resource Person. The Troop Webelos resource person will coordinate all visits between the Pack and Troop, provide camping equipment for Webelos father-son campouts, and provide a trained Webelos Den Chief.

The Webelos Scout advancement plan has three sections: The fifteen activity badges, the Webelos badge, and the Arrow of Light award. As soon as a boy joins the Webelos den, he begins to work on activity badges and earning the Webelos badge. After attaining the Webelos badge he works on the Arrow of Light award requirements.

The Webelos badge requirements prepare the boy for meeting Boy Scout badge requirements when he joins a Troop; the Arrow of Light award requirements help prepare the boy to meet most of the Tenderfoot requirements as a Boy Scout.

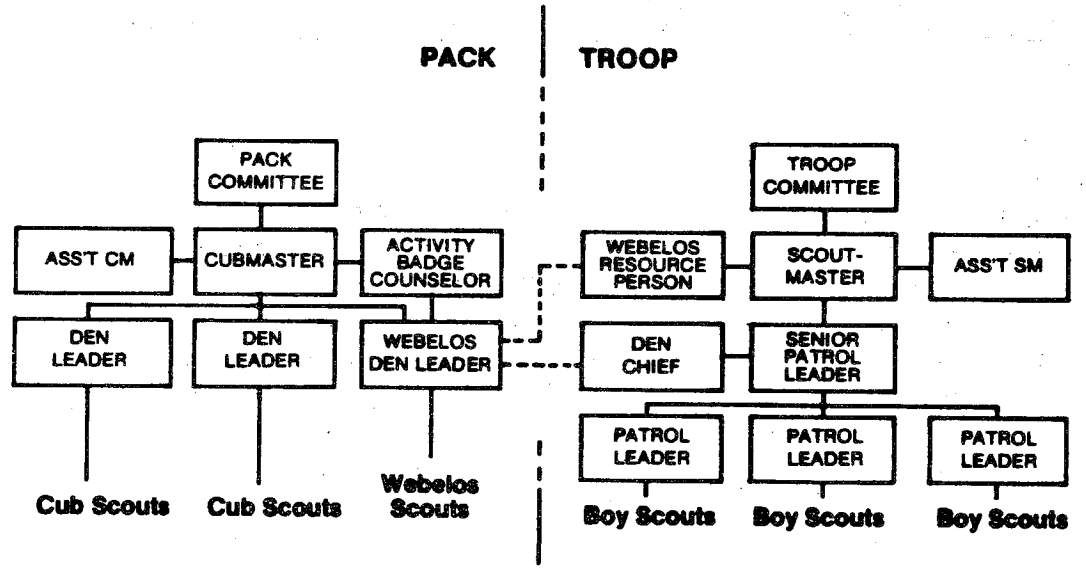
Meaningful advancement recognition ceremonies are important.

As soon as a boy completes the Arrow of Light requirements, arrange an impressive ceremony at a Pack meeting. Invite a Troop Scoutmaster to take part in the ceremony.

To provide a meaningful program, each leader should be trained. The following training is available on the district level:

Basic and outdoor leader training, monthly Roundtables, and the annual Pow Wow.

The pack organization should consist of a Pack Committee, Cubmaster, Den Leaders, and Webelos Den Leaders. The Troop organization should consist of a Troop Committee, Scoutmaster, Junior Assistant Scoutmasters, Webelos resource person, Senior Patrol Leader, Patrol Leaders, and Den Chiefs. (See chart.)



Emphasize that the Transition Plan will work successfully only when both Cub Scout and Boy Scout leadership carry out their responsibilities.

Leadership Responsibilities

WEBELOS DEN LEADER

1. Conduct yearly program planning conferences with Troop Webelos resource person and others, to include joint Pack (or Den)/Troop activities.

2. Provide a year-round program for the Webelos Den.

3. Help plan a Webelos Den/Troop joint activity each quarter.

4. Participate with Webelos Den in District and/or Council activities for Webelos Scouts and Boy Scouts.

5. Borrow Troop equipment, as needed, for overnight campouts.

6. Help conduct effective graduation ceremonies in the Pack.

7. Use Parent Talent Survey sheets to identify potential activity badge counselors.

8. Work closely with Troop Webelos resource person.

9. Maintain a close working relationship with the Scoutmaster and Troop junior leaders.

10. Recruit and effectively use activity badge counselors.

11. Work with the Webelos Den Leader Coach (if any).

12. Train the Webelos Den Chief.

13. Work with the Unit Commissioner on graduation into the Troop, on Pack/Troop relationships, etc.

14. Attend joint Roundtables twice a year.

ASSISTANT WEBELOS DEN LEADER

1. Assist Webelos Den Leader with Den/Troop activities.

2. Take part in yearly program planning conference.

3. Work with Webelos Den Leader Coach (if any) and Troop Webelos resource person.

4. Support and encourage Webelos Den Chief.

WEBELOS DEN CHIEF

1. Receive training from Webelos Den Leader.

2. Participate in yearly program planning meeting.

3. Assist with quarterly Den/Troop activity.

4. Participate in District and Council activities for Webelos Scouts and Boy Scouts.

5. Participate with Pack and Troop in joint money-earning activities and service projects.

6. Show Webelos Scouts how to use troop equipment on Webelos father-son overnight campouts.

7. Obtain support from Troop junior leaders.

8. Help Webelos Scouts with advancement on Webelos badge and Arrow of Light award.

9. Assist activity badge counselors, as needed.

10. Act as liason between the Webelos Den and Troop, along with the Troop Webelos resource person.

TROOP WEBELOS RESOURCE PERSON

1. Serve as a liason between the Troop and Webelos Den, along with the Webelos Den Chief.

2. Keep the Scoutmaster aware of graduation ceremonies.

3. Arrange for troop visitations by Webelos Scouts.

4. Keep the Troop Committee informed about graduating Webelos Scouts.

5. Coordinate Pack/Troop activities.

6. Help recruit and train the Webelos Den Chief.

7. Report to Troop Committee on Webelos Den progress.

8. Promote Scoutmaster/ Webelos Den Leader relationship.

9. Work closely with Webelos Den Leader Coach or Webelos Den Leaders to plan a year-round program, including quarterly joint activities.

10. Help prepare Webelos Scouts for outdoor activities. Arrange for loan of troop camping equipment, as needed by Webelos Den.

SCOUTMASTER

1. Recruit qualified Webelos Den Chiefs.

2. Assist, as needed, with Webelos father-son overnight campouts and joint Pack/Troop activities.

3. Loan troop equipment for Webelos overnight campouts.

4. Participate in Pack graduation ceremonies.

5. Welcome graduating Webelos Scouts into the Troop.

6. Encourage Webelos Den Chief to be a recruiter for the Troop.

7. Support the Troop Webelos resource person.

8. Help maintain a strong Troop/Pack relationship.

9. Supervise Scout and Tenderfoot badge requirements.

10. Invite Webelos Scouts to troop events.

11. Invite Webelos Den Leader to Boy Scout outdoor training.

12. Attend joint Roundtables twice a year.

CUBMASTER

1. Assist in planning and conducting graduation ceremonies.

2. Conduct Webelos Den induction ceremonies and Arrow of Light Award ceremonies.

3. Support Webelos Den Leaders in Pack/Troop activities.

4. Help establish and maintain strong Pack/Troop relationships.

5. Encourage high advancement standards for Webelos Scouts.

6. Include Webelos Den in Pack meeting participation.

7. Attend joint Roundtables twice each year with Webelos Den Leaders.

TROOP JUNIOR LEADERS

1. Support the Den Chiefs in the Troop.
2. Substitute for Den Chief when needed.
3. Act as big brother to Webelos Scouts during joint Troop/Pack meetings/activities.
4. Encourage Webelos Scouts.
5. Welcome graduating Webelos Scouts into the Troop.

UNIT COMMISSIONER

1. Help establish Pack/Troop liason.
2. Help maintain strong Pack/Troop relationships.
3. Encourage the selection of a Troop Webelos resource person.
4. Encourage the selection of activity badge counselors.
5. Attend graduation ceremonies.
6. Promote and attend Pack/Troop activities.
7. Report to District Commissioner on successes and needs of the transition plan.
8. Keep a record of Webelos graduations into the Troop.
9. Provide Pack and Troop with latest information and program ideas.
10. Promote Den Chief training.
11. Promote attendance at joint Roundtables twice a year by both Pack and Troop leaders.
12. Attend joint Roundtables when possible.

CUB SCOUT ROUNDTABLE COMMISSIONER

1. See that an informative Webelos split session is conducted at each month's Roundtable.
2. Help conduct the joint Roundtable twice a year.
3. Promote Pack/Troop program ideas.
4. Provide the latest information and program ideas to Webelos leaders.

BOY SCOUT ROUNDTABLE COMMISSIONER

1. Host joint Roundtable twice a year, with the assistance of the Cub Scout Roundtable staff.
2. Promote Pack/Troop program ideas.
3. Promote strong relationships between Packs and Troops.

PACK COMMITTEE

1. Help recruit and support Webelos Den Leaders.
2. Promote Webelos to Scout transition through the chartered organization.
3. Keep informed of Webelos Den progress and needs.
4. Help bring families together at joint Pack/Troop activities.

5. Promote strong Pack/Troop relationships.

6. Help provide resources for Webelos Dens, as needed.