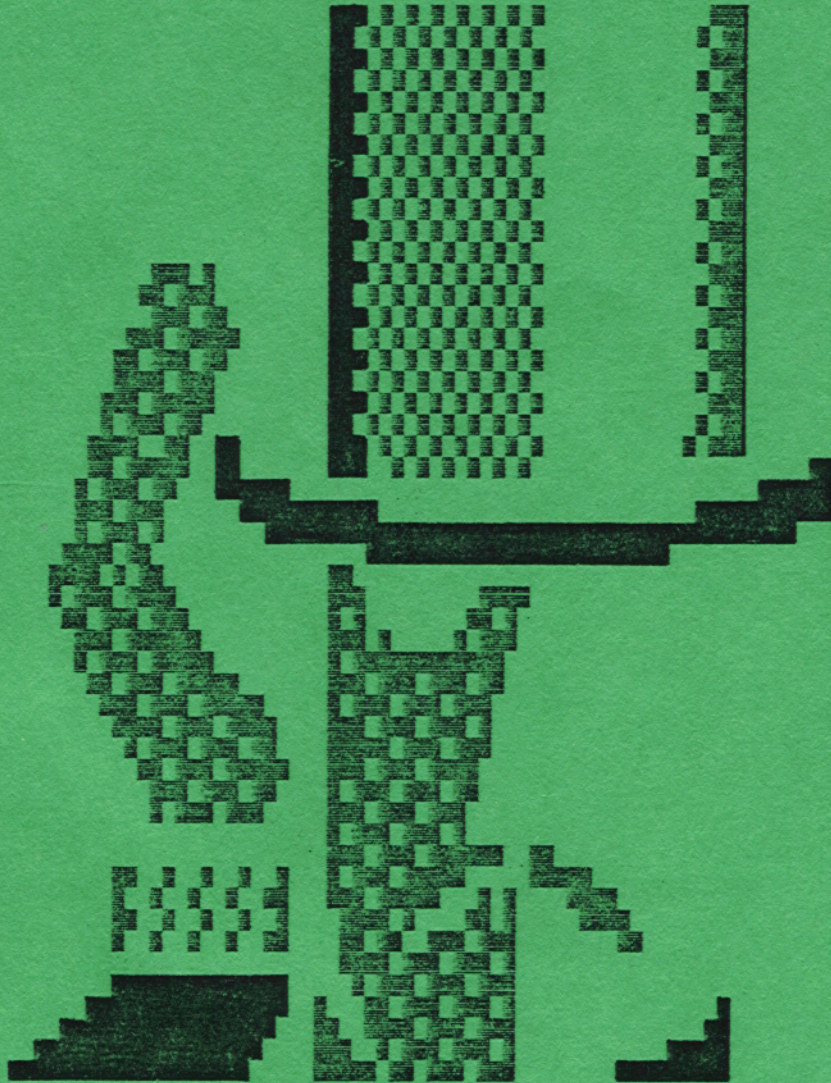


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# POW WOW 1986



CAMDEN COUNTY COUNCIL

BOY SCOUTS OF AMERICA

We the Staff of the 1986 Cub Scout POW WOW welcome you to get into our Mardi Gras spirit for the greatest Cub Scout Training experience of the year.

The POW WOW is a learning experience, share your ideas with others and learn new ways and new techniques for developing better den and pack activities. You learn by doing, and through participation a whole new world of fun and adventure will open up to you.

In the Cub Scout Program our purpose is to develop Character, Citizenship Development, and Physical Fitness in body, mind and spirit. Cub Scouting is worth the best we can give the boys because our real aim is to help shape the future of our Nation and the World through Cub Scouting.

We acknowledge the hundreds of resources we used to put this POW WOW booklet together. We wish to thank several surrounding councils for the use of some of their material used in the assembly of this booklet

Our intention is to provide the Cub Scout Leaders of Camden County Council with a reference book to serve their needs.

We wish to tank you for attending todays POW WOW and hope the trail you follow will lead you to many great experiences in fun and friendship through your Cub Scouting Program.

The Staff

1986 pow wow

MARDI GRAS  
POW WOW '86 STAFF

CHAIRMAN  
David Brunelle

Midway ..... Jack Curry  
Pack Administration ..... Lana Brunelle  
Carol Roach  
Webelos ..... Frank Kisselbach  
Skits and Puppets ..... Carol Leibach  
Handicraft ..... Jessie Welty  
Linda Trauger  
Songs and Games ..... Barbara & David White  
Promotion ..... Carol Roach  
Harry Hudson  
George McDonald  
Exhibits ..... Cindy Holshue  
Elaine Merkl  
Ceremonies ..... Jose Arechavala  
Blue and Gold ..... Maunie Sgobbo  
Babs Moen  
Entertainment ..... Ed Domanski  
Speaker ..... Chip Roach  
Trading Post ..... Marie Kehner  
Beth Wissinger

The staff of Pow Wow '86 wishes to extend a warm welcome to you. We hope you will enjoy your sessions today, and are able to take home much information. We will do our best to answer any and all questions to the best of our ability. If we don't have the answers we will get it for you.

1 9 8 6

CUB SCOUT POW WOW  
CHARLES LEWIS SCHOOL, BLACKWOOD  
9:00 AM - 4:00 PM

Agenda

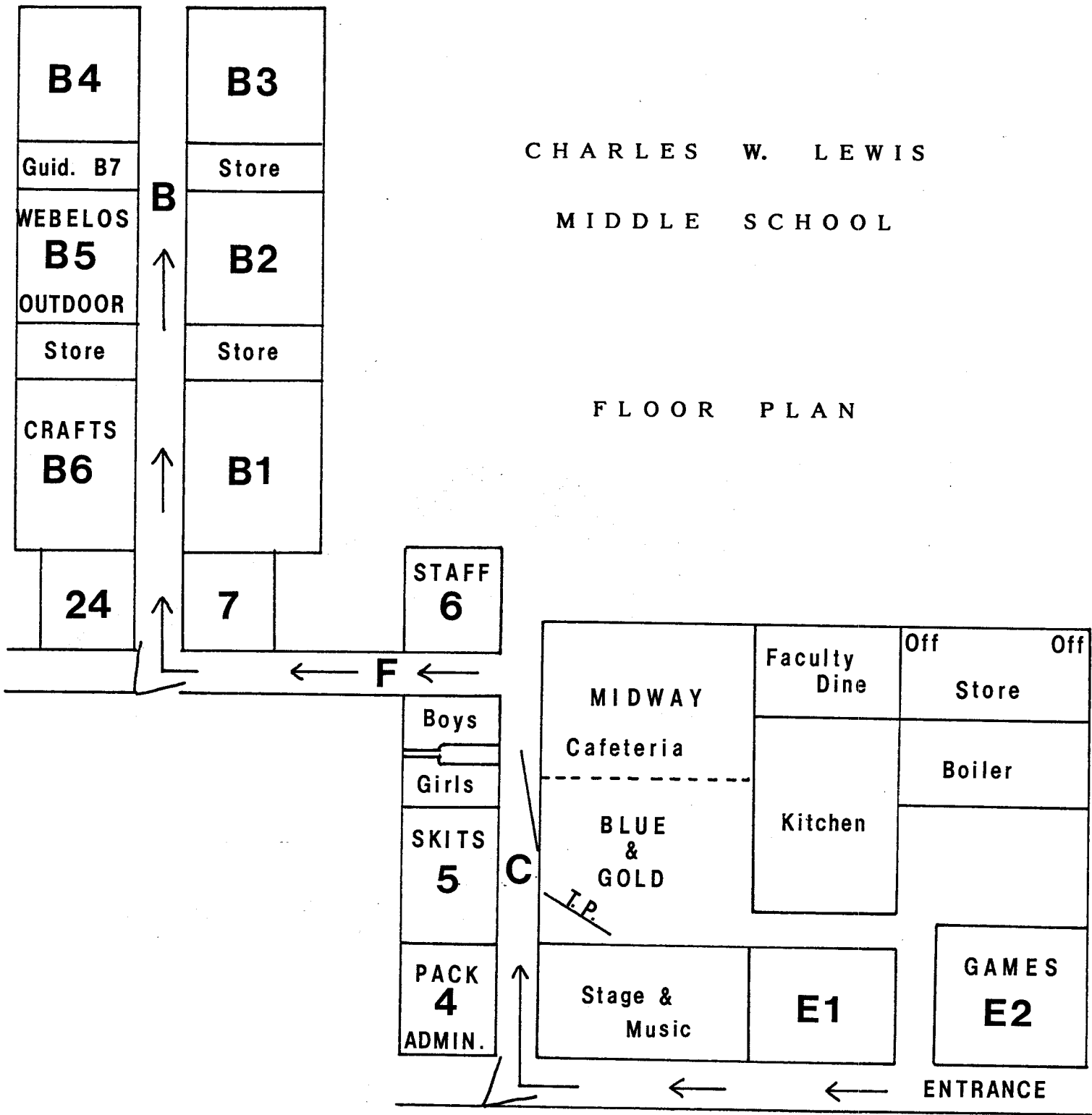
1. Registration 9:00 A.M.
2. Visit Midway 9:00 A.M.  
Theme Tables  
Coffee Break
3. Opening 10:00 A.M.
4. Handicraft 10:30 A.M.  
Pack Administration  
Webelos  
(above sessions are all morning)
5. Skits & Puppets 10:20 A.M.
6. Games & Songs 11:30 A.M.
7. L U N C H 12:30 Noon
8. Midway 1:30 - 2:00 P.M.
9. Handicraft 2:00 P.M.  
Ceremonies  
(above sessions all afternoon)
10. Pack Administration 2:00 P.M.  
Skits & Puppets  
Outdoor Orientation
11. Games & Songs 3:00 P.M.
12. Closing 4:00 P.M.

"Good Cubbing"

CHARLES W. LEWIS

MIDDLE SCHOOL

FLOOR PLAN



( P L E A S E P R I N T )

NAME \_\_\_\_\_

PACK NO. \_\_\_\_\_ DISTRICT \_\_\_\_\_

1. What sessions did you take today?

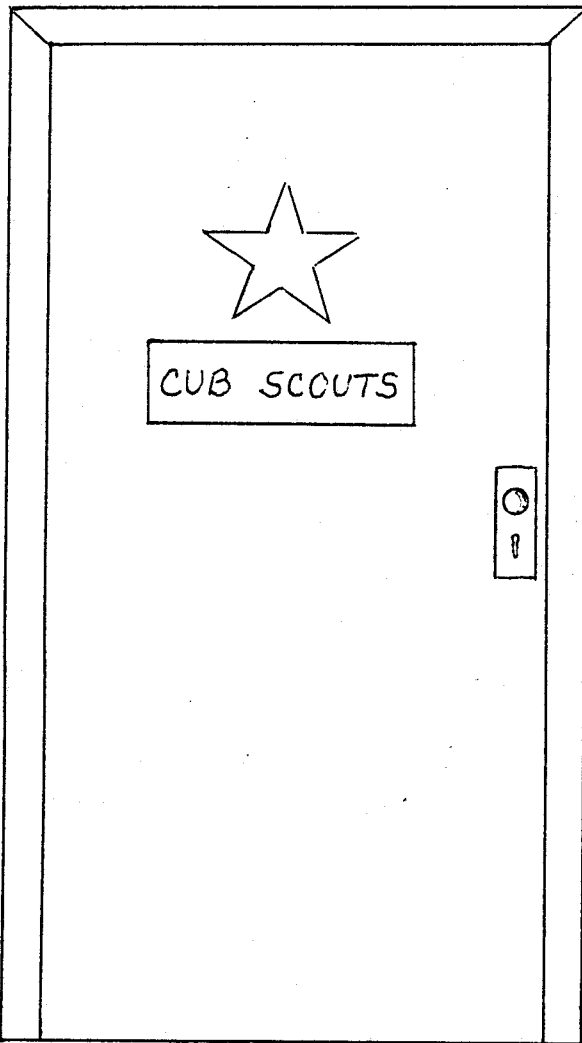
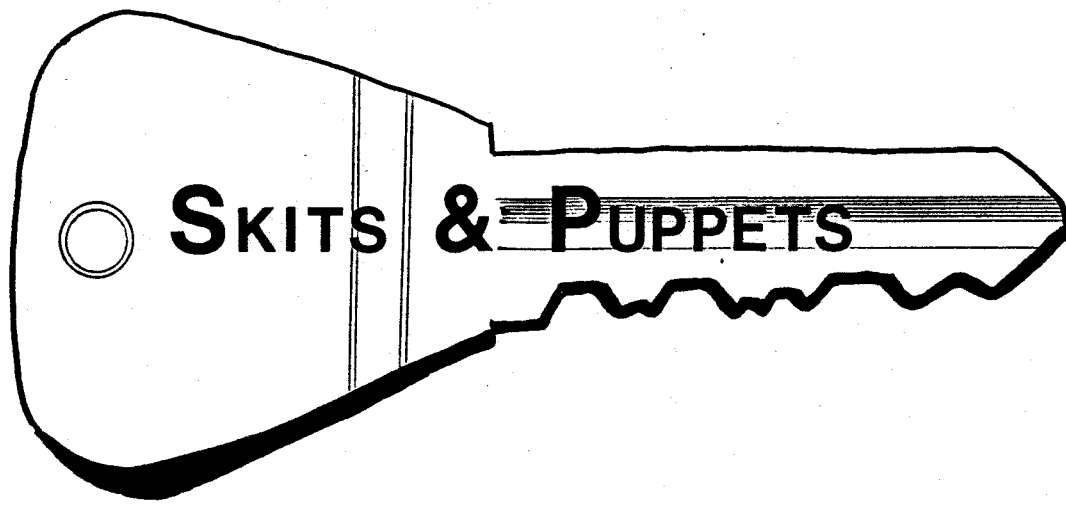
2. What did you think of them? Likes and dislikes.

3. How can we improve on the Pow Wow?

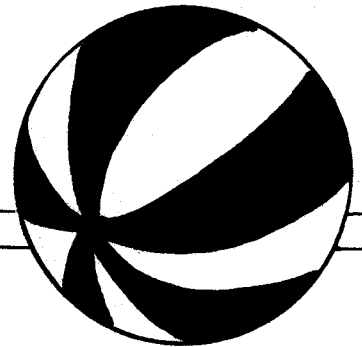
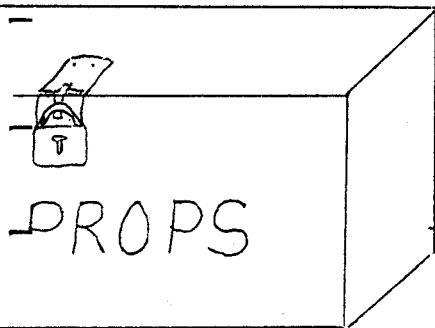
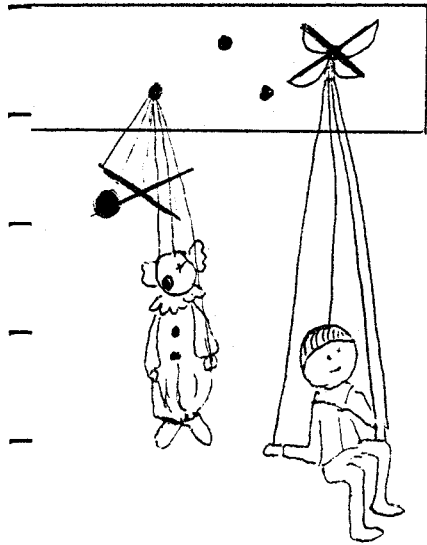
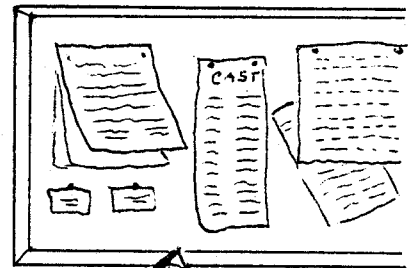
4. Would you be willing to work on Pow Wow Staff next year?

Yes \_\_\_\_\_ No \_\_\_\_\_

If so, in what capacity would you like to serve?



STAGE →



## THE WONDERFUL WORLD OF SKITS

Skits are appealing to boys of Cub Scout age. They help channel a boy's imagination. He doesn't just play he's a pirate. He is a buccaneer sailing under the Jolly Roger. Dramatics are important in the growth of boys because it gives them an outlet for the "let's pretend" part of their character. It gives the boys a chance for creative expression rather than imitations or exhibitionism.

Skits let a boy express his choice of characters and develop his power of observation by helping him recognize the desirable characteristics in the people he sees. They let him play the parts he has always dreamed of. Skits create in him the desire to improve his own interpretation of other people.

### Things to Avoid

1. Dramatization of undesirable characters.
2. Allowing a Cub to attempt a characterization which is difficult for him , causing him to become discouraged.
3. Criticism which makes no attempt to suggest a better way out.
4. The tendency of the more capable Cubs to do all the work.

### Keep Ideas Simple

Simple skits, simple costumes and simple props well done are always more impressive than elaborate ones done poorly. A simple sign can often do wonders..it turns a box into a wagon, car, boat, plane, etc.. It can even turn a boy into a tree.

### Keep Skits Fun

Fun makes a good skit. Whether the theme is serious or humorous, the skit must be fun for the boys.

1. Keep it simple.
2. Keep it short. (3 to 5 minutes at the most)
3. Avoid long memorized dialogue. Pantomimes are great.
4. Use simple scenery, props, costumes - if any.
5. Let every boy take part.
6. Use stage directions liberally - tell who goes where and does what.
7. Make your audience hear. Boys should speak slowly, clearly and loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

### How to Write a Skit

Follow this outline:

1. Boy Wants Something ..... friendship, to find lost planet
2. Boy Starts to Get It ..... by canoe, plane, horseback, etc.
3. Obstacles Stop Boy ..... crocodile, native headhunters
4. Boy Achieves Goal ..... thru act of kindness, bravery, wisdom, magic, unexpected help.



"WHO LIVES IN HOLES?"

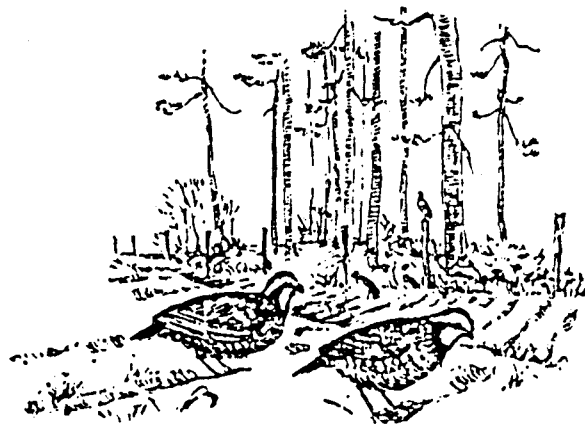
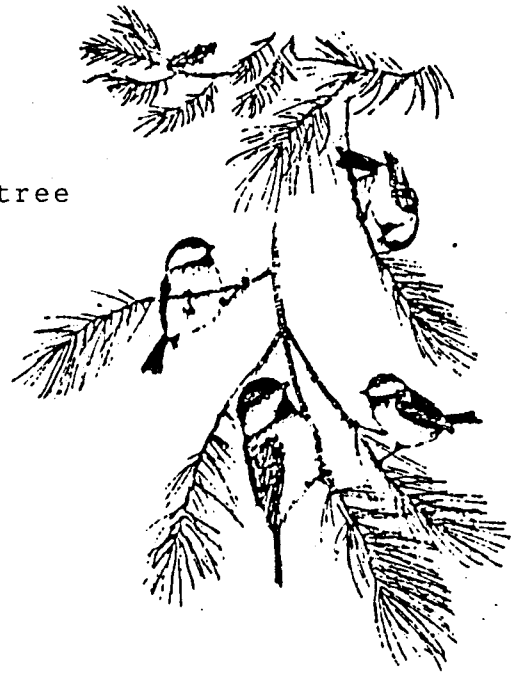
This can be recited by any number of Cub Scouts. Words may either be memorized or be written on index cards.

The world is full of a number of holes,  
I'm sure we should all be as happy as moles.  
There are holes all around  
Made b Chipmunks and Gophers  
And Badgers and Woodchucks -  
All workers, no loafers;  
Made also by Prairie Dogs,  
Earthworms, and Rabbits,  
And others with similar hole-making habits.

Birds, too, can dig holes,  
And of one I would speak,  
A bird who keeps busy  
All day with his beak.

It's the woodpecker, pecking away at a tree  
With a zat-tat-tat-tat.  
And a zat-tat-tat-tee.  
His beak must be strong  
And his neck without doubt.  
It's a wonder, indeed,  
That his eyes  
Don't fall out.  
But his beak isn't blunted,  
His neck isn't weary,  
And his eyes (without glasses)  
Are not the least bleary.

So give him your thanks,  
Though he's loud as can be,  
For by eating the insects  
He's saving the tree.



INDIAN COUNCIL FIRE

- Characters: Any number of Indians including one Big Chief.
- Setting: Indians grouped around a campfire. All are sad that the white men and Indians do not understand each other. Passing peace pipe.
- 1st Indian: "I fear big trouble in making." (All grunt)
- 2nd Indian: "Must do big magic to stop many wars."
- 3rd Indian: "How!"
- 4th Indian: "Big worry makes had ache with thinking." (All grunt).
- Big Chief: "Big Spirit give me wisdom to treat problem. I must go to white man." (Rises from campfire and goes to center stage, he addresses audience.)
- "We all wish for peaceful moons and plentiful corn." "Maybe we need to know word from each other. Please help me and repeat after me the words I say."
- Big Chief: "Oh Wa."
- Audience: "Oh Wa."
- Big Chief: "Ta Goo"
- Audience: "Ta Goo"
- Big Chief: "Si am"
- Audience: "Si am"
- Big Chief: "Very good. I think we are learning! Please one more time to go faster into land of knowledge."



(Repeat complete chant as before, but faster, so that they combine, syllables and come up with the meaning.)

OH! WHAT A GOOSE I AM!

A STORY OF THE CUB SCOUTS

Equipment: Fire Place  
 Kettle  
 Dry Ice for "smoke"  
 Indians

Curtain opens: Three Indians sit around fireplace with kettle.

Narrator: Many, many moons ago the great Chief Akela called a council to see what could be done to make his tribe the best of all tribes.



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

(Brave leaves stage)



He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky.

(Second brave leaves)

Both braves return, one with blue water, and one with yellow water. They hold up bottles and show to everyone.

Akela tells the brave to pour some of the beauty of the sun into the council mixing pot.

(Does so, causing smoke)



Akela now tells the other brave to pour some of the beauty of the sky into the council mixing pot.

(Does so, causing smoke) (AKELA RAISES HANDS)

Akela says, "from this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness and good cheer.



Akela reaches into pot- pulls out Cub Scout neckerchief and opens and holds it up.

...and this is why the Cub Scout uses the colors Blue and Gold....

BLACKOUT SKITS

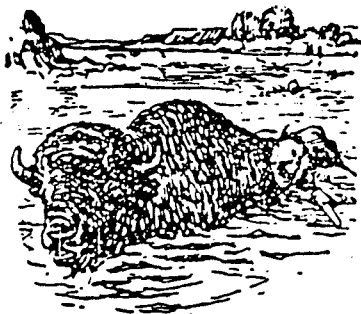
A group of cowboys are standing around, looking anxiously about them, and one says: "What can we do? We're surrounded! There are Indians in front of us, Indians to the right of us, Indians to the left of us, and in back of us, a mighty river! What can we do?"

The voice sings: "Row, row, row, your boat, gently down the stream."



For another blackout, you might have a group of cowboys standing around and talking about expansion of the country westward. One says, "Yeah. We should head West and take all that land that's waiting for us! After all, what's to stop us?"

The voice sings: "One little, two little, three little Indians



WASHINGTON AT VALLEY FORGE

Characters: George Washington, bugler, dispatch rider,  
several soldiers.

There is no narration to this skit. Actors should be dressed appropriately. Their actions are exaggerated. They pantomime the following.

1. Cold and tattered soldiers are sitting and lying on the ground, shaking.
2. Other soldiers try to feed, bandage, and warm them.
3. Washington enters, looks around in concern.
4. A few of the healthier soldiers struggle to their feet to salute him.
5. Washington steps from soldier to soldier, patting each and speaking words of comfort (silently)
6. A dispatch rider races in, hands message to Washington.
7. Washington peers off stage as if observing enemy troop movements.
8. Washington becomes alert, signals to a bugler who steps forward.
9. As the bugle sounds, (silently) the soldiers struggle to their feet, grab heir rifles.
10. Soldiers form a marching column.
11. Flag is advanced to front of column.
12. Washington gestures outward to indicate that they will march forward to victory.
13. Washington places himself at head of troops.
14. With heads held high, the soldiers follow Washington off stage.

MERRY CHRISTMAS SCRAMBLE

Characters: 2 dens can participate. Combine for song and skit.

Props:

Christmas tree or snow scenery. Could also use large boxes made into alphabet blocks with "Merry Christmas" letters on sides. Posterboard letters spelling out "Merry Christmas" (3 R's, 2 S's, 2 M's, and 1 each E, Y, C, H, I, T, A. Letters should be at least 9" x 12").

Boys enter on stage carrying letters to spell "Merry Christmas" All the letters are scrambled RRCEMHMSTSYRMA. Makes no sense at all. Boys all look puzzled.

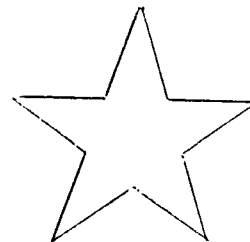
Den Chief enters, looks at boys, scratches his head and really looks the boys over again. He begins to re-arrange the letters (moving boys all around). He makes several errors. All the time the boys are looking around trying to figure out the message.

Den Chief finally gives up, just cannot figure it out.

Boys make a huddle and discuss the situation.

Finally one boy goes over and taps Den Chief on his shoulder and whispers in his ear. Den Chief then proceeds to properly arrange letters to spell "Merry Christmas".

When all letters are in place, the den(s) lead audience in singing "We wish you a Merry Christmas".



GONE SWIMMING

Den Leader: O.K. boys, this month we're going to talk about water safety. We need to learn how to be safe while swimming or boating.

Tony: Are we going to get a chance to do any swimming?

Den Leader: Yes, I will show you how to be safe in the water.

Pest: But, Mr. Jones.....

Darrin: We need to be able to take care of ourselves in the water so can you show us how?

Den Leader: We will go to the pool in a few minutes.

Pest: But Mr. Jones.....

Den Leader: David, be quiet! We've to learn enough to get our Aquanaut badges and you keep interrupting.

Jackie: Will you show us how to dive safely?

Den Leader: Yes, as soon as we have water safety we will go to the pool.

Pest: But, Mr. Jones.....

Den Leader: David, keep quiet!

Darrin: What do you want to tell us about water safety?

Den Leader: You must be careful not to go out too far where you can't touch bottom or swim back to safety, and you must never dive into water if you don't know what's under it. Now I'll show you how to dive into the pool.

Pest: But, Mr. Jones.....

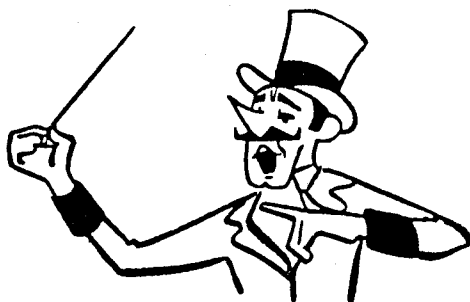
CHRASH!!

Pest: There's no water in the pool!

(Written by Webelos Scouts of Den 4 - P-1378)

BAREBACK RIDER

Two clowns come out and get down on all fours, facing the audience. A third clown comes out and stands on their backs, facing the audience. Then he gets down and comes forward to take his bows. The M.C. says, "Is that the whole act?" The clown answers, "Well, of course, what more did you want?" The M.C. says, "A little more than that! What makes you think you're a bareback rider?" The clown turns around and shows his back, whick is bare - and walks off.

HIGH WIRE ACT

The clowns come on and singly, walk along an imaginary wire on the floor. They use the standard umbrella to help themselves and make the walking look quite difficult. After they all finish, the clowns come forward to take their bows. The M.C. talks to the first clown: "That was an amazing, skillful performance, but I thought it was supposed to be a high wire act." The clown answers: "Yes, that's true, but we're all afraid of heights."



GOING FISHING

Setting and props: Collect a lot of fishing equipment - tackle box, rod and reel, plugs, spinners, waders, net, creel.

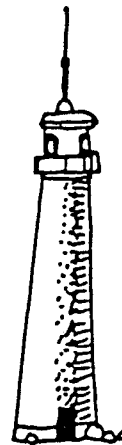
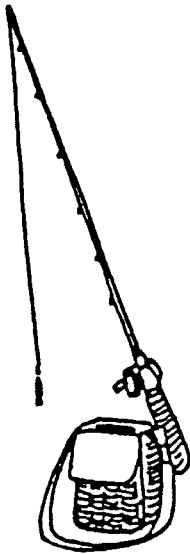
Characters: Bill, Bill's dad, and several other men.

The Plot: As the scene opens, the men are gathered around the fishing equipment, talking about a fishing trip they are planning. They pick up the different pieces of equipment and try them. Two of them argue about the merits of bait casting against fly fishing. The more elaborate the better

Finally, Bill's dad says, "I think I'll take my son, Bill, along on this trip. He doesn't know what fishing is all about.

One of the men answers: "Yes, it will be lots of fun for Bill. He'll have the time of his life! You've got all the equipment you need. That's what it takes to catch the big ones -- the right kind of tackle!"

Surprise ending: Bill enters, barefooted, wearing old jeans, a beat-up straw hat, and carrying a big string of big fish. (Cardboard ones). He says, "Did I hear someone mention my name?"



# Stocking Masks

from nylon  
stockings and  
wire coat hangers



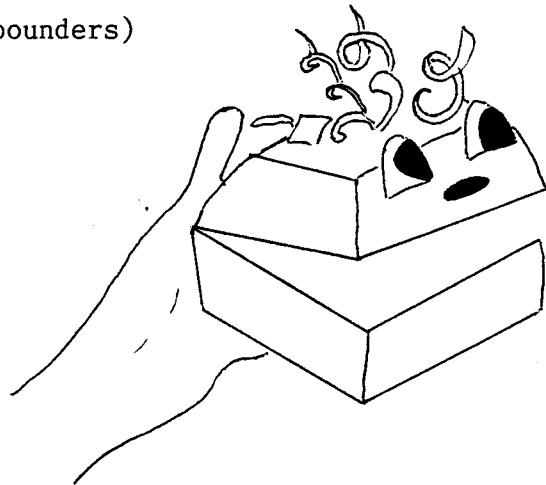
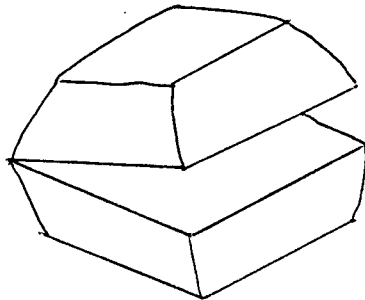
CUT NYLON STOCKING IN →  
HALF - PULL SECTION OF  
STOCKING OVER ROUNDED  
COAT HANGER - TIE AT NECK



TO MAKE FACE - USE  
COTTON SCRAPS, YARN,  
FELT, BUTTONS, PAPER  
CLIPS, NEEDLE AND  
THREAD FOR DETAILS

## CARRY-OUT CARTONS

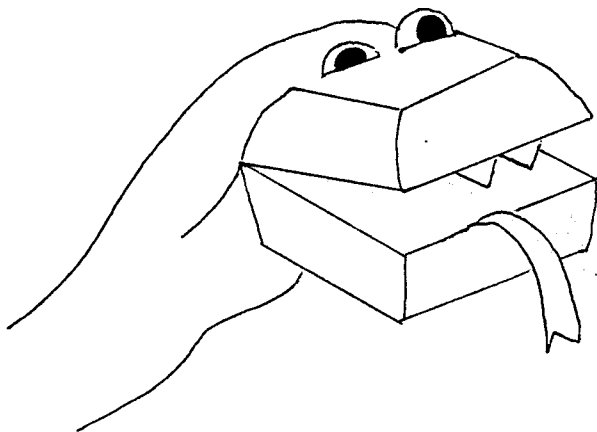
(McDonalds  $\frac{1}{4}$  pounders)



Cut off the closing tab and loop on the carton. Cut two slits, 2" apart, in the top and bottom near the hinged side. Insert a strip of light weight cardboard, 1" x 5" down through the slits on each side to make loops for your fingers.

Tape or glue (with rubber cement only) the ends on the inside. Add paper eyes, nose, and curled strips of paper or ribbon for hair. Outline the front of the mouth with crayon.

(These are available in yellow, white, and pink with your purchase at McDonalds, sometimes without purchases to Den Mothers who ask).

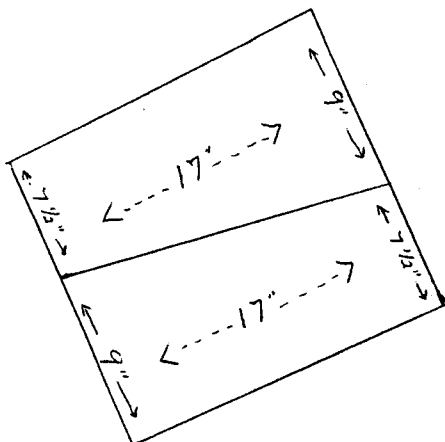


The cartons will last longer and can be more versatile if covered with cloth.

First line the interior with a rectangle of red, 12" x 3 $\frac{1}{4}$ ", this will leave the carton showing around three sides to act as the teeth.

(Be sure to use rubber cement as no other glue I used seems to hold).

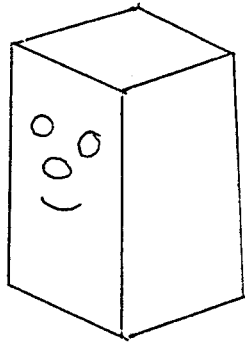
This red inside gives the mouth a more realistic appearance but also holds long after the foam hinge breaks.



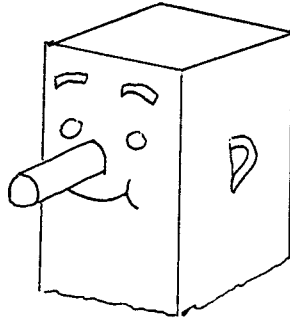
Cut the figure shown twice for each puppet (if you turn the narrow side to the wide side you get more, and waste less). Sew from the narrow end up, 12" the open end will now be glued down the sides of the carton, don't go on the inside. Pull smooth on the sides but don't pull tight on the top, you must leave room for your hand. Sometimes to get a better fit, slit material a short bit and over lap.

For more carton ideas see Aug-Sept. Pack-O-Fun, 1976 - p.38

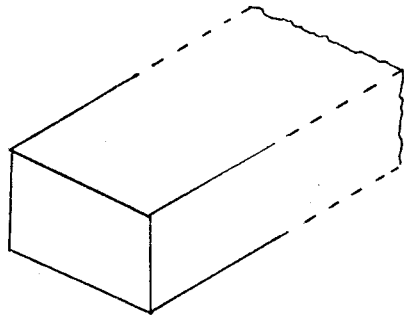
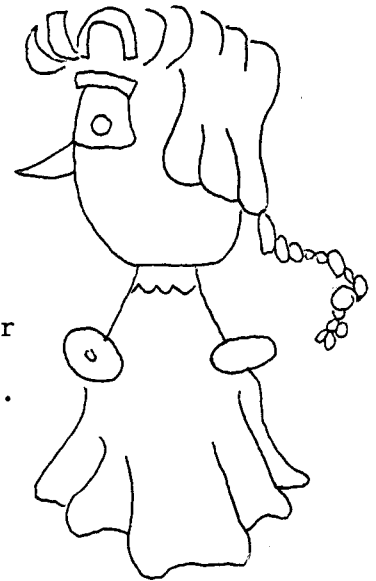
# PAPER BAG PUPPETS



Open bag and draw light lines, dividing bag into thirds. Locate and fill in features

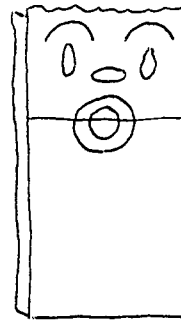


Add nose eyes, and hair. Stuff bag with paper and tie on stick. Your Puppet is ready to go.

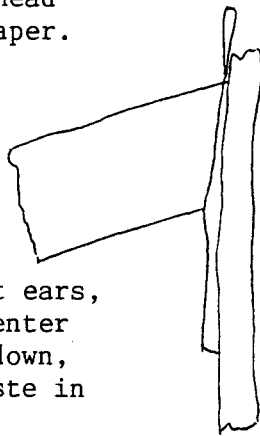


Stuff head with paper.

For an animal Puppet, use two bags. Mark first bag and cut on dotted lines. Cut bottom slot 1 inch longer than top. Fold sides in, and top and bottom up and down, as shown.



To make a talking Puppet, mark features on flat bottom of bag, top of mouth on bottom of the bag and lower part of mouth on the front of the bag.

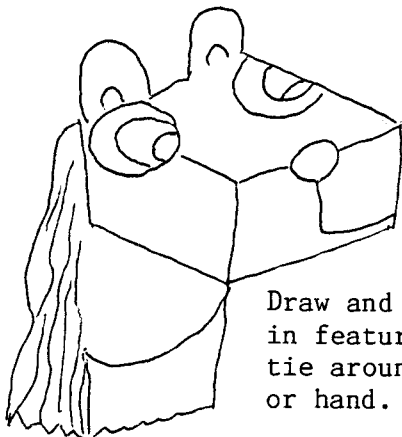
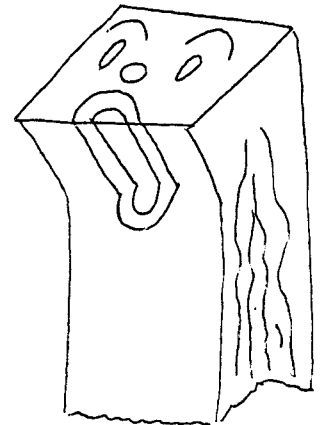


Cut out ears, fold center piece down, and paste in place

Extend flap of first bag above second bag to form ears. Paste the bottom piece down. If ears extend from sides, use side pieces and fold top piece over the second bag and paste in place.

Lift bottom and complete the mouth.

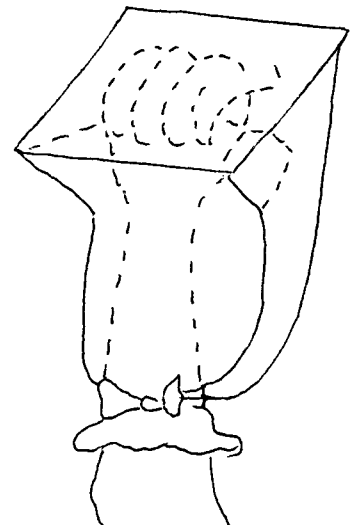
add hair, ears, or mustache.



Draw and color in features and tie around stick or hand.

To operate, place hand in bag with fingers over edge of bottom, open and close hand to make Puppet talk.

Use elastic bow tie to hold on arm.

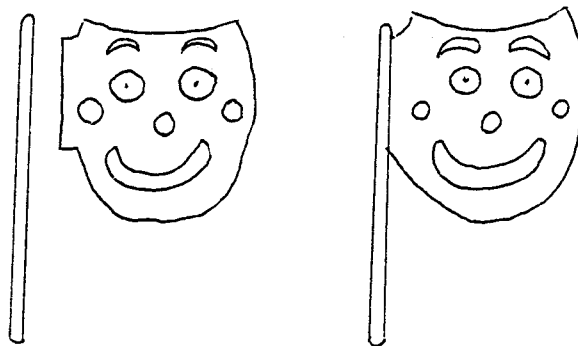


## MASK ON A STICK

Masks that attach to a stick have many stage uses. In a matter of seconds, your Cubs can become a clown.

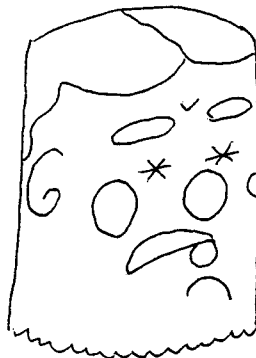
### To Make A Stick Mask:

1. Create a paper pattern on newspaper and make sure it will fit the boys face.
2. Draw the mask on cardboard, plywood or masonite and allow a little extra space at one side for attaching to the stick.
3. Cut or saw the mask.
4. Saw a small groove in a round stick
5. Place the mask in the groove and attach with staples.



## PAPER BAG MASKS

You can make the most simple kind of mask from a large paper bag. Pull the bag over the head of the Cubs and mark the eyes and mouth off with a crayon. Take the bag off and cut small holes to see through and a small slit for the mouth. Paint the mask with poster paint or whatever you hve. You can decorate the mask with small pieces of painted paper or bits of glazed paper.



# SOCK DOLLS OR PUPPETS

For each doll you will need a medium size man's dress sock, yarn, felt or fabric that does not ravel, and polyester stuffing.

## BASIC DOLL

Fig. 1 - Cut the sock on the dotted lines as shown. Stuff the head and body, arms and legs. Tie at 3" for head, sew closed.

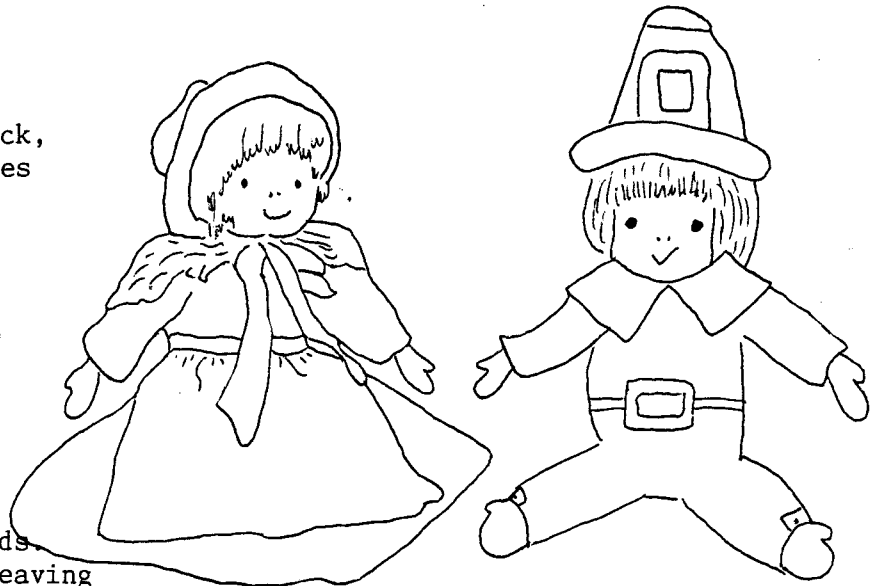
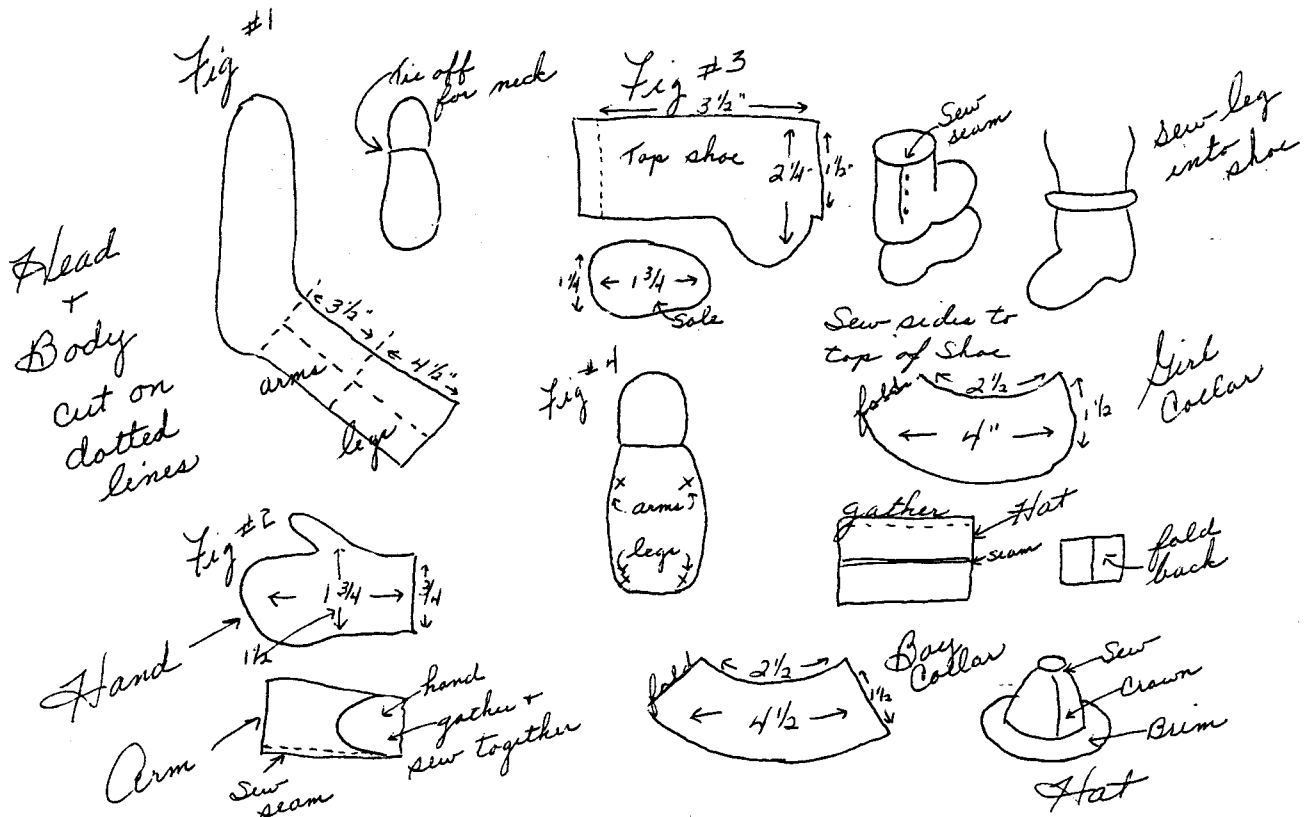


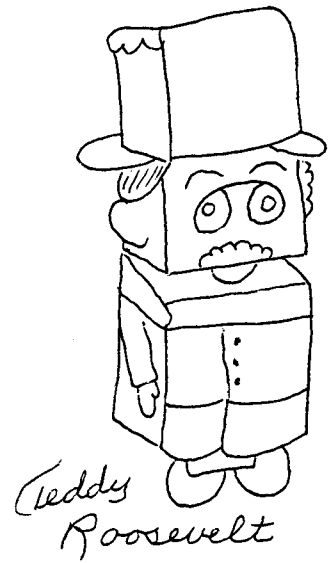
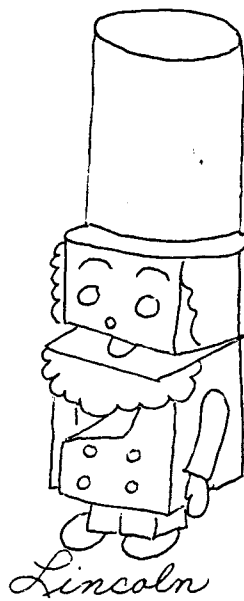
Fig. 2 - From felt cut 4 hands. Sew them together in pairs leaving the wrist ends open. Stuff lightly. Sew arm as shown, turn and stuff.

Fig. 3 - From felt make shoes, overlap and sew top, whip stitch the sole. For leg sew long edges, gather one end closed. Stuff, attach shoe, sew to body.

Fig. 4 - Sew the arms and legs to indicated spots. Cut a 3 1/2" circle from felt for the face; sew to head. Glue or sew or draw on features. Glue or sew on yarn for hair. Dress as desired.



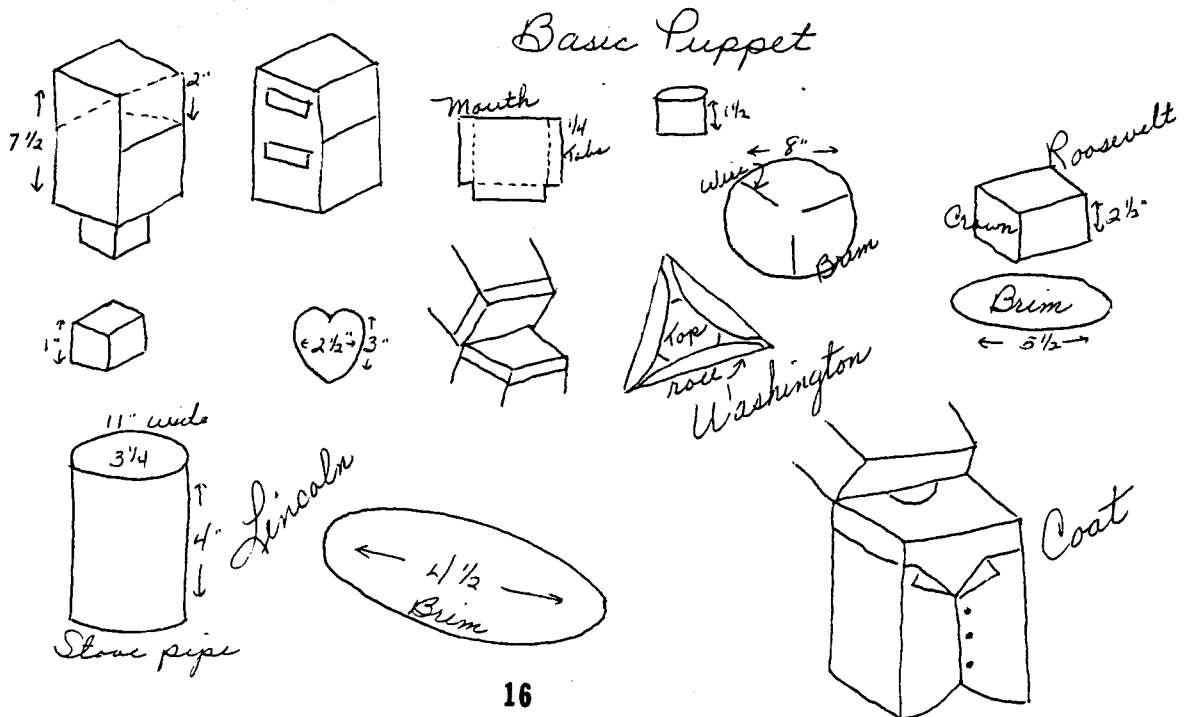
PRESIDENTIAL PUPPETS - from milk cartons



In addition to a quart-size milk carton, you will need cardboard, colored paper, glue, facial tissue, 18 gauge wire and yarn.

**BASIC PUPPET** - Cut down a quart milk carton to  $7\frac{1}{2}$ " high and invert it. To make the puppet's mouth, slit three sides of the carton, 2" from the top. Lightly score the uncut side of the carton and fold to make hinge. Cut two openings for your fingers, 1" x 2" in the back of the carton above and below the mouth as shown. Cut a piece of cardboard to fit the bottom of the body and glue. Cut feet.

For the head, paint or cover with paper the top  $3\frac{1}{2}$ " of the carton. Make upper and lower mouth linings and lips from red paper or outline with magic marker. Cut tabs to fit inside the mouth both top and bottom, glue. Decorate as desired to fit the character.





# HANDICRAFTS





# CUB SCOUT HANDICRAFTS

## Tips on Cub Crafts

1. The aims and objectives of Cub Scout Handicrafts should be kept clearly in mind.
  - A. Individual Expression
  - B. Muscular Coordination
  - C. Personal Initiative
  - D. Satisfaction of Achievement
  - E. Persistence
  - F. Learning a Skill
2. No grading or comparison of individual projects should occur.
3. The theme should be used whenever possible as a basis for craft work.
4. The ideal craft project is one that may be started in a Den meeting, taken home incomplete by the Cub Scout, finished with the aid of his parents and certified to by his parents in his book if it applies.
5. Den craft exhibits should be a part of every Pack Meeting.



## HANDY HINTS

### Miscellaneous Tips

The following have been gathered from a variety of sources. There is no particular order to these hints so please take time to read over all of them.

To clean **EGG SHELLS** put them in a jar of bleach for 48 hours and all the membrane will be dissolved. Rinse before using.

To dye or color **MACARONI, EGG SHELLS, BEANS, OR RICE** for projects, dissolve food coloring in alcohol. Use small jars and allow the macaroni etc., to soak until desired color is obtained. Remove with slotted spoon and spread out on paper to dry.

To cut **PLASTIC BOTTLES**, soak the bottles in very hot water for a few minutes, then cut with scissors.

To make holes in **PLASTIC** use a hot ice pick or nail. Do not get the pick or nail red hot, it will burn the plastic or make a gooey mess. Be sure to use pliers and hot pads.

To open **PINE CONES** so they are pretty, lay them on a foil-covered cookie sheet in a preheated oven for 10-15 minutes. Temperature should be 275-300 degrees. The sap will drip out and the moisture will come out of the cones.

To cut **MEAT TRAY FOAM** one of the best things to use is a single edge razor blade.

To use **SANDPAPER** make sanding blocks. Blue the sandpaper to different size wood blocks using contact cement. Also glue some pieces to paint paddles or tongue depressors.

To stuff **PUPPETS** use lint from clothes dryer filters, chopped up plastic dry cleaner bags or nylon stockings.

To glaze **FLAT PAINTED ITEMS** so that they shine, spray them with white glue that is diluted with water. Use an empty window cleaner spray bottle.

To **CLAMP THINGS TOGETHER** while drying, use snap clothespins, giant paper clips or a string and twig twist.

To keep a **CLEAN FLOOR OR TABLE** when doing messy projects, cover the surface with an old shower curtain (yard sale) or plastic disposable table cover or drop cloth.

## HANDY HINTS

### Glue Tips

#### Glue Types

**WHITE GLUE** - Waterbase glue for use on paper and fabric.

**WOOD GLUE** - Yellow carpenters glue, water clean-up, super strong when clamped while drying.

**TACKY GLUE** - One of several white glue that are fast setting and very thick, does not flow or slide, water clean-up.

**HOBBY GLUE** - Comes in tubes, use only for plastic models, not recommended for groups, acetone clean-up.

**EPOXY** - Two part glue, which must be mixed, use when a stronger joint must be used to join two similar or dissimilar materials. Comes in tubes or bottles, has a mixing and setting time.

**EGG WHITE** - Strong and almost weightless when dry, use on kites, replaces white glue in emergency.

**SILICONE** - Clear thick paste type glue, comes in tube or caulking tube, plumbing or paint department. Great for rubber, plastic or waxed items. Difficult to clean-up.

**CONTACT CEMENT** - Yellow or white liquid, used for bonding sheets of material together. Must be brushed on both surfaces and allowed to dry. Cannot be lifted after contact is made. Some brands are water clean-up.

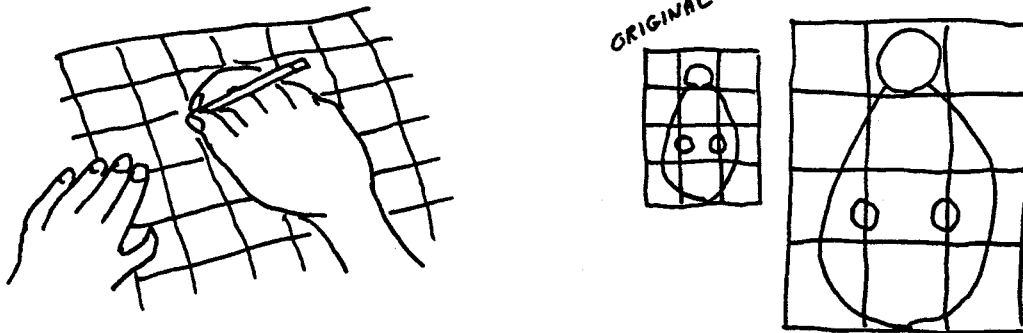
**RUBBER CEMENT** - Comes in small jars or cans with applicator. Use on paper, can be lifted if mistake is made. Can also use as contact cement for covering tins with paper.

**GLUE STICK** - A semi-solid paste in a push-up tube. Great for small tacking jobs with paper, leaves or other very light flat items.

## HANDY HINTS

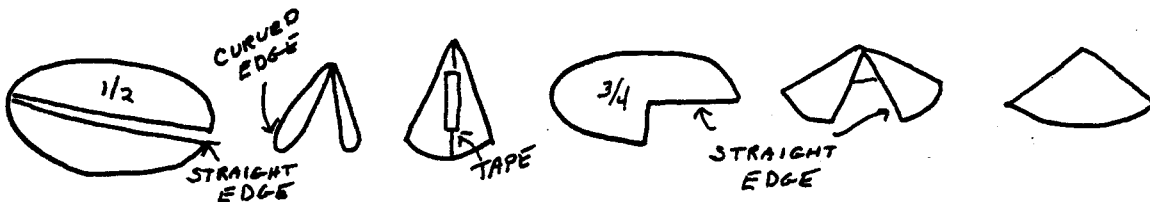
### HOW TO ENLARGE

1. Draw a grid of 1 inch squares or other size as indicated in your project.
2. Copy the design from the project square by square onto the new grid.



### MAKING A CONE

1. To make a steep, tall cone, draw a circle whose circumference is double the size of your tube. Cut this in half.
2. Roll the half circle into cone shape with the straight edge forming the seam. Tape this closed.
3. To make a flat shallow cone, draw a circle whose circumference is 1 and  $\frac{1}{3}$  the size of your tube.
4. Discard one quarter of this circle, roll it into cone shape and tape the straight edges together.



### MAKING CIRCLES

1. For a large circle, tie a piece of string to a pencil. Hold the string in the center of the circle paper. Move the pencil completely around to draw the circle.
2. The string should be  $\frac{1}{2}$  the distance across (diameter) the circle. Draw around the circle several times.
3. To draw a small circle, trace around a coin, the bottom of a can or use a drawing compass.

## HANDY HINTS

### Recipes for Modeling

All of the following recipes can be used in modeling projects just like clay. They will dry to a hard finish from setting in the air. The drying time depends on the thickness of the object. Punch large objects with tiny pin holes to speed drying. All recipes can be stored indefinitely in plastic bags in the refrigerator. They can be precolored with food coloring or tempra or can be painted after the object is completely dry.

**SAWDUST DOUGH** - Mix 4 cups sifted sawdust,  $\frac{1}{4}$  cup plaster, and  $1\frac{1}{2}$  cups of wheat paste together. Add water until it is the consistency of clay. Moist enough to mold and stick together. Refrigerate in plastic bag.

**BREAD DOUGH** - Remove crusts from several slices of white bread. Break up the bread into small pieces and mix with white glue. Add a few drops of lemon juice and mix until like clay. Color with tempra. Refrigerate.

**FLOUR CLAY** - Mix 1 cup flour,  $\frac{1}{2}$  cup salt, 3 teaspoons of powered alum, food coloring, and a few drops of water. Add a little water at a time until mixture is stiff and holds its shape.

**ARGO DOUGH** - Mix 1 cup of cornstarch, 2 cups baking soda thoroughly. Then add  $1\frac{1}{4}$  cups of water. Do this in a saucepan. Bring to a boil over medium heat, stirring constantly. This will thicken to the consistency of mashed potatoes. Refrigerate in plastic bag.

**SALT DOUGH** - Combine  $\frac{1}{2}$  cup of salt and 1 cup of flour. With your hands, mix and knead in enough water to make a stiff dough. Tint with food coloring or tempra. Refrigerate in plastic bag.

**MODELING CLAY** - Mix  $\frac{2}{3}$  cup of water and 2 cups of salt in a saucepan and simmer over medium heat, stirring constantly until mixture is well heated. Remove from heat. Dissolve 1 cup of cornstarch in  $\frac{1}{2}$  cup cold water. Add this mixture to the salt and mix hard. This will make a thick, stiff dough. Add food coloring if desired. Store in plastic bag in refrigerator.

**CARVING COMPOUND** - Mix together 4 parts vermiculite, 1 part cement and 1 part sand. Add enough water to make a heavy paste, stir thoroughly. Pour into a mold such as an aluminum pan, plastic container or  $\frac{1}{2}$  gallon milk carton until set. These blocks can be carved with a pocket knife.

**kMAKE-UP** - Mix liquid skin cleanser with powered sugar to thicken it. Add food coloring to desired tints. This wipes off skin easily without a lot of scrubbing. Use soap and water. Before use, clean the faces with the unmixed cleanser and wipe thoroughly.

## HANDY HINTS

### MORE RECIPES

**FINGER PAINT** - Add  $\frac{1}{2}$  cup liquid starch to 1 quart of boiling water. Stir over heat until thickened. Add  $\frac{1}{2}$  cup of liquid detergent. Stir well. Divide into small jars and color with food coloring or tempera powder. This keeps indefinitely in your refrigerator.

**PILLSBURY MIX** - This mix can be spread over cans or boxes or other items with unusual shapes with a spoon or knife. Mix in saucepan 2 cups of salt, 1 cup of flour, and  $1\frac{2}{3}$  cups water. Cook over medium heat, stirring constantly until mix is hot (3-5 minutes). Before drying if desired press decorative macaroni shapes into mix. Place in 200 degree oven for 1 hour or until mixture is hardened. After this has cooled spray or brush as desired.

**FLAME PROOFING** - Mix  $\frac{2}{3}$  cup Borax (20 mule team) with 1 quart of water. Spray on paper or cloth and let dry. For clothing, dip until soaked, wring excess out, and drip dry. These solutions are water soluble so if it rains or the clothing is washed it must be fire proofed again.

A mixture of  $2\frac{1}{2}$  parts boric acid, 3 parts Borax, and 50 parts water is also effective.

Items flame proofed in this way will not burst into flame.

## SCRAP CRAFT

To keep costs of craft projects down we suggest you try to use as many discards as possible. There are many plans and ideas available in scrap craft books and magazines. Hobby and craft shops generally have free or inexpensive brochures on using scrap for craft projects. You want to save money and cut corners but remember the quality of the craft is also important. Crafts go over best with boys if they don't look like junk, but is something they are proud of and can show off. Scrap craft should not look like the sum total of the scrap (discards) used. Boys work best if you give them a little challenge. Do not underestimate what Cub Scouts can do or they will get bored and loose interest in doing craft projects.

We will attempt to list below some of the many items that are discards from home, school, store, offices, business, shops, factories, etc.

**CARDBOARD TUBES** - Gun barrel, rocket, pencil holder, puppet, hose and cord holder, napkin rings, neckerchief slides, candle ornaments, periscope.

**NEWSPAPER** - Paper mache, hats, patterns, stuffing for puppets and chair floor covering.

**BOTTLES** - Musical instruments, vases, storage, lamps, centerpieces, door stops, flag bases.

**BOXES** - Puppets, masks, jewelry boxes, seats, games, totem poles, storage, puppet stages, centerpieces.

**TIN CANS** - Vanity box, hair roller can, planter, rattles, pencil holder, hobo stove, bug catcher, ash tray, games.

**CLOTHESPINS** - Fan, note holder, puppet, tool, figures (dolls), skirt hanger, den doodle, Christmas ornaments.

**EGG CARTON** - Ornaments, totem poles, seed tray, fire starters, flowers, jewelry tray, drawer divider, birds.

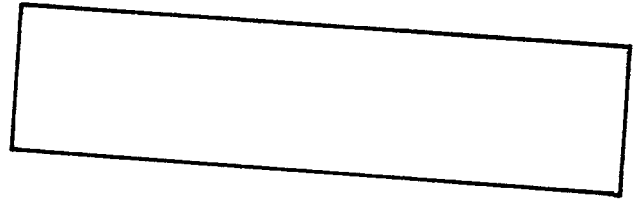
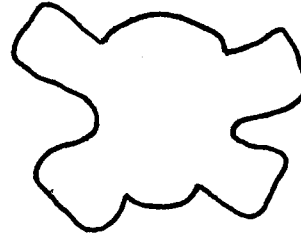
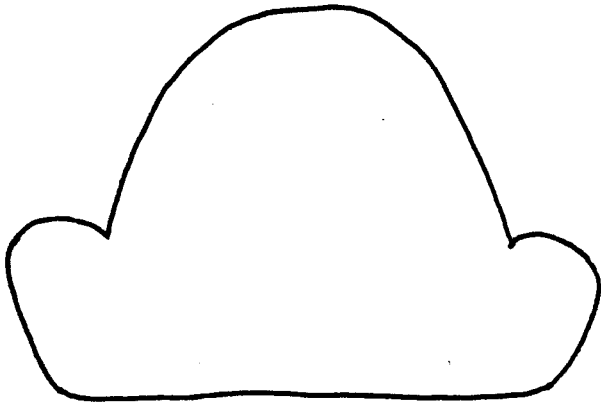
**COAT HANGERS** - Hot dog skewers, hoops, butterfly nets, mobiles, paint stirrers Christmas wreath base.

**MILK CARTONS** - Games, molds, bug catchers, bird feeders, building blocks, seed starter tray, planter, storage.

**PLASTIC BOTTLES** - Terrarium, jug, boats, masks, funnels, games, bookmarkers, scoops, bird feeder.

**FOAM TRAYS** - Gliders, ornaments, games, project bases, trees, light switch insulators.

## PIRATE SLIDE



### Materials Needed

Black Felt  
White Felt  
Paper Punch  
Glue

Hat and narrow piece cut out of black felt. Skull piece cut out of white felt, and eyes and nose punched out with paper punch. Glue skull on front of hat. Then glue narrow piece on back to form circle in order to put neckerchief through the hole.

## PLANT HANGER

### Materials Needed

1 Plastic Ice Cream or Butter Dish  
24 Large Safety Pins  
1 Shower Curtain Ring

Make three chains using eight 2 inch safety pins for each. Attach end of each chain to holes in pot. Join chains at top with shower curtain ring.

## JEWELRY OR SEWING BOX

### Materials Needed

3 lb. Ham Can and Lid  
Small Spool  
White Glue  
Bias Tape  
Scrap Material

Using white glue and scrap material, cover a 3 lb. ham can and lid. Edge can and lid with bias tape. Glue small spool to top of lid.



**TOTEM POLE**

Use a tube from wax paper that is 12" long. Cover with yellow paper. For nose and eyes, use a single section from a pressed paper egg carton. Tape or glue. Using imagination, draw eyes and mouths. Paint decorations. Cut ears from cardboard, make slits in side and insert ears into slits.

Cut a cardboard wing-piece from the top. It should be about 8" long and 2" high. Decorate. Cut notches into top of tube and insert wing slits into these. Tape if necessary. Insert completed totem into pressed paper tray.

**INDIAN NECKLACE**

Use pumpkin, cantaloupe, watermelon or sunflower seeds. String them together to make a necklace. Seeds may be painted with water color or dyed with food coloring and vinegar as for Easter eggs. Let dry thoroughly before stringing. Encourage using seeds that will not be eaten - such as apple, squash, etc.

**TEEPEE NECKERCHIEF SLIDE**

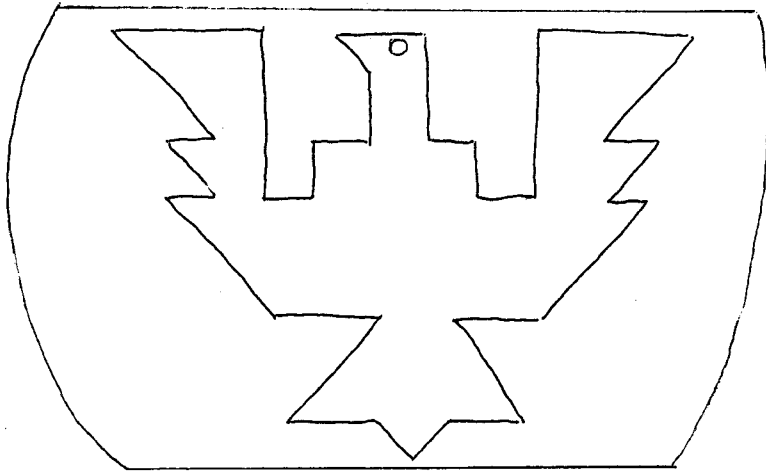
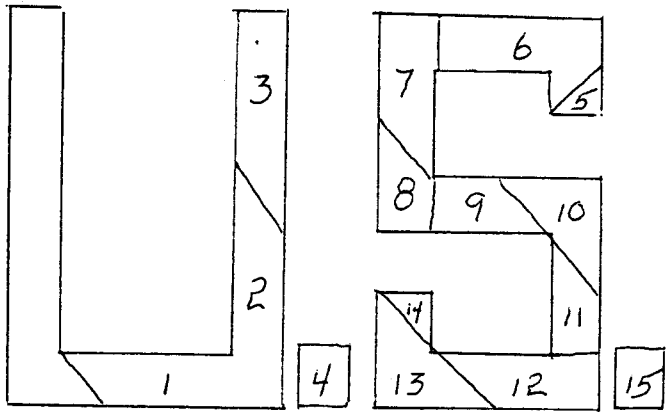
From leatherette, roll a half circle into a cone. Overlap and sew edges together. Insert toothpicks inside at top. Glue in place. Decorate with Indian designs. Make two horizontal slits on back to pull neckerchief through.

**NUT TOTEM POLE**

Choose five nuts. Paint faces on each nut. On a 2 x 4 inch piece of wood or heavy cardboard, glue half of a nutshell flat side down. To this, glue one of the nut faces. When thoroughly dry, glue another on top, and so on until the "totem" is in position. Glue a tiny feather or feather tip to the top nut.

**EAGLE JIGSAW PUZZLE**

The day will come when your boys will go into Scouting and become an Eagle. Now is the time to start training for it, and here is a jigsaw puzzle to help him on his way. Here you can see the emblem of the United States, the eagle and the letter "U.S." These letters are divided into 16 parts. One part is lettered "O" and the rest are numbered 1-15. Trace and paste the letters on cardboard, then cut them out along the dividing lines. The trick is to place the 16 pieces in the picture of the eagle in such a way that its silhouette is completely covered.

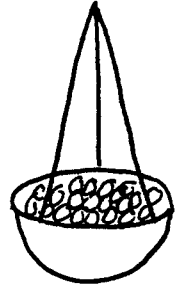


Here are some unusual ideas for bird watchers. Be sure to hang your feeders early in the fall. Birds pick their winter feeding places before the cold weather comes and food becomes scarce.

FRUITY BASKETS - (For Suet-Eating Birds)

Materials: Grapefruit half  
 Leftover Grease from Bacon and Other Meats  
 Cord

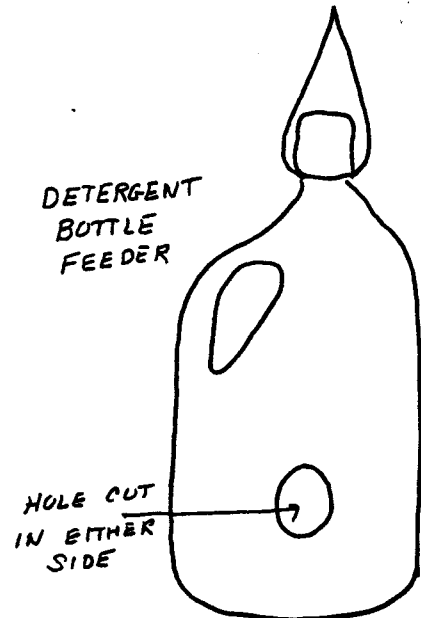
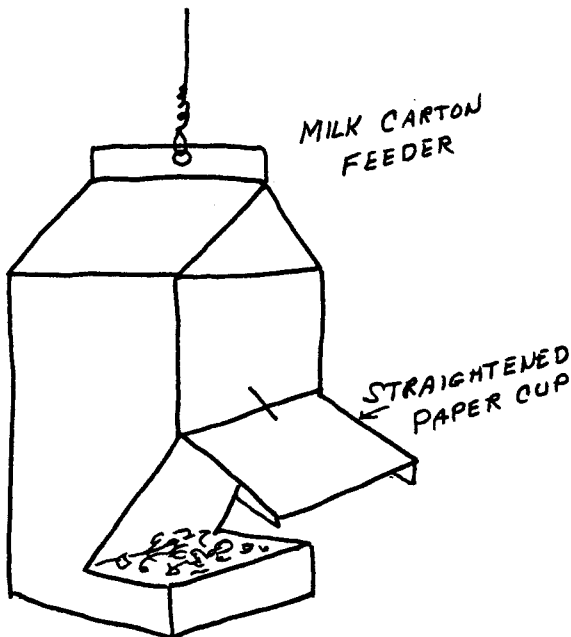
After you have eaten your grapefruit half, scrape out all the pulp. Poke three holes an equal distance apart near the top of the rind. Fill the "basket" with the leftover grease. Pull strong string or cord through the holes and hang from a branch or clothes line, or leave off the cords and wedge the baskets between two tree branches.



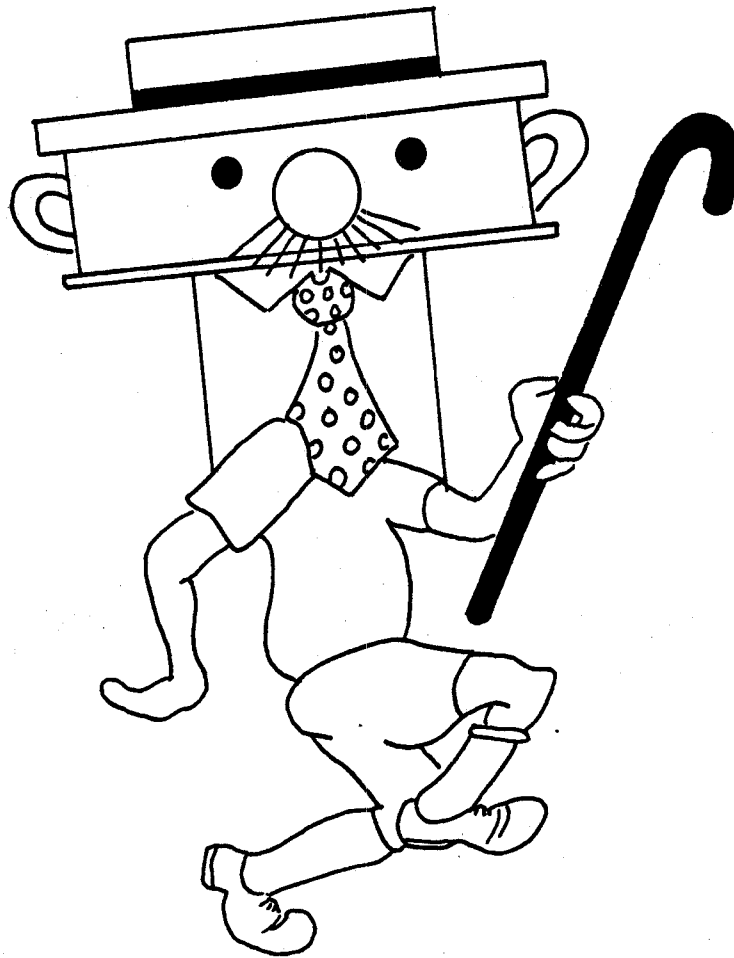
MILK CARTON BIRD FEEDER

Half gallon milk cartons make a great feeder. Draw the opening with a pen, then cut it out. This feeder is about 1½" deep. The roof is held up with a straightened paper clip pushed through small holes in the carton and bent to hold it.

Reseal the carton with a stapler. Make some small holes in the bottom to let rainwater out. Cut a wire coat hanger once, near the hook. With pliers, straighten the hanger into one long wire, leaving the hook to hang on a branch. Bend the other end to hang the feeder from it.



# MIDWAY



# MARBLE ROLL-AWAY



Ages: 6-11      No of Players: 6-15

## WHAT'S NEEDED?

Shoe Box  
3 Marbles  
Scissors  
Crayon  
Paper and Pencil, for Scoring  
Prize

## PREPARATION

Cut five square openings along one edge of the long side of the box, as shown. Make the center opening the smallest. With a crayon, mark it 10. Make the two end openings of medium size, and mark them 5. The other two holes should be fairly large, and marked 1.

## PRESENTATION

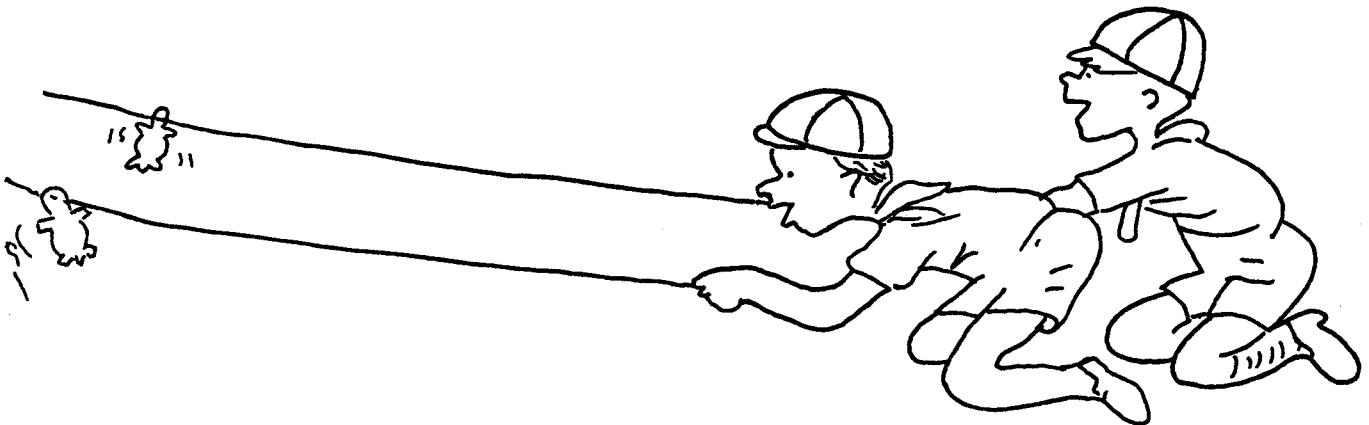
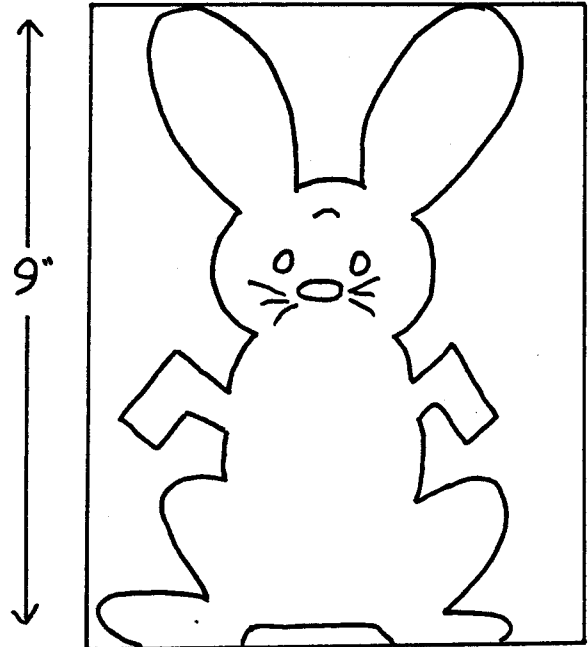
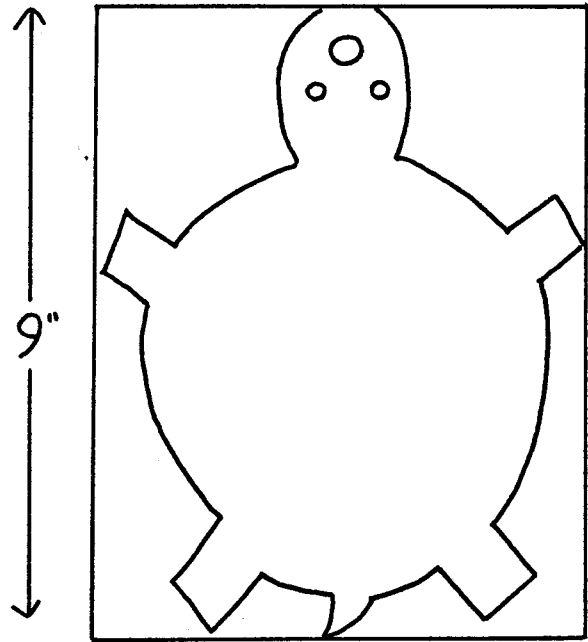
1. Sit in a circle with the children. Write their names on your paper in counter-clockwise order.
2. Place the box in the center of the circle, with the numbered openings facing the first player. Give this player the three marbles.
3. Explain that each player in turn is to roll the three marbles toward the box, one at a time. Ask the children sitting next to the player to call out the number if the marble goes through one of the openings.
4. Write the score of each player next to his name. Turn the box slightly to face each new player.
5. Decide in advance how many rounds of Marble Roll-Away you will play. Three is usually a good number. Add up the total scores of three rounds for each player. The winner is, of course, the child with the highest scores.

# TURTLE RACE

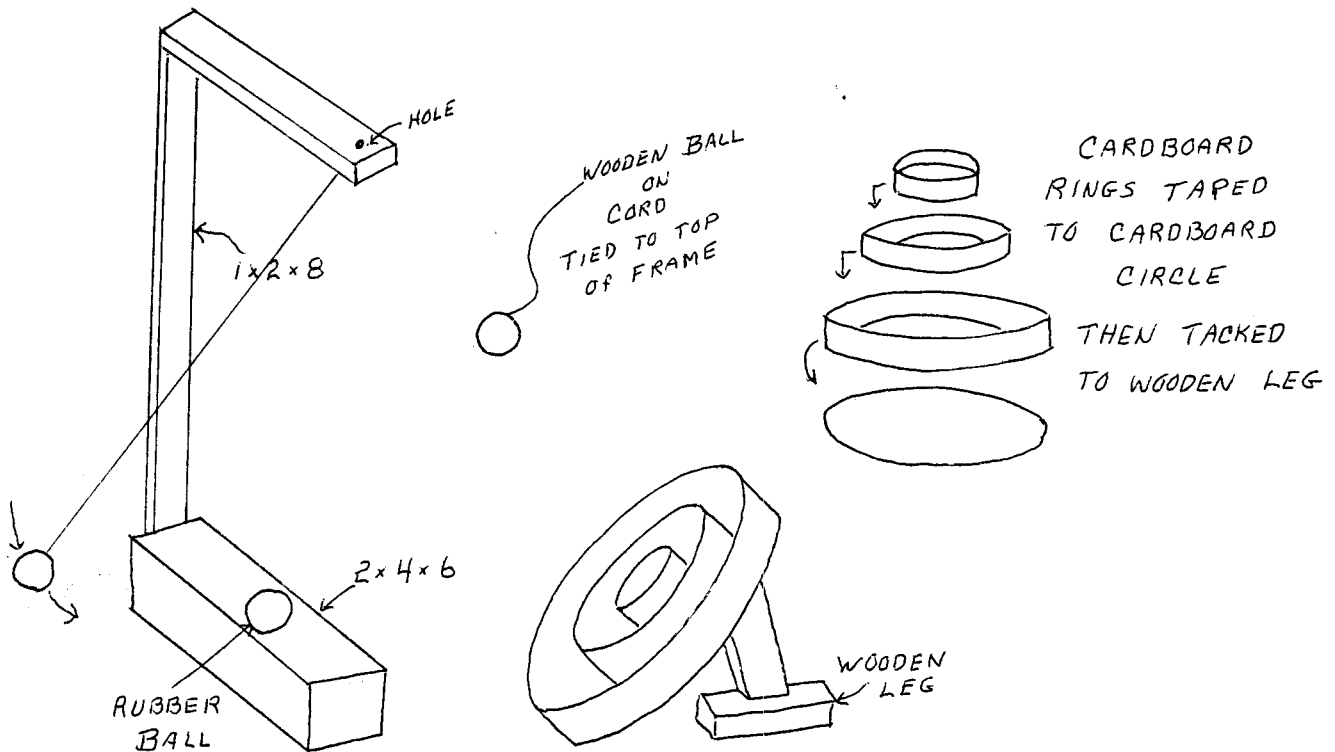
Here is a race everyone likes. For best results use  $\frac{1}{2}$  to  $\frac{3}{4}$  in. plywood. Use 20 to 30 ft. of heavy twisted cord or chalkline. Make the hole slightly larger than the cord to be used. Cub Scouts love to decorate and paint their turtles. Use good turtle colors - browns, greens, yellows, etc. The edges should be rounded off with sandpaper. Tie the cord to a rigid crossbar at a height from the ground equal to the height of the hole in the turtle. Put nails in the top edge to hold the rope for each turtle. If used indoors or on concrete, use rubber "feet" to give traction on smooth floors and to lessen the sound.

Start the turtles leaning or flat on ground with their heads toward the players. The turtle is made to "walk" toward the player by pulling gently on the cord, thereby lifting the head and body, which drags the feet forward. Relaxing the line lets the cord slip through the hole. Repeated lifting and relaxing "walks" the turtle to the finish line. Jerking on the rope or excited play causes the turtle to lean in the wrong direction and slows down progress. Grown-ups play this game as excitedly as the Cub Scouts.

Get the turtles off to an even start.



# BULLSEYE FLIP



## CONSTRUCTION

The Bullseye Flip game is made from a group of scrap materials. The bullseye is made from three cardboard rings taped to a large cardboard circle. This is tacked to a leg made from two small pieces of wood.

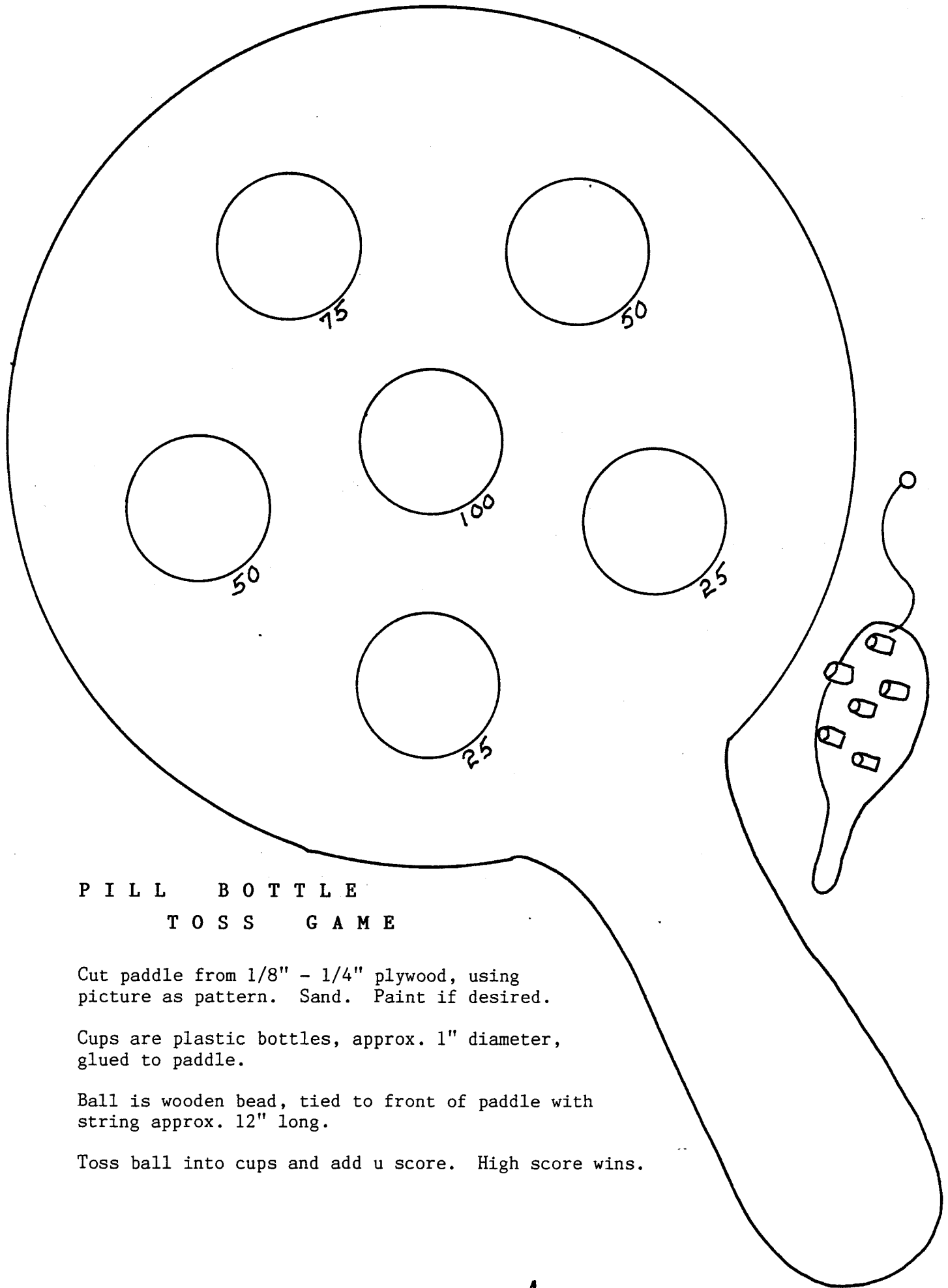
The flipper frame is made from three pieces of wood - 1 x 2 x 8, 1 x 2 x 6 and 2 x 4 x 6 nailed together. A small hole is drilled in the end of the 1 x 2 x 6 so that a piece of cord can be pulled through and tied.

Attach a small wooden ball to the end of the cord so that it swings freely.

## HOW TO PLAY

This game can be played by any number of players. The object is to swing a wooden ball so that it knocks a rubber ball into one of the slots on the bullseye. Each section of the bullseye is worth a different number of points.

Each player takes three turns, adding up his score each time. The player with the highest score is the winner.



P I L L    B O T T L E  
T O S S    G A M E

Cut paddle from 1/8" - 1/4" plywood, using picture as pattern. Sand. Paint if desired.

Cups are plastic bottles, approx. 1" diameter, glued to paddle.

Ball is wooden bead, tied to front of paddle with string approx. 12" long.

Toss ball into cups and add u score. High score wins.



# WOOD PROJECT

SKILL GAME - found in the main lounge of Schiff Scout Reservation

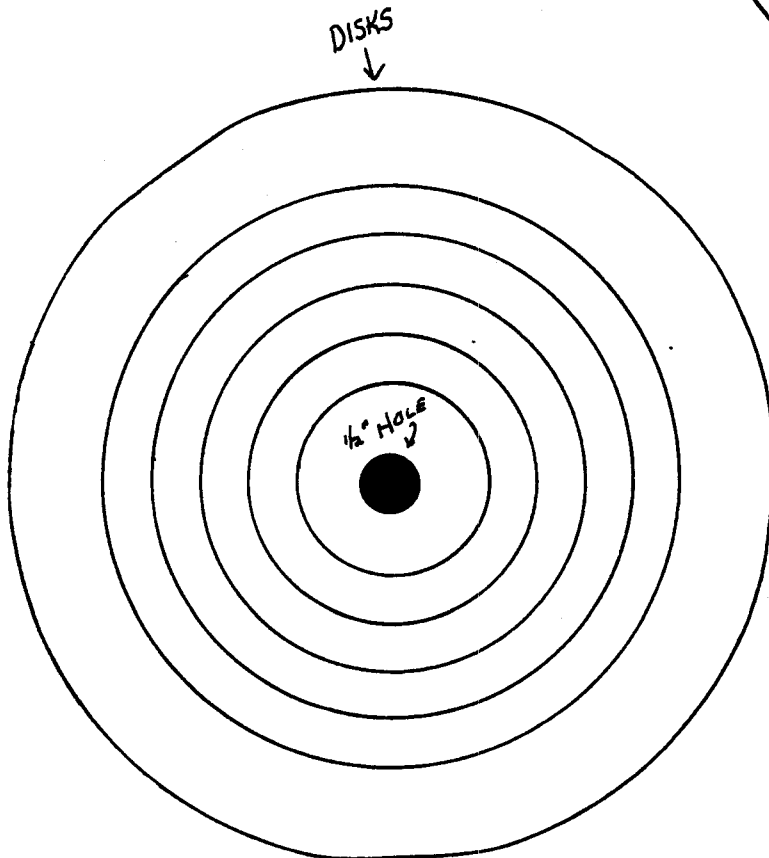
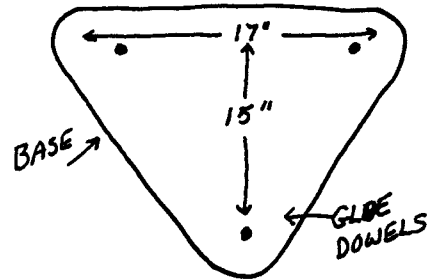
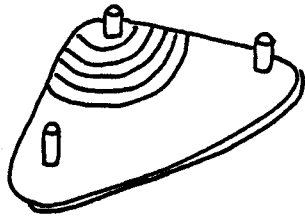
Materials needed - 1/4" plywood - 1/4" dowel - sandpaper - stain

Cut 1 base and 6 disks. Drill 1/2" hole in center of each disk. Drill 1/4" holes in proper places incorners of base and fit 3" dowel post into each and glue. Sand all edges carefully.

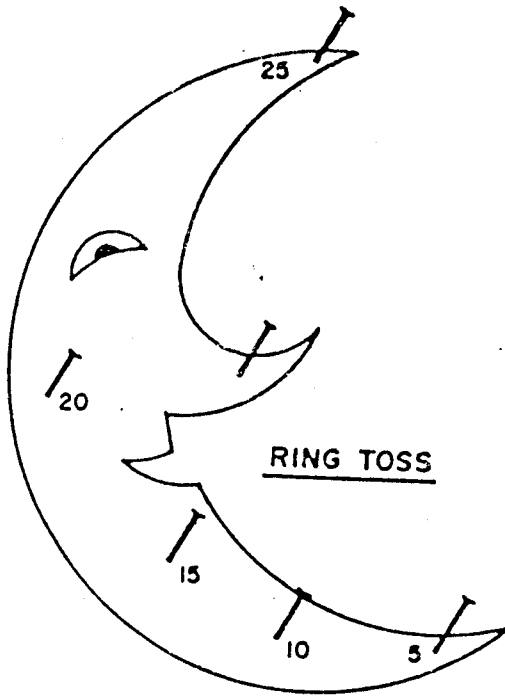
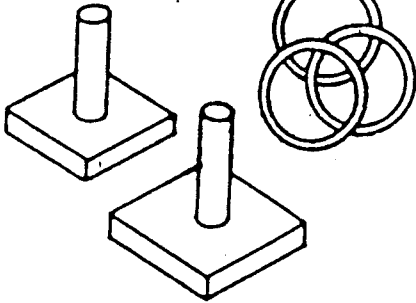
Object of game -

To move entire stack of disks to another peg, one piece at a time.

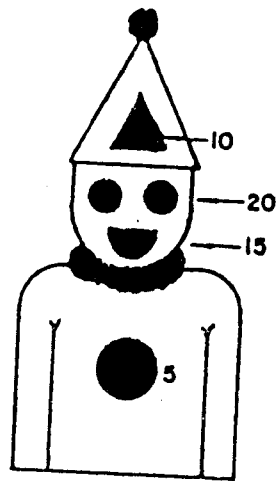
Never place a larger disk on top of a smaller one. 127 perfect moves will do the job. GOOD LUCK.



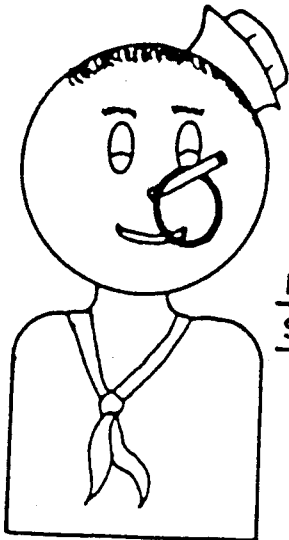
QUOITS



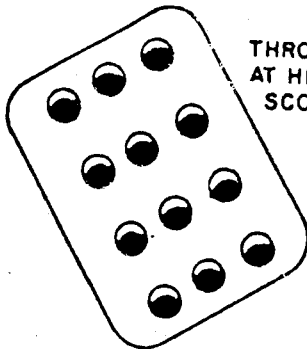
RING TOSS



BEAN BAG TOSS



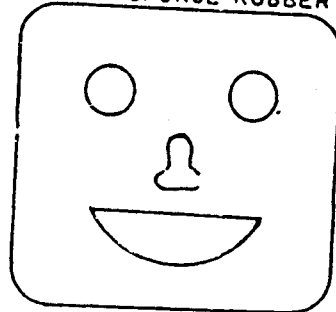
RING THE SAILOR



THROW BALLS AT HIGHEST SCORE

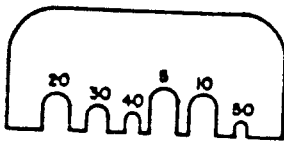
MUFFIN TIN TOSS

CARDBOARD COVERED WITH SPONGE RUBBER



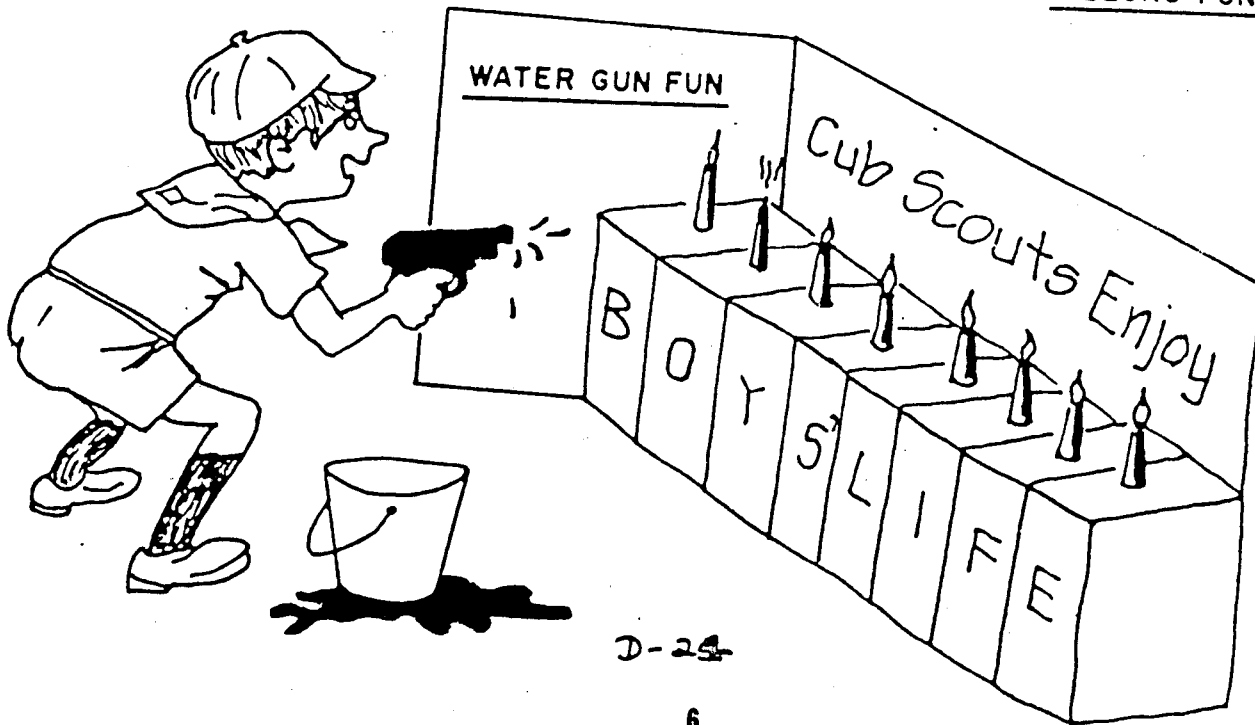
PING PONG BALLS WITH VELCRO STRIPS

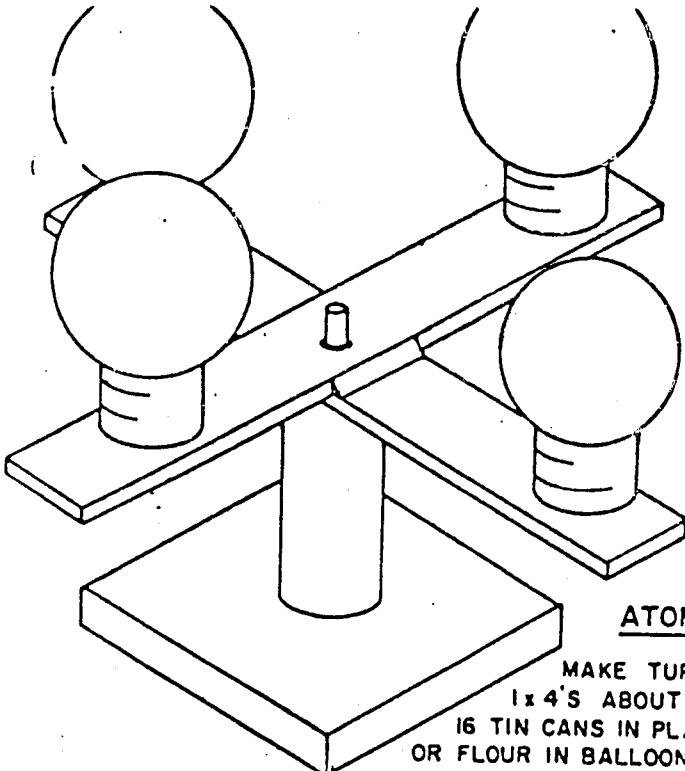
VELCRO FUN



ROLL MARBLES INTO SHOE BOX

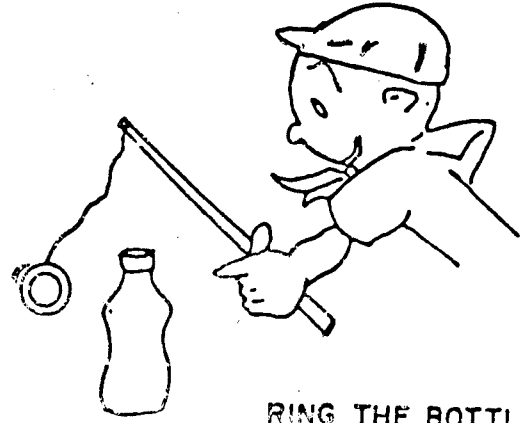
STRAIGHT SHOOTER



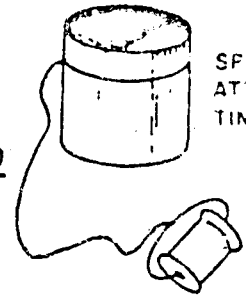


**ATOMIC BLAST**

MAKE TURNSTILE ARMS FROM 1x4'S ABOUT 18" LONG. SCREW NO. 16 TIN CANS IN PLACE. PUT A LITTLE CORNSTARCH OR FLOUR IN BALLOONS BEFORE BLOWING THE UP. SET THE BALLOONS IN THE CANS, SPIN THE TURNSTILE AND TOSS DARTS AT THE BALLOONS.

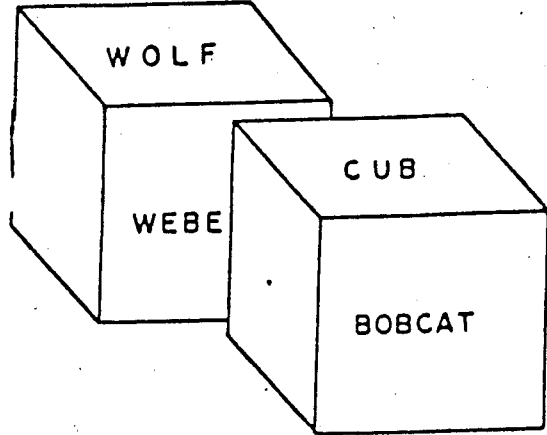


**RING THE BOTTLE**



SPOOL ATTACHED TO TIN CAN

**TOSS AND CATCH**

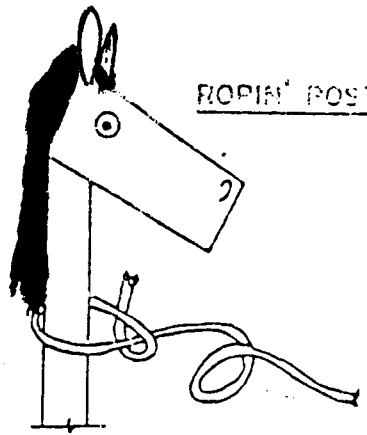


**CUB SCOUT DICE**

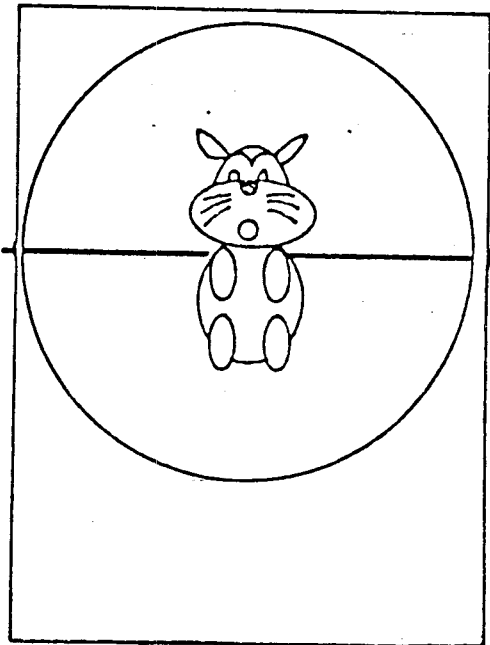
MAKE DICE FROM BLOCKS OF WOOD OR FOAM RUBBER. PAINT THE WORDS "CUB, BOBCAT, WOLF, BEAR, WEBELOS AND AKELA" ON ALL SIX SIDES OF EACH DICE. BOYS TAKE TURNS TOSSING ONE DIE AT A TIME, THEN TRYING TO MATCH THE WORD ON TOP BY TOSSING THE SECOND DIE. SCORING AS FOLLOWS:

- CUB = 1 POINT
- BOBCAT = 2 POINTS
- WOLF = 3 POINTS
- BEAR = 4 POINTS
- WEBELOS = 5 POINTS
- AKELA = 10 POINTS

FIRST TO REACH 15 POINTS - WINS!



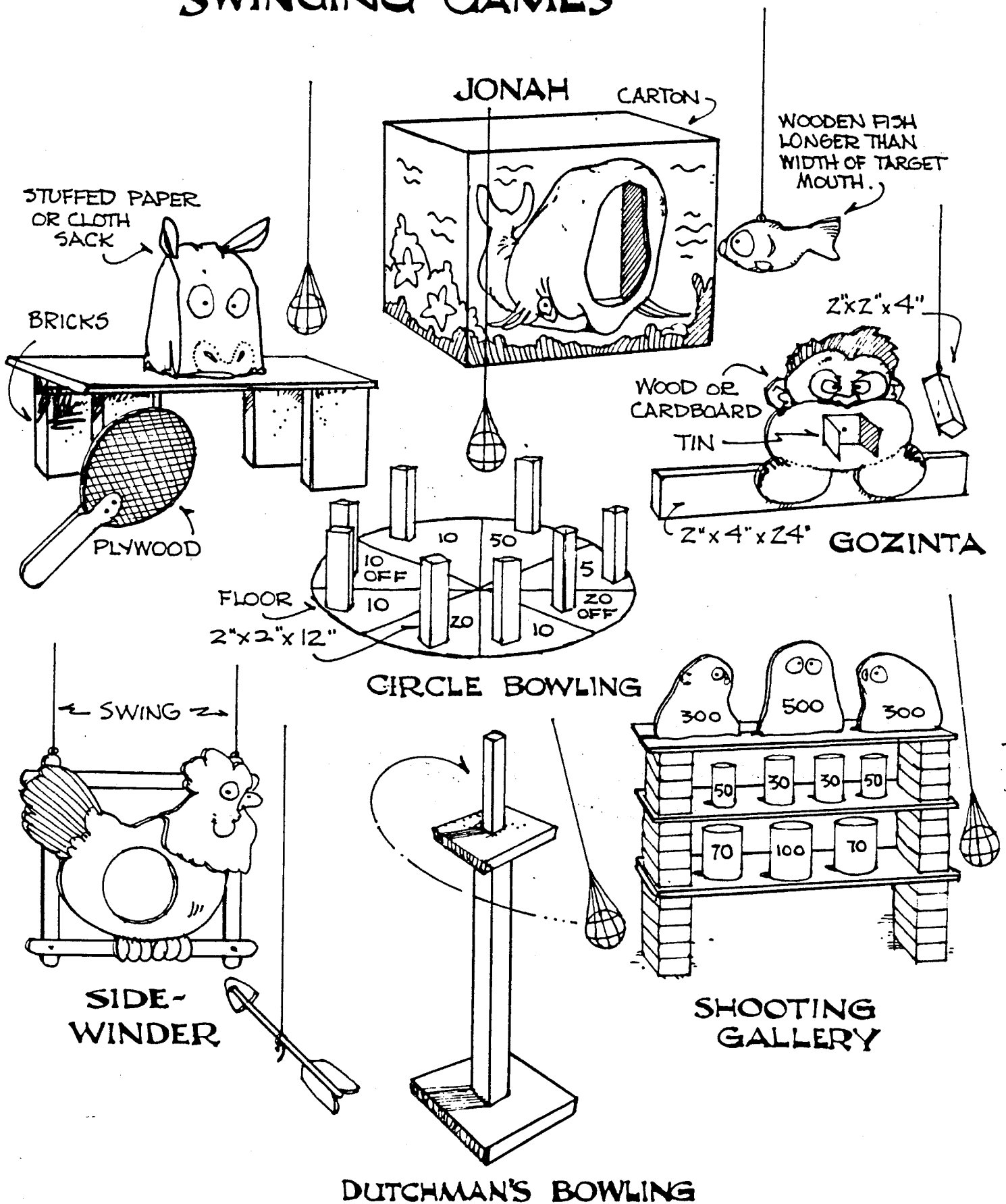
**ROBIN POST**



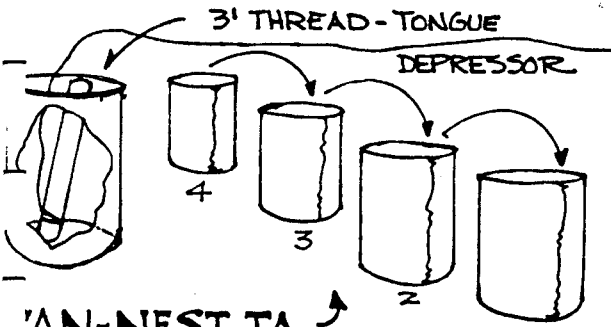
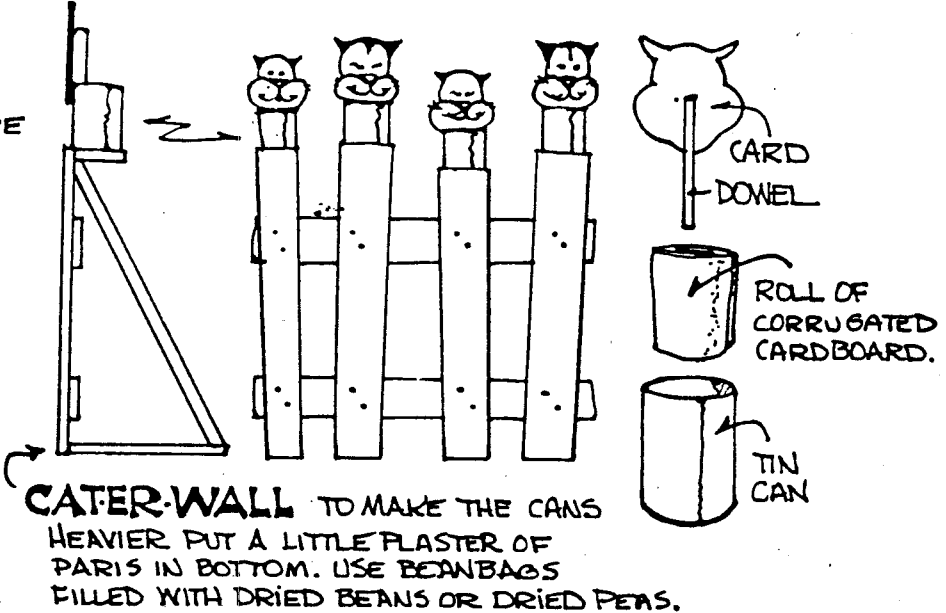
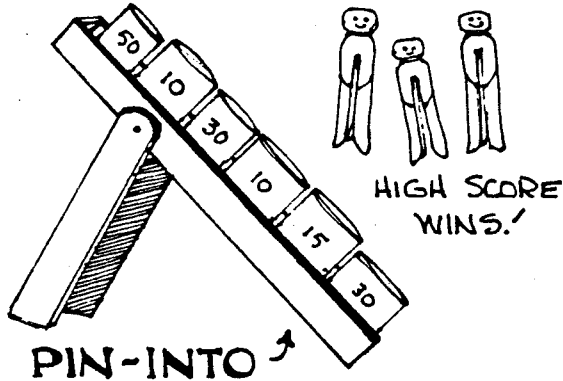
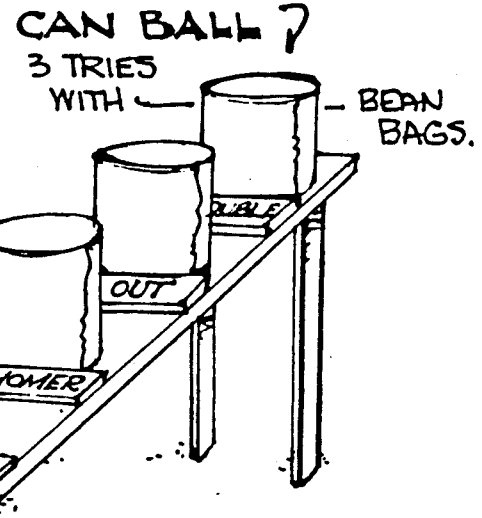
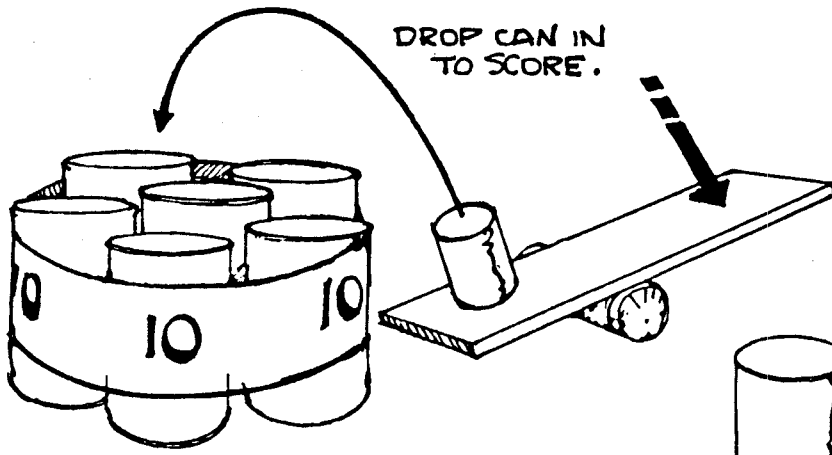
**CAT N' MOUSE**

CUT CIRCLE IN THE SIDE OF A CARDBOARD BOX AND HANG THE CUT-OUT CAT IN THE CENTER. MAKE SETS OF DIFFERENT COLORED "MICE" (SMALL BEANBAGS). THE OBJECT OF THE GAME IS TO FLIP THE MICE INTO THE BOX WITHOUT DISTURBING THE CAT.

# SWINGING GAMES

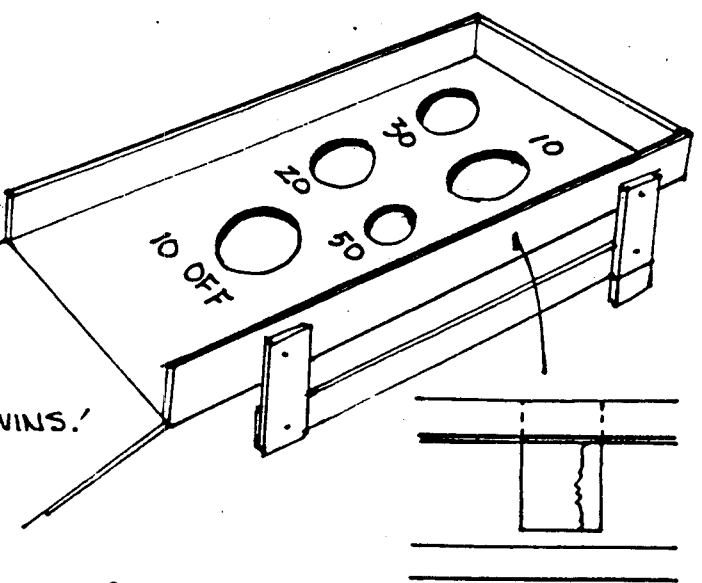


# TIN CAN GAMES



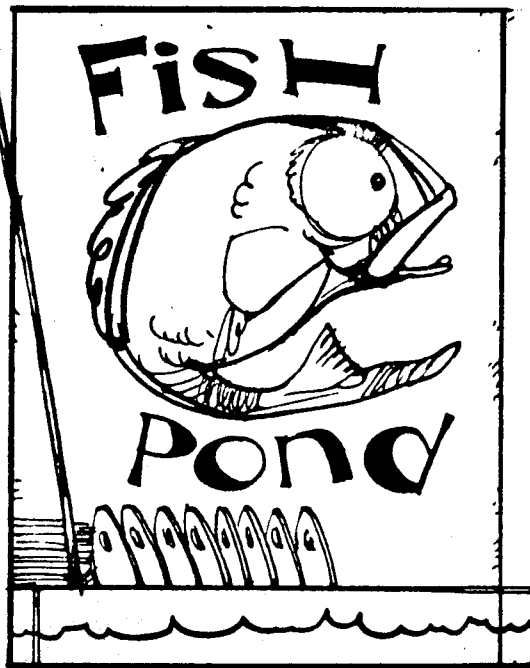
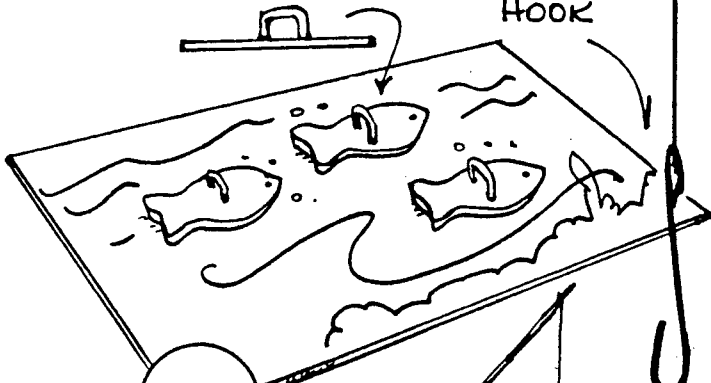
**CAN-NEST-TA**  
 LIFT CANS ONE AT A TIME WITH THE STICK AND NEST THEM. THE EASY WAY IS TO REST THE STICK ON THE LIP OF THE CAN... MOVE IT TILL IT OVER-BALANCES AND DROPS INTO CAN... THREAD END DOWN.  
 \*LIFT SLOWLY AND NEST CAN NUMBER 2 INTO 1, 3 INTO 2, 4 INTO 3.

**MARBLE TOP TABLE**  
 ROLL MARBLES INTO CANS... HIGH SCORE WINS!  
 MAKE 'TABLE' OF CARDBOARD CARTONS OR PLYWOOD.

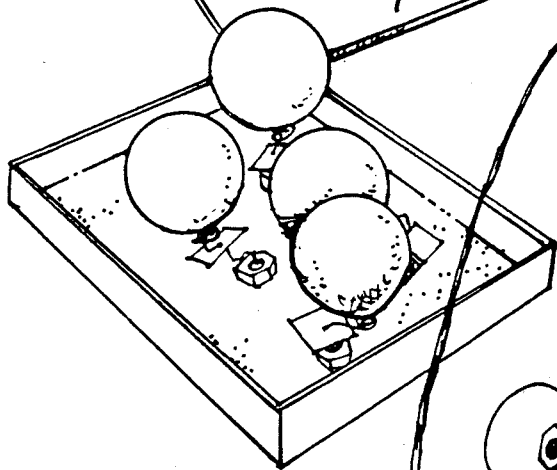


# FISHPOND GAMES

USE LARGE "COATHANGER" HOOK

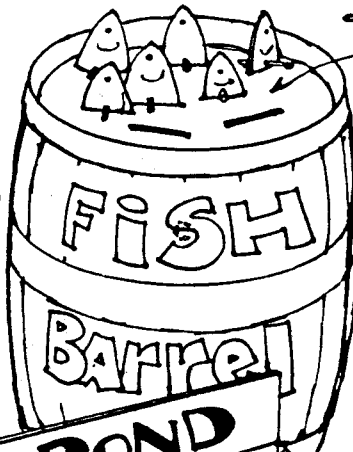
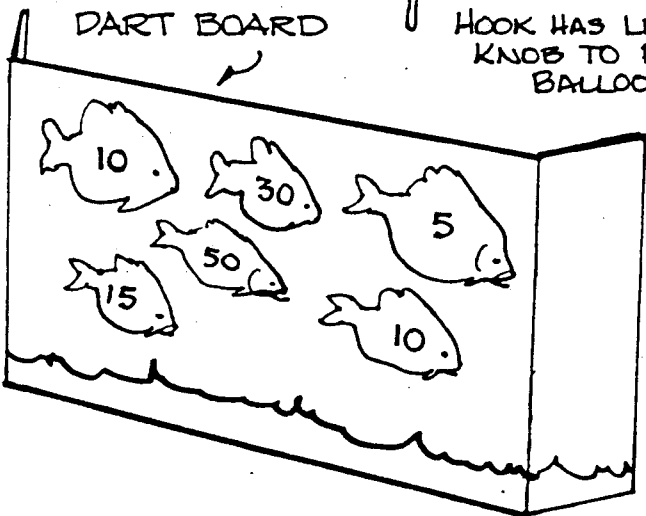


NAIL THROUGH FISH TO HOLD ABOVE SLOTTED CARD-BOARD BARREL TOP.



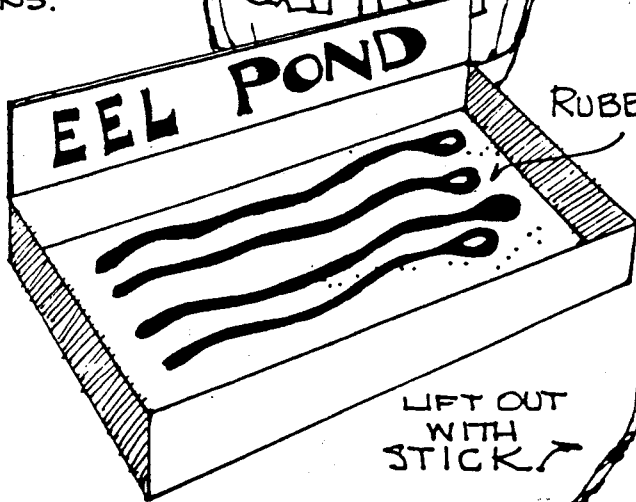
HOOK HAS LEAD SINKER KNOB TO PROTECT BALLOONS.

DART BOARD



NUMBERS ON TAILS. HIGH SCORE WINS.

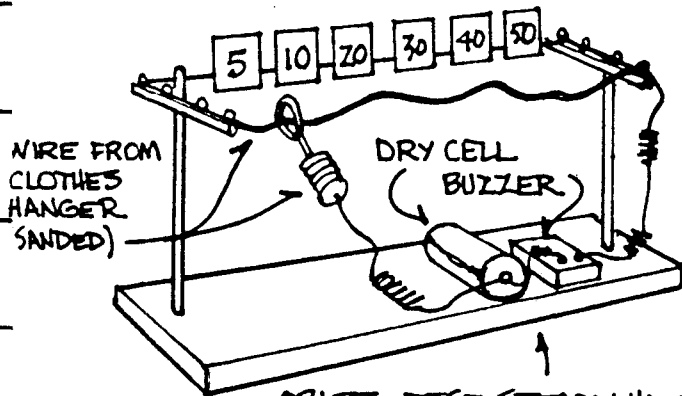
PAPER CLIP HOOK.



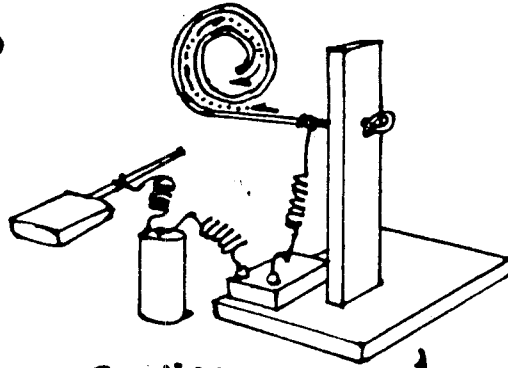
RUBBER EELS.

LIFT OUT WITH STICK

# Buzzer Games

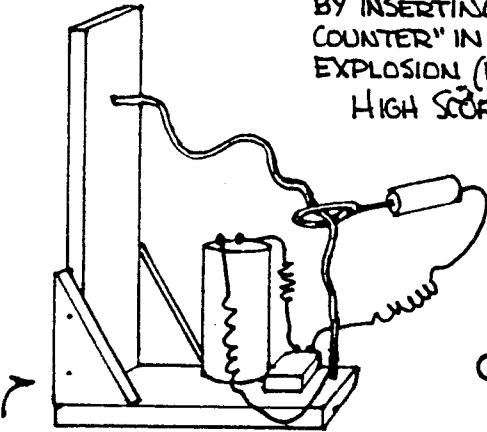
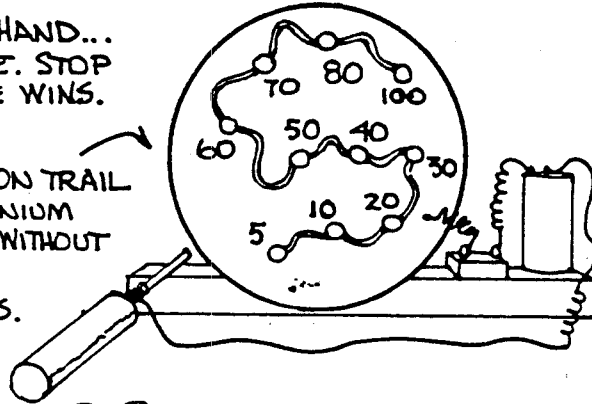


OBJECT: TEST STEADY HAND...  
TAKE LOOP ACROSS WIRE. STOP  
ON BUZZ. HIGH SCORE WINS.



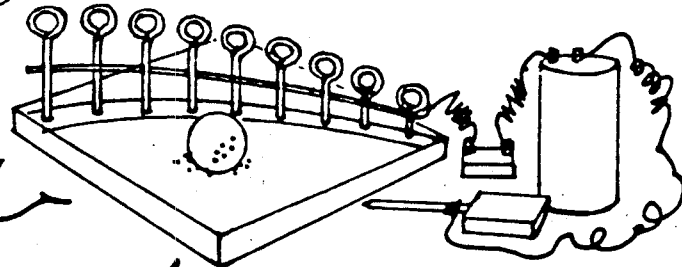
**Snail Trap** -  
TO SCORE: TAKE ROD  
INSIDE SNAIL AND OUT AGAIN  
WITHOUT BUZZING.

OBJECT: TRAVEL ON TRAIL  
BY INSERTING "URANIUM  
COUNTER" IN MINES WITHOUT  
EXPLOSION (BUZZ)  
HIGH SCORE WINS.

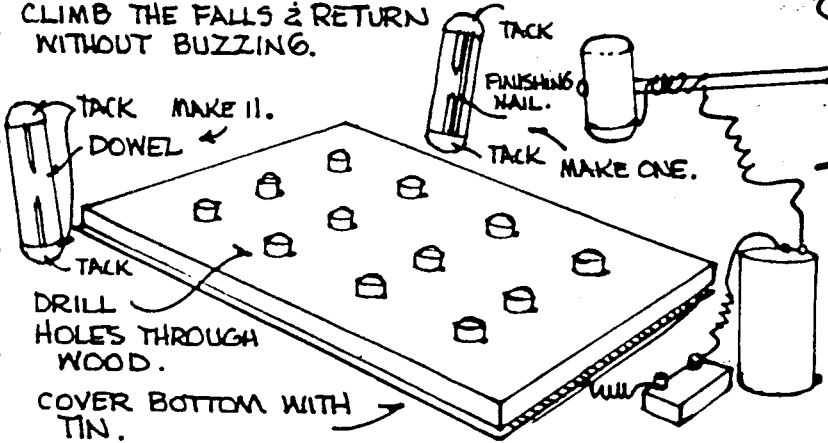


**over the falls** - OBJECT:  
CLIMB THE FALLS & RETURN  
WITHOUT BUZZING.

**crazy  
golf**



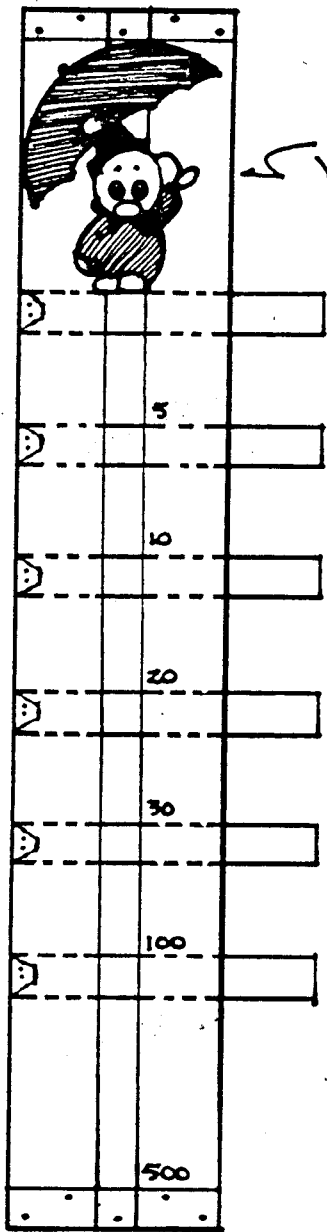
TO PLAY: TOUCH BALL WITH "PUTTER"  
PLACE PUTTER IN FIRST HOLE. TOUCH  
BALL AGAIN AND PUTT TO SECOND HOLE, ETC.  
COUNT STROKES NEEDED TO COMPLETE  
NINE HOLES.



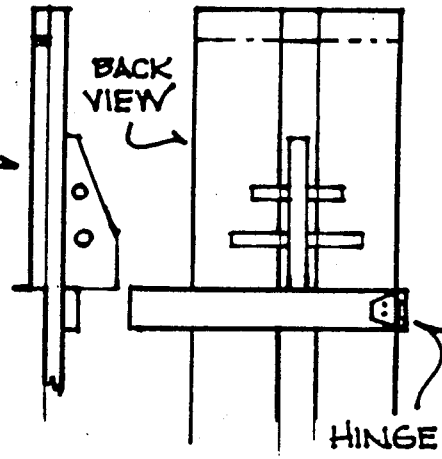
**WITCH ONE??**

PLAYERS TAKE TURNS.  
OBJECT: TO GET AS MANY  
PEGS AS POSSIBLE BEFORE  
BUZZING. PLAYER REPLACES  
PEGS FOR NEXT PERSON  
CONCEALING LOCATION OF  
BUZZ PEG. PAINT ALL  
PEGS ALIKE - ONLY ONE  
PEG HAS NAIL WHICH  
COMPLETES THE CIRCUIT.

# BALL THROW Games



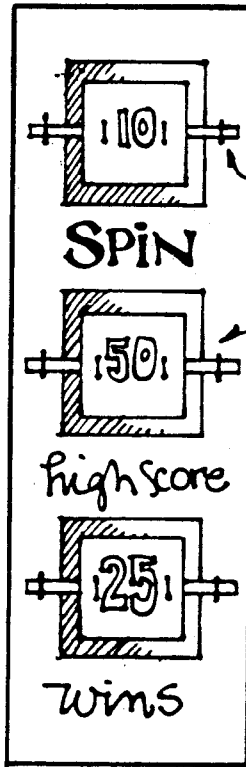
SIDE VIEW



BACK VIEW

HINGE

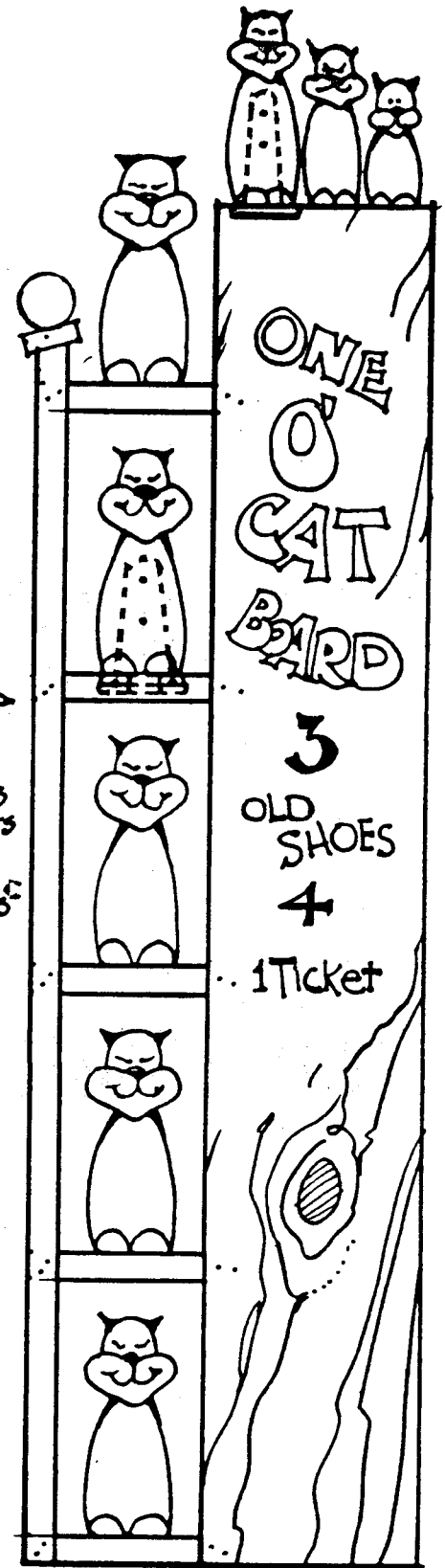
**HIGH DIVER...**  
 KNOCK PLATFORMS OUT  
 LET DIVER DROP.  
 6 BALLS = 1 TURN



WIRE BOARDS TO DOWELS

INSERT DOWELS IN SCREW EYES.

6 BALLS EQUAL ONE TURN.



USE T HINGES ON ALL CATS

ONE

O' CAT BARD

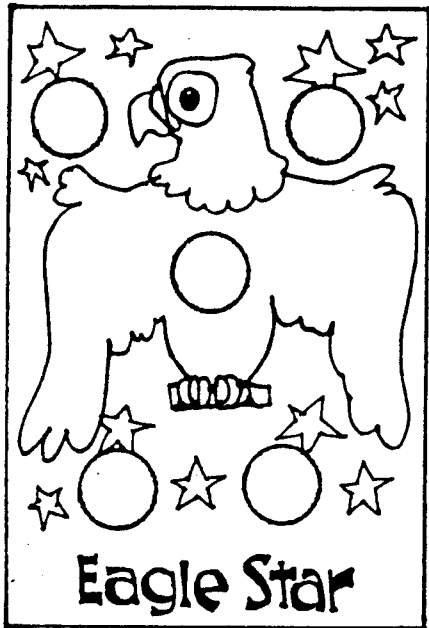
3

OLD SHOES

4

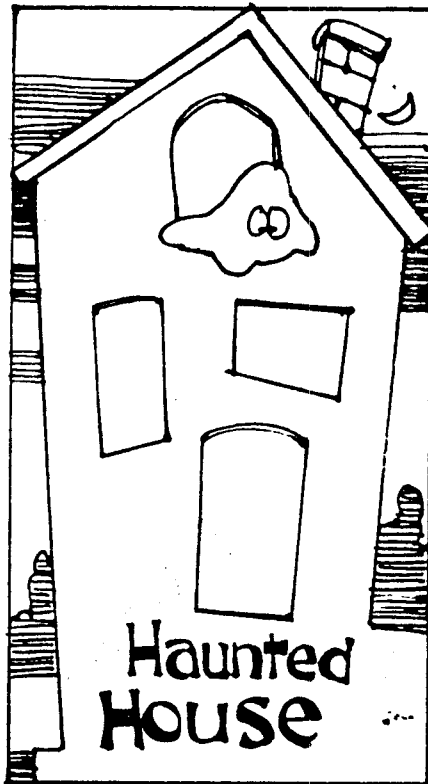
1 Ticket



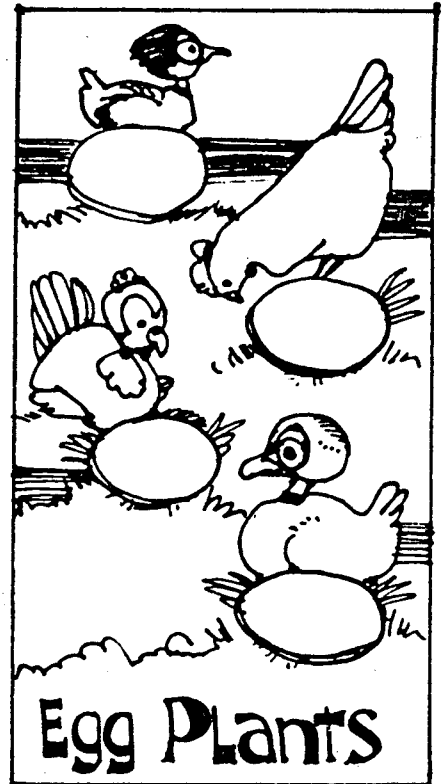


Eagle Star

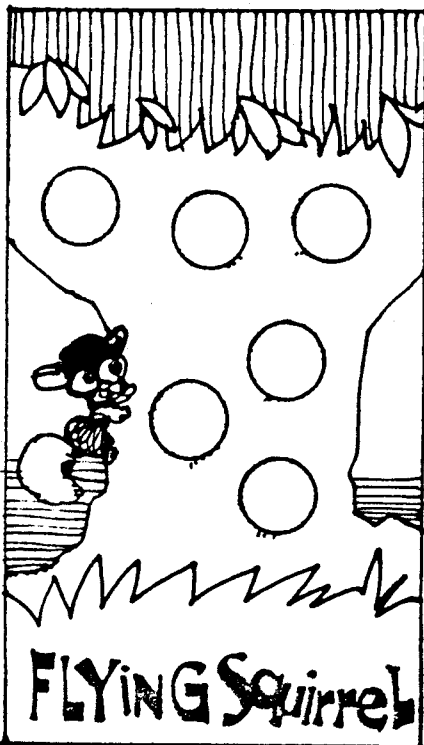
# Beanbag Targets



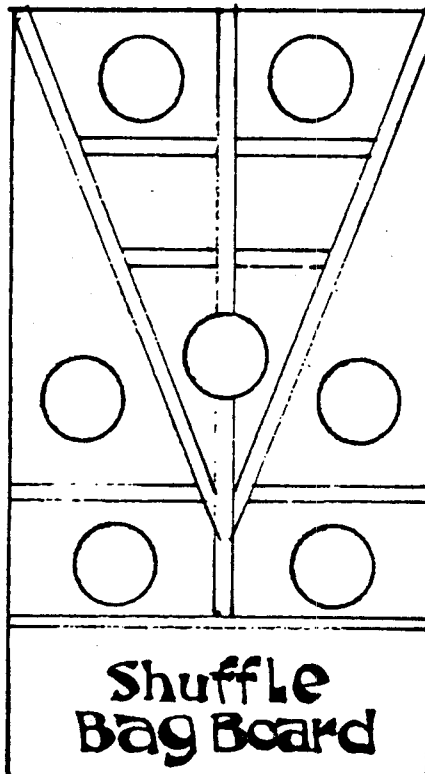
Haunted House



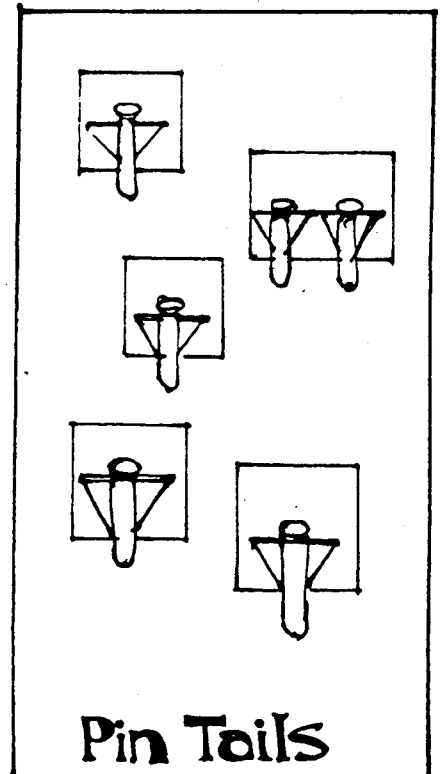
Egg Plants



FLYING Squirrel

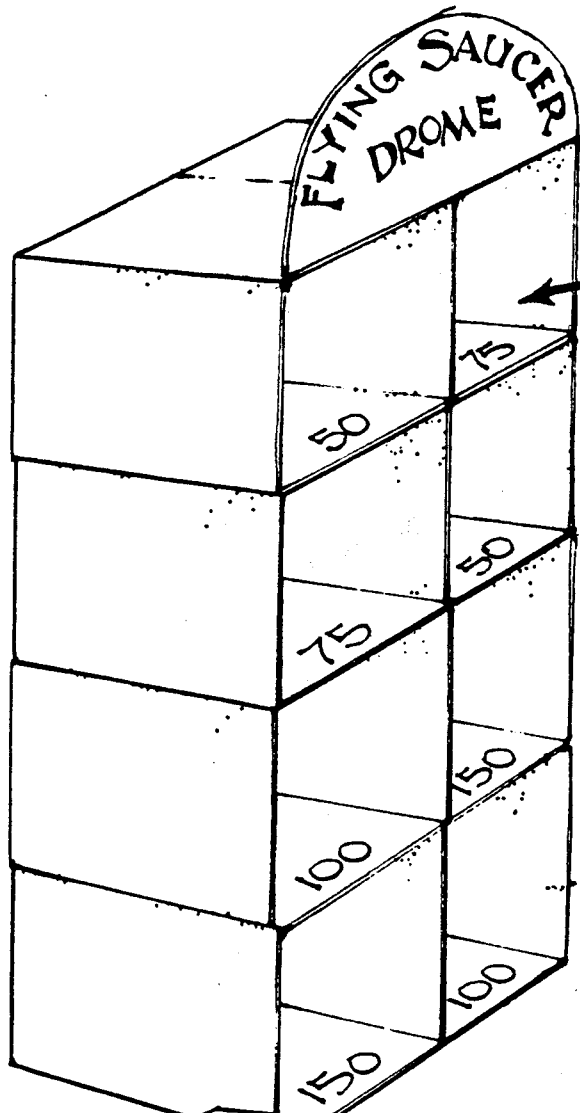


Shuffle Bag Board

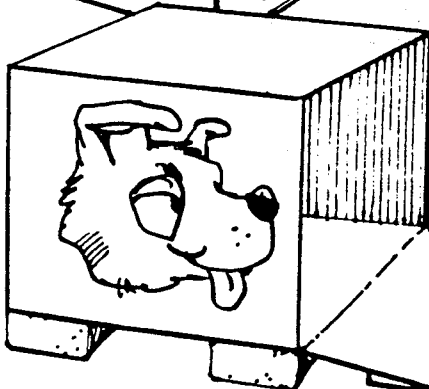
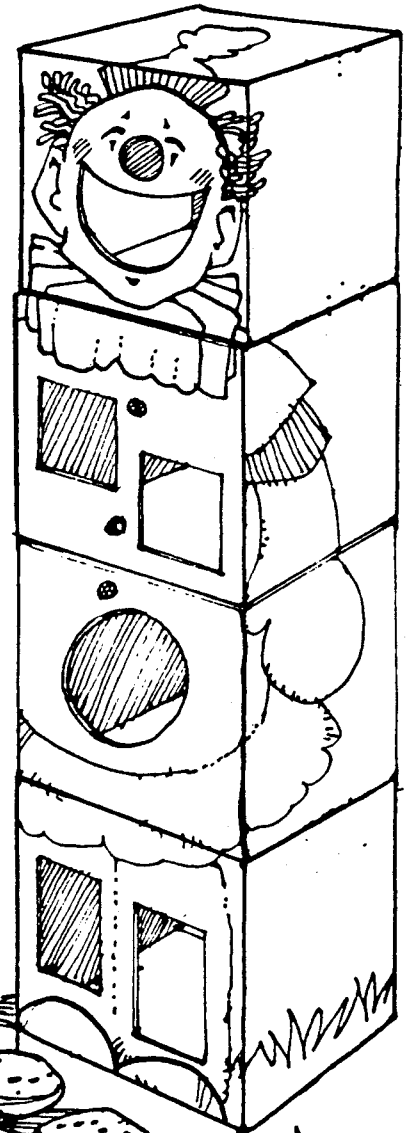
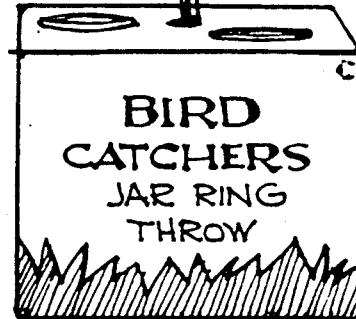
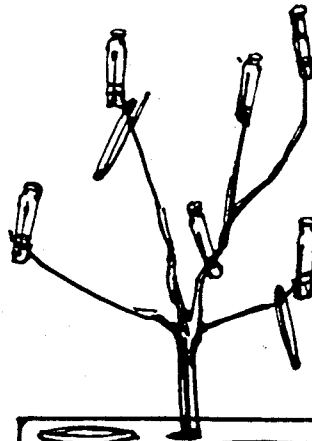


Pin Tails

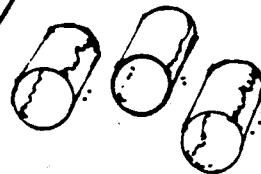
# CARDBOARD CARTON GAMES



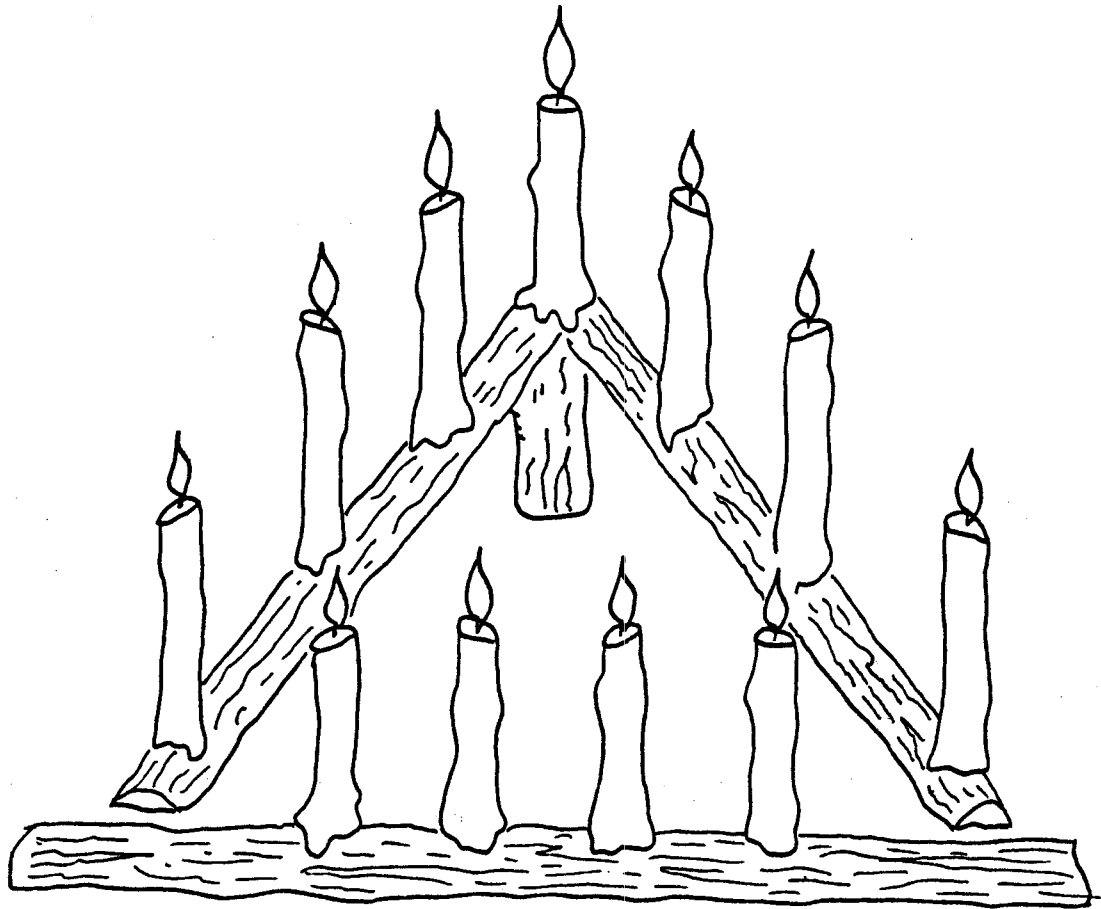
PAPER PLATES  
THROW

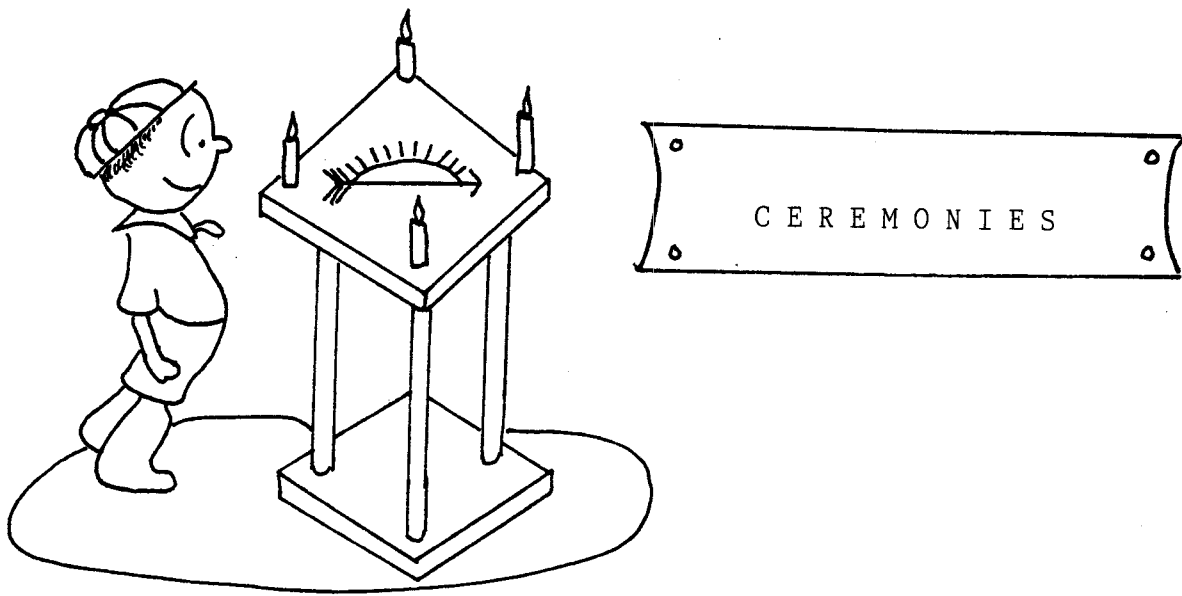


ROLL CANS OF  
DOG FOOD  
INTO BOX



# CEREMONIES





### WHY HAVE CEREMONIES?

To establish a regular plan to present awards promptly after they are earned.

To provide high points in the achievement plan.

To focus attention on the accomplishments of:

Cub Scouts by awarding Wolf, Bear, and Webelos badges, arrow points, and giving special recognition for recruiting, service projects, and special activities.

Pack leaders by recognizing the Den Chiefs, Den Leaders, Cubmaster, Assistants, and Pack Committee.

Visitors and guests by welcoming them and making them a part of the pack program.

To provide the opportunity to present the ideals of Cub Scouting in a dramatic and lasting manner, not only to those being recognized but also to all those watching.

To promote parent participation by helping to explain the parents role in Cub Scouting and creating parent interest and a desire to help in the planning and staging of ceremonies.

To improve the meeting program by marking a beginning and end in both den and pack, helping provide a change of pace, indicating when something important is coming up, and getting and maintaining control in meetings.

To help develop the theme of the month.

### ELEMENTS OF GOOD CEREMONIES

Your ceremonies will be good and impressive if you:

Present them in a dignified atmosphere.

make sure that they are well rehearsed.

Use props and costumes when necessary and keep them simple.

Make people to be recognized the center of attention.

Make sure that everyone can see, as the ceremony has a message for the, too.

Use symbolism, as it appeals to the imagination.

Include plenty of action.

STUMBLING BLOCKS

Long ceremonies soak up time on the program. Don't forget other important elements.

Long speeches and fancy language distract the attention of the audience. The dramatic effect may be lost along with the audience, so keep speeches short.

Be sure speakers can be heard. An individual does not have to repeat the part word-for-word, but simply get the general idea across.

Call for adequate rehearsal. The longer the ceremony, the more rehearsal is needed.

Variety is essential. A good ceremony turns bad if repeated too often. Plan ceremonies for the year as you plan your themes.

Avoid situations that create laughs. Set a serious mood and keep it.

If the audience is to participate by applauding, singing, or responding, be sure to cut them in.

PLANNING HOMEMADE CEREMONIES

1. Who plans them? The Assistant Cubmaster or a special member of the pack committee or ideas committee or a combination should do this job.

2. Start ceremonies with the theme.

Select an idea based on a story of Cub Scout ideals or accomplishments.

Select something related to the theme for a prop.

3. Determine who will take part - the Asst. Cubmaster, Den Chiefs, Pack Committee or Den Leaders.

4. Set a time limit and stick to it.

5. Assign parts to each helper.

6. Make sure everyone has an outline of what he says and does. Using your own words as you follow an outline on 3x5 cards may work better than juggling scripts.

7. Practice makes a good ceremony.

8. Knock "em dead"!

A DEN CEREMONY

Use this impressive ceremony for a boy going into the Webelos Den.

At the close of his last den meeting, Bob is asked by his Den Leader to stand in the center of the den circle. The Den Chief lights each of the boys' candles from his own.

DEN CHIEF: Den 2, let's all repeat the Cub Scout Promise (all repeat). Bob, you have done your best to keep the Cub Scout Promise which you made when you first joined our pack. Now that you are going into the Webelos den to prepare for Scouting, you will learn the meaning of a new promise. The words are different, but all Cubs and Scouts know they mean the same thing. We know you will do your best to keep this promise. Please repeat it after me. (Lights Bob's candle and administers the Scout Oath).

## A Den Ceremony - (cont.)

On my honor I will do my best to do my duty to God and my country and to obey the Scout Law, to help other people at all times; to keep myself physically strong, mentally awake and morally straight.

Now, let's repeat together the Law of the Pack. (repeat together).

Bob, we know you will try to live up to the Scout Law just as you have tried to live up to the Law of the Pack. Repeat the Scout Law after me.

A Scout is; trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean and reverent.

Good luck, Bob, and good Scouting. (blow out candles).

## ORIGINAL DEN CEREMONY

Nothing compares with the beat of a drum for building more effectiveness in a den ceremony.

Cubs, in single file, follow denner into meeting room or den. Den Chief beats drum (pail or old pan and stick). Denner marches to flag that is held by Den Leader or set on a stand. The drum stops and the Cub Scout faces flag, gives a snappy salute, and drum starts again. Denner marches to his seat and stands at attention. All boys repeat performance in turn. When all are standing at seats and at attention, give pledge of allegiance to the flag or Cub Scout Promise

## BIRTHDAY CEREMONY

Blindfold all but the birthday boy and have the den stand in a line. Tell the boys that the birthday boy is going to walk down the line to receive a birthday paddling. Show the boys the line he is to walk; and then when they are blindfolded, the birthday boy walks behind them, instead. He has the fun of seeing them lunge to hit him. Follow this with a prop birthday cake made from any scrap craft; even a triple layer can be devised. Have just one candle fixed permanently on the cake.

A happy birthday song and a speech from the birthday boy follows.

## ACHIEVEMENT CHART CEREMONY

Each Cub Scout, the Den Leader, and Den Chief hold a candle. The Cub Scout receiving award has the honor of lighting these three candles. He then receives an award, which is a gold star.

DEN LEADER: John Doe, having fulfilled the requirements for Wolf and duly receiving this reward at pack meeting as of Jan. 22, is hereby authorized by the members of this Den 5, to place the appropriate star under his name on the achievement chart. (he does so).

DEN CHIEF: John Doe, it has been my pleasure to help and assist you in your Cubbing and to prepare you for Scouting. You have learned your lessons well and are now on the trail of Bear. I know you will soon be on the Scouting trail that leads to the Eagles nest.

## Achievement Chart Ceremony - (cont.)

DEN LEADER: Cubs, let us all remember it took hours of work for both John Doe and his parents to achieve this award, so let us all work for the higher goals in Cubbing so that later on we may take our place for God and our country. Now Cubs, let us give a grand howl for John Doe.

### DEN CEREMONY

Have a flag in stand or held by one of the boys. Put lights out, use spotlight on flag. Have Cubs stand in a "V" formation and point toward flag. Read the following:

#### Our Flag

Together as we gather, let's all keep in mind,  
Our flag and the meaning therein we can find,  
The red is for blood of Americans true,  
Who gladly would give up their lives for you,  
The white is for purity, in both thought and deed,  
A rule of conduct, we all might well heed,  
The blue is for justice, for all, not one,  
A tenet we fought for and so dearly won,  
The stars are a symbol of God's guiding hand  
Over the union in this mighty land.  
There isn't one, our flag won't protect,  
Don't you think we could show it greater respect?

### DEN CEREMONY FOR NEW BOBCAT CUB SCOUT

Den Leader introduces Bobcat to other Cubs of the den, Denner and Assistant Denner step forward with American Flag and Den Flag.

All give salute to the flag.

1. Wolf Cub lights a candle and recites Cub Scout Promise
2. Bear Cub lights a candle and recites the Law of the Pack.

(all sing "For He's a Jolly Good Cub Scout")

### CLOSING CEREMONY

(Boys are seated in a semicircle around the den ceremony board. Den Leader begins by reminding boys that we use a candle on the Arrow-of light board to symbolize Akela, a good leader. She then lights a candle).

DEN LEADER: Boys of Den 5, this light means we will follow a good leader. It even means that we will do the right thing when our leader will lose faith in us. We will lose faith in ourselves, too, because we will not be doing our best.

Closing Ceremony - (cont.)

I want you to listen to this poem:

Myself

I have to live with myself, and so;  
I want to be fit for myself to know,  
I want to be able, as days go by,  
Always to look myself straight in the eye.

I don't want to stand with the setting sun,  
And hate myself for things I've done,  
I want to go out with my head erect,  
I want to deserve all men's respect.

But here in the struggle for game and wealth,  
I want to be able to like myself,  
I won't want to look at myself and know  
That I'm bluster and bluff and empty show.

I never can hide myself from me,  
I see what others may never see,  
I know what others may never know,  
I never can fool myself, and so....  
Whatever happens, I want to be  
Self-respecting and conscience-free.

**A PRAYER FOR DEN LEADERS**

Dear FAther, be with us today as the little boys burst in  
for their important meeting. Be with each Cub - the one who jostles  
the one who disappears with a book, the one who works so carefully,  
the one whose face is always smudged.

I love them all and thank Thee for the privilege of knowing  
them in these years when each is so completely his honest self.

Help me engage their wonderful enthusiasm in worthwhile  
projects which catch their imagination, for then all trouble ceases  
and we move ahead like a canoe in swift waters.

I ask Thy blessing on their rumpled heads and pray that in  
some measure these meetings may help them grow to be their own  
best selves.

Amen



## A CLOSING CEREMONY

### PROPS NEEDED:

5 tall candles  
1 white  
1 green  
1 red  
1 yellow  
1 blue

A candle holder made from a section of the roots or limbs of a dead tree.

### PEOPLE

Cubmaster or Assistant

### SETTING

The prop is placed center stage on a small table or stand. The blue candle is held by speaker and the other four are placed in the candle holder.

### ACTION

Speaker lights the blue candle as soon as the lights are off Speaker says, "I light the blue candle representing the spirit of Cub Scouting. With this candle I will light four more candles and explain their meaning as we all rededicate ourselves. First, a white candle. This candle stands for purity. I will treat the great outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways. Second, a green candle standing for the green pastures and forests of our great nation. I will prevent wildfire. I will build my fire only in a safe place and then only with permission. I will be sure it is dead out before I leave. Third, a red candle to remind me to be considerate of our great outdoors. I will treat both public and private property with respect. I will always remember that the use of the great outdoors is a privilege I can lose by abuse. The fourth candle is gold to remind me that I must always be conservation minded to protect our heritage. I will learn how to practice good conservation of soil, water, forests, minerals, grasslands, and wildlife; and I will always urge others to do the same. I will use sportsman like methods in all of my outdoor activities. As we go to our homes tonight let us all think about our closing ceremony and how important a part the things we have can play in the future of our lives and the lives of future generations.

THANK YOU AND GOODNIGHT

## HISTORIC FLAG CEREMONY

Each month ask one of your dens to obtain one of America's historic flags for the next meeting. Veterans groups or their auxiliaries may have these to loan. If not, mothers may make them for the pack.

At the following pack meeting, the den acts as the color guard and uses the historic flag in a special ceremony. The flags should be assigned to the boys in this order" Queen Anne Flag, Grand Union Flag, Betsy Ross Flag, the Star-Spangled Banner, the flag of 1818, and the flag of the U.S.A.

When the pack assembles, the Cubmaster commands, "Everyone please stand; Den\_\_\_\_, will you proceed with the flag ceremony". Den Chief commands, "Den\_\_\_\_, present colors". Color guard moves into position with our present flag in the place of honor. Den Chief commands, "hand salute" as the audience joins in the pledge of allegiance. On command "two", at end salute, flag is posted and audience asked to be seated. The historic flag is now held erect while the Den Chief or a member of his den reads the story of the historic flag. Den then leads the pack in singing an appropriate song.

Each den must prepare its own flag story. Her is an example (for Queen Anne flag) of how it may be done:

"Many flags have waved over what is now the United States. Early explorers raised the flags of their own nation; the raven banner of the Norsmen and the flags of Spain, France, Holland, Sweden, and England. From 1707 to the Revolution, the familiar flag was the Queen Anne flag which combined the red cross of St. George and the white cross of St. Andrew.

"let us honor it by singing to the music that honored it in the past, but to words that honor our own nation."

### AMERICA

My country, 'tis of thee,  
Sweet land of liberty,  
Of thee I sing;  
Land where my fathers died,  
Land of the Pilgrims' pride,  
From ev'ry mountain side  
Let freedom ring.

Our father's God, to Thee,  
Author of liberty,  
To Thee we sing;  
Long may our land be bright  
With freedom's holy light,  
Protect us by Thy might,  
Great God our King!

## CLOSING CEREMONY

Lights out, closed curtain. As narrator begins, two Scouts take their places at opposite sides of the curtain. Play background music of a patriotic nature.

Select a Scout who reads well to read the following:

Behind the curtain is a picture. A picture begun long ago, but still not finished.

It is a picture of our past, and there is something of John Paul Jones and Davy Crockett, Washington and Jefferson in it, Lee and Grant are there and Ab Lincoln.

There are those who gave their lives at Gettysburg and Flanders and 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 our works, and we see 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 now become men, who will live lives of substance and who will add to that history of noble actions which is our heritage.

Scouts and parents, the picture of our country!

(curtain opens revealing the U.S. Flag).

The flag of the United States of America!

## THE STORY OF THE STARS AND STRIPES

The first flags adopted by our colonial forefathers symbolized their struggles with the wilderness. Beavers, pine trees, rattlesnakes, and anchors were pictured. Mottoes such as "Hope", "Liberty", "Appeal to Heaven", or "Don't Tread on Me" were displayed.

The first colonial flag to have any resemblance to the present Stars and Stripes was the Grand Union Flag. The came Old Glory (the Betsy Ross Flag). From this evolved the Fort McHenry Flag with its 15 stripes and later our familiar Stars and Stripes.

Contrary to popular belief, there is no fixed order for numbering the stars in the flag nor re stars assigned to particular states. The stars represent the states collectively, not individually, and no particular star my be designated as representative of any particular state.

## PLEDGE OF ALLEGIANCE TO THE FLAG

Every day, millions of Americans honor our flag with the pledge of allegiance.

"I pledge allegiance to the flag of the United States of America and to the Republic for which it stands, one Nation under God, indivisible, with liberty and justice for all".

This wording of our present pledge varies slightly from the original, which was drawn up in 1892 in the office of Youth's Companion magazine, in Boston. The pledge was first used in the public schools in celebration of Columbus Day, October 12, 1892.

It received official recognition by Congress in an Act approved June 22, 1942.

The phrase 'under God' was added to the pledge by a Congressional Act of June 14, 1954. When signing the bill, President Eisenhower said that: "in this way we are reaffirming the transcendence of religious faith in America's heritage and future; in this way we shall constantly strengthen those spiritual weapons which forever will be our country's most powerful resource in peace and war"/

## DISPLAY THE FLAG INDOORS

At an indoor assembly, where does the flag go? This depends on the position of the "displayer". The flag always is given the place of honor to the displayer's right. The displayer may be the speaker, the host, or the audience. The following statement of Colonel Harry D. Temple, Commander of the Institute of Heraldry, United States Army, clarifies this:

"The position of the flag of the United States is determined by the displayer, who displays it on his right (to the observer's left), whether he is on a platform, state, in a chancel, or on the same level as the congregation or audience.

"If the clergyman or speaker is displaying the national flag to the congregation or audience, the national flag should be placed at the clergyman's or speaker's right as he faces the congregation or audience, with any other flag being placed to the left.

"If a representative body of the congregation or audience is displaying the national flag to the speaker, the national flag should be placed to the right of the congregation or audience (on the same level as the audience), with any other flag being placed on the left.

"If no speaker or host is in attendance, the national flag should be displayed at the right front of the assembled group of persons".

## GRADUATION CEREMONY

### SEVEN VIRTUES OF LIFE

The late G. R. Cuswell, when Cubmaster of Pack 37, Glen Morre Teachers' Association, New Castle, Pennsylvania, used his version of seven virtues of life to prepare this ceremony. It may be used outdoors or indoors.

PERSONNEL Cubmaster, five Cub Scout Graduates, Parents, seven Den Chiefs or Denners, A Scoutmaster and Senior Patrol Leader.

CUBMASTER Will Webelos Cub Scouts \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_ and their parents come forward. (Boys and parents advance to Cubmaster).

At our Cub Scout jubilee, we recognize the graduation of you Cub Scouts into Boy Scouting. With your dads, you have visited several troops and have chosen to join Troop \_\_\_\_\_. Scoutmaster \_\_\_\_\_ and Senior Patrol Leader \_\_\_\_\_ are here to receive you. Before you is the WEbelos emblem. You have completed \_\_\_\_\_ ranks of Cub Scouting. Bobcat, Wolf, Bear and Webelos. (as each rank is called, the Cub Scout representing that rank holds his Cub Scout Insignia Poster high).

As a Cub Scout you had the help of your parents, your Den Leader, and Den Chief. You have abided by the Cub Scout Promise and Law of the Pack and have now reached the required Boy Scout age.

The seven torches you see represent the rays in the Arrow of Light and seven virtues of life.

(As each Den Chief or Denner, representing his den lights a fire, he reads a virtue of life. The following suggested definitions may be rewritten to meet your needs).

DEN CHIEF #1 Wisdom. Having wisdom doesn't just mean that a person is smarter than others. It means that he uses what he knows to live better.

DEN CHIEF #2 Courage. It means more than not being afraid of danger. You have it if you can meet danger in spite of your fear.

DEN CHIEF #3 Temperance. This means knowing when you've had enough of anything and when to stop eating, playing, or even working too much.

DEN CHIEF #4 Justice. Justice means to be fair and a good sport with others we play and work with regardless of race, color, or religion.

Seven Virtues of Life - (cont.)

DEN CHIEF #5 Faith. Faith is belief in God, heaven, and things we cannot see but know are true. (One Cub Scout said faith was when you turned on the light switch and knew the light would go on).

DEN CHIEF #6 Hope. Hope means to look forward to things you believe will happen. You hope for better things tomorrow, but at the same time you work hard today to make them happen.

WEBELOS  
DEN CHIEF OR  
DEN CHIEF #7

Love. There are many kinds of love - love of family, home, fellowmen, God and country. These loves are important for a full and happy life.

CUBMASTER You will find if you live by these seven virtues you will be happier.

It is now my pleasure to present your graduation certificate to you.

Mr. \_\_\_\_\_, Scoutmaster of Troop \_\_\_\_\_, I present to you Cub Scouts \_\_\_\_\_ and their parents.

SCOUTMASTER (Points to universal Scout badge poster) - Welcome to Troop \_\_\_\_\_. Before you is the emblem of Scouting. The Eagle is the national emblem of our country and symbolizes freedom. The stars represent truth and knowledge. The design of the badge is the sign of north on the mariner's compass. Senior Patrol Leader \_\_\_\_\_ will place our troop neckerchief on you. You will be inducted as a Tenderfoot Scout at our Troop Meeting.

SENIOR PATROL LEADER As you remove your Cub Scout neckerchief remember those things you learned as a Cub Scout. As you wear this Boy Scout neckerchief, remember it represents the spirit that members of our troop always "do their best" to "be prepared". Welcome to our troop. (He salutes).

## ADVANCEMENT CEREMONY

### PONY EXPRESS TRAIL

PROPS Long rope with Bobcat, Wolf, Bear, and WEbelos stations laid out at appropriate points on the rope. Tom-tom-electric campfire-spotlight if lights are out.

CM This month's theme is Westward Ho! In tonight's ceremony all Cub Scouts will pretend to be pony express riders and parents will be station attendants. (DC beats tom-tom to rhythm of a galloping horse).

ACM Will all pony express riders gather around the campfire? It is time for us to take council.

CM The Bobcat is starting the trail of Scouting as he learns the ideals of Cub Scouting..the Cub Scout Promise, the Law of the Pack, and the Cub Scout Motto as well as the sign the handclasp, and the salute. It's a long trail ahead to the Eagle rank, but his is the beginning. Just as the pony express rider started his long ride, so our new Bobcat's are starting out tonight.

Will the following boys line up at the starting gate on the pony express trail?

(AWARDS CHAIRMAN reads off names of boys who are ready for their Bobcat rank).

(DC beats tom-tom lightly as boys go to starting gate).

ACM When the Bobcat requirements are accomplished, the young Bobcat is ready to begin his journey along the pony express trail of Scouting where each achievement is a milepost. There are 1 mileposts between each station.

CM Just as the pony express rider galloped along the trail defying the dangers and hazards of the wilderness from one station to the next; so the young Bobcat express rider begins his gallop along the trail to Wolf Valley Station.

AWARDS CH. (Boys' names) have galloped another 12 miles to Bear Ridge Station. Will these boys please go to Bear Ridge Station?

(DC beats tom-tom lightly).

AWARDS CH. (Boys' names) have made the long trip to Webelos Lodge Station. Will these boys please go to that station?

(DC beats tom-tom lightly).



Pony Express Trail - (cont.)

CM Will the station attendants (parents) of these brave riders please come forward so that they may receive the awards to present to their boys.

(AWARDS are presented at each station in turn by AWARDS CHAIRMAN while ACM reads awards; Bobcat, Wolf, Bear).

ACM In addition to the 12 mileposts between stations (Boys' names) have scouted (number of miles-arrow points) - elective mileposts above and beyond the call of duty.

(AWARDS CHAIRMAN awards arrow points. After all other awards are presented the Webelos Induction and Presentation Ceremony takes place).

CM This station represents the plateau of Cub Scouting. These boys have been on the trail under the guidance of a male adult Den Leader. The WEbelos Scout is instructed in and learns the requirements which enables him to continue his journey up the trail into the Boy Scouts.

(AWARDS CHAIRMAN presents Webelos Award to parents to pin on their son).

CM I would like to congratulate all these fine riders and station attendants for advancing along the pony express trail. As you learn, you advance, and as you advance, you grow.

## A GRADUATION CEREMONY

Here is a Graduation Ceremony with a musical touch.

PERSONNEL Cubmasters, Assistant Cubmaster, Denners, Den Chiefs of graduates den, parents of graduates, Scoutmaster, Senior Patrol Leader, and Patrol Leader.

EQUIPMENT Set up rustic archway at center of stage with Boy Scouts and WEbelos emblems suspended from top. On each upright hang wallboard squares on which you have fastened drawings or decals of the Bobcat, Wolf and Bear ranks. You will need an need an artificial campfire and a flag to left of arch, troop and US flags to right, record player, and "Akela Song Record Album", No. 1210.

CUBMASTER Tonight we honor graduating Webelos Scouts (names). Will the graduates den leaders, den chiefs, and denners come forward and stand behind the graduating Cub Scouts.

SCOUTMASTER (name), his Senior Patrol Leader, and Patrol Leaders, will stand to the right of the arch.

In honor of these graduates, let's all sing "We Are The Cub Scouts". (after song, Cubmaster continues).

Cub Scouts (names), you have reached your eleventh birthday and are graduating from Cub Scouting. With your dada you have visited and decided to join Troop (No.). Having been an active member of our pack for \_\_\_\_years, we re proud to recommend you and your parents to Scoutmaster \_\_\_\_\_ Come stand by our campfire and flag.

DENNERS (graduates' names), the members of our WEbelos Den regret losing you. You have earned each of the Cub Scout ranks on the archway and are ready to be a Boy Scout. We hope to join you soon.

WEBELOS  
DEN LEADER I have enjoyed my association with you and your parents. May you continue to do your best.

CUBMASTER To help you remember this warm and friendly campfire, our Assistant Cubmaster will lead us in singing "Akela's Pack". (After song, Cubmaster continues).

As you leave the warmth of our fire please accept this certificate of graduation. (presents certificates).

A Graduation Ceremony - (cont.)

CUBMASTER Remove your Cub Scout neckerchiefs. I now escort you and your parents through the arch to meet Scoutmaster \_\_\_\_\_  
(As they go through the arch a song from the "Akela Song Record Album is played).

SCOUTMASTER (giving Scout handclasp to graduates and their parents),  
On behalf of Troop \_\_\_\_\_. I welcome you to the Scouting brotherhood. Our troop has great traditions and high standards. We hope you will help keep them. Since you wish to join the \_\_\_\_\_ Patrol, I have \_\_\_\_\_, the Patrol Leader of the \_\_\_\_\_ patrol with me.

PATROL LEADER We welcome you into the \_\_\_\_\_ Patrol. Our troop furnishes Den Chiefs for Pack \_\_\_\_\_, Our patrol tries to be the best in our Troop. We will count on you to help us. (He gives graduates the Scout handclasp).

SCOUTMASTER (to parents) - As you and your boy enter Boy Scouting, you and he should realize that he is entering a new world of activity. In Scouting he may pass requirements to qualified Patrol Leaders or others. As he advances he will go before a board of review composed of men, but he will continue to need your help and encouragement. There are many ways you can help. I will look forward to your participation in our activities. (to graduates) - We have already had a visit together. As soon as we have another conference on your tenderfoot requirements, you will be invested at a troop meeting. You may now wear this Scout neckerchief to show you belong to our troop. Congratulations!

## BOBCAT INDUCTION CEREMONY

### PROPS

A small scale  
3 candles - 1 gold (stands for Cub Scouts)  
                  1 white (stands for Cub Parents)  
                  1 tall blue (mounted at balance of scale)

### PEOPLE

New Bobcat and family  
Cubmaster

### ACTION

Cubmaster calls the new family forward. The parents stand to the Cubmaster's right and the Bobcat stands to the left. Cubmaster stands behind the prop. House lights are turned off, Cubmaster lights the tall blue candle and says:

Mr. & Mrs. (names of parents) we're happy to welcome you and your son to our pack tonight.

Before you is a tall blue candle which stands for teh Spirit of Cub Scouting. It stands on the balance of teh Cubbing Program, represented by the scale in fornt of me. (lights gold candle). This gold candle stands for your son and all the other Cubs in our Pack. (light white candle). This white candle stands for you and all the parents of other Cubs in this Pack. You will notice that the scale remains in balance as long as the candles all remain in place. When I remove the white candle representing you, the parents, you will see the Cub Scout has a long steep climb, as the scale goes out of balance. Then I replace the white candle the scale is again in balance. This is exactly what happens in the Cubbing program when parents do not take an active part in the Cubbing experiences of their sons.

We challenge you, Mr. & Mrs. (their names) to help your son in all his Cubbing endeavors and to be ready to help the leaders of your pack whenever you are called on. (present Bobcat pin and instruct the parents in the way the pin is worn). (Ask the Pack to give the new members a warm welcoming round of applause as they return to their seats with their Den).

## BOBCAT INDUCTION CEREMONY

### PROPS NEEDED:

1 seven foot pole or metal tube  
1 large blue candle  
1 small white candle

### PEOPLE NEEDED:

Cubmaster, New Bobcat and Parents

### SETTING:

Set pole at center stage so the participants can get around it.

### ON CUE

New Bobcat and Parents are brought forward by an assistant.

### Cubmaster conducts ceremony as follows:

We are pleased tonight to welcome Bobcat (boys' name) and his parents (their names) into Pack (give number). Our ceremony will demonstrate to Mr. & Mrs. (their name) parent participation is needed to ensure a full and complete Cubbing program for their son. (HOUSE LIGHTS ARE TUNED OFF) I now light the large blue candle representing the Spirit of Cub Scouting. This lighted candle I now pass on to Bobcat (boys' name) and ask him to light the white candle on top of the tall pole which represents the heights of Cubbing. (PAUSE) I see that you cannot reach the top without a little assistance. Perhaps your parents will give you the extra boost you need to reach the top. (ASK PARENTS TO HOLD THEIR SON SO HE CAN LIGHT THE CANDLE). There we have reached the top. You see, you could not do it by yourself, but with a helping hand from Mom and Dad, you have reached your goal. So it is, all through the Cub and Scouting program. If a boy is to succeed and reach the top, his parents must be willing to lend that helping hand when needed. (PRESENT BOBCAT PIN WITH APPROPRIATE REMARKS) And now let us welcome our newest family with a rousing round of applause while they join the other members of their Den.

## A VERY SIMPLE AND EFFECTIVE OPENING CEREMONY

EQUIPMENT: 1 very small candle and 1 large candle.

PERSONS REQUIRED: Cubmaster or Assistant

DIALOGUE:

Will everyone please close their eyes. (While eyes are closed have an assistant turn off house lights). It has now become very dark. A lonely feeling comes to us. Please open your eyes again....(pause) ....Before you closed your eyes it was light, as you closed your eyes it became very dark. Even now with your eyes open it remains dark. We can remove this darkness by lighting one small candle. This small candle represents the help and guidance one parent can give to a boy. If we were each, to light a small candle and hold it high, there would be enough light for all boys to find their way, to do their best, to be square, and obedient....I now light a tall white candle and hold it high to remind us all that over us shines a brighter light to lead us and to remind us that we should always think first of GOD, second of others, and third of ourselves.

(Welcome everyone and continue with your program)

## A REDEDICATION CEREMONY USABLE AS AN OPENING AT PACK MEETINGS

EQUIPMENT: 1 large blue candle and the following, "THE AMERICANS CREED"

PERSONS REQUIRED: One person who reads well.

DIALOGUE:

Reader lights the large blue candle and says. I light this large blue candle representing the SPIRIT OF CUB SCOUTING. Will you please stand. Look at the candle as you repeat after me and rededicate ourselves with the American Creed.

I believe in the United States of America as a Government of the people, by the people, for the people; whose just powers care derived from the consent of the government; a democracy in a republic; a sovereign Nation of many sovereign States; a perfect union, one and inseparable; established upon those principles of freedom, equality, justice and humanity for which American patriots sacrificed their lives and fortunes.

I therefore believe it is my duty to my country to love it, to support its Constitution; to obey its laws; to respect its flag, and to defend it against all enemies.

(Welcome everyone and continue your program).

The following may be used at a Pack Meeting or on any occasion where a special service is needed.

AN AMERICAN INDIAN VERSION OF THE TWENTY-THIRD PSALM

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

Sometimes my heart is very weak and falls down, but He lifts me  
up again and draws me into a good road.  
His name is WONDERFUL.  
Sometime, it may be very soon, it may be a long, long time,  
He will draw me into a valley. It is dark there but  
I'll draw back not. I'll be afraid not, for it is  
between those mountains that the Shepherd Chief will meet  
me and the hunger that I have in my heart all through  
this life will be satisfied.

Sometimes He makes the Love Rope into a whip, but afterwards He  
gives me a staff to lean upon. He spreads a table before  
me with all kinds of foods. He puts His hand upon my head  
and all the tired is gone. My cup He fills till it runs over.

What I tell is true. I lie not. Those roads that are "away  
ahead" will stay with me through this life, and after; and  
afterwards I will go to live in the Big Tepee and sit down  
with the SHEPHERD CHIEF forever.

# B O B C A T    C E R E M O N Y

## A CUB SCOUT-PARENT PROMISE CEREMONY

The new Bobcats line up, their parents standing behind them. The Bobcats give the Cub Scout sign and recite together the Cub Scout Promise and Law of the Pack, the Cubmaster says it with them in a loud voice so all the boys can hear him. (Before starting, he asks Cub Scouts to speak loudly).

Then all the Bobcat parents give the Cub Scout sign and repeat the following one line at a time, after the Cubmaster:

"As parent of a Cub Scout,  
I will do my best  
To help my boy  
Live up to the Cub Scout PROMISE  
And obey the Law of the Pack.  
I will work with my boy  
On his achievements and projects,  
I will attend the Pack Meetings  
And help as needed  
To make the Pack go".

The Cubmaster then gives each boy the Cub Scout handshake and gives Bobcat pins to parents. The parents pin the badges on their sons' shirts.

Bobcats are dismissed and other boys receiving advancement are called forward, Cubmaster proceeds the same way as he did with Bobcats, or he may omit the Cub Scout Promise and Law of the Pack depending on the available time. The parents of these boys repeat the following:

"We will continue  
To do our best  
To help our boys  
Along the achievement trail  
And share with them  
The work and fun of Cub Scouting".

Cubmaster then presents the badges to the parents, who then present them to their boys. Many packs have a rule that a boy cannot get his award unless a parent is present.

The parents' promise may be typed on a small card for the Cubmaster. The leader should give the Cub Scout sign while he reads script for the parents to repeat.





# GAMES FOR WEBELOS

Games and contests for the Webelos are fun for the boy, give variety to your program, and release their explosive energy.

Games can accomplish many things like, sportsmanship, friendship, pride, physical and mental growth. In all, good citizenship for your Webelos.

Games can be played indoors, outdoors, quietly and very actively. A skill game tests their ability, or have them use their brain in a mental game. And muscles that need to be developed can be done with a physical game. Select your game based on what you want to accomplish.

## SOME HINTS FOR LEADERS:

Select the proper place for the game.

Keep each boy active in the game.

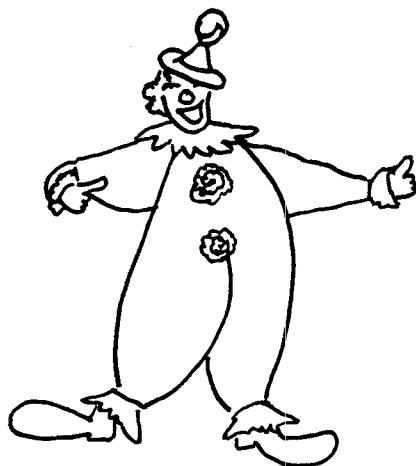
Let your Webelos Den Chief lead games. Be ready to give him a hand if necessary.

Use active games early in the meeting, saving the quiet ones for later.

Have necessary equipment on hand.

Don't over-do the same game - change them each week so no one gets bored.

In this section we have listed one game for each Webelos Activity Badge.



## Webelos Games - (cont.)

### **ENGINEER:**

CATAPULT THROW:                      Equipment - Catapult that each boy has made and a ping-pong ball.

Each boy will operate his own catapult. Give prizes for the longest throw, shortest throw, and the highest throw.

### **FORESTER:**

NAME THE TREE:                      Equipment - A paper sack full of different leaves.

Have the Den Chief pull a leaf from the sack, the first boy to correctly indentify the leaf gets to keep it. At the end of the game the boy with the most leaves is the winner. Have them make a scrapbook to keep and show at pack meeting.

### **GEOLOGIST:**

KING OF THE ORE:                      Equipment - None

This game is played by one boy naming something that a house is made of, he must name the ore or metal and it's use. If he is right, he is King and he stands in the center, until someone gives the King another geological material used in the building of a home then that boy becomes King. (The answers can be found in the Webelos Scout Book.)

### **NATURALIST:**

INSECT HUNT:                      Equipment- Insect net and jar with lid

A trip to the woods and a game of who can catch and correctly identify the most insects.

### **OUTDOORSMAN:**

TENT UP AND TENT DOWN              Equipment - One tent for each team

This is a good father-son or three to four boys for each team game. Object of the game is to see which team can set up their tent in the fastest time. (The tent has to stay up.)

### **AQUANAUT**

WATER CIRCLE TOUCH BALL              Equipment - One beach ball

The players stand two or three feet apart and toss or pass a ball around the circle. One player inside the circle tries to get possession of the ball. If he touches it at any time the player in the circle who last touched it must take his place. The most important thing is safety - so keep it safe and all will have fun.

Webelos Games - (cont.)

**ARTIST:**

**DRAW THE CLOWN FACE:** Equipment - 8 x 10 sheet of paper, felt pen, blind-fold for each player.

Each boy is blindfolded and asked to draw a picture of a clown. After each boy has finished the boys try to find their own drawing. You may have many winners, and you may not have a winner at all.

**ATHLETE:**

**INDIAN ARM WRESTLE"** Equipment - Two strong-armed boys.

Try to force your opponent's hand to the ground or raise his elbow. Try changing hands. There are other good contests in the Webelos Scout Book.

**CITIZEN:**

**NEWSPAPER STUDY:** Equipment - One current newspaper per team.

Teams in corners, each with the same day's issue of a newspaper. On signal teams start a search for news items that definitely illustrate the Scout Law. Items are cut out and numbered according to the point of the Law. Team with most clippings in given time wins (smart team leaders distributes pages among his team members.)

**CRAFTSMAN:**

**WHO IS THE CRAFTIEST:** Equipment - Genius kit

This game uses a genius kit that the leader puts together. The boys must use the following tools to assemble their genius kit:

Saw	Screwdriver
Hammer	Rule
Wrench	Drill

**SCHOLAR:**

**SCOUT LAW DART BOARD:** Equipment - Dart board and darts. The dart board should have spaces with numbers through twelve.

Each boy, in turn, throws a dart at the dart board and scores a point if he can recite the point of the Scout Law represented by the number in which his dart sticks. Score one point for each correct throw and identification. Permit each boy to continue throwing until he misses, either in his throw or in his identification of the Law.

Webelos Games - (cont.)

**SHOWMAN:**

TELL-A-STORY

Equipment - None

Line up boys of two teams facing each other and have one boy on each team tell a story one at a time. The object of this game is to make the other team laugh.

**SCIENTIST:**

POP THE CORN

Equipment - One test tube, popcorn popper and popcorn

The first one to get his corn to pop is the winner, he must pop two kernels. Each boy must put corn in the test tube and light his own candle.

**SPORTSMAN:**

ONE O'CAT

Equipment - A bat and ball

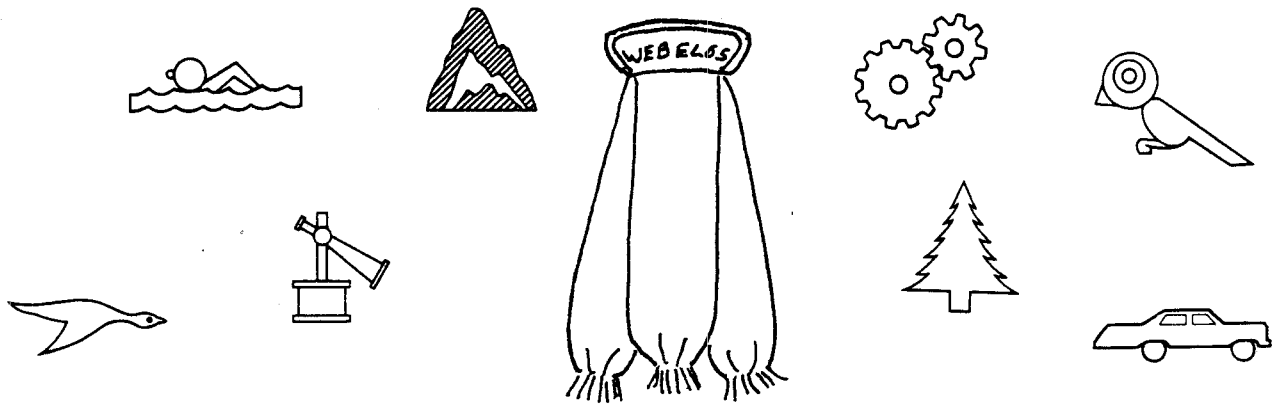
Home plate and first base are set up. One player is batter, the others catcher, pitcher and fielders. The batter is out when he strikes three strikes or when a fly or foul ball is caught. When he makes a hit, the batter must run to first base and return home before the ball is returned to the catcher, who must touch homeplate to put him out. When the batter is put out all players move up in rotation. The batter moves out to right field. If a player catches a fly, he replaces the batter.

**TRAVELER:**

YOU'RE GOING TO TAKE A TRIP

Equipment - Small flags or markers and blindfolds for each boy.

For this game you will need two teams of three or more boys. Each boy has a blindfold so that he cannot see. One boy will be the leader of his team and will have to guide his teammates and pick up small flags along the way. (The Webelos leader has put these markers in the backyard ahead of time so that no one will know where they are.) Make two identical trails. The team that comes back with the most markers is the winner.

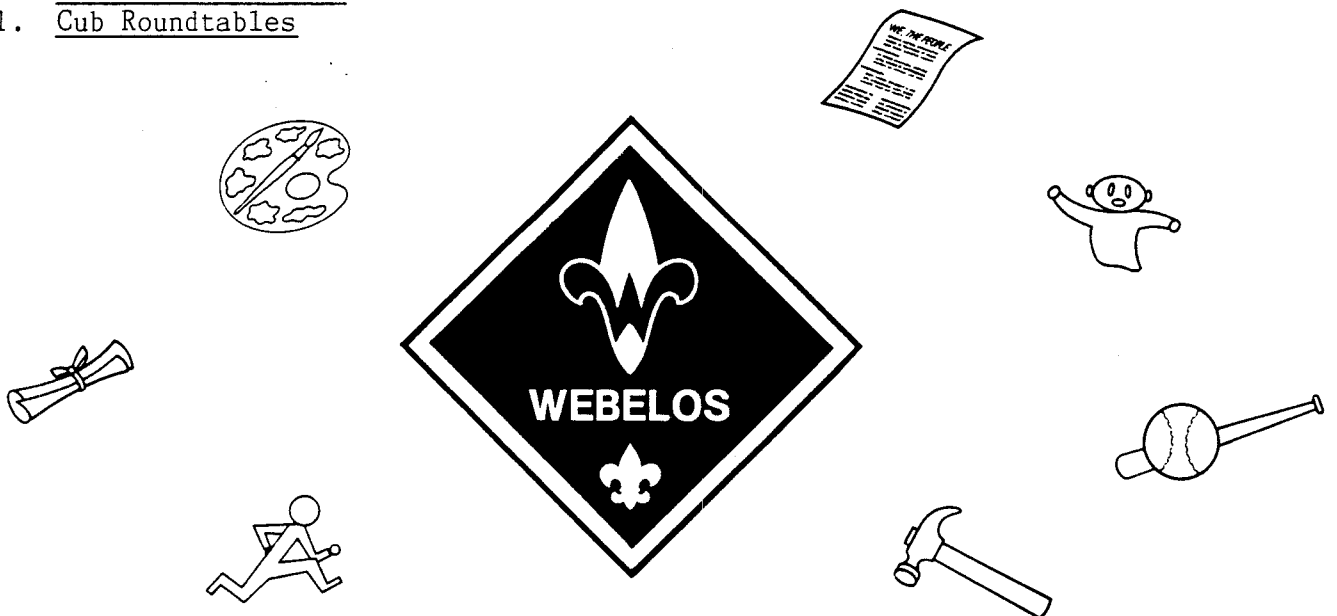


### WEBELOS ACTIVITY BADGES

The following pages will give you some ideas for Webelos Activity Badges to use in your den meetings. These ideas do not meet all the requirements for each badge, but are only ideas to help you in planning your meetings. Some badges can be completed at the meetings, but most should be finished at home with a parent. It is not important that the boy finish all fifteen activity badges, but he should get the required seven badges in order to qualify for Cub Scouts highest award - the Arrow of Light.

### WEBELOS ACTIVITY BADGES RESOURCES

1. Webelos Scout Book
2. Webelos Den Leader Book
3. Webelos Scout helps '78 '79 (and past WEbelos Scout Helps)
4. Webelos Den Activities Book
5. Webelos Activity Badge Helps (Boys' Life reprints)
6. Boys' Life Magazine
7. Scouting Magazine (new Webelos Helps appear in April issue).
8. Where to Go Book
9. POW WOW Book
10. Den Chief Den Book
11. Cub Roundtables



## AQUANAUT ACTIVITY BADGE



### PURPOSE

1. Learn the proper respect for water and water safety.
2. Builds up swimming skills and gives self-confidence in and on the water.
3. To learn basic rescue methods
4. To understand and know the basic rules of boat safety.
5. Relates to Lifesaving and Swimming Merit Badge in Scouting.

### RESOURCES

1. Webelos Den Activities
2. Local swimming instructor
3. Boy Scout with Lifesaving or Swimming Merit Badge.
4. Webelos Scout Helps

### DEN IDEAS

1. Have meeting at local swimming pool. (Invite a boy Scout with Lifesaving or Swimming Merit Badge.)
2. Have a lifeguard or interested parent explain water safety and rescue methods
3. Play swimming games listed in Webelos Den Activities Book.
5. Demonstrate care and use of mask, snorkel and fins.
6. Penny Hunt - Play in shallow water - scatter pennies.
7. Instruct weak swimmers while strong swimmers play deep water games under supervision.
8. Water basketball - use inner tubes for baskets.
9. If parent has boat, explain boat safety and state regulations.

### FIELD TRIPS

1. Swim meet, diving exhibition
2. Boat races
3. Boat show

Your first concern must be safety during the Aquanaut activities. To make sure your den is safe, use Scouting's Safe Swim Defense plan whenever in the water. (Webelos Den Leader's Book, pg. 73) Also, "Drownproofing" (Webelos Scout Helps '78, '79, pg. W24).

## ARTIST ACTIVITY BADGE



### PURPOSE

1. To allow each boy to be creative in his own way.
2. To become familiar with color charts, designs, sculptures, etc.

### RESOURCES

1. BEginner's art books
2. Webelos Den Activities
3. Webelos Scout Helps
4. Artistic parent

### DEN IDEAS

1. Mix colors, using a color wheel.
2. Sandcasting.
3. String Art.
4. Hold an "Art Can Be Fun" night.
5. Make drawings from nature (birds, animals, flowers, trees.)
6. See who can make up the funniest cartoon character.
7. Modeling (make a puppet head and use for Showman Badge).
8. Make a Den Mobile to hang in meeting place, with each member contibuting.
9. Art Gallery Game (Webelos Den Leaders Book, pg. 114).
10. Art Consequences (9Games for Cub Scouts, pg. 62).

### FIELD TRIPS

1. Art Gallery or museum
2. Industrial design office
3. Advertising agency
4. Art School
5. Hobby Shop (some have art classes)



## ATHLETE ACTIVITY BADGE



### PURPOSE

1. To teach physical fitness and its importance to your body.
2. Help control ones temper.
3. Understand the rules of games.
4. Acquire faith and trust of fellow teammates.
5. Relates to Athlete Merit Badge in Scouting.

(This is a good activity for the very first meeting or when unable to prepare for a meeting.)

### RESOURCES

1. Webelos Scout Book
2. Boys' Life
3. Webelos Den Activities
4. WEbelos Den Leaders Book
5. WEbelos Scout Helps

### DEN IDEAS

1. Have den compete in dual contests. (Webelos Scout Book)
2. Invite high school coach to discuss training.
3. Indoor Obstacle Course. ('78-'79 WEbelos Scout Helps)
4. Invite dads to coach the five badge events and record results on the fitness Progress Chart in the Webelos Scout Book. End meeting by playing a game with dads.
5. Make homemade exercise equipment. (Webelos Den Activities).
6. Outdoor Obstacle Course. (Webelos Den Activities).

### FIELD TRIPS

1. Track Meet
2. Any spots event requiring strength, speed and stamina.
3. Gymnastics exhibition/
4. A gym (YMCA) where Webelos can try weight training equipment or pass swimming requirement.

## CITIZEN ACTIVITY BADGE



### PURPOSE

1. To aid in developing the young men of today into responsible citizens of tomorrow, a primary goal of the BSA.
2. Get a closer look at Federal, State and Local Government.
3. Help the boys who were born U.S. Citizens to understand the difference in being a "citizen" and a "good citizen". Also what the true meaning of "all men are created equal" is.
4. Learn why we must have laws and why the laws must apply to all persons equally.
5. Relates to Citizenship in the Community, Citizenship in the Nation, and Citizenship in the World Merit Badges in Scout

### RESOURCES

1. Webelos Scout Book
2. Webelos Scout Helps
3. Bill of Rights No. 26-095
4. Our Heritage of Freedom No. 26-097
5. Law and Justice No. 26-099
6. Citizenship Through Service (ideas for service projects)
7. Public and School Libraries
8. State and Local Government Offices and buildings.

### DEN IDEAS

1. Invite a "new" citizen to visit your den meeting and tell what his citizenship means to him.
2. Ask a judge, City or State Official to visit and explain how the city or state government is structured.
3. Make a chart of the executive, legislative and judicial branches of our nation and state.
4. Plan and carry out a den service project (clean up ground, collect books).
5. Observe the voting process.
6. Plan and help carry out a service project for the pack.
7. One of the requirements is to make a notebook to keep records of projects. Encourage the boys to "dress-up" notebooks and offer a prize for the best one.
8. Discuss anthem's history in Webelos Scout Book.

### FIELD TRIPS

1. Attend a naturalization ceremony.
2. Visit a City Council Meeting
3. Tour a municipal building or the State Capitol.
4. Visit a city or county court. Acquaint the boys with court proceedings.
5. Check Where to Go Book for more ideas.

It is suggested that the boys share their learning process with their family by working on as much of their requirements at home with their parents as they can.

## CRAFTSMAN ACTIVITY BADGE



### PURPOSE

1. Encourage father and son to work together.
2. Develop interest and pride in making and caring for things.
3. Help to understand the importance of safety and care of tools.
4. Give him a feeling of accomplishment.
5. May develop interest in the Woodworking, Machinery, Leatherwork, or Model Design & Building Merit Badges when a Boy Scout.

### RESOURCES

1. Skilled carpenter or parent.
2. Webelos Program Helps
3. Craftsman Activity Badge Helps. No. 26-057
4. Handicraft. No 26-043
5. Crafts for Cub Scouts.

### DEN IDEAS

1. Meet in workshop or garage where tools are available.
2. Have a dad or carpenter demonstrate safety and care of tools, and how to clean up.
3. If no tools are available, arrange with local hardware store, such as "Handyman", to demonstrate their tools.
4. Have a Scout with his Woodworking Merit Badge show his project and help at a meeting.
5. Let each boy choose a project to work on at home, then have him work on it at a den meeting.
6. Have a contest for driving nail in fewest strokes and sawing a board in fewest strokes.

### FIELD TRIPS

1. Hardware Store
2. Construction site
3. Craftsman or Hobby Shop demonstration.

## ENGINEER ACTIVITY BADGE



### PURPOSE

1. Give a broader meaning of the word "engineer".
2. Could generate interest later in an engineering field.
3. Gives the Webelos a chance to meet interesting people on field trips.
4. Relates to Engineering Merit Badge in Scouting.

### RESOURCES

1. A parent with engineering background
2. Webelos Den Activities
3. Den Chief Handbook.
4. Boy Scout Merit Badge Counselor.
5. Engineer Activity Badge Helps. No. 26-079
6. Draftsman or Construction Foreman
7. Science Teacher

### DEN IDEAS

1. Have a surveyor visit and tell why we need surveyors.
2. Have a parent with engineering background, explain why he went into this field of engineering.
3. Take the den outdoors to measure your property line.
4. Have each boy bring to meeting a bridge they have built and explain types of bridges.
5. Have each Webelos pick a requirement and demonstrate it at the next meeting.
6. Plan a visit by a local utility employee or builder to explain their jobs.

### FIELD TRIPS

1. Visit a building site and explain property lines.
2. Visit a municipal engineer's office, surveyor's or architect's office.
3. Visit a college engineering department.
4. Tour a house under construction and show a floor plan of the house.
5. Visit a municipal water works, TV, radio, etc.

## FORESTER ACTIVITY BADGE



### PURPOSE

1. Understand the value of our nature's forests.
2. Learn the meaning of preservation (conservation) and why.
3. Learn what products are produced by the forests.
4. Be aware of erosion, run-off, etc.
5. Relates to Forestry Merit Badge in Scouting.

### RESOURCES

1. Forestry with State Agency
2. Forestry Activity Badge Helps No. 26-053
3. Boys; Life
4. Visitor Center and Naturalist at Nature Parks

### DEN IDEAS

1. Have a parent bring samples of various wood, seeds or leaves.
2. Have Webelos bring collections and discuss them
3. Conduct a group question and answer session.
4. Discuss a book on forests or plants.
5. Discuss various foods (nuts, berries, etc.) available in the forest.
6. Discuss what foresters do.
7. Leaf identification contest (study 20 leaves, then number leaves and try to identify).
8. Close meeting by reading Outdoor Code.
9. Count the annular rings of a tree stump or log section.
10. Plant a tree.
11. Teach how to measure tree height.

### FIELD TRIPS

1. Nature Park or other similar facility
2. State Parks
3. Visit a nursery
4. Visit a lumber yard.

## GEOLOGIST ACTIVITY BADGE



### PURPOSE

1. To learn the history of the earth and its present and past life.
2. Understand rock and land formation.
3. How to relate rocks and minerals with everyday things around the house.
4. Relates to Geology, Environmental Science and General Science Merit Badges in Scouting.

### RESOURCES

1. Geologist or interested parent
2. Scout with Geology Merit Badge
3. Geologist Activity Badge Helps, No. 26-082
4. Rocks and Minerals Books

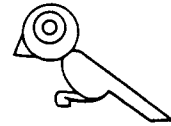
### DEN IDEAS

1. Have a geologist or parent bring samples of rocks and fossils.
2. Have Webelos bring rock collections to meeting and tell where they found them.
3. Show how to make a hardness kit with things around the house. (Geologist Activity Badge Helps or Webelos Scout Helps.)
4. Play "Rock Tag" outdoors - players are safe if touching rock.
5. Play "What Am I" using only names of rocks and minerals.

### FIELD TRIPS

1. Riverbank or old quarry if possible
2. Jeweler's Shop
3. Mining Company (if possible)
4. History of Geology exhibits.

## NATURALIST ACTIVITY BADGE



### PURPOSE

1. To learn about insects, birds, reptiles and other creatures.
2. Be able to identify various animals and insects.
3. Teach animal foods and where they are found.
4. Understand the hazards in the out-of-doors.
5. Relates to Environmental Science, Fish & Wildlife Management and Nature Merit Badges in Scouting.

### RESOURCES

1. Nature center
2. State Wildlife Department
3. Naturalist Activity Badge Helps No. 26-054
4. Ranger or interested parent
5. Books on wildlife and nature.

### DEN IDEAS

1. Have a parent bring a terrarium and discuss it.
2. Have boys bring insect zoo and discuss various creatures.
3. Read and discuss parts of a nature book.
4. Quiz on poisonous plants.
5. Make different types of bird feeders and observe which birds use them.
6. Discuss the North American Fly-way and bird migration in this area.

### FIELD TRIPS

1. Nature Park
2. Philadelphia Zoo
3. Fish Hatchery
4. Tour State Wildlife Department
5. Audubon Society.

## OUTDOORSMAN ACTIVITY BADGE



### PURPOSE

1. To teach basic camping skills.
2. Bring family together in camping and outdoor activities.
3. Teach fire, ax and knife safety.
4. Learn proper fire building technique.
5. Relates to Camping and Cooking Merit Badges in Scouting.

### RESOURCES

1. Webelos Scout Handbook
2. Outdoorsman Activity Badge Helps No. 26-048
3. Webelos Den Activities Book
4. Scoutmaster or older Boy Scout.
5. Scout Handbook
6. Scout Fieldbook

### DEN IDEAS

1. Review knot tying that is used most in camping. (Square, Two half-hitches, Taut line hitch, Clove hitch, Sheepbend, Bowline).
2. Set up family tent or borrow a Scout tent and hold meeting outdoors.
3. Have boys write down what they would take on an overnight campout, then discuss the basic articles needed on campouts.
4. Have each boy make up a personal first-aid kit.
5. Invite a Scoutmaster or older Scout to den meeting and discuss outdoor safety and basic camping skills.
6. Have an in-town hike, taking a sack lunch, or have mothers meet at a park with picnic. Demonstrate the use of a compass while hiking.
7. Demonstrate how to make a sleeping bag with blankets.
8. Have an outdoor cookout, inviting parents and let Webelos do the cooking.
9. Discuss "Outdoor Code": and use as closing of den. (Scout Handbook).
10. After campout, have boys write a short review of the good things that happened and things that shouldn't have happened.

### FIELD TRIPS

1. Check with local Scout Office for camping areas
2. Have a day hike at a local or State Park
3. Visit a troop campout
4. Plan a father-son campout
5. Go on a bicycle ride to a nearby park



## SCHOLAR ACTIVITY BADGE



### PURPOSE

1. To become aware of the benefits derived from going to school.
2. To learn the history of the schools, from the very earliest, to the point of their start in America, and to the present.
3. To find out who runs the schools and where the money comes from to finance them.
4. To learn the many job opportunities open to young people in the educational field besides teaching.

### RESOURCES

1. Webelos Scout Book
2. Webelos Program Helps
3. Public and School Libraries
4. Board of Education
5. Local school (principals, teachers, office staff).

### DEN IDEAS

1. Invite a teacher, principal or school board member to a den meeting.
2. Invite parents to discuss the value of getting a good education.
3. Let the boys talk about what is going on at school (guide them by asking questions, but don't attempt to change their minds).
4. Prepare a chart of school systems and how it is administered.
5. Bring old school books and discuss difference in today's books.
6. List and discuss full time jobs available in the educational field.

### FIELD TRIPS

1. Take a tour of the Educational Service Center (Board of Education Center).
2. Visit a college campus or high school.

Horace Mann wrote "Lost yesterday, somewhere between sunrise and sunset, two golden hours. Each one was set with sixty diamond minutes. No reward is offered, for they are gone forever!"

## SCIENTIST ACTIVITY BADGE



### PURPOSE

1. To understand a few ideas in physics.
2. To learn to experiment on his own.
3. Become acquainted with some famous scientists.

### RESOURCES

1. Webelos Scout Book
2. Geologist & Scientist Activities Badge Helps No.26-082
3. Webelos Den Activities
4. Science teacher

### DEN IDEAS

1. Have each boy pick an experiment in the webelos Scout Book and bring to show and explain at next meeting.
2. Make paper airplanes and have contest for distance and accuracy. Discuss why they fly and turn.
3. Respond to roll call by naming famous scientist.
4. Demonstrate inertia experiments in WEbelos Scout Book.
5. Discuss atmospheric pressure and what causes fog.
6. Demonstrate various optical illusions.
7. Make crystals.
8. Present a "Science Fair" at a Pack Meeting.

### FIELD TRIPS

1. Weather bureau station
2. High School science laboratory. Explain some equipment and os simple experiment.
3. Planetarium

## SHOWMAN ACTIVITY BADGE



### PURPOSE

1. To develop creativity and broaden aptitudes in theater and the musical arts. (This helps to further the development of the whole boy).
2. To derive entertainment from cultural and educational enlightenment of the "arts".
3. To encourage proper speaking and listening habit necessary in communication.
4. To learn facts about famous writers and composers and their works.
5. To appreciate good music and literature.
6. Encourages the boys to write their own simple play or make a simple musical instrument.
7. Relates to Theater and Music Merit Badges in Scouting.

### RESOURCES

1. WEbelos Scout Book
2. Webelos Program Helps
3. Stunts & Skits No. 26-026
4. Showman Activity Badge Helps No. 26-047
5. School drams department
6. School and local music departments

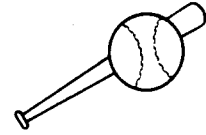
### DEN IDEAS

1. Invite a high school drams teacher to demonstrate and explain he techniques of makeup.
2. Use a tape recorder to record the boys' voices and play for them.
3. Write a puppet play and make the puppets.
4. Write a one-act play for Pack Meeting.
5. Make a puppet stage.
6. Have the boys bring their favorite record to play at the meeting.
7. Plan a family night of entertainment. Include homemade musical instruments as well as regular instruments, puppet show, etc.
8. Discuss stage directions and what they mean.
9. Answer roll call with a brief history of an American composer assigned the week before.

### FIELD TRIPS

1. Visit a costume shop
2. Attend a high school play (or children's theater, etc.)
3. Go to a band concert of professional puppet show
4. Visit a TV studio
5. Entertain children's home or hospital

## SPORTSMAN ACTIVITY BADGE



### PURPOSE

1. To learn good sportsmanship.
2. Teach the boys competitive and individual sports.
3. Teach appreciation of sports.
4. To learn new sports.
5. Relates to the Sports Merit Badge in Scouting.

### RESOURCES

1. Y.M.C.A.
2. Sports Association
3. Sporting Officials
4. Library

### DEN IDEAS

1. Casting Games. Webelos Den Activities.
2. ARchery practice with rubber tips. WEbelos Den Activities.
3. Hike around golf course.
4. Firearms Safety for BB guns
5. Invite referee or umpire to explain signals, then have a signals contest.
6. Have Den Meeting at playground or park.
7. Father and son ballgame.
8. Play "Broom" Hockey.

### FIELD TRIPS

1. Softball Hall of Fame
2. Flyers Ice Hockey Game
3. Bowling, roller skating, or miniature golf.
4. Veterans Stadium - Phillies game or Eagle game.

The "Spirit of Good Sportsmanship" means being modest in victory as well as accepting defeat gracefully after trying your best.

## TRAVELER ACTIVITY BADGE



### PURPOSE

1. Teaches the boy to plan ahead for his travels instead of letting mom and dad do it all.
2. Helps him to be more aware of the environment around him.
3. Teaches him to be thrifty by realizing the cost of trips.
4. Teaches how to read a map and road signs.

### RESOURCES

1. Parents and Leaders
2. City, State and U.S. maps
3. Bus, train and airlines schedules
4. Federal and State camping and lodging information
5. Where To Go Book
6. Traveler ACTivity Badge Helps No. 26-079

### DEN IDEAS

1. Have Webelos bring state map to meeting. Teach them symbols and how to read map. Play a map finding game by having Den Chief call out names of towns to see who can find it first.
2. Map out trip to nearby town, calculating mileage from map.
3. National Parks Tour Game. Traveler ACTIVITY BADGE HELPS.
4. Have a bus or train agent talk to den on schedules and cost.
5. Have the boys make a list of what they would take in their suitcase for a weekend trip.
6. Demonstrate how to make a First Aid Kit for the car (First Aid Merit Badge requirement in Scouting).
7. Pack A Suitcase Contest - Competition for speed and neatness in packing a suitcase. Have enough boys clothing and toilet articles to fill a case. Let each boy try his skill at packing.

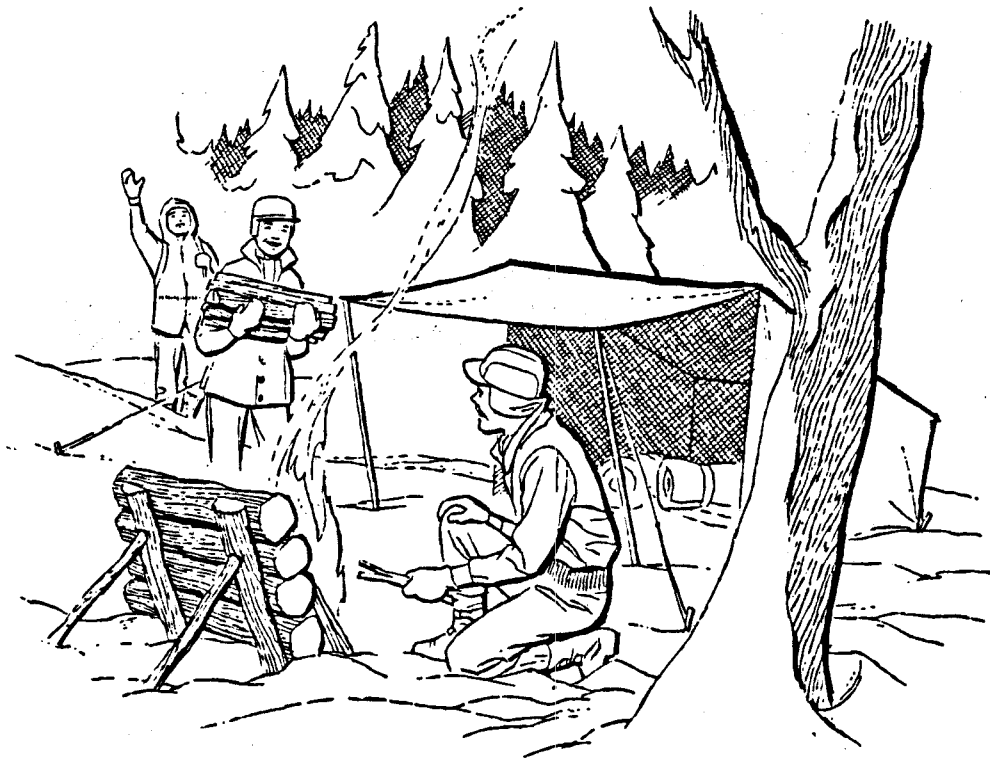
### FIELD TRIPS

1. Take a trip to a nearby town, having them follow the map and signs.
2. Contact local bus company and take den on a city bus ride.
3. International Airport, Philadelphia.
4. 30th Street Station, Philadelphia.

# OUTING

IS AN IMPORTANT PART OF

*Scouting*



## BACKYARD CAMPING

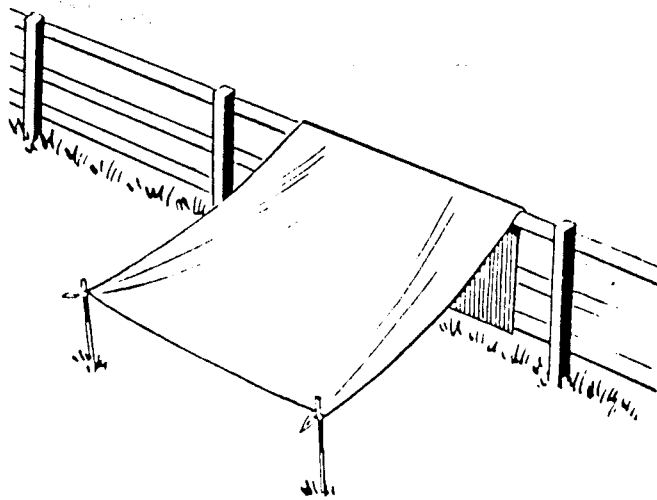
The Boy Scouts of America encourages backyard camping by younger Cub Scouts. A boy is not likely to run into problems beyond his depth when his family is close by.

Backyard camping is simply sleeping out with a buddy or two in someone's backyard, either under the stars or in tents. The boys may try to cook their meals outdoors, too, but they will need some supervision. Someone should be ready with emergency chow. They may need it.

## BACKYARD TENT

A tent is a big plus for backyard campers, although they can do without it if necessary because shelter is so close by. It can be a family tent, an old pup tent, a tarp, or even an old rug. With some help, a boy can make a simple but serviceable tent from almost any heavy material. Unbleached muslin is good and inexpensive. When it is completed (dyed and decorated as desired), take it to a dry cleaner for waterproofing or buy a non-flammable waterproofing mixture and do it yourself.

The tent can be set up with poles, or it can be hung over a clothesline or fence as illustrated. Use a plastic ground-cloth for protection. (A large plastic bag slit on side and bottom makes a good ground-cloth.)



## THE POLYTARP

The shelter you see illustrated is called a Polytarp since it can be rigged in many different ways. It's only about four pounds and sleeps two boys comfortably. If you buy the polyethylene sheets from which it's made at a hardware or building supply store, the complete tent should cost you about five dollars. If you scrounge discarded sheets from farm suppliers or building contractors, the cost will be negligible. The plastic comes either clear or in colors.

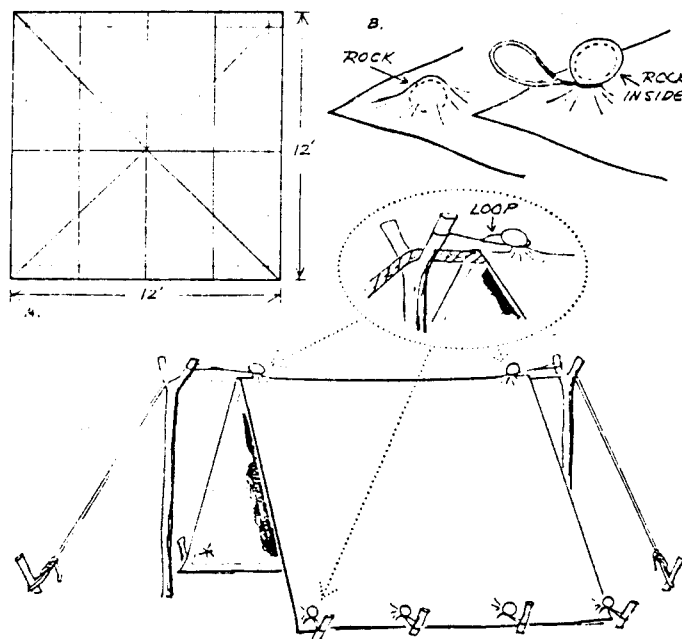
Here's the equipment you'll need:

- 12' x 12' square of four or six-mill thick polyethylene
- 150 feet of  $\frac{1}{2}$ " wide adhesive filament tape (also called acetate-backed, glass-reinforced strapping tape) which comes in 60-yard rolls
- 30-40 feet of #36 nylon twine (about 260-lb test)
- 26 feet of rope (nylon braided is best) for tent ridgeline
- Scissors - Yardstick - Chalk - Chalkline string (about 20' long)

Lay out your sheet of polyethylene on a flat, clean, dry surface. Be careful not to punch any holes in the sheet. (If you do, they can be patched up easily with a piece of filament tape or plastic adhesive tape). The polyethylene must be dry and clean when applying the filament tape for reinforcing. With a yardstick, chalk and chalkline mark the lines along which the filament tape must be attached. Stick on the tape as shown in diagram A.

Now pitch the Polytarp. You're going to need to attach ropes for guy lines, tent pegs, etc. The easiest way to do this is as shown in illustration B. Using two half-hitches tie up a wad of leaves or a smooth rock the size of a walnut in the plastic where you want the rope or peg to be attached. Then loop the twine around the plastic-enclosed rock.

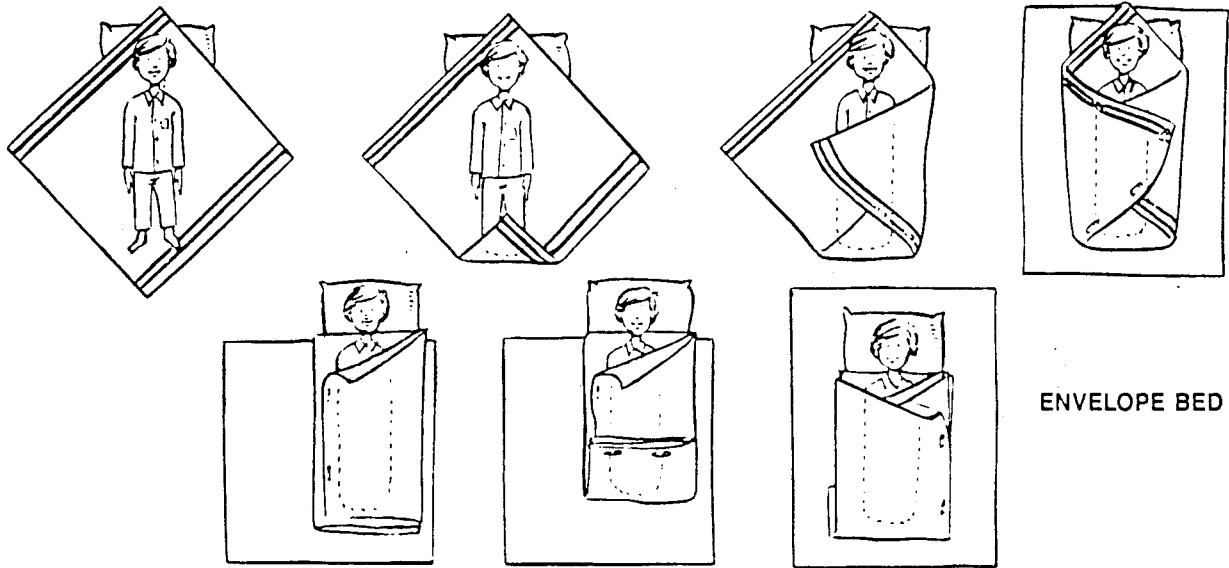
In pitching the Polytarp, the side of the polyethylene sheet with the filament tape attached to it serves as the inner side of the tent. Tie down tightly the ridgeline, all corners and at several points where the tent meets the ground. Allow for ventilation. Simplest way to pitch the Polytarp is shown below.





## BEDDING

A bed for backyard camping doesn't need to be elaborate. A ground cloth and a sleeping bag are adequate. An air mattress adds comfort. If these are not available, make a ground cloth from an old shower curtain, a plastic bag, or other plastic material. An envelope bed can be made from blankets as shown in the illustration. In the summer, one blanket is often enough. Fold it so there are two layers under you. In cooler weather, you will need at least two blankets. Fold the first blanket with two layers under you, then bring the bottom up over your feet. Swing half of the second blanket over you, and fold the bottom under your legs. Safety pins will help hold it in place.



## FAMILY CAMPING

Family camping has become a very popular activity and is encouraged by the Boy Scouts of America. A family camping trip can be rewarding for Cub Scouts and every member of the family.

Family camping may also be a den, or pack activity. Den or pack family camping trips should include Cub Scout or Webelos Scout activities as a part of the program. Remember, overnight and long-term camping are not permitted for 7, 8, or 9 year old Cub Scouts, except as a part of family camping. That means that a parent or other adult must accompany and supervise each Cub Scout.

## WHERE TO CAMP

There are many places to camp, both public and private. These include national and state parks and forests, privately-operated campgrounds, and Scout camps. A campground usually has improvements such as running water, sanitary facilities and platform floors for tents. A campsite can also be set in an undeveloped area.

State and national parks operate on a "first come, first served" basis, with no reservations. Entrance charges vary, but they are usually moderate.

## TENT LIVING

Living in a tent is enjoyable if you prepare for it.

- Keep all flames away from the tent. Never use liquid fuel stoves, heaters, lanterns, lighted candles, matches, or other flame sources in or near tents. Be fire safe. **No flames in tents** is a rule which must be enforced.
- Tent ropes should be clean, strong, and securely attached to tent. Keep extra ropes available for quick storm rigging.
- Canvas and rope shrink when wet. Tight ropes can rip your tent in a storm. If it rains, loosen the tent ropes a little.
- Never pile dirt and leaves against lower walls of tent.
- Never use flammable chemicals near tents (charcoal lighter, spray Paint, insect repellent). These may remove the water-proofing.
- Clean and dry the tent thoroughly before storing. Carry and store tent in a bag, if possible.

With advise and suggestions. Some families borrow or rent the large equipment until they know what purchases they need to make.

In addition to a tent and sleeping bags, the list will include cooking and eating equipment, food and food containers, some tools, and personal equipment.

The dishwashing problem can be solved by using paper plates, and cups. These can be burned, leaving only the cooking utensils to be cleaned.

Always bring plastic garbage bags. They serve many useful purposes in addition to holding trash. Be sure to include a first aid kit.

CAMPOUT CHECKLIST		
<b>WEAR</b>	<input type="checkbox"/> INDIVIDUAL TOILET PAPER	<input type="checkbox"/> MOCCASINS or SNEAKERS
<input type="checkbox"/> COMPLETE UNIFORM	<input type="checkbox"/> COMPASS	<input type="checkbox"/> CLOTHESBAG WITH:
<input type="checkbox"/> HIKING SHOES	<input type="checkbox"/> 2 or 3 BAND-AIDS	<input type="checkbox"/> EXTRA SHIRT
<input type="checkbox"/> SWEATER or JACKET	<b>FASTEN TO OR INSIDE YOUR PACK</b>	<input type="checkbox"/> EXTRA PANTS
<input type="checkbox"/> RAINCOAT or PONCHO		<input type="checkbox"/> PAJAMAS or SWEAT SUIT
<b>CARRY IN POCKETS</b>	<input type="checkbox"/> REPAIR KIT (NEEDLES, THREAD, ETC.)	<input type="checkbox"/> WASH BASIN (PLASTIC OR CANVAS)
<input type="checkbox"/> SCOUT KNIFE	<input type="checkbox"/> EATING UTENSILS	<b>OPTIONAL ITEMS</b>
<input type="checkbox"/> MATCHES (IN WATER-PROOF CASE)	<input type="checkbox"/> FLASHLIGHT (CHECK BATTERIES)	<input type="checkbox"/> WATCH
<input type="checkbox"/> HANKERCHIEF	<input type="checkbox"/> SLEEPING BAG (OR 2-3 BLANKETS)	<input type="checkbox"/> SWIM TRUNKS
<input type="checkbox"/> WALLET (INCLUDE DIMES FOR PHONE)	<input type="checkbox"/> WATERPROOF GROUND CLOTH	<input type="checkbox"/> CAMERA, FILM
		<input type="checkbox"/> CANTEEN
		<input type="checkbox"/> NOTEBOOK, PENCIL
		<input type="checkbox"/> MAP
		<input type="checkbox"/> FIRST AID KIT
		<input type="checkbox"/> SCOUT HANDBOOK or FIELD-BOOK
		<input type="checkbox"/> MOSQUITO DOPE & NETTING
		<input type="checkbox"/> SOAP
		<input type="checkbox"/> HAND TOWEL
		<input type="checkbox"/> BATH TOWEL
		<input type="checkbox"/> TOOTHBRUSH & TOOTHPASTE
		<input type="checkbox"/> LENGTH of LINE or ROPE

## CLOTHES FOR CAMP

The important thing in picking clothes for camp is to take just the right amount not too few, and certainly not too many!

Keep in mind that the clothes you'll need the most are clothes to protect you, to keep you warm, and to keep you dry. In rough terrain, you'll welcome a heavy shirt, long trousers, jeans or slacks, and heavy shoes. In more open camping areas, a light T-shirt (or blouse, for girls), shorts, and regular

## Clothes For Camp - (cont.)

shoes or loafers may be just right. Don't forget a sweater or jacket for cool evenings. If there's the slightest chance of rain, take rain gear - raincoat or poncho, and rubbers.

If you're going to Scout camp you'll bring your uniform, of course. The same is true if you're going to a private camp where a uniform is required.

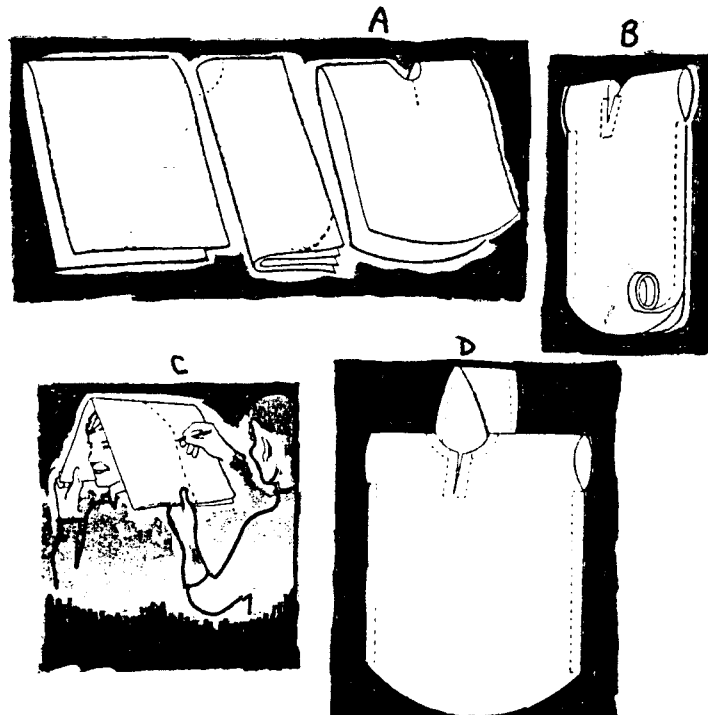
Bring sufficient underwear and nightwear. Warm flannel pajamas are good, as temperatures drop sharply at night in many camping areas.

### P O L Y P O N C H O

Those are thunderhead ahead, buddy, and if you're on the trail without raingear, you're in trouble, real trouble! And that starts with "T" which rhymes with "P", which stands for - POLYPONCHO. Make your own and stay dry. Use the same technique followed to build the Polytarp. Our materials: polyethylene plastic sheeting (six-mil thick), filament tape and 1½-inch wide plastic tape.

Polyethylene sheeting can be begged from builders or building cuppliers, or bought from these people or from many hardware or farm supply stores. Buy ½-inch wide filament tape and plastic tape in almost any 5&10-cent store.

First step - how much polyethylene do you need? Stretch your arms out straight to the side. Have someone measure you from thumb-tip to thumb-tip. Next, have that same person measure your height from your shoulder to the top of your feet. With scissors cut one piece of polyethylene to your wing-spread width and twice the length measured (to cover your front and back).



## Polyponcho - (cont.)

Fold the plastic in half where your shoulders will touch, so that you have one length on top of the other. Next, fold that in half lengthwise (figure A). At the corner of the double fold cut out a quarter pie slice barely big enough to fit your head (about four inches in radius). Then trim the bottom corners round.

Next step is to take your plastic tape and seal the sides together (figure B). Leave room for your hands to stick through (about 12 inches). Reinforce the head hole and hand holes with filament tape, as shown.

You can fashion a hood by first making a paper pattern for your head from a double sheet of newspaper. Hold it so that the center fold is on top of your head. Have someone mark on the paper in crayon the right size to cover your entire head and allow the hood to be attached to the Polyponcho's head hole (figure C). Take the pattern, trace the outline in polyethylene and cut out the hood piece. Seal the hood's back with plastic tape and reinforce the front edge of the hood with filament tape. Attach the hood to the headhole edges with plastic tape (figure D).

If you omit the hood, cut only a two-inch-radius pie slice and a six-inch slit down the front center. Reinforce cuts with filament tape.

## C O L D     W E A T H E R

Some people can withstand more cold than others.

For example, Eskimos live comfortably in the coldest part of the world - partly because they are used to that climate but mostly because they know how to dress for subzero temperatures.

Their method is simple - and we should follow it: Allow an air space between our body and our clothes. Eskimos wear loose-fitting hide jackets or parkas, and loose-fitting hide boots - both with the fur side in, which acts as an insulation - keeping heat in and cold out.

Wool clothing is best because the loose wool fibers form air spaces - the insulation principle again. Loose-fitting clothing, too, is best because it allows air space between you and your clothing.

In very cold or wet weather, you need a water-repellent outer "shell" - the same is true of your gloves....woolen ones first with leather ones over them are best.

Start with loose-fitting long johns.

Next - a wool flannel shirt - wool trousers and socks, sturdy shoes.

Over that a wool turtle-neck sweater, ear muffs and gloves.

For colder weather and less activity add a wool "Lumberjack" coat, woolen cap and gloves, extra pair of wool socks and heavy boots. In foul weather add water-repellent outer "shell" over clothing, gloves and shoes.

(cont. next page)

## Cold Weather - (cont..)

There's nothing more uncomfortable than cold feet. Wear two pairs of wool socks with good, sturdy boots. In sloppy weather wear water-repellent overshoes over bedroom slippers or low shoes! Keep your feet dry!

### Remember These Rules:

1. If too warm, take off something.
2. If too cold, put on something more.
3. If you've got everything on and you're still cold - start exercising or get indoors!

## B E D D I N G

The job of your bedding is to keep in body warmth and to keep the cool of the night out. For this you need some kind of insulation all around you, and your best insulation is the air that is imprisoned in your bed covering. The fluffier it is, the warmer you will be.

For midsummer use, a couple of cotton blankets will probably be warm enough. However, cotton mats and absorbs moisture, and therefore won't warm you much on a cool, damp night. Wool, on the other hand, absorbs little moisture, and because of the structure of its fibers, it does not mat and therefore retains its warmth.

If you expect to camp frequently, you will want a sleeping bag. a bag filled with Dacron in the special form intended for sleeping bags, Polyester Fiberfill, is excellent. Even better - but also more expensive - is a sleeping bag filled with duck or goose down. A down bag weighs very little, and although it takes up a lot of space when fluffed up, it can be compressed into a small bundle to fit in a corner of your pack.

In addition to a sleeping bag, you will probably want some kind of mattress - a tick that you can fill with straw when you reach camp, or an air mattress. And you will need a waterproof groundsheet (plastic sheeting is fine) to keep out the moisture in the ground.

You can turn an old blanket into a sleeping bag by folding it in half and stitching bottom and two-thirds up the side.

Commercial sleeping bags are filled with fibers or down. They are usually covered with water-repellent material and have zipper closing. Flap may be set up on four stakes for sleeping under the open sky.

Air mattresses are made of plastic or rubberized cloth, and come in various designs and various lengths, with or without air pillow attached. For light-weight camping you can get along with a 4" mattress and a small pillow.

Camp stores sell a variety of light, folding camp beds made of canvas and aluminum tubing.

A sheet of polyethylene (a plastic) 4-6 mil thick makes a good ground cloth or use a piece of polyfoam 3" thick by 24" wide and the length from your head to seat. A ground cloth helps insulate you from dampness and cold.

## PICKING A CAMPSITE

There is no such thing as the ideal campsite. What might seem perfect to one camper may be of no interest to the next. One might want to camp near a lake for swimming, another would prefer a stream for fishing. One might want the ocean, another the mountains, or open prairie. The first may want to camp where he'd meet other campers, the second might insist on privacy.

However, generally speaking, there are five features of a campsite, wherever it is, that should be considered:

1. Well-drained Ground. High and dry is the idea here. Pick a place where the breeze blows and rain will drain off quickly. Pitch your tent on a level knoll high on a gently slope, best on gravelly soil covered with tough grass turf. Keep away from lush vegetation (marsh), and clay soil (puddles and mud if it rains).
2. Favorable Exposure. Face tent southeast to get forenoon sun, but aim for shade during a couple of afternoon hours and for protection against strong winds.
3. Healthy and Safe Surroundings. Not directly under large trees (dead branches, lightning danger), nor in tall grass or near swamp (mosquitoes), nor in heavy underbrush (black flies) or right at water's edge (midges or "no-see-ums"). Also be careful of a gully (sudden flash-flood), or an overhanging cliff (rock slide). Be sure not to camp in the midst of poison ivy or poison oak, nor, in drought periods, in tinder-dry forest.
4. Pure Water. Be sure that drinking water from well, spring, or brook is pure. If not, purify it, or bring in water in covered containers.
5. Ample Wood Supply. Not just fuel for fires, but also for the construction of camp improvements. If not available, bring in wood, or arrange for other fuel, such as charcoal.

When you have found a campsite that suits you, get permission to use it if it's on private land, and be certain to live up to whatever restrictions the property owner may impose.

When camping with a group of friends, add two more requirements to the "five features" of a good campsite: You want space for games and sports and for your evening campfire. Also of course, water for safe swimming.

When pitching your tent close to a lake, place it ten to fifteen feet above the water level. This way you get the full benefit of any cooling breezes that may blow. Also, you are above the fog and heavy dew that may form when the warm, moist air over the lake cools off during the night.

## SETTING UP CAMP

- Pitch a tent on smooth and level ground with tent back to prevailing wind. The slope of the stakes will depend on the condition and texture of the ground. Usually stakes driven at an angle toward the line of pull will hold in either hard or soft ground. Use taut-line hitch on guy lines.

(cont. on next page)

## Setting Up Camp - (cont.)

- Make a door mat of plywood or heavy cardboard, to help keep the inside of the tent clean. When possible, leave shoes outside.
- If campsite does not have toilet facilities, locate your latrine well away from tents and water supply.
- Many campers take along a large tarp or dining fly and set it up as a shelter to provide a covered area for cooking, eating, and other activity outside the tent.
- Keep an adequate supply of drinking water on hand. It's a good idea to keep a thermos bottle full of water in the tent at night, especially for children.
- Always gather firewood during daylight and stack it under shelter. Don't count on firewood being available. Bring wood or charcoal or stoves.
- Before turning in for the night, be sure everything is secure and covered for protection from rain or animals. Be sure food is well covered or hung out of reach. Don't leave open containers of food in the car - the food may be safe, but animals may scratch the car. Don't store food in tents.

## ***A Camper is Known by His***

# ***Fires***

Fair weather or foul - are you an efficient fire maker? You can't prove it on sunny day after a week's drought. But if you can go out in a drenching downpour after a spell of rainy days and make a fire in jig time - then you're a camper.

In dry weather, finding is no problem: last year's weed tops of yarrow, golden-rod, and others; tiny twigs off trees and shrubs. Even if you have nothing better, dry grass and dry leaves. For all-weather tinder, you can't beat the bark peeled of a DEAD birch. Even after long rain, you'll usually find dry bark shreds and tiny dry twigs on cedar. If there's no other tinder around, split a dead stick and whittle thin shavings from its dry center.

For kindling, you need pencil-thick branches. In dry weather, you can pick them up off the ground. But whatever the weather, better is "squaw wood" - dead branches still on the trees. Pull them down, and break them in suitable pieces.

It's interesting enough to know that the best woods for quick flames for boiling are pines, spruces, balsam fir, red maple, basswood, alder; and for lasting coals for frying and broiling, such woods as the hickories, the oaks, the birches, sugar maple, white ash, locust, hornbeam, beech. But that won't help you much if all you can get out your way is willow or cottonwood or poplar or greesewood or sagebrush. So just remember that: any wood will burn - even

(cont. next page)

## Fires - (cont.)

green and wet when mixed in with dry.

But whatever the wood you use in your fire - NEVER, NEVER leave it unattended for a single moment, and after use, ALWAYS be positive that every spark is dead!

Be careful when building fires on open ground. Pick a spot away from low overhanging branches. Before building the fire, clear a circle 10 feet in diameter of everything that will burn - litter, leaves, sticks, pine needles, etc., right down to bare ground. Build the fire in the center, and there will be less chance of it spreading. Keep the fire away from dead logs and stumps.

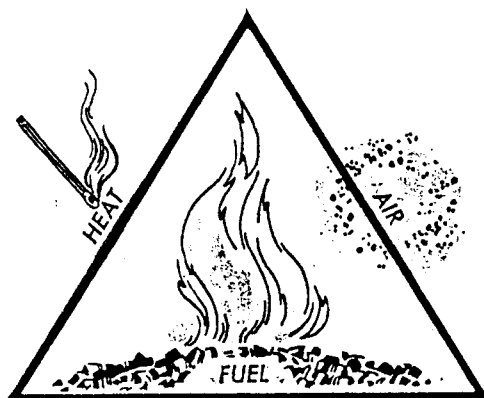
Always break burnt matches before throwing them away, and be sure the matches are "cold out."

### 3 TYPES OF FIRES

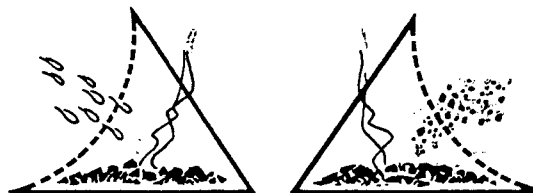
Cooking Fire. For speedy cooking, build a fireplace that will retain heat. Safest is trench fireplace dug in the ground.

Heating Fire. For baking purposes and heating open-front tent, make a fire against a reflecting wall of rocks or green logs.

Friendship Fire. The whole gang gathers around the council fire, for fellowship and fun. Build it to last; light it near top.



FOR A FIRE TO BURN, THREE THINGS ARE REQUIRED:  
FUEL—SOME KIND OF MATERIAL THAT WILL BURN.  
HEAT—ENOUGH HEAT TO BRING FUEL TO IGNITION.  
AIR—TO PROVIDE OXYGEN FOR BURNING PROCESS.



WHEN ONE OF THE THREE THINGS IS REMOVED, THE FIRE STOPS BURNING. WATER COOLS FUEL BELOW IGNITION POINT, DIRT CUTS OFF THE OXYGEN SUPPLY.



## Fires - (cont.)

If you expect to do a lot of camping, you'll need to know several ways of laying your fire. You build a fireplace, and lay a fire, differently for each particular type of fire, depending on what you want to use it for, and the materials you have available.

The easy fire-lay with a "fire-stick" over two other sticks, is the starting point for other fire-lays. In the tepee fire-lay, sticks are placed upright around it, in the crisscross fire-lay horizontally over it, in the reflector fire-lay halfway around it.

Make your fireplace of sufficient size to fit your cooking gear. If you camp in rocky territory, make it from rocks. In woodland, you can use logs instead of rocks. In woodland, you can use logs instead of rocks. The trench fireplace dug in the ground, is especially desirable when you camp in an open, windy locality. Place logs or rocks, or dig trench, so that the wind will blow the length of your fireplace.

Whichever fireplace you use, get all your preparations completed before you start your fire. Collect enough wood for cooking the complete meal, cut it to proper size, lay the fire, hang the pot - and only now light the fire. In this way you both simplify your work and you conserve fire wood too.

Remember that a fire need air. If your fire is slow in starting, blow it up with a pot lid. If the draft is slow, move a rock (if it's a rock fireplace), or raise a log (if it's a hunter's fire) with a draft stick, to let in more air.

In the beginning, the fire will consist mostly of leaping flames. Make use of them for boiling purposes. After a while, if not fed further, the fire will burn into glowing embers perfect for frying and broiling.

Most important of all: **Be positive that your fire is safe!** Build it in a safe place, away from anything that might catch a spark and spread a fire. Never leave the fire alone. Someone should always be present to attend it and keep it safe. When you have used the fire, put it out **completely**. Drench it with water until the last spark is out and every stick is cold. Stir up the wet mass with a stick to make sure no live embers are left.

## **FIRE MAKERS**

With care, you can start a fire with paper matches. But large wooden ones are much better for camp.

To waterproof matches, melt paraffin, take it off fire, drop in matches, fish them out with a fork, let cool. Or paint matches with nail polish.

Good campers use natural tinders for fire starters. Bet is a strip of birch bark from a dead tree. cedar bark is also excellent.

Dry weed stalks and tiny twigs from evergreen trees make good fire starters.

(cont. on next page)

## Fire Makers - (cont.)

Fuzz-stick fire starter is whittled from a dry stick.

Paraffined milk cartons, flattened and shredded, start up a fire easily.

Make "fire bugs" from 4 rolled-up newspaper sheets. tie strings 2" apart, slice halfway between strings. Dip "Bugs" in melted paraffin.

For fuel, break dead branches off the trees. This is called "Squaw Wood" and is the kind Indian Squaws used to collect.

## O U T D O O R     C O O K I N G

### COOKING FIRES

The first and most important requirement for outdoor cooking is fire safety. Follow fire safety rules and heed the flammability warning found in the Cub Scout Leader Book. Careless use of fire can cause a disaster.

Start with crumpled paper, shavings, or small dry sticks. In wet weather, split a log and cut slivers from the dry, inside part. Or, use one of the fire starters. Use dry hardwoods (oak, ample, walnut, or birch) for the fire rather than evergreen branches. Keep the cooking fire small. A good bed of coals with a low flame, surrounded by rocks, gives plenty of heat for cooking. Tamp the coals flat with a stick if you wish to make it level. Make the fire only large enough to serve its purpose.

Be sure to build the fire out of the wind. Remember to start the fire early, since it will take a while to burn down to coals.

ON A CAMPSITE WITH PLENTY OF ROCKS, YOU CAN MAKE A FIREPLACE BY LINING UP TWO ROWS OF ROCKS CLOSE ENOUGH TOGETHER FOR POTS AND PANS TO REST ON THEM.



FOR A SINGLE-POT MEAL OR FOR A SINGLE PAN, THREE ROCKS OF EVEN SIZE OR THREE METAL TENT PEGS MAKE A GOOD FIREPLACE.

Hunter's fire is made by placing two logs close together. If necessary, place stick for draft under one of the logs.

# CAMP MEASUREMENTS FOR COOKING



2-FINGER PINCH =  $\frac{1}{8}$  TEASPOON



3-FINGER PINCH =  $\frac{1}{3}$  TEASPOON



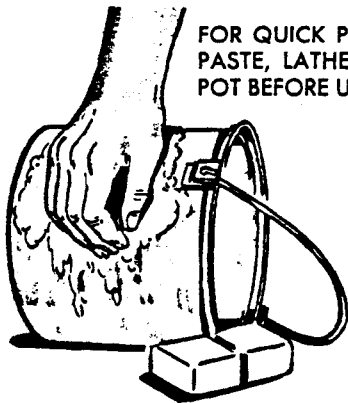
4-FINGER PINCH = 1 TEASPOON



1 FISTFUL =  $\frac{1}{4}$  CUP



1-FINGER GOB =  $\frac{1}{2}$  TEASPOON



FOR QUICK POT WASHING, SMEAR A THIN LAYER OF SOAP PASTE, LATHER CREAM, OR TOOTH PASTE ON OUTSIDE OF POT BEFORE USING. SOOT THEN COMES OFF IN COLD WATER.



LINE PAN WITH FOIL WHEN YOU FRY FISH. NO CLEANING NEEDED, AND NO FISH SMELL.

## RECIPES

### HUNTERS STEW

Cut  $\frac{1}{2}$ -pound beef, veal, or lamb in small chunks. Place 1 tablespoon cooking oil in pan and brown the meat. Add 1 cup water, diced carrots, celery, onions, and potatoes. Simmer for 30 minutes. Season with salt and pepper.

### KABOBS

On a skewer or stick, place bite-sized pieces of meat and vegetables, alternating them. You could use cubed luncheon meat, precooked ham, quartered weiners, or beef chunks. For vegetables, try chunks of onion, potatoes, green peppers, mushrooms or cherry tomatoes. Brush skewered food with melted butter and barbecue sauce. Broil over hot coals. Turn the Kabobs occasionally as they cook.

### PIGS IN BLANKET

Add water or milk to biscuit mix to make a stiff dough. Mold dough around a weiner already on a clean roasting stick. Pinch ends of dough to hold. Roast over coals.

### FRUIT KABOBS

Follow the instructions for regular Kabobs, using chunks of banana, pineapple, cherries, etc., alternating with large marshmallows. Toast over coals until marshmallows are golden brown.

# Aluminum Foil Cookery

One of the smartest ways of cooking in camp is with aluminum foil. You simply wrap the raw foodstuffs in foil, place the packages on hot coals, turn them a couple of times during the cooking, and serve directly in the foil. No dirty pots or pans or dishes to clean up afterward. What could be easier?

If you are camping for a longer period, take a whole roll of aluminum foil along. You will find a great number of uses for it in addition to cooking. If you are camping overnight only or are going lightweight, take only a small amount. Roll it around a thin dowel stick or fold it up with loose creases. Sharp creases will puncture the foil.

The fire is important in foil cookers. You need a shallow bed of glowing coals that will last for the length of time required for cooking. Quickest way to get this is to make a crisscross fire-lay and let it burn down to embers

The important thing is to make the wrapping airtight to keep the moisture in. This way you cook by steam and retain all the juices.

Now place the foil packages directly on the coals and wait for the food to cook. Follow the timetable below, and turn the packages at least once, halfway through the cooking. Use a small stick for turning.

When the cooking time is up, rake the packages out of the fire. Unwrap, or make a crisscross slit in the top layer of foil, open up, and use the foil as your plate.

After eating, drop the foil on the coals and leave it there until all food remains have been burned off. Dispose of the used foil by burying it, or, by putting it in your litter bag for throwing into a garbage can later.

## COOKING TIMES

Beef, Hamburger	8-12 mins.
Beef, 1-inch cubes	20-30 mins.
Chicken, cut in pieces	20-30 mins.
Frankfurters	5-10 mins.
Lamb chops	20-30 mins.
Pork chops	30-40 mins.
Fish, whole	15-20 mins.
Fish, fillets	10-15 mins.
Carrots, sticks	15-20 mins.
Corn, ears	6-10 mins.
Potatoes, whole	45-60 mins.
Potatoes, sliced	10-15 mins.
Apple, whole	20-30 mins.
Banana, in skin	8-10 mins.
Pineapple, whole	30-40 mins.
Biscuits	6-10 mins.

A tasty stew can be cooked in foil. Cut up potatoes, carrots, onion, and celery. Add stew meat or a hamburger patty. Season as desired. Use heavy duty foil or a double thickness of the regular kind. Place food on one half and fold over the other half to make an envelope, open on three sides. Fold in each side about three times and crimp the edges to make an air-tight container (called the "drug-store wrap"). Place packet on coals and cook about 10 to 15 minutes on each side. Timing the meat can be a little tricky until you have experience. Different fires cook at different speeds.

## ALUMINUM FOIL COOKERY - (cont.)

### BISCUITS

Use ready-mixed biscuit flour, or this recipe: Mix 1 cup flour,  $\frac{1}{4}$  teaspoon salt,  $1\frac{1}{2}$  teaspoons baking powder, then cut into it with a knife, 2 tablespoons lard. With a stick, make "crater" in flour, pour in a small amount of water, stir until dough has formed. Pat into  $\frac{1}{2}$ " thick biscuits. Wrap loosely in aluminum foil, leaving room for dough to raise. Bake the biscuits about 10 minutes.

### BROILED STEAK, LYONNAISE POTATOES

Cut a large potato and an onion into thin slices. Mix, and wrap in foil, with a little salt and a bit of butter, if you like. Put in coals to cook for 15 min. The porterhouse steak is not wrapped, but placed on a piece of aluminum foil directly on top of hot coals. Cook one-inch thick steak 6 mins. on each side for rare, 8 for medium, 10 for well-done.

### PIGS IN BLANKET

A frankfurter in a biscuit wrapper makes a tasty dish. This is how you prepare it: Make biscuit dough (see recipe above). Pat it into a quarter-inch thick layer, as long as the frankfurter slightly wider than frank's circumference. Wrap the dough around the "dog" then wrap foil around both, twisting the ends. Then bake in medium hot coals for about 15 minutes.

### SHISH-KEBAB or KABOB

Make a skewer from a thin stick. Cut  $\frac{1}{4}$  lb. lamb shoulder (or beef steak) into one-inch cubes. Peel an onion, cut it lengthwise through the middle, and separate the leaves. String meat and onion alternately onto the stick. If you have them, add pieces of tomato or green pepper, slivers of bacon, slices of cucumber. Wrap them in aluminum foil, and cook for about 14 minutes.

### HAMBURGER A LA FOIL

Cut up a potato into small pieces as for french fries. Cut up a carrot or two into "sticks". Pat  $\frac{1}{4}$  lb. hamburger into a  $\frac{3}{4}$ " thick "cake". Place the ingredients side by side on a piece of foil, sprinkle with salt and pepper, wrap in the foil, and put the package into the coals. Cook 5 minutes. For extra flavor smear mustard over the hamburger meat before cooking. This is tops.

### FOIL-CUP EGG

For each egg, make a cup by molding a 7-inch square of aluminum foil around the bottom of a 16-ounce can. Slide cup off can and break an egg into the cup. Place cup on grill and cook 10 minutes, or place directly on coals and cook 2 to 3 minutes.

## ALUMINUM FOIL COOKERY - (cont.)

### BAKED APPLE and BAKED BANANA

Baked fruit makes excellent dessert. Cut a "lid" off top of apple, remove core, sprinkle in a teaspoon of sugar. Place in middle of piece of foil, bring corners up over apple, then twist them together. Wrap up banana skin and all, in piece of foil. Place wrapped-up fruit in the hot coals. Apple bakes in about 30 minutes, banana in 10. Serve in the foil.

### BREAKFAST-IN-AN-ORANGE

Cut an orange in half and carefully remove the meat of the orange without tearing the cup-shaped peeling. Break an egg into one orange cup and fill the other with your favorite muffin batter mixed in a self-sealing bag. Place each cup on its own square of double-thickness foil, then bring the four corners of the foil to the top and twist securely to seal. (Be sure to leave enough room for the muffin to rise). Set the foil-enclosed cups on hot coals for 10 to 15 minutes, then enjoy a delicious breakfast of orange slices, eggs, and muffins.

### SUBMARINES IN FOIL

Scoop out a "bowl" in the center of a hard roll. Mix together canned luncheon meat, corned beef, or minced ham with pickle relish, diced boiled egg, and grated cheddar cheese. Moisten with salad dressing or undiluted cream of chicken soup. Fill rolls with mixture and wrap each individually in double-thickness foil. Cook 20 to 25 minutes over hot coals.

### CHICKEN AND RICE FOIL DINNER

Place chicken breasts on a 14-inch square of heavy-duty aluminum foil. Mix a can of condensed cream of mushroom soup with 2/3 cup uncooked instant rice. Spoon over chicken. Sprinkle with paprika. Seal the foil package and place on grill 5 inches above coals. Cook about 40 minutes, turning once.

### HOBO POPCORN

In the center of a 6-inch foil square, place 1 teaspoon cooking oil and 1 tablespoon popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but leave room for the corn to pop. Tie each pouch to a long stick with a string and hold the pouch over hot coals. Shake constantly until all corn has popped. Season with butter and salt. Make one for each person.

# Camp Cleanliness

A camp isn't healthy unless it is clean.

The first and most important place where cleanliness is absolutely necessary is the drinking water set-up. It isn't just a matter of making certain that the water is pure, but also of using clean containers for carrying it and storing it, and for keeping it covered.

Next in importance comes your personal cleanliness. For this, one of the first things you have to do when you arrive in camp is to make a latrine. Set up water nearby so that you can wash your hands whenever you use the latrine.

Swimming won't keep your body clean; you need to take regular soap baths as well. Do this at a spot of river or lake below your swimming area. Use the same spot for washing dirty clothes.

Wash dishes and pots immediately after a meal, not just to keep flies away but also because left-over food particles provide a perfect breeding ground for certain dangerous bacteria. Put a pot of water over the fire the minute you finish cooking; in this way you'll have scalding hot water when you need it for clean-up. Use soap or a detergent. You can bring enough liquid detergent for the whole camp period in a small plastic bottle. The same detergent can be used for washing clothes.

Get rid of garbage by burning it. If you bury it, skunks or raccoons will dig it up and make a mess of your camp. Washed-out glass jars or bottles may be buried deep; so may burned-out and crushed tin cans, but it is far better to take them home with you for disposal in the nearest garbage pail.

Pour greasy dish water into a grease pit dug in the ground, through a layer of dry grass that will filter out and retain the grease. Burn and renew the grass each time you have poured dish water through it.

And finally: Keep your tent neat and the campsite clean by being careful not to drop any litter in camp.

## Dishwashing

Clean the dishes in warm water containing a detergent or soap.

Rinse in hot water. If pot is too small for immersing dishes, pour water over them.

**Tri-San** sanitizer tablets (available from scout Equipment Distributors) are recommended. One tab in average size pot of hot water will sanitize your dishes, etc. Tablets that color the dishwater with germicide ingredients are the best. All are non-poisonous to humans.

## Campfire Cleanup

When through with your fire, put it out **completely**. Spread the coals and ashes, and sprinkle with water. Stir and sprinkle again until fire is out **for sure**. When you carry the excess dirt back to latrine, take all fire ashes to dump into latrine trench.



# Campin' in the Rain

**HAT** - The hood on an official Scout poncho, or a regular sou'wester hat is probably best for you. A broad-brimmed Stetson is good, too. So is Dad's old fishin' hat if you can get it!

**SHIRT** - This depends on climate and season, but anytime it's a smart idea to take a warm wool shirt as well as a cotton one. You may not wear it in the daytime, but you can use it as a jacket or sleeping garment at night.

**PANTS** - For most of the year, long cotton ones are best. Roll 'em boot-top high for warm wet weather, but tuck them into boots when bugs are bad. In brush or high grass you'll get wet in spite of a poncho, but pants dry fast.

**PONCHO** - Keeping dry is the big thing, and a poncho helps you do it. Under dry conditions you can use your poncho as a groundcloth, but when it's really wet you want a poncho and a groundcloth. You can wear a raincoat instead of a poncho if the coat is tough enough, but it'll seal you up like a box, giving little breathing space.

**JACKET** - A balloon-cloth wind breaker worn over your wool shirt is best for summer. In cooler wet-weather use a wool jacket that's warm but not too heavy. Leather? Not so good in rain.

**UNDERWEAR** - In late fall, winter or early spring you want wool, of course. But in summer a cotton T-shirt and shorts are enough. Two-piece underwear is best. It's easy to wash; you can take half of it off if you get half-wet.

**SOCKS** - Wool socks, brother, and no exceptions. Wear cotton ones inside if you want, but wet or dry, wool socks are tops. Have an extra pair in your pack. Dry wet ones near a fire but not so near they'll shrink or scorch.

**BOOTS** - The most important part of wet-weather clothing. Leather boots? NO - they just don't keep out water. Galoshes? Okay, but watch out for snags and sharp stones. Rubber bottomed, leather topped boots? Excellent. Not too good for hiking, true, but for wet weather or snow - unbeatable. Wear them with inner soles and wool socks, and your feet will be dry and warm.

## KITCHEN

Rainy day camping can be miserable if you don't have a good kitchen fly and the right fireplace. But when you're all set with both of them, you're ready for any weather.

Some Explorers were once caught by a storm on huge Isle Royale - wilderness island way out in Lake Superior. The wind was terrific, and the rain (five inches fell in six hours) blew almost horizontally. Yet, in all that uproar, three Explorers cooked and served a hot meal to the rest of the fellas.

## Kitchen - (cont.)

Two pieces of equipment helped them do it. The most important was a good-sized canvas tarp or kitchen fly. It kept the rain off their backs and food. Next in importance was the right kind of fireplace. They built it on a small mound of dirt to get it above the surface of the ground and used rocks to shield the fire from the wind. Too many campers build a fire in a hole and then wonder why it gets flooded. The Explorers also carried along a separate piece of canvas for a firewood cover. When it was put over the wood, it made a satisfactory table for keeping their food up off the ground.

## T E N T

Watch for low tents like a pup. You know what happens if you touch the canvas when it's raining outside - pretty soon it's raining inside. Waterproof your tent with a mildew-proof dressing.

The place you pitch your tent is almost as important as the kind of tent you use. You want a little slope and some local elevation - steer clear of low places, that is. Don't ditch your tent unless you see a terrific "gullywasher" coming. Ditches start erosion, and they are almost never necessary if you're smart enough to choose the right tent site. You want wind protection, too, so back or quarter your tent into the prevailing breeze. And you don't want trees directly overhead. They'll drip for a long time after the rain. You can't always find the ideal spot but you can usually come close.

Keep your tent loose before and during a rain. When wet, canvas shrinks greatly. And so does rope - a tight line will rip canvas or pull a stake as efficiently as a dentist working on a molar.

## B E D

Three, and only three, kinds of material are okay for a groundcloth: rubber, oilcloth, or plastic sheeting. Pieces of canvas, old rugs and such just won't do. Your ground protection must **absolutely** stop water. This means it must be water repellent.

In cool weather a down sleeping bag is best but during warmer weather, use wool blankets (cotton won't give as much protection from the dampness). In either case you need a water repellent cover (not water-proof this time) for the bag or blankets. A waterproof cover holds all moisture inside, and before morning you'll be thoroughly soaked. Your perspiration and breathing give out an amazing quantity of moisture each night, and if you're going to stay dry, that water must be evaporated.

Keep your sleeping bag in a rubberized carrying bag, and don't unpack it until you're all ready to get into bed. This keeps your bedroll dry - if it's unrolled earlier, the day's moisture creeps in and you have a damp bed before nightfall. Put down a folded blanket for padding on top of your groundcloth, under your sleeping bag. Then roll out your sack, making sure it's a few inches away from the edge of the tent - this way you won't be as likely to hit the canvas when you roll around in your sleep.

Keep your poncho handy at night. You'll be mighty glad to have it if the rain blows in or if (gulp) the tent blows down.

## HIKING HINTS

Good shoes are important. Use regular oxfords or hike boots with enough space in them for wiggling your toes.

Wash your feet at night before turning in. Put talcum on them.

Trim your toe nails properly - fairly short, slightly rounded.



The Indian glided along, toes pointed ahead. The city dweller lifts his feet higher, points his toes out. Imitate the Indian in your own walking.

Walk with a free and easy stride. Swing your arms naturally. When you carry a pack, lean slightly forward from the hips.

Watch where you put your feet. Good hikers step over rocks and fallen trees - the rocks may be loose and the down-trees rotten. Stepping on either of them may cause a bad fall.

Exposed roots are dangerous. Don't let them trip you.

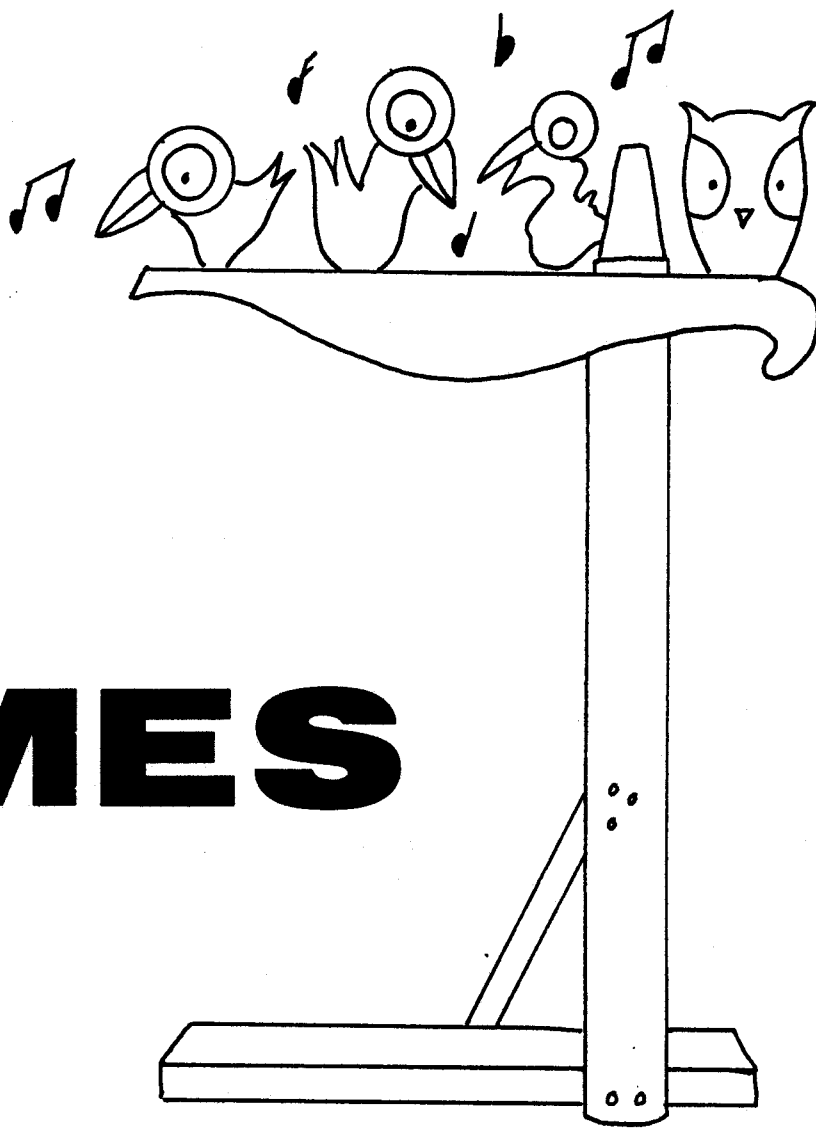
Watch where you put your hands - especially when you climb sunny, rocky ledges. A rattler or copperhead maybe sunning itself on the ledge.

If you are not certain water is safe to drink, make sure by boiling it 20 minutes. Cool it and pour from one pot to another to aerate it.

You can also make water safe by using Globaline or Halazone tablets. Buy them at your local drug store. Follow directions on the bottle.

# SONGS

&



# GAMES

## G A M E S

Games are the sunny side of Cub Scouting. Skills and interests developed in childhood teach self-confidence, independence, and an ability to get along with others. Children learn through play.

Games are an integral part of Scouting's programs because they are an important teaching method. Games accomplish Cub Scouting's objectives of physical fitness and character enrichment, and at the same time develop the whole boy; one who is physically strong, mentally awake, and morally straight.

Games teach a Cub Scout to follow rules, wait his turn, to respect the rights of others, to give and take, to play fair; all found in the purpose of Cub Scouting. To a boy, a game is one of the serious things of life. The purpose of games then, is to give true character training, because a boy is fully alive when he is at play and is therefore receptive and teachable.

Consider first the physical aspect...the release of surplus energy within the physical ability of the group. A game must be satisfying to the strongest and yet not overtax the weakest. It should have stimulate growth and the development of practically every muscle and at the same time materially assist the bodily functions. Circulation, respiration, digestion, and the nervous system are stimulated by active outdoor games.

The next value to be considered is the mental value. The activities boys participate in must contain elements of excitement, competition, and accomplishment. With other boys, a Cub Scout should learn to play...and to play fair. -He must begin to follow certain rules. At this age, he plays simply to satisfy his aspirations and live a varied life. Games help develop quick thinking, alertness and strategy.

Cub Scouts should learn to play with others, and to control their emotions. Games can act as a beneficial "safety valve" which allows the release of pent-up stress and tension in a controlled atmosphere, where such release is not considered unusual behavior but is entirely acceptable.

Boys at play are truly alive, intense, and receptive. Their interest and concentration is probably never higher. One of the most important learning experiences derived from games is the character development aspect where the necessity for the cooperation of all, abiding by the rules and a sense of fair play are forcefully demonstrated.

Giving boys a chance to lead games, makes possible the development of an excellent source of assistance for any leader, as well as helping them develop their potential as leaders and in accepting responsibility before their peers. Boys play games naturally and instinctively. Little do they realize how they are developing their potentials. The leader's responsibility is to utilize this natural instinct to its fullest and involve the boys in a program of games which are challenging, healthy, and above all, FUN!

**HINTS FOR GAME LEADERS - To do a good game to everyones satisfaction is a real accomplishment.**

1. Know your game thoroughly. Know the rules of the game, what are you going to do and how are you going to do it. Have all the necessary equipment on hand.
2. Consider the space required. Make sure the space available is large enough to allow everyone to play. Consider what boundaries you need, the start and finish lines.
3. Wait until you have the full attention of those taking part before you explain the rules of the game. Stand where you can be seen and heard by all, make the instructions clear and brief, and show your enthusiasm in manner and voice. Point out the starting and finishing lines. You decide who goes first and what happens in case of a tie, etc.
4. Teach a new game by steps or demonstration.
5. Ask questions after explaining and demonstrating the games to make certain everyone understands.
6. Be sure the rules are followed. If the game is not going right, stop it, and explain again.
7. Everyone should get a chance to play. But, don't wear a game out. Quit while the boys are still having fun. There will be another day to play it again.
8. Consider the physical aspect. Make sure it's satisfying to the strongest, but yet not overtaxing on the weakest. **CAUTIONS:** breathlessness, quick and shallow breathing, body pain, spots before the eyes, recent illness, etc.
9. Consider the mental side: excitement, competition, accomplishment. Right now he plays simply to satisfy his aspirations. Your games will guide him to think, be alert and develop strategy.
10. Have enough leadership to handle your group.
11. But,.....MOST OF ALL BE SURE YOU AND THEY HAVE FUN!!

**DEN GAMES**

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits out-door activity. Den games can be relays or can be played with each boy playing as an individual.

An Active Den Game conducted by the Den Chief is a helpful start to the Den Leader at the Den meeting to help "Get the Kinks Out". Remember, most Den meetings are held immediately after school, when boys have been cooped up for several hours. A Den game can truly provide an outlet for "letting off steam" and may make a group easier to handle for the quieter activities you may have in store.

## Den Games - (cont.)

Choosing up sides among the boys is not always the best way to ensure that each boy will be chosen in a group. If there is a problem child who is not well liked by all members, drawing straws, or going in alphabetical order may be a more fair way to select team members.

REMEMBER....Games may be intended to teach fair play, promote sportsmanship and build character, but most important of all, they should be FUN!!

## PACK GAMES

Pack games are played with large groups of boys and adults at monthly Pack Meetings. As a general rule of thumb, relay games seem to work best for groups of this size, but there are other games that will also work well.

Pack games should include as many boys as possible. If all cannot participate, select representatives from each Den. If prizes are given, a simple Den prize (lollipops, bubble gum, etc.) is a nice gesture that can be given for the whole Den.

Involve parents and leaders in Pack games, when possible. Cub Scouts love to see their own parents participating in the activity. Prepare more supplies than needed when gathering props for a large group game. (better to be safe than sorry)....

The participants in a game should be physically able to play the game. The person conducting the game should check on this. The size of the participants can cause problems in some cases. For example, a large boy might be unable to run part of an obstacle course. He might injure himself. Be sure the right sized obstacles are used when using a father and son obstacle course.

The main result of games is involvement with fun for all.

## GAMES FOR MARDI GRAS - March 1986

Crocodile Race - Divide into 2 teams. The members of each team squat down and each puts his hands on the shoulder of the one in front of him. Each team then hops to the line and back, if the line falls over, it must return to the starting line and begin again.

Catch the Snake - The "snake" is a piece of rope several yards long. One player, it holds one end and drags the rope about, so that the "snake" writhes over the ground. The other players give chase and whoever succeeds in catching the "snake" becomes it. Prize could be a tiny plastic worm or some gummy worms.

Gato Enformo - (Sick Cat) One boy is chosen to be the gato or cat. On signal the gato chases the others. Each one he tags becomes a sick cat and must hold with his lefthand the place on his body where he was tagged. The sick cats now help the gato chase the others. Last boy caught is the winner.

## Games For Mardi Gras - (cont.)

Fried Fish Relay - Line up teams in single file. Just in front of them is a circle about 1" in diameter and another at the other end of the course. Each team has a fish, cut from thin paper and a fan. Each team member in turn fans the fish from one (circle) frying pan to another, without touching it in any way. The fish must be absolutely in the circle, not overlapping at all. If in getting their fish in, they should fan one out, this one must be fanned back in before proceeding.

## THE FIRST AMERICANS - April 1986

Corn Toss: - Assemble Cub Scouts of each tribe to form circles. In the center of each circle place a small bucket. Each boy is given five grains of corn which he tries to throw in the bucket. The tribe which gets the most corn in the bucket wins.

Indian Guard - A blindfolded boy stands in the center of a large circle. Beside him is a log or some other solid object. Other boys are given a piece of sticky paper or large gummed seal. These boys circle on hands and knees trying to crawl up silently and place their stickers on the log. If the boy in the center hears a sound, he calls "wolf" and points in the direction of the noise. If he is right that boy has to go back and try again to place his sticker. The boy who places the most stickers on the log, wins.

Hand Game: - Equipment - 2 small stones, one with a red dot on it. Sit in a circle with the rest of the den. Hold the stones in one hand. Pass one of the stones to the person at your right. Do not let anyone see which stone you pass. The person to your left has to guess which stone you passed. If he guesses correctly, give him both stones. Then he has to pass his stones to another person. Someone else guesses, and so on. Play as long as you like, person who guesses correctly the most times wins.

## BIRD WATCHERS - May 1986

How Many Birds In My Nest: - Equipment - 10 stones or marbles per Cub Scout. All boys sit in a circle with their store of stones hidden in their caps in front of them. The first player takes several stones and holding them in his closed hand, first turns to his left-hand neighbor saying, "How many birds are in my nest"? The neighbor has to guess how many stones the player is holding. If he is right the stones are his. If he is wrong, then he must give the player the difference e.g. - if he guesses 6 and the player holds 4 stones, then he must give the player 2 stones from his store. At the end of the game each Cub Scout counts his stones. The one with the most stones is the winner.

Birds Fly: - All players stand with hands on hips with the leader in front. Leader calls out the names of various animals and says that they fly. Examples "Robins fly", "Pigs fly", "Ducks fly", "Horses fly" etc. If the animal is a flier the boys must immediately make flapping motions with their wings. If a boy makes an error by flapping his wings for an animal that doesn't fly or failing to flap for one that does, he is eliminated. The leader may try to confuse players by flapping his own wings for every call. Winner is the last player left.



## INSIDE NOAH'S ARK - June 1986

**Donkey Race:** - 2 Cub Scouts make up a team, they straddle a broomstick back to back. On signal the teams race to a turning point, with one running forward and one backward. At the turning point, they do a turn around; the forward runner becomes the backward runner and vice versa. First team crossing finish line wins.

**Bee Sting:** - Tie string or yarn to the sides of styrofoam cups. This is your bee stinger. Make sure string is long enough to fit around the players hips. The object of the game is to crush the other players' (bees) stingers without getting your own crushed. You are not allowed to use your hands, but may use any other part of your body. Last person who does not have a crushed stinger wins.

**Feeding The Elephant:** - Hang a megaphone so that it is slightly tilted with the mouthpiece down and the large end toward the tosser. Have a basket or other receptacle to catch peanuts as they fall thru. Each tosser is given 10 peanuts. He tries to toss them into the elephant's open mouth, while standing 8 to 10 feet away. Player who scores the most hits, is the winner.

## STRENGTH AND SKILL - July 1986

**Bucket Brigade:** - This game is played with teams. Each team forms a line to a large empty bucket. Have a pail of water at the other end of the line. The object is to transfer water from the pail to the bucket with small paper cups. The first player fills the cup with water and passes it down the line to be poured in the bucket. Use only 4 cups, passing them back and forth. Set a time limit, team with most water in bucket wins. For fun, put a small hole in the cups.

**Disappearing Act:** - You need an ice cube of identical size for each team. On signal the teams pass the ice from player to player, working it in their hands like a bar of soap. Object of the game is to make the ice disappear, the fastest.

**Physical Fitness Championships:** - This is a series of 5 tests of strength, agility and speed which end with 3 boys - one each 8, 9, & 10-years old, as pack champs. Boys compete only against others of their age. The tests are: Standing Long Jump, Overhand Softball Throw, Push-ups, Sit-ups and 50-Yard Dash. For more information see Page Cub 2 - July '86 of your 1985-86 Program Helps.

## WORLD AROUND US - August 1986

**Nature Scavenger Hunt:** - This is run like any Scavenger Hunt. Set a time limit during which dens search the area to find the specimens depending on the site chosen. All should be fairly common and easily recognized by a Cub Scout. For more details see Page Cub 2 Aug. '86 of your 1985-86 Program Helps

**Swordfish And Minnow:** - Play in waist to chest deep water. All but 2 players join hands in a circle. The swordfish, who is it, is outside the circle and the minnow is inside. The swordfish tries to tag the minnow while chasing him in and out of the circle. The circle players try to protect the minnow by raising and lowering their arms to obstruct the swordfish. When the minnow is caught, 2 other players become the swordfish and minnow.

## MISC. GAMES

**Submarines and Destroyers:** - Divide the den into 2 teams...submarines and destroyers. Give the submarines a balloon, which they bat in the air towards a goal line, while trying to keep it away from the destroyers. The destroyers try to break the balloon with their hands or feet (no sharp objects may be used). Score 1 point for the submarines if they cross the goal line, 1 point for the destroyers if they break the balloon, then switch and the submarines become the destroyers and vice-versa. Set a time limit for the game. Most points win.

**In The Pond:** - Arrange the Cub Scouts in a circle around you just outside of a chalkline. If you order, "In the pond" all are to jump forward. When you call "On the bank" all should jump back. If the order "In the pond" is given when all are in, no one should move. Such orders as, "On the pond" or "In the bank" should be ignored. Anyone making a mistake is out of the game. The last remaining player wins.

**Frog In The Pond:** - Tie one end of a 2-foot length of string to a small cup and the other to an unshelled peanut. Toss the peanut in the air and catch it in the cup. Each Cub Scout completing this stunt passes it on to the next person.

**Rowing Relay:** - Players on each team sit or kneel in a large cardboard box and propel themselves to the goal line and by using 2 short broomsticks with rubber tips.

**Balloon On A String:** - The first Cub Scout on each team has an inflated balloon balanced on a teaspoon. The object of the game is for the boys to hurry to a goal line about 25 ft. away and back, carrying the balloon on the spoon. If the balloon falls off, it must be replaced before he can continue.

**Seed-Planting Relay:** - In turn, each boy follows a line drawn on the floor by placing the heel of one foot against the toe of the other. About every 3 feet, he must stop and place a seed in a small mouthed jar set about 1½ feet on each side of the line. When he reaches the end, he runs back and touches off the next person, who plants his seeds in the same manner.

**Noah's Ark:** - Write the names of animals on cards - 2 cards for each animal. If there is an odd number of Cub Scouts, write one animal's name on 3 cards. There should be a card for every player. Shuffle the cards and hand them out. Each player reads his card to himself but keeps his identity a secret. Collect the cards. On signal, each player begins acting out the sounds, shape and typical manner movements of his animal, trying to attract his partner. There could be baying, croaking, screeching, strutting, flapping, and leaping. Talking is prohibited. Game ends when each player finds his partner.

**Marble Chop Suey:** - Put 6 marbles in a small dish. The Cub Scouts use 2 pencils as chopsticks, and using only one hand, try to move the marbles into a second dish. This is a little easier if the pencils have eraser tips.

**Indoor Ski Race:** - Line up the den along a starting line and give each boy one sheet of newspaper. On signal, each tears his sheet in half, places one piece under each foot, and "skis" to a goal line. Game has to be played on smooth floor.

**Balloon Basketball:** - Use an inflated balloon for the ball and boxes or wastepaper baskets for the goals. Score as in basketball, except that a broken balloon counts five points off for the offending side.

## MISC. GAMES - (cont.)

Soccer Bowling: - Set up 10 Indian clubs, bowling pins, or blocks of wood in bowling pin order. Players kick a soccer ball or basketball at them from a line 25 to 35 feet away. Keep score as in bowling.

Ring Toss: - Clamp clothespins around the rim of a bucket or wastbasket. From 10 feet away, Cub Scouts try to toss jar rings over the clothespins.

Stack The Pyramids: - Cut 4 corners from box to form pyramids. Decorate with poster paint. Player crops pyramids, one at a time, from waist height, trying to stack them. Score 1 point for each one stacked. Can increase number of pyramids.

Penny Between The Knees Relay: - Divide den into teams. Each player on their turn places a penny between their knees. They must take the penny to a jar some distance away and drop the penny into a jar. Each player must do this in turn. The first team to finish wins.

Snow Shoe Relay: - Divide into teams. Give each team a pie tin, spatula, and large bag of cotton balls. Each team empties the bag of cotton balls at their feet and places their pie tin about 10 feet away. On signal, the first player scoops up as many cotton balls as the spatula will hold, carries them to the pie tin, and drops them in. Players can't use hands. First team to get all the snow balls in pie tin is the winner.

Butter Fingers: - Divide into teams and give each team a pair of heavy gloves or mittens and a bag containing a stick of wrapped gum for each member. On signal, the first player puts on the gloves, takes out a piece of gum, unwraps it, puts it into his mouth, puts the wrapper and the gloves into the bag, and hands it to the next player. Continue until all team members are chewing and the gloves and all wrappers are in the bag.

Bat The Balloon or IN-DOOR VOLLEY BALL: - Divide into 2 teams. Teams sit on the floor facing each other with feet extended and soles touching, the soles of opposing players. Each player keeps his left hand behind his back. The leader throws a balloon into the center of the line. Players on both teams try to bat it with their right hands so that it goes over the heads of their opponents and lands on the floor behind them. Score 1 point for each success.

Toothpick Castle: - Give boys about 10 toothpicks. Line up boys in single file. Boys step up one-by-one, taking turns placing 1 toothpick each on top of an empty soda bottle, thereby making a "castle". Return to the end of the line for another turn. The boy whose toothpick causes the "castle" to fall gives his remaining toothpicks to the boy behind him. The one with the most toothpicks at the end of the allotted time wins. Can play this as a relay, with the winner being the team with the most toothpicks in their castles.

Human Body Game: - A series of questions are read out, the answers to which are found in the names or parts of the human body. Each boy or team writes down the answers and marks are added up at the end. (Examples - frequently taken on a journey? - Trunk) (Musical instrument - Drums, Ears) (A measurement - Foot) (Used by carpenters - Nails) (Small shellfish - Muscles) and (Two trees - Palms) etc.

Telegrams: - Each team is given a "telegram" showing a list of first aid items which the sender requires for a supposed illness or accident. From this list the teams must decide what kind of accident has happened.

## MISC. GAMES - (cont.)

Detective: - When Kim's game becomes too easy, use this idea. Lay out a selection of articles so all the boys may see them. One boy, the detective, turns his back and one item is removed from the collection. The detective now inspects the collection and tries to name the missing item. Time each boy by seconds. Low score wins.

Something Screwy About This: - Have several sizes of wood screws. Each person is blindfolded and by touch, must put these screws in order of size. Have some duplications to add to the confusion and fun.

Rummage Bag: - Six similar objects are placed in 2 bags, such as a stone, safety pin, spool, button, paper clip, etc. The leader throws the bags to 2 boys and calls out a article. The one who finds it first without looking scores a point.

Patterns: - Each boy is given an envelope with paper shapes in it. One shape is duplicated. The first boy to pick out the 2 similar shapes wins.

Relay Race: - Boys pick up lumps of cotton by sucking up on straws and carrying it across the finish line.

Bang-O: - Add a little interest to any favorite game by having the boys carry a balloon intact all through the game.

Broom Relay: - Each den is given a broom and a piece of paper. On signal the 1st boy sweeps the paper to the turning line & back. First team to finish wins.

## HOW TO LEAD SONGS

You can become a song leader. Follow these tips and see how much fun you can have. People have a fundamental rhythm urge. Watch them respond by tapping a toe, humming to themselves, or even gently swaying their body to a lively tune or the beating of a drum.

### Here are some tips for a song leader:

- Be convinced that singing builds and produces group participation.
- Select songs that fit the occasion. Be sure you know the song.
- Establish pitch by trying it softly to yourself, then aloud so that all can get it. If you're too high or too low, stop and start again.
- Be sure everyone knows the song. If they don't, teach them. New songs are easily learned if they have a familiar tune.
- Don't ask what song they want to sing. Decide in advance, and announce the name. If it's a song the group likes, they will probably respond at once.
- Use easy-to-follow motions to set the temp. Start everyone at the same time.
- Start with lively, action songs. Encourage pep and enthusiasm by your example.
- Emphasize quality, rather than volume.
- Teach songs at den meetings which will be sung at pack meetings. Praise the boys when they sing well.
- Sometimes it helps to clap your hands softly or tap your feet to keep time to the music.
- Make good use of a Den Chief or Cub Scout who plays guitar. It can make singing even more fun for the boys.

### SOME EXAMPLES

#### Chick-A-Boom:

Everyone repeats what leader says and does:

Chick-a-boom, chick-a-boom / Chicka-rocka, chicka-rocka, chicka-rocka, chick-a-boom / uh-huh / oh yeah / once more.

- |                   |                              |
|-------------------|------------------------------|
| · Louder          | - repeat words louder.       |
| · Softer          | - repeat word softer.        |
| · Higher          | - make your voice go higher. |
| · Lower           | - make your voice go lower.  |
| · Tongue in cheek | - stick tongue in cheek      |
| · Sexier          | - just make wiggly motions.  |
| · Rockier         | - move body real rocky       |
| · One more time   | - last time, say no more.    |

## SONGS - (cont.)

### Singing In The Rain:

Everyone sings together - I'm singing in the rain, just singing in the rain, what a glorious feeling, I'm happy again.

Song leader gives instructions and motions to do - the others repeat them.

Thumbs out	-	stick out thumbs
CHORUS	-	Toda-totta, toda-totta, too-ta-ta.
Elbows in	-	put elbows in at side
Knees together	-	put knees together
Toes together	-	put toes together
Backside out	-	stick backside out
Chest out	-	stick chest out
Head back	-	put head back
Tongue out	-	stick your tongue out

Each time you sing, "I'm Singing In The Rain" and just keep adding on the verses and actions. Repeat CHORUS after each verse.

### Eskimo Song (a story song):

<u>Verse:</u>	Ah ta cola mecha walkie	<u>Chorus:</u>	Ah ki ta ki umba
	Ah ta cola mecha walkie		Ah ki ta ki umba
	Ah ta cola mecha walkie		Ay liddle, I liddle, O liddle ay.

### Story Verse:

1. Little eskimo boy is old enough to go hunting for Walrus (look for Walrus by putting hand over eye and pointing arm thru - switch sides)
2. Finds Walrus (same as 1 but do opposite)
3. Shoots Walrus (lift heavy gun and follow with loud bang!)
4. Drags Walrus home 9 pull with grunting sounds)
5. Stands on hill overlooking village (waves arm straight up beside head to the villagers below)
6. Mother greets him with a kiss (HOW DO ESKIMOS KISS? - Outstretch arms and rub noses)

### Lord Baden-Powell: (Tune - "Father Abraham")

Lord Baden-Powell has many friends, many friends has Lord Baden-Powell.  
I am one of them and so are you, as we go marching on.

RIGHT ARM - (swing right arm up and down)

Repeat verse each time, adding on each action. (right arm, left arm, right foot, left foot, head up and down, turn around, and sit down)

Last verse would go like this:

Lord Baden-Powell - (cont.)

Lord Baden-Powell has many friends, many firends has Lord Baden-Powell  
I am one of them and so are you, as we go marching on.

RIGHT ARM - (swing arm up and down)  
LEFT ARM - (swing arm up and down)  
RIGHT FOOT - (move foot up and down)  
LEFT FOOT - (move foot up and down)  
HEAD UP & DOWN - (move had up and down)  
TURN AROUND - (do just that)  
SIT DOWN - SIT DOWN

My Baby Bumble Bee (an action song):

I'm bringing home my baby bumble bee, won't my mommy be so proud of me?  
I'm bringing home my baby bumble bee, OUCH! IT STUNG ME!

2. I'm mashing up my baby bumble bee. YECH!!
3. I'm licking up my baby bumble bee. UGH I DON'T FEEL SO GOOD!!
4. I'm barfing up by baby bumble bee. LOOK AT THAT MEE!!
5. I'm mopping up my baby bumble bee.
6. I'm rinsing out my baby bumble bee.
7. I'm wringing out my baby bumble bee.
8. I'm throwing out my baby bumble bee.

OH I CAUGHT ANOTHER ONE!!!!!!!!!!!!!!

I'm bringing home my baby bumble bee, won't my mommy be so proud of me.  
I'm bringing home my baby bumble bee, Dum ditty dum dum - dum dum!

The Redmen Song:

We are the Redmen, tall and quaint in our feathers and war paint.

POW-WOW, POW-WOW, We're the braves of Akela now.

We are the Redmen, feathers in our headband, down among the dead men, POW-WOW.

We can fight with sticks and stones, bows and arrows, bricks and bones.

POW-WOW, POW-WOW, we're the braves of Akela now.

We are the Redmen, feathers in our headbands, down among the dead men, POW-WOW!

The Long, Long Nail - (Tune - Long, Long Trail)

There's a long, long nail a-grinding up through the sole of my shoe  
For it's ground its way into my foot for a whole mile or two.

There's a long, lang hill before me and what i'm dreaming about,  
Is the time when I can sit me down and pull that long nail out.

## SONGS - (cont.)

### Trusty Tommy - (Tune: "Yankee Doodle Dandy")

TRUSTY Tommy was a Scout  
LOYAL to his mother,  
HELPFUL to the folks about  
AND FRIENDLY to his brother.  
COURTEOUS to the girls he knew,  
KIND unto his rabbit,

OBEDIENT to his father too,  
AND CHEERFUL in his habits.  
THRIFTY saving for a need,  
BRAVE but not a faker,  
CLEAN in thought and word and deed,  
AND REVERANT to his Maker.

### My Cub Scout Hat - (Tune: "Finiculee Finicula")

One day I took with me upon the subway, My Cub Scout hat, my Cub Scout hat.  
I laid it down upon the seat beside me, My Cub Scout hat, my Cub Scout hat.  
A big fat lady came and sat upon it, My Cub Scout hat, she squashed it flat!  
A big fat lady came and sat upon it, My Cub Scout hat, she squashed it flat!  
Christopher Columbus! Now what do you think of that?  
A big fat lady sat upon my hat.  
My hat she broke and that's no joke!  
Christopher Columbus, now what do you think of that?

### What Do You Do With A Sleepy (Camper or Cub Scout or Boy Scout)?

1. What do you do with a sleepy \_\_\_\_\_?  
What do you do with a sleepy \_\_\_\_\_?  
What do you do with a sleepy \_\_\_\_\_?  
Early in the morning.

#### CHORUS:

Way hey late, ye riser  
Way hey late, ye riser  
Way hey late, ye riser  
Early in the morning.

2. Pull him out of bed with a running bowline.
3. Throw in the lake with his pants on backwards.
4. Hit him in the face with his sopping towel.
5. Put him to be an hour sooner.  
EARLY IN THE EVENING!

### Ground Round - (Tune: "Downtown")

When you eat meat, but hate the meat that you're eating then you've surely  
got GROUND ROUND!

It's so un-nerving when they're constantly serving it at eating spots, GROUND  
ROUND.

It may be called a Salisbury, Cube Steak, or Beef Patty, no matter what it's  
called, it's always overcooked and fatty.



Ground Round - (cont.)

WHAT CAN YOU DO? Sound off to your waiter there, loudly pound on the table, stand up on your chair, and shout GROUND ROUND! Always they're conning me, GROUND ROUND! Piled on my plate I see GROUND ROUND.

The Bear - (Tune: "Sippin Cider")

1. The other day, (group repeats)  
I met a bear, "  
In tennis shoes, "  
A dandy pair "

ALL - The other day I met a bear, in tennis shoes, a dandy pair.

Continue in same manner:

2. He said to me, "why don't you run, because you aint dot any gun".
3. And so I ran, away from there but right behind me was that bear.
4. Ahead of me, I saw a tree, A great big tree, Oh Glory Be!
5. The nearest branch, was 10 feet up, I'd have to jump and trust in luck.
6. And so I jumped into the air, but I missed that branch, a way up there.
7. Now don't you fret, now don't you frown, cause I caught that branch on the way back down.
8. The moral of, this story is, don't talk to bears in tennis shoes.
9. That's all there is, there ain't no more, SO WHAT IN THE HECK ARE YOU SINGING FOR?

Alice/Albert The Camel:

Alice the camel has 10 hunps  
Alice the camel has 10 hunps  
Alice the camel has 10 hunps  
So go Alice go!

(9, 8, 7, 6, 5, 4, 3, 2, 1 hunps ... until)

Alice the camel has no hunps  
Alice the camel has no hunps  
Alice the camel has no hunps  
CAUSE ALICE IS A HORSE

Mules - (Tune: "Auld Lang Syne")

On mules we find 2 legs behind,  
And 2 we find before;  
We stand behind before we find  
What the 2 behind be for.  
When we're behind the 2 behind  
We find what these be for,  
So stand before the 2 behind, and behind the 2 before.

## SONGS - (cont.)

### There Were 10 In A Bed:

There were 10 in a ben, and the little one said, "roll over, roll over".  
So they all rolled over and one fell out.

There were 9 in the bed, and the little one said - (continue singing until.....)

They all rolled over and one fell out,  
There was none in the bed and the little one said:

(Tune; - "He's Got The Whole World In His Hands")

I've got the whole bed to myself (4 times)  
I've got the sheets and the pillows  
I've got the itchy army blanket  
I've got the great big teddy bear  
I've got the whole bed to MYSELF!

### Waddelay-Acha (Barbara;s Version)

Waddeley-acha, waddeley-acha  
Doodley-do, doodly-do  
Waddeley-acha, waddeley-acha  
Doodley-do, doodley-do

Some people say there ain't nothin to it  
All you gotta do is doodley-do it  
Doodley-doodley-do.

### ACTIONS:

Clap hands twice  
Slap knees twice  
Cross hands and touch nose with right hand and ear with left hand and  
then reverse it - do this twice  
Do these actions 3 times  
Last time on doodley-do's - twirl index fingers in the air.

### O Chester - (Tune: "Yankee Doodle")

O Chester did you 'ear about Harry?  
He "chest" got back from the arm-y.  
I 'ear he knows how to wear a rose.  
Hip! Hip! Hooray for the Arm-y!!

### ACTIONS:

(Strike chest, touch ears, and pat head, strike chest, and back, then fold  
arms, touch ear, nose and lapel, touch hips twice, shake fist and fold  
arms).

SONGS - (cont.)

Old Ma Nature - (Tune: "Auld Lang Syne")

From East to West and North to South,  
Ma Nature's backyard lies  
Discover things you've read about  
Just use your ears and eyes.

Rheumatism - (Tune: "Frere Jacques")

Rheumatism, rheumatism,  
How it pains, how it pains,  
Up and down the system, Up and down the system,  
When it rains, when it rains.

Red, White & Blue - (Tune: "Old Gray Mare")

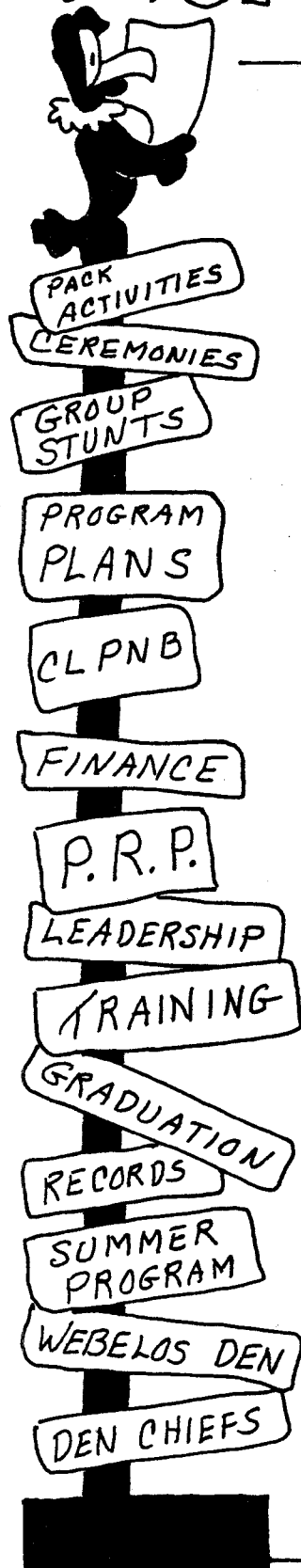
The red, white & blue  
She's still what she used to be,  
She's very close to me,  
The way she ought to be;  
The red, white and blue,  
She's very close to me  
Before, now, and years to come.

Grace - (A Round)

God our Father,  
God our Father,  
Once again,  
Once again,  
We thank You for our blessings,  
We thank You for our blessings,  
A-A-men,  
A-A-men.

# PACK ADMINISTRATION

## Section



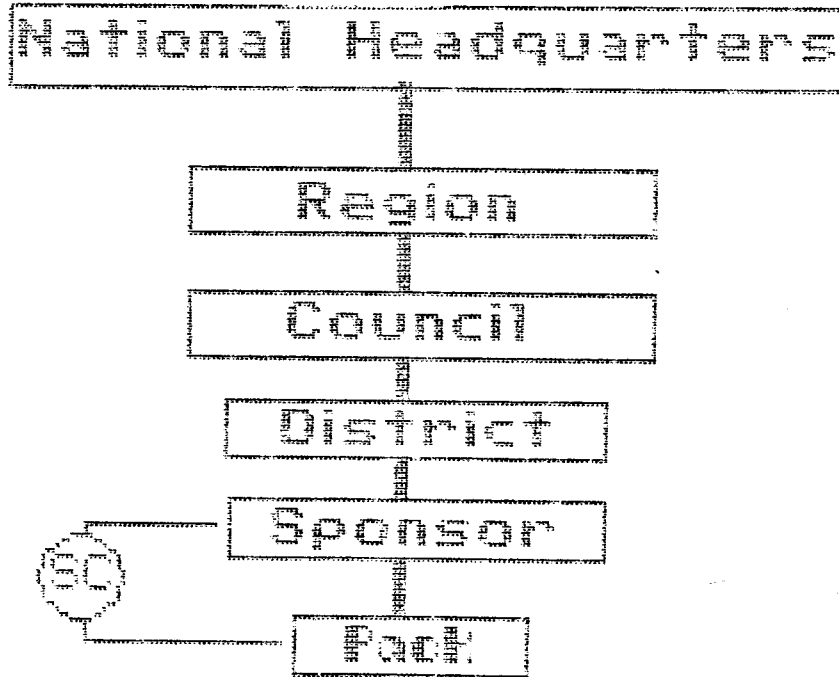
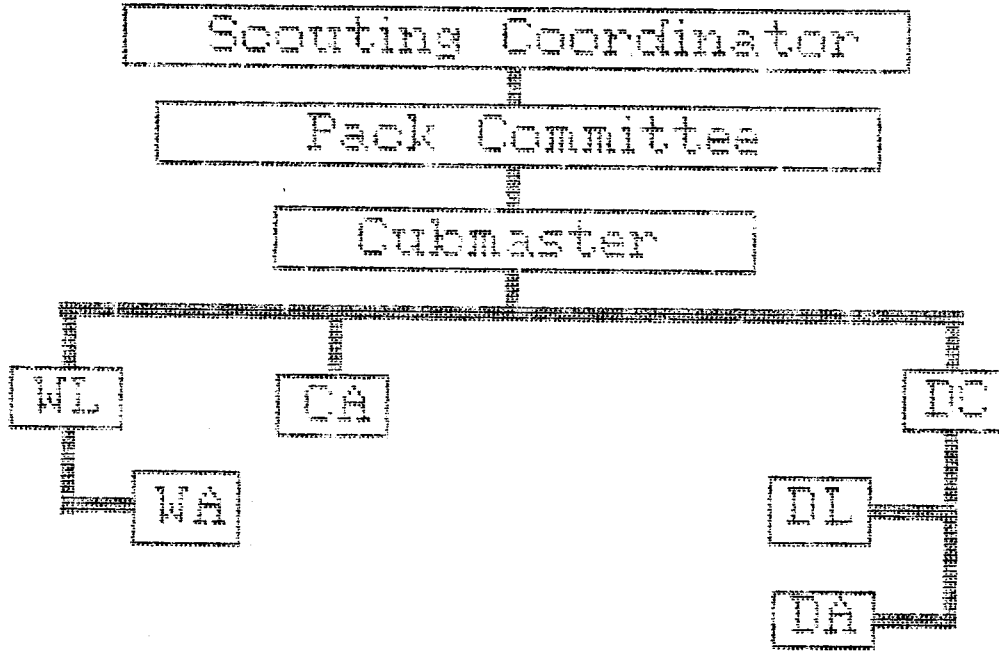
### WHO ARE THE PACK COMMITTEE?

1. Members of the Sponsoring Institution
2. Of good character
3. Fathers of Cub Scouts

### WHAT DO THEY DO?

1. Recruit the Cubmaster and Assistants
2. Secure a meeting place.
3. Follow Scout Rules - Local and National
4. Operate Pack Finances.
5. Maintain Pack Records and Property
6. Run Pack when CM leaves
7. Organize Training Program for Parents
8. Sign up Cub Families
9. Build Real Scout Spirit
10. Organize Dens as needed
11. Support the Packs and Den Program and Activities
12. Appoint a Family Enrollment Chairman

# PACK ADMINISTRATION



# RECHARTERING PROCESS

14

## COMMON MISTAKES

Please take a few minutes to check these common mistakes before you turn in your Charter Renewal Papers. It will save all of us a lot of time.

1. Did CM or SM sign application?
2. Did Commissioner sign and check Trained Leader box?
3. Did head of Institution sign the application?
4. Were NEW APPLICATIONS submitted for all boys and adults who were not previously registered?
5. Were the following up-dated? Rank, age and addresses?
6. Were proper abbreviations used? (ie: CM stands for Cubmaster, not Committee Member. Committee Member is (MC).
7. Were proper fees attached? \$3.00 per boy, \$6.60 for Boys' Life, \$5.00 per adult.
8. Are zip codes correct?
9. Did unit submit copy of Unit Budget Plan?
10. Are the telephone numbers for all adults up-dated?
11. Is the full name of Sponsor on application. Executive Officer's name and address?
12. Make sure that (X) or (Y) is in the Boys' Life column for those wanting Boys' Life. Put line through (X) or (Y) if they do not desire Boys' Life.
13. Do you have required adults registered: SC, CC, CM, or SM, (2) MC's, DL, (WL if boys are over 10 years of age).
14. Do NOT put another persons name on line assigned to someone else.

## GENERAL INFORMATION

1. Where do you register?

Through your Pack Committee, at:

Scout Service Center  
175 Richey Avenue  
W. Collingswood, NJ 08107

Phone: 854-8082 Hours: Monday, Wednesday, Friday - 8:30-4:30  
Tuesday, Thursday - 8:30-5:30

2. Which adults should register?

Scouting Coordinator, all Pack Committee members, all Den Leaders and Assistants, all Commissioners, District Committee, and Cubmasters.

3. Where do you secure registration forms?

Through your Pack Committee...from the Scout Service Center

4. When should I register?

For new leaders....**NOW**. For continuing leaders, before your Pack Charter expiration date....each District is different, so ask your Unit Commissioner, or District Scout Executive.

5. Where do you purchase new uniforms, Pack and Den numerals, flags, Scout literature and gift items?

Any authorized Scout distributor including:

J. C. Penney  
I. Goldberg - Ellisburg Circle  
Children's Sample Shop - Cherry Hill Mall  
Scout Shop - Plymouth Meeting Mall

Trading post at the Scout Service Center carries literature, and many gift items....phone or come in and browse.

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

These may be obtained at the Scout Service Center. Badges of rank should only be purchased by Pack Advancement person, Cubmaster or other Pack official with the proper forms. After filling an advancement form, you will receive the official card too. Advancements can only be bought for those who are registered on charter that is not lapsed.

7. When you you wear your uniform?

Uniforms should be worn to all Den and Pack events; may be worn to school, church, or at any Scouting family function, training sessions, monthly Roundtables, annual POW WOW's. See Insignia Control Guide, #3064 for more particulars.

## General Information - (cont.)

8. What do you do if you are not receiving information about District and Council Events....or the Triple "C"?

Please telephone "Registration" at the Scout Service Center (854-8082), to make sure that you are registered. If you are listed, explain which mailing you are not receiving and they will check it out for you. Mailings are usually sent to REGISTERED Cubmasters, and Committee Chairmen. All leaders should be receiving the Triple "C", which is published by our Council....lots of important information.

9. What do you do after you have been a Den Leader or Committee Member for 3, 5, or 7 years and want to 'retire' from Den and Pack activities, but still are available and want to help in Cub Scouting?

Register at the District level to: assist as a Unit Commissioner, help at monthly Roundtables, chair an activity or be a member of the staff for a District event...tell your District Executive.

10. How does a Den earn money to cover the expenses of crafts?

Each boy should be earning his money and paying dues in his Den each week. The dues are the same amount for each Cub Scout in the Pack. See the Pack Budget Plan in the Cub Scout Leader Book, #3220, pgs 114-116 for detailed information.

11. Where do I get uniform inspection sheets? I need some in order to have an inspection in the Den and at Pack meeting to fulfill the requirements for the Quality Unit Award?

Uniform inspection sheets may be found at the Trading Post at the Scout Service Center....or at Roundtables/training sessions.

12. Where - How - When do we use advancement forms?

Advancement forms should be filled out each month when one or more Cub Scouts has earned advancement. The form should be turned in at the Trading Post at the Scout Service Center when the advancement chairman is purchasing the appropriate rank emblems or activity badges, etc. Each time an advancement report is submitted to the Service Center, a new form will be provided to you. Make it a monthly habit... keep good records.

13. How does a Cub Scout earn a Religious Emblem?

He participates with his religious leader on a program of requirements. They are outlined in the Cub Scout Leader Book, #3220 on pages 58-60.

14. Where can I buy one of these Cub Scout Leader Books?

At the Trading Post at POW WOW today....or at the Trading Post at the Scout Service Center....happy reading!



NEW!

1986

EXPANDED



Tiger Cubs, BSA

# CUB SCOUT PROGRAM



- School Grade Emphasis
- First Grade—Tiger Cubs
- Second Grade—Cub Scouts
- Two-Year Webelos Scout Program

A new and dramatic step to serve boys in all school grades will be taken by the Boy Scouts of America starting September 1, 1986. Membership requirements for Tiger Cubs and Cub Scouts will be primarily based on grade in school, rather than age, and the plan of action will be expanded to include first-grade boys. As of that date, the membership requirements will be:

Tiger Cubs	First Grade (or age 7)
Cub Scouts (Wolf)	Second Grade* (or age 8)

On June 1, 1987, the second step will be taken, with the change of the Bear program to third-graders\* (or age 9), followed by fourth grade\* (or age 10) Webelos Scouts on June 1, 1988. This phasing in of the new membership requirements will allow boys enrolled in the current plan, as well as their classmates who join later, to progress through Tiger Cubs, BSA and Cub Scouting without having to "skip" a rank.

Because there will be no change in membership requirements for Boy Scouting (age 11 or 10½ and completed fifth grade), the expanded Cub Scout plan of action will include an enhanced two-year Webelos Scout program for fourth and fifth grade boys. The first group to have a 2-year Webelos Scouting plan will enter as fourth-graders\* in 1988.

\*A boy is considered to be in a grade on the day that he completes the previous grade.

Age has been retained as a backup membership requirement to allow us to serve all boys, including those in ungraded school situations. The *age* requirements remain the same, which means that most boys will reach the grade before reaching the age, thus making grade the primary determination of membership.†

As a result of this program expansion, the Boy Scouts of America will serve boys of all school grades (except kindergarten) with a program of character development, citizenship training, and personal fitness. In addition, the peer group will remain intact, by school grade, with all boys able to move from one area of Scouting to the next as a group. This expansion will also bring our joining level more into line with other youth organizations, particularly organized sports. It will also strengthen Webelos Scouting program and leadership, and provide for a better transition into Boy Scouting. It will also provide expanded outdoor program opportunities for a younger group of boys. Earlier involvement in the Scouting program will lead to greater enthusiasm and improved retention of both boys and adults.

†Flexibility in meeting the needs of our chartered organizations has been built into Cub Scouting's expansion. For example, the needs of the Church of Jesus Christ of Latter-day Saints (Mormon) are best met by using *age only* as a requirement, resulting in no change in Cub Scouting for LDS packs.



## BOY SCOUTS OF AMERICA

# THE PHASE-IN

	1985-86	1986-87	1987-88	1988-89	1989-90	1990-91
<b>TIGER CUBS</b>	Age 7 or second grade	first grade	first grade	first grade	first grade	first grade
<b>CUB SCOUTS (WOLF)</b>	Age 8 or third grade	second grade age 8 or third grade	second grade	second grade	second grade	second grade
<b>CUB SCOUTS (BEAR)</b>	Age 9 or fourth grade	Age 9 or fourth grade	third grade age 9 or fourth grade	third grade	third grade	third grade
<b>WEBELOS SCOUTS</b>	Age 10 or fifth grade	Age 10 or fifth grade	Age 10 or fifth grade	fourth grade age 10 or fifth grade	fourth grade	fourth grade
<b>WEBELOS SCOUTS (SECOND YEAR)</b>	NONE	NONE	NONE	NONE	fifth grade	fifth grade
<b>BOY SCOUTS</b>	Age 11 or sixth grade	Age 11 or sixth grade	Age 11 or sixth grade	Age 11 or sixth grade	Age 11 or sixth grade	Age 11 or sixth grade

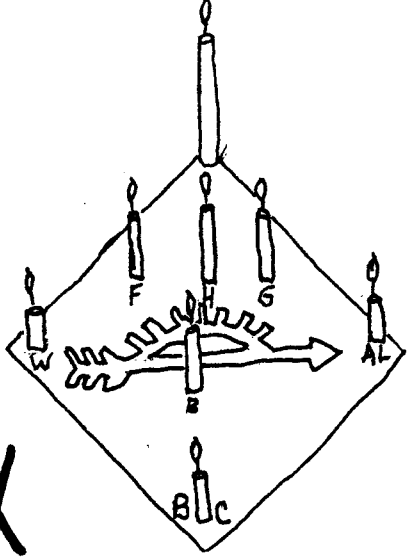
Expansion of the Tiger Cubs, BSA, and Cub Scouting begins September 1, 1986, with the joining requirements for Tiger Cubs moved to first grade (or age 7) and for Cub Scouts to second grade (or age 8). This will result in two age/grade groupings of Wolf Cub Scouts—second graders plus 8-year-olds, most of whom will be in the third grade and will include 1985-86 Tiger Cub graduates.

In 1987, the expansion will extend to third-grade Bear Cub Scouts. Again, there will be an "old group" (9-year-olds—primarily in fourth grade) and a "new group" (third-graders). These are the same two groups as in the 1986-87 program year, now a year older.

In 1988, the program is further expanded to fourth-grade Webelos Scouts. The "old group" (now 10-year-old fifth graders) begins their only year of Webelos Scouting, while the "new group" embarks on their first year of a 2-year Webelos Scout program.

In 1989, the last of the "old group" graduates into Boy Scouting, and the phase-in is completed as the "new group" begins their second year of Webelos Scouting.

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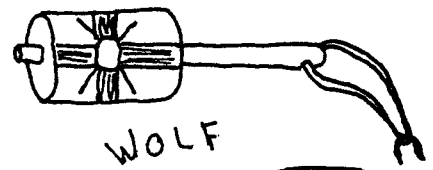


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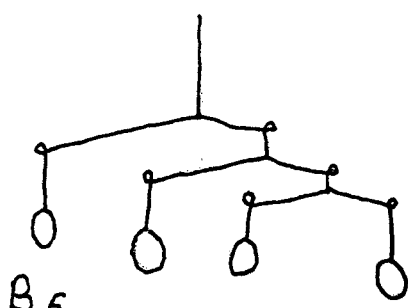
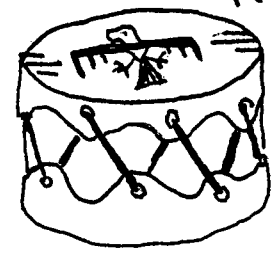
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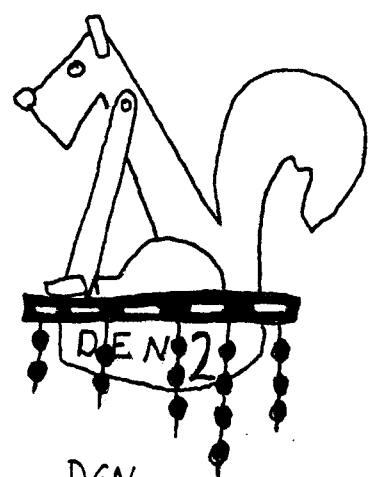


WOLF



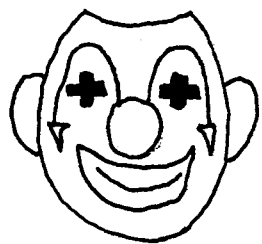
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DEN DOODLES

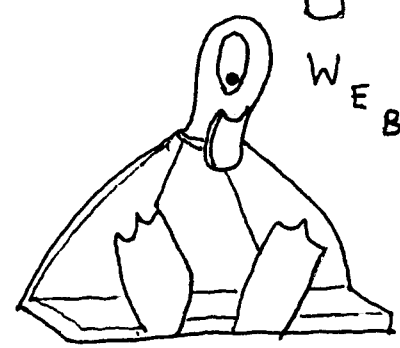
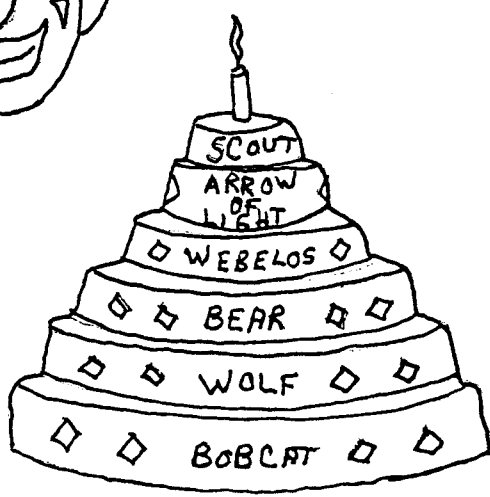
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WEBELOS



# SECRET MESSAGE SPIRAL

TO FIND THE SECRET MESSAGE, BEGIN AT THE FIRST LETTER (THE HEAVY I) AND WRITE DOWN EVERY OTHER LETTER IN THE BLANKS AT BOTTOM.

I	J	F	R	Y	X	O	M	U	N	G	L	O	P	T	V	O	B	N	C	E	L	W	A	O	K	R	N	L	D				
X	A	L	S	O	K	V	F	B	O	C	R	P	C	D	H	N	A	K	N	T	G	L	E	D	F	E							
T																								I	V								
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N	I	O	I	N	G	C	R	V	A	E	S	A	D	T	O	I	N	I	X	D	Y	R	C	A	D	M	O	R	M	O	V	S	O
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## RESOURCES OF INTEREST

### BOOKS TO SEND FOR

EXPLORING SPACE ENERGY  
Public Affairs Dept.  
Exxon, U.S.A.  
P.O. Box 2180  
Houston, Texas 77001  
1-713-656-4376

K A P KRAFT BOOKS  
Published by Graff Pub. Inc.  
3701 N. Ravenswood  
Chicago, Illinois 60613  
(pub. about 50 different  
craft books)

### GOOD CRAFT SHOPS

SBARS ARTS & CRAFTS  
Audubon Shopping Center  
(across from J.C. Penney's)  
Black Horse Pike &  
Nicholson Rd.  
Audubon, N.J. 08106

TANDY LEATHER COMPANY  
7712 Maple Avenue  
Pennsauken, N.J.  
609-663-5551

FRANK'S NURSERY & CRAFTS  
1729 Deptford Center Rd.  
Deptford, N.J.  
609-853-1921

### CUB SCOUTING

Cub Scouting Magic Book	#3219
The Pack Committee	#3823
Cub Scout Songbook	#3222
Knots	#3170A
Crafts for Cub Scouts	#3843
Cub Scout Fun Book	#3215
Games for Cub Scouts	#3844
Skits and Puppets	#3842
Webelos Den Activities	#3853
Cub Scout Activities	#3837
Staging Den & Pack Ceremonies	#3214
Cubmaster's Packbook	#3210
Pack Job Description Sheets	#4263
Den Leader's Book	#3212
Webelos Den Leader's Book	#3217
Den Leader Coach	#3845
Den Chief Handbook	#3211
Citizenship Through Service	#3707
PACK Record Book	#3819
Cub Scout Family Book	#3846
Cub Scout Program Helps	#7259
Securing A Cubmaster	#3071
Boy-Fact Survey Card	#3712
National Summertime Pack Award Guide	#3748
Cub Scouting and A Boy Advancement Report	#3829 #4403
Local Tour Permit App.	#4426
Unit Money Earning App.	#4427
Pack Budget Plan	#28-107
Cub Scout Application	#28-109
Adult Registration App.	#28-501
Female Leader Uniform Inspection Sheet	#7281
Cub Scout & Webelos Scout Uniform Inspection Sheet	#7282
Male Leader Uniform Inspection Sheet	#7284

PLACES OF INTEREST

NEW JERSEY

CAPE MAY LEWES FERRY  
P.O. Box 827  
North Cape May, N.J. 08204  
609-886-2718

FORT MOTT  
RD 3  
Sallem, N.J. 08079  
609-935-3218

THE HOLLY FARM  
P.O. Box 754  
Millville, N.J. 08332  
609-825-4959

COWTOWN RODEO  
Sharptown, N.J.  
609-769-3200  
609-769-1118

CIRCLE "H" RANCH  
3 miles off Rt. 23 on  
Union Valley Road.  
Newfoundland in  
West Milford, N.J.  
201-697-3108

TWIN LIGHTS  
Rt. 36  
Highland, N.J. 07732

WILD WEST CITY  
Rt. 206 - North  
Netcong, N.J.  
201-347-8900

ANTIQUÉ AUTO MUSEUM  
Rt. 34 & Ridgewood Road  
Wall, N.J.  
201-681-884

WATERLOO VILLAGE  
Stanhope, N.J.  
201-347-4700

HOPEWELL MUSEUM  
28 E. Broad Street  
Hopewell, N.J. 08526

ALLAIRE STATE PARK  
P.O. Box 220  
Farmingdale, N.J.  
201-938-2371

STATE MUSEUM  
205 W. State Street  
Trenton, N.J.  
609-292-6464

NAVAL AIR STATION  
Lakehurst, N.J.  
201-323-2620

HANCOCK HOUSE  
Hancock's Bridges, N.J.  
609-935-4373

WHEATON VILLAGE  
609-825-1400

GREENWICH  
Greenwich, N.J.  
(Walking Tour) 609-455-2191  
(Interiors Tour) 609-451-8454

BRIDGETON ZOO  
Bridgeton, N.J.  
609-455-3230  
(Mr. Robin Riley)

SPACE FARM & MUSEUM  
Beemerville, near  
Sussex, N.J.  
201-875-5800

PLACES OF INTEREST

NEW JERSEY - Cont.

ACTION PARK  
Rt. 94  
Vernon, N.J. 08462  
201-827-2000

LAND OF MAKE BELIEVE  
Rt. 611  
Great Meadows Road  
Hope, N.J.  
201-459-5100

HAUNTED MANSION OF  
LONG BRANCH  
65 Ocean Avenue  
Long Branch, N.J. 07740  
201-222-0005

STORYBOOK LAND  
Black Horse Pike  
Rts. 40 & 322  
Cardiff, N.J. 08232  
609-641-7847

HISTORICAL SITES

MORRISTOWN NATIONAL PARK

BATSTO

BALLANTINE HOUSE/NEWARK MUSEUM

JENNY JUMP STATE FOREST

PALISADES INTERSTATE PARK

WASHINGTON'S CROSSING

HIGH POINT STATE PARK

RINGWOOD MANOR/STATE FOREST

EDISON NATIONAL HISTORIC SITE

SKYLAND MANOR/STATE FOREST

SALEM

STOKES STATE FOREST

BRIGANTINE WILDLIFE REFUGE

BRIDGETON

## PLACES OF INTEREST

### PENNSYLVANIA

POCONO INDIAN MUSEUM  
Rt. 209  
Bushkill, Pa. 18324  
717-588-9164

LAUREL CAVERS  
Rt. 40  
Uniontown, Pa.  
412-329-5968

CLAWS'N'PAWS WILD ANIMAL PARK  
Rt. 590, near  
Lake Wallenpaupack, Pa.  
717-698-6154

CHRISTMAS VILLAGE  
Off Rt. 183  
Bernville, Pa. 19506  
215-488-1110

PHILLIPS MUSHROOM PLACE  
Rt. 1  
Kennett Square, Pa. 19348  
215-388-6082

PHILA. MUSEUM OF ART  
26th & Ben Franklin Pkw.  
215-787-5455

JIM THORPE RIVER ADVENTURES  
P.O. Box 66  
Coalport Road  
Jim Thorpe, Pa. 18229  
717-325-2570  
717-325-4960

PHILADELPHIA ZOO  
34th & Girard Avenue  
Philadelphia, Pa. 19104  
215-243-1100

THE PEOPLE'S PLACE  
AMISH WORLD  
Rt. 340  
Intercourse, Pa. 17534  
717-768-7171

INDIAN ECHO CAVERNS  
Rt. 322  
Hummelstown, Pa. 17036  
717-566-8131

CHOO-CHOO BARN  
Rt. 741  
Strasburg, Pa. 17579  
717-687-7911  
215-593-2108

LONGWOOD GARDENS  
Kennett Square, Pa. 19348  
215-388-6741

TOY TRAIN MUSEUM  
Paradise Lane  
Strasburg, Pa. 17579  
717-687-8976

ACADEMY OF NATURAL SCIENCES  
19th St. & Pkw.  
Philadelphia, Pa. 19103  
215-299-1022

LIBERTY BELL SHRINE  
Hamilton Mall  
Allentown, Pa.  
215-435-4232

FRANKLIN INSTITUTE  
20th Street  
Philadelphia, Pa. 19103  
215-448-1200

PLEASE TOUCH MUSEUM  
210 N. 21st Street  
Philadelphia, Pa. 19103  
215--963-0666



## PLACES OF INTEREST

### PENNSYLVANIA - Cont.

DUTCH WONDERLAND  
Rt. 30 - East  
Lancaster, Pa. 17602  
717-299-2314

CRYSTAL CAVE PARK  
Off Rt. 222  
Kutztown, Pa.  
215-683-6765

FIREMAN'S HALL MUSEUM  
147-49 2nd Street  
Philadelphia, Pa.  
215-923-1438

PHILADELPHIA MARIONETTE  
THEATER & MUSEUM  
2501 Christian Street  
Philadelphia, Pa.  
215-732-6581

PHILADELPHIA  
MARITIME MUSEUM  
321 Chestnut Street  
Philadelphia, Pa.  
215-925-5439

### HISTORICAL SITES

CORNWALL IRON FURNACE  
RAILROAD MUSEUM OF PENNSYLVANIA  
DANIEL BOONE HOMESTEAD  
ECKLEY MINER'S VILLAGE  
BRANDYWINE BATTLEFIELD  
LIBERTY BELL PAVILION  
INDEPENDENCE HALL  
ARMY - NAVY MUSEUM  
CONGRESS HALL  
GRAFF HOUSE  
FRANKLIN COURT  
TODD HOUSE  
OLD CITY HALL  
MARINE CORPS MEMORIAL MUSEUM  
BETSY ROSS HOUSE  
EDGAR ALLAN POE NATIONAL HISTORIC SITE  
HARRINGTON HOUSE  
OLD FORT MIFFLIN  
VALLEY FORGE NATIONAL HISTORICAL PARK  
WAYNESBOROUGH

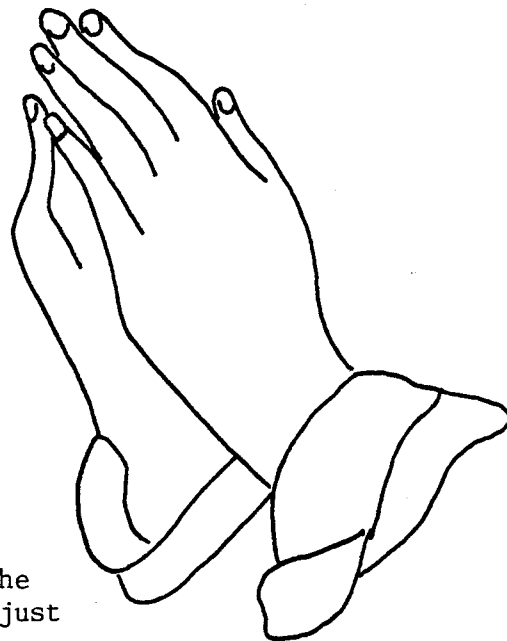
# RELIGIOUS AWARDS



## GOD AND COUNTRY

### A CUB SCOUT PRAYER:

O, Lord that I will do my best  
I come to Thee in prayer.  
Help me to help others every day  
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. Amen.



I....PROMISE TO DO MY BEST....I, that means me, will do....where there's a will there's a way....I have the will to do, so I can find the way....my best....not just fair, but the BEST.

TO DO MY DUTY....Not what I may want to do, but what I ought.

TO GOD....First of all to God, Creator of all things. In Him we trust.

AND MY COUNTRY....It's a wonderful country and the work we are doing will make it still more wonderful. By this promise we have dedicated ourselves to Cub Scouting. May we mean it from the bottom of our hearts.

Our Country gives us the freedom to express our faith as individuals. We are diverse as people and our houses of worship show the value of that freedom and the many ways in which they are expressed.

There are ten things for each and everyone of us to take time for:

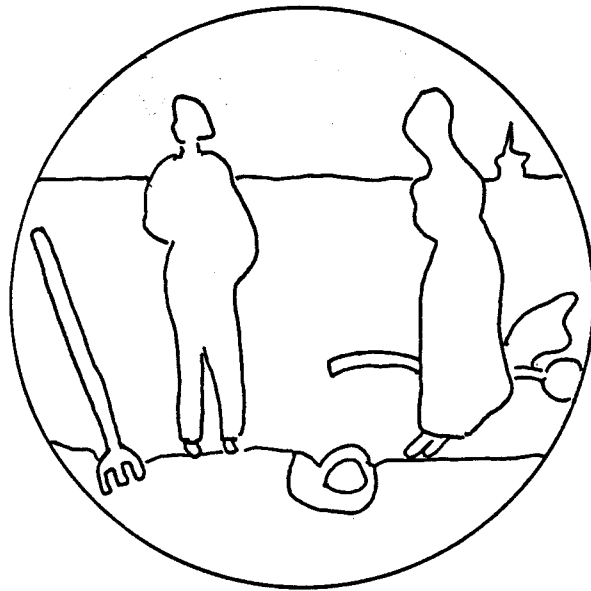
1. Take time to worship - it is the highway of reverence which cleanses and restores the soul.
2. Take time to work - it is the price of success.
3. Take time to think - it is the source of power.
4. Take time to read - it is the foundation of knowledge.
5. Take time to help and enjoy friends - it is the source of happiness.
6. Take time to play - it is the secret of youth.
7. Take time to love - it is the one sacrament.
8. Take time to dream - it hitches the soul to the stars.
9. Take time to laugh - it is the singing that helps with life's loads.
10. Take time to plan - it is the secret of being able to have time to take time for the first nine things.

## RELIGIOUS AWARDS

You, as the Cub Leader, are the communication link between the boy, parent, and church. Under each award, we will try to write a small summary. We hope it is enough for you to stimulate interest, for this is a special moment in your Cub's life, if he and his family choose to work on this award. Your genuine interest can be a magnetic force in the boy's completing the requirements.

On the front of the adult registration form under the Declaration of Principles, the Boy Scouts of America maintains that no member can grow into the best kind of citizen without recognizing his obligation to God and therefore, acknowledges the religious elements in the training of the member, but it is absolutely nonsectarian toward the religious training.

Becoming involved is so very simple. It's just a Den Leader's heart being administered in love. One day you will receive an invitation from one of your boys to attend his recognition ceremony. At that time, you will be no different than any of the rest of us that have been there. You will quietly sit in the pew with a tear in your eye, a lump in your throat and a simple prayer of thanks for this little bit of joy that came into your heart and the inward pride that "That's one of my boys". And that in some simple paragraph is what the Religious Emblems program is all about.



## METTA AWARD FOR BUDDHIST CUB SCOUTS

Information folder and applications available from;

Buddhist Churches of America  
National Headquarters  
1710 Octavia Street  
San Francisco, California 94109

### THE METTA AWARD PROGRAM

The Metta Award program is designed to help Cub Scouts of the Buddhist faith to deepen their faith and to further their knowledge and practice of the Buddhist religion.

The word "metta" is a Buddhist term meaning loving kindness and goodwill. This word was selected as the name for the Cub Scout religious award with the hope of nurturing boys who will relate to all animate and inanimate things with loving kindness and goodwill in their hearts

This program will provide an opportunity for those participating to relate closely with their parents and ministers on the subject of their faith.

It is earned by Cub Scouts with at least three months of service. it provides a deeper enrichment of the Buddhist shrine, Buddhist holidays and the childhood teaching of Buddha.



## JEWISH OR ALEPH PROGRAM

Information from:

Harry B. Lasker  
National Director Jewish Relationships  
Boy Scouts of America  
1325 Walnut Hill Lane  
Irving, Texas 75038-3096



For Cub and Webelos Scouts who are working on their Bear rank or Webelos badge. Requirements cover knowledge of the Torah, prayers, religious holidays, the synagogue, Bible heroes, American heritage, and Israel. The Aleph medal is presented at a Scout Sabbath program in February or on Hanukkah or at some other appropriate occasion. Requirement, #3086, available from Religious Relationships Service, B.S.A.

## LUTHERAN (GOD AND FAMILY)

Information from:

Lutheran Council of the USA  
360 Park Avenue South  
New York, New York 10010



The workbook with the requirements are available - #3597 Counselor Guide #3596.

The requirements cover projects of the boy's faith, worship, witness, the church ministry and service. It's for nine and ten year old Cub Scouts. The work program is prescribed by the church's ministry and is found in most Council Offices. It is a workbook which enables a boy to discover himself in relationship to God, home and community.

## PROTESTANT

Information from:

P.R.A.Y. - God and Family (Baptist)  
P.O. Box 6900  
St. Louis, MO. 63123

God and Family (Episcopal)  
Similar to above but specify Episcopal



The requirements are established by each denomination and covers a very warm relationship with service to God, Family, Church and Country.

- Section I - God and Me
- Section II - God, Me and My Family
- Section III - God, Me, My Family and My Friends
- Section IV - God, Me, My Family and My Community
- Section V - God, Me, My Family and My Future

The counselor's manual is a manual with suggested ideas and is excellent for a church who is not acquainted with the Scouting award to carry out the program with in-depth study and the warmth it was meant to be done in.

## ROMAN CATHOLIC - PAR VULI DEI

Information from:

Rev. Leo McCarthy	Edward McCarthy
26 Wyoming Avenue	481 Darwin Drive
Buffalo, NY 14215	Cheektowaga, NY 14225

Al Kelley  
Member of Catholic Committee  
823-5730



The Par Vuli Dei emblem may be earned by Cub Scouts and WEbelos Scouts. The requirement is a very beautiful program involving understanding of Christian love, knowledge of the church, home and family relationships and service. requirements #3086, available from Religious Relationships B.S.A.

SALVATION ARMY

Information from:

The Silver Crest  
Salvation Army  
120 West 14th Street  
New York, N.Y. 10011



The Silver Crest purpose is to help the Cub Scout become more aware of God's presence in his daily life. He is a Salvation Army Junior Soldier and registered with the Cub Scout pack. He can receive the emblem only when he has completed a minimum of six months of service as a Junior Soldier and six months as a Cub Scout. He works on the award with his parents or guardian's guidance. Requirements cover Salvation Army doctrines, history, prayer, Bible readings and service.

MORMON

THE CHURCH OF JESUS CHRIST OF LATTER DAY SAINTS

Information from:

Church Distribution Center  
1999 W. 1700 So.  
Salt Lake City, Utah 84104

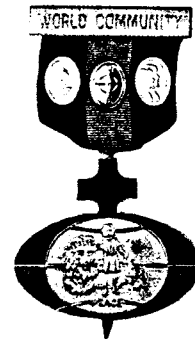


The Faith In God emblem has a Cub Scout and his parents with the Salt Lake Temple in the background. To receive the medal, a Cub Scout must have achieved the bear rank and be a Webelos Scout and have earned at least five Webelos activity badges. The program is designed to strengthen boys spiritually and encourage their participation in character building experiences. Requirements include prayer, bible stories, geneological chart, leadership, and service.

REORGANIZED CHURCH OF  
JESUS CHRIST OF LATTER DAY SAINTS

Information from:

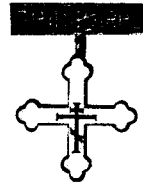
The Christian Department  
The Auditorium  
Independence, Missouri 64051



The Light of The World emblem may be awarded to boys between the ages of eight and eleven. The program guide is available from state or regional youth leaders or by contacting the address above. Emphasis is on personal, family and church relationships in activity centered requirements.



CHI RHO ORTHODOX



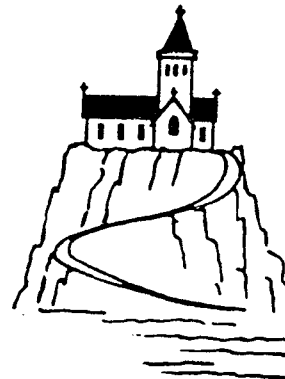
Information from:

Orthodox Scouting Commission  
1345 Fairfield Woods Road  
Fairfield, Connecticut 06430

Its purpose is to help the child become more aware of God's presence in his daily life especially through things we do in our home and in our church. The program encourages close cooperation between the family and church by utilizing parents or guardians and the parish priest as counselors.

Last night my son confessed to me  
Some childish wrong  
and kneeling at my knee  
He prayed with tears:  
"Dear God, make me a man  
Like Daddy - wish and strong,  
I know you can."

Then while he slept  
I knelt beside his bed,  
And prayed with low-bowed head:  
"O, God, make me a child  
Like my child here,  
Trusting Thee with faith sincere."



-Author unknown

## PUTTING GOD'S GREAT GIFT TO WORK

(Sight, Hearing, Touch, Taste and Smell)

Many major religious bodies in the United States have effective religious programs that help a boy develop a positive image of himself by strengthening his personal knowledge of his five senses.

A Cub Scout loves learning that there is no one else in the world who is exactly like him. Only he looks a certain way, lives in a certain neighborhood, has a certain family, likes and dislikes certain things. All these facts add up to his identity - a unique person with the potential, with a little help from us, of being one of God's happiest gifts.

We, as leaders, can help him discover his own special self. In this world of many people, what could be more important than the development of skills that will help our boys to get along with one another. As this boy's leader, we are in a good position to help a Cub Scout learn the skill of cooperation, negotiation, patience, the basic attitude of honesty, fairness and compassion.

The boy's senses - sight, hearing, touch, taste and smell - brings them information about themselves and their world. The degree to which these senses are developed determines the amount of information he can obtain. A painter, for example, has a highly developed sense of sight and an awareness for detail that enables him to reproduce on canvas precisely what he has seen, be it still-life, a gesture or a face. A master chef concentrates on his sense of taste so he can perfectly season his sauces with the right amount of salt, pepper, lemon and other spices.

Your Cub Scouts? They need experiences with all these senses, so their perception will be sharpened, their vocabulary growth will progress and their creative instincts will be inspired.

Cub Scouts are born explorers. With no prompting whatsoever, they will try to touch, smell, taste, hear and look at whatever is around them. Within reason, let them. One fun way to start the program some afternoon - get out the cupcake pans, heat the oven and let them go to work on the taste and touch senses, no need to worry about the smell, they will make you well aware of it about halfway through the rest of the meeting. Your den meeting can do much to help probe into God's great world.

Some fun things to do with the five senses can be lined up by your boys when the subject is introduced. Have boys look up the work, touch, in the dictionary. Have discussion. Touch and tell - use large cardboard box, touch and tell what's inside and how it's used. To start, sample object may be spoon, plastic cup, stone, sponge, straw, mitten, crayon, scarf and piece of wood. For Bear and Webelos Scouts, you might get a Scout to pack a backpack - blindfold boys and let them identify what is in the pack. Father and son touch and tell - if one of the dad's has a shop the boys could have a learning experience of different tools. Children's Zoo - some cities have small Zoo animals that special arrangements can be made for visiting and identifying live animal furs. Let your boys use their imaginations, some could bring something to put in the box to try to stump his fellow Cub Scouts.

Look up the word "touch" in Bible concordance and see how God relates touch to his world.

Sound - Listen and Learn. Look up sound and hear in the dictionary. Use a tape recorder - tape (without the boys knowing) their voices at their own den meeting or an outing. Other example, clocks ticking, water running, refrigerator door closing, window being opened, footsteps, egg beaters, electric shaver, alarm clock going off, telephone ringing, dog barking, bicycle bell, horn blowing. Scout camp - go to your Council Scout Camp with the boys and let them identify sounds. Record store - many record stores have exciting sound records that are available. Discuss sound of today compared with sounds of Bible days, before cars, radio, etc. Try to get far enough out in the country, if possible, where only sounds of nature can be heard. Zoo- make arrangements for a night sound exploring trip. Dads - let dads get together and make a tape of sounds they want their sons to learn about. Look up the words "hear and sound" in the Bible concordance.

Sight or see - look up the word in the dictionary. This can be an influential sense on a boy's life. Contact the League for the Blind. They have people who can visit the boy's den or family. Also many local libraries have much material for the blind that would be of interest to the boys. Have a blind person visit and tell about his life without sight. There are many Bible stories about the blind and God's dealing with them.

Have a fun project with the boys and their parents where the boy is blindfolded and without sight for a couple of hours. This can make him very appreciative of his sight. Go see new places, a bakery, rug making company, etc. Let the boys decide what would be fun sight-seeing experiences. A project for the boys could be to visit and read for older people who cannot see to read anymore. Many libraries have record players and books or tapes for these people to use. The main thing they need is for someone to get them and set them up for use. This could be a very heartfelt thing for both the boy and leader or parent. Look up the word "sight" in Bible concordance.

Taste and Smell - these two words compliment each other. Look up in the dictionary. We might work in sight here also and work up a blind man's lunch. Prepare a lunch when the boys are not watching. This could be a family thing. Blindfold them and bring them to the table. At the table, serve different kinds of foods and let them guess what they are eating. Some food suggestions - peanut butter and jelly sandwich, chocolate milk, peach, tuna fish, applesauce, celery, carrot sticks, root beer, banana and many others. Let the boys smell it first and guess what it is.

Go to the high school chemistry department. Most chemistry teachers welcome the opportunity to introduce a chemistry lab to a young boy. Also, the family spice cabinet holds many interesting smells and upon identification have a discussion on the many different foods the spice may be used in.

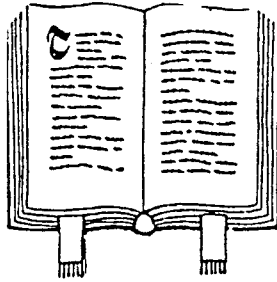
Yes indeed, our senses are the doorway to the world around us and are one of God's many blessings. Discuss if the boy had to give up one of his senses, which would he choose? You as a leader have a golden opportunity of making God's blessings of the five senses come alive.

Nearly all churches have libraries with many fine reference books to help. Your roundtable personnel probably have had some good experiences with the five senses. And the following permanency of learning self-study chart is an example of how to do a good job.

## GOD HAS YOUR LIFE

Your life may be the only Bible some Cub has the chance to read.  
You may be the door for him to enter God's family.  
He has your guiding hands to lead him on his way;  
Your gentle feet to be sure he does not stray.  
He has your loving tongue to tell about His life,  
Your understanding heart to help bring him to His side.  
The opportunity for him to become God's eternal friend,  
And that is what makes it so beautiful to be in the DEN LEADER'S  
DEN!

-- Nora Gorrell,  
Last frontier Council



BLUE

*and*

GOLD

# BLUE & GOLD BANQUET

## TABLE CENTERPIECES

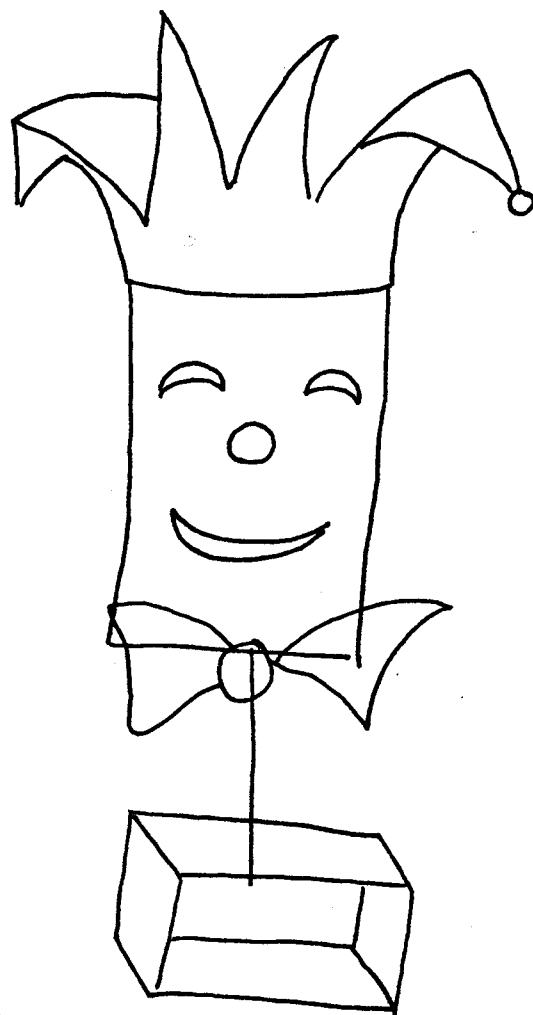
(Instructions are for 1 centerpiece  
multiply materials for your particular need)

### Materials needed:

- Glue - Elmers or "Tacky Glue"
- Styrofoam block
- 1 piece Construction Paper  
Cut width-wise in half
- Crepe Paper - various colors
- Felt
- 1 pkg. Construction paper in various colors
- 1 piece Cardboard - to be used as tracers

### Directions:

1. Cut a piece of construction paper width-wise
2. Select desired color of crepe paper
3. Using cardboard make 2 half moons to be used as tracers for eyes.
4. Cut out eyes and trace around on crepe paper.
5. On cardboard trace around shape of a quarter, for the nose.
6. Cut out and trace into desired color felt.
7. Make large  $\frac{1}{2}$  moon mouth on cardboard. Cut out and trace on desired color construction paper.
8. Glue eyes, nose, mouth into place on strip cut from construction paper.
9. Make bow on cardboard - cut out and trace onto felt.
10. Glue bow to bottom strip of construction paper - below mouth.
11. Glue ends of construction paper together.
12. To make crown, hold construction paper width-wise. Cut into peaks for crown.
13. Wrap crown to fit inside cylinder of face - glue in place.
14. Glue popsicle stick to back of cylinder.
15. Place into styrofoam block.



## PLACE MATS

Instructions are given for one place mat. Multiply materials for your particular need.

1. With construction paper facing you, lengthwise, mark off in 1" segments at top and bottom of the paper.
2. Join lines with pencil or pen. Cut into strips. (There will be 11).
3. Do same with another color of construction paper.
4. Weave strips together , alternating colors - gluing ends in place.

Materials needed - Construction paper - 9 x 12 inch in various colors.