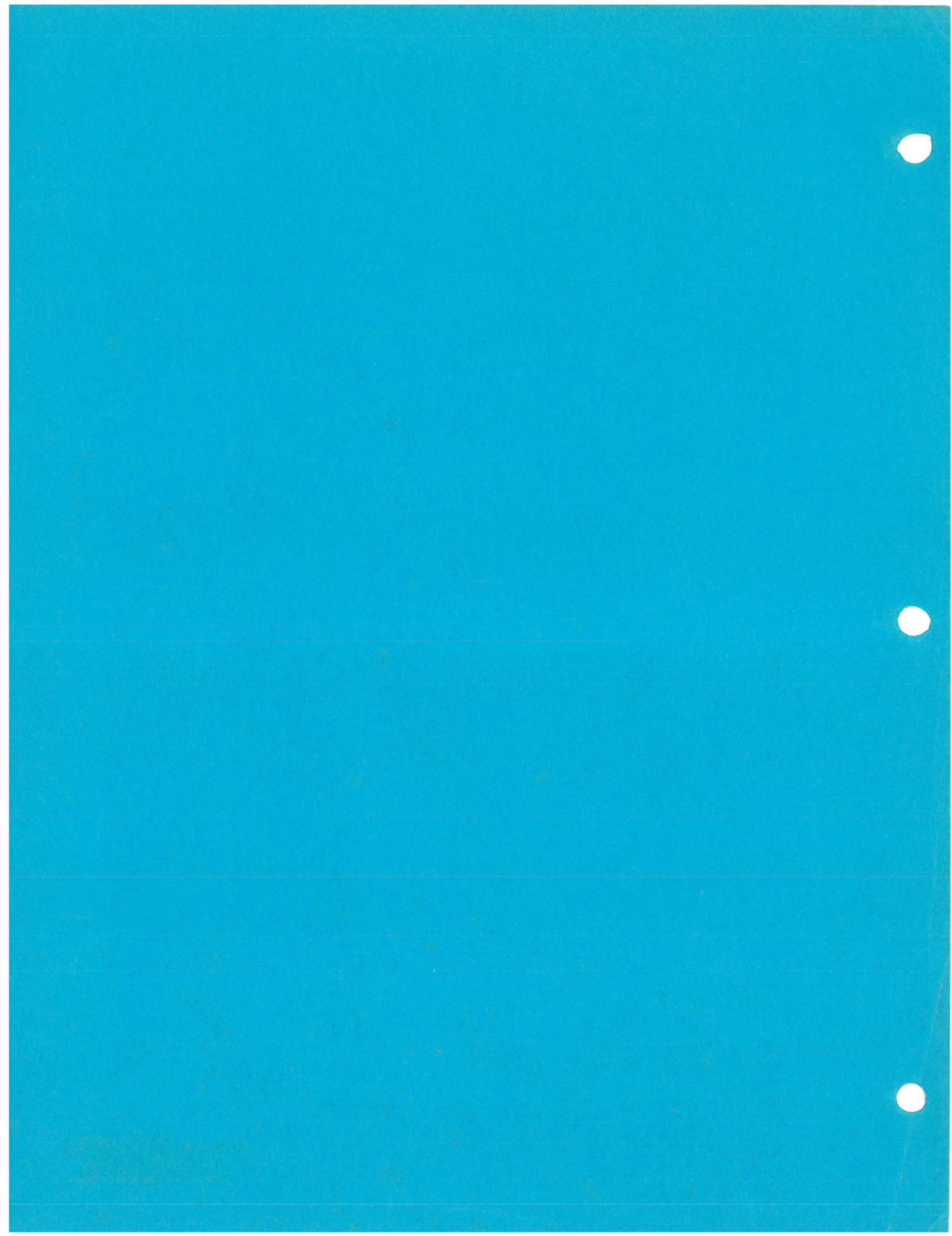


Denver Area
Council
Pow Wow

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TOM and HEATHER REIS
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Johnston, Iowa 50131





T H A N K S

Thank you to the following who contributed material for this Pow Wow Book:

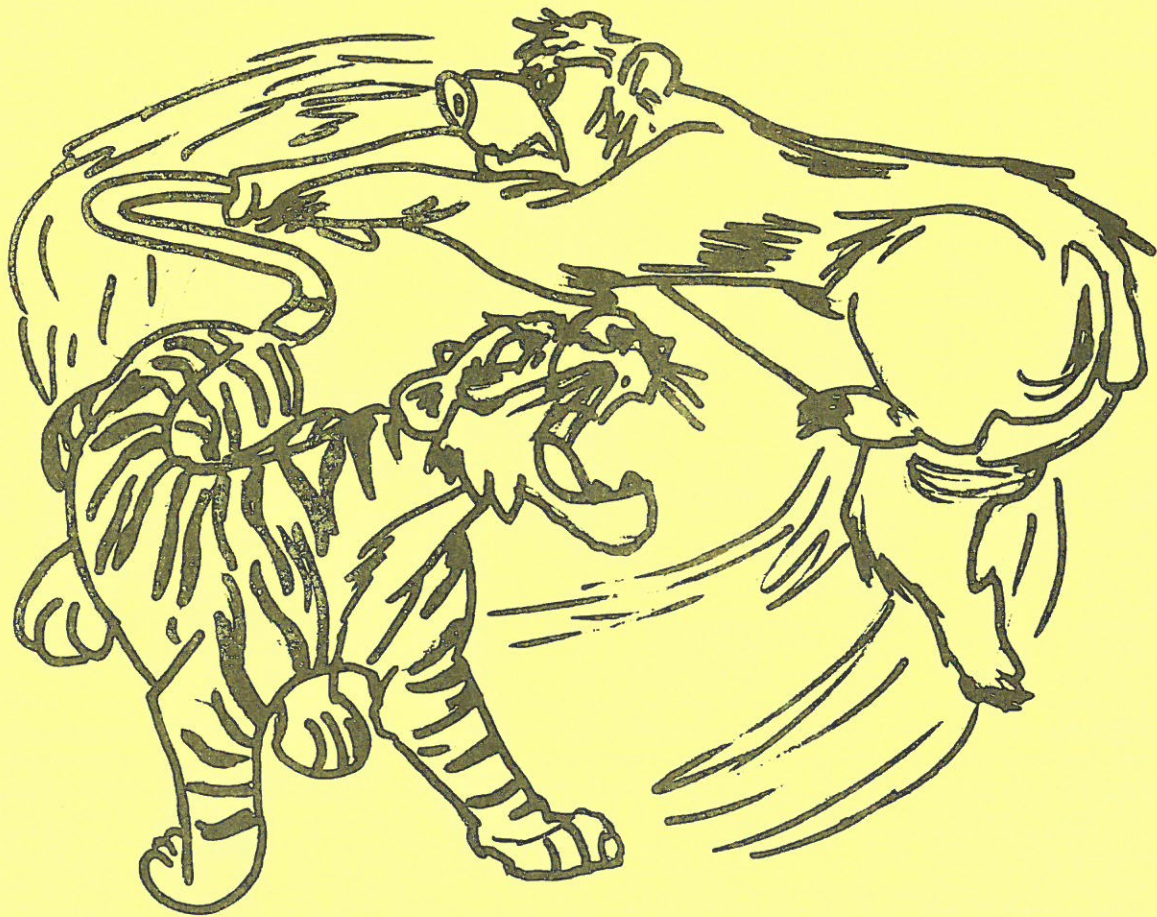
Jim Weisenborn
Kathy Weisenborn
Harriet Heil
Nancy Washneisky
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Diane Madison
Franziska Sellers
Mike Perkins
Jill Hopkins
Dan Roberts
Barb Roberts
Dave Jarva
Pack 557
Marcia Loomis
Debra Bush
Jodie Ginther
Nancy Yackel

If we have missed anyone's name, we apologize for the omission. Be sure that your contribution was also appreciated.

NOTE: The pages are numbered by section with the prefix indicating the section. For help in finding what you are looking for, keep the following in mind:

PA: Pack Administration
RA: Religious Awards
C: Ceremonies
CR: Crafts
G: Games
SP: Skits & Puppets
W: Webelos
WT: Words for Thought

Pack Administration



DEN DISPLAYS

Each month in Den Leader Coach's meeting, one of our dens is assigned to set up tables and make posters for our den displays area at the Pack meeting. We also ask that they make cards with each den number to help in assigning seating places for den members and their families. We encourage den displays so that the Cubs may show their projects of the month and parents can see at a glance what each of the dens has done. We also include snapshots and reports of our special Pack activities especially during the summer months to increase interest.

SUMMERTIME PACK ACTIVITIES

We have set goals as a Pack to stimulate interest in a Year-round Scouting program. One of the things we have stressed is an active summer program. We have several Pack activities geared to the family during the summer, but also realizing that vacation time means some will miss part of the fun we plan 2 or 3 small activities each month and ask that the boys attend a total of three during the summer to earn their Summertime Pack Award. We have had family softball games, trips to the zoo, picnics, mountain breakfasts, campfire programs and watermelon "busts", swimming parties and visits to a farm. We enjoy doing things as a pack and these activities lead to a large word-of-mouth recruitment before school begins another year.

MEETING FLYERS

We send out flyers and announcements to remind the Cub Scouts and families of each coming Pack event. We also have a newsletter published on a regular basis to keep up-to-date.

UNIFORM INSPECTION TROPHY

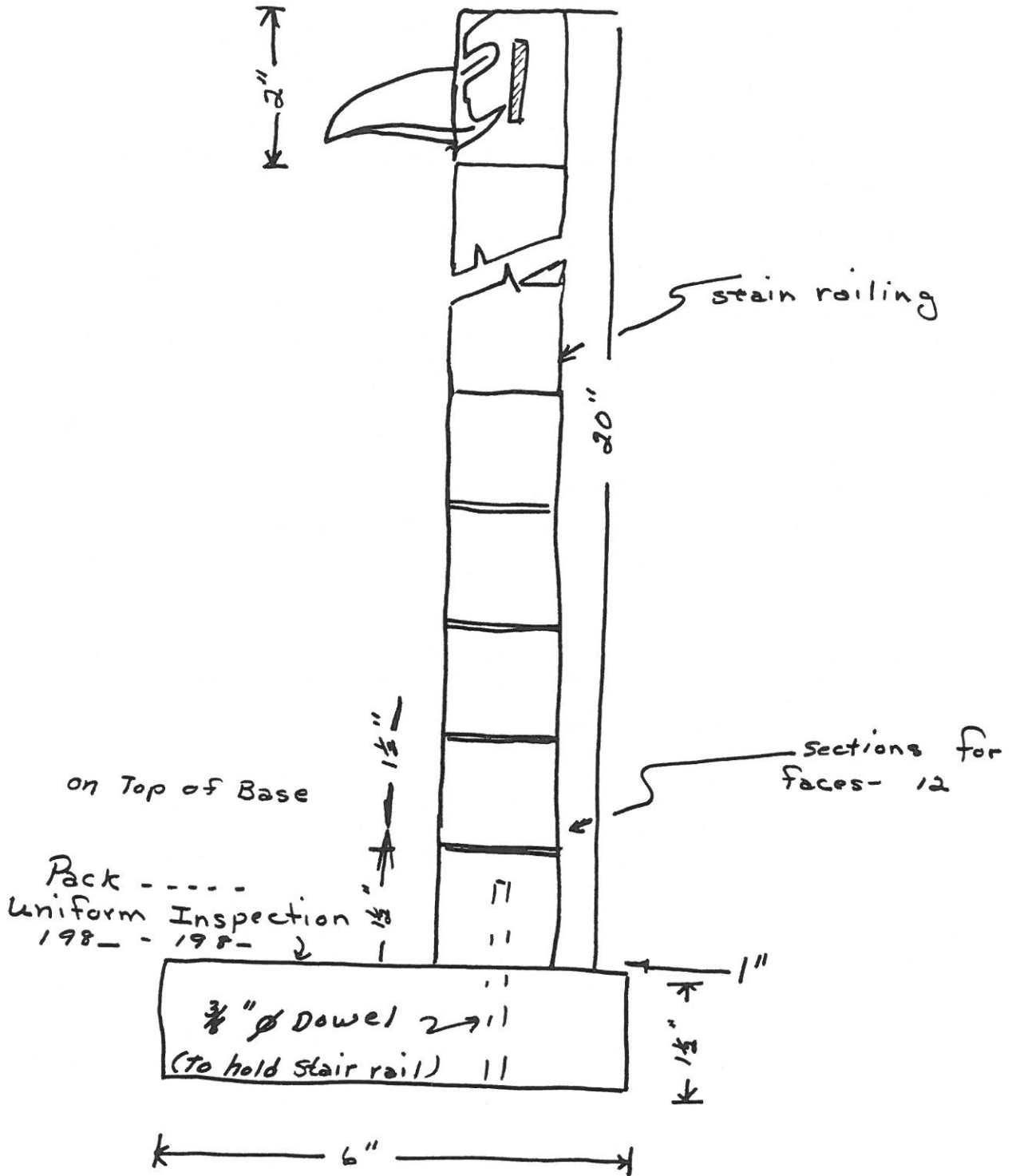
A TOTEM POLE WAS CONSTRUCTED OUT OF A PIECE OF "FIR" STAIR RAILING AND MOUNTED ON A 6" X 6½" WOODEN PLATFORM. THE POLE WAS DIVIDED INTO 13 INCREMENTS: 12 MONTHS OF THE YEAR AND A TOP SPACE ALREADY OCCUPIED BY A BRIGHTLY PAINTED INDIAN-STYLE EAGLE.

EACH MONTH, THE DEN THAT WON THE UNIFORM INSPECTION CLAIMED THE TROPHY. THE NEXT MONTH THAT DEN PRESENTED FLAG CEREMONY AT PACK MEETING, AND RETURNED THE TOTEM POLE WITH THE BOTTOM - MOST SPACE COMPLETED. THE DEN'S NUMBER WAS PAINTED ON THE BACK SIDE OF THE SPACE.

DESIGNS WERE THE CHOICE OF A SINGLE CUB FROM THE WINNING DEN AND AN ADULT "HELPER" (MOM, DAD, EVEN A GRANDMA). THESE DESIGNS OFTEN INCLUDED CARVING, ELABORATE PAINTING, AND BALSAWOOD DETAIL SUCH AS NOSES OR WINGS. WORKMANSHIP CONTINUED AT A HIGH STANDARD, PARTLY DUE TO THE FINE EXAMPLE SET BY THE EAGLE PERCHED ON TOP WHERE THE TROPHY WAS FIRST PRESENTED.

THE TOTEM POLE NOW PROUDLY STANDS IN THE TROPHY CASE OF THE SPONSORING ORGANIZATION.

Uniform Inspection Trophy



Where did Cub Scouts come from? This is a question a lot of people have asked. A book written by William Hillcourt, "BADEN - POWELL, The Two Lives of a Hero", explains.

B-P, had a list of projects for dealing with boys below the minimum Scout age of 11. The need for such a plan was becoming increasingly urgent. When he first considered, it was mostly a matter of finding something for the youngsters who wanted to join because of their older brothers had joined, they wanted to be a part of the program, and share in the fun the others were having.

But the war (World War I), was going on and it became very important to do something as soon as possible, as an up-surge of juvenile delinquency.

Some child psychologists were pointing out that, they felt that delinquency began around the age 8. B-P wasn't sure this was the answer, as previous efforts in working with the younger boys had not been successful. Several Boy Scout Troops had inrolled younger boys as Junior Scouts, but always with disastrous results. The Troops just fell apart, the older boys having no wish to mingle with the kids - and the younger boys - just were not able to keep up with the older boys.

B-P had the problem studied by Percy Everett in Autumn - 1913 and Everett submitted this suggestion:

"We must invent a name that will appeal to small boys ... I had originally in my mind "Wolf Cubs", or "Cubs", or "Colts", or "Young Scouts".

After a lot of study and changes, a set of rules for "Wolf Cubs", was developed, and published in January 1914 issue of the HEADQUARTERS GAZETTE with the promise that a new book by the Chief Scout would be published soon.

B-P knew that he would have to find a theme round which a suitable programme could be built. And suddenly he realized that he had it in Rudyard Kipling's, "JUNGLE BOOKS", the tales of Mowgli, the man-child, growing up among the wolves ... obeying the wise Akela, the old wolf ... learning the laws of the jungle from easy-going Baloo, the bear ... hunting with silent Bagheera, the panther. Here was a story that all young boys should know, a hook on which B-P realized that he would be able to hang a multitude of activities and ideals.

He wrote to Kipling for the author's permission to base a programme for younger boys on Jungle Books. Kipling, a good friend of scouting from its earliest days, the author of the official Boy Scout song, and the father of a Scout, immediately gave his consent.

Baden-Powell's book explaining his new scheme for younger boys-- --"The Wolf Cubs' Handbook" -- was published on 2 December 1916.

STORY OF MOWGLI AND THE WOLF PACK

From English Wolf-Cub's Handbook

Once upon a time, far away in India, a great big tiger was prowling about in the jungle trying to find food. Presently he came to a place where a wood-cutter and his family were camped, and he thought it would be a grand thing to get hold of a sleeping man or, better still, a fat child for his supper.

Although he was a great strong animal he was not very brave, and he did not want to face an armed man in the open. So he crept up close to the fire, but in gazing at his prey he did not look carefully where he was putting his feet, and in crawling forward he trod on some hot embers. The pain made him howl, which roused the camp, and he had to go limping away hungry.

One small boy ran off into the bushes to hide, and there he met a great grey Wolf. But the Wolf was a brave and kindly animal, and seeing that the child was not afraid of him he picked him up gently in his mouth as a dog does a puppy, and carried him into its cave close by. Here the Mother Wolf took care of the child and put it among her family of cubs.

Shortly afterward Tabaqui, that is the jackal, came to the tiger whose name was Shere Khan and said to him, "Mr. Tiger, I know where that small boy has gone to, and if you will kill him you might give me a nice little bit of him to eat as a reward for my telling you where to find him. He is in that little cave under the rock."

A jackal is a nasty sneaking kind of animal, who lets other animals do the hunting and killing while he loafes about picking up the scraps. So Sher Khan went to the mouth of the cave and though he could put his head inside, the opening was too small for his body to get through, and the grey Wolf inside knew this and defied him.

The Wolf told him to go away and hunt for his food and not to go to steal what other folk had captured; he must not break the law of the Jungle which says that no animal shall kill a human being because it causes more men to come to the palce to hunt out the murderer, and this brings trouble on all the animals in that jungle.

Shere Khan roared with anger, and wanted to bully the Wolf with threats of what he would do to him, when Mother Wolf suddenly joined in and told him to go about his business; that she would take care of the boy, and that some day the boy would grow up and kill Shere Khan if he was not careful.

So the boy remained with the Wolves and grew up as one of the family. They called him Mowgli--and they taught him all the tricks of the Jungle; how to run and how to hunt his game.

In this way he became brave and strong. Then they also took him to the Council Meeting of the Pack of all the Wolves which was held at a certain rock.

On 16 December, B.P.'s Wolf Cubs under the new programme made their first public appearance at Cazton Hall before about two hundred educationists, with a display by a group of boys and an address by B.P.

Wolf Cubbing took off in spite of the war conditions, and a new branch of the Boy Scout Program was born. At the end of the first year, 1917, close to thirty thousand boys had become Wolf Cubs in the British Isles alone - B.P. had set another snowball rolling. *

* Story taken from Baden-Powell -- The Tale of a Hero Page 350-51



GAME: SHERE KHAN AND MOWGLI

Father Wolf, Mother Wolf, and all the little wolves form a string one behind the other with Mowgli, the smallest, as last in string. Each catches hold of the waist of the one in front of him.

Then come along Mr. Shere Khan, the Tiger. He wants to catch Mowgli--but whenever he tries to get him Father Wolf puts himself in the way to stop him, and all the string of wolves clinging to each other try to keep Mowgli safe behind them. Mowgli has a neckerchief hanging like a tail behind him from under his jersey, and if Shere Khan can get this tail within three minutes he wins the game, otherwise the wolves win.

THE GRAND HOWL

The Grand Howl is a mark of respect to Akela or any visitor. The Pack on call, quickly forms a circle about Akela. Each Cub squats down until his hands reach the ground between the feet--then Wolf-like the Cubs raise their hands high making each word a long howl: "A-Kela W-e-e-e-e-ll do-o-o-o--u-u-r BEST!" The last word is yelled sharply and is made while each cub is springing to his feet--to give the Cub two finger salute with both hands over the ears. Both hands are used because the Cub DOES HIS BEST with both hands.

The two hands are held up while the leading Cub calls to the Pack at the Top of his voice "Dyb--dyb--dyb--dyb" (meaning Do Your Best). Then each Cub after the 4th "dyb" drops his left hand smartly to his side while keeping the right at salute, with two fingers up--squeals "We-e-el" and barks out "Dob--dob--dod--dob" (meaning we'll Do Our Best.)

After the 4th "Dob" each Cub drops his right hand smartly to his side and stands at "attention".

THE TABAQUI DANCE

All are sneaking jackals except the leader who is Shere Khan the tiger. He swaggers and parances about in the center of the circle, with his elbows up as if bullying anyone to come and fight. He keeps snarling, "I am Shere Khan--the Tiger King." The Jackals go jumping around in their big circle, chattering and yelling, "Jackal! Jackal!"

Then on at a time, each jackal will leave the circle, sneak up to Shere Khan, bow humbly to him as he passes in front. Shere Khan will try to kick him for which he will bow and thank him as he passes behind him. As soon as he is behind Shere Khan, the Tabagui will make a face at the tiger.

THE BUNDERLOG STORY

One day the monkeys (Bunderlog) captured Mowgli while he was asleep. They had watched him building a little forest house for himself and thought he might teach or help them. So away they went with him hurrying through the tree tops--springing from branch to branch--until they were far away.

As they went, Mowgli gave the Jungle call for help, and high up in the sky Eagle Rann saw and watched and told Baloo and Bagheera where the prisoner was. Baloo and Bagheera could make no such time through the underbrush of the forest but they stumbled along until they came to Kaa, the great python. When they told him that the monkeys had call him "Worm--footless, yellow worm" Kaa was furious and joined the rescuer party.

Bagheera, the black panther, in his keenness got ahead and reached the Bunderlog first and immediately jumped in biting and scratching but the monkeys were too many and Bagheera had to jump into a big pool of water, until old Baloo, the Bear lumbered in--when the fight began. The monkeys had dropped Mowgli into a summer house through a hole in the roof and inside were poisonous snakes, which Mowgli quited by giving the Jungle hiss of friendliness.

Just when the battle was getting "hot", Kaa came writhing and hissing and bumped his huge head into the monkeys. They fled in terror because the were Kaa's favorite food. Kaa butted a hole in Mowgli's prison and he was free.

then Kaa put on an exhibition of his own. He called to the monkeys to watch his hunger dance and as he writhed and twisted, the monkeys were "charmed" and came closer and closer until he could reach those he wanted, crush them in the huge folds of his long body and swallow them until he had a full meal.

KAA'S HUNGER DANCE

The leader will be the python's head, and the rest of the Pack will tail on behind, each holding the Cub in front of him. The head will glide quietly along in a figure of eight and will then wind his tail up into a circle, gradually getting smaller and smaller, until he turns 'round and works his way out again in the figure which the Scouts call the "spiral." The Cubs keep hissing continually. When Kaa has coiled and uncoiled, the leader gives the command "Bunderlog" and the snake breaks up into chattering monkeys running around doing all sorts of foolish things paying no attention to each other and giving the monkey's cry "Goorrukk, goorrukk, how, how, goorrukk."

When the leader call "Kaa," instantly the Cubs form the big snake again, but without the hissing until the quietly writhe into a big circle ready for the "Cub Howl."

THE BALOO DANCE

Now we will form the Parade Circle, and try the dance of Baloo, the bear. He was the animal in the jungle book who taught the Law of the Jungle to the other animals. He was a good-natured, burly old thing, very like a big policeman.

When therefore the order "Baloo" is given, every Cub will follow his leader, marching very slowly and stiffly, as proud as

Punch, with his stomach forward, and his elbows stuck out, chin in the air, looking left and right in a haughty way; and as he goes along he gives out the Cub Laws in a loud voice, so that everybody shall know them.

When the Cubmaster gives the signal or order to halt, the Cubs at once stop, and become themselves, standing strictly at the "Alert" till they get further orders.

(NOTE: The English Cub Law is "The Cub gives in to the Old Wolf; the Cub does not give in to himself.")

THE BAGHEERA DANCE

The Pack being in the Parade Circle, each Cub, being a panther, moves along in a crouching position, looking out to the right and left for game to hunt. Suddenly game is in sight. Every Cub squats down, turning his head and gazing towards the center of the circle, where he must imagine there is a deer feeding. In order not to be seen, he quietly gets on to all fours, and turns towards the center and then crawls backwards a few paces, in order to get a little further away from the deer, so as not to frighten him. Then every Cub begins to crawl slowly towards the center. As they get nearer, all creep closer to the ground and more slowly. When they get near, all lie flat till the leader says "now!" when they all spring forward on to the imaginary deer with a yell, seize him and tear him to pieces. They all fall outwards and run jumping back to their places in the Parade Circle, carrying and biting imaginary lumps of deer meat.

During the dance every Cub must watch the leader, and instantly do the same thing as he does.

AKELA AND THE WEBELOS

"Hoo", called the Owl, in the darkness, and Mowgli, the little Indian boy in the tepee below, was wide awake! While he knew the Owl was no enemy, its call always made little shivbone. He lay very still. His ears were wide open now.

Other sounds came out of the forest silences. One sounded like the "meow" of a great cat, and from a hill across the lake, he heard a wold call and another answered.

Once in the evening, Mowgli's father had crept with him up close to a gathering of wolves and he had watched them form a big circle about the Old Wolf, the leader. Mowgli almost jumped when the whole pack gave out a grand howl of welcome to the Old Wolf-- and then the whole pack went off together to hunt, following the Old Wolf, each helping as they hunted for their food in the Great Woods. He thought what fun he and the other boys would have playing as wolves--and the next day they held a little Council Ring of their own. All this came quickly to mind as he heard the wolves' calls fade away.

He wasn't exactly afraid, because he had already learned that these animals were afraid of fire and outside the tepee there burned a fire, like a mute watchman on guard. Then too the animals had learned to be careful of humans, because when one human was attacked, he had friends who came to his rescue--to help him.

But above these strange noises, Mowgli heard something different from the wolf-noises of the forest--it was a step. It was a step trained to be light, yet his now eager ear could catch it. It was not the step of some animal prowling cowardly about, it was a human step. He also could hear whispers, as the steps died quickly into a strained silence.

"Boom," went a deep, muffled beat of the great ceremonial drum--and then he knew that the men of the tribe were gathering for some big pow-wow. How he wished that he too could answer that call. He wanted to be a man. He wanted to do his part.

That very day, he had dropped a running rabbit with his swift little arrow and had proudly brought it home to his mother. All day he had stalked and hunted and shot, had run and chased and hidden--and now--he was tired--his eyes closed.

"Hoo", said the Owl--in the darkness--but Mowgli's ears were shut!

THE COUNCIL FIRE CIRCLE

Meantime, things were happening at the Great Council Fire Ring on top of the cliff. Here it was they met to worship the Great Spirit. Here they met, to start a hunt or warpath, by asking the help of the Great Spirit. Here they met to thank Him for success. Here they met also to decide what should be done in war or peace or hunt.

Akela was the big Chief of "the Webelos." Tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion--he was fierce to an enemy but kind to a brother. Many trophies hung in his tepee. His father was the Son of the Sun. His totem was "The Arrow of Light."

The "Medicine Man" and "Firemaker" had come early to the Council Ring, and everything was in readiness.

"Firemaker" had builded the ceremonial fire, and as it crackled and burned, tongues of flame shot upward throwing strange shadows into the deeper darkness of the forest.

It was out of these strange silences and noises of the Great Woods, that there had boomed the great heavy tones of the stump drum as the "Medicine Man" beat it as a signal. Three times its heavy tone had boomed out into the night, calling the braves from the village below, where it lay at the edge of the lake and protected by sharp cliffs. One by one, in silence, the braves had answered and quickly scaled the narrow ledge that led to the Council Fire.

The dance began. In turn, each dancer told a story of the tribe's greatness.

One recited the old legend of the first Chief, who single-handed had bested ten enemy war-canoes filled with braves. They were waiting around the point of the lake to attack the village. He swam jnder water and broke through each birch bark canoe in turn and then escaped. As the enemies swam ashore, his braves tomahawk-ed and scalped them one by one.

Another told of the Chief's bear-claw necklace. One day when stalking (or creeping up on) a deer, in passing through a rocky place, the Chief found a grizzly cornering an Indian boy. He dared not shoot an arrow lest he injure the boy. So rushing in, with stones he attracted the grizzly's attention and the fight began. Like boxers they dodged and rushed at each other until the toma-hawk reached it mark and brained the grizzly and the boy was saved. The big hide kept the Chief warm through the long cold nights. The claws became the necklace. When the boy grew up he always fought near his Chief to gurad him if necessary. And that boy was the dancer.

Another pictured, by step and gesture, the Chief chasing the buffalo. Food had been very scarce, there was hunger in the tepees, so the Chief traveded far and saw a lone buffalo which he proceeded to stalk. Finally he was so close that he started to run toward the buffalo at close range. Suddenly the buffalo turned and charged straight at him. It was all so quick he could not dodge, so the Chief leaped clear over the head of the bull and quickly turning, sank his spear in the animal's shoulder. As the buffalo stumbled, the Chief found his heart with a second spear. This food brought much joy to the hungry ones.

Another told of the laws its Chief had urged for the happiness of his people. The law of the forest had been "To live and let live"--they killed nothing needlessly. Then came Chief Akela. He taught a new law,--" To live and help live." His warriors were brothers. Unmatched in battle, firece in attack--yet to their women and children they were kindness itself--and with their neighbors they lived in peace--together fighting off outside invaders. Of all the tribes near the Great Woods, they gave most care to helping their boys learn the ways of the brave.

One after another told his tale. Then all was quite. It was silence that could be felt! Something important was about to happen!

AKELA'S LIFE STORY

Chief Akela, bright in his warrior's headdress and in ceremonial paint--stepped into the lighted circle. The tom-tom beaters began. Low and slow, the growing like a storm they beat fiercely as the Chief told in graceful gesture of the greatness of the tribe.

His dance pictured his own life story. He told of the story. He told of the strength and wisdom of his father, "Arrow of Light." He told of his mother, "Kind Eyes," from whom he learned those wondrous things that mothers know. His father had helped him make a little bow and arrow, and once when an enemy would have tomahawked his mother--he, Akela, from his papoose basket, shot the pursuing enemy in the eye and his mother escaped.

A little later he began to understand the speech and signs and calls of the Webelos. Then he was taken on little trips into the forest among the great trees and the streams. Here from the Wolf he learned the language of the ground, the tracks, the ways to food. Then, from the big kindly Bears he learned the secret names of trees and the calls of birds--the language of the air. But before he might become a scouting "brave" upon his own--he first had to look the Lion in the eye and learn the language of the stout heart--which feared nothing and which never gave up.

Then, and *only* then, did his father admit him to the lower ranks of the young braves,--the scouts for the trail. They had the privilege of helping the braves and thus taking a real part in the affairs of the tribe.

As he closed his dance, by gesture and sign, he told the braves that the tribe could be no greater than its boys. He said, "The future is hidden, but if we are strong and brave and help our boys to be the same, our tribe will be strong. If our boys are square and game--they will take our places and our tribe will continue to be great."

The tom-toms closed in a final burst, and all the braves gave the great guttural "How!"

Then, in silence, the warriors stood beside the dying fire, with no noise save the crackle of the embers and the mysterious half-noises of the forest--raising the right hand toward the sky and the Great Spirit, with the left each joined in the "living circle" with his brothers, as a pledge to the tribe and to the Great Spirit,--a pledge to the future through the present.

THE INDIAN BOY

Every Indian boy watched for chances to help with the "man-things" of the tribe, for if he could obey and keep quit, if he could be depended upon to follow his leader, he might go on a hunt. Later he might even go along with the men on a scouting trip after he had proved himself.

The Indian boy knew how to take care of himself--he had to. He used his hands. He could make things out of just what was about him. He early learned how to make happiness out of just what was about him, and out of what he had. He played at being a hunter and a warrior. He made his own bows and arrows. He stalked his quarry. But always his play was the fun of working at man things and eagerly he looked forward to the time when he

could take his "initiation ceremony" and become a full member of the tribe.

He had no problem of a life work. It was no question of being a doctor, or lawyer, or pastor, or mechanic, or man of business--his life work was to BE A MAN among the men of the tribe--to be a Brave as brave as any--he wanted to be a real help to his tribe--and he was.

THE BOYS OF TODAY

To the boy of today, life presents much the same problems. To learn to do things,--to fit into the grown-up world--to help--to fill a worthy part. Only the setting is different. Instead of going out to find and bag his own food, today one must do something for other people, in exchange for which he receives "money" which he trades with some one else for food. The dangers are not so much of wild animals and unfriendly tribes as the dangers of street and road traffic, dangers of not being prepared to do something, and so on.

THE TEST OF THE ZULU BOY

BY Chief Scout Baden-Powell

"But before they were allowed to become scouts and warriors they had to pass a pretty tough examination. This is what they had to do.

"When a boy was becoming old enough to be a warrior he was taken and stripped of his clothing, and was painted white all over. He was given a shield with which to protect himself, and an assegai or small spear with which to kill animals or enemies. And he was then turned loose into the "bush".

If anyone saw him while he was still white, they would hunt him and kill him; and that white paint took about a month to wear off--it would not wash off.

"So for a month the boy had to hide away in the jungle, and live as best he could.

"He had to follow up the tracks of deer, and to creep up near enough to spear the animal in order to get food and clothing for himself. He had to make fire to cook his food by rubbing two sticks together--he had no match with him. Nor had he any pockets to put them in, if he had them. He had to be careful not to let his fire smoke too much, or it would catch the eye of scouts on the lookout to hunt him.

"He had to be able to run long distances, to climb trees, and to swim rivers, in order to escape from his pursuers. He had to be brave, and stand up to a lion or any other wild animal that attacked him.

"He had to know which plants were good to eat and which were poisonous, and how to cook them. He had, of course, to make his own cooking pots out of the bark of trees, or of clay. He had to build himself a hut to live in, but well hidden.

"He had to take care that wherever he went he left no foot tracks by which he could be followed up. If he snored when he was asleep, it would give him away to a keen-eared enemy. So he learned to keep his mouth shut, and to breathe quietly through his nose.

"For a month he had to live this life, sometimes in burning heat, sometimes in cold and rain.

When at last the white stain had worn off, he was able to return to his village, and then he was received with great joy, and was allowed to take his place among the young warriors of the tribe.

"He could go on, and by his prowess get to be a 'Ring-Kop'-- that is, a real proved warrior, who was allowed to wear a ring on his head. Then he could possibly go on, and in the end earn the honourable title of 'Wolf.'

"But you can imagine that a good many boys who went out did not get through their white period at all; some got killed by wild animals, some got killed by the men, and numbers of them died of starvation, or of cold, or got drowned. It was only the good ones among them who got through successfully-- and thereby proved that they really were good warriors.

"It was a pretty stiff exam.--wasn't it?"

Religious Awards



AM I IN GOD'S BUSINESS?

That is one heck of a question and what is it doing here in a Cub Scout "POW WOW" book? It has no place here! God's business! That belongs to my Rabbi, Priest, Minister, Imam, Elder, Bishop or the guy/girl next door on Friday, Saturday or Sunday.

Now, you just wait a minute! Does it belong to those people above or does it belong to each and every one of us? Hold on, I don't mean that we should be up in front of a congregation preaching. No: not by any means. We, as Scouters (as members of Scouting, as adults in Scouting) are not followers of Buddha, Moses, Christ, Luther or any others in the area of religion or will we promulgate their teaching.

We, as Scouters, are models, examples to, or leaders of youth. As such, we are teachers. No, we don't teach religion but we do want to teach respect for and duty to God, i.e. spirituality.

In the 75 years of its existence the Boy Scouts of America has consistently stressed the necessity of the spiritual life of youth and the importance of dependence on God as our Supreme Being. Though programs have come and gone, as the BSA has responded to the changing times, the recognition of this spiritual principle has remained constant.

The BSA is primarily an educational program - an educational program based on a belief in God. It does not attempt to define God but only to recognize God as the ruling and leading power in the universe and to acknowledge that we need His favor and blessing. It is this spirituality which we must teach and not religion.

How do we do this? I think we are doing it already. you would not be here today, or reading this article, if you were not a Cub Scout leader or some one interested in the program; a program which is a ministry to, for, with and by youth.

Within this program, you are teaching spirituality by example, by sharing of yourself, your time, your home, your money, your family, your effort, your interest. You are teaching spirituality by being a leader in Cub Scouting, by caring, by doing, by being you.

Yes! You are in God's business and please continue to stay there!

RELIGIOUS EMBLEMS

There is still some confusion concerning the Religious Emblems programs and their awards (medals). These programs (and the medals) are not repeat not Boy (Cub) Scout programs. they are the programs of organized churches.

The BSA does not establish, write or administer these programs. BSA cooperates with, endorses, encourages and publicizes some of these programs and that is the limit of their involvement. The establishment of the program, of requirements, of approval upon completion and of awarding of the medals rests with the churches. Many of the programs are open to all youths and carry the endorsement of many youth programs, BSA, GSA, Campfire, 4H, FFA and others.

Ceremonies recognizing youth upon completion of these programs are the responsibility of the churches and should be conducted by them. There is nothing wrong with, and in fact, it is encouraged that, recipients of these awards be also recognized for their accomplishments during a unit meeting (Pack Meeting). BSA does this for its endorsed programs with the universal Religious Emblems Knot and permission to wear the medal on the uniform.

GOD

THE BIG BEAR BOOK

Requirement 1:

Ways We Worship

"Practice your religion as you are taught in your home, church, synagogue, mosque or other religious community."

For those Cubs who are frequent church goers, this requirement is easy. They are constantly satisfying it. But religion for children of Cub Scout age, is not their choice. It is the choice of their parents. If their parents go to church, the Cubs go to church.

Now, lets look at this requirement for Cubs who seldom or never go to an organized church. The spirituality, the moral values, the religion of these Cubs rest totally and solely on the shoulders of their parents. He/She/They must teach their children their religion.

Look again at the requirement -- "Practice your religion as you are taught in your home, . . . ". Based on this, therefore, only the parent(s) can state whether the Cub has satisfied this requirement or not.

Requirement 2:

Emblems of Faith

"Earn the religious emblem of your faith."

How does a Cub earn the religious emblem of his faith?
He must:

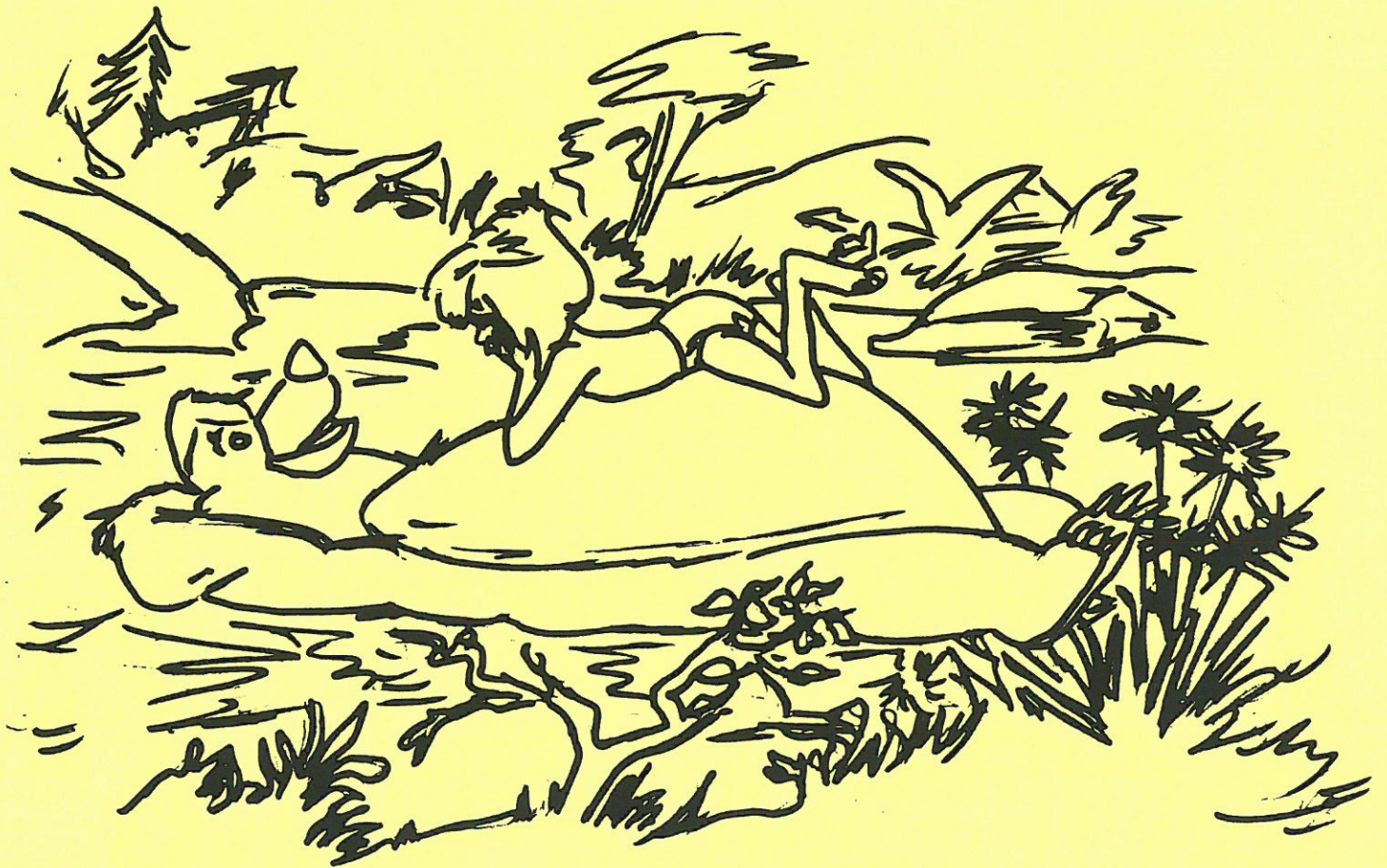
1. Belong to (attend) an organized church (faith).
2. The organized church must participate in a religious emblems program.
3. Obtain the requirements of this program.
4. Complete the requirements of the program.

How do I find out if my (his) church has a religious emblems program?

1. Many are listed in the Bear Book.
2. Talk to your religious leader.
3. Talk to other Scout leaders.
4. The local BSA Trading Post has several publications on BSA endorsed religious emblem programs.

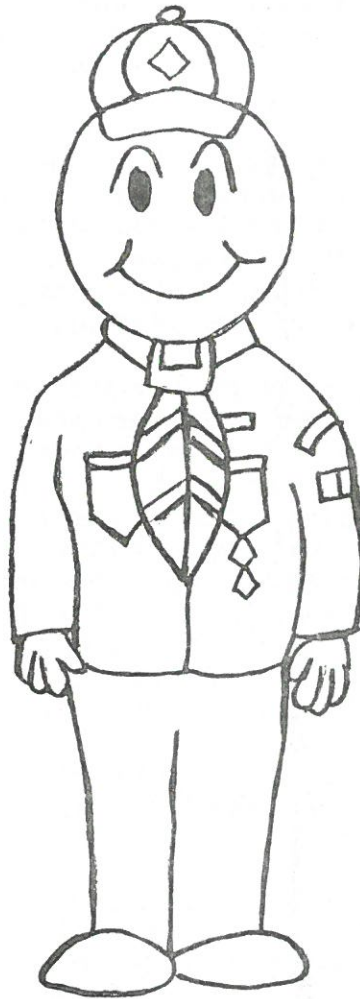
(NOTE: Remember these programs are church programs and not BSA programs. See other article in this book.)

Ceremonies



CEREMONIES

Ceremonies play an important part in the advancement and development of both the Boys, Parents and Leaders. It recognition for a job well done, that we have noticed your hard work and we appreciate it and you.



Keep in mind that ceremonies should be short but special! Do not fall into the habit of doing the same ceremony all the time. Variety makes it exciting for both the recipient and the audience. Never just hand the award, shake their hand, and have them return to their seat. Make it something they will remember, and they will remember you for taking the time for them.

INTRODUCTION TO CEREMONIES

The high points in men's lives have always been marked by ceremonies. In many instances, the important happenings were marked by ceremonies - a graduation from high school or college, a wedding, joining the church, joining a club or sorority, the christening of children ... all of these were probably recognized by some type of ceremony. Even the end of our lives will undoubtedly be marked by funeral ceremonies.

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

Ceremonies in our lives are taken for granted. They just seem to happen, or naturally fit into the activities which are high points. In Cub Scouting, we can't take ceremonies for granted. Without effort in planning and execution, they don't happen. Ceremonies can be easily omitted, and when they are, a very important part of Cub Scouting is left out.

When a den mother plans the seven parts of the den meeting, she no doubt includes an opening and closing ceremony. Sometimes she may have simple recognition ceremonies in the den, such as adding a token to the den doodle, presentation of denner cords, presenting a bead when a boy completes three achievements. Or congratulating a boy on his birthday.

Let's take a look at pack ceremonies. A boy has worked long and hard to complete the requirements for his Wolf badge. By using creative imagination for a moment you can think of impressive ways badges can be presented. For instance, the theme is Halloween ... imagine the Cubmaster dressed in a white sheet, drawing the badge out of a black and boiling cauldron ... watch that boy's eyes widen. Or perhaps the theme is pirates, and there stands Peg Leg Pete on the bow of a pirate ship, ready to present the award ... if the boy will walk the plank! Wow! In the eyes of an 8 or 9 year old boy, that would be a night to remember. Sure, it does take time and effort to plan such a ceremony. But think of the rewards ... and think of the long lasting benefits .. and think of the excitement and inspiration for the boy to work hard for the next badge, because who knows what might happen then.

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

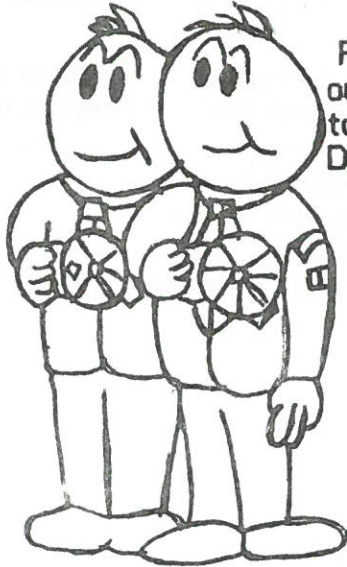
One of the main purposes of Cub Scouting is to prepare a boy for Scouting. It is a proven fact - statistically - that boys who have been Cub Scouts stay in Scouting longer and are more successful. So it is a big deal. Cub Scout leaders should do their best to make it a big deal for the boy. Don't underestimate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

DEN CEREMONIES

Special Recognition Ceremonies

Recognize a Scout during your Den meetings for his special accomplishments and achievements. Use your imagination. The following are a few examples.

1. Birthdays— Sing Happy Birthday, have cake, and let him pick his favorite song or game. He could also lead the Flag Ceremony or the Scout Promise.
2. Welcome New Members— Have the new member add his name to the Den Doodle or Advancement Chart or if your Den has their own scarves, the new member could be presented with his scarf and then do a Den yell in his honor.
3. Graduating to Webelos— Let each Scout present him with something special or put his name on the Hall of Fame plaque in your Den. Also a "FAREWELL & GOOD LUCK" banner signed by his fellow Scouts makes for a great graduation.
4. Recognition for Outside of Den Achievements— Do a spotlight on the Scout, showing his achievements. This is where you talk to the Scouts' parents to find out his special qualities, and achievements. These are then read to the Scouts, who try to figure out who it is. Also, you can display his picture and make him the star of the week or month.



Friendship circle—"In Honor of _____ for his outstanding accomplishments, we join hands together in friendship and praise.", followed by a Den yell.



OPENING DEN CEREMONIES

Theme

Pirates Waters—OCT.

Verse

"As the pirates sailed the 7 seas, searching by day & by night. The lanterns glowing light made the night bright, and the pirates eye keen for adventure."

Props

A lantern

Pirate Waters

"Reach deep my fellow mates into the pirate chest. And learn what fate awaits you along with all the rest."

A box decorated like a pirates chest. Inside are papers like coins with Den assignments on them.

Parade of the Presidents—NOV.

"The men who have walked before us, to lead our country strong. Left three things to hold too, to help us all belong."
 1.(Light Red) "Pride in our Flag."
 2.(Light White)"Pride in our History."
 3.(Light Blue)"Pride in our Country."

Three candles, red, white, and blue in holders.

Parade of the Presidents

"We choose the men to lead us through the good times & the bad.

Pictures of desired Presidents.

We learn by their examples, we listen to their words, we follow their directions, and grow to be good leaders if we listen to what we heard.



Theme
Follow, Helps,
Gives—DEC.

Verse
"December is more than
a month in the year."
(Light two green candles.)
"December is when we pray
peace on earth and good
will towards men." (Light
red candle.)
"To help, to give, to love
one another."

Props
Three Candles—
Two green and
one red.

Follow, Helps,
Gives

"In Scouting we learn to
give of ourselves, and
this you have done for me.
This is a reminder to each
one of you of the joy you
have given me."

Make a friend-
ship stick for
each Scout. With
a note attached
stating what you
like about that
Scout.

Knights of the
Roundtable—JAN.

Line the Scouts up in a
line and have them kneel
on one knee. "Today you
will be inducted into the
Knights of the Roundtable."
Have all kneel. "For being
Honest, True, Kind, and
Fair I dub the Sir

Play sword

(Their name.)



Theme
Knights of the
Roundtable

The Blue & the
Gold- FEB.

The Blue & the
Gold

Verse
In the spirit of com-
petition of the Knights,
we are going to see which
of our Knights can make
it to the center of the
Bullseye. You will advance
one ring for each achieve-
ment accomplished from
now to the end of the month.
Let the competition begin.
(You can give a special recog-
nition for those who make it.)

Happy Birthday to
Scouting. This month in
our Den we are going to
burn the Blue candle, for
the loyalty we give to
Scouting, and we will
burn the gold for the
treasures Scouting gives us.

Give each Scout a candle.
As you go around light each
of their candles, say "As
each candle is lit, our spirit
of Scouting gets brighter
and brighter, until the room
is bright by its glow. (Have
them put the candles on the
cake.) "Lets sing Happy
Birthday to Cub Scouting."
Blow out the candles and
eat the cake.

Props
Paper Bullseye

One blue candle
and one gold in
a decorated holder.

Birthday Cake and
a small candle for
each Scout.

Theme
Mardi Gras—MAR.

Verse
Word Scramble

Props
Nine pieces of paper with one letter from the word Mardi Gras on each one.



(Display the letters all fumbled up and let the Scouts try to unscramble them.) "The theme for this month is hidden in these letters, who can unscramble them? (If they have a hard time, give clues.) "Mardi Gras is a celebration of life. This month we are going to celebrate Scouting in Mardi Gras fashion."

Mardi Gras

"The Mardi Gras is a time of celebration and party's. This month Scouting is having a Marti Gras. Do you want to start our Mardi Gras off with a big bang? Have each Scout blow up his balloon & sit on them on your command.

Balloon for each Scout.

1st Americans—APR.

(Pass out one balsa wood to each Scout.)
"This month we will become one, with our Indian brothers. So lets leave our old names behind and cross over to the world of the 1st Americans.

1 by 4 inch Balsa wood and String

Theme
1st Americans

Verse
(Light each of the Scout's candles and have them form a circle around the big candle.) This month we are going to join the (Indian) tribe. We need to join our spirits, represented by the glow of the candle, into one flame of unity. (On signal have them all light the big candle at this time.)

Props
One small candle for each Scout & one big candle.

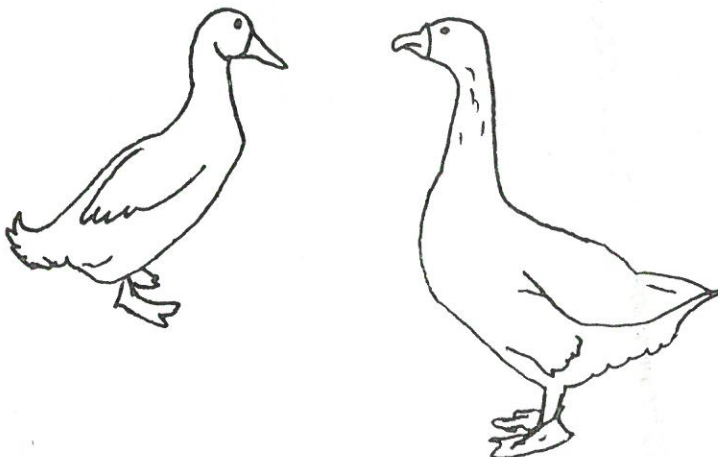
C.S. Bird Watchers—
MAY

(Give each Cub Scout a small bird feeding bell.)
"The Birds of the forest sing sweetly to me, of the joy of life, and how we're free. Lets show our love for the birds." (Instruct the boys to hang thin Bells out when they get home.

(Bird Bells)

Inside Noahs Ark—
JUNE

(Have each Scout tell what his favorite animal & why.)
"God put all their favorite animal here on earth for all these reasons & many more. It is important that we always treat the animal would with respect."



Theme
Strength &
Skill—JULY

Verse

Props

(Have the Scouts stand and do 10 jumping jacks.)
"This is one of the ways we develop strength. Then with our strength, we turn them into useful skills."

The World Around
Us—AUG.

"Today we light a candle in honor of Scouts all over the world. Please join me in the Pledge of Allegiance in honor of our great nation and the freedom we hold."

Globe or World
Map, Candle.

CLOSING DEN CEREMONIES

Closing ceremonies should be short, but leave a thought or challenge for the Cubs to ponder, until you meet again. Warning—do not give a sermon.

1. Cub Scouts and leaders form a living circle. Leader or Den Chief says: "Do your best". Boys answer "We'll do our best".
2. Sing or hum "Taps" or another quiet song.
3. Boys form a circle around a lighted candle. Remind them that cheer and feeling of friendship can be felt from even a small flame.
4. Gather around an artificial campfire and play a quiet recording.
5. Form a circle with arms around each other's shoulders and sing a quiet song.
6. Brief closing prayer. (Suitable for all faiths represented.)

PACK CEREMONIES

Pirate Waters

(The Cubmaster with a patch over an eye.) "Good evening mates. Me and my crew have scoured the 7 Seas. we have brought back great treasures to be divided up among me faithful crew. (Two Scouts carry in treasure chest loaded with the awards for the night.) The two Cubs try to peak inside, the Cubmaster closes the lid.) "Shove off mates, plenty of time for that later, but first we must pay honor to our home land. (Assigned Den does the flag ceremony.)

Advancement: The awards are pinned to pictures of skull & crossbones. Pass out the booty to the Cubs and parents being honored. Keep all the Scouts up front. "Congradulations mates on a job well done, now you must take the pirates pledge promising to work hard towards your next achievement.

Do as I do and repeat after me:

"Thumbs up—Elbows back, knees together, toes in, chest out, buns back, chin up, tongue out. I promise to work hard, diligently, and to help my fellow mates."

Closing: Have everyone stand & sing

(Tune: "Oh Lord its Hard to be Humble")
Oh Lord its hard to be humble, when your
pirates in every way.
We can't wait to look in the mirror.
We get prettier every day.
To know us is to love us.
We must be the happiest lot.
Oh Lord its hard to be humble, but
were doing the best that we can.

Retire Colors.

Parade of the Presidents

(Have the Cub Den march in with the flags followed by the Scouts who are carrying pictures of different Presidents.)

Cub One: Our Country is a Democracy

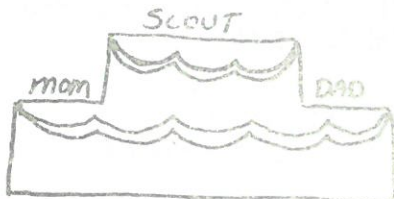
Cub Two: A land where men walk free.

Cub Three: We choose our leaders wisely.

Cub Four: As you can plainly see.

Pledge of Allegiance

Advancement: (Make a grand stand for the honored Scouts to stand on with Mom & Dad on each side.



Note this can be done cheaply by making a fake front, and have the scout stand on a chair.

Have a table behind the Scout with a candle in a holder for each Scout to be honored. Have each Scout come up, stand on the grandstand, light their candle with the Spirit of Scouting candle, then present the badge of office to Mom & Dad to pin on the Scout.

Cubmaster: "It is my pleasure to present you with your rank of office. The important thing to remember is that anyone who does his best is a winner."

Closing: Lets close by singing our National Anthem in honor of this great country in which we live and elect our leaders.

Follow, Help, Give

Dim the lights and have the boys come in marching very slowly, singing Christmas carols. have the boys carry a lighted candle. Have the Webelos color guard follow and when the lights come on, a Webelos Scout leads everyone in the Pledge of Allegiance. Then have everybody sing "Silent Night".

Advancement:

Props: 1 small snowflake for each award with the award attached.
1 count out snowflake for each Cub and parent.

Cubmaster: Snowflakes always appear as six-sided crystals. If you use your imagination just a little, you can see that there are six areas in the climb to the top of the Cub Scouting experience.

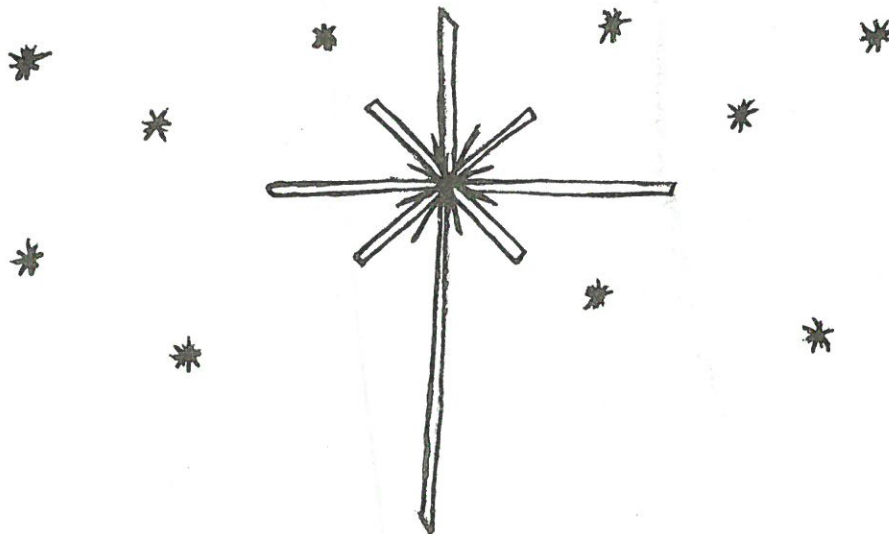
(Call boys up in desired order and present the award to the parents and give each a snowflake. Have all boys remain at the front of the room until all awards are presented.)

Cubmaster: With group of people gathered here, we have made a snowstorm out of a lot of small snowflakes. Just as the wind blows snow into a storm, parents provide a force to make a Cub Scout form all facets of his life as he grows into a bigger, stronger person both physically and mentally.

Closing:

Arrangement: Nine Cub Scouts come onstage, one by one; each carrying large cardboard letters. As he speaks his lines, he holds up his letter, which ultimately spell out the word CHRISTMAS.

- C** C is for candles, we burn of Christmas night
to gladden weary travelers with their light so bright.
- H** H is for happiest; the happiest time of year;
It's jolly, gay old Christmas time, with all its mirth and cheer.
- R** R is for ring; we ring the christmas bell
All the christmas gladness, the workd to tell.
- I** I is for the infant who lay in a manger
Little Lord Jesus, a dear little stranger.
- S** S is for shepherd who kept their flocks by night;
And heard the angles singing, and saw a wondrous light.
- T** T is for tree, all green and gold and red,
We see it Christmas morning when we jump out of bed.
- M** M is for the mistletoe we hang at Christmas time;
In merry wreaths, when candles burn and Christmas bells chime.
- A** A is for all; to all men we with cheer,
Joy and gladness, love and hope, for Christmas time is here.
- S** S is for the star that shone on Christmas night,
Star and candle, bell and wreath, all make our Christmas bright.



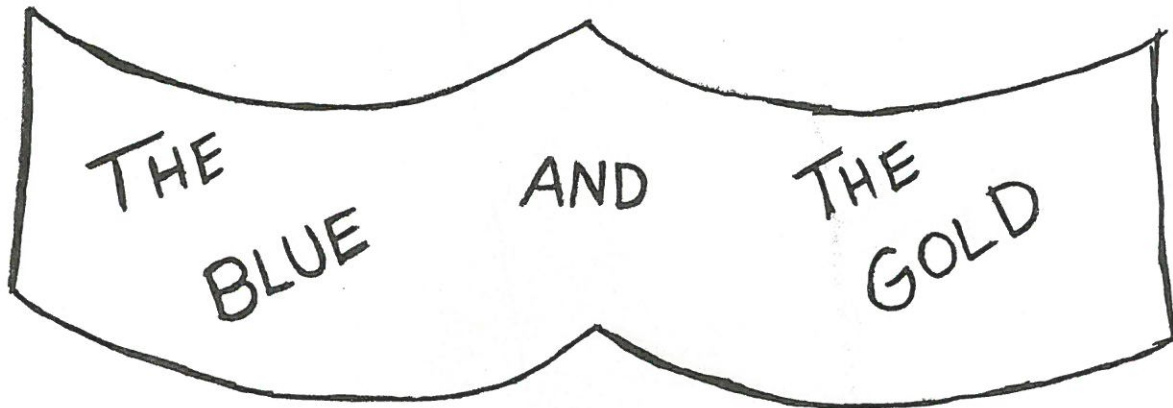
Advancement:

Make a large paper mache birthday cake. Use whipped soap suds for icing cake. Before soap suds harden, insert 56 candles. Candles can be lighted before presentation of awards and blown out after ceremony.

Individual awards could be packages wrapped in blue and gold paper and layed around the cake.

Closing:

As we close our meeting here tonight let's give a thought to what the Blue and Gold colors of Cub Scouting means. Did you know that the Blue and Gold you see on the Uniform was not selected merely because it was attractive? You see, each color has a definite meaning. Blue stands for truth and spirituality, for steadfastness and loyalty, and for the sky above. Gold stands for the warn sunlight good cheer, and happiness. So, may the meaning of these two colors shine forth in our lives as we bring the Scouting program into the lives of our boys.



Note: For a banner, hang a sheet and tape letters to it.

Mardi Gras

(Encourage everyone to wear costumes. Decorate the meeting hall with balloons & ribbons, with a banner at head of room "Welcome to our Mardi Gras".)

Opening: Have everyone sing, Whew - W - W - W.
(tune: Jingle bells)

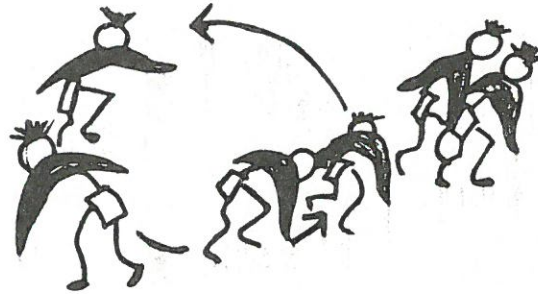
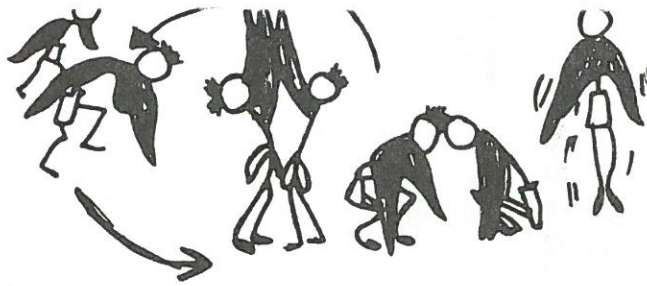
"Clap your hands, stamp your feet,
Let's all stand up please.
Face to the left, face to the right,
Now hands on your knees.
Sit down now, stand back up,
Clap your hands two beats.
Now we'll all wipe our brows,
And collapse into our seats."

(sing song several times getting faster each time.)

Advancement: (Have a box of Blown up balloons with the name of each Scout to be honored on it. Either have his award in the balloon or a piece of paper telling where he can find his award. Call each honored Cub up one at a time or all at once and have them pop their balloon for their award.)

Closing: (Form everyone in a big circle.) "Mardi Gras is a celebration of life. (Give your own closing thoughts.)"





APRIL THEME: 1st AMERICANS

THE EAGLE DANCE

1. First eagle dancer enters, body bent, swinging wings slowly from side to side-step swing, step-swing. He makes one circle of the dancing area.
2. As first eagle passes the entrance, second eagle enters, body bent, swinging wings from side to side. Slowly he proceeds with step-swing, step-swing. First eagle on second round changes his step to: step-forward-right, step-forward-left, dip low, arms moving slowly as in flight.
3. Eagles meet-pause, facing each other-wings upraised-tips meeting overhead.
4. They cautiously circle each other, lowering and raising the wings.
5. They each complete their circle.
6. Facing each other again they pause, beating their wings and squatting.
7. Feet close together, each eagle hops to his own right, flopping wings challengingly.
8. Hop, Hop, Hop, to his own left.
9. Hop, Hop, Hop, to his own right.
10. Hop, Hop, Hop, to his own left.
11. Calmly now they inspect each other as they again circle around.
12. The first eagle starts to circle the area. The second eagle pauses briefly, then turns and follows the first eagle. On second round they step together one behind the other, wings slightly overlapping.
13. With high hop-point step. progress to the right- hop on left foot, at the same time raise right knee high in front, tap with right toe, feet close together. To left-forward-back. Eagles make all movements at the same time.
14. Facing each other, softly sway the wings parallel to each other.
15. Turn and exit using the step-and-dip(2), wings overlapping.

Solo dancing gives you an opportunity to dance out a story. You are limited only by your imagination and the dancing area. Make up a story of a hunt; an Indian legend, or an appeal to the "Great Spirit." Add signs such as looking, testing the soil, resting, shooting, or whatever others that will tell Your story, then adapt your steps to fit your action.

EAGLE DANCE COSTUME

The following are suggestions for costume parts which add color and sound to your dancing. Make them carefully and strong, for they take a hard beating in an active dance.

EAGLE DANCE COSTUME

Painted yellow

Bare forelegs and chest

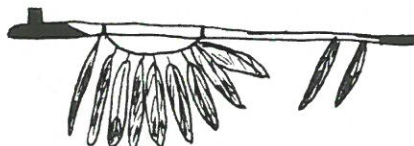
Upper legs painted white

Rest of body dark blue

1. String of short white feathers across chest
2. Short white skirt
3. Bells about the waist line.
4. Red garters fringed.
5. Close fitting wig or cap made of short white feathers with a yellow bill attached.
6. The wings are a strip of yellow material extending across the back of the neck along the arm line farther than the finger tips.
7. Wear a dancing bustle as tail.



1st Americans



Setting: Cub Scouts dressed as Indian Chief, medicine man, flag bearer, and 3 or more braves. You may use an artificial campfire and Indian costumes. Indian chief, braves, and medicine man are seated. Chief holds up both hands until all are quiet. As each brave says his part, he raises his hands upward to the sky.

Indian Chief: O Great Father in the sky, listen to thy people

1st Brave: We thank thee, Great Creator, for the light of the sun each day.

2nd Brave: We thank thee for the beauty of this world and the plants and animals we enjoy.

3rd Brave: We thank thee for the night and the rest it brings.

Indian Chief: O Great Father of all Cub Scouts, bless us and be with us tonight.

Medicine Man: (Jumps up, shakes rattle, and scouts) Rise up, all you braves. Rise up our white brothers (audience rise) We lower our tribal den flag to honor the great flag of our white brothers.

Flag Bearer: (Enters and presents American flag to Indian chief) This is the most beautiful flag in the world. It stands for freedom, liberty, and happiness. Take it, honor it, respect it, love it always, for it is yours and mine.
(He leads audience in Pledge of Allegiance)

Advancement: Dress in costumes according to your character.

Medicine Man: There are several braves here tonight who have worked hard since we last met, and have earned awards for their efforts. I sent an order to the trading post last week and it should be here by now. I don't know what happened, but they have not arrived. I fear we will have to wait until next month. Heap big sorry!

Fur Trader: Is this the meeting of Cub Scout pack _____?

Medicine Man: I'm heap glad to see you.

Fur Trader: Well, I hop you're ready to trade.

Medicine Man: Hmmm. I have 3 blue beads for _____ who has earned the Bobcat rank.

Fur Trader: Good enough. Where is the varmint?

Cubmaster: Will _____ and his parents please step forward?
Congratulations on your hard work!

Medicine Man: I have 3 Red Feathers for _____ who has earned the wolf rank.

Fur Trader: Good Deal!

Cubmaster: Will _____ and his parents please step forward?

(Continue presenting awards in similar manner)

Cubmaster: (To fur trader) Thanks for getting here on time with all our awards. The boys really appreciate it.

Medicine Man: Ugh!

Fur Trader: My pleasure, son. Now I gotta be gettin' along. So long!

Closing:

May the great spirit (arms lifted to the sky)
Be with us (bow from the waist)
Till we meet again (Stand straight with arms folded)

C. S. Birdwatchers

God created families. He also created our beautiful world for us to enjoy and care for. We have fun doing things together as families and in Cub Scouting. We have many opportunities to work and play together. Today as we salute the U. S. flag which represents millions of American families, let us be thankful for our own families and God's beautiful world in which we live. Please join me in the pledge of allegiance.

Advancement: Set up picnic table & basket w/awards inside.

Cubmaster: We have several Cub Scouts to honor today for the hard work they have done since our last meeting. While we're having our picnic let's see what kind of birds we can catch. (Present Badges).

Closing:

Yes, our country is indeed beautiful from the charm of New England on the eastern coast to the deep blue lakes of Minnesota, the towering mountains, the golden wheat fields, the roaring rivers, the majestic Grand Canyon, the expansive deserts, to the giant redwoods of California on the western coast. There is beauty in each of the 50 states. We are proud of our beautiful America and pledge ourselves to keep her beautiful.



Inside Noah's Ark

(off stage we hear hammering)

Cubmaster: We hear it is going to start raining hard soon so we called on a specialist to build us a boat, Noah.

Noah: (From offstage) I'm not quite finished yet.

Cubmaster: Well we'll check with him later, so Den _____ will you do the flag ceremony.

Advancement: Stuffed animals with the badges pinned to their backs.

Cubmaster: Noah are you ready for the animals?

Noah: Yes, but have them brought back by worthy Scouts, who have worked hard and advanced.

(Present awards, then have the Scouts exit to Noah, when they return to their seats they have white beards.)

Cubmaster: What have you done to them?

Noah: Sorry I kept them so long but this is a big boat.

Closing: (Noah walks out with long white beard and hammer in hand)

Noah: Its ready.

Cubmaster: Great we can board now.

(A radio should be on the awards table.)

Voice of Radio: We interupt this Pack Meeting to bring you a special announcement, Due to good whether, rain has been cancelled.

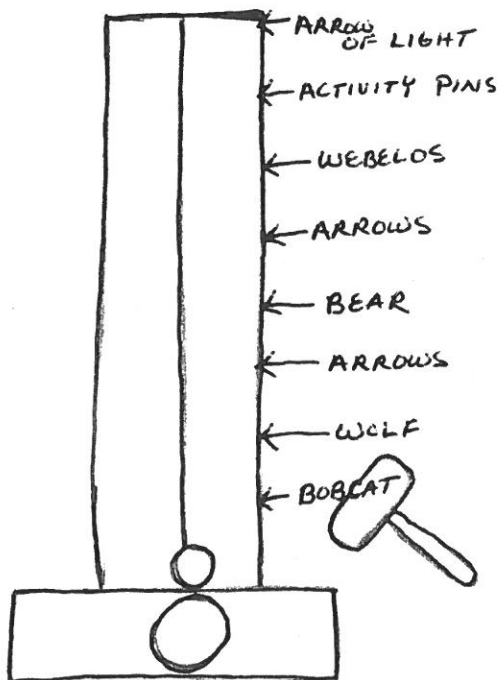
Noah: Oh well, anyone want to buy an Ark? (Shakes his head and walks off stage.)

Cubmaster: Maybe we can raise Noahs spirits by giving him a cheer. (Have cubs pick their favorite cheer.) One thing we did learn Noah, is we chould always be prepared.

Strength and Skill

Opening: "Does everybody have the strength to raise their right hand? Can everybody give the Scout Salute? Can everybody stand on their feet? Good lets get started. (Flag Ceremony).

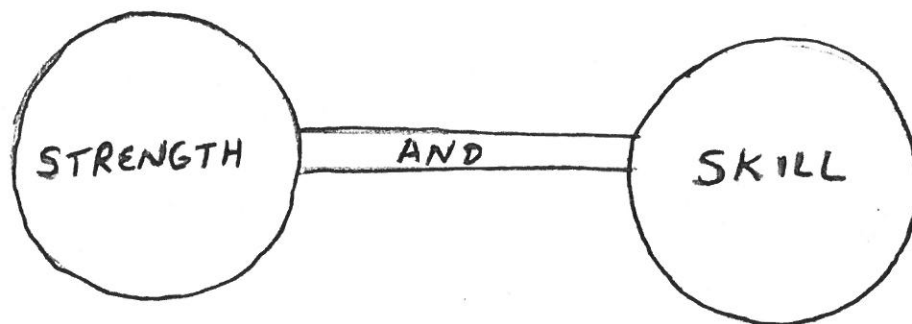
Advancement: (Have someone make this muscle mans advancement bell).



(Have each Scout being honored swing the mallet to see what award he is strong enough to receive. Pull string up to that point & let fall back down. Then present award.)

Closing: (Form everyone in a circle and have them raise their hands clasped together, above their heads.)

"May we always have the strength and skill to unite together and promise to do our best."



BANNER SUGGESTION

The World Around Us

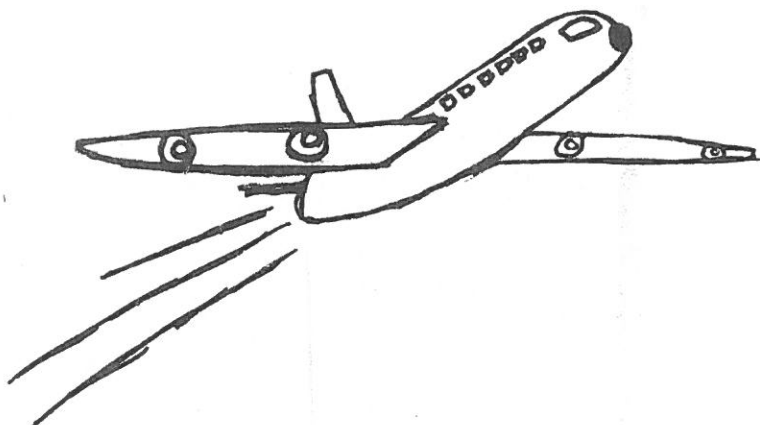
Try tying the opening, awards, and closing ceremonies together. Why not have the meeting room seating arranged like the seating on a giant air liner.

For a Pre-opening activity, have everyone coming in issued a ticket. The opening is a call, announcing Cub Scout Air Lines flight number (your pack number) is ready for boarding. People board, (Cub Scout flight attendants check tickets.) and all are seated and fasten their seat belts.

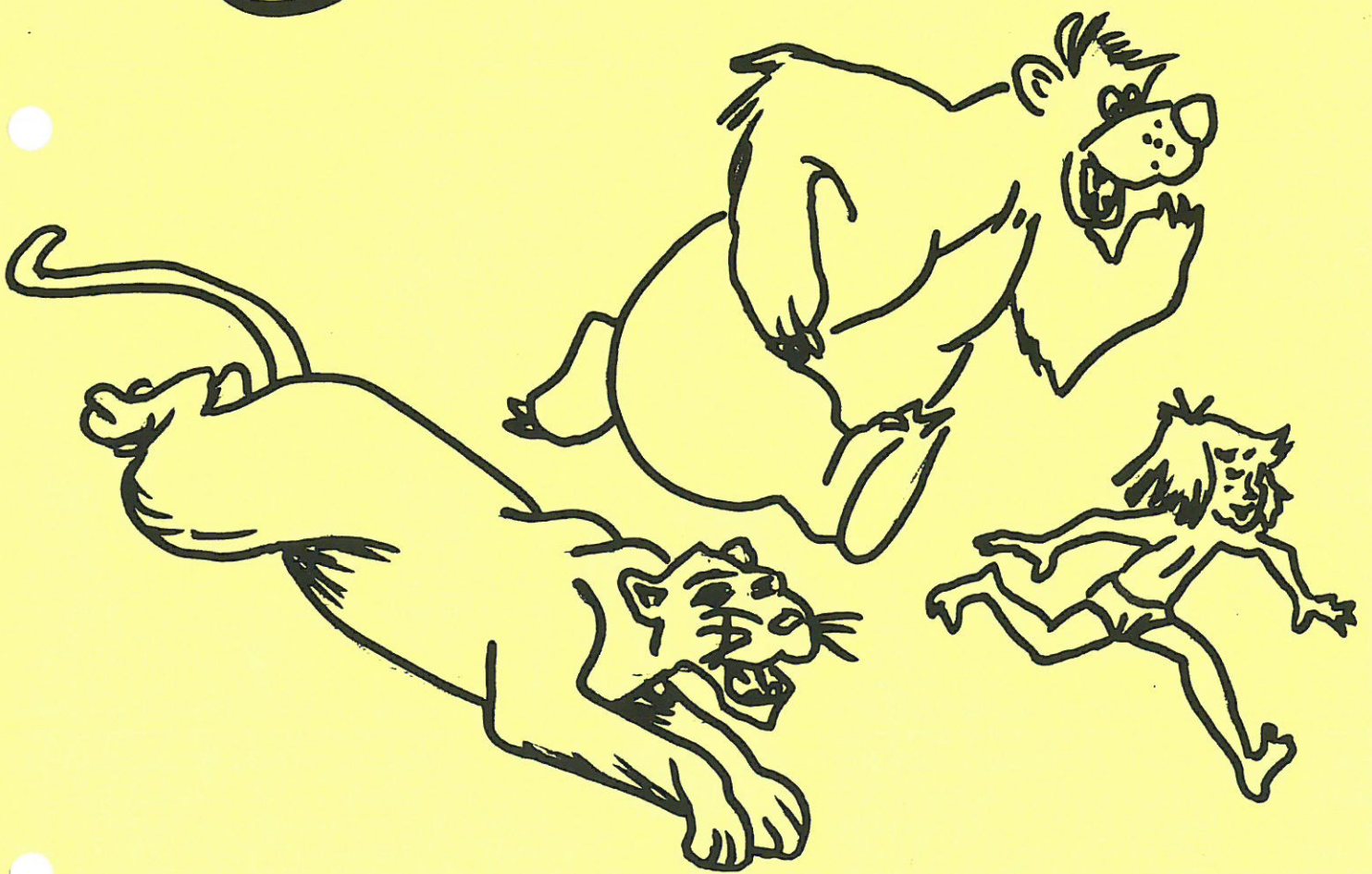
The Captain (Cubmaster) announces the destinations of this flight and wishes all a pleasant trip. Aircraft takes off, flies all around the world, landing at various cities to see a skit by that nationally famous Den 1 or to sing a song led by the den 4 singers.

For the awards, the airplane lands at various places to see famous people (brand new wolf Cub Scouts), takes off and lands somewhere else to see a Cub Scout who is receiving arrow points. The Captain might present each boy earning an award with some silver pilot's wings (cardboard cutouts covered with aluminum foil) with his award.

At the end of the round trip flight, the aircraft returns home. Pilot announces that he was pleased to have all on the trip with him (that was the close). The folks disembark and go home.



Crafts



Introduction

There are two ways in which Dens use crafts.

The first is the kind of crafts that Cub Scouts make to keep for themselves or to give as gifts. These crafts should be made to last.

The second kind of craft item is the disposable type. This kind of craft is used for special events (Den events, Blue and Gold Banquets, Christmas parties, Halloween, and Pack events). These can be made of found objects, disposable items, and materials available around the house.

Do not think that it is necessary to spend a lot of money on materials to make a pleasing project. Quite often all the materials that will be needed for it can be found right around the home. A kit that is bought in a store can be made by any boy, if you make a "kit" from items found around the house the boy can not only make a very pleasing project but also gets the satisfaction that he made it himself from items found right around him.

Remember that the Cub Scout motto is "Do your best". A small boy's best may not look real good to you - you have to lower your sights to meet the level of the boy's best.

In order to have peace of mind, you will have to join the PRA, - Pack Rats of America, - whatever it is you may need it some day! If someone gives you Grandmother's corset, - take it, take it, - you can use those stays and laces for a lot of things (you may throw the rest away, I guess!) After a while you will look at everything as a possible craft resource, but be sure even your "seconds" are in good shape. A faded or thready beginning makes a thready and faded ending.

CRAFT IDEAS

REMEMBER THAT CUB SCOUTS SHOULD BE WORKING WITH MATERIALS THAT ARE MORE SUBSTANTIAL THAN PAPER AND GLUE. ALL CUB SCOUTS NEED TO LEARN WOOD CRAFTS AND THE SKILLS THAT GO ALONG WITH WORKING WITH WOOD, METAL AND OTHER SUCH MATERIALS. IF YOU ARE NOT FAMILIAR WITH THE TOOLS NEEDED FOR SUCH PROJECTS, THEN USE THE HELP THAT YOUR PARENTS CAN PROVIDE IN THIS VERY IMPORTANT AREA OF THE BOYS GROWTH. THE CUB SCOUTS GET A LOT OF THE PAPER AND GLUE CRAFT IN THEIR SCHOOL CLASSES.

SLIDE OF THE MONTH

We use each months theme to make our tie slides. We use a variety of materials, most of which we scrounge, to make our slides. We have found milk bottle caps to be excellent if used as a backing for: bugs, butterflys, turkeys, faces, clowns with hats or any others. We pour plaster of paris into the cap and put a sock sorter or twist tie in to dry. This then becomes the slide part that goes around the scarf. We use strofoam balls, pipe cleaners, wood pieces, leather pieces, test tubes (we grew crystals in these and used rubber bands to attach to the scarves), strofoam pieces we carve, anything and everything. We've made: Spiders, barbells, tree limb pieces, computers, clown faces, Buildings, campfires. We try to do a slide every month. During Blue and Gold we ask the boys to wear their Cub Scout slides. We find our Cub Scouts always have a slide this way and have done away with rubber bands and knotted scarves.



CRAFTS

Pirate Waters

Tie Slide: Gold Doubloon Slide

Materials needed

1 - Quarter (\$.25)

Self hardening potter's clay or flour clay (recipe in pattern sect.)

Wax paper

Black Felt

Gold Paint (brush on model paint) & Paint brushes

Table Knife

Instructions

Give each child a piece of wax paper and a lump of clay. Press clay out on wax paper. Clay should be no more than a 1/4" thick. After clay is pressed out to required thickness place quarter on clay and using knife cut around quarter leaving a circle of clay. Remove quarter and excess clay from around quarter. Cut a 1" wide strip from felt. Measure length by wrapping felt around scout scarf tight enough to slide up and down scarf but not fall off. After getting felt the right length glue or staple ends together press fastened ends into clay and press more clay over top side of felt so that circle and felt will be permanently fastened together. After band is placed on clay circle turn circle over and press quarter eagle side down into circle. Make sure the impression that the quarter makes is deep enough so that the print is clear when clay dries. Gently lift quarter from clay with knife. Leave clay on wax paper until thoroughly dry. If using potter's clay follow drying instructions on box. If using flour clay, let clay dry for at least 24 hrs. (or until next meeting). When clay is dry paint with gold paint carefully paint back side of doubloon with gold paint. Let paint dry thoroughly and then have fun wearing your new slide.

Tie Slide: Skull and cross bones.

Trace pattern of Skull & Cross Bones (Below) on to a piece of paper. Cut out pattern and trace on to piece of white felt and cut out. Draw face on with black felt tip pen. Glue skull on 1/2" wide piece of black felt measured to go around scarf snugly.

Walnut Ships

Materials List

Play clay (any non-hardening clay)
Walnuts
Scissors
Colored Const. Paper
Liquid whit glue
Toothpicks
Colored felt-tipped markers or crayons



Instructions

1. Press small balls of clay into walnut-shell halves.
2. Cut three squares from the colored construction paper. Make one a little smaller than the other two.
3. Draw a design — like the pirate's skull and crossbones — on the smaller square with colored felt-tipped marker or crayons.
4. Push toothpicks through the top and bottoms of each sail, see illustration. Leave enough toothpick mast at the bottom to push into the clay.
5. Cut an anchor from colored const. paper and glue it to the side of the shell.

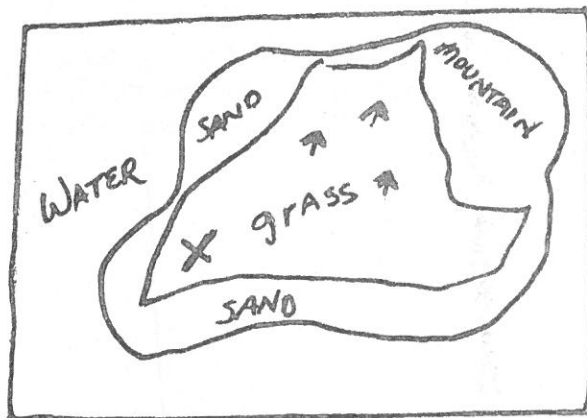
Treasure Map

Materials list

Meat tray 7"x4 3/4"
Flour clay
Food coloring
Felt-tip marker, Blue

Instructions

Make up flour clay. Divide into small parts and color to look like sand, grass and land. Take tray and draw a island in the center. Take felt-tip pen and color the outside edge blue for water. Then let the boys make their own island. Maybe a mountain, land and sand. Have them put an "X" to mark where the treasure is.



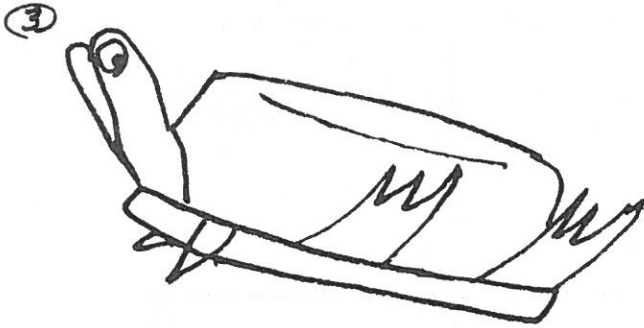
W R E C T Y CREATURES!

HERE'S WHAT YOU'LL NEED:

- A MARGARINE TUB
- SCISSORS
- CONSTRUCTION PAPER
- CRAYONS

DRAW A HEAD, A TAIL AND LEGS FOR YOUR CREATURE ON THE PAPER.

① HERE ARE SOME IDEAS.....

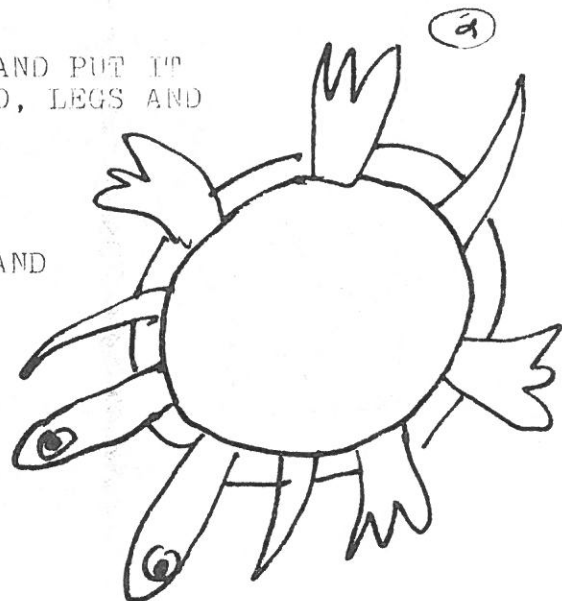


CUT OUT CAREFULLY. DRAW EYES AND A MOUTH ON YOUR CREATURE'S HEAD.

② TAKE THE TOP LID OF THE MARGARINE TUB AND PUT IT ON THE TABLE UPSIDE DOWN. PUT THE HEAD, LEGS AND TAIL ON THE LID LIKE THIS.....

③ PUT THE MARGARINE TUB DOWN ON THE LID AND SNAP IT SHUT.

FOLD THE HEAD AND LEGS DOWN INTO POSITION, AND THERE HE IS!



YARN PLAQUE

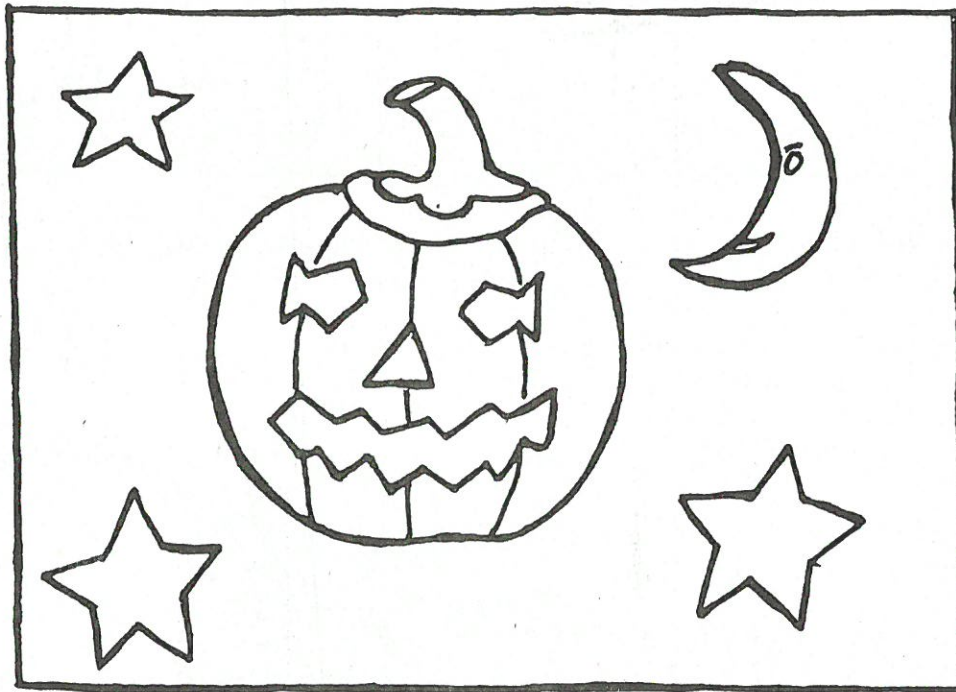
NEEDS:

- 1 piece of unfinished wood, 8"by8".
- Various sizes and lengths of yarn in assorted colors.
- Magic markers, glue and scissors.
- Clear lacquer, and brush to apply it with.

INSTRUCTIONS:

1. Draw the design of your choice onto the smooth side of the board using the magic marker.
2. Place the yarn on the outline of the design, then apply the glue underneath the yarn.
3. The design can be either filled in or just left in outline form.
4. When completed let the glue dry and then varnish the entire plaque with clear lacquer. Let dry overnight.

SAMPLE



HAPPY HALLOWEEN

Parade of Presidents

Tie Slide: Coins molded in resin.

Material list

Pennies, nickels, dimes
Tin Foil cup cake cups
Resin
Felt for Slide

Instructions

Mix Resin according to directions on container. Pour a small amount of resin in foil cup. If resin sets up fast put coin with president's face, face down in resin (if not fast setting let resin sit until set enough to keep coin from dropping to bottom of cup) After setting coin in resin take 1/2" wide piece of felt measured and cut to fit snugly around scarf glue ends together and center glued section flat down on coin pour more resin on top of felt and coin being careful not to get resin on all of the felt loop. This will seal felt and coin into resin making slide all one piece.

Tie Slide: Turkey (This is for Thanksgiving) Trace

Pattern of turkey (below on to paper and cut out, then trace on to piece of brown felt. Trace wing piece of brown felt. Trace wing piece separately on to brown felt. Cut out turkey and wing piece. Glue wing piece on Turkey where dotted lines are shown on pattern. Take felt tip pens and color back feathers and beak and wattle.

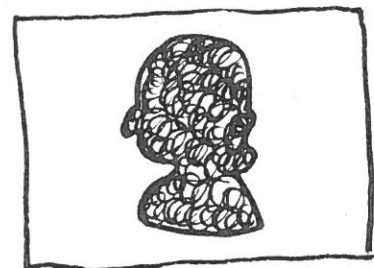
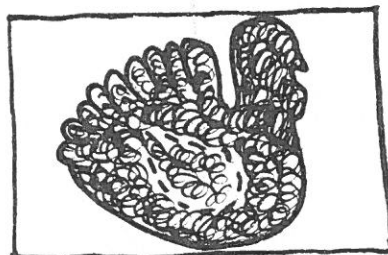
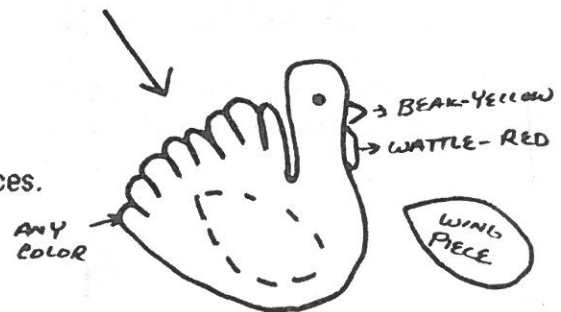
Pine Cone Pictures

Materials

Pinecones that have been pulled into pieces.
glue
styrofoam meat trays

Instructions

Draw an outline of presidents face or a turkey on inside of styrofoam tray. Glue pinecone pieces inside lines of picture. If making turkey, glue cone pieces to body, head, ect. and then glue more pine cone pieces, on top, in shape of wing piece.



Walnut Photo Case

Materials

Walnut shell halves

siloutte picture of a president out of black const. paper

pencil

scissors

liquid white glue

felt or fabric & thread or thin gold cording or thin yarn

Instructions

1. Divide a walnut very carefully into two perfect halves, by putting the pointed end of a knife into the seam of the back blunt end of the shell to twist it open.

2. Draw or trace president's face on to 2 pieces of black const. paper cut out and glue each siloutte on to piece of white const. paper.

3. Place the flat rim of the shell on back of white paper with sillouette of president on it, being sure to center shell over sillouette. Repeat with other sillouette.

4. Trace around the shell pressing the pencil deep into paper.(Fig a)

5. Cut out paper along the pencil line.

6. Squeeze glue around the rim of the shells, (fig b)

7. Place the backs of the papers with sillouettes on them, onto the glued shells matching the shapes of the sillouettes to the shell. Let it dry.

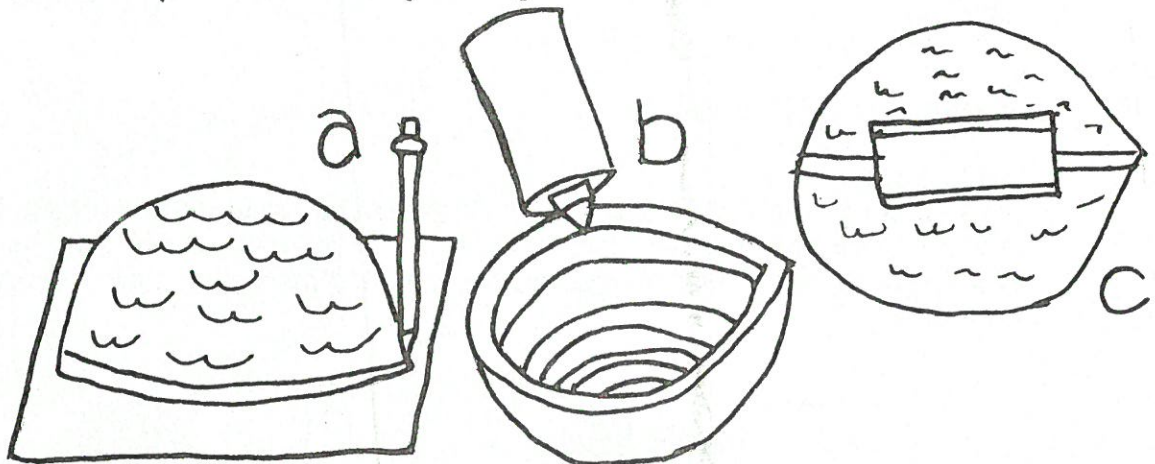
8. When the photos have dried, put the two shells together as they were before the walnut was opened.

9. Cut a small rectangle out of felt or fabric for a hinge.

10. Glue the fabric over both shell halves on one side (Fig c)

11. Open the case when the fabric hinge has dried.

NOTE: This can also be done with a photograph or magazine picture or sillouette picture of the boys as a gift for Mom & Dad.



Tie Slide: Friendship Stick

The friendship Stick idea is used for this slide. The stick for the slide shouldn't be more than 2 or 3 inches long. Use felt for slide ring. Be sure to measure felt to right size for scarf.

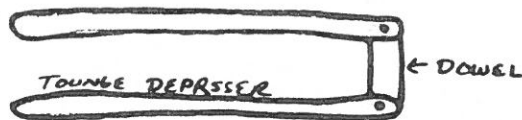
Directions for this slide are in pattern section.

Tie Slide: Pine Cone Slide

Glue a tiny Pine cone to a felt strip measured to size.

Hot Toast Grabbers

This little gadget let's you take toast out of the toaster with out burning your fingers. To make the toast grabbers you will need 2 tongue depressors and 1 piece of a 3/4" round dowel 1" long. Before assembling, paint or stain depressors and dowel. A pretty design can also be painted on them. To assemble — Fasten one end of each depressor to each end of dowel with small gold brads.



Candle Holder

Materials

Yarn
Small, round pine cones
Tin can with label removed
Red poster paint or paper
paintbrush
ribbon
play clay (or any non-hardening clay)
candle

Instructions

1. Tie two pieces of yarn together around the last ring of petals at the bottom of each pine cones. (fig. a) Be sure each side has a length of yarn hanging from it.
2. Tie two pine cones together by knotting one length of yarn of one pine cone to another length of yarn on a second pine cone. (Fig. b)
3. Continue tying pine cones together to form a string of pine cones long enough to fit around the tin can.
4. Paint the tin can with red poster paint or cover with red paper.
5. Arrange the cones around the bottom of the can, see illustration.
6. Tie a ribbon around the can and into a bow
7. Stick a large ball of play clay onto the bottom of the tin can.
8. Push a candle into the clay.

Terra Coita Christmas Bells

Materials

1 1/2" Terra Cotta pot

pencil

permanent markers

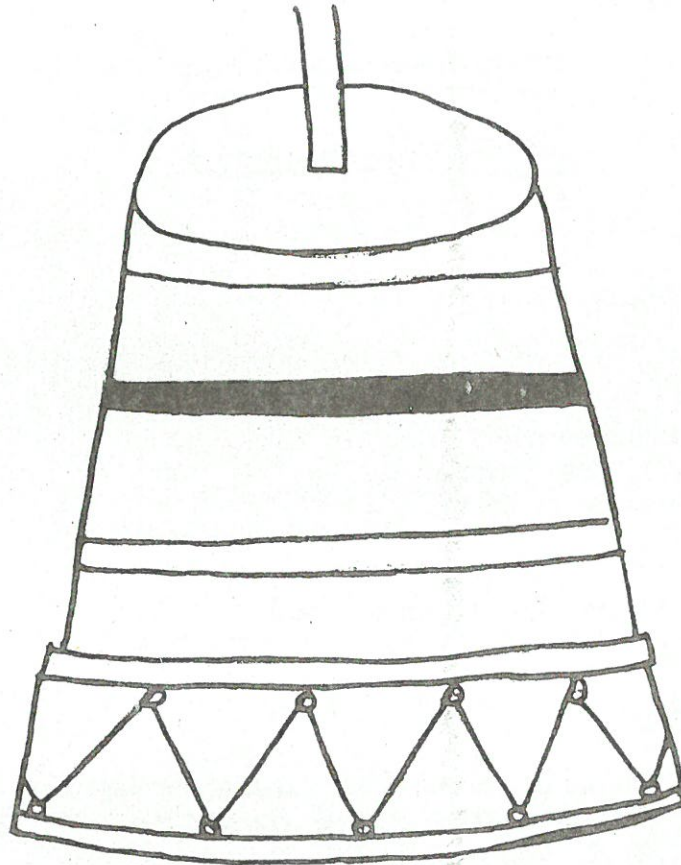
1/2" bone ring

holly berry (or bead same size) with wire stem for clapper

jute cord

Instructions

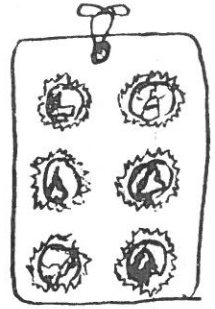
1. Pencil design on pots.
2. Draw over design with markers
3. Erase pencil markings
4. Attach berry to ring using wire stem
5. Cut jute 10" long, Tie onto ring for loop.
6. Insert loop through hole
7. Tie a bow around base of loop to secure.



This decoration can be made to put on a Pack Christmas tree along with other den ornaments and them donated to a nursing home when Pack Party is over.

CHRISTMAS MUFFIN TINS

White spray paint (for metal)
Aluminum muffing pans (not teflon or non stick)
Small Christmas ornaments
Glue
Bright fabric scraps
Ribbon (narrow) or rick-rack



Spray tins and allow to dry. Cut out circles from fabric scraps to fit inside each muffin tin and glue in place. Use white glue or dab of caulk on tin and ornament where the ornament will stand firmly when tin is placed on end. Cotton may be glue on bottom of tin for snow. Cut pieces of ribbon or rick-rack to glue around outside edge of each muffin cup. Use hole in the end of the muffin tin to hang ribbon hanger through. This is a very attractive and simple gift to make.

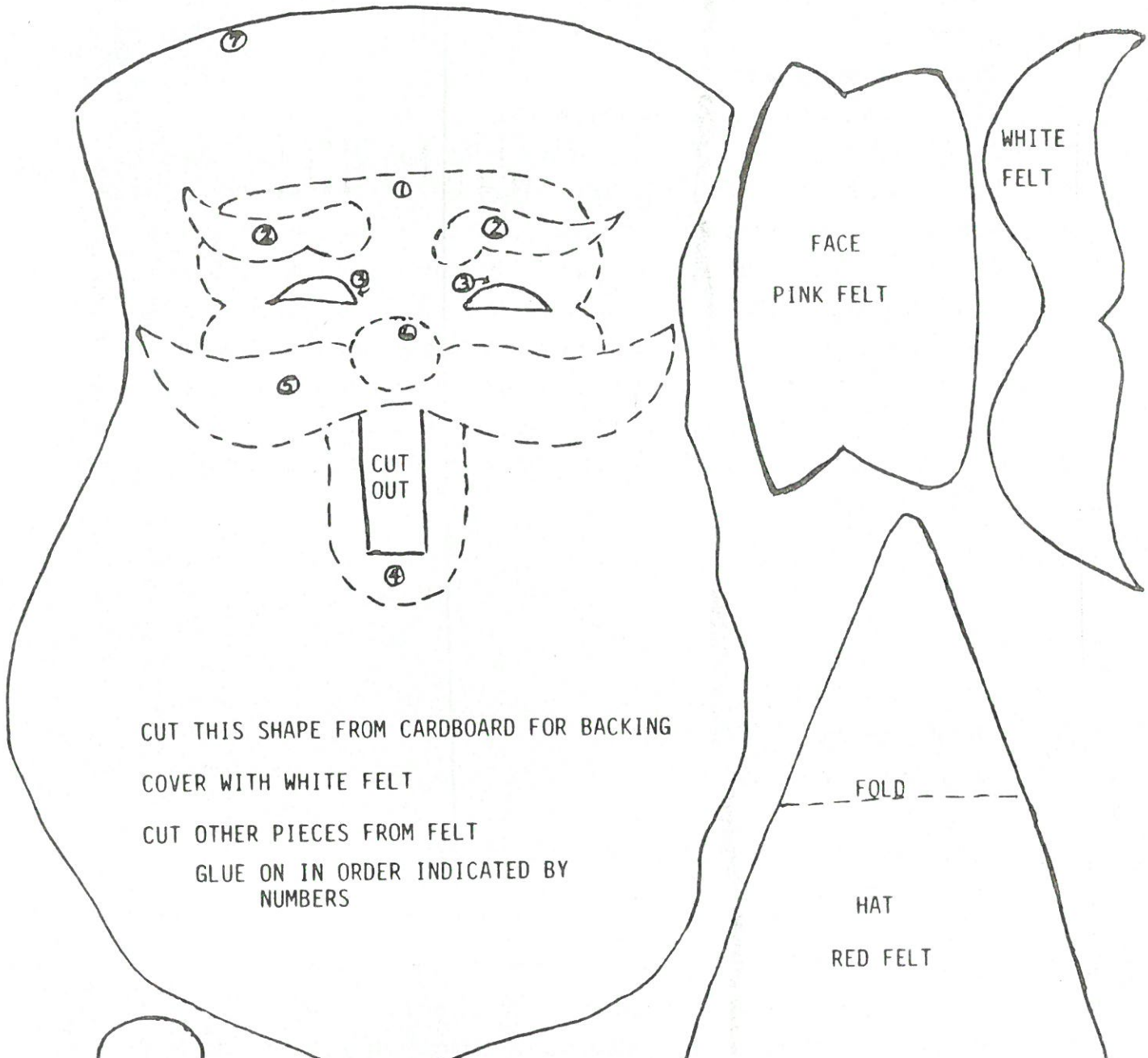
STRING ART

6"-8" piece of plywood
3d finishing nails
hammers
crochet thread of various colors
spray paint- fast drying

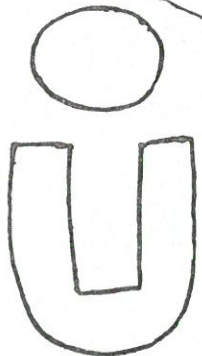
Paint board, hammer nails approx. $\frac{1}{2}$ "-1" apart in design to be made (or random). Tie one end of string around first nail, from there go around mid part of next nail wrapping around nail 1 time then on to next nail in same manner, continue with various colors layer after layer working way to top of nail until desired pattern is complete. Tie off around final nail.

Boys can make this as simple or complex as they choose.

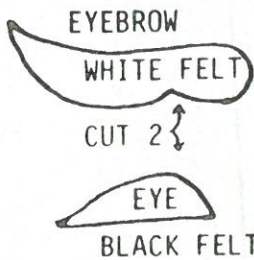
SANTA LIGHT SWITCH COVER



CUT THIS SHAPE FROM CARDBOARD FOR BACKING
COVER WITH WHITE FELT
CUT OTHER PIECES FROM FELT
GLUE ON IN ORDER INDICATED BY
NUMBERS



NOSE & MOUTH
RED FELT



Nice for gifts.

Wire (clothes hangers will work), 2' per boy
Yarn or macrame rope
colored feathers(craft store)
Dried flowers



Form wire into circle, twist ends together leaving wire open at each side. If yarn is heavy (or may braid to make heavier) put one end of yarn under one of open wires and twist wire closed around yarn to lock into place. Wrap yarn wround wire to cover and close end of yarn under open wire as in the beginning.

Using 2' piece of yarn, double and make slip knot over covered wire to make the tails. Use dried flowers, feathers etc. to slip into knots before pulling tight. Feathers may be glued together and stuck around hanging.

Let boys use their own ideas for decorating.

SHADOW PRINTS

Blueprinting paper ***Ask your friendly blueprint
Developing amonia business for these items!
Items to print--- This must be done quickly and
Rubber gloves best results in full sun.
Cotton

Lay items to print on colored side of paper(do this out of the sun). Place in sun till paper begins to fade. Cover or remove quickly from sun. Remove articles from paper and leader then applies amonia to cotton and rub gently over paper to develope print. Allow to dry and place book or flat object on top to flatten. Craft spray may be used lightly over dried print.

WARNING: AMONIA IS VERY STRONG KEEP FACES AWAY.

Knights of the Roundtable

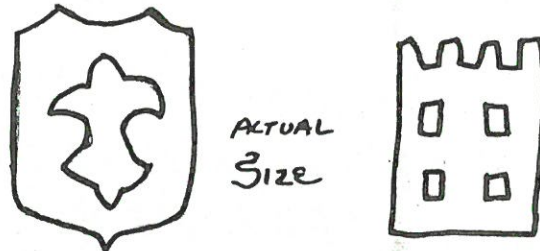
Tie Slide: Shield or Castle

Materials

Disposable aluminum ashtrays
Scissors & stapler
Enamel model paint in assorted colors
Paper for making pattern

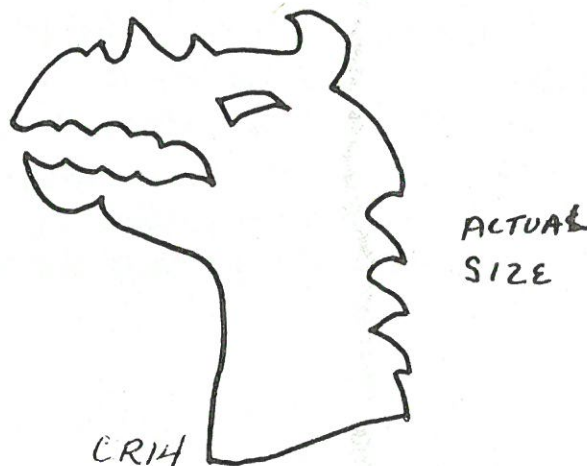
Instructions

Make pattern of shield or castle trace either one on a piece of paper and cut out. Flatten out ash tray so that bottom can be used for slides. Place pattern on bottom of ash tray and trace with pen or sharp pencil after tracing, cut tracing put of foil. If making shield after cutting, then carefully draw a design on the front of it and then paint the design with poster paint. For both shield or castle make strip for slide out 1/2" piece of side of ashtray just used for project. Measure length to size for scarf then staple ends together and glue either shield or castle over fastened ends.



Tie Slide: Dragon

All you will need for this slide is some green felt, scissors and felt markers. Trace dragon pattern onto piece of paper and cut out. Place pattern on felt and trace around pattern. After tracing, decorate dragon with felt tip pens. Cut dragon out and glue to felt strip 1/2" wide and measured to size of scarf.



Baker's clay castle candle holder

Instructions

To make a batch of the non-edible baker's clay, mix together 2 cups all-purpose flour, 1 cup salt, and 1 cup water. Shorter towers, pictured in diagram at end of instructions, use one batch each, taller towers two batches each. When increasing the recipe, you may need to add more flour or water to make a smooth working consistency, to remove excess air, knead the dough for 5 to 10 minutes before you roll it out as directed below.

Medieval Towers:

For each size of tower, draw and cut a cardboard pattern. Sides for the taller one are 4 by 12 inches; for the shorter one, 4 by 8 inches. Roll out the dough about 1/4" thick directly on a rimless baking sheet. With a knife, cut around the pattern, then remove excess dough. Bake at 275 to 300 until thoroughly dry, about 1/2 hour. If dough begins to rise, poke it with a sharp needle to release air and keep it from being too puffy. When the pieces are cool, remove them from the cookie sheet and connect them by squeezing a rolled piece of unbaked dough along edges. Let dry upright in a warm, well-ventilated place for two to three days.

Paper Tube Castle

Materials

Different size paper tubes (Toilet paper rolls, paper towel ect.)
all different sizes & shapes.

Scissors
Cont. Paper
Glue
Poster Paints

Instructions

There are no specific instructions for putting the castle together. Just gather all the equipment you need and let the kids use their imagination and see what kind of fun things they can come up with.

The Blue and the Gold

Tie Slide: 76 tie slide

Materials

1 1/2" circle of cardboard or styrofoam from meat tray
scissors
glue and was paper
thin spaghetti noodles or dry alphabet noodles
tweezers
gold or blue felt
gold or blue poster paint
jar lids for paint

Instructions

Cut 1 1/2" circle out of card board or styrofoam cover with same size circle out of blue or gold felt on both sides. Let felt dry. While circle is drying break spaghetti noodles into tiny little pieces or use alphabet noodles and roll around in blue or gold paint. Pull out of paint and lay on was paper until paint dries. while paint dries on noodles draw a 7 and a 6 on the gold circle. After noodle pieces are dry, glue them on the numbers you drew on the circle. Let glue dry and attach to 1/2" wide strip measured length for scarf. Use blue felt.



Tie Slide: Cub Scout Sign

Trace Cub Scout Sign on piece of paper and cut out. Trace pattern onto piece of blue or gold felt. Use a felt marker to outline fingers. Glue hand to 1/2" wide blue or gold felt strip.



Center Piece No. 1

Materials

1 piece of 1x12, 1 ft. long pine

a semi-light wood stain

4" stick on bear emblem (Scout Office)

a 2" gold colored metal no. corresponding with Den no. (House no. available at
Osco drug or hardware store)

wood glue

2 candles 1 blue and 1 gold.

Blue felt

piece of card board cut in shape of 7"x5" about 2" high.

2 foil cup cake cups and 2 thumbtacks.

Instructions

1. Cut pine to form Octagon (8 Sides)

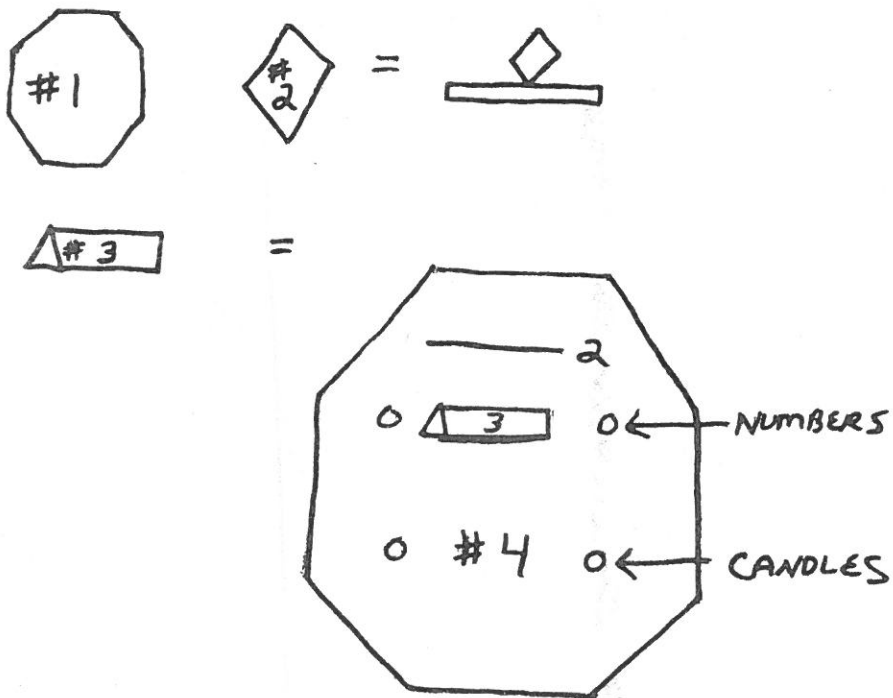
2. Cut tip of 1 piece of 1x6, 6" long, glue #2 to #1, add piece #3

3. 4" long to #1 for name plate.

4. Center number #4 for den number

5. Under name plate, on either side of number place foil cup cake cups #5 and fasten.

6. Center of cup with thumb tack from piece of cardboard, cut a #7 and a #6 2" high. Cut 2 of each number out of blue felt. Glue felt to each side of each number. When numbers are dry, glue 7 on left side of name plate and glue 6 on right side of name plate.



Scrap Books

A scrap book is a good way to record memories. The boys will enjoy making one to keep a record of pictures of their years in Cub Scouting. You as a Leader can also make one as a record of your years a leader.

For each scrap book you will need 2 pieces of 1/4" plywood 12" wide and 11-3/4" long. Stain and varnish wood. After stain and varnish have dried use black stick on letters to spell boy's name. Also purchase small Bobcat, Wolf, Bear, Webelos and Arrow of Light stickers, to put in center of scrap book. For Den Scrap book finish same way except instead of stickers and name put number of Den cut out of balsa wood, either in a regular number or Roman numeral. You can also stain number to match cover. Drill holes 2" from the top left side of book and 2" from bottom. Lace with 6" leather strips.

Sillouette Plaque

materials

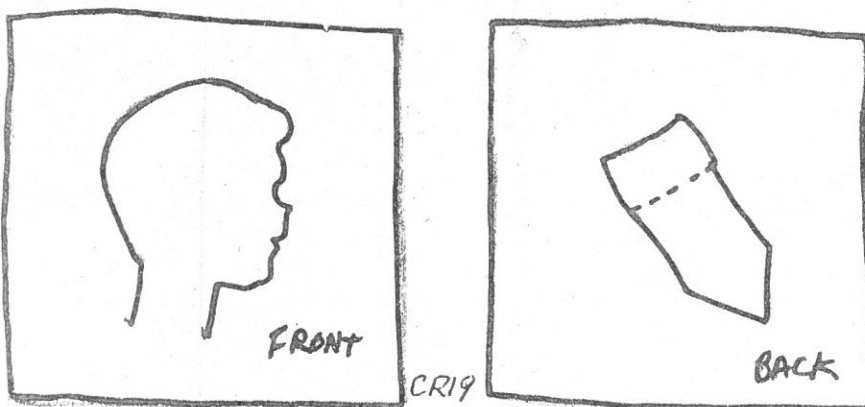
styrofoam tray
blue and gold felt
scissors
glue
felt tip pen
ruler

Instructions

Cut a 6"x6" square, from styrofoam tray. Cut 2-6"x6" squares out of either blue or gold felt. Glue to front and back of styrofoam square. Draw sillouette of Cub Scout on paper then cut out and trace onto opposite color felt from what was used on styrofoam square. Cut out and center on styrofoam square. Cut wedge shaped piece out of lightweight cardboard, score upper end of wedge about 1" from top so that it can be bent to fit on back of square, Cut 2 wedge pieces from felt you used for square. Glue each piece to front and back of wedge. Bend wedge at scoring and glue to back of square. After putting sillouette together take pen and write, Blue & Gold 1909-1986 at top, child's last at bottom.

To make Sillouette, have child sit back away from wall with strong light behind him (a lamp with out shade works great) Have him move back until shadow looks the right size, then take paper, place it on wall on top of shadow and trace shadow onto paper.

NOTE: This sillouette can be used as a family place card for banquet or a gift for Mom & Dad.



Mardi Gras

Tie Slide: Comedy and Tragedy masks

Materials

Any color of felt
Glue, scissors
Paper, Pencil

Instructions

Trace and cut masks out. Place pattern on felt and cut out. Also very carefully cut out eyes and mouth. Attach masks to 1/2" wide felt strip that has been cut and measured to fit around scarf. Take 1/8" wide ribbon 1" long in groups of 3 and glue to corners of mask.



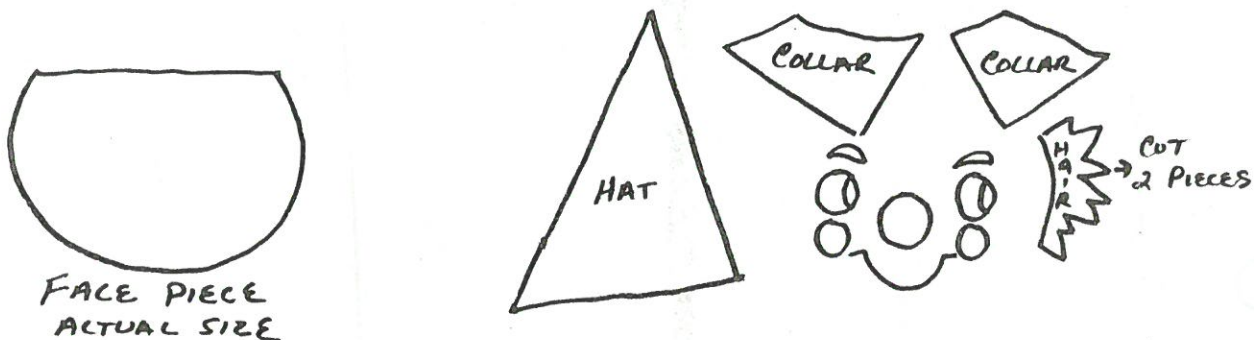
Tie Slide: Clown Face

Materials

Different colors of felt
Glue, scissors
Paper, Pencil

Instructions

Trace and cut out clown face. Place pattern on a piece of white felt and trace just face outline. Trace patterns of eyes, eye brows, nose, mouth, cheeks, collar, hair and hat out of different colors of felt and cut out. Glue hat, hair, color and facial features to face. After face is all glued together glue to 1/2" wide strip of felt that has been glued into circle to fit scarf.



Tissue Paper Cover Masks



Materials

Different colors of tissue paper
In-expensive Halloween face masks
Scissors, Glue
1/4" round dowel about 12" long.

Instructions

If you plan to use this project the masks you will need should probably be purchases in Oct. while they are readily available because of Halloween., Remove elastic bands from masks, you wont need them. All you will need for this project are the items listed above and the kid's and their imaginations. Let them cut the tissue paper and glue it on the mask any way they want. Paint or use tissue paper to cover wooden dowel. When the masks and dowels. are finished and dry, glue one side of mask to dowel. this may the masks can be held to the face with out tearing the tissue paper by putting it directly on their faces.

Tissue Paper Magic

Materials

Paper for patterns, pencil
Scissors, Paper punch
Different colored tissue paper
Ball-point pen, thread or fishing line for hanging
rubber cement, paper reinforcer
acrylic paints and brushes or felt markers for adding details
1/4" dowels

Instructions

1. The easiest way to make doubled shapes for stuffing is to trace enlarged patterns directly on to tissue with a ball-point pen.
2. Apply a line of rubber cement to the outline and place another sheet of tissue on top. Smoothing it gently and leaving a space for stuffing as indicated in individual directions.
3. When glue has dried, cut out your doubled shaped along the cutline. Fill shape with with crushed tissue the same color as shape. Glue opening closed.
4. To maintain the brilliant color when tissue is used as a single sheet or overlapped by another color, you can back it with another sheet of tissue or white paper.

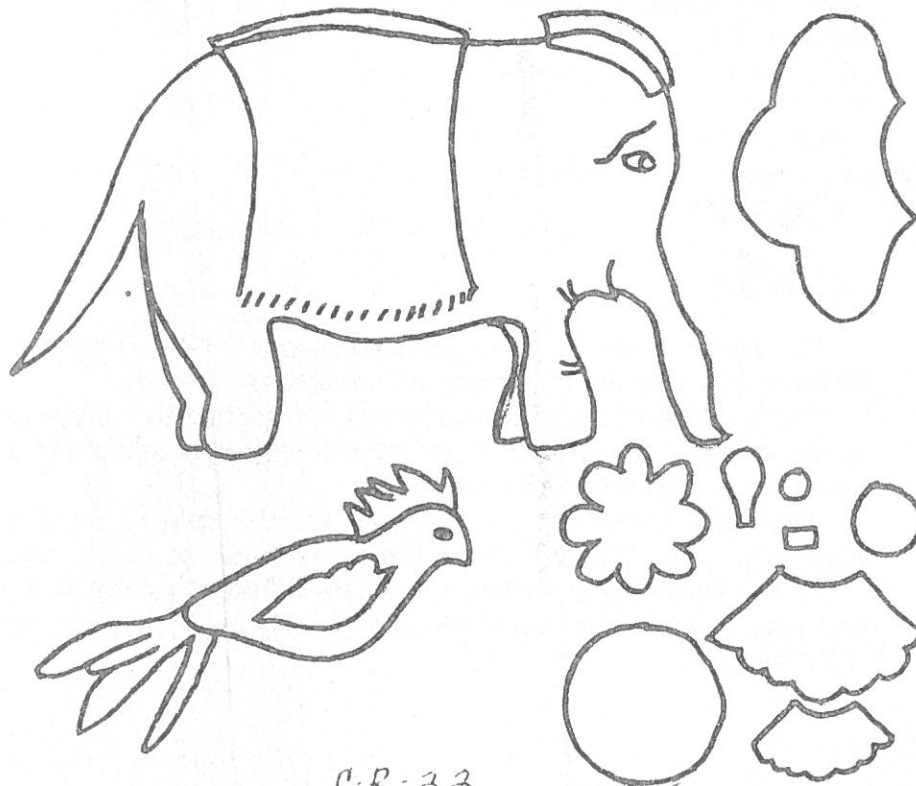
5. Before cutting, smooth folds of tissue with an iron. If you wish, you may substitute crepe paper, being careful not to stretch it as you work.
6. To hang your decoration, use paper punch to make a hole near top of item. Glue reinforcer to back of hole to prevent tearing. Hang with strong thread or fish line.
7. For standing decorations, glue a wad of crushed green tissue to the end of a dowel or green bamboo stick. Insert into the unglued space, put in more crushed tissue to hold. Stick the other end of the dowel into clay or sand so it stands upright.

Parrot:

1. Cut 2 bodies, 2 wings, 3 tail pieces, 1 head feather for each bird.
2. To assemble, glue head feather and tail feathers in place on inside of 1 body shape.
3. Glue second body shape on top, leaving opening for stuffing.
4. Glue top edge of wings to bird bodies.
5. Paint eyes and beak.
6. Stuff birds
7. Mount birds on dowels or glue opening closed and make hanging holes.

Elephant:

1. Cut and glue 2 shapes for body (leaving openings for stuffing), ear, blanket, head dress.
2. Glue top edges of blanket and headdress together. Decorate with stickers or painted designs. Glue to elephant as shown.
3. Pinch front edge of ear to shape and glue front edge only to head.
4. Paint or draw eye and skin folds.
5. Stuff body and mount on padded dowel.



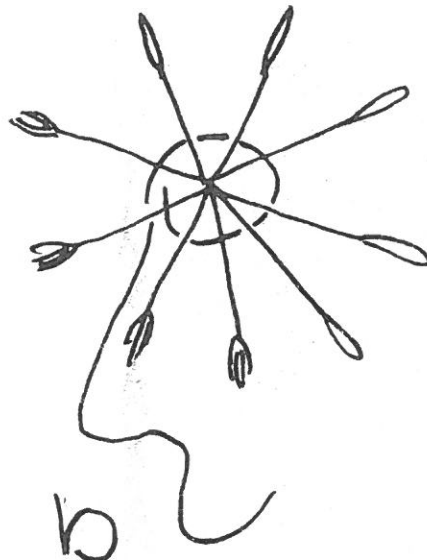
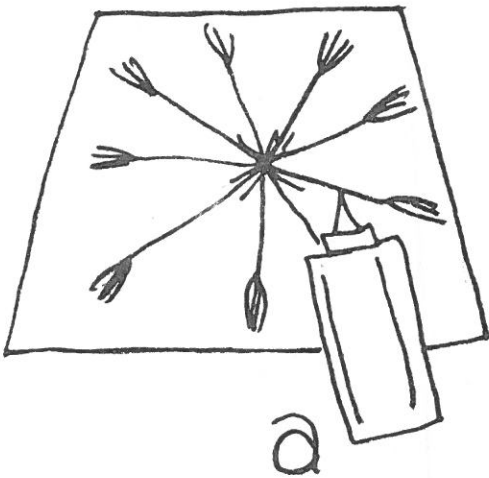
Wheat Sunburst – April

Materials

Wheat
waxed paper
glue
colored yarn

Instructions

1. Place an uneven number of wheat stalks in a circle on a sheet of waxed paper, (Fig A.) The wheat stalks should overlap one another in the center. They should also be exactly the same distance apart.
2. Squeeze a large dab of liquid white glue onto the overlapping ends of the wheat stalks.
3. When the glue has dried, carefully peel away the waxed paper.
4. Tie one end of a length of yarn to a stalk of wheat near the center of the sunburst, (Fig. B).
5. Take the other end of the yarn and weave it in and out of the stalks as you were weaving a basket.
6. You can tie a different colored yarn to the first as you weave along for a more colorful sunburst. Warm colors, such as yellow, orange, and red are especially pretty.
7. After you have woven several circles of yarn, tie the end onto the stalk nearest to it. Hang the Sunburst on a wall.

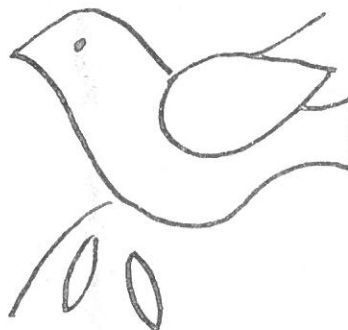


C. S. Bird Watchers

Punched Tin Mobile From Jar Lids

Materials

Lids from home-canning jars
glue
3/4" wide plaid paper ribbon
sewing thread
yarn for hanging
4D & 6D finishing nails (1ea.)
Felt tip marker
hammer
sewing needle
scrap of wood
plastic coffee can lid



ACTUAL
SIZE

Instructions

1. Mark your own or one of our patterns on the top of the lid with a felt-tip pen.
2. Place lid on scrape of wood and use a 4D finishing Nail and hammer to punch out the design. Use a 6D nail to make a hole at top of lid.
3. Make a gathering stitch along one edge of a length of plaid ribbon. Pull thread to ruffle the ribbon, and glue the ruffle around the back of the lid to frame it.
4. Punch well-spaced holes in plastic lid with paper punch, one hole for each lid.
5. Thread yarn through lids place in holes, tie knots on top of plastic lid.
6. Punch two more holes opposite one another. Thread yarn through and tie knots under plastic lid. Tie together and hang.

Wild Bird Feeder

Materials

Cord
large pine cone
spoon, peanut butter
birdseed
waxed paper

Instructions

1. Tie the cord to the top petals of the pine cone.
2. Spoon peanut butter between the petals
3. Place birdseed on the waxed paper.
4. Roll the peanut buttered pine cone in the birdseed
5. Hang the feeder in a tree.

Picture Frame — August

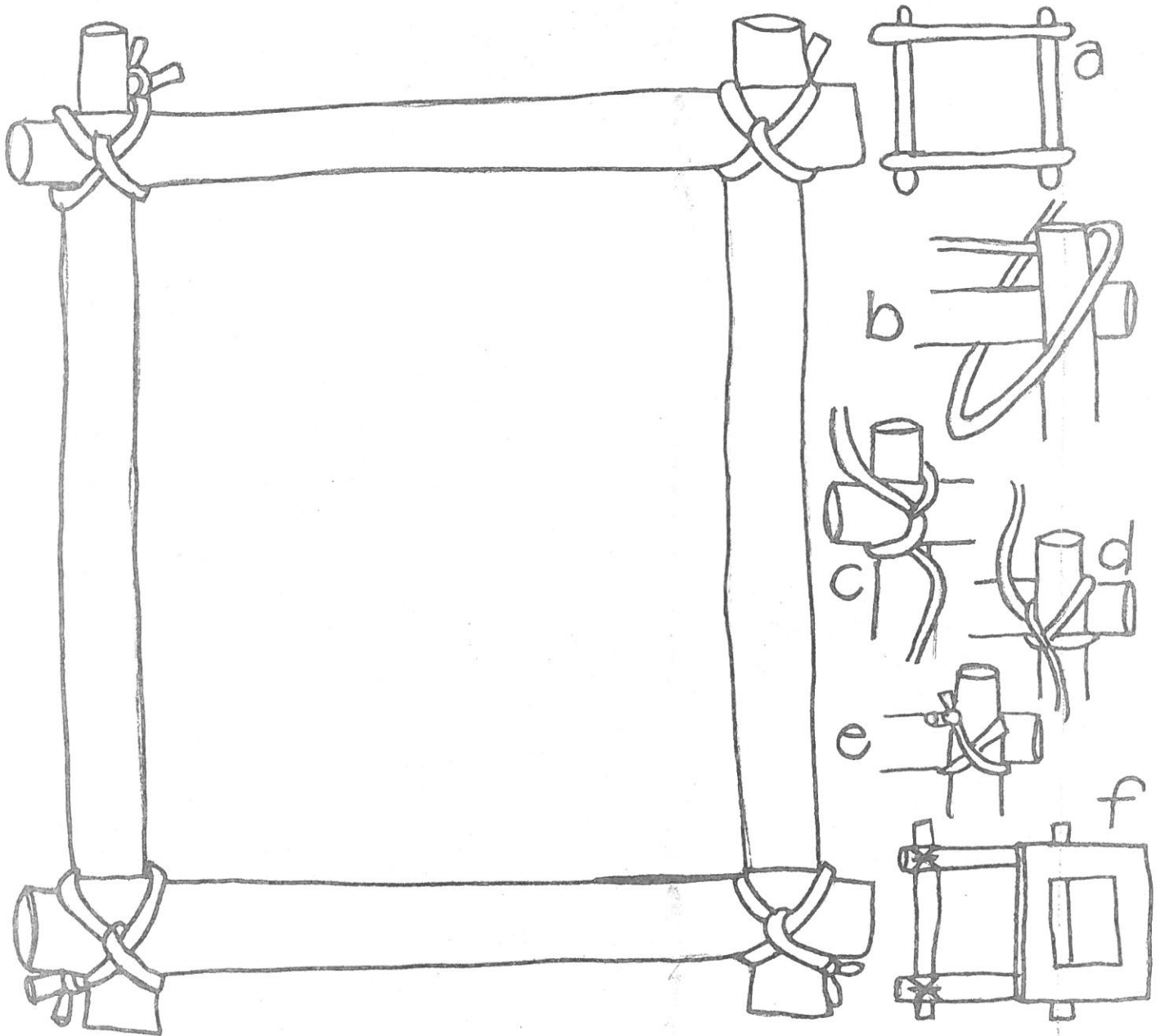
Materials

4 twigs all the same size, or 2 of one size and 2 of another
waxed paper
glue
thick cord
scissors
colored const. paper
ruler
pencil
tape

Instructions

1. Lay two of the same sized twigs a distance apart on a sheet of waxed paper
2. Lay the other two twigs across the first two
3. Arrange the four twigs so that the ends of each stick out a little from the square, (Fig. A).
4. Glue the twigs at the points where they cross, using the liquid white glue.
5. Let frame dry overnight.
6. Tie an Indian Knot around the twigs at each of the four corners of the frame. To make the Indian Knot, first run the cord where two twigs meet from corner to opposite corner on what will be the underside of the frame, (Fig. B).
7. The two ends of the cord will meet. Twist them around each other as if you were making an every day knot on the front of the frame, (Fig. C).
8. The two ends now go to the back of the frame, each end around one of the untied corners. (Fig. D backview).
9. Tie the ends together in tight knot, (Fig. E).
10. Cut a piece of colored const. paper to fit perfectly in the frame.
11. Use a ruler to draw a window in the center of the paper. There should be an equal amount of paper border on all sides of the window, (Fig. F).
12. Cut out the window
13. Tape a picture into window. Make sure the picture is centered.
14. Glue the paper with the picture to the back of the frame.

Picture Frame



HOT AIR BALLOON TIE SLIDE

NEEDS:

- 1 piece of cardboard, cut to the shape and size of the outline on the reverse of this paper.
- 1 12" balloon
- 4 lengths of yarn - 6" long.
- Rubber band (small)
- 1 small condiment cup (plastic or paper).
- 5 medium size cotton balls.
- Glue, scissors, stapler and construction paper
- Paper tape, and a hole punch.

INSTRUCTIONS:

1. Cut from the cardboard the shape which you have traced onto it.
2. Glue the cotton onto the front side of the shape.
3. Staple the rubber band onto the backside. (Be sure the rubber band is small enough to slide up the ends of the neckerchief and be a snug fit.)
4. Cut a slit (cross or 'X' cut is advisable) into one side of the balloon.
5. Stretch the balloon over the cardboard shape.
6. Tape the edges to the backside.
7. Punch 4 holes, evenly spaced, around the top edge of the cup.
8. Tie the ends of each strand of yarn into the holes of the cup.
9. Glue the three longest strands to the front of the balloon. One on each side the the edge and one straight up the front. (See the illustration on the back of this page) The short strand of yarn is glued to the back of the balloon.
10. The cup can be decorated with brown yarn to resemble a basket by wrapping the yarn around the cup and gluing it down.

EXACT
SIZE

1.

Top
View
Cup

Side
View
Cup

Bottom
View
Cup

BACK VIEW

BALLOON

TAPE

RUBBERBAND

TAPE

3, 6

HOLES

7.

FRONT VIEW

5.

COTTON

2.

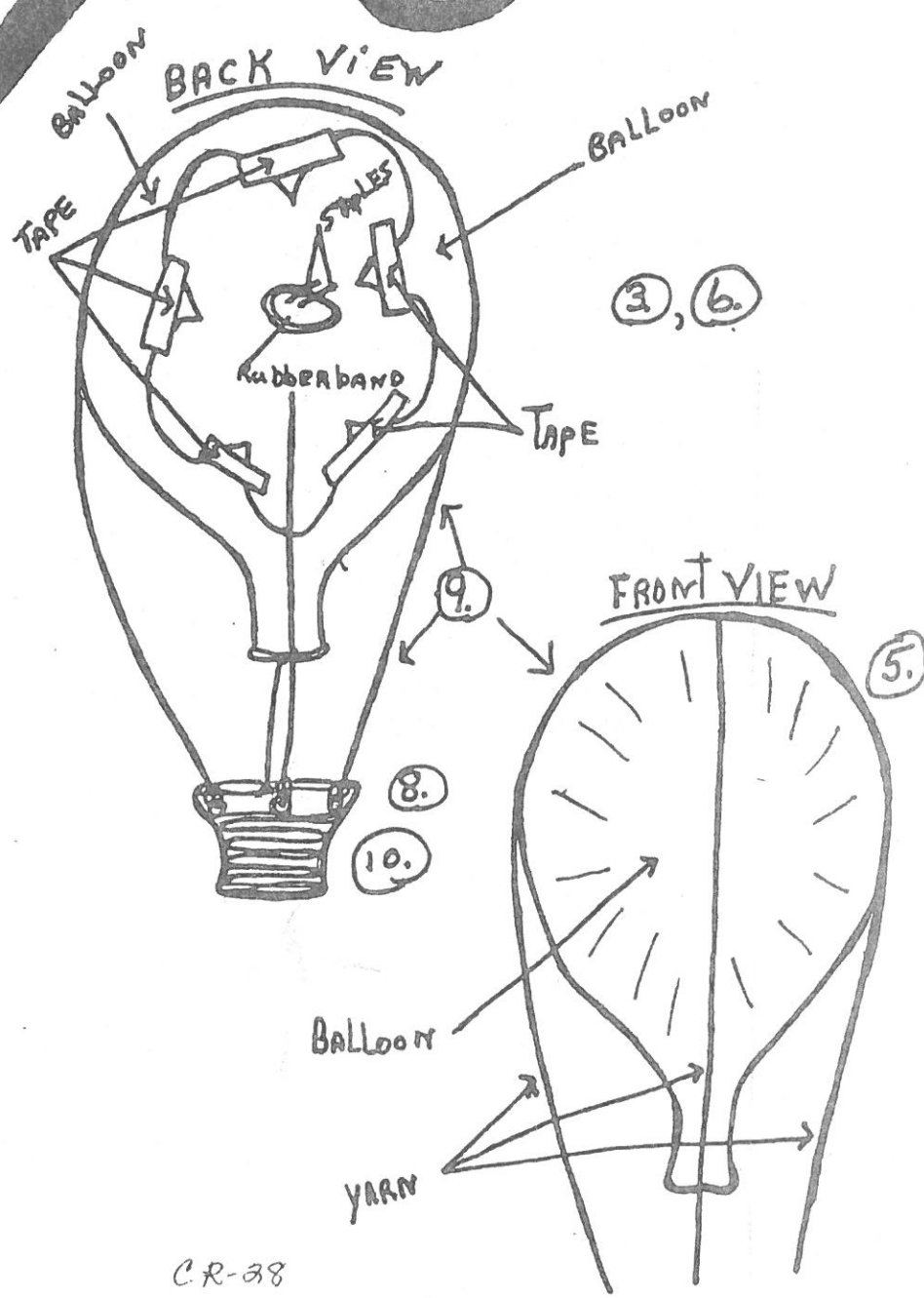
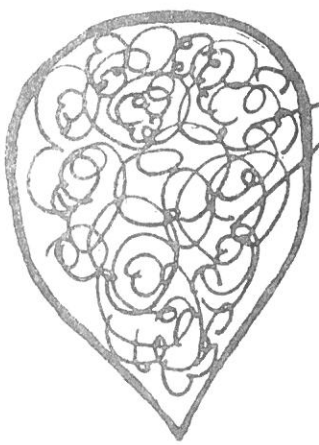
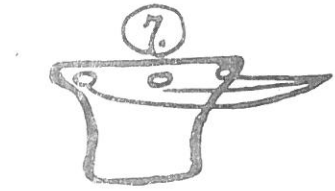
8.

10.

9.

BALLOON

YARN



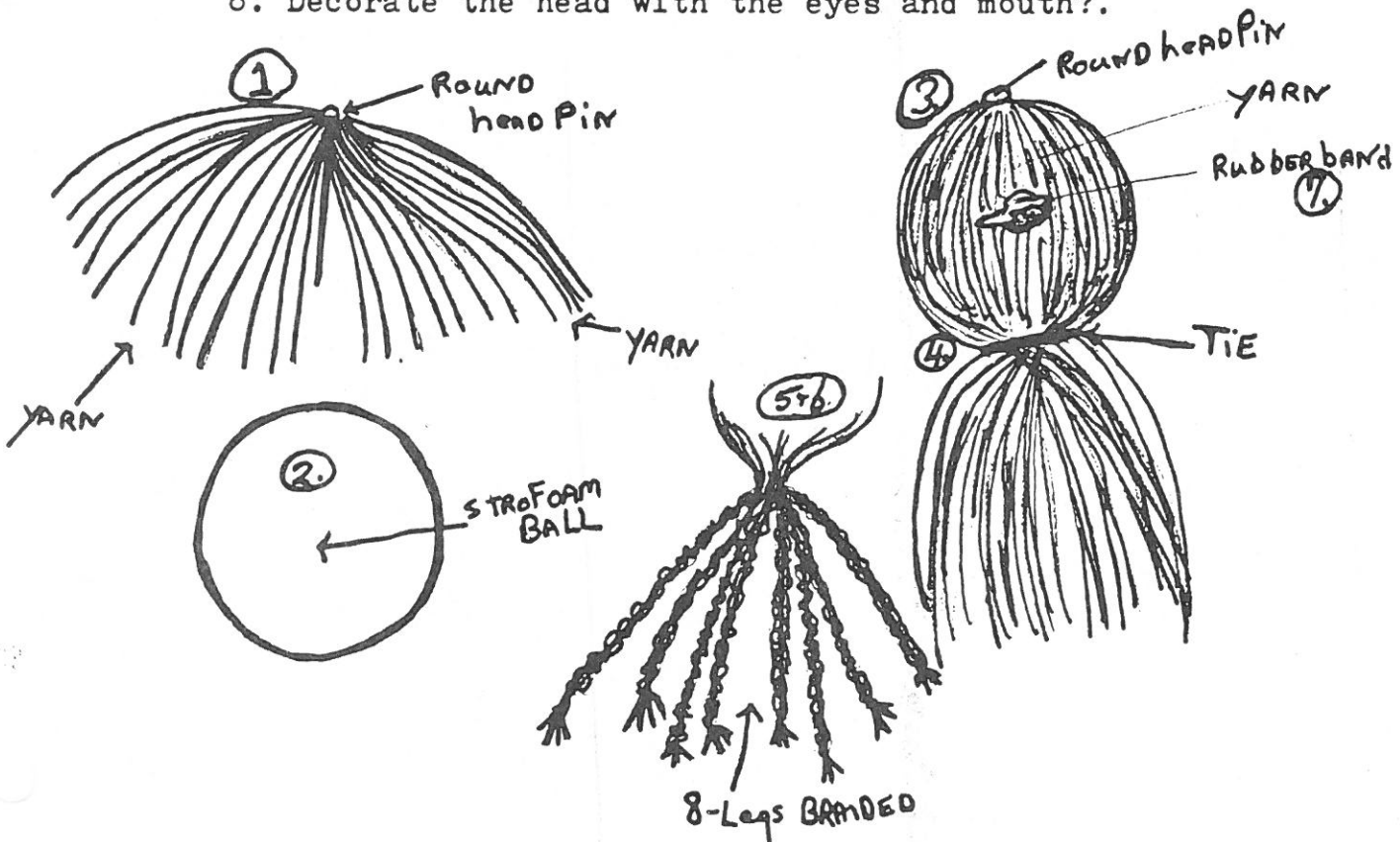
OCTOPUS TIE SLIDE

NEEDS:

- One 1½ inch styrofoam ball
- 24 strands of yarn, each 12" long.
- 1 round head pin
- 1 rubber band (small)
- 2 small eyes (or black felt cut to resemble eyes.)
- A small piece of red felt (for a mouth?)
- 9 pieces of yarn, 12" long.

INSTRUCTIONS:

1. Stick the pin into the strands of yarn at the half-way point.
2. Stick the pin with the yarn on it into the ball.
3. Spread the strands of yarn around the ball evenly.
4. Tie the yarn together with one of the 12" pieces of yarn.
5. Separate the strands into 8 sections of 3 strands each for braiding together.
6. Braid the strands and tie them off with the 8 remaining pieces of yarn.
7. Loop the rubber band into the yarn on the ball and tie it off in a knot.
8. Decorate the head with the eyes and mouth?.



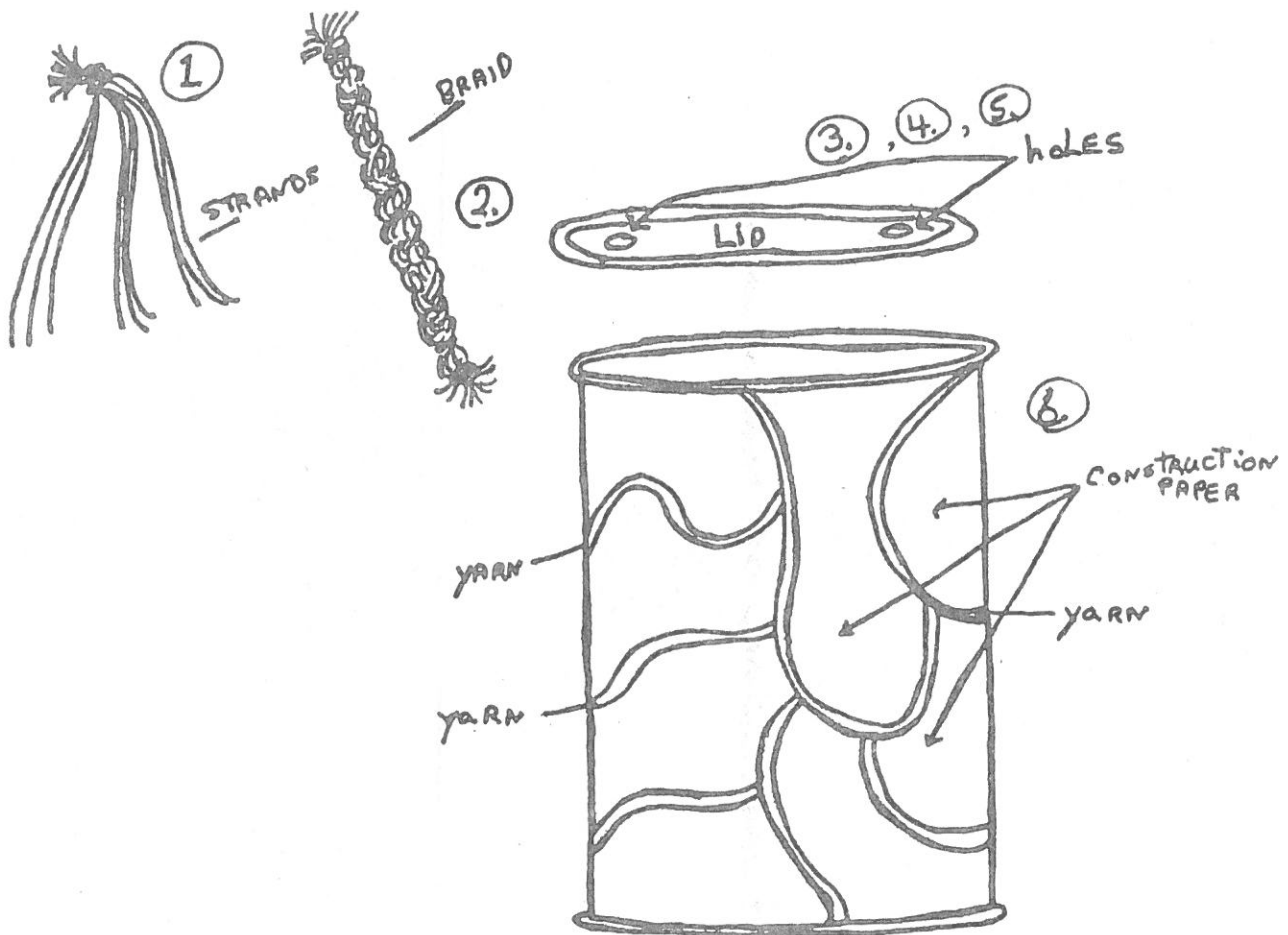
TIE SLIDE CONTAINER

NEEDS:

A tin can, cardboard carton or any type can with a plastic lid is desirable.
Various lengths and colors of yarn
9 strands of yarn, 12" in length.
Construction paper, any color.

INSTRUCTIONS:

1. Separate the 9 pieces of yarn into 3 sections of 3 strands each. Tie each section together then tie all of the sections together.
2. Braid the sections and tie off at each end.
3. Punch two holes into the top of the lid.
4. Slip the ends of the braid into the holes and tie off with a knot larger than the holes so the braid will serve as a handle.
5. Decorate the lid with the construction paper or with yarn.
6. Cover the can with construction paper for an individual design or completely cover with yarn.



EMERGENCY FLARES

Materials needed: two 1x6's 12" long, reflective tape, 2 round reflectors, 2 small chains 4½" long, and 2 small hinges.

Hinge board at top. Space reflectors and tape on each side. Nail or screw chain into sides of board about half way up.

STRING A SNACK

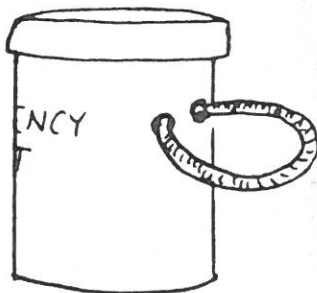
Materials needed: necklace-length piece of string, heavy thread or dental floss, darning needle, cheerios, fruit loops, raisins, tiny marshmallows, and seedless grapes.

String snacks with needle and thread and tie into a necklace.

EMERGENCY KIT NECKERCHIEF SLIDE

Materials needed: plastic 35mm film container with lid, nail, band-aid, money for emergency call, needle, scrap of soap, tissue, any other first aid item that will fit.

Hold nail with pliers over flame until nail is hot. Poke nail through plastic to make two holes. Make loop of pipecleaner and thread through holes, twisting on inside of cannister. Fill can with first aid items and wear on next hike or field trip.



HANDY SEWING KIT

Materials needed: small pocket-sized aspirin box, small piece of cardboard or index card, thread, needle, pins, buttons, safety pins

Paint the aspirin box a pretty color or cover it with tape or contact paper. Cut card to fit inside box (use pinking shears if handy) and put needle and pins through the card. Wind several different colors of thread around the card. Add a few small safety pins and buttons.

SANDPAINTING ON CERAMIC TILE

Fine colored sand may be purchased at craft stores or white sand colored at home.

Glue may be used straight from the bottle or applied with a small brush.

If applying from bottles, use thin ribbon of glue with nozzle on the tile for more accuracy.

Fold 2 sheets of notebook size paper in center to use under tile. Catch sand with top sheet of paper and pour back into sand container or bottle. Place sand container on top of 2nd sheet before pouring, in case of spill, the 2nd sheet of paper will catch it. (Small funnel works well).

Use ONLY ONE color of sand at a time to avoid mixing colors.

Apply sand over glue on tile and gently pick up tile and pour remainder of sand onto top paper. Continue with glue and next color of sand until painting is finished.

If you want to color entire tile with sand for a background color, Apply ribbons of glue and spread thin with fingers across entire tile. Set aside for a few minutes then continue with top design.

After completing, use craft spray to set sand on tile to prevent rubbing off.

A hanger of pipe cleaner, pop top or etc. may be attached with liquid steel, adhesive gun or similar.

Small plastic bottles with nozzle are excellent to use for sand and may be obtained at most beauty salons as used perm bottles. Ask your hairdresser to save them for you.

Tile of all sizes may be gotten usually free at most tile dealers as discontinued colors and etc.

OWL FAMILY PLACQUE

WOODEN PLACQUE (OR FELT)

WALNUT SHELLS

PRETZELS - STRAIGHT & CURVED

ROUND CEREAL (CHEERIOS)

ALPHABET NOODLES (MACARONI)

GLUE

MAKE AN OWL FOR EACH FAMILY MEMBER USING WALNUT SHELL FOR WOODY, CURVED PRETZEL FOR HEAD, WHOLE CHEERIOS FOR EYES AND $\frac{1}{2}$ CHEERIOS FOR FEET AND BEAK. PERCH ON STRAIGHT PRETZEL "TWIG". USE THE ALPHABET MACARONI TO SPELL THE FAMILY NAME AND EACH MEMBER'S NAME.

UNDERSEA SCENE

OATMEAL CONTAINER WITH LID

CONTACT PAPER (WOODTONE IS NICE)

MAGAZINES WITH UNDERSEA PICTURES (OLD MAGAZINES MAY BE FOUND AT PET STORES - ACQUARIUM MAGAZINES)

PLASTIC FISH, TREASURE CHESTS

THREAD

GLUE

GRAVEL, BARK, ROCKS

CUT A HOLE FOR LIGHT IN TOP OF CONTAINER AND A HOLE TO VIEW IN THE SIDE OF THE CONTAINER. GLUE PICTURE IN THE THE BACK AND GLUE LID ON. COVER OUTSIDE OF CONTAINER WITH CONTACT PAPER. GLUE IN GRAVEL AND FIGURES. HANG FISH FROM THE TOP BY THREAD SO THEY WILL MOVE.

IDEA: CRAFT STORE WILL HAVE UNSTRUNG BEADS AND PEARLS TO USE FOR "TREASURE".

SPRAY CAN LID

RIBBON

GLUE

3 PIPECLEANERS

LARGE STYROFOAM BALL

COLORED TISSUE PAPER

FIGURE FOR BASKET

HEAVY DUTY (STRAPPING) TAPE

OPTIONAL GLITTER

COVER STYROFOAM BALL WITH GLUE AND SMALL PIECES OF TISSUE PAPER. GLUE RIBBON AROUND THE OUTSIDE OF THE CAN LID. CUT 2 PIPE CLEANERS IN HALF AND STICK UNTO STYROFOAM SLIGHTLY UP FROM THE BOTTOM AND AT THE FOUR "CORNERS". THEN, FASTEN ON THE INSIDE OF THE LID WITH THE TAPE. GLUE FIGURE IN LID. DECORATE WITH GLITTER IF DESIRED. STICH LAST PIPECLEANER IN TOP TO FORM A LOOP TO HANG ORNAMENT FROM. YOU MAY NEED TO GLUE ALL PIPECLEANERS INTO STYROFOAM FOR STRENGTH.

IDEAS: USE SANTA FOR CHRISTMAS OR DO ENTIRE DECORATION WITH BLUE AND GOLD COLORES AND MAKE STICK FIGURE CUB FOR BASKET.

POP CAN PENCIL OR SILVERWARE HOLDER

3 EMPTY CANS - PULL TAB REMOVED

HEAVY PIPECLEANER

WALLPAPER OR CONTACT PAPER

YARN

GLUE

CUT BOTTOM OF POP CAN OFF. COVER CANS WITH PAPER. LOOP YARN THROUGH THE PULL TAB HOLE AT BOTTOM OF CAN AND UP THE INSIDE OF CAN AND DOWN NEXT CAN. WIND YARN IN AND OUT OF CANS SEVERAL TIMES TIGHTLY. TWIST PIPECLEANER ON YARD BETWEEN THE CANS AND MAKE A LOOP TO USE AS A HANDLE.

CANDLE HOLDER

GLUE

ROUND PIECE OF WOOD WITH BARK AROUND EDGE
ABOUT 3" X 4" IN DIAMETER AND 1½" X 2" THICK

POP BOTTLE CAP

SPRAY PAINT (BROWN)

DRIED MOSS

NAIL, SLIGHTLY LONGER THAN WIDTH OF WOOD

OPTIONAL - PLASTIC MUSHROOMS, STRAW, FLOWERS

SPRAY BOTTLE LID. POUND NAIL THROUGH CENTER OF WOOD. PUSH BOTTLE CAP OVER NAIL SO NAIL PROTRUDES SLIGHTLY THROUGH CAP. GLUE MOSS AROUND THE CAP, AND DECORATE IF DESIRED. CUB STICK FIGURE CAN BE POSED SITTING ON EDGE AND ANOTHER COULD CLIMB UP CANDLE.

SCENE BASKET CHRISTMAS ORNAMENT

SMALL 3" - 4" DIAMETER BASKET

CHRISTMAS CARDS

COTTON

GLUE

½" WIDE RIBBON

TINY PLASTIC OR WOODEN FIGURES

GLITTER OR CRYSTAL FLAKES

YARN

CUT CARD TO FIT BOTTOM OF BASKET AND GLUE IN PLACE. GLUE COTTON AT BOTTOM OF SCENE AROUND RIM (INSIDE) OF BASKET. GLUE FIGURES IN COTTON. CUT RIBBON TO FIT OUTSIDE EDGE OF BASKET & GLUE IN PLACE. MAKE SMALL BOW AND GLUE ON TOP. THREAD YARN THROUGH WEAVING OF BASKET TO MAKE A LOOP TO HANG. GLUE GLITTER OR CRYSTAL FLAKES WHEREVER WANTED.

IDEAS: MOUNTAIN SCENE WITH DEER, ANIMALS OF ANY KIND, SNOWMAN

INDOOR CHRISTMAS SCENE WITH TINY TREE, SANTA, MRS. SANTA.

STICK FIGURE CUB

GLUE

BEAD FOR HEAD

YARN - HAIR COLORAS

MAGIC MARKERS - RED, BLACK, BLUE

LARGE PIPECLEANERS - ROYAL BLUE

FELT IN APPROPRIATE SCARF COLOR

SMALL GOLD SEQUINS

USING MAGIC MARKER, DRAW FACE ON BEAD. CUT SNIPS OF YARN AND GLUE TO HEAD COVERING TOP HOLE OF BEAD. CUT PIPE CLEANERS IN 3 NECESSARY LENGTHS (WILL DEPEND ON BEAD SIZE) AND TWIST TOGETHER TO FORM BODY, LEGS AND ARMS. FOLD BACK ENDS TO FORM HANDS AND FEET. GLUE "NECK" INTO BOTTOM HOLE OF BEAD. CUT SCARF OUT OF FELT AND WRAP AROUND NECK. GLUE IN PLACE AND PUT SEQUIN AT CROSSING.

IDEAS: CAN CLIMB UP CANDLES, HOLD PLACE CARDS, MAKE "CAMP" IN CENTER OF TABLE WITH PAPER TENT AND ROCKS. RIDE IN HOT AIR BALLOON ORNAMENTS.

TERRARIUM

2 - 2 LITER POP BOTTLES

DIRT

PLANTS

ANIMALS OR DECORATIONS

CUT BOTTOM FROM ONE BOTTLE (YOU WILL NEED BOTH THE CLEAR PLASTIC AND THE FLAT COLORED BOTTOM) RIGHT AT THE EDGE OF THE COLORED PART. CUT THE TOP OFF OF THE SECOND BOTTLE JUST BEFORE THE SHAPE CHANGES INTO FORMING THE TOP. REMOVE THE COLORED BOTTOM PART FROM THE SECOND BOTTLE.

FIRST BOTTLE

PLANT IN THE BOTTOM OF THE FIRST BOTTLE AND FIT TOP OF SECOND BOTTLE OVER. DO NOT OVER WATER. IF CLOUDING OCCURS PUT HOLES IN TOP OF TERRARIUM OR REMOVE TOP AND LET DRY OUT.

SECOND BOTTLE

"BEAR" SKIN

DOWEL

PAPER PATTERN

GOLD YARN

SUEDE LIKE MATERIAL (NON RAVELING)

THREAD

NEEDLE

PINS

GLUE

PIN PATTERN TO MATERIAL AND CUTOUT. SEW TO DOWEL BY LOOPING THREAD AROUND DOWEL AND CATCH THE EDGE OF THE TOP 2 "BEAR" LEGS. STRETCH TIGHTLY BETWEEN LEGS. MAKE TASSELS OF GOLD YARN FOR ENDS OF DOWEL BY WRAPPING YARN AROUND SCOUT BOOK ABOUT 6 TIMES. THEN, CAREFULLY TIE A PIECE OF YARN THROUGH THE LOOPS TIGHTLY. CUT LOOPS AT THE BOTTOM. TIE ANOTHER PIECE OF YARN ABOUT 1" FROM TIED TOP OF TASSEL AROUND ENTIRE TASSEL SEVERAL TIMES. SLIDE TASSEL OVER ENDS OF DOWEL AND GLUE IN PLACE. TIE ANOTHER LENGTH OF YARN (DOUBLE OR TRIPLE IF NECESSARY) BY STITCHING FOR HANGING.

BEAR SKIN CAN BE USED TO DISPLAY RIBBONS AND AWARDS.

GIANT FLAG OUT OF CANS

LARGE HEAVY CARDBOARD OR PANELING

RED, WHITE AND BLUE SPRAY PAINT

EMPTY POP CANS

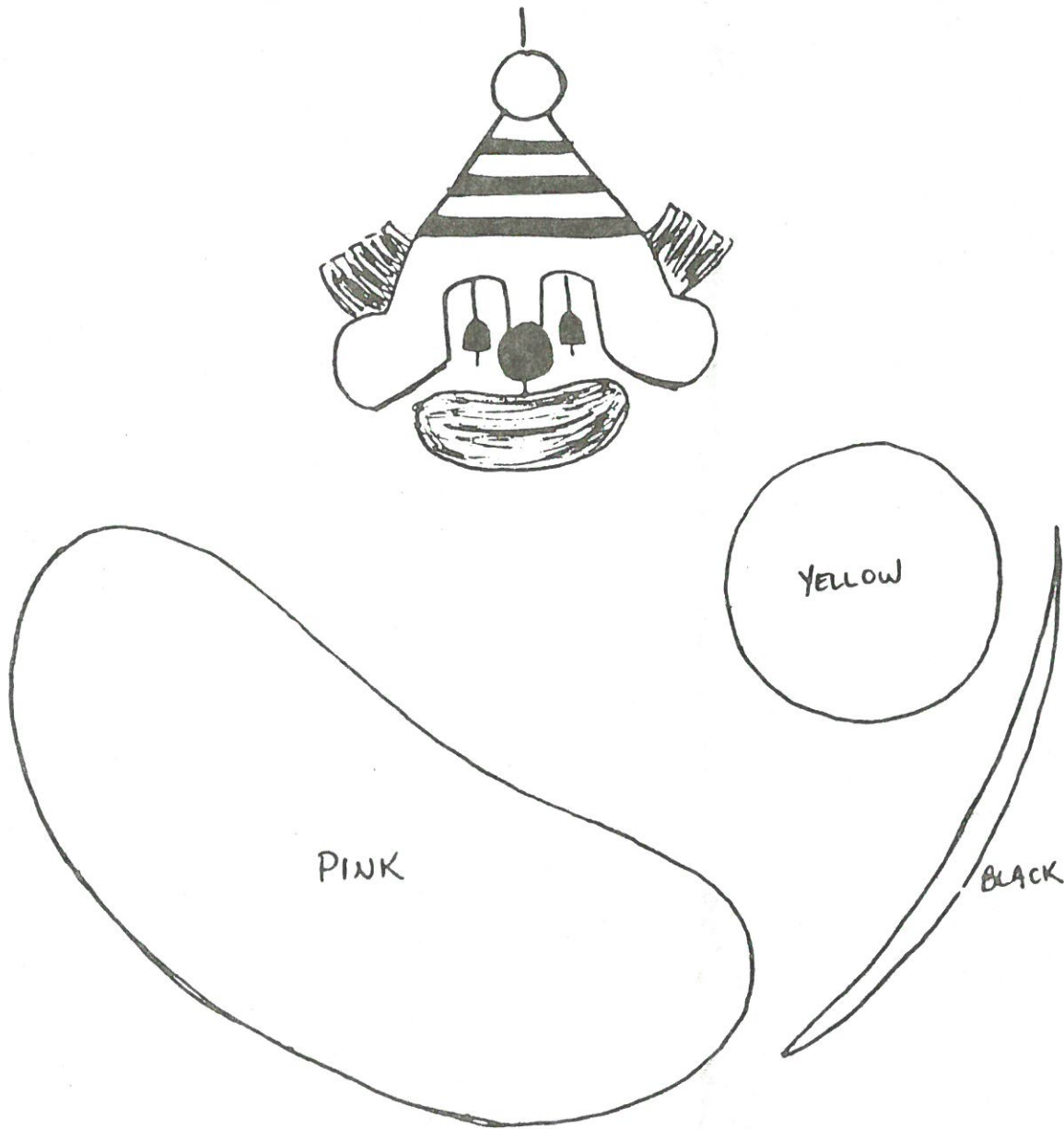
LINOLUM TYPE GLUE

CRUSH CANS STRAIGHT DOWN AS FLAT AS POSSIBLE AND PLACE ON CARDBOARD TO FORM FLAG. SPRAY 50 CANS BLUE FOR STARS AND PUT ALTERNATING ROWS OF RED AND WHITE CANS FOR STRIPES.

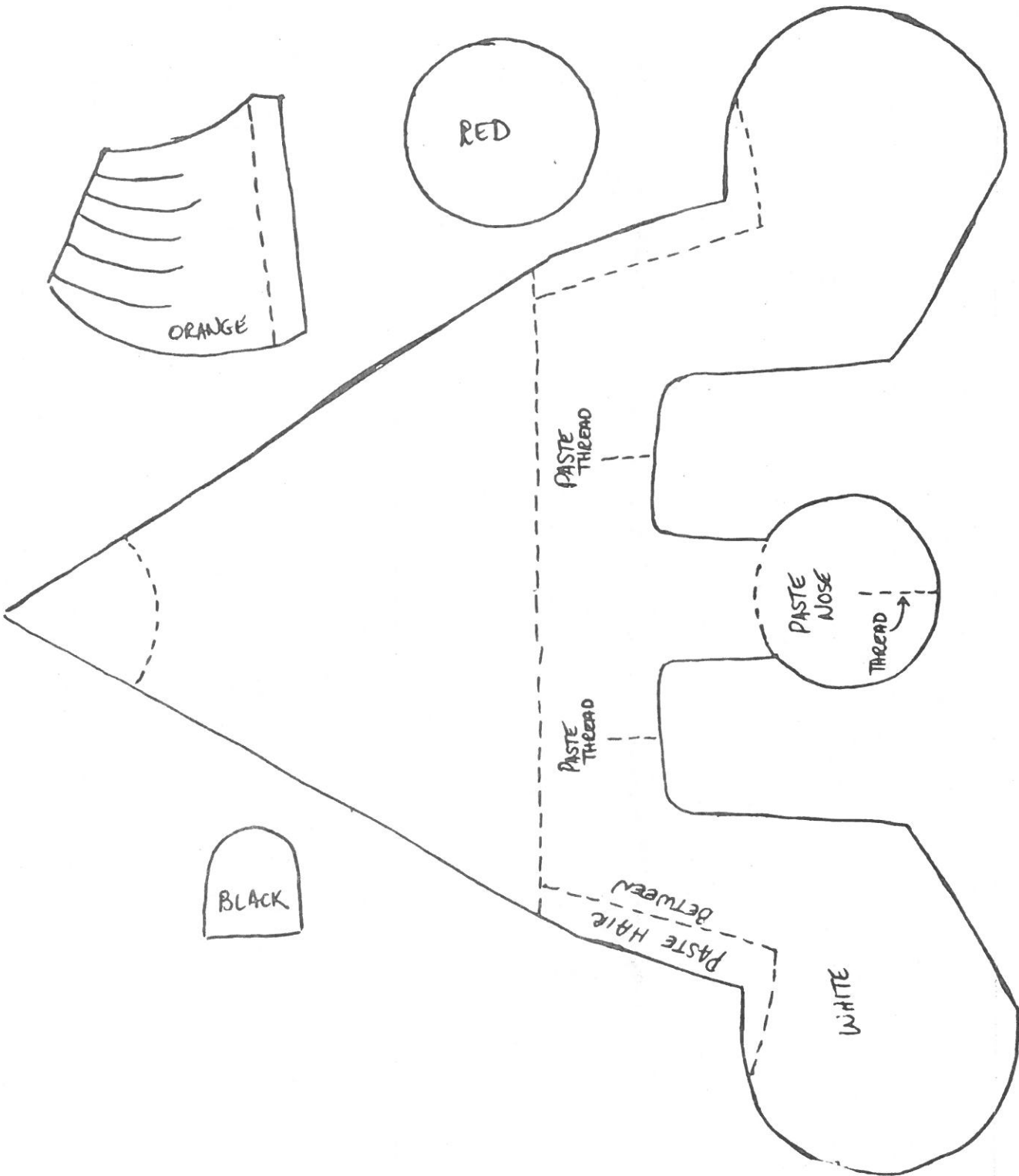
CLOWN MOBILE

Materials needed: construction paper, thread, paste or glue
scissors

Cut out two clown heads. Cut two hair pieces and three 2" threads. When pasting the heads together, position and paste hair and threads between the heads. Cut out two red noses, and paste one on each side of head. Cut out two yellow balls, and paste on tip of hat, placing thread between to hang mobile. Cut out four eyes, and paste on each side of threads. Cut out two pink mouths, and paste together with thread between. Cut out and paste one happy and one sad black mouth.



CLOWN MOBILE
(continued)



LEAF PIXIES AND PETS

On your next hike, collect leaves of all shapes and sizes. Make pixies and pets by gluing the leaves to paper and adding a few lines. Leaves can be used for hands, feet, tails, wings, bodies, etc. Use your imagination.

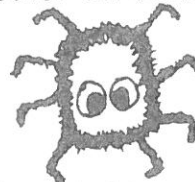


MAGNETIC SPIDER

Materials needed: craft fur 2" x 2", two 12" chenille sticks, two 5/8" wiggle eyes, 2" magnetic strip, glue, scissors

Comb craft fur outward in all directions. Trim off tips so that fur extends about 1" beyond backing.

Cut chenille sticks in half. Twist together at center of sticks, then spread out like spokes for legs. Glue fur to center, then glue on the eyes. Bend ends of legs down about 1/2" for feet.



Attach magnetic strip to back and use this friendly spider to hold den or household messages to the refrigerator or any metallic surface.

GRASS WHISTLE

Find a broad leaf of grass. Place it between your thumbs. Press your thumbs to your lips. Now BLOW !!

With a Banjo on my Knee

YOU WILL NEED: A SHOE BOX WITH A LID
4 or 5 RUBBER BANDS
A PENCIL
A PAPER TOWEL ROLL

① CUT A HOLE IN THE MIDDLE OF THE SHOE BOX LID.

② CUT A PIECE OUT OF THE END OF THE LID LIKE THIS...

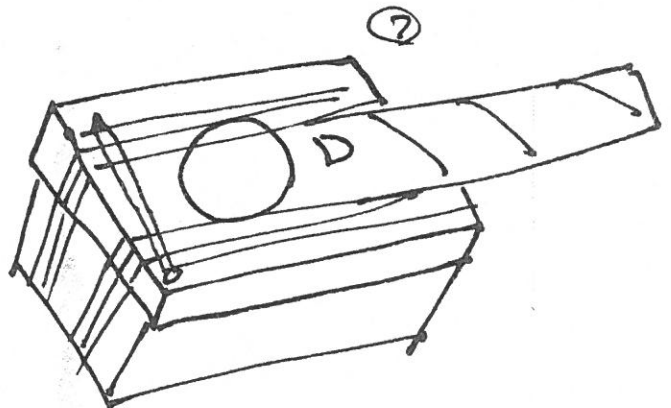
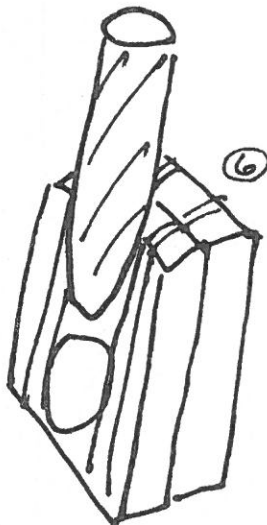
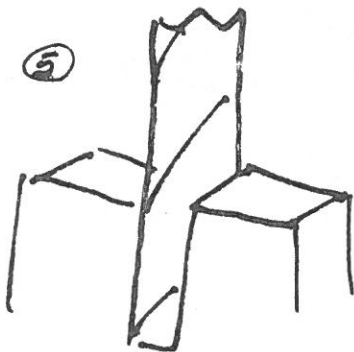
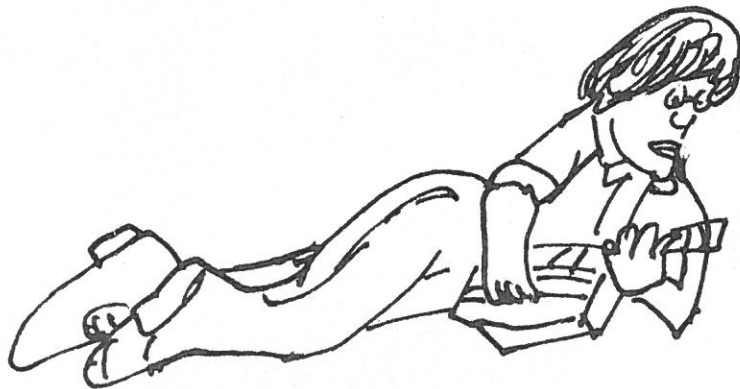
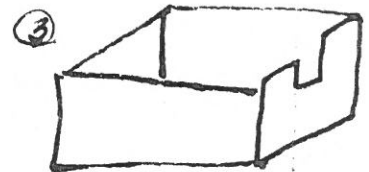
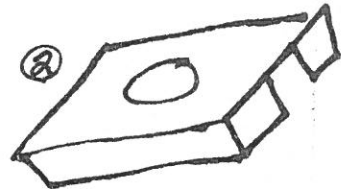
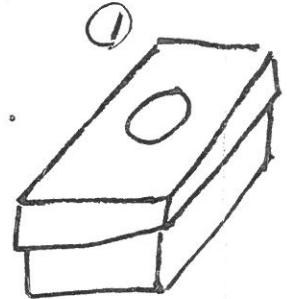
③ AND A PIECE OUT OF THE BOX LIKE THIS.....

④ CUT A SLIT IN THE TOWEL ROLL LIKE THIS.....

⑤ SLIP IT INTO THE LID.

⑥ NOW TAKE YOUR RUBBER BANDS AND STRETCH THEM AROUND THE BOX.

⑦ SLIDE YOUR PENCIL UNDER THE RUBBER BANDS LIKE THIS AND STRUM AWAY!



Hi-Who

Sawyer

YOU WILL NEED: NEWSPAPER
2 PAPER BAGS
A LONG CARDBOARD ROLL
SCISSORS
CRAYONS
STRING OR YARN
A RUBBER BAND

STUFF ONE PAPER BAG WITH NEWSPAPER

① STICK THE TOP OF THE CARDBOARD ROLL INTO THE STUFFED BAG AND ATTACH IT WITH A RUBBER BAND LIKE THIS.....

② WITH YOUR OTHER PAPER BAG, DRAW SHAPES FOR EARS AND MAKE MANE LIKE THIS.....

CUT THEM OUT CAREFULLY!

③ TAPE THE EARS AND MANE IN PLACE.

④ WITH STRING OR YARN, MAKE YOUR HORSE'S NOSE BY TYING IT AROUND THE MIDDLE OF THE BAG. DRAW EYES!

FOR REINS, TIE ANOTHER PIECE OF STRING FROM THE NOSE STRING



AROUND THE TUBE AND UP TO HIS NOSE AGAIN.

OFF YOU GO, PARDNER!

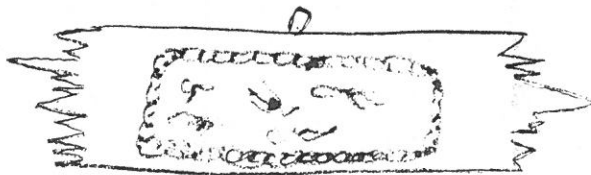
KNOT BOARDS

Materials Needed:

Cedar shingles (ask a roofer or contractor, they'll gladly let you have the cut ends from new shingles)
Cotton rope or clothesline
2 colors of narrow plastic tape
Adhesive gun or heavy glue
Hanger for back (piece of rope, pop top, pipecleaner, etc.)

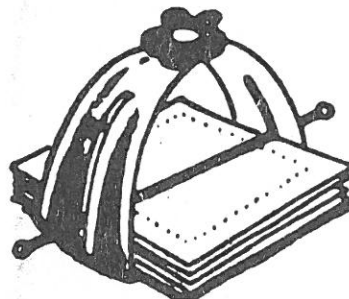
Approx. 6"-8" of rope for each knot on board, except for knots using more than 1 length.

Place different color of tape on each end of knots.
Tie knot and glue to board using heavy glue or adhesive gun. Braid or twist rope to use a decorative trim around inside edge of board to surround knots. Apply a hanger on back of board.
Label each knot with felt tip.



WIND-PROOF NAPKIN HOLDER

Cut a gallon bleach bottle, as shown. Cut a slot, 1/8" wide down each side, starting about 2" from the top. Staple the ends together at the top, covering the staple with a 4" flower cut from bottle scraps. To make the bar which holds the napkins in place, cut an 8" length of coat hanger wire. Glue a bead at each end of the wire.



SPIDER WEB PICTURES

You can make a spider web picture by simply following these instructions and by carefully catching the web. You CAN capture spider webs and keep them. They make beautiful frame pictures, notebook covers, or Cub Scout nature projects.

WHERE TO FIND SPIDER WEBS--

Webs are found on shrubs, weeds, grass, and fences. Spiders are especially abundant around water. On sunny days you can easily see the webs shimmering in the light. You should find many webs on foggy mornings. Heavy dew settles on them and makes the webs easier to see.

Once you have chosen your web, be careful about the spider. You don't want to harm it by spraying it. Just blow on it and usually the spider will run off the web and hide under a leaf. It may flatten itself out against the bark of a tree and seem to disappear. Some spiders drop down on a silk thread below the web. In this case, break the thread so the spider won't run back up and get caught in the painted web.

WHAT YOU WILL NEED

A good quality spray paint, enamel paints are best. The cheaper paints dissolve webs.

A package of colored construction paper. Black paint on yellow paper or white paint on black paper make the design stand out clearly. You can use all sorts of colors though.

A can of clear-drying fixative spray. It gives you time to lift the web before it dries out. If not available, use a good clear enamel or lacquer spray.

FOLLOW THESE STEPS:

1. Holding the can at least 10 inches away, carefully spray the web on all sides several times until the design is distinct.
2. Cut the paper slightly larger than the web. Spray your paper with fixative until it looks wet.
3. Place it against the web. It will stick to the paper. Then break the web anchor lines.

Do it carefully and it will look amazingly good!

FOR A HALLOWEEN TREAT: Make 1 giant popcorn ball in the shape of a skull, use licorice pieces for teeth and candy corn in nose socket and red gum drops smashed in flat circles for eyes.

FOR CHRISTMAS GIFT FOR MOM'S: Take a small margarine tub, cover top with Christmas paper circle glued on, and a bow. Glue a circle of foam on inside, filling bottom completely and use for a pin cushion.

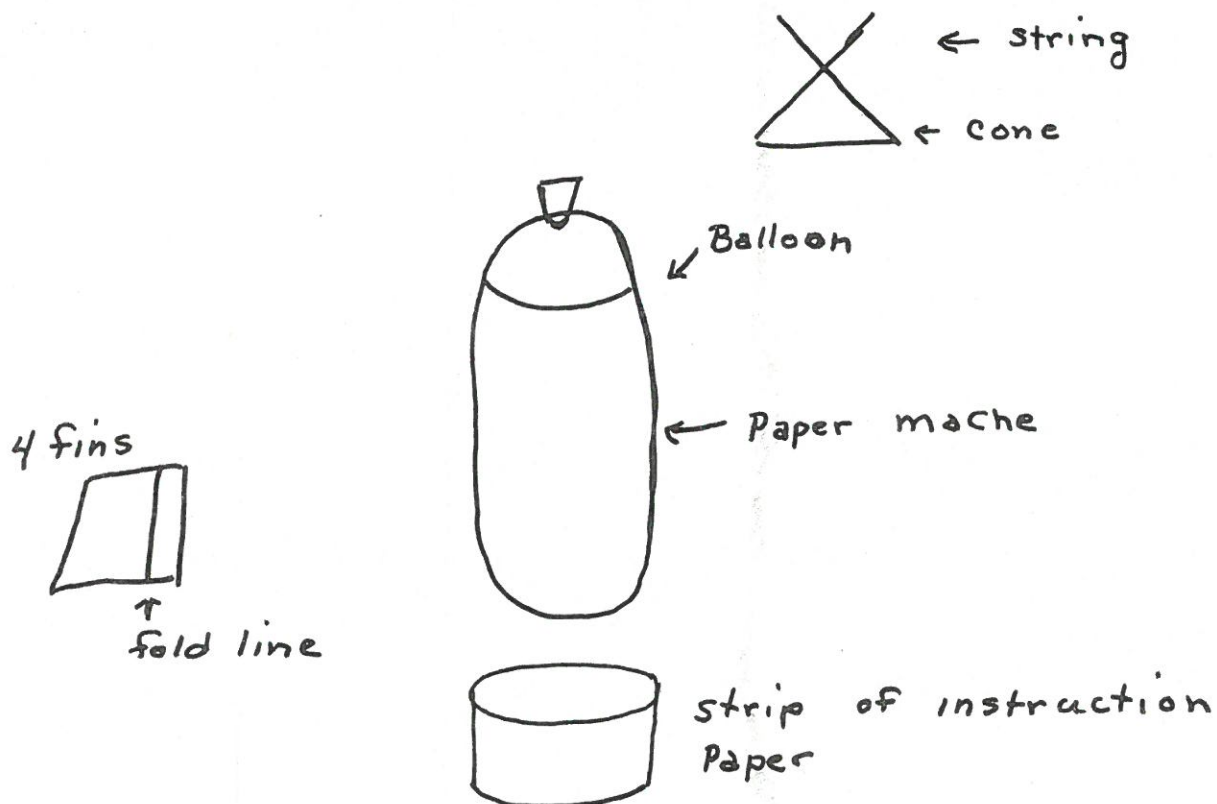
FOR A FAMILY CHRISTMAS GIFT: Get small pizza box, cover with Christmas paper and bow, let boy's make Christmas cookies and place in box.

BUBBLE BLOWERS: Use drapery coat hangers (from cleaners) as large bubble blowers. Cover outside edge with yarn and separate center into different shapes, bend handle up. (Use $\frac{2}{3}$ cup of liquid soap, 1 gallon of water, and 2 tablespoons of glycerine, let mixture age for 5 days in an open container.

PROJECT:

Make a paper mache rocket to be used as a model or as a pinata.

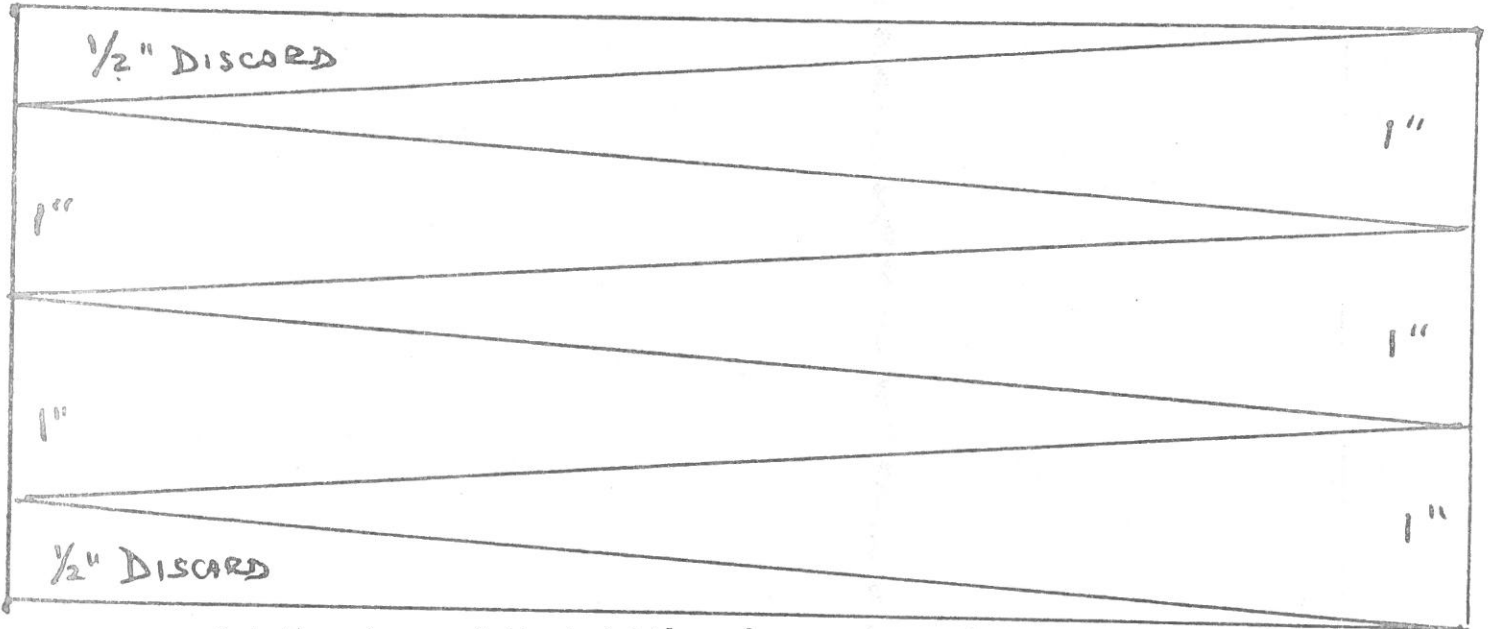
Cover a long skinny balloon with 4 layers of paper strips with wall paper paste. Make 5th layer of one complete paper towel, for smoothness. In between layers 3 and 4 wrap a long string around the balloon and pull up one end on each side. Leave top two inches of balloon uncovered. Make nose cone and base from construction paper. Pull up strings through tip of nose cone, to hang rocket or when used as a pinata.



When paper mache is dry let air out and remove balloon CR-45

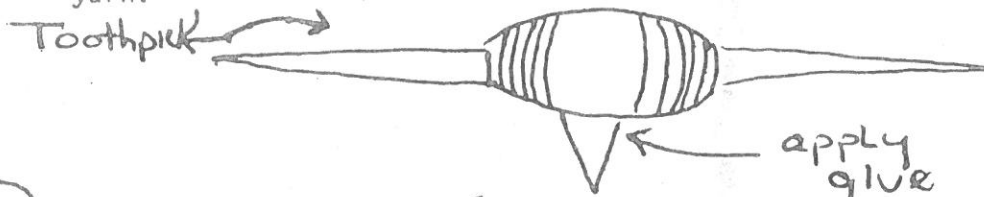
MAKING A BEAR CLAW NECKLACE

Materials needed: brightly colored paper, round toothpicks, knitting needles, glue, fishing line scissors.

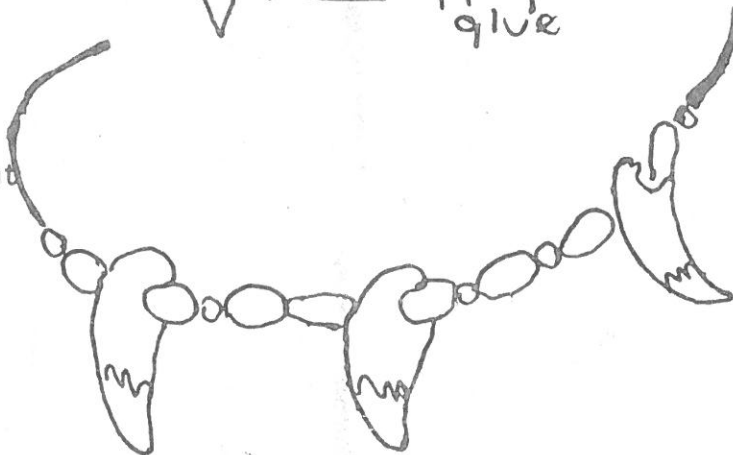


Cut the pieces of the brightly color paper as above:

The longer the triangle, the fatter the beads will be. Roll from the widest end towards the narrow end around a toothpick or knitting needle. Glue the last inch or so of paper. Remove and let dry. String onto fishing line or yarn.



Cut bear claws from styrofoam meat trays. Color with permanent black markers.



TONGUE DEPRESSOR PAPER KNIVES

Tongue depressors form a cheap source for an easy handicraft project. It would be hard to find a less costly Cub Scout handicraft project. Many hundreds of different shapes and figures can be carved.

1. Draw outline of design on depressor, using the entire length and width.

2. Carve out the outline of design, using a knife or single edged blade. (Knife is safer, of course.)

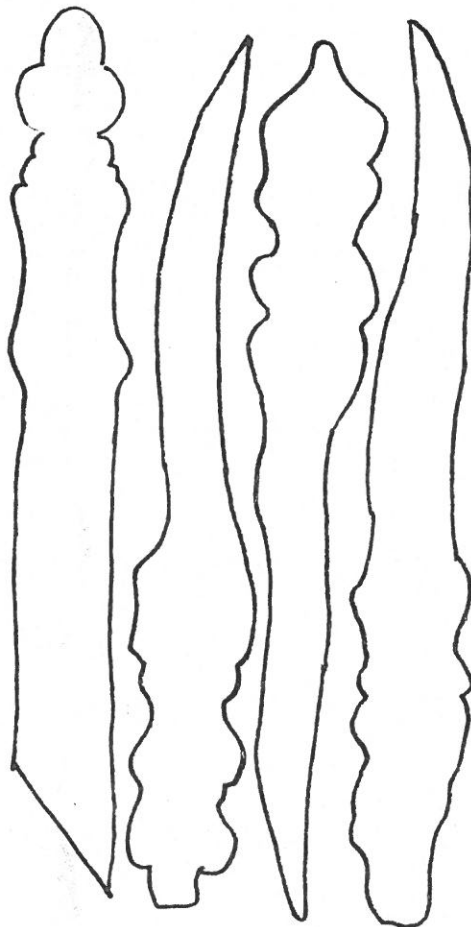
3. Scrape one side of the blade of the paper knife to a cutting edge.

4. Sand and smooth all surfaces and edges.

5. Lightly pencil on the design.

6. Decorate with ink, water colors, oil paints, or by burning with pyro-pencil.

7. Brush or rub on a thin coat of shellac or varnish. (A bent pin stuck in top of letter opener may be used to hang it up for drying.)



How Book of Cub Scouting
Copyright 1951

FLOWER POTS: Materials: Plastic foam cups, clothespins, a bowl of water, and at least two colors of enamel paint, plastic spoons, rags, and enamel cleaner for clean-up. Procedures: Fill a bowl with and put a few teaspoonsful of one color enamel on the water. Drip another spoonful of another color enamel on the surface and swirl with a spoon, (if you use three colors repeat the last step). Pin clothespin to top of cup and dip the cup into the paint, base down. Swirl the cup in the paint. The idea is to paint the outside of the cup, but if you get some in the inside, just pour it out. Remove the paint covered cup from the bowl and dry it upside down on newspaper. (This would make a neat gift for Mother's Day if you put a plant or a growing seed in it.)

CLOTH FLOWERS: These could be used in the flower pot. Materials: Pipe cleaners, glue, pieces of left over material. Procedure: Make petal shapes with pipe cleaners, twist at base to hold shape. You will need five or six for each flower. Glue one side of pipecleaner shape - lay on the material. Allow to dry. Meanwhile thread one large bead or button with another pipecleaner or wire. When petals are dry, clip close to pipecleaner. Form in a circle around bead/button. Secure with a fine wire. Shape petal by turning some of it back, rolling the edge, or whatever to make it look good to you. If you want to make a bouquet of these wrap stem with floral tape, starting at very bottom of flower and winding down the stem.

NATURE CRAFT PAPERWEIGHTS: Find stones that are either flat and without character or ones that tell you what they want to be. Look at them! Clean with a dry brush and paint what they tell you to, - one wants to be a mouse, the round ones want to be people with yarn hair and the whole bit, and maybe some stone wants to be an owl. Paint with acrylics and decorate as desired. Some may want eyes. Little round rebbles mounted on a piece of wood or a long flat stone make good snakes or worms. These are mainly for the enjoyment of the Cub Scout in his room, or as a Father's Day gift for DOD (Dear Old Dad).

NATURE CRAFT WALL PLAQUES: Take a nature walk and gather dry things from nature. Or pick up interesting leaves, realizing that they will lose their color. If leaves or other non-dry items, place them between three or four sheets of newspaper and lay them under your rug for at least two weeks, and do walk on them. When they are dry, put them with the other things that have been gathered, lay them on a scrap of plywood, about a 1/2 x 11 inches. Arrange and rearrange until you have an interesting design or a picture. Place a small amount of glue dotted here and there and mount. (Note - Please sand the piece of wood first.) Place a stick-on hanger on the back. These can be very lovely if the boys take their time.

NATURE CRAFT - MILKWEED POD ORNAMENTS: Gather milkweed pods and let dry. Some will need a branch for a tail or a piece of pine cone for a beak. Some can be cut in half to be a cradle for the Baby Jesus. Either leave these in their natural color or spray with gold paint.

CHRISTMAS BABY FOOD CANDY HOLDER: Materials: Baby food jars with lids; One piece each, red and pink construction paper; 2 punched out black circles for eyes; a smidgen of red paper from above for mouth; 1 punched out red circle from above or a red sequin for nose; cotton or cotton balls or fiber fill stuffing. Procedure: Cut a piece of pink paper to fit around the main body of the jar and overlap 1/2 inch. Glue to jar. Cut a rectangle of red paper 3 inches wide to go around lid. Glue to lid. Pleat and fold this paper to form a hat, and fold down to meet top of lid. Put a ball of cotton (etc.) for

tassel on hat. Place cotton, etc., around front of jar to form beard.. Glue eyes, nose and mouth in place. Fluff out cotton when glue is dry. Fill the jar with small candies as a present for teacher, Church School teacher and relatives. Or use these as a service project for shut-ins.

DOUGH ORNAMENTS: Materials: Recipe of dough, cookie cutters, food coloring. Recipe for ornamental dough - Mix together 1 cup salt, 2 cups flour, 1 cup of water (color mixed into water). Make one of the above recipe for each color. Knead dough until a clay-like mixture is formed. These may be rolled out like cookies or molded into ornaments. Push one half a paper clip in the top to be used as a hanger. Bake at 325 degrees for fifteen to twenty minutes (or until it turns slightly brown). Let cool and glaze with a protective covering like shellac or polyurethane.

PENCIL HOLDERS: A good gift for Dear Old Dad. Materials: Clean orange juice cans, cardboard (lightweight), 22 craft sticks, rickrack or bial tape, glue. Procedure: Cut cardboard so that it is the width to fit between edges of can and long enough to go around and overlap slightly. Tape in place. Place can upright on table and glue craft sticks around it so that they are long edge to long edge. Let dry. Paint color desired. Trim with a band of rickrack or seam binding near top and bottom.

EASTER PLACE CARDS OR BASKET TRIMS: Cut individual cups from egg cartons. Upper edges may be smooth, scalloped, or pinked. Take two cotton balls, glue together. Attach two punched out black eyes, and a triangular piece of yellow which has been folded in half to make a beak. Cut petal-shaped wings from yellow construction paper. (Small) Glue one to each side of body. Glue into egg carton nest. Materials: Egg carton, cotton balls, 2 punched-out black eyes, yellow construction paper for wings and beak, glue.

HALLOWEEN AND INDIANS:

RATTLES

Materials: Two 6 3/4 inch paper plates; 3 tablespoons size beans or small pebbles; large craft stick (tongue depressor size - may be bought at drug store), glue. For Halloween CAT - paint outside of plates black and allow to dry. Write name on bottom half of craft stick with thin marker. Spray plates and stick with clear acrylic. Make whiskers with long strips of orange construction paper or orange pipe cleaners. Fold pipe cleaners in half or use triangles of black construction paper. Glue between plates after you have the beans on the bottom plate. Allow to dry. Use roly eyes or white buttons for eyes and a bead or bean for nose. Decorate as desired.

INDIANS

Paint plates with Indian designs and colors, assemble as above. Be sure to include stick for handle.

PLACEMATS: These may be made in various shapes; pumpkins, turkeys, Santa heads, hearts, Easter eggs, etc. Place the construction paper, which is the real place mat, between two layers of waxed paper and iron with a rather cool iron. Trim waxed paper away to edge of place mat. This helps to protect the placemat so that it may be used more than once - even with Baby Brother or Sister.

Games



GAMES BY THEME

Pirate Waters



Peg Leg Parade: Relay Race

Two teams: Boys hop on one leg across the room and back. As each player gets back, he tags the next team member, who then takes his turn.

Do You See What I See?

In a small bowl put slips of paper with directions for boys to act out silently. Each boy, in turn, must then do what it says on his paper.

EXAMPLES: Walking the Plank, Sword Fight, Etc.

NOTE: CAN ALSO BE USED FOR INDIAN NAMES. Examples: Happy Bear, Running Water, Howling Wolf, Etc.

Walk the Plank

Lay a long board on the floor (a 2 x 4 is best). One by one, blindfold each pirate and have him try to walk the length of it, if he steps off at any point, he has fallen into shark-infested waters and he is out. If the boys find this, too easy, turn the board on edge. For Pack game, put two or more boards, side by side, and form teams for a relay race.

Pieces of Eight Hunt

Divide guests into teams of equal number and have each team elect a captain. Give each captain a pad of paper and a pencil. At the signal to begin, team members begin hunting the twelve pennies hidden around the room in plain sight. As a player finds a penny, he does not remove it, but reports its location to the captain. Since there will be many pennies in the room, it will be wise to fasten all the reassured hunt pennies to their hiding places with transparent tape, so the players can be sure they have located the correct pennies. The pennies can be hidden in plain sight, on the edge of a table, on a chair leg or even on the den leaders ears as earrings. Be sure your boys know this or they will turn the place literally upside down. If no team has located all of the pennies before a fifteen minute period has passed, call time and give a prize (if appropriate) to the team locating the most pennies.

STATISTICAL TREASURE HUNT

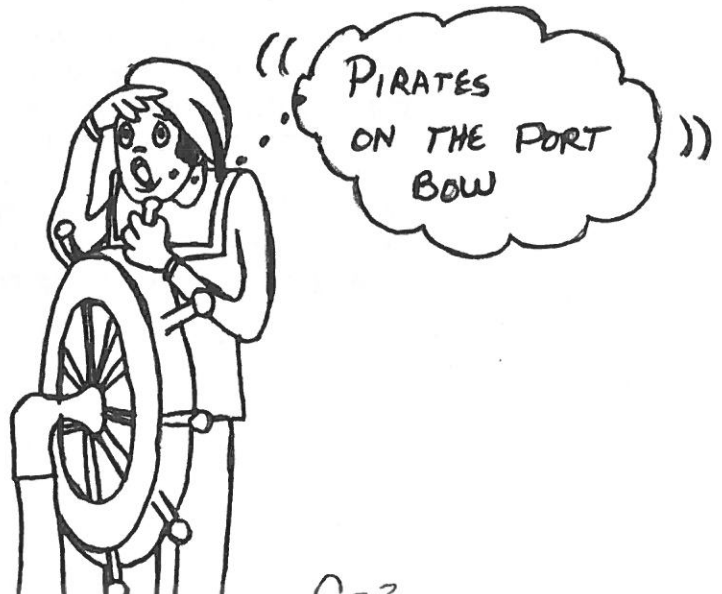
This is an exceptionally good game at getting groups acquainted. Divide group into teams of equal number, if possible.

Give each team a typewritten or mimeographed sheet of questions which are to be answered and evaluated as indicated on the sheet. Each team appoints a captain who acts as questioner and recorder. Before the game begins, it is wise to have the leader go over the set of questions with the group so that they understand each question and how it is scored.

Below are a list of typical questions and the methods of scoring. You may not want to use all of these; fifteen are usually enough.

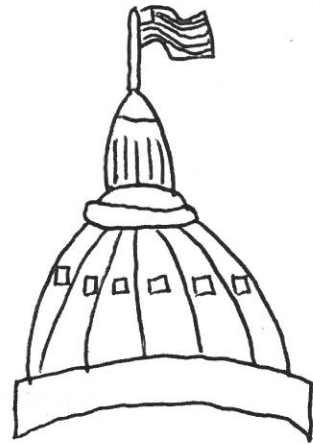
1. Counting January as one point, February as two points and so on through the calendar year, add up the total of birthday points in your group. Just ask them the month they were born, not the year.
2. Counting one point for each different state named give score for different number of birth states in your group.
3. Total of all shoe sized added together. One foot only.
4. Get your hair color score: Black counts 2, Brown counts 3, Blond counts one, Red counts five, Gray counts three, White counts five.
5. Total number of people in all families in the group. If more than one family member in the group, only count that family once.
6. Total number of years in Cub Scouts of the group. Tigers count.
7. Total height of the group.

These are just a sampling of the questions that can be used. Adapt them to your pack.



Parade of the Presidents

Guess My Name



Before the den meeting cut our pictures of well-known Presidents. Then, without letting the boys see the pictures pin one to each boys back. The boys circulate around the room and ask each other questions to try to identify the President they are representing. You cannot ask "Who am I?" The first to guess what president he is, is the winner but the game continues until all have guessed who they are.

Shave Abe Lincoln's Beard

You will need a can of shaving cream & "shaving implements." Boys divide into two teams. Using a pressure foam dispenser, one player per team covers the lower part of his partner's face with foamy shaving cream. Then, using a wooden tongue depressor, a spoon, or a bladeless razor, one boy on each team "shaves" his partner's face clean. The action is repeated with the other boy doing the shaving. The first team done is declared the winner.

Throw the Silver Dollar

The "Silver Dollar" is prepared by cutting a circle from some lightweight material, such as cardboard or styrofoam, and covered with tin foil. Players can take turns trying to throw it across a line labeled "Rappahancock River", 7 or 8 feet away. Each boy gets three tries, the player that crosses or the one that comes closest to the river wins.

Hatchet Relay

Players line up in equal teams. About 15 feet in front of each team is a "cherry tree", a thorny bush or some branches to which have been fastened an equal number of real or artificial cherries, or paper cut outs of cherries. The first player on the team is given a cardboard "hatchet". He must run to his tree, pick a cherry, place it on his hatchet, and return to his place before removing the cherry and passing the hatchet to the next player on his team. The relay continues until one team picks all the cherries.



FOLLOW, HELPS, GIVES



Snowball Relay

Divide boys into two groups and line up behind a starting line at one end of the room. Each team is given a simulated snowball (a piece of cotton or styrofoam) and a piece of cardboard. On signal, the first player on each team tries to move the ball across the floor and back by fanning it with the cardboard. The snowball may not be touched with the cardboard or the hands. He then gives it to the next player, who repeats the action. The game continues until all team members have completed the race. The first team to finish wins.

Threading Popcorn

*You will need a large bowl of popcorn and a needle and thread (the needle should already be threaded)

The boys are grouped around a large table or on the floor with the popcorn in the center. Each is given a needle and thread. On signal, the boy tries to thread as many pieces of popcorn as he can. After three or four minutes, the one with the longest string of popcorn wins. When the game is over, all the popcorn strings can be tied together and used to decorate a tree.

Filling Santa's Pack

Line up boys in two teams on opposite ends of the room, facing the center of the room. Give the teams different colored balloons. In the center of the room, have a barrel or box decorated with crepe paper. Make sure that it is too small for all the balloons. On signal, have all the boys try to tap their balloon into the barrel or box with one hand behind them. When the barrel or box is full, stop the game, the side with the most balloons in the barrel wins.

The Night Before Christmas

Use the poem "The Night Before Christmas", duplicate two or three verses of the poem, but leave many key words out. Everyone is given a pencil and a copy of the verse with blank spaces. On signal, each person tries to fill in all the missing words. After five or ten minutes, the boy with the most correct words win. EXAMPLE: The _____ were nestled all snug in their _____, while visions of _____ danced in their _____. And Mama in her _____ and I in my _____. Had all settled _____ for a long winter's _____.

KNIGHTS OF THE ROUND TABLE



Balloon Battle Royal

Arrange all player is a large circle, each with a balloon hanging from a string tied to his waist. On signal, have each player try to break all of the other balloons. When a balloon is broken, its owner leaves the circle, and the game continues until only one player is left.

Another Version of Battle Royal

This is a mass battle with each contestant holding a broomstick horse in one hand and a swinging weapon (such as a stuffed sock) in the other. Each Cub Scout wears a paper hat and leaves the contest when he loses his hat.

Knight Hop Tandem Race

The first Cub Scout in each column extends his left leg backward to the second Cub Scout, who grasps it in his right hand. On signal, each couple races, in this position, to the distance line and back to touch off the second couple. The first team to finish wins.

Dragon's Tail

Arrange all players in a single line with their hands on the wrist of the player in front. On signal, the first player (the "head" of the dragon) attempts to tag the the last player (the "tail" of the dragon). If the tag is made, select new players to be the head and tail. The idea is for the front half of the line to help the head and the back half of the line to help the "tail". You cannot let go of the player in front of you.



MARDI GRAS



Crown the King

Have one player, the "king" sit on a stool in the center of a 12 ft circle on the ground of the floor. Designate another player as the "guard" and have him stay inside the circle to protect the king. The others are outside of the circle. They try to crown the king by hitting him below the waist with a basketball or volleyball. When a player crowns the king, he becomes the guard and the former guard becomes the king. The former king joins the group outside the circle and the game continues.

Tissue Paper Race

At one end of the room or hall place two cushions on the floor. On each cushion put at least ten sheets of tissue paper, cut in squares about 1 1/2" on each side. At the other end of the room have two empty glasses. Start each team off by giving them each a teaspoon and telling them to run to the cushion, pick up one piece of tissue paper with the spoon, carry it on the spoon to the empty glass on the other end of the room or hall and put it in the glass. The first one to do this starts the next player going and so on until one team has put all the tissue paper into the glass. At no time can the hands or fingers touch the tissue paper and the teaspoon must be held horizontal all the time. If the paper falls off the spoon it must be picked up with the spoon and not the fingers.

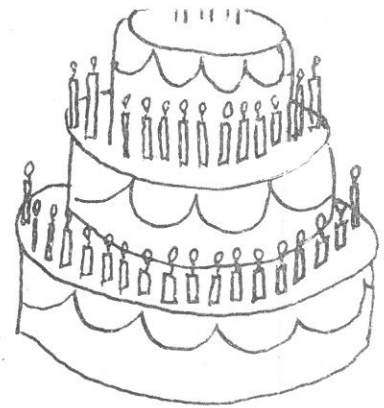
Marshmallow Relay

Arrange the dens in parallel lines for a relay race. On signal, the first person from each line runs to the opposite end of the room where a dish of marshmallows has been placed. He takes a marshmallow, eats it while standing there, and returns to the end of his line. Not until he has eaten his marshmallow and returns to his place, does the next man run. The first line to finish wins the game.

Mother's Pie-Plate Contest

At a pack gathering, have the mother try to balance a pie plate on their head while their sons place three marbles in it. The first team to do it wins.

THE BLUE AND THE GOLD



Poison

This game may be played around on large banquet table with players seated or may be played with players standing in a circle. Prepare a number of small packages containing a simple prize, candy bar, gum, pencils, etc. Wrap each prize in from three to six wrappings. Distribute the packages around the circle so that they are not all bunched up in one spot. At the signal, the group is instructed to begin passing the packages to the right. When whistle blows, the passing stops. Those caught with packages remove on wrapping. They are also penalized for being caught with the "poison". Now as they continue the game they must keep their heads nodding and bobbing as they pass the "poison". When all first wrappings are removed, and all penalized players begin their nodding, the signal is given to begin passing again. At the stop signal, another wrapping is removed. Those caught must begin nodding heads. If caught for the second time, they must stand on right foot with the left foot off the floor and keep nodding their heads. Third penalty is a chewing motion with their jaws. Fourth penalty is being removed. When a player removes the last wrapping and uncovers the prize, he keeps the prize and it is taken out of circulation. Continue the game until all prizes have been won by the players. To discourage players from dropping prized touched the "poison" before the signal was given will be the one held guilty.

Banquet Stunt Meet

If you have a large group of guest present and cannot clear the floor for group activities, divide people into teams. It is important that the teams be equal. Have the teams elect a captain who organizes the team and selects the candidates for certain activities. The captain tries to get participation from as many of his players as possible. He does not let any one player have a second turn until all the other players have had a turn. The activities have good spectator value and will be fun for the others watching. Each team cheers for and encourages its own candidate so the excitement during the contest runs high. If you have a stage, have the candidates for the contest come to the stage where all can be seen by the spectators. If there is no stage, clear a space in the center of the floor and let the contests be run as floor show contests.

Banquet Stunt Meet (Hat Race)

Have the captain of each team send three contestants from his team to the stage. When all the contestants have gathered, each team delegation selects one person to be a model. The model from each team is then seated on a chair facing the audience. The other contestants gather around a table where all the the makings of hats are gathered together.

HAT RACE con't.

At signal to begin, the contestants, working in pairs, put together a hat and at the end of ten minutes, a group of judges decides which is the prettiest, which is the most suited to the model and which is the funniest hat.

Hat making properties should include: Crepe paper, paper plates, art. or real garden flowers, balloons, Christmas tree ornaments, wooden eating utensils, spools, or colored paper drinking straws, or any odds and ends you can gather together. With these making, include such tools as scissors, needle and thread, stapler, safety pins. Be sure to have enough scissors so all contestants can have a pair. One stapler used in turn would be sufficient for several teams.

Banquets Stunt Meet (Masquerade)

Prepare enough bags of clothing so that you have one bag for each team. Each bag (a shopping bag should do) will contain one man's outfit and one lady's outfit. The man's outfit should consist of a pair of trousers, shirt or T-shirt, hat or cap. Lady's outfit should contain old party or house dress, hat. Each team captain is asked to send one man (boy) and one lady (girl) to the stage for this contest. The pairs stand in line facing the audience. Each pair is given a bag of clothing. When all couples are ready, they and the audience are told what the bags contain. At the signal to begin the lady dresses in the man's clothing, the man in the lady's clothing. All buttons must be fastened, all belts buckled, etc. Each pair turns its back to the audience while dressing, the teams cheering their contestants on. When a pair is finished dressing, they turn and face the audience. First pair finished wins. A father-Son contest, have lady's clothes for the man and girls' clothes for the boy.

Banquet Stunt Meet (Balloon Pinch and Break)

Have the captain of each team send two contestants from his team. The couples are lined up facing the audience. Each pair is given one balloon. Each couple decides which one is to inflate the balloon. When all are ready, the signal to is given. The one player blows the balloon up as large as he thinks is necessary. The neck is twisted so that the air cannot escape. The other player, by pinching or poking or squeezing the balloon (while the other player holds it) tries to break it. The first pair to break their balloon wins. If the balloon has not been inflated enough to break it, the first player may blow it up larger and let the second player try again. Uh, Uh! No Pins!!!

THE FIRST AMERICANS

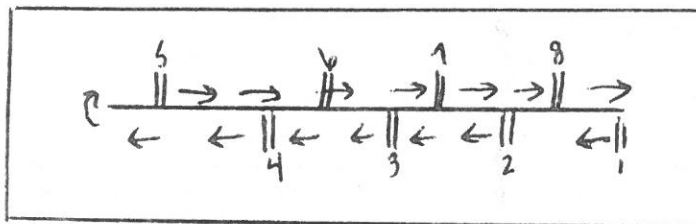


Indian Chief

One Cub Scout is chosen to be the scout and goes out of the room. The other players, sit in a circle and choose one that will be the Indian Chief. The Indian Chief leads the other players in a series of physical actions (clapping, stamping, waving, nodding head, ect.) The scout enters the room and stands in the center of the circle and tries to find the Indian Chief. The scout has three guesses. If he is successful, the Indian Chief becomes the scout and leaves the room. If not, the old scout goes out again or you can choose a new player to take his place.

Run the Gauntlet

Boys are divided into two or more teams. Each team forms in a rank, with its players facing alternately right and left; they take hold of hands, stretch arms to full length, and sit on the floor with legs stretched straight in front of them (long sitting position.) Heads should be in a straight line. On signal, Number One of each team rises, jumps over the legs of each player down his side of the line, and similarly up the opposite side of the line, and immediately sits in his original place. When seated, he touches off the next runner, who is on his right facing the same direction. Number two hurdles through a similar tour, jumping last over the legs of Number One before sitting and touching off runner Number Three. The team wins whose last player is first to sit and raise his arm.



Injun Tom

Establish two base lines about 25 ft. apart. "It" stands on one line and the other players on the other. The following dialogue takes place:

It: Did you ever?	Players: No, I never.
It: See an Injun?	Players: Injun who?
It: Injun Tom	Players: Tom who?
It: Tom Chase	Players: Chase who?
It: Chase you!	

After they hear chase you, they all try to run to the other side. If they are tagged by "It", he joins "It" and assists in tagging the others. Last person is the winner, and starts the next round.

CUB SCOUT BIRD WATCHERS

Bird Catcher

Two opposite corners are marked off at one end of the ground or room, the one to serve as a nest for the birds and the other as a cage. Another bird is chosen and takes her place in the nest. Two other players take the part of bird catcher and stand midway between nest and cage. The remaining players stand beyond a line at the partner end of the ground or room which is called the forest. All of these players should be named for birds, several players taking the name of each bird. The naming of the players will be facilitated by doing it in groups. After the groups have chosen their names, they then spread out so that all of the robins or orioles will not fly from the same locality.

The leader calls the name of a bird, where upon all of the players who bear that name run from the forest to the nest, but the bird catchers try to intercept them. Should a bird be caught by the bird catchers it is once put in the cage. A bird is safe from the bird catchers it is once reaches the nest and the mother bird. The players should be taught to make the game interesting by dodging in various directions, instead of running in a simple, straight line for the nest.

Creating Birds

Each boy is given a card that shows either a head (and beak), body, wings, or feet of a bird. The object is for the boys to put the bird together as it exists or to create a new "unknown bird". The same game can also be played with animals, flowers and trees.

Beast, Bird, Fish

Divide the Cub Scouts into team A and B. Seat teams opposite each other in two parallel lines. A member starts the game by throwing an object such as a knotted handkerchief, softball, or beanbag to any member of the B team, calling as he throws, one of the words, "beast", or "bird", or "fish". The instant after calling, he starts to count to 10. Before he reaches 10, the B player must name a beast, bird, or fish, depending upon what the A player called. If the B player fails to do so before the thrower counts to 10, one point is scored for team A. Similarly, a point is scored if an object already named is mentioned a second time.

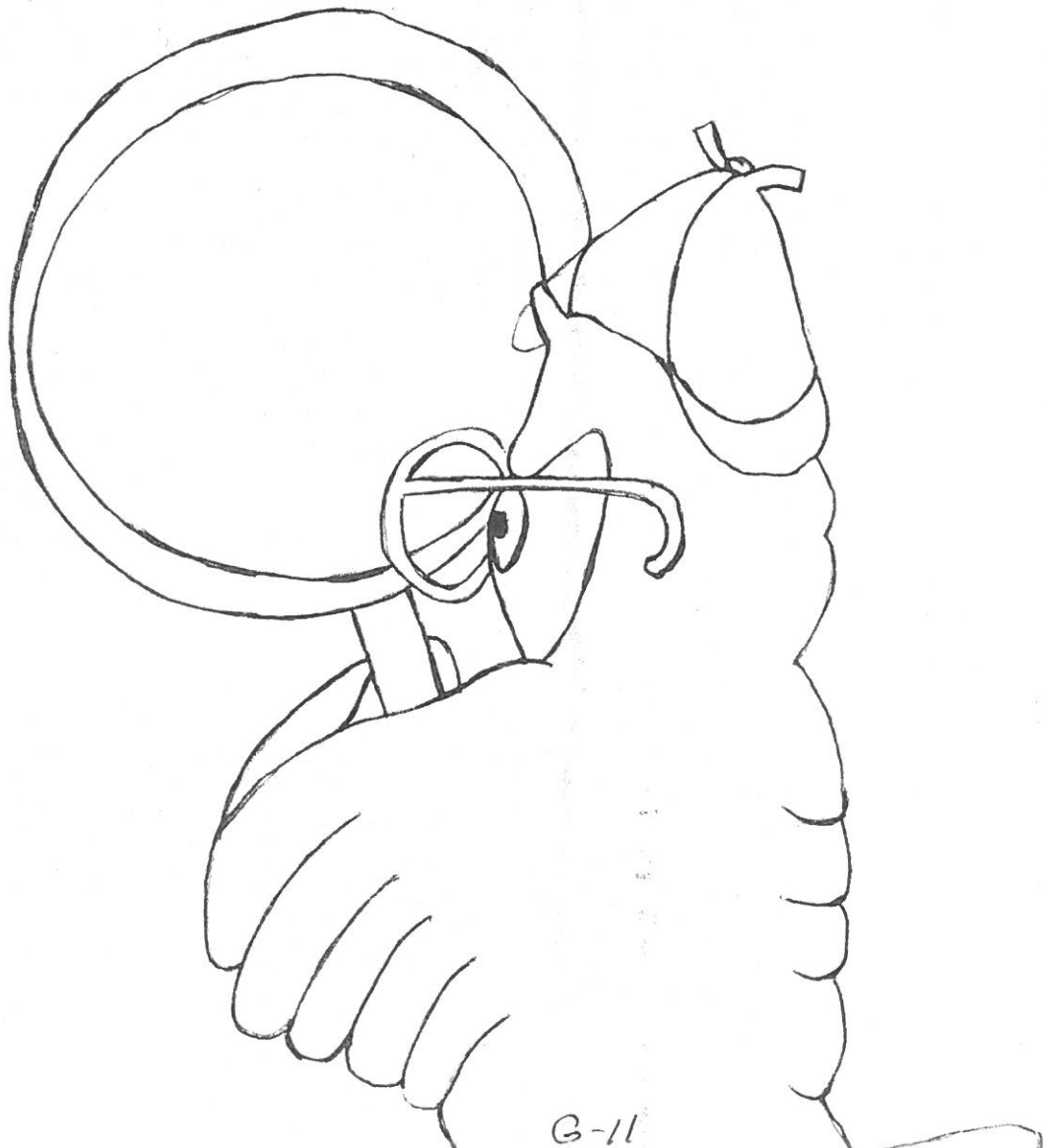
The team throw alternately, the winner being the team ahead at the end of the time limit. It adds to the fun to permit a player who cannot think of a name quickly to throw the handkerchief to a team mate at least two players distant and call "help".

Lame Goose

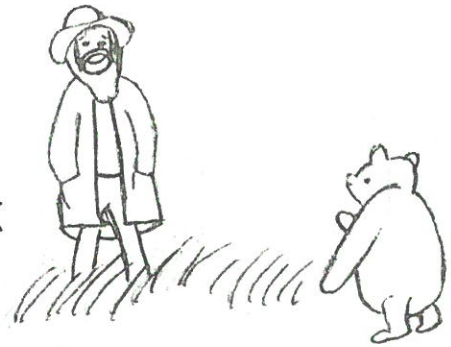
Mark off base in the center of the area — a 5 ft. circle will do. The "goose" is handicapped to the extent that he must hop on one foot in chasing anyone except that he is allowed three running steps before starting to hop on one foot. The players are permitted, without penalty of being tagged, to "slap the goose" if he doesn't follow this procedure. Everyone slaps any player tagged by the goose. The small circle is a safety zone for both players and the goose.

Bird Hunt

While everyone stands in a circle, have several assistants pin on everyone's back a paper with the name of a bird. Give each player a pencil and a card. The object is to find out the names of as many birds as possible. Each player avoids showing his own back while he tries to read the other names. No one may stand still while his back against a wall or tree.



INSIDE NOAH'S ARK



Animal Tag

Have the Cub Scouts in a scattered formation. Select an "it" (Noah). "it" names an animal and all Cub Scouts assume the identity of the animal as they move about "It" also assumes a like identity and tries to tag one of the animals, who becomes "it". EXAMPLES: "It" calls "kangaroo" and everyone must hop like a Kangaroo until tagged.

Talking Animals

Two equal sides are chosen with a captain for each side. One captain starts the game with the names of some animals beginning with "A". He may say "alligator". He then counts to 10 as rapidly as he can, hoping to do so before the captain of the other team calls back, "ant" or the name of some other animal also beginning with "A". If the captain fails to reply before 10 is counted, his opponent selects one of the other team. If the replying captain gives the correct answer, then it is his turn to call out the name of an animal beginning with any letter he chooses and captain number 1 must call out a name of an animal beginning with the same letter before his opponent has a chance to count to ten.

All team members may whisper names to the captain but only the captain may call them out. After a set time, the larger team wins.

Animal Hunt

Hide small objects such as animal cutouts or wrapped pieces of candy around the room. Form two teams, The "ducks" and the "sheep" — each with a leader. On signal, individual players begin hunting for the hidden objects. But only the leader may do the retrieving. When a duck discovers an object, he "quacks" loudly to attract the attention of his leader. Sheep "baa" for their leader. If the group is large, form additional teams of "crows" or "donkeys". The team with the most objects win.

Kangaroo

Lay out four rows of thin, light sticks. Place the sticks about three feet apart and have as many as the room will permit. Can be ran as a relay or individually. At the word "Go", all players must start to hop on one foot over each stick until they arrive at the last stick. As soon as a player arrives at the last stick, he turns around, still on one foot, and starts back, only this time he must stoop down and pick it up. If he drops a stick, he must start over again. If he loses his balance, he starts over again. If played in a relay that last boy picks up the sticks. The winner will be the one who is the 1st to bring all the sticks in his row.

STRENGTH AND SKILL

Kid Croquet (Pack Game)

Have nine players be "wickets". They stand with their feet apart in the regular field places for croquet. Divide the rest of the players into teams to crawl through the "wickets". Line one team up at the beginning "stake" and the other up at the end "stake". The teams face each other. Give the starting signal. The first player on each team begins to crawl through the "wickets" to the right. Start the next player as soon as the first has gone through all the "wickets" and returns home. Continue until one team finishes.

NOTE: This could be played with only two players at a time. One at each stake. Then switch the players and "wickets" so everyone gets a chance to play.

Footsie race

Lay two twelve foot pieces of rope straight on the floor about six feet apart. Stand a player in his stocking feet at the beginning of each rope. Blindfold the two players. Turn them around twice. On signal, each player feels his way along the rope with his feet. He must keep his feet on the rope all the way or he is out of the race. The first one to reach the end of the rope wins. Play this also as a relay with even teams at the beginning of the rope. Each player must be blindfolded when it is his turn to walk the rope. At the end he removes the blindfold and rushed back to tag the next player on his team.

Can—Can Walk

Save seven or eight tall juice cans. 46 fl. ounces. Tear off labels. Turn the cans upside down so the open end is on the ground. Push the cans down into the ground to keep them from tipping over. Twisting and pushing them at the same time works best. Set the cans up in a pattern with about 12 inches between them. Use the cans by walking on the tops. Be careful to step on each one.

Shot Put

Make a shot from a pair of old socks. Find some without holes in them. Slide one sock down inside the other. Fill this double sock with sand but leave enough room at the top to tie a knot. Tuck the loose end inside the knot. Draw a circle on the ground that is about three feet across. Stand in the circle and push the shot from your chest. The hand holding the shot must start at your chest. The hand holding the shot must start at your chest & not up in the air. See how far you can put the shot. Count the best one out of 3 tries. Be careful not to step outside of the circle.

THE WORLD AROUND US

Hunting to See

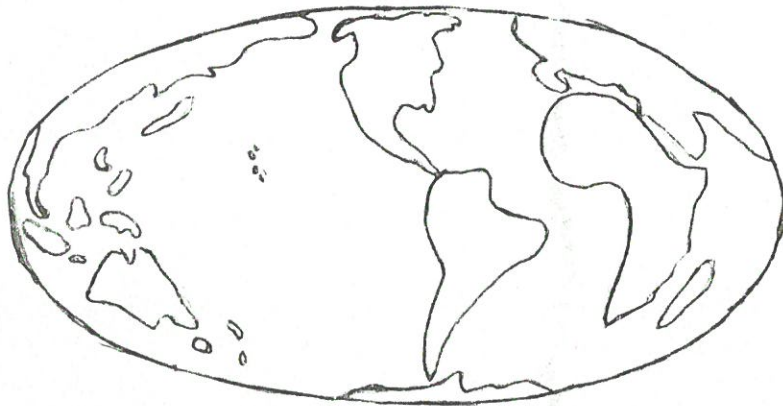
A series of "hunt cards" are distributed among the players. Each card presents a written description, a drawing, or a picture of something of interest to find outdoors. Pairs of boys or dens, who share hunt cards, together seek the objects out and then share their find with the rest of the group. EXAMPLES: Food for a bird, a frog, animal tracks, a squirrel, an animal home, an insect, a plant, ect.

Twig Matching

Each boy is given on—half of a two and then tries to find the person with the other half. After "connecting" the two partners try to identify the type of tree from which it came. Variations include "connecting" carefully divided leaves, dead flowers petals, pine needles, fruits, ect.

Name and Tell

Form a circle and have the first boy name an object beginning with the letter A and tell one thing about it. The next boy should name a B object and tell something about it. And so on, around the circle and through the alphabet. EXAMPLES: A is for air, we breathe it. B is for birds, they fly, C is for clouds, they carry rain.



GAMES

A HANDFUL OF TROUBLE

Here's a game that can be practiced during Den meetings and played off at Pack meetings.

The players are in relay formation. At the other end of the room in front of each line is a chalk circle. In each circle are about 20 clothespins. At the word "go" the leading player in each line runs to the circle, picks up the clothespins, and returns to the line. He hands the clothespins, one at a time, to the next boy who in turn passes them one at a time to the next, and so on until all of the pins have reached the last Cub Scout in the file.

The last boy returns the clothespins to the circle and returns to the line. The first Den to complete this, wins.

TALKING ANIMALS

Two equal sides are chosen with a captain for each side. One captain starts the game with the name of some animal (or bird or plant) beginning with "a". He may say "alligator." He then counts to 10 as rapidly as he can, hoping to do so before the captain of the other team calls back "ant" or the name of some other animal also beginning with "a". If the replying captain fails to reply before 10 is counted, his opponent selects one of the other team. If the replying captain gives the correct answer, then it is his turn to call out the name of an animal beginning with any letter he chooses, and captain No.1 must call out the name of an animal beginning with the same letter before his opponent has a chance to count 10.

All team members may whisper names to their captain, but only the captain may call them off. After a given lapse of time, the larger team wins.

AUSTRALIAN CIRCLE GAME

A Cub Scout stands in the center of the circle, holding a tennis ball. His object is to throw this ball to someone in the circle who will drop it. Another ball is started around the circle from one boy to another. The boy in the center may throw his ball to anyone, but he usually throws it to the boy about to receive the ball which is being passed around the circle. If either one of the balls is dropped, the boy in the circle changes places with the boy who dropped the ball.

GAMES

STORK TEN-PINS

Six or more players are divided into two teams. One side is storks, the other side hunters. Three fairly large rubber balls are needed. The storks stand in a row, each on one foot and the hunters in turn roll the ball, trying to hit the stork's foot. The storks may dodge by hopping, but if both feet touch the ground the stork is hit, which counts one point. After one inning, storks and hunters change sides.

WHO ARE YOU?

All the Cub Scouts stand in a circle. One is blindfolded and stands in the middle. He turns around three times, and must then go up to a player in the circle and touch him.

The blindfolded Cub Scout then passes his hands over the uniform and face of the Cub Scout he has touched, and must guess who it is. Only two guesses allowed.

MOTHER AND CUB CLOTHESPIN RACE

Here is a race that is easy to get mothers to enter. Assisted by her son, who runs to get the clothespins, mother pins one or more napkins on a line. (Good for Pack meeting.)

ANSWER ONE OF THESE

Try to have the Cub Scouts answer five questions quickly-and incorrectly. Give them questions that are so obvious that it is hard to answer them wrong. For instance, "How many hands have you?" If you have not succeeded in trapping them, then after the fourth question casually ask them, "Now, let's see - how many have I asked you?" You usually get the right answer. Another way to get them is to say, "What is your name?"

STEP TAG

Cub Scouts may take position anywhere in the meeting room but they cannot be behind anything. "IT" is blindfolded and attempts to move about the floor trying to catch one of the players who then becomes "IT". Any boy who is in danger of being caught may move one, two, and three steps, in any direction.

Once a player has moved three steps, he must stand still and hope for the best. The idea of the game is not to use up a step until necessary, because once the three steps are gone, the player must remain standing in that place. Each boy is expected to count his steps and not move after he has taken his third.

GAMES

SCOOT

The players are seated in a close circle with one vacant seat, and one player "It" in the center. Be sure you have sturdy chairs.

The object of the game is for "It" to occupy the vacant chair. The players try to prevent that by sliding around the circle from right to left, which keeps the empty seat moving rapidly around the circle.

The one who let's "It" obtain the seat takes his place. Play fast.

CRAZY ARTISTS

Place a blackboard or large piece of wrapping paper on the wall. Divide the Den into two groups and line the boys up in relay fashion. Give the first boy in each group a piece of chalk or crayon. The objective of the game is to see which Den can produce the best picture of a house.

The first boy runs forward and draws only two lines. Each succeeding boy adds another two lines. The last boy completes the picture of the house with his two lines. You will be surprised at the good houses boys will build in this way.

It's the type of game which should be played at least twice, in order to sharpen the imagination of the boys. Other subject could be: an auto, a church, school or Webelos Arrow.

BALLOON MOVING RELAY

Line your runners in the ordinary way. Make two small chalk circles at the end of the course, opposite each team. The idea is to run to the circles, moving a balloon from one circle to the other, and return. Since the balloons seldom stay put, this will give your Cub Scouts some laughs, and at the same time teach coordination.

THE OTHER CHAP

The Cub Scouts are seated in a Circle. The Den Chief or Denner stands in the center. He suddenly points to any boy, asks a simple question, and immediately begins to count to ten while looking only at the boy to whom he pointed.

To make the game puzzling, it is not the boy pointed at who answers, but the third boy on the left of the player indicated. He must answer before the Den Chief counts to ten. If he fails, he moves to the spot designated as the foot of the circle, and all of the others, move up. If the wrong boy answers, he also "goes down". The question must be simple such as: How old are you? Where do you Live?

TRICKS

IMMOVABLE

Have your friend stand with his right side close to a wall that has no ledges or handles to which to hold. His right foot must be parallel to, and touching the wall, while his left foot is at a natural standing distance from the right. Tell him that you are going to hypnotize his left knee, and that what seems to be a "kneesy" thing to do, he will find impossible.

Stand a short distance away from your friend and go through various mysterious motions with your hands making circles in front of his left knee and then announce that now he cannot lift his left foot slowly from the ground and keep it up.

He will find it impossible to do so, for to balance properly on the right foot he has to bend over to the right and the wall prevents him from doing this.

BLINDFOLD ART EXHIBIT

Let each Cub Scout while blindfolded draw a sketch of a pig or a cat or a girl with a hat. Then put them on the wall for your art exhibit, and give blue, red and white ribbons for the best three, just like a real art or photograph show.

AH! HA! YOU'RE HYPNOTIZED

Inseparable

Tell someone that you have the power to make him do your will and when he "gives you the ha-ha" you give him the "AH - HAAAAA!," and proceed to demonstrate your ability. Tell him to hold his hands, with knuckles together and two third fingers extended and touching, keeping his knuckles pressed tightly together. Note that the third fingers alone are kept extended, with the tips joined. Now, with one of your hands make a few "magic" circles around his fingers and tell your friend that he can no longer separate the tips of these. Be sure that the top knuckles of all his other fingers are held together. Then the muscles that operate the extended fingers are really powerless to act.

TRICK -- QUESTIONS

Can a man living in Chapel Hill, North Carolina be buried west of the Mississippi?

Not if he's alive.

How many animals of each species did Moses take on the Ark?

None, but Noah took two of each.

Two men were playing checkers. Each played five games, and each won the same number of games. How so?

They were not playing against each other.

Do they have a Fourth of July in England?

Of course - all calendars have July 4th on it.

A diesel engine train was going eighty miles per hour and heading north. The wind was blowing west at twenty miles per hour. In what direction did the smoke blow?

There was no smoke - it's a diesel engine.

You have thirty-five cents in two coins. One is not a quarter. What are they?

A dime and a quarter - One is not a quarter, but the other one is.

Is it legal for a man in South Dakota to marry his widow's sister?

No - he'd be dead.

A cowboy rode into town on Thursday, stayed three days, and rode out again on Thursday. How is this possible?

Thursday was the name of his horse.

Some months have thirty days, others have thirty-one. How many have twenty-eight?

All of them.

TRICKS QUESTIONS(cont)

You have one match and enter a room in which there's a kerosene lamp, a fireplace, and a woodburning stove. Which do you light first?

The match of course.

What fruit do we get from the electric plant?
Currants

There were 710 men on a boat that turned over. What was left?
Oil

Why is a dog dressed more warmly in the summer than in the winter?

In winter, he wears only a fur coat - in the summer, he wears the same coat and pants.

How many boiled eggs can a gaint eat on an empty stomach?
Only one - after that, his stomach isn't empty.

What can you hold in your left hand that you can't hold in your right hand?

Your right elbow.

Why could nobody play cards on the Ark?

Because Noah sat on the deck.

Skit and Puppets



SKITS AND PUPPETS

Pirate Waters

This is an old stunt with a new poem. But it always works on Halloween even if everyone knows what is coming.

Everyone sits in a circle in a darkened room with an old sheet or tablecloth covering their lap. Have a flashlight to read poem and a partner to hold the various parts around the table. All touch the parts and pass on to the left. Pass the following:

- Eye - Peeled Grape
- Ear - Dried Apricot
- Teeth - Dried Corn
- Tongue - Raw Liver
- Guts - Cold Cooked Macaroni or Spaghetti
- Brains - Small Wet Sponge (Shaped)
- Hair - Fine Yarn
- Hand - Wet Rubber Glove or one partially filled with flour.

When old Kernel Cobb left town he said,
"I'll come back when I am dead.
Your little minds can't judge my soul
And every hope to keep me whole.
So piece by piece I'll come to you
Till you repent of what you do.
On a stormy night from out the sky
Will suddenly descend my eye. (Pass grape)
You'll listen with a gnawing fear,
Then in your hands will rest my ear. (Pass dried apricot)
Your teeth will chatter as you shout,
And then you'll feel my teeth about. (Pass corn)
My tongue what once you tried to still
Will be with you to bode you ill. (Pass liver)
At times you'll feel my brains (Pass sponge), my hair (pass yarn)
My hand will clutch you from the air. (Pass wet rubber glove)
When you are wallowing in your ruts,
You'll say, "Old Kernel Cobb sure had guts. (Pass spaghetti)
And be a man for all of that."
Then I'll return unto my grave
And all my various inwards save--
My eyes, my teeth, my tongue, my ear,
My hair, my brains, hand and guts are here (Collect everything)
So before another person screams,
I'll say good night and pleasant dreams.

It takes Real Men

ACT 1

Scene: A group of Pirates enter, sit at a table & look dejected.

Head Pirate: I'm bored! We haven't done anything exciting in days.

Pirate with patch: Aye! Aye!

Pirate #3: What we need is a treasure hunt! Let's go to Treasure Island.

Pirate #4: No, that's been done.

Pirate with patch: Aye, that's true.

Head Pirate: Well, how about exploring a new land, far, far away.

Pirate with patch: We'll see things no one's ever seen before!

Pirate #3: It's agreed then, off we go to sail to a new land.

All: "To the ship!" "Hoist the Jolly Roger!" "Anchors away!"

(Joyously all exit together)

ACT 2

Scene: A sign is put before the audience to indicate that time has passed. Deserted Island, 2 years later. Empty stage. Band of Pirates enter, with ragged clothes and a much more somber spirit.

Pirate with patch: Boy, what an eyesore!

Head Pirate: This place is absolutely bare. There's nothing to eat, nothing to drink, no treasure to find.

Pirate #4: Are we there yet?

Pirate #3: Stop! I hear voices. Hide, you guys, Hide!

(All Pirates try to hide behind one another. Finally they're all behind the Pirate with the patch, with the Head Pirate covering his one good eye)

Pirate with patch: They sure won't see us in this dark.

(Enter 2 or 3 Cub Scouts. At first, they don't see the Pirates. Then they all jump in unison, startled when the Pirates are noticed.)

It takes Real Men Cont.

(The Cub Scouts confer quickly) (Then they approach the Pirates)

Cub Scout 1: Ahem...

(Pirates shake and cower closer together.)

Cub Scout 2: Excuse us, please.

(Pirates cautiously peer around one another. Eventually they push the Head Pirate to the front.)

Head Pirate: Yes...Yes?

Cub Scout 1: Can we help you? You seem to be in trouble.

Pirates (all at once) - "Aye, we're lost." We're hungry; Were thirsty."

Cub Scout 2: Why don't you come with us to our campfire. We're having supper soon.

Pirates: (All at once) "Sounds good. Why not?, Let's go!"

Head Pirate: We accept your invitation. By the way what are we eating?

Cub Scouts: (Together) Cub Scout food: Peanut butter & sardine sandwiches, soggy, crushed potato chips, melted chocolate bars and warm Koolaid. (Obviously pleased with menu.)

Pirates: (Look quickly at each other and gesture as if in pain)

Head Pirate: To the ship! (All run away)

(Cub Scouts remain, watching pirates depart.)

Cub 1: Well, thats another bunch of weirdos we don't have to mess with.

Cub 2: Yeah, now lets go back to our den, get our food & tell Mrs. leader what we saw.

Cub 1: Naw, she wouldn't believe us.

Cub 2: Yeah, you're right. (Pointing) To food!

(Both run off stage)

THE END

Sparklers:

Why does a Pirate carry a knife in his teeth? He lost his toothpick.

PARADE OF PRESIDENTS

Presidential Puppets from Milk Cartons

Materials List: 1 - Milk carton for each Puppet
1 - Toothpaste box for each Puppet
1 - 5"x5" piece of cardboard for each Puppet
Assorted colors of construction paper
Facial or toilet tissue
Yarn
Glue, Scissors, Colored markers, Assorted colored
paints and brushes.

Basic Puppet - Cut milk carton to 5" high and invert it for the head and body. To make the puppet's wide mouth, slit 3 sides of the carton, 2" from the top. Fold back to make a hinge for the back of the mouth.

1. Cut two openings for your fingers, above and below the mouth.
2. Cut and glue - piece of cardboard to fit the open bottom.
3. Cut two legs, 1" high from the toothpaste box and glue to bottom.
4. Paint the head of the carton, White, Flesh or Light Pink.
5. Cut and fit red construction paper inside the mouth.

George Washington

Collar: Cut a strip of white paper & glue around body.

Coat: Cut a strip of colored paper to wrap around the body with the ends at the front. NOTE: Leave enough room for the Collar to show.
Cut small paper circles for buttons

Ruffled Neck: Gather tissue down the front and glue in place.

Arms: Make a tube for each arm from colored paper and glue to sides.

Hair: Glue on yarn, letting it hang down at the sides and back.
Tie the back, for a pony tail. For curls at side, glue the yarn to paper tubes.

Hat: From colored const. paper, see diagram.

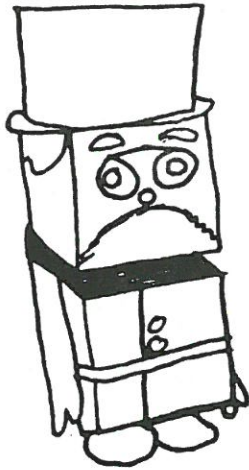
Abraham Lincoln

Collar, Coat, Arms: Same as Washington.

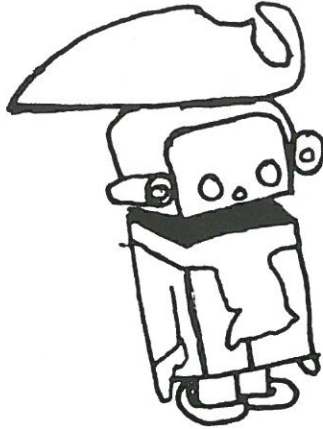
Hair: Use yarn for hair and eyebrows. Cut a paper shape for the beard.

Stovepipe Hat: Cut a strip of paper 4"x11"; roll it into a cylinder, 4" high and about 3¼" across. Cut a paper circle to fit over end.

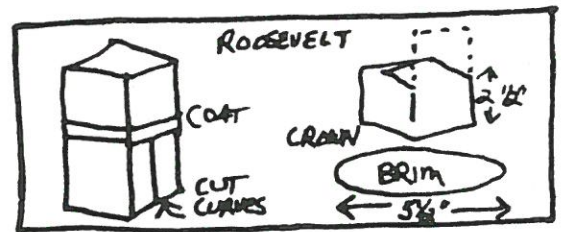
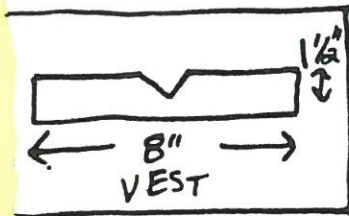
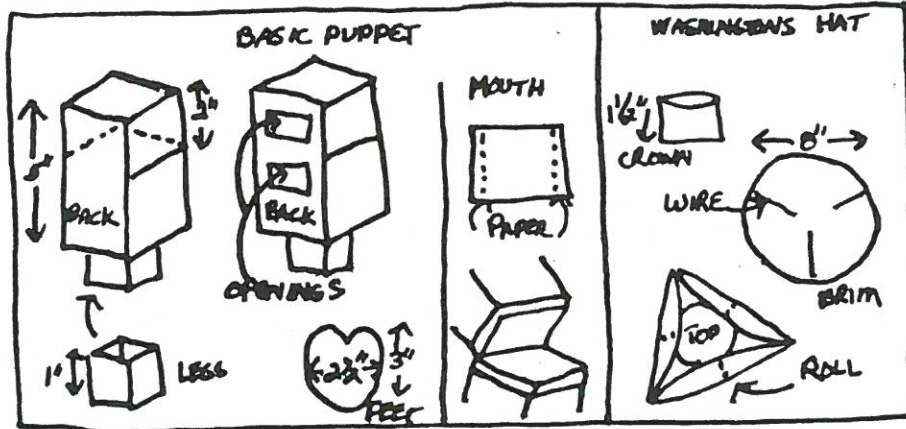
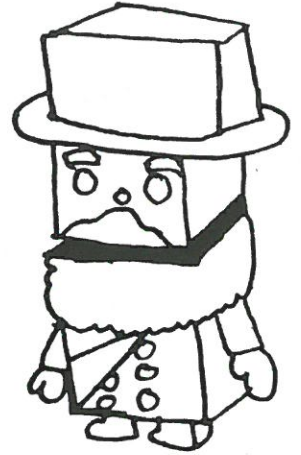
ROOSEVELT



WASHINGTON



GRANT



Presidential Puppets Cont.

Teddy Roosevelt

Collar, Coat, Arms: Same as Washington

Hair: Use yarn for hair and eyebrows. Cut a paper shape for mustache.
Cut paper glasses.

Hat: See Diagram.

Ulysses S. Grant

Collar, Coat, Arms: Same as Washington. NOTE: Fold down top corner of coat. and add row of yellow const. paper buttons.

Hat: Follow directions for making Roosevelt's hat, except cut 2½" slits at the corners of the crown, and fold the flaps down so the crown is 2" high.

PRESIDENTIAL PUPPET PARTY - Skit

This skit can be done with a puppet theater or with the puppetiers in view using a table for the stage.

This is also a audience participation skit. Divide the audience into groups that will make a sound at the mention of its President's name.

(As the skit opens, the Narrator stands to one side of the stage and the puppets (except for T. Roosevelt) are in the center.)

NARRATOR: You all know that the U.S. will be celebrating it's 210th birthday next year. There is a group of former Presidents Washington, Lincoln, Grant and Roosevelt, who are planning a birthday party for all the Presidents.

LINCOLN: Nine score and nineteen years ago, our fathers brought forth on this continent a new nation...

GRANT: Cut the dramatics, Abe. We know about the 210th B. day of our country. We're here to do something about it.

WASHINGTON: Let's see if everyone on the planning committee is here. I'm in charge of refreshments. Abe, you're the chairman of the hall and decorations committee. Ulysses, you're supposed to take care of the music. The invitations will be handled by Teddy, say where is he?

ROOSEVELT: (Appears on stage, tired and out of breath): Here I am, George. Sorry I'm Late.

LINCOLN: We're just starting. You look awfully worn out and tired, Teddy.

ROOSEVELT: I sure am. I had a rough ride here. Say, I haven't seen all of you for a long time. You know, Abe, with both you and Ulysses wearing beards, you look a lot alike.

Presidential Puppet Party Cont.

LINCOLN: Yes I know. Everyone is always taking me for Grant - Ted.
GRANT: That's enough visiting for now. We've got work to do. Teddy, there'll be 40 invitations. Abe, where should we have the celebration?

LINCOLN: We'll need a lot of room. A big hall... maybe I can find a jumbo log cabin that's available.

WASHINGTON: How about having it at the White House?

LINCOLN: You never did get to see it finished, did you, George?

WASHINGTON: That's right. The East Room should be a perfect place for our party, if I remember the plans correctly. After all, I have such a great memory!

ROOSEVELT: What makes you think so?

WASHINGTON: Well, wasn't a monument erected to my memory?

ROOSEVELT: Ahem, well, yes, I guess so.

GRANT: Now that we know where the party will be, what will we eat?

WASHINGTON: As chairman of refreshments, I would like to suggest my my all-time favorite - cherry pie.

GRANT: Sure, George, and then we'd have to cut it with a hatchet!

LINCOLN: Well, Ulysses, we could have chocolate lincoln logs...

ROOSEVELT: Preposterous! Remember, gentlemen, that this is a birthday party. No birthday is complete without a birthday cake.

WASHINGTON: Yes, Teddy, I suppose you're right. We could ask the Poppin' Fresh Doughboy, Duncan Hines, and Betty Crocker to help us out with the cake and other refreshments. How does that sound, Ulysses?

GRANT: Delicious, George. Now if any of you are enterraining any ideas I'd like to hear about them, since I'm, on the ent. comm.

LINCOLN: We need some real all-American entertainment.

ROOSEVELT: Why not invite John Phillip Sousa and his band? You can't get any more patriotic than him - he's got "U-S-A" in his last name.

WASHINGTON: Personally, Teddy, I think it's an excellent idea. After all, he did write the "Washington Post March"!

LINCOLN: That settles about everything now.

GRANT: What a party!

WASHINGTON: Hold it! (Pause) How are we going to pay for all of this?

LINCOLN: We could ask for a donation at the door.

GRANT: Or sell raffle tickets and candy bars.

ROOSEVELT: Or sell cookies.

(All the Puppets huddle together and continue to mumble)

NARRATOR: And so, ABE, George, Ulysses, and Teddy, tried to think of a way to pay for the wonderful party they had planned. They thought and thought. Then Teddy, came up with the perfect answer. What could be more American.

ROOSEVELT: (Opening his mouth wide & shouting): CHARGE!!!

THE END

SPARKLERS: Why was George Washington burined on a hill? Because he died.

What kind of umbrella does the 1st lady carry on a rainy day?
A wet one.

FOLLOW, HELPS, GIVES

Skit - A Little Fellow Follows Me

Scene: A group of Cubs, with 1 small boy watching.

Cub 1: A careful Cub Scout, I want to be, A little fellow follows me.

Cub 2: I do not dare to go astray, For fear he'll go the selfsame way.

Cub 3: I cannot once escape his eyes, What'er he sees me do, he tries.

Cub 4: Like me, says he's going to be, The little chap who follows me.

Cub 5: I must remember as I go, Through summer's sun and winters snow.

Cub 6: I am building for years to be, That little chap who follows me.



SPARKLERS: Where's Henry? Askes boy at door.

"I'm not sure," replied Henry's mother. "If the ice is as thick as he thinks it is, he's skating. If its as thin as I think it is, he's swimming."

Participation Skit - Christmas Around The World

TREE:	"Sparkle, Sparkle"	CHRISTMAS:	"Merry, Merry"
CANDLE:	"Flicker, Flicker"	SANTA CLAUS:	"Ho, Ho, Ho"
ORNAMENTS:	"Glitter, Glitter"	FAMILY:	"God Bless Us Every-
STAR:	"Twinkle, Twinkle"		one"

Divide participants into groups and have them sound off when they hear their word.

Most countries around the world celebrates CHRISTMAS, but their customs are all different. CHRISTMAS is also known as Yule, Noel, and the Nativity.

SANTA CLAUS visits children in many lands. He is known by several different names. He is called St. Nicholas in Germany, England and the Netherlands. In Italy SANTA CLAUS is called Befana. In France, He is Petite Noel. He is called St. Basil in Greece. SANTA CLAUS is Nisse in Norway, Hoteiosho in Japan, San Nikolas in Russia, Papa Noel in Brazil, Dun Che Lao Ren in China and in Switzerland, he is called Christkindl.

The legend that SANTA CLAUS comes through the chimney comes from the early Norsemen. The Norse are responsible also for our custom of burning the Yule Log.

In Many countries, the FAMILY makes their own ORNAMENTS for the CHRISTMAS TREE. In Poland, the ORNAMENTS are made from wood. In Sweden, they are made from straw and balsa wood. The Norwegians make ORNAMENTS from wood shavings.

A lighted CANDLE in the window is a custom in Ireland, Denmark, Austria and Germany. Many years ago, CANDLES were used to light the CHRISTMAS TREE, but now electric lights are used because they are safer.

In Alaska, a large STAR is carried through the streets on CHRISTMAS Eve while carols are being sung. The custom of carrying the STAR is also found in Poland, Rumania and the Ukraine. Carolers in these countries carry a transparent STAR with CHRISTMAS scenes on it. The STAR has a light inside which shines through the paper.

In all countries, CHRISTMAS is a special FAMILY time, celebrating the birth of Jesus. In most places, gifts are exchanged on CHRISTMAS. Gift giving represents the gifts which the Wise Men brought to the baby Jesus on the first CHRISTMAS.

KNIGHTS OF THE ROUNDTABLE

Skit - King Art

Cast: King Art (with crown), Sir Laughlot, Black Mike (with black mask), Robengood (with green hat & sword), Sir Plus.

(All wear name tags; Sir Plus's turned backward.)

Setting: King, two Knights and Black Mike sit at table.

NARRATOR: In days of old when Knights where cold King Art and his men used to sit around the square table playing dominoes (characters play dominoes). Suddenly Sir Laughlot smiled (He frowns) and Black Mike frowned (he laughs aloud). Sir Plus threw his hat on the floor (he picks up a hat and puts it on) and King Art jumped to his feet (he slowly puts his feet on table). Then suddenly the bandit Robengood rushed into the room (he saunters) ran to the table and demanded the life of the Black Knight (he gets down on his knees and begs) King Art shook his head (he nods) the bandit drew his sword (he sheaths it) and ran over to Black Mike (he runs away from the table and cringes) Black Mike leaped to his feet (stands slowly) and retreated to the side of the room. Robengood drew his trusty sword (he does so) and stepped next to Mike (he does and threatens to kill him saying "I want your life". Mike falls to his knees (he does) saying, "Why - why do you want my life". At this point Robengood takes over and says "I want to look at the pictures - please" Mike says, "So that's why you want my life - lets look at the pictures together." (He pulls out a copy of Boys Life and they sit down together)

King Art looks at the other knight and says "What are you doing in this skit"?

He replies "Who Me? Why, look at my name (turns name card over) I'm Sir Plus!"

THE END

Skit - Knights for Hire

CHARACTERS:

MR. KNIGHT, owner of agency, dressed in business suit.

KING ARTHUR, wearing robe and crown.

LONG KNIGHT, tallest boy, using tin can stilts.

ARABIAN KNIGHT, wearing sheet and turban resembling a shiek.

KNIGHT SHIRT, wearing man's night shirt.

SIR LAUGH-A-LOT, well padded and dressed in simple knight costume

SIR GALLON-HAD, wearing coveralls and carrying gallon gas can

KNIGHT OF THE ROAD, wearing regulation hobo costume.

SCENE 1

(as the scene opens, Mr. Knight is seated at table and phone is ringing.
Use alarm clock off stage for bell.)

MR. KNIGHT: Hello, Knight Employment Agency, Mr. Knight speaking. What can I do for you? Yes, Mr. Arthur, you say you need some more help over at your company? Well, come right over, perhaps I can find the men you're looking for. It's almost closing time, but I'll be glad to wait for you. (Hangs up phone, yawns and stretches.) Boy, I'm really tired. Hope he isn't very late. (Leans back in chair and closes eyes.) Arthur... Arthur... that name seems to ring a bell... (Stage darkens as Mr. Knight falls asleep.)

SCENE 2

(As King Arthur enters, Mr. Knight jumps to his feet and bows.)

KING ARTHUR: Good evening, sire, I see from your sign that you have a Knight employment agency. So many of my best knights are away rescuing maidens in distress, I have need of more men. Can you help me?

MR. KNIGHT: (very flustered) Welcome, Your Majesty. You must be King Arthur. I'm honored to have you visit my humble office. Yes, indeed, I have several unemployed knights I'd like to have you meet. Just sit over here. I'll call them in, one by one, so you can see them and judge for yourself.

(Mr. Knight blows a small whistle and calls out each knight by name. Each knight enters from right, stops at center to speak lines, then moves to left and waits for others to join him.)

MR. KNIGHT: (blowing whistle) Enter, Long Knight. This long fellow is no poet, but he is bright, though he may not show it.

LONG KNIGHT: I'm over twelve hours long and several feet tall, in fact, I'm the longest (k)night of all.

Knights for Hire Cont.

MR KNIGHT: (Blowing whistle) Enter, Knight Shirt. Now here's a man that we've recruited - to serve as night watchman he's well suited.

KNIGHT SHIRT: A (k)night shirt at at tournaments you'll never see, but for sleeping, I'm popular as can be.

MR. KNIGHT: (Blowing whistle) Enter, Arabian Knight. Under this sheet there's a lot of sand, He comes from a brave Arabian band.

ARABIAN KNIGHT: (excitedly) I couldn't park my camel, I'm in a spot! don't believe this town has a camel-lot.

MR KNIGHT: (blowing whistle) Enter, Sir Laugh-A-Lot. This cheerful fellow all gloom would ban. We call him our Good Humor Man.

SIR LAUGH-A-LOT: (giggling) I'm fat and jolly, hee-heee-hee, even a spear point ticles me!

MR. KNIGHT: (blowing whistle) Enter Gallon Had. Tigers and dinosaurs he can understand, at slaying dragons he'll be a good hand.

GALLON-HAD: (Swing gas can) When you're out of gas, I'm a welcome sight. At a time like that, I'm a popular Knight.

MR. KNIGHT: (blowing whistle) Enter, Knight of the Road. He would do his best to work for a king, he'll even give up pan-handling.

KNIGHT OF THE ROAD: They call me a bum and a hobo I hear, but knight of the Road is the name I hold dear.

ALL: (Standing in a huddled group): A wealth of talent we possess, Good King Arthur, please say yes!

KING ARTHUR: (Haughtily) They're all impossible, I'll be bound. Why even your table is square, not round. I've never seen a sorrier sight, all I can say is good night!

(He rises and sweeps out of the office as lights go out.)

THE BLUE AND THE GOLD

Sparkler - A FISH STORY

Den members are fishermen.

1st FISHERMAN: I went fishing last night and caught a fish three feet long.

ALL OTHERS: We went fishing last night, too.

2nd FISHERMAN: I pulled out of the water a lantern that was still burning!

1st FISHERMAN: Aw, how could that lantern keep burning when it was in the water?

2nd FISHERMAN: Well, you cut two feet off your fish and I'll blow out my lantern!

Skit - THE CHEWING GUM INCIDENT

A Pantomime

Props: One chair on stage

Cast: A tree (A boy stands with his arm up like the branches of a tree and a "tree" sign on him.)
6 Cub Scouts

1st Cub Scout stands at the center of stage to portray the part of a tree. Close by is the chair.

2nd Scout walks on stage chewing gum very obviously. Pretends to remove it from his mouth and stick it on the tree. Then walks off stage.

3rd Scout walks on stage leans against tree and pretends the gum is stuck to his elbow. Pulls it off and sticks it on the chair. Walks off stage.

4th Scout enters and sits on chair. Stands up and pretends to pull gum off the seat of his pants. Throws it on the ground. Walks off stage.

5th Scout walks on stage and steps on gum. Pretends to remove it from his shoe and sticks it back on the tree. Walks off stage.

6th Scout Enters, Sees the gum on the tree, removes it and puts it in his mouth. Chewing briskly as he walks off stage.

MARDI GRAS



Shake Well

Scene: Two clowns are talking; one is shaking all over.

First: What's the matter with you?
Second: I've got to take my medicine as soon as this is over.
First: Well, what's the matter?
Second: You see that bottle?
First: Yeah!
Second: It says, "Shake well before taking!"

Bawl Game

Scene: A clown comes on stage crying. Soon another appears, then another, until there are several.

Mother Clown: What's the matter with you guys?
1st Clown: We've been to a bawl game.
Mother: Bawl game? I don't understand. Did your team win?
2nd Clown: It wasn't that kind of a bawl game. It was a crying game!
Mother: Crying game?
3rd Clown: Yes, to see who could cry the best.
Mother: Well, did you?
4th Clown: No... we lost, that's why we're bawling!

(They all leave - crying)

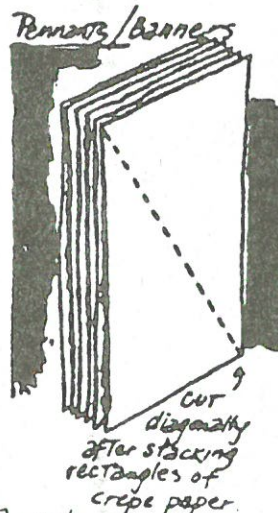
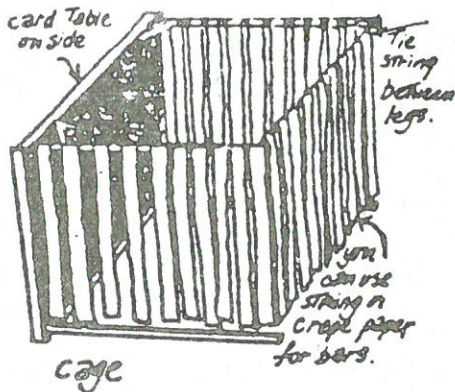
APPLAUSES

LION TAMER'S APPLAUSE: Simulate having a chair and big whip. Hold the chair out and crack the whip while saying, "Back, Back!"

RINGMASTER'S APPLAUSE: "And now behind me in the center ring, the lions--- YECOOOOOW!"

WEIGHT LIFTER APPLAUSE: Attempt to lift a bar-bell weight and say "AAAaaagh" as you get it over your head, then drop to the floor and say "thud!"

TIGHTROPE WALKER'S APPLAUSE: Have your arms out pretending to balance yourself on a tightrope, lean to one side and go "Ahhhhhhh" as you simulate falling.





For this skit all of the boys in your den are dressed as clowns. The tallest Cub plays Jojo the clown. For a prop you'll need a cardboard carton large enough so that two boys, sitting down, can be hidden inside it. Before you start the skit a young brother of one of the Cubs is dressed exactly like Jojo, and sits in the carton concealed from spectators.

Scene: Jojo is putting with the cardboard carton, decorated to look like a computer. He turns dials and pretends to oil the parts with a large oil spout-can. By ones and twos clowns come up to him and stand around watching, wondering what he's doing. Finally, one speaks to Jojo.

Clown 1: What you got there, Jojo?

Jojo: A homemade shrinking machine, that's what.

Clown 2: Never heard of such a thing.

Clown 3: Come on Jojo, you're kidding.

Clown 4: Shrinking machine - baloney.

Jojo: (annoyed) I'll show you. (Pulls a can of spray starch from his pocket and sprays himself.) That's to put starch in me so I don't come out wrinkled...Well, guys, this is it - farewell. (Shakes hands all around then gets into carton.)

Clown 5: How's it inside there, Jojo?

Jojo: Fine...Fine...Fine... (His voice trails off. Then a series of loud noises come from inside the box - clanking of pie tins, grunts and groans.)

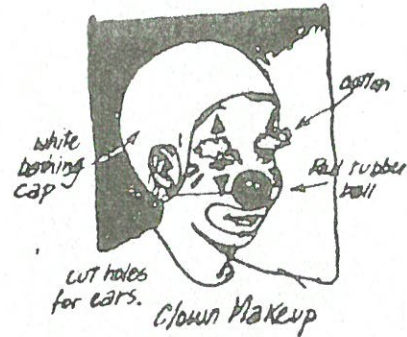
Clown 6: How you doin', Jojo?

Clown 7: Hope he's OK. (Loud grunt from inside the carton.)

Jojo: Here I come. (Out steps shrunken Jojo.)

Clowns: Holy mackerel. Jojo did it.

Shrunken Jojo: I told you wise guys the thing worked. And you know what? Even my voice shrank.



A LION TAMER?

Characters: Boy, Circus owner, clowns or jugglers, acrobats or other circus arts.

Scenery: Backdrop painted as a circus tent.

Props: Whatever is needed with circus acts chosen.

Setting: All circus acts are on stage practicing their acts. Circus owner comes on and pretends to be talking to one of the clowns.

(Boy comes on stage and walks over to the circus owner.)

Boy: Excuse me, Sir? Could I talk to you?

Owner: Sure, what is it?

Boy: Well mister, I'd like to join the circus. Is there a job for me?

Owner: ~~Hmm~~, let me see. Oh, yes, we do need a lion tamer.

Boy: But I don't know a thing about handling lions!

Owner: (With exaggerated wink to audience) It's really quite easy - there's nothing to it. The whole secret is to make the lions think you're not afraid of them.

Boy: (Thinks it over, rubs chin with hand, pretends to hold lions back with a chair, then finally comes to a decision) I guess I'll have to pass that job up. I don't think I could be THAT dishonest!

SHORT SKITS FOR CLOWNS

Water, Water!

Scene: Groans of a clown come from a distance. He calls, "Water-r-r-". Gradually he crawls on stage, dragging himself. When he reaches the water hole he takes a dipper, drinks the water, spits out some screams "POISON!" and drops.

The bucket has a little rice or confetti in the bottom and some water in the dipper, which is carefully replaced.

Other clowns come in and drink, with the same results, each screaming "POISON!" and dropping. When the last one is just about to drink, the first one, supposedly dead, springs up and screams, "DON'T DRINK THAT WATER, IT'S POISON!" and grabs the bucket, hurling its contents out over the audience, who knows there is water in the dipper and expect a bucket full on them!

THE FIRST AMERICANS

Pantomime Skit - THE PONY EXPRESS

1. Pony Express rider waits at relay station.
2. Another rider gallops in.
3. Mail pouch is quickly transferred from one to the other.
4. New rider gallops about stage as other rider exits.
5. Indians ride onstage and creep in ambush around rider.
6. Indians attack, but rider escapes.
7. Indians give up, exit.
8. Rider gallops about and finally rides offstage.

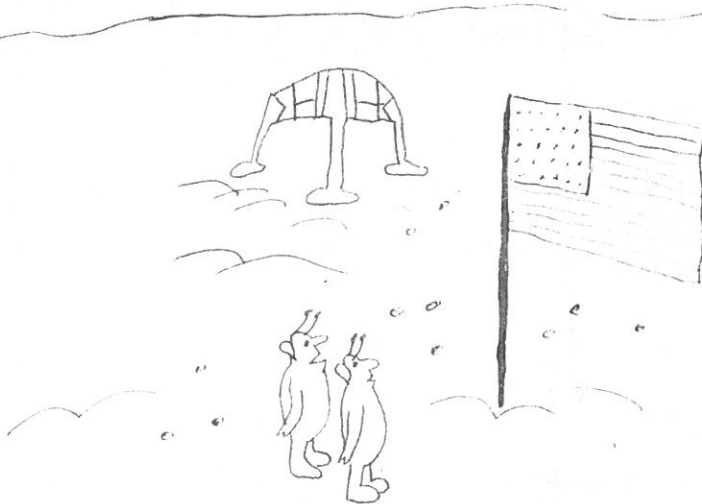
Skit - 1st AMERICANS ON THE MOON

Moon Men watch as a bright light, then a loud roar, and at last, a Spaceship enters the stage.

The Moon men hide and watch as the Astronauts descend, plant American flag, and salute and leave.

After the spaceship leaves, one Moon man turns to the other and says

"Now do you believe in flying saucers?"



C. S. BIRD WATCHERS

Skit - THE ANTS

Props: Paper Sacks

Setting: Skit opens with boys standing together in a backyard. Card-board cutout of trees & Bushes could be used.

1st boy: Gee there's nothing to do.

2nd boy: Yeah, I know

3rd boy: Hey, let's take a birdwatching Hike.

ALL: Yeah!

4th boy: But what if there aren't any birds?

1st boy: I don't think that will happen. If it does we can eat.

2nd boy: I'll bring the potato chips.

3rd boy: I'll bring the hot dogs.

4th boy: I'll bring the hot dog buns.

5th boy: I'll bring the drinks.

6th boy: And I'll bring something special.

(All walk off stage, and come back carrying sacks.)

2nd boy: Here are the chips

3rd boy: Here are the Hot dogs

4th boy: And the buns

5th boy: Here are the drinks.

6th boy: (drops his sack) Oh, no!

5th boy: What's wrong?

6th boy: I brought the ants !!!

Skit - PROFESSOR BIRD

LEADER: Cubs, May I introduce to you the very well-known, highly acclaimed teacher and bird expert, Professor Bird.

(Everyone applauds as Professor Bird enters, tripping over his own feet.)

LEADER: Professor, we are truly honored to have you with us today.

PROFESSOR: And what about tomorrow? Let us not forget tomorrow.

LEADER: Yes, well, Ahaem. Now then, Professor, I'm sure my cubs have a lot to ask you about birds.

1st CUB: Professor, we have learned about the migration patterns of birds, but I never really understood why birds fly south in winter.

PROFESSOR: Birds fly south in winter because it's faster than taking a train. (Professor takes out a comb and carefully fixes his hair. Then messes it up again).

2nd CUB: We've also studied about different species which are in danger of extinction. Can you tell us which birds are in danger?

PROFESSOR: There is no danger. Any bird which is on fire would be happy to be extinguished. (He shakes his finger at 2nd cub. He finally stops his finger by grabbing with other hand.)

3rd CUB: What is the Strangest Bird behavior you've ever come across?

PROFESSOR: Let me consult my notes. (Professor opens briefcase which is filled with stuffed animals and toys and some papers. He removes eyeglasses from his jacket and puts them upside down on the back of his head as he reads his notes.) No Comment.

1st CUB: Professor Bird, this year there have been some very heavy rains across the country. Is anyone doing anything to protect against the possibility of future damage from flooding?

PROFESSOR: Yes, the state of Missouri has been working on a flood control program which should work well. Missouri has decided to get the help of the nearby states, because as everyone knows, Missouri loves company. (He pours a glass of water from the pitcher, then drinks from the pitcher rather than the glass.)

2nd CUB: Professor, what happens when you breath?

PROFESSOR: When you breath you inspire. When you don't breathe, you expire. (Hits podium hard for emphasis, then hops around holding his injured hand and moaning.)

3rd CUB: Professor Nature, Why does a Hen lay eggs?

PROFESSOR: Because if she dropped them, they would break. (He rests his elbow on the podium. It slips off and he falls into the podium.)

4th CUB: Professor, what is your favorite season?

PROFESSOR: I can't pick a favorite. I like them all - salt, pepper, mustard, vinegar.

1st CUB: If april showers bring May flowers, what do May flowers bring?

PROFESSOR: Pilgrims.

LEADER: Thank you for spending time with us today, Professor.

PROFESSOR: Why, yes. This little poem seems to convey all my feeling on the topic of Birds.

Learn all you can of birds and bugs,
And study ponds and breezes.
Observe the life that's all around
'Cause facts of nature grow on treeses!

THE END

SP-19

INSIDE NOAH'S ARK

Sparkler - Cats in a corner

If a room, with four corners has a cat sitting in each corner, three cats facing each cat, and a cat sitting on each cat's tail, how many cats are there in all?

ANSWER: Four cats: each cat sees the other three cats, and each cat is sitting on its own tail.

Skit - The Plight of the Octopus

You can use octopus hand puppets or make paper bag costumes. Each scout steps forward and wriggles his puppet (or himself) as he speaks.

- OCTOPUSE 1: In tying knots, I am champ
With the bowline or clove hitch,
But when my eight arms get in the way
I can't tell which is which!
- #2 Being an octopus, I like to hike over underwater hills,
But, when I "left" and "right" two legs - six other give
me spills!
- #3 I'm patriotic and salute the flag of America, that I'll
fight for. But since we must salute with our right hand
I can't tell which are my "right" four.
- #4 Now rowing a boat, I'm a speedy one,
with eight arms to move me fast.
For no matter how hard the others use their oars,
They'll row into shore - tired and last.
- #5 I have two arms to gather firewood,
Two arms to start the fire's flame
I have two arms to cook my tasty meal
With two arms left to shoot fresh game.
- #6 I can pass all swimming tests,
The dog-paddle, breast stroke, or crawl
'Cause when we octopuses get in the water,
We really have ourselves a ball.
- #7 or in
Unison: We may be younger octopuses now,
But soon, it will really be neat
'Cause we'll be special TENDERFOOT Boy Scouts
an we octopuses have EIGHT TENDER FEET!!!!

SKIT SUGGESTIONS

The body building equipment can be used for a variety of skit presentations. Here are a few suggestions which can be elaborated upon to suit your individual needs and group. For costuming, have the performers dressed in leotards; use shoulder pads, partially inflated balloons, or art foam stuffed inside the leotards, to represent bulging "muscles."

THE WEAKER SEX

The scene opens as an exercise class of muscle-bound students is about to begin. The instructor puts them through their paces. With much stress and strain, they use the various pieces of equipment. That is, all except one very large disc marked in large letters "1,000 Pounds". None of them can manage to lift it. Finally, the instructor announces the end of the class and calls in the cleaning woman to straighten up. She comes in and nonchalantly picks up the "1,000 Pound" disc and carries it off.

SCHOOL FOR WEAKLINGS

Students enter the school and use the equipment quite efficiently. Each one, as he finishes, goes offstage and then returns - wearing a graduation cap, carrying a diploma, and bulging with "muscles." After a few students have thus graduated, two boys bring in another on a stretcher. They tell the school's director that they found him on the beach with everyone kicking sand in his face. The director and the boys then prop him up and get him to use the equipment, at first unsuccessfully. Gradually, he works each item. At the end, the weakling states, "This is ridiculous! What kind of muscles will you get from using all this phony equipment?" The director answers, "What else but - PHONY MUSCLES!" as he holds up balloons, shoulder pads and other padding.

RHYTHMIC SKILLS

The performers can do their gymnastics to a symphonic classical record, such as the "Anvil Chorus" or the "1812 Overture." Have one or more performers using the barbells, chest pulls, and so forth. A conductor directs, indicating the group that performs for a particular part of the record. For added fun, select volunteer orchestra members from the audience. As the recording plays the finale, all the gymnasts perform at once.

ROGER THE STRONG MAN

A group gathers to see an exhibition by Roger, the Strong Man. Roger enters, all bulging muscles and impressed with himself. He proceeds to give the exhibition, lifting the barbells with one hand and doing all sorts of showoff routines. When he finishes, a boy enters and says, "Roger, your sister's here to walk you home!"

FITNESS CHAMPS

Cast: 6 Cub Scouts in uniform, holding props as described below:
Setting: All boys come on stage and speak their lines.

- ALL: We all excell in Fitness, (Does action after saying
We're champs at that you see. their lines)
Just listen to our stories
And I'm sure you will agree.
- 1st Boy: I hold the title of (holds up toy skunk while others
The strongest in our den. hold their noses.)
Do you suppose that
It's because of my friend?
- 2nd Boy: I'm known as the den's (Pulls out a small hat and tries
Muscle man of the year. desperately to put it on his head)
Most of my muscles
Are between my ears.
- 3rd Boy: I hold the title (Pulls out bag of cookies and begins
Of the fastest of all, eating them)
I'm always first in line
For the chow basket call.
- 4th Boy: I'm known as the champion (Rubs head, with painful expression
Of the high jump, on his face.)
One time I missed
And got a big lump.
- 5th Boy: To keep in good shape (Removes shirt to show colorful
I exercise each day, padding on arms and legs.)
I wonder why my muscles
Turned out this way.
- 6th Boy: I'm the champion at making (Counts slowly 1...2...3..
Things disappear, you see. as curtain closes.)
Watch us all disappear
As I count to three.

THE WORLD AROUND US

Sparkler - THE MICE

Mother Mouse is taking her mice for a walk. Suddenly a large cat appears in their path

MOTHER MOUSE: (In a loud voice) "Bow Wow Wow! Bow Wow Wow!"

(The cat shrinks in fear and runs away.)

MOUSE CHILDREN: "Oh, Mother, we were so afraid!"

MOTHER MOUSE: "Let that be a lesson, children, It pays to learn a second language."

OPERATION "A" SUCCESS

Cast and Props: NARRATOR Den Leader or Den Chief has sign
 "OPERATION "A" SUCCESS"
 NURSE Wig and dressed in white has a large tray holding
 all the items to be put in patient.
 PATIENT Uniform
 DOCTORS Wear white or green with face masks; one carries
 sack labeled "NOW-SCOUTING" for items removed
 from patient.

(As the scene opens, the Patient lies on a sheet covered table; covered by another sheet. Articles to be removed from the patient are hidden under the top sheet.)

NARRATOR: Den _____ will present a skit called Operation "A". They will attempt to take an ordinary boy and make him a Cub Scout. Our patient is _____ -(Patient waves a hand, but uniform must not show) Here are the top surgeons in the country; Doctors _____ (introduce however many you have) They will be assisted by Nurse _____. (Nurse enters with tray) (Each Doctor takes a part/prop.)

NARRATOR: COVER WITH FUN AND GOOD TIMES. (cover Patient with bright-colored sheet)
 ADMINISTER LAUGHING GAS. (some type of nozzle device)
 TAKE OUT HATE. (Remove stone from under sheet)
 PUT IN LOVE. (put a large cut-out heart under sheet)
 TAKE OUT SELFISHNESS. (take out a sign with ME printed on it)
 PUT IN CO-OPERATION. (put in a sign with WE printed on it)
 TAKE OUT IDLE HANDS (take out a pair of old gloves)
 PUT IN BUSY FINGERS. (put in a glove filled with cotton or dryer lint)
 TAKE OUT LAZINESS. (take out an old rag)
 PUT IN AMBITION. (put in a blown up balloon, which Doctor then burst with pin)
 TAKE OUT RUDENESS. (take out a sign with #*!@%!) printed on it)
 PUT IN REVERENCE. (put in a church program)
 ADD TWO PARENTS, A DEN LEADER, AND A CUBMASTER, (they come and stand beside bed)
 THE FINAL STEP...ADD A GANG. (another Den comes up and stands beside the Den Leader)

(Patient sits up and drops top sheet to reveal his uniform. He stands and salutes the Cubmaster and NARRATOR reveals sign; OPERATION "A" SUCCESS.

Skit - CUB SCOUT UPSIDE DOWN STEW

Setting: On stage is a huge pot, made from a cardboard carton. The pot could be painted on the side of the carton. Boys getting into the pot, pile on top of each other face down.

Boy with chef's hat is stirring pot with a broomstick.

CHEF: (pretends to taste) HMMMMMMMMMMMMMMMM. Tastes like a well-rounded den to me.

DEN LEADER: What did you put in?

CHEF: (reading from oversized card marked "Recipe") Cub Scouts that do their best.

(Any number of uniformed Cubs climb into pot.)

A sense of humor.

(Grinning Cub wearing sign "Humor" climbs into pot.)

A pinch of wanting to please.

(Cub wearing sign "I want to please" Climbs into pot.)

A dash of mischief.

(Cub wearing "Mischief" gets in)

A bit of obedience.

(Cub wearing Obedience" sign gets in)

A bundle of sunshine.

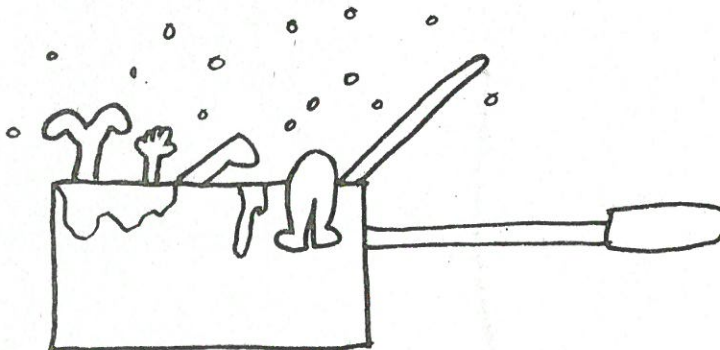
(Cub wearing "Sunshine" sign gets in)

And a ton of energy.

(Cub wearing "energy" sign climbs in)

Stir well and you have Cub Scout Upside Down Stew.

DEN LEADER: (Pretends to taste) Tastes like dirty blue jeans to me!



SONGS

(To the tune of "On Top of Old Smoky")

On top of my noggin
sits my Cub Scout cap.
I wear it to meetings
and when I take naps.

I wear it in sunshine
and whenever it rains.
I wear it on airplanes
I wear it on trains.

I wear it when hiking
and wear it to bathe.
And when I get older
I'll wear it to shave.

The reason I wear it
whatever I do
Is at my last meeting,
they filled it with glue.

(To the tune of "Get Along Home Cindy, Cindy")

Chorus
Stand up tall and be counted
We're okay, OKAY!!
Stand up tall and be counted
and give a big hurray. HURRAY!!

I'm glad we are in Scouting
it's fun as it can be.
And when we have an outing
my friends all go with me.

Chorus

We're Tiger Cubs and Bobcats
Wolves, Bears and Webelos too.
And don't forget our leaders
we need them, yes we do!

Chorus

We love to go out camping
have fun, do a good turn.
Sing our happy songs
and watch the campfire burn.

Chorus

We wear our badges proudly
and always do what's good
Scouts span the wide world over
in love and brotherhood.

Chorus

SONGS

(To the tune of "Itsy Bitsy Spider")

Five careless Cub Scouts
Hiking one fine day.
One found a big bear
It carried him away

(Chorus)
No one else was watching
No one saw him go
Four careless Cub Scouts
Hiking in a row.

Four careless Cub Scouts
Hiking one fine day.
One stepped in a big hole
and Oops! He slipped away.

(Chorus, three careless Cub Scouts)

Three careless Cub Scouts
Hiking one fine day.
One fell in the water
and washed himself away.

(Chorus, two careless Cub Scouts)

Two careless Cub Scouts
Hiking one fine day.
One walked in poison ivy
and scratched himself away.

(Chorus, one careless Cub Scout)

One careless Cub Scout
Hiking one fine day.
Walked around in circles
and walked himself away.

No one else was watching
No one saw him go.
No careless Cub Scouts
Hiking in a row.

There was a Cub Scout named Bill
Who was careless when walking down hill.
He slipped and he slid
On his heel and his head
and Bill is now Nil
and quite dead.

SONGS

CUB SCOUTS ARE FAIR
(Tune: Jingle Bells)

Cubs are fair,
Cubs are square,
Cubs will "DO THEIR BEST";
Cubs can work and laugh and play,
Cubs can stand the test.
(Repeat)

CUBS SCOUTS ARE SQUARE
(Tune: Hail, Hail)

Cubs - Cub Scouts are square!
Happy, game and fair;
When you call they're there.
Cubs - Cub Scouts are square,
Home and here and everywhere.

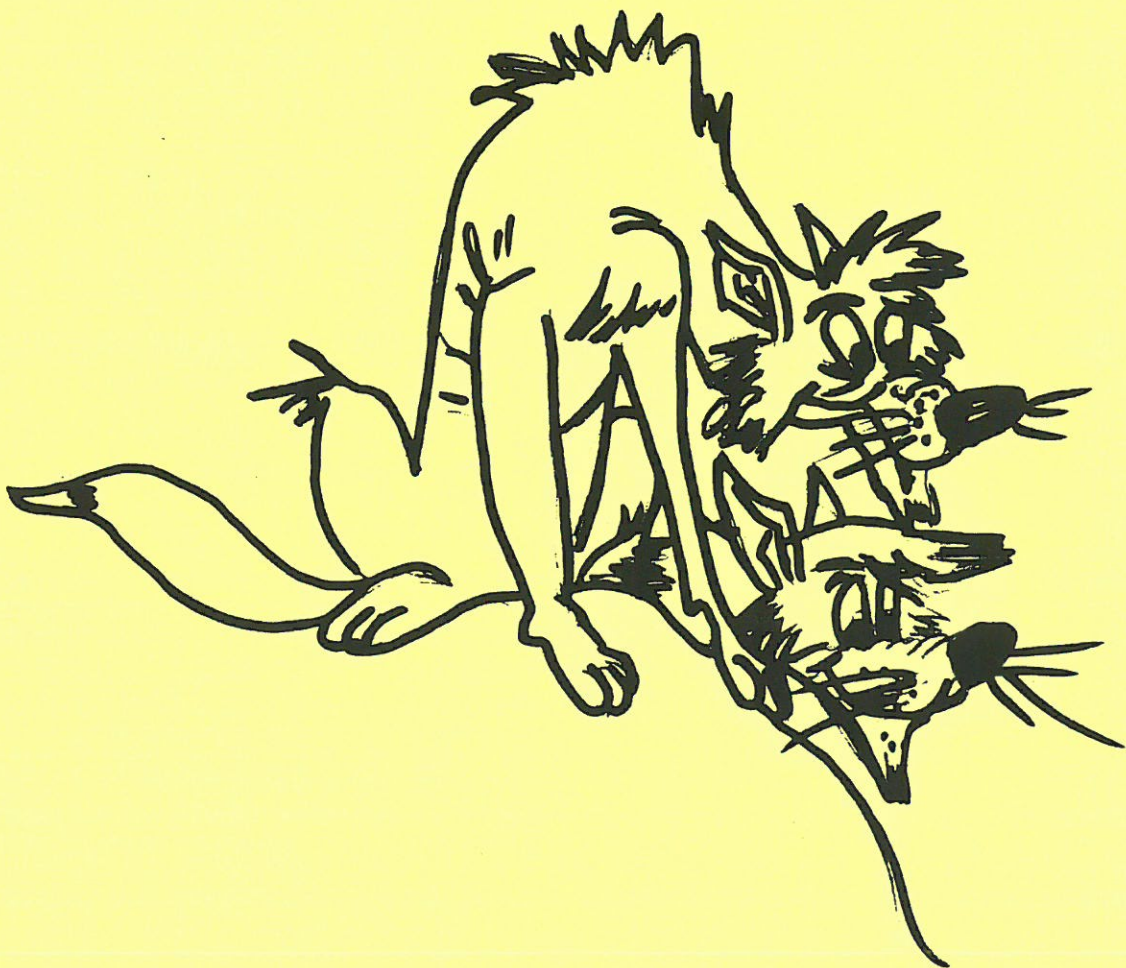
CUB SCOUTS ARE ALWAYS HAPPY
(Tune: Yankee Doodle)

Here's to the birds that fly above
And never lose a feather,
I'll stay with the friends I love
In any kind of weather.

(Chorus)
Join our busy, happy Den,
Always up and coming;
We're the ones that make things spin,
And then we keep them humming.
We're on our way, we work and play,
We never fear nor falter;
If any member shirks his job
We'll string him with a halter.

(Chorus)
Cubs are always on the job,
Cubs are always happy,
Never lagging, never shirk,
We always make it snappy.

Webelos



WEBELOS

At the present time ,there are 15 Activity Badges a Webelos Scout may earn. It is up to the individual leader as to which badges will be earned as "Den" or "Home" projects throughout the year.

It is important to have all "Home" projects documented by both the scout and his parents.

It is equally important that those four activity badges required for the "Arrow of Light" be included in the "Den" list. These are the "Citizen" and two of the following, "Aquanaut, Athlete, Naturalist, and Outdoorsman, as well as the 4th badge choice, in addition to the 3 required badges for the Webelos Badge Award.

Materials may be purchased with den money, through merchant donations, or by having each scout bring his own.

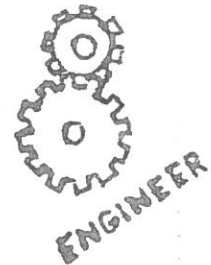
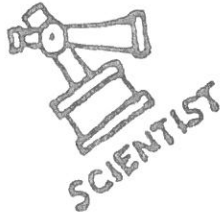
Field trips, as described in the following ideas are helpful in two aspects. 1) Dealing with the activity badge subject and 2) Helping the Scout develop the responsibilities important to growth into adulthood.

The Denver Area Council presents a special "15'er" Award to Scouts earning all available activity badges.

Please urge your scouts to keep their completed badge projects after displaying them at pack meetings, as they do come in handy in future Scout leadership.

The following is a list of the next 11 months and Theme suggestions. Badges may be substituted as necessary.

Jim Weisenborn
Scoutmaster—Troop 243



WEBELO - A boy too young, and in-experienced to be a boy scout. Yet he is too old for many crafts and games. With a mind so inquisitive, and often afraid to ask. An independence that is so dependant.

WEBELO DEN LEADER - A man unsure, with caring abundance. A book in hand, with time so short. A task he has to start a boy into a man.

The Webelos Den is a combination of these two elements. With a little, no let's make that a LOT of help, the webelos den leader will succeed. In the following pages are many ideas and suggestions, which can either be used as is or modified to fit your den.

"It is a shame that we only have a short time to live, and is essential, therefore, to do things that are worth-while and to do them NOW."

Baden-Powell

THE NEW WEBELOS SCOUT LEADER

If you are a new leader having problems with your den, the first thing you need to do is find out where you are, by asking yourself the following questions:

1. Do I have an adequate meeting place?
2. Do I have a den flag and advancement ceremony equipment?
3. What are my finances? What is the amount I am collecting in dues? How much does the den retain?
4. How many boys are in my den? (If you have more than eight without a strong assistant, you have a problem.)
5. Do I have a Den Chief?
6. How many parents have I involved in the activity portion of the den meeting?
7. Do I have an assistant or someone that could take my place?
8. Am I satisfied with the answers to the above questions?

If your answer is "no" to the last question then here are a few tips for you. It is better to meet away from the school even though your home may be a little small. Surprisingly, you will find less discipline problems.

If you need ceremony equipment, have the boys build it as part of the craftsman activity badge area.

Your dues should be about 50 cents per boy per meeting, with your den retaining a part of this.

Don't accept more boys in your den than you can effectively handle. All you will succeed in doing is diluting a good program.

To recruit more help you should start at the beginning, that is, when you first receive a boy at the pack meeting.

Hand to the parents a Parent Talent Survey Sheet, when you award the boy his Webelos book and his colors. Assign the parents to help in one of the activity areas for a month. This can be either the father or the mother.

WEBELOS INDUCTION CEREMONY

Equipment: New webelos scarf, and tie slide.
Flaming scarf solution, (Ceremonies booklet, Pow Wow 1984)
Spirit of Scouting Candle

Personel: Webelos Leader
Cubmaster
Webelos Candidate and Parents

Arrangement: All equipment on stage arranged on ceremonial table.

Procedure: Cubmaster calls up Webelos leader, Webelos candidate,
and parents.

Webelos Leader:

Tonight we have before us a Cub Scout ready to join the
the ranks of our Webelos Den. (boys name) what does Webelos
mean? (candidate responds)

Cubmaster:

Many years ago, the Indian tribe would test the young boys
wishing to become braves. After many years of learning the ways
of the wild the young boys would come before the elders. Just
as you now come before us. Then as now the elders would remove
a piece of the young boys clothing. (Webelos leader removes
the candidates Bear scarf.)

The cloth would then be dipped in the sacred waters.
It was then passed over the council campfire. If the cloth
flamed but would not burn, the young boy passed the test and
was considered a brave. If the cloth flamed and turned to ashes
he had failed the test and was not allowed to become a brave.

* Webelos Leader:

(boys name) have you prepared yourself for the adventures
of the Webelos den, just as the young Indian boys prepared for
the adventures of braves? (candidates response)

Then we will proceed with your test by fire.

(Cubmaster and Webelos Leader prepare scarf, dip in solution and
wring out excess. Quickly pass scarf over spirit of scouting
candle, before Acetone evaporates. The flame is bluish in color
and hard to see, unless house lights are dimmed.)

Cubmaster: (after flame is out)

(boys name) congratulations you have indeed prepared
yourself well. Mr. Webelos Leader (or leaders name) this Cub
Scout has passed the test by fire, will you now welcome him
and his parents into the Webelos Den.

Webelos Leader:

Yes I will Mr. Cubmaster (or Cubmasters name).
(Webelos leader places webelo scarf and tie slide on new member)

*Repeat to this point for as many boys as necessary.

Dan Roberts
Centennial District

ACTIVITY ADVANCEMENT BOARD

Material List:

One- 4" X 10" X 2" piece of pine or fir.

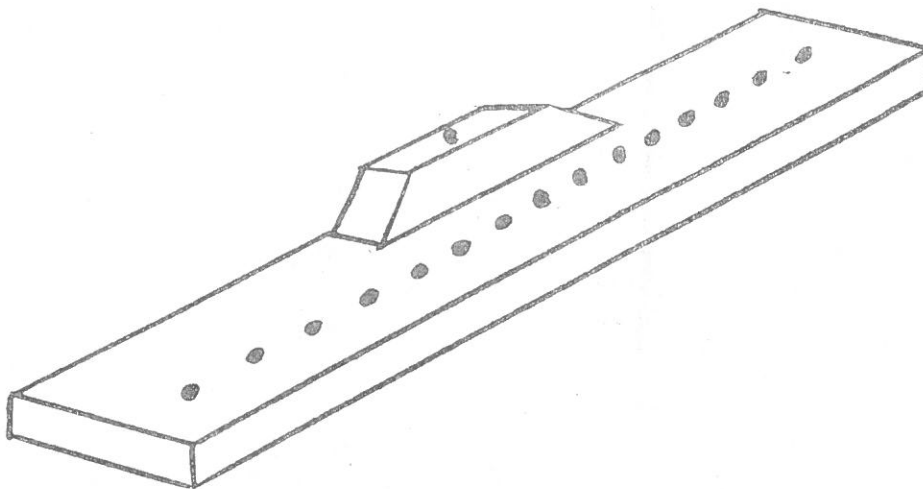
Cut into the following pieces.

Base- 7" wide, 32" long.

Backpiece- 2" wide, 12" long.

(Both pieces are 1 1/2" thick.)

(remember when buying lumber a 2" X 10" piece will actually measure 1 1/2" X 9 1/2".)



Construction:

Base- Measure 2 1/2" from the front edge of the base on each end. Draw a straight line between the marks. Starting from one end mark every two inches. Now drill a 3/4" hole at each of the cross marks. In each hole will go a yellow candle, each representing one webelo activity badge.

Backpiece- Measure 12" from one end, and mark. With the backpiece sitting so that the 1 1/2" side is up now measure 3/4" from the front. Where the 12" and 3/4" lines intersect drill one 3/4" hole. In this hole will go one blue candle representing the Arrow of Light Award.

Center the backpiece 10" in from both ends of the base piece. Either nail or screw the two pieces together.

Finish as desired, however, an oil based color of paint works best.

Dan Roberts

Pack 192,
Centennial District

Equipment: Activity Badge Advancement Board
Arrow of Light Ceremony Board
4 Red Candles, 15 Yellow Candles, 3 White Candles,
1 Blue Candle, Spirit of Scouting Candle lit
Lights Dimmed

Personnel: Cubmaster, Webelos Leader, Arrow of Light Candidate and
Parents

Arrangement: Arrow of Light Candidate and Parents stand behind Spirit
of Scouting Candle. Cubmaster stands behind Arrow of
Light Ceremony Board. Webelos Leader stands behind Activity
Badge Ceremony Board.

Webelos Leader:

(Name of Candidate) will you join me in the Cub Scout
Promise. (Leader and Candidate say Promise). (Name of Candidate)
will you light one yellow candle for each activity pin you now
wear on your colors. (Candidate takes Spirit of Scouting Candle
and lights yellow candles.)

Cubmaster:

These four red candles represent the ranks of Cub Scouting,
the Bobcat (lights one red candle), the Wolf (lights second), the
Bear (lights third), the Webelos (lights fourth). These three white
candles represent the three loyalties Scouting stands for.
Loyalty to God and Country (lights first candle).
Loyalty to Others (lights second candle).
Loyalty to Self (lights third candle).

Webelos Leader:

Your parents have helped you through the ranks, and understand
these Loyalties. The Arrow of Light is the highest achievement in
Cub Scouting. The single blue candle you see represents the Arrow
of Light Award. Will you light it signifying your achievement.
(Candidate lights the blue candle).
Parents (Mother or Father) I present to you The Arrow of Light
Award. Will you in turn present it to your son? (Parents do so).

Cubmaster:

On behalf of Pack _____ we congratulate you on your
achievements. By the example you have set here I feel nothing less
than success awaits you in your new challenges.

Adapted from the Cub Scout Ceremonies Book.

Ref. Staging Den and Pack
Ceremonies, pg 133-134



AQUANAUT

- 1st week: Go swimming, give a safety test and practice diving
- 2nd week: Get someone to show the boys how to use snorkel, mask and fins and then let boys practice
- 3rd week: Take the boys to a nearby lake and take boys in a row boat after discussing safety
- 4th week; Teach the four basic rescue methods
- Other ideas: Make a buddy board
- Take the boys to a swim meet
- Play various structured games in the pool to establish confidence in the water
- Teach the boys the buddy system of swimming and follow it.

SNORKELING SKILL TEST

Weight several inflated balloons of various colors and sink them in three-to-four feet of water in a winding course over 50 to 100 feet. Using mask and fins and snorkel have the boys swim the course passing over each of the balloons.

OYSTER PICKING GAME

Scatter two or three dozen jar caps in shallow water but deep enough so that boys have to duck to reach them. On a signal, all competitors jump into the water and gather as many oysters as they can.

BOBBING FOR APPLES

Surely you have tried this at Halloween--but it's much more fun in the swimming pool. The only change in the rules is that the boy must grab onto the apple from underneath the water.

HORSE AND RIDER GAME

Pair the boys off and have the larger boys be the horses and the smaller boys be the riders. Obviously they start while in the pool. Now the boys that are the riders try to push and pull the other guys off. The last boy still on his horse is the winner. Teams can be chosen or this can be a real free-for-all.

ARTIST



- 1st week: Invite an Art Teacher, student, or professional Artist
- 2nd week: Show simple methods for framing drawings and paintings
- 3rd week: Construct a mobile and explain how it is balanced
- 4th week: Make a simple sculpture or painting
- Other ideas: visit an art museum or professional art studio
- discuss other jobs where art is a major part (examples: architect, cartoonist, fashion designer, photographer, city planner)
- visit a theater to see how sets are designed and built

SAND PAINTING

On a piece of cardboard, draw a design. Since the American Indians are the foremost exponents of sand painting, an Indian scene or design could be used. Indicate the design and the colors which are to be used. Color clean sand with food coloring. Cover the area to be "painted" with white glue and then put on the proper color of sand. Shake off excess. Work with only one color at a time, and if the area is large, do it in several pourings. The painting can be framed if you like.

Or, you might like to try a free-hand sand painting. Cover the entire cardboard with white glue. Then add colored sand here and there, forming an abstract design. The cardboard should be small, so the glue won't dry before you're through. This is an interesting technique and can turn out some unusual designs.

MODELING

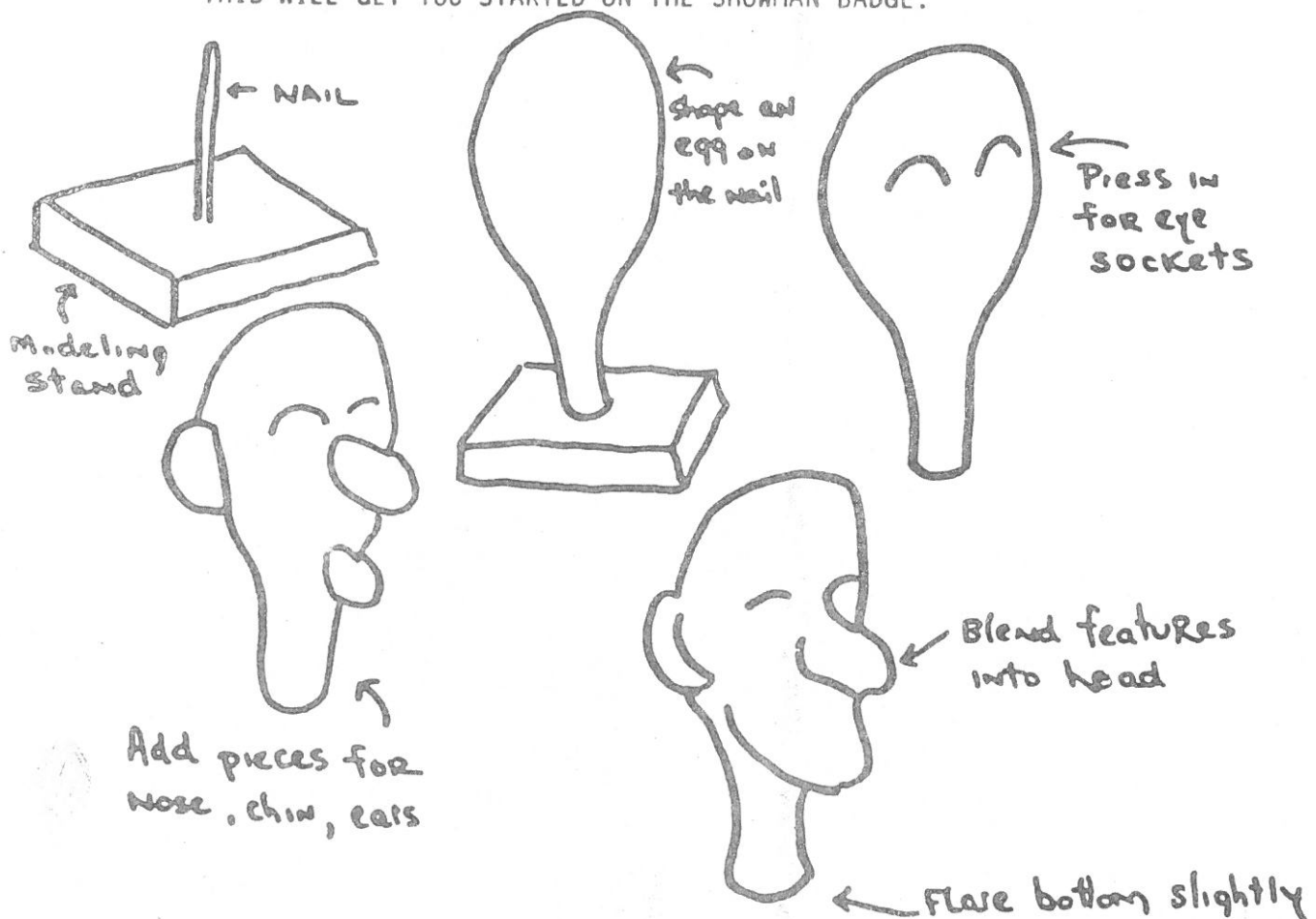
To make a modeling stand, drive a large nail into a piece of wood about 4 inches square.

Use either self-hardening clay (which hardens without being fired) or plastalene (a plastic not hardening clay). The plastalene is good for beginners, as it can be worked with over a period of time. Shape the clay on the nail.... an egg shape with a long, tapering neck. Don't use all your clay. Save some for the features.

Make eye sockets by pressing your thumbs into the clay. Add pieces for the nose, chin and ears, and blend these into the head. If you wish, you can scoop out places for the eye sockets and add a small ball of clay for the eye balls.

Draw an indented line with a pencil or small stick where the mouth will be. Shape lips by forming a ridge along the mouth line.

THIS HEAD CAN SERVE A DUAL PURPOSE. AFTER YOU HAVE COMPLETED THE ARTIST BADGE REQUIREMENT, COVER THE HEAD WITH 4 OR 5 LAYERS OF PAPER MACHE STRIPS: LET HARDEN AND THEN PAINT. CUT PAPER MACHE HEAD OPEN, REMOVE CLAY, PATCH THE HEAD BACK TOGETHER WITH PAPER MACHE STRIPS, AND YOU'LL HAVE A PUPPET HEAD. THIS WILL GET YOU STARTED ON THE SHOWMAN BADGE.



ZOO GAME

Divide the group into two teams. Have a sheet of wrapping paper for each team. Teams line up in relay fashion. On a signal, the first boy on each team runs to a leader who gives him the name of an animal. The boy goes to the paper and draws his subject. When his team recognizes what he has drawn, the next boy tells the leader. If correct, he is told what to draw until his team guesses it. The game continues until all have drawn. First team through wins.

DRAW THE CLOWN FACE

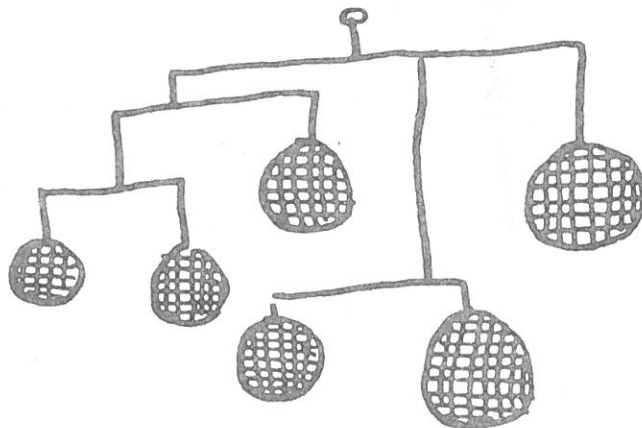
Each boy is blindfolded and asked to draw a picture of a clown. After each boy has finished the boys try to find their own drawing. You may have many winners, and you may not have a winner at all. If the pictures are good enough--have the boys make frames for these pictures and display them at a pack meeting and have the parents try to locate their sons drawing.

MAKE A MOBILE

This mobile is made by covering a small inflated balloon with flour paste, then wrapping it with cotton thread or mercerized crochet cotton, then coating it again with flour paste. Dab off the excess. Let air out of balloon with pin after paste has hardened and remove the balloon.

Balloons should be well covered with thread and paste. If string collapses when air is removed from balloon, then remove balloon and insert new balloon, inflate it till strings are tight again. Add more thread and paste.

Let dry and let air out of balloon again. Cover balls with clear spray enamel or shellac. This will help give body to the ball.





ATHLETE

- 1st week: Practice the 600 yard run/walk
2nd week: Practice pull-ups and chin-ups
3rd week: Practice loosening up exercises
4th week: Help the boys prepare regular system of scheduled exercises

OUTDOOR OBSTACLE COURSE

Make a rope climb by hanging a 10 foot, one inch rope from a tree.

To help develop balance, set a 10 foot long 2 x 6 "walking plank" securely on the ground.

Five or six old tires make an excellent zigzag course which will help the boy develop balance while building up his leg muscles. The object is to step from tire to tire as he runs the course. Stagger tires one full pace apart.

Make a "crawl through" by using an old wooden barrel turned on its side. Cardboard boxes will work also.

MAKE YOUR OWN PHYSICAL FITNESS EQUIPMENT

The boys can make their own physical fitness equipment.

A barbell can be made using a 3 foot dowel or broomstick with 3/4" dowel or broomstick with 3/4" pipe caps on the ends. The latter are then embedded in 46 oz. cans filled with cement. Allow cement to set overnight.

Dumbbells can be made similarly by using foot long dowels and No. 2 size cans filled with cement and place on the ends of the dowels. Plastic quart containers filled with sand may be used instead of the cans.

A broomstick suspended at both ends in a garage, basement, or backyard makes an excellent chinning bar. This broomstick can also be set over the back of two parallel sturdy chairs.

A deflated bicycle inner tube makes a good chest exerciser.

ATHLETE

WHEELBARROW RACE

On a signal "Go" teams race to a turning point. Boys reverse positions, and new wheelbarrows race back on hands to the starting line.

KANGAROO HOP RELAY RACE

Webelos assume semisquat position. Keeping their feet together, they spring forward to cover a set distance. The first den done wins.

ROOSTER FIGHT

Each Webelos Scout hops on one leg holding the other. To win, he must make the opponents lose their balance or step out of the circle by bumping shoulders.

FROG STAND

Boys assume a knee-bend position with their legs apart, hands flat on the ground, and elbows braced. They rock forward, keeping knees extended and legs straight.

GORILLA RELAY RACE

Webelos spread their feet shoulder width, then bend down, and grasp their ankles. They walk forward, keeping knees extended and legs straight.

HOPPING RELAY RACE

Boys line up for the relay race. One from each den hops twenty-five feet on the left foot to the marker and then hops back on the right foot to tag the next boy.

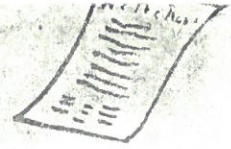
BAREFOOT MARBLE RELAY

Line up the sides. The first boy runs to line about fifteen feet away. He grasps and carries one marble with toes of each foot and returns to tag the next boy.

PULL OVER

Boys grasp right hands, brace their feet, and each tries to pull the other side over a center line on the ground. This game is similar to tug-of-war without a rope. This game may be varied by changing hands.

CITIZEN



The Citizen Activity Badge is probably the most important badge that a Webelos Scout will earn. This badge will tie together the three Loyalties of Scouting; Duty to God and Country, Duty to Others, and Duty to Self. If extra time is needed to complete this badge, you should definitely take it.

- 1st week: Visit a court
- 2nd week: Look in a phone book and list different volunteer agencies and discuss what they do.
- 3rd week: Study the elected officials of your state and city
- 4th week: Make a display on citizenship for display at the pack meeting
- Other ideas:
- Visit a city council or county commissioner meeting.
 - Visit or have a representative of a volunteer agency talk to the den about what they do and what service project the boys can do to help them.
 - Observe the voting process
 - Promote "Get Out and Vote"
 - Remind and promote people to fly their flags on holidays.
 - Visit the police department or sheriffs office.
 - Visit the jail.
 - Do a flag ceremony for a pack meeting
 - Prepare a "Citizenship Opening or Closing"

CITIZEN

SUCCESS LADDER TO GOOD CITIZENSHIP

Have the Webelos build this ladder in den meetings as part of Craftsman activity badge and then perform this ceremony during the Pack Meeting.

Webelo Leader: The Webelos think of Cub Scouting as a ladder of good citizenship.

(Place base on table) WE Build our ladder on a firm base formed by Scouting's founder Lord Baden-Powell.

(Place upright in hole on right side of base) This upright represents the love and help of our parents.

(Place upright on left side) This upright represents the help of religious groups, our schools, and other organizations who guide us.

(Teamwork rung) Teamwork--we learn how important it is to work with others as a member of the team.

(Initiative rung) Initiative--we learn to use our own ideas in making things

(Dependability rung) Dependability--we learn to use our own ideas in making things happen.

(Leadership rung) Leadership-- we learn the importance of good leadership in guiding people to action.

(Honesty rung) Honesty--we learn to tell the truth, and to know the importance of being honest with ourselves and others

(Loyalty rung) Loyalty--we learn to be true to our families, and our friends and others less fortunate than ourselves.

(Goodwill rung) Goodwill--we learn to help organizations and people who can use our help.

(Responsibility rung) Responsibility we learn to be responsible and trusted to do the things that others are depending on us to do.

(Add good Good Citizenship rung)
GOOD CITIZENSHIP--THROUGH OUR CUB SCOUTING EXPERIENCES WE LEARN THINGS THAT HELP MAKE US BETTER CITIZENS AS WE GROW INTO MANHOOD.



CITIZEN

CITIZEN TEST

Two teams face each other with a wide space between them. The leader asks each player a question about the Declaration of Independence, the Star Spangled Banner, the President, Vice-President, Governor, or other fitting subject. A correct answer entitles that team to take one step forward. An incorrect answer passes to the other team. The team to cross the other's starting line first is the winner.

NEWSPAPER STUDY

Divide the den into two teams or possibly even into two (depending on how many newspapers are available). On a signal the 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. The team with the most clippings in a given time wins.

PATRIOTIC WALL PLAQUES

Advertisements appear in BOY'S LIFE and SCOUTING magazines for parchment copies of the Declaration of Independence, Bill of Rights, and the Gettysburg Address. These can be mounted on $\frac{1}{2}$ " plywood plaques shaped into the design of the scroll. Make your scroll slightly larger than your copy. Finish the plywood by sanding, staining a natural wood color and varnishing; or leave the wood grain and color show through by eliminating stain and just finishing with varnish.

These could be presented to the sponsoring institution at the pack ceremony with the boy's creating the presentation and a brief explanation of the scroll's meaning.

CITIZEN OPENING

Have each Webelos hold a card with the appropriate letter and read the words printed on the back (this is good for either a den or pack meeting opening).

- C is for our COUNTRY, the United States of America
- I is for being INVOLVED, its the voting and paying attention to government's actions.
- T is for TREASURING the great TRADITIONS of our land
- I is for the IDEALS of freedom, of speech, to live as we want
- Z is for the ZEAL we put into life.
- E is for the EXAMPLE that WE set for others
- N is for the NEEDS of our nation, without knowing them-- we can do nothing to solve them.
- S is for SHARING of ourselves, to our fellow man and his needs.



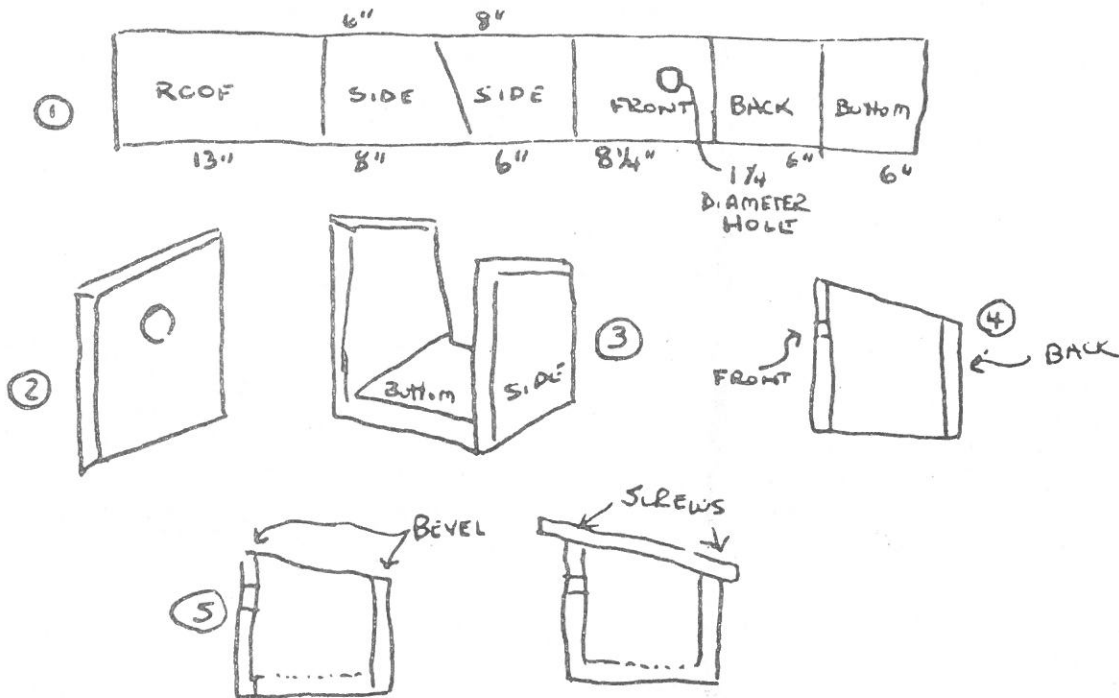
CRAFTSMAN

- 1st week: Have the boys list the different types of tools and how they are used
- 2nd week: Visit someone with a home workshop and have them show how to set one up and how to use it.
- 3rd week: Make a bird feeder (this can be used in naturalist activity badge)
- 4th week: Visit a shoe repair shop and learn how to work with leather

TOOTHPICK CASTLE BUILDING

Give each boy 10 flat toothpicks. Boys take turns placing one toothpick each on top of an open soda bottle. 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 wins.

ONE-BOARD BIRDHOUSE



Using a board 8" wide by 48" long by 1" thick cut the pieces as shown above. It will be easier if you start with the bottom first and the roof last.

Next cut the $1\frac{1}{4}$ " diameter hole in the front or use a drill and drill the hole out.

Nail the two sides to the bottom board. Then nail the front and back boards in place.

Now bevel the front and back pieces using a plane or sandpaper so that the slope will match the sides.

Fasten the top on with screws or (if possible) a hinge so that easy access to the inside is made possible for adding the bird feed.

This project will be extremely useful in combining with the NATURALIST ACTIVITY BADGE.

ENGINEER



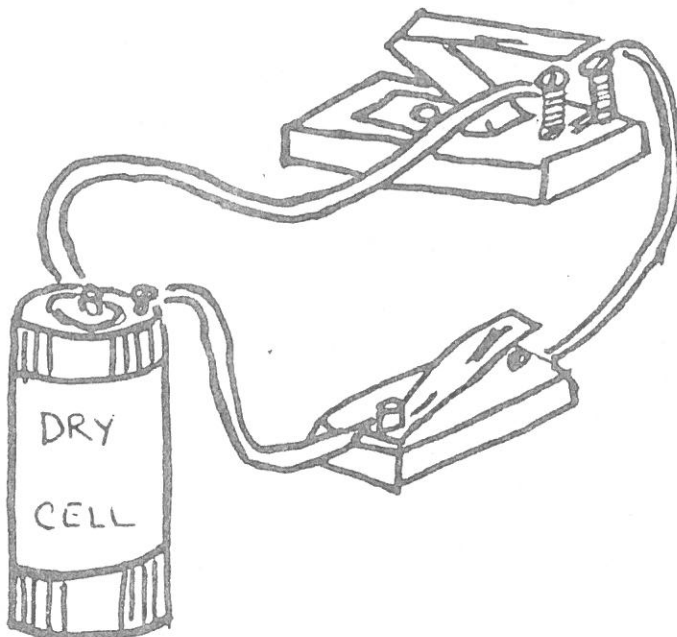
- 1st week: Field trip to a construction site
- 2nd week: List 10 different engineers jobs
- 3rd week: Draw a sketch of a bridge to build
- 4th week: Discuss property lines and measure them.
- Other ideas: Visit an engineer or surveyor in county office
- Visit college engineering department
- Have someone show how to read house blueprints
- Have boys build different types of bridges used blocks and cardboard

BLOCK AND TACKLE POWER

To demonstrate how a simple block and tackle increases pulling power, try this....You need two dowels of broomstick diameter and a length of clothesline. Tie the line to one of the sticks. Wrap it around both sticks two or three times. Have two of your larger Webelos Scouts grasp the sticks. Have the smallest boy pull on the line. He will be able to pull the two sticks together no matter how hard the bigger boys try to hold back.

OLD-FASHIONED TELEGRAPH SET

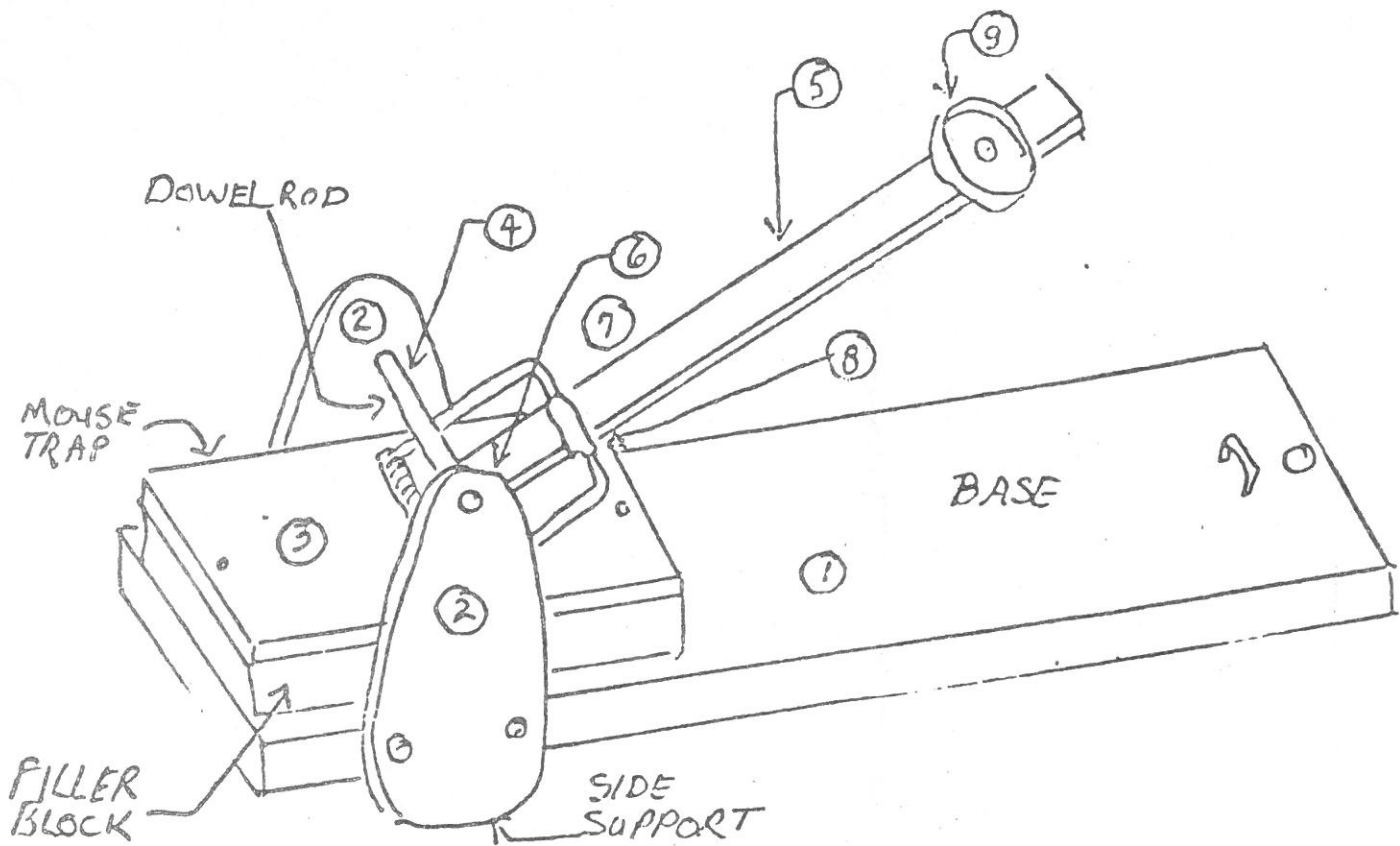
Making this set will be a lot of fun and a good way of learning the use of batteries for power and the method of transmitting sounds and impulses.



Using two wood blocks, two nails, three screws, two metal strips cut from a tin can, one dry cell battery and two wires, assembled as illustrated. Bend the metal "Z" (sounder) so that it attaches itself to the nails when the key is pressed down.

After the boys have completed their old-fashioned telegraph set, they can have fun sending messages to each other.

You will also want to find a simple method of teaching them Morse Code.



CATAPULT

PARTS LIST

1. Base	3/4" x 2 1/2" x 15"	Wood
2. Side Support	1/4" x 2 3/8" x 5 3/4"	Plywood
3. Mouse Trap		
4. Dowel Rod	1/4" diameter	Wood
5. Swing Arm	1/4" x 1/4" x 10 1/4"	Wood
6. Swing Arm Retainer	1/4" x 2 1/2"	Tin Strip
7. Nut & Bolt	(use with tin strip to secure swing arm to mouse trap spring)	
8. String	(use to secure swing arm to mouse trap wire)	
9. Nut Cup		
10. 6 Screws		



FORESTER

- 1st week: Make a poster showing the life history of a tree
- 2nd week: Describe the harms caused by wildfires and how to prevent them
- 3rd week: Do a service project for your sponsoring organization and plant a tree
- 4th week: Teach the boys to measure the tree diameter and height.
- Other Ideas: Collect leaves and press them
Collect twigs for identification
Find a stump or log section and count the annular rings

MEASURING A TREE

1. Glue a strip of hard paper or cardboard on one side of a yardstick.
2. Begin at one end and make marks at every $6 \frac{1}{8}$ " apart with ink.
3. Label the first mark 1, the second 2, and so on.
4. To measure the tree height, stand 66 feet from it. Hold arm horizontally and the stick vertically at arm's reach--about 25" from your eyes. Slide the stick up or down until the top of the stick is in line with the top of the tree. Without moving now sight the bottom of the tree (be sure the stick is still vertical) and see the place on the stick where the line of sight crosses it. The nearest figure is the number of 16 foot lengths in the tree (example if the number is right at 3 then the tree is 48 feet tall. If it is midway between the 2 and 3 then it would be 40 feet tall and so on)

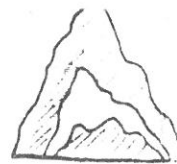
TREE DIAMETER

1. Cut a strip of flexible paper or cardboard about $\frac{1}{2}$ " wide and 45" long.
2. Begin at one end of the paper strip and make ink marks 3.14" apart with ink. Number these marks consecutively beginning with 1 and so on.
3. To measure the tree diameter wrap tape around the tree at chest height about $4\frac{1}{2}$ " above the ground. The diameter of the tree will be at the mark nearest where the tape overlaps the zero end. The number shown will be the number of inches in diameter.

A TREE QUIZ

1. Which tree has the softest wood? (Balsa)
2. Which tree is shaped like a vase? (Elm)
3. Which tree are the tallest? (Redwoods)
4. Which trees are the oldest? (Sequoia)
5. Which tree has a leaf shaped like a mitten? (Sassafras)
6. Which tree gives maple syrup? (Sugar and Black Maple)
7. Which tree has paper-thin bark? (White Birch)
8. Which tree is used for baseball bats? (White Ash)
9. Which tree is used to make your pencils? (Red Cedar)
10. Which conifers lose all their needles in the fall? (Larch and Bald Cypress).
11. Which evergreens bear berries instead of cones? (Yew Cedar Juniper)
12. Which broad-leaf keeps its leaves all year? (Live Oak)
13. Which part of the tree is used for making paper? (Cellulose)
14. Which tree gives us turpentine? (Long Leaf and Bobolly Pines)
15. Which is our most important lumber tree? (Douglas Fir)
16. Which trees are the soft woods? (Evergreen)
17. Which trees are the hardwoods? (Deciduous)
18. Which trees are often called "Stinkweed"? (Ailgnthus)
19. What tree is used for making matches? (Aspens)
20. What tree is used to make spools? (White Birch)

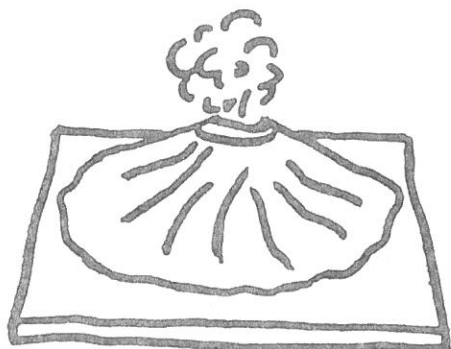
There are 1,182 different kinds of trees growing in the United States. Let's go out and get acquainted with some of them!



GEOLOGIST

- 1st week: Have a treasure hunt and look for rocks and minerals
- 2nd week: Prepare an easy to make hardness test
- 3rd week: Use the rocks found on the treasure hunt in the hardness test
- 4th week: Tour a quarry or gravel pit
- Other ideas: Study the cause and effect of earthquakes
Visit a cavern
Make a volcano for demonstration
Have a contractor talk about materials used in home building such as slate, limestone, brick, marble, cement, and gypsum
Play "Rock Tag". Players are "safe" if touching rock.

MAKE A VOLCANO



MATERIALS:

- | | |
|-----------------------------|-------------------|
| 12" square board | Newspaper |
| Aluminum foil | 1 - piece jar lid |
| Coat hanger (cut in thirds) | Paper Towel |
| Ammonium Dichromate | W/ paper Paste |

1. Stick the ends of wire in holes in the board, diagonally. Fill under the wires with aluminum foil wadded to give a base for the paper mache.
2. Cover with several layers of newspaper strips and glue the jar lid on the peak. Put on a final layer of paper mache using paper towels. Allow to dry.
3. Paint with tempera or enamel.
4. To make the volcano erupt, place about 1 teaspoon ammonium dichromate (obtained from druggist) in the jar lid. Light with a match and watch the action.
5. This is safe indoors and is very impressive when the room is darkened.

MINERAL HARDNESS KIT

You can make your own mineral hardness kit from materials you already have around the house or that you can buy at low cost. It will help you establish the hardness of a mineral sample within rough limits. You will need:

TALC--you can purchase this in the form of tailor's chalk.
YOUR FINGERNAIL--it has a harness of 2 to 2½.
A NEW COPPER COIN--the edge has hardness similar to calcite.
A 12 PENNY NAIL--to test materials with hardness of 4 to 4½.
A KNIFE--the steel of a good knife blade is rated at about 5½.
A PIECE OF WINDOW GLASS--it has a hardness of about 6
A HIGH-SPEED DRILL BIT--the tip has hardness of about 6½
METAL FILE--good quality capable of fine smoothing or cutting has a hardness of 7½.
HIGH-SPEED MASONRY DRILL POINT--hardness of about 8½.
CARBORUNDUM SHARPENING STONE--will scratch materials about 9.

It is a good idea to label each piece of your hardness kit. When you find a mineral that will barely scratch your knife blade (5½) but will not mark glass (6) you may assume that its material hardness lies between 5 and 6.

You will find it best to test the mineral specimen on a flat surface. After you have made a test scratch, try to rub the mark away with your fingers. A true scratch will remain. It's best to use a magnifying glass to examine any doubtful marks. Sometimes the testing tool will leave scrapings or powder on the surface of the mineral. Hard rubbing can remove pieces of granite, which maybe composed of a mix of quartz (7) Feldspar (6) and mica (2). The bits of the individual minerals may be large enough to recognize but impossible to test with your kit. This is where your study of rock samples and guide books will serve you well. Not only will you be able to recognize the major types of rocks, but you will also learn something about the minerals you find connected to such rocks. Don't take more of a mineral than you need for a display sample. Thumb-size lumps are fine. They display well, they are easy to carry, and your consideration will mean that another rock-hound will have the fun of making the same discovery that you did.

The mineral hardness scale was developed more than 100 years ago by Frederick Mohs, a German mineralogist. He arrange 10 minerals in a hardness scale with talc the softest as number 1 and diamond, the hardest as number 10. The complete harness scale can be found in the Webelos Scout handbook.

GEOLOGIST ACTIVITY BADGE

Eras	Systems	Time (Millions of Years Ago)	Typical Life Forms	Major Geologic Events
CENOZOIC	Quaternary	1	Age of Man Woolly Mammoth	World-wide Glaciation
	Tertiary	12-63	Horse Develops Birds Abundant Saber-tooth Cat	Alps, Himalayas Cascade Ranges formed
MESOZOIC	Cretaceous	135	Deciduous Trees First Flowering Plants Dinosaurs Abundant	Rocky Mountains formed
	Jurassic	181	Ferns & Conifers First Birds A few Mammals	Sierra Nevada Mountains formed
	Triassic	225	First Mammal First Dinosaurs	Palisades Disturbance (Volcanic Activity)
PALEOZOIC	Permian	270	Fin-Backed Reptiles True Conifers Scale Trees	Appalachian Mountains formed
	Pennsylvanian	325	Cockroaches Insects Coal Forests	Arbuckle Quachita Wichita Mountains
	Mississippian	350	First Reptiles Land Snails Scale Trees & Ferns Fishes, Amphibians Crinoids	
	Devonian- Silurian	400-430	Fishes Abundant Scale Trees Air-breathing Animals Land plants - Crinoids	Acadian Mountains building
	Ordovician	445-500	Nautiloids, Corals Algae in oceans Graptolites	Taconic Mountain building
	Cambrian	525-540	Trilobites	Extrusive, Intrusive Medisentary Rocks



NATURALIST

- 1st week: Field trip to the museum (Natural History section)
- 2nd week: Write from memory the various things that you saw at the museum and then discuss the reports and how you remembered it. (Do not tell the boys they will be doing this)
- 3rd week: Go on a field trip looking for trees and leaves.
- 4th week: Assign each boy an area and have them search for various insects
- Other ideas: Make insect zoos or terrariums
Learn to identify poisonous plants or reptiles
Go on a nature hike and look for animal tracks
Make a bird feeder
Make a leaf and nut collection
Make a list of plants in a given area
Visit the Botanical garden society gardens
Visit the Sunken Gardens
Make leaf prints

INDOOR NATURE TRAIL

Make a 'nature trail' through the den meeting room by placing plaster casts of animal tracks, pictures of birds and animals, flowers and insects. Number each specimen. Each boy is given a pencil and paper and moves along the 'trail' writing its identification for each numbered specimen on the paper. Most correct answer wins.

NATURALIST

CATEGORIES

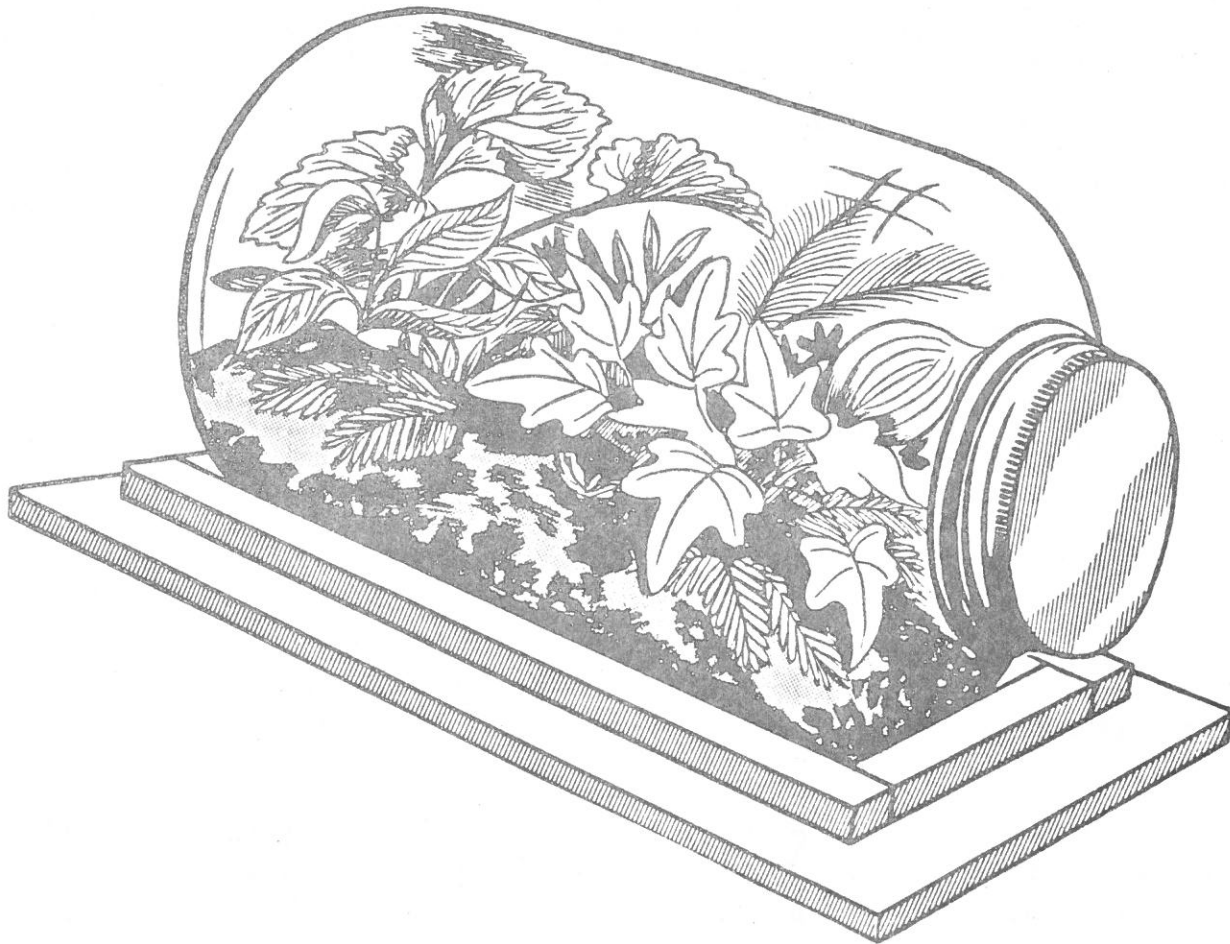
The aim of this game is to fill in all the empty category squares with words beginning with the letter for that line. If you cannot think of a name, leave the square blank and go on to the next one. Then come back and fill in as many of the skipped blanks as you can. The person with the most squares filled in wins.

	ANIMALS	FLOWERS	TREES	BIRDS	FISH
N					
A					
T					
U					
R					
A					
L					
I					
S					
T					

Make

WORLD 131

a Small Greenhouse



YOU WILL NEED

A clear, wide-mouth glass gallon jar and lid
(Ask at your neighborhood grocery, restaurant
or delicatessen for an empty pickle jar.)

Sand or bird gravel

A piece of burned wood or some charcoal

About two cups of rich garden dirt

Wood to build a base for the jar:

Plywood, 12 by 8 inches

Strips of wood $\frac{1}{2}$ inch thick and 1 inch wide

Thin brads or nails

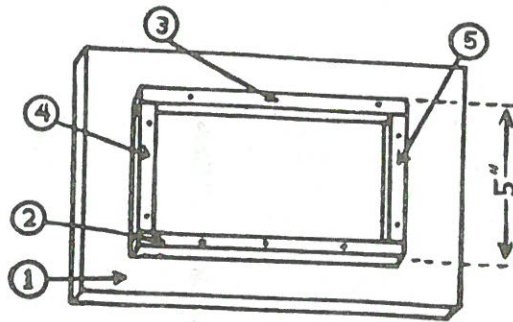
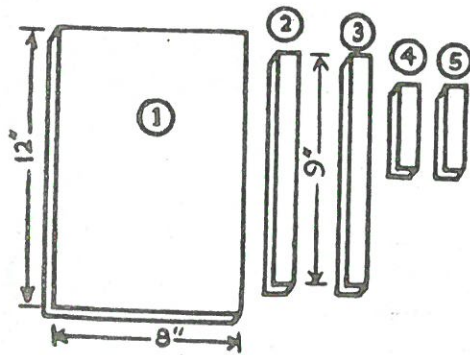
Hammer and a saw

Paint or stain

A variety of plants to place inside the jar

Reprinted from:

Cub Scout Fun Book
ref: 58-59



BUILD THE BASE FOR THE GARDEN FIRST

Five pieces of wood are used to make the base, pictured above. Sandpaper the inside edges of the frame to make the jar fit snugly within it.

NOW PLANT YOUR GARDEN INSIDE THE JAR

1.

Place the jar, thoroughly clean, on its side on the wooden base.

2.

Put a half-inch layer of sand or bird gravel in the bottom of the jar as it lies on its side.

3.

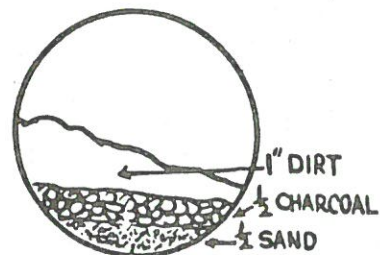
Crush a piece of charcoal or burned wood between newspapers, and sprinkle a layer of charcoal over the sand.

4.

Add a layer of rich dirt. Garden can be higher at the back side of the jar, but be sure that the dirt is smoothed away from the mouth of the jar so it will not spill out.

5.

Set your plants at least an inch deep in the soil.



6.

Spray the garden with water. Do not get the dirt too wet.

7.

Seal the jar with the lid and set the tiny greenhouse in a spot where it will get some sunlight each day.

8.

Watch the garden carefully for a day or two. If it appears to be too wet, take off the jar lid for a day or more until the garden dries some.

9.

The garden will grow for two or three months without having to be opened.



OUTDOORSMAN

- 1st week: Make an improvised sleeping bag or bed
- 2nd week: Teach campfire safety and prepare the safety water and sand buckets.
- 3rd week: Have each boy make a buddy burner
- 4th week: Have a den cookout
- Other ideas:
- Have a tent making project of simple tarp tent
 - Teach fire laying for regular wood fires or charcoal fires
 - Learn aluminum foil cooking techniques
 - Have a boy scout visit a den meeting and explain how he prepares a back pack and what he packs and why.
 - Have boys prepare a list of items needed for your campout
 - Review knot-tying used in camping (square, two half-hitches, taut-line hitch, sheetbend, bowline, and clove-hitch)
 - Set up a tent in a backyard to show how to do it.
 - Discuss "Outdoor Code" and then use as a den meeting closing

KNOTS GALORE

Give the team captains a 24-inch length of rope. At a signal, the captains tie a knot in one end of the rope, the second player ties a knot near the first, and so on down the line. There should be a knot for every player on the team. After all knots are tied and number checked, it goes down the line again, with each player untying a knot until the rope is returned to it's original shape. First team to finish wins.

MAKING THE FIRE

There a famous verse by Ernest Thompson Seton, the first American Chief Scout, that tells how to make a fire:

First a curl of birchbark as dry as can be,
Then some twigs of softwood, dead, but on the tree,
Last o' all some pine knots to make the kettle foam,
An that's a fire to make you think you're settin' right at home.

The first line deals with tinder, the second with kindling, and the third with fuel.

- | | |
|-------------|----------------------------------------------------------------------------------------------------------------------------------|
| Tinder -- | Grapevines, cedars or birches.
Young spruce tree sprouts.
Shavings from dead branches.
Cattail, milkweed and goldenrod. |
| Kindling -- | Dead branches still on the tree,
so call "squaw wood".
Evergreen twigs. |
| Fuel -- | Hickory, oak, maple and "buffalo chips". |

TYPES OF COOKING FIRES

- | | |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Rock -- | Choose rocks of even sizes. Clear away a spot down to the bare dirt. Arrange the rocks in two rows, close enough together to support cooking pots. Build your fire inside rock semi-circle to heat rocks. |
| Trench -- | Dig a trench wide enough to fit your pots and about one foot deep and as long as you need. Build the fire in the trench. This is very good on a windy day. |
| Hunter's -- | Use two logs on sides of the fire to support cooking pots. |

FOIL COOKERY

Use two layers of lightweight or one layer of heavy-duty aluminum foil. Foil should be large enough to go around food and allow for crimping of edges in a tight seal. This will help keep the steam and juices in.

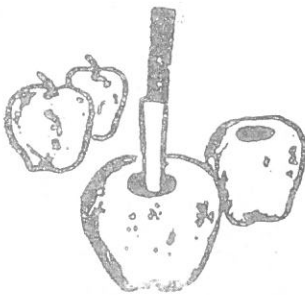
You will need a shallow bed of glowing coals that will last the length of time necessary for cooking.

Foil Cooking Times

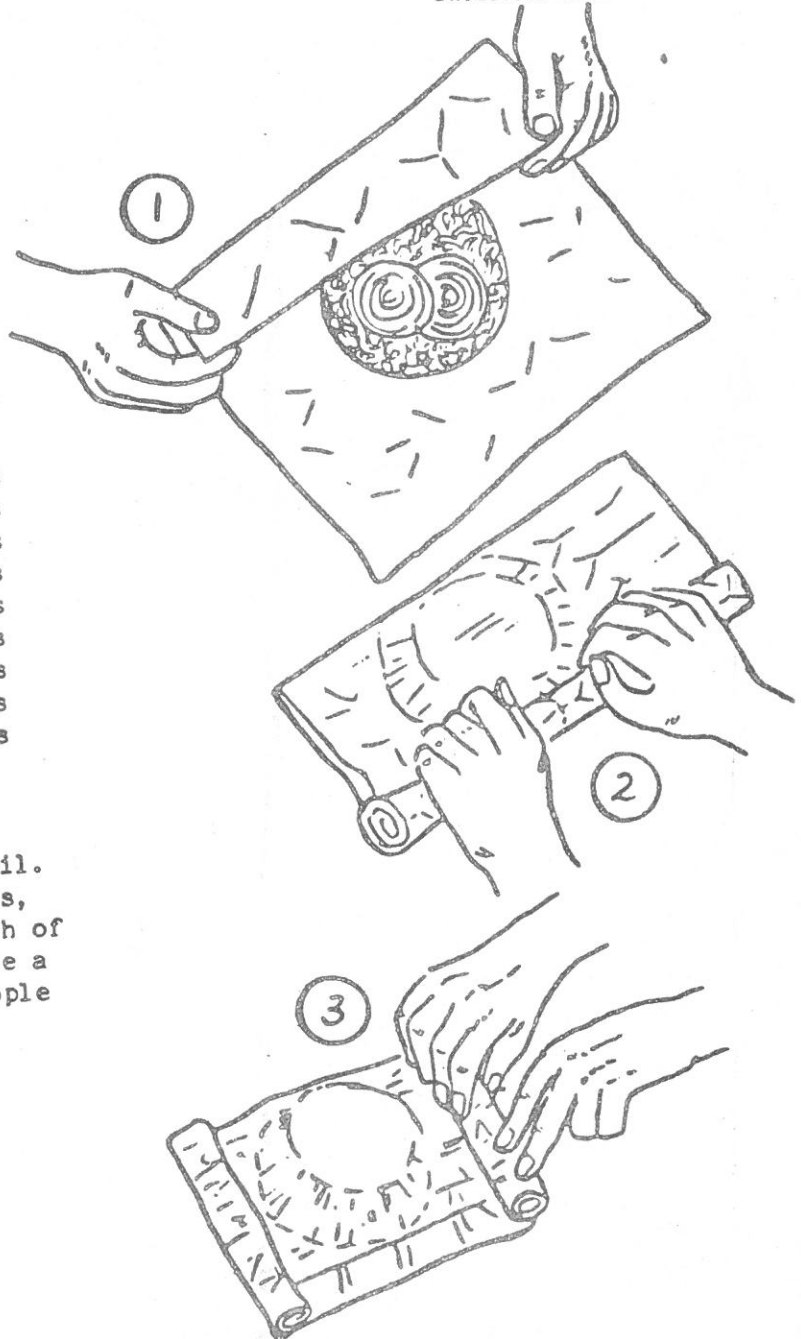
Hamburger	8-12 minutes
Chicken pieces	20-30 minutes
Weiners	5-10 minutes
Pork chops	30-40 minutes
Carrots	15-20 minutes
Ears of corn	6-10 minutes
Whole potatoes	45-60 minutes
Potato slices	10-15 minutes
Whole apples	20-30 minutes

Baked Apple

Core apple. Place on square of foil. Fill hole with 1 tablespoon raisins, 1 tablespoon brown sugar and a dash of cinnamon. Candy red hots also make a good filling. Wrap foil around apple and bake in coals for 20 minutes.



DRUGSTORE WRAP



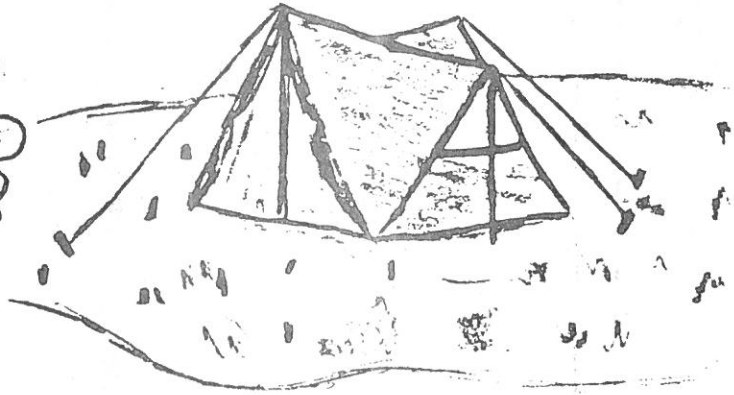
Foil Dinner

Lay a hamburger patty or pork chop on sheet of heavy-duty foil. Cover with slices of potato, onion, and carrots. Season with butter, salt, and pepper.

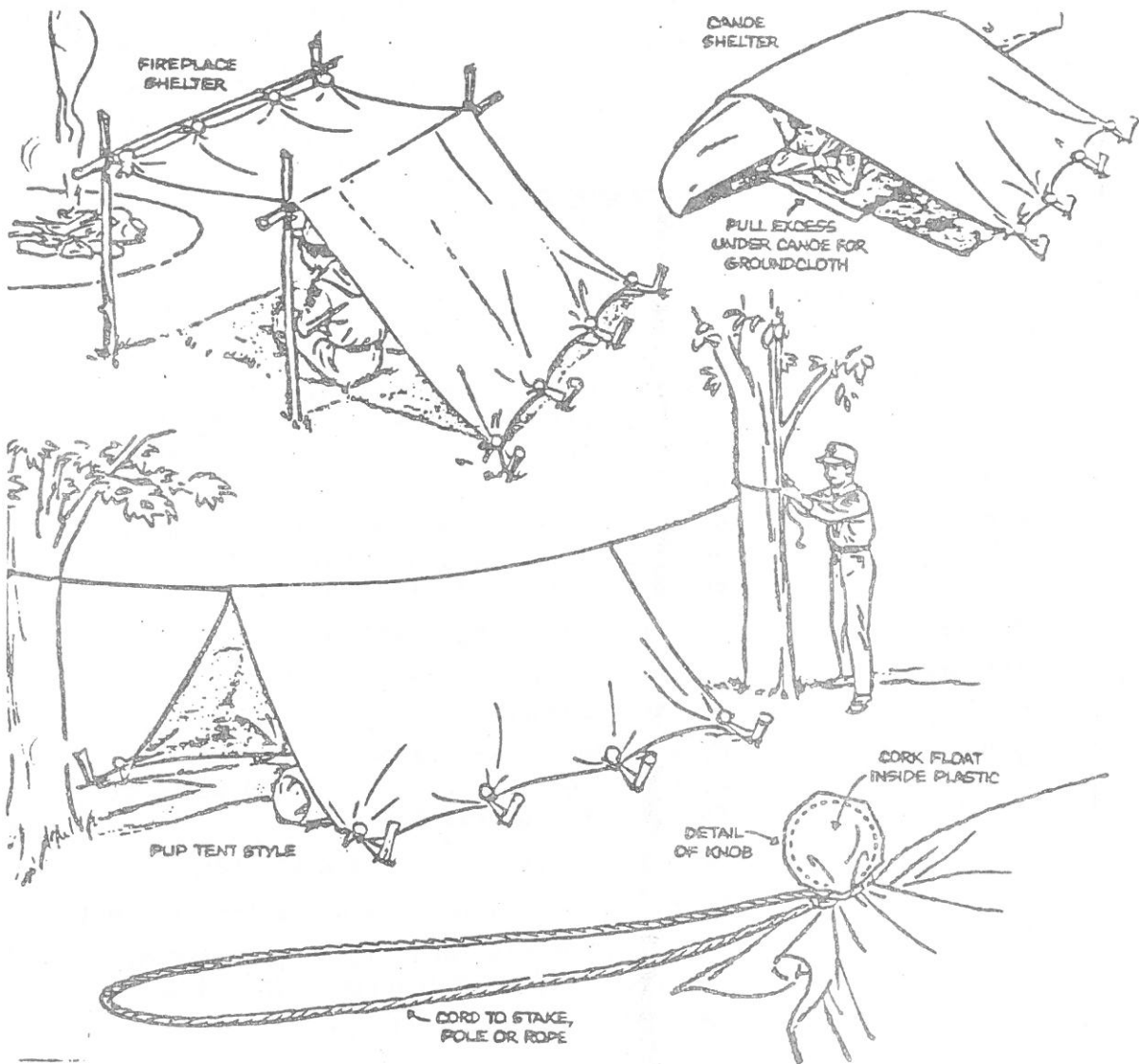
Wrap with "drugstore" fold. Cook 20-30 minutes over hot coals, turning twice during cooking.



BEFORE -
YOU GO
CAMPING!!!



1. Set up your new tent at home, according to the Assembly Instructions. You will become familiar with the parts and methods of pitching your tent.
2. With doors and windows closed, soak your tent with a garden hose. This causes the fibers to swell, increasing water repellency.
3. Always be sure the floor and double thick seams are dry before dismantling. Thorough drying prevents mildew and prolongs the life of the fabric.
4. Dismantle your tent. brush off any dirt, grass or other debris, inside and out. ALWAYS store your folded tent in a dry place, off of concrete floors.
5. Each time, check your parts. Be sure you've left nothing behind (see parts list). It's a good idea to have extra stakes and guy lines in case of heavy winds.
6. USE CAUTION WITH ALL FLAME SOURCES!!!
Although some tents are made of flame resistant fabric it could ignite and burn when brought in contact with ANY flame source. Even camp lanterns, remember they get hot.



It's a Tarp, It's a Tent

By JOE MARSHALL



Sturdy sheets of a plastic called polyethylene are waterproof and lightweight, so such sheets are used to protect food, line a pack, cover a woodpile or serve as a ground cloth. In addition, this handy stuff can replace a tent in mild weather.

For a tarp tent, buy an 8' x 12' sheet of 6 mil thickness or a piece of polyethylene cloth reinforced with film.

If polycloth is not available, you can strengthen a regular sheet with strips of the type of plastic tape

that is reinforced with glass fibers.

Place the tape around the edges of the sheet and run strips across the length and width every two feet, checkerboard fashion.

To fasten lines to the plastic, tie cork fishing floats into the tarp as shown, or use a number of smooth rocks or a stiff ball of mud. Use the knobs to anchor the tarp to stakes or poles. Tie it down with thin sash cord or nylon line.

After that, the shape of your shelter can be made to fit the campsite as illustrated.



SCHOLAR

- 1st week: Invite a teacher and have the boys discuss with him/her about teaching and the teaching profession and the education required.
- 2nd week: Go to a library and research the important details in the school system history and how it has changed over the years.
- 3rd week: List the full-time educational positions
- 4th week: Prepare a chart of the school district's chain-of-command
- Other ideas: Do a Goodwill project for the school or plant a tree at the school (also pertains to forrester or naturalist)
- Take a tour of School Board offices
- Study the public and private school systems
- Discuss with boys what is a good student and what is a good teacher. Then discuss how each helps the other.

SCOUT LAW DART BOARD

Using a dart board with the numbers one through twelve have each boy, in turn throw a dart at the dart board and score a point if he can recite the point of the scout law that relates to that number. If he is correct he gets one point and may continue throwing. The first boy to score 12 points wins. (the twelve points necessary may be any twelve points or the twelve different points.)

INTELLIGENCE TEST

This test is to see if you can follow directions. Just concentrate, but remember, you have only 2 minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word 'name' in sentence No. 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an "x" in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence No. 5.
8. Put an 'x' in the lower left-hand corner of this paper.
9. Draw a triangle around the 'x' you just put down.
10. On the reverse side of this paper, multiply 70 by 61.
11. If you think you have followed directions up to this point call out "I have".
12. Now that you have finished reading carefully, do only No. 1 and No. 2.
13. You have finished. How did you do?

BRAIN TEASERS

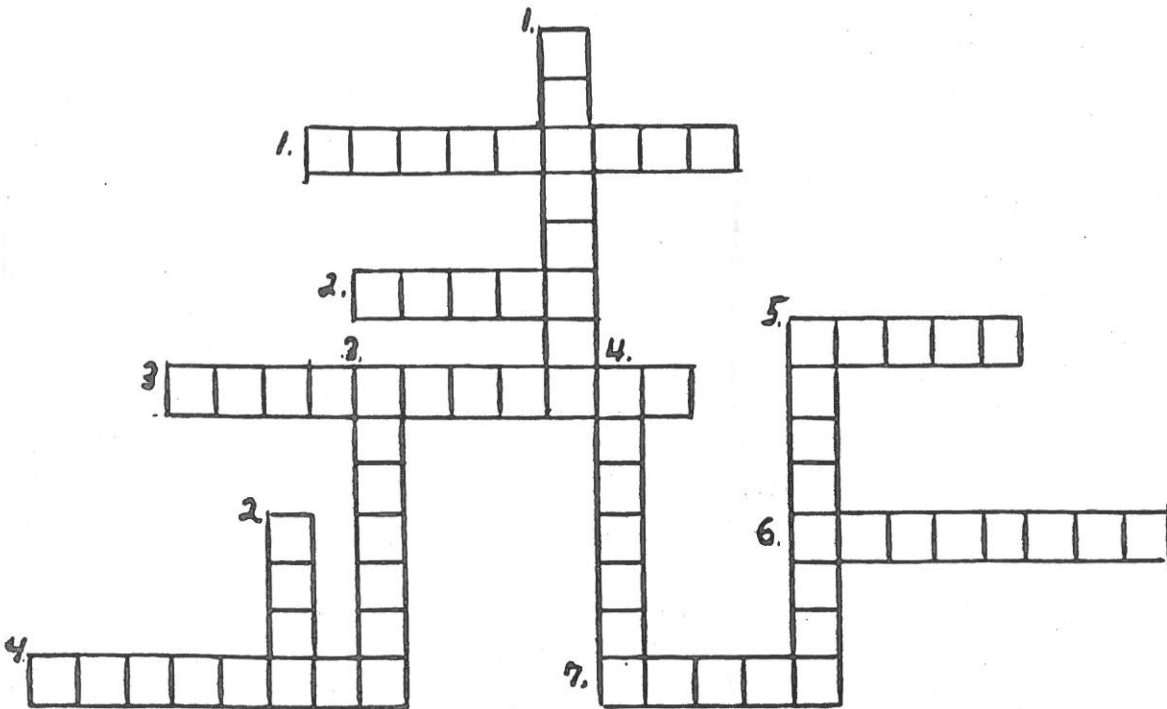
Take the number of pennies in a dollar
Multiply by the number of thirds in a circle
Divide by the number of inches in a foot of string
Subtract the number of nickels in a quarter.

ANSWER: 20

Take the number of toes on both feet,
Multiply by the number of pints in a quart,
Add the number of months in half a year,
Subtract the number of thumbs on two hands,
Divide by a dozen oranges.

ANSWER: 2

SCOUT LAW CROSSWORD



ACROSS

1. Marked by respect for and consideration of others.
2. Courageous
3. Worthy of confidence
4. Not hostile
5. Free from dirt or pollution
6. Worshipful
7. Faithful to one's lawful government, cause or custom

DOWN

1. Willingness to yield to demands or advice
2. Friendly
3. Practicing economy and good management
4. Being of service or assistance
5. Full of good spirits

Dan Roberts
Centennial District



SCIENTIST

- 1st week: Discuss the various area of the scientist profession and how they differ.
- 2nd week: Visit an eye specialist and learn how the eyes work
- 3rd week: Make some optical illusions and try them out, discuss how they work and then prepare to perform them for the pack meeting.
- 4th week: Visit the weather bureau and learn how weather is predicted
- Other ideas: Make fog
- Make a volcano and demonstrate this an explain what happens at a pack meeting
- Have a paper airplane contest for both distance and accuracy
- Have the boys respond to a roll-call by calling out the name of a famous scientist
- Make crystals
- Do atmospheric pressure tests
- Attend a school science fair and observe the various types of exhibits

MAKE CRYSTALS YOU CAN EAT

Pour one cup of water into a small pan. Cover and bring to a boil. Turn off the heat and add two cups of cane sugar. Stir until dissolved. Let cool. Pour sugar solution into a tall glass. Tie a piece of clean white string to a pencil or stick and place the stick across the glass so that the string hangs down into the liquid. Put the glass in a cool place for a few day. In a short time small crystals will form along the sides of the glass. Soon they will begin to cling to the string. Lift the string out of the glass and taste some delicious homemade rock candy.

DEMONSTRATE PASCAL'S LAW

Use a coke bottle, a balloon, vinegar, and baking soda. Place about $\frac{1}{2}$ cup baking soda in the coke bottle. Pour about $\frac{1}{4}$ cup vinegar into the balloon. Fit the top of the balloon so that the vinegar goes into the bottle. The gas formed from the mixture will blow the balloon up so that it will stand upright on the bottle and begin to expand.

The baking soda and vinegar produce CO_2 , which pushes equally in all directions. The balloon, which can expand with pressure, will do so.

DEMONSTRATE BERNOULLI'S PRINCIPLE

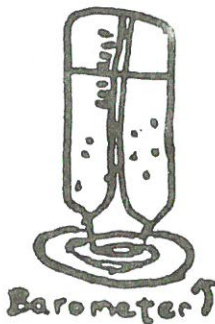
Use two ping-pong balls, 2 feet of thread, some mending tape and a drinking straw. Tape each ball to an end of the thread and hold the center of the string so that the balls dangle about 1 foot below your fingers and about 1 or 2 inches apart. Have the boys blow through a straw exactly between the balls, from a distance of a few inches. Instead of being repelled, they will be attracted.

The air current directed between the ping-pong balls reduces the intervening air pressure. Stronger pressure from the far sides pushes the balls together. The strength of the air from the straw will determine how close the balls will come.

BOILING WATER WITH ICE

To show the boiling point of a liquid depends on the atmospheric pressure, try this experiment. Use a heatproof glass container (like a pyrex coffee maker) with a stopper. Boil a half inch of water and when some of the steam has escaped, stopper the container and turn it upside down. Now put an ice cube or two on top of the inverted container. Presto! The water begins boiling again. Why? Because the cold of the ice cubes has lowered the air pressure by condensing the water vapor left in the container. As the air pressure is reduced, the boiling point of the still hot water drops and the water boils.

MAKING A BAROMETER



A barometer measures atmospheric pressure. Here is a simple one to make. Use a glass or clear plastic quart milk bottle. Fill it with water, put a saucer over the top, and flip it over quickly. Allow a little water to escape into the saucer. With a felt tip pen, draw eight to ten scale marks $\frac{3}{8}$ " apart. The middle mark should be even with the water level.

Check each day. If the water level is higher then the atmospheric pressure will be higher and fair weather is coming. If it's lower, look for unsettled weather.

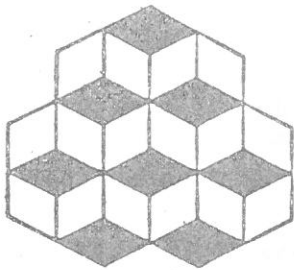
FLOATING FINGER TRICK -- OPTICAL ILLUSION

While looking at a distant object, bring the tips of your forefingers toward each other at eye level, about a foot from your eyes. When your fingers are about an inch apart, you should see a tiny two-tipped finger floating in space between your real ones. Your eyes must be aimed at a distant object and not at your fingers. Each eye has an image of each finger and, since the eyes are looking far away, the images are not in registry. Close one eye at a time and you will see how this is so. Some people will not be able to see the floating finger if one of their eyes tends to suppress abnormally its image.

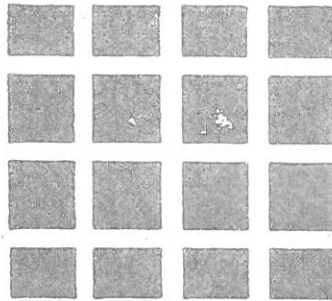
(PRINCIPLE: The eyes must aim precisely to localize and identify objects.)

OPTICAL ILLUSIONS

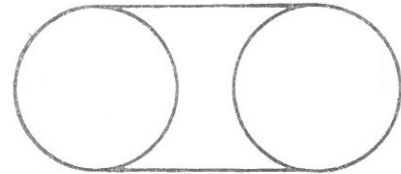
ARE ALSO THINGS TO BE STUDIED FOR YOUR BADGE. TRY YOUR EYE ON THE ONES BELOW:



ARE THE BLACK FACES THE TOPS OR THE BOTTOMS?



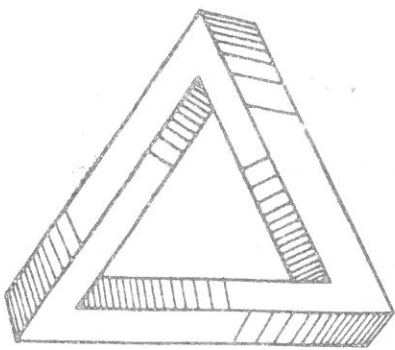
LOOK AT THIS PATTERN. DO YOU SEEM TO SEE FAINT GRAY DOTS AT THE INTERSECTIONS OF THE WHITE LINES?



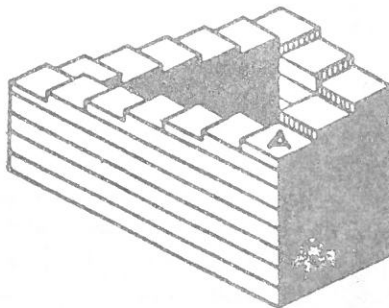
WHICH END OF THIS CYLINDER SEEMS NEAREST TO YOUR EYE?

THE ODD COLLECTION

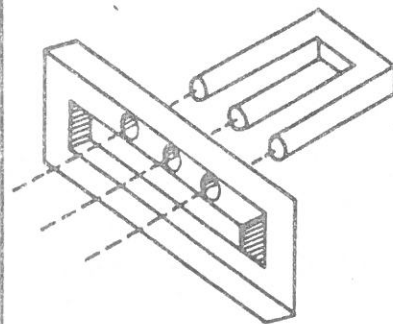
LOOK CAREFULLY AT THE ODDITIES BELOW. ARE THEY POSSIBLE -- OR IMPOSSIBLE?



COULD A MODEL OF THIS TRIANGLE BE MADE? FOLLOW ITS SIDES CAREFULLY WITH YOUR EYE.



HOW CAN YOU START AT POINT A AND KEEP GOING DOWNSTAIRS, YET END UP BACK AT YOUR STARTING POINT?



NOW THIS ONE HAS TO BE REAL -- OR DOES IT?



SHOWMAN

- 1st week: Write a puppet play
- 2nd week: Make a set of puppets for the play
- 3rd week: Build a puppet stage
- 4th week: Rehearse the puppet play for the pack meeting
- Other ideas: attend a school play
- visit a theatre where plays are performed and see how they are constructed and how they work
- visit a television or radio station and see how they function. If you can observe how the newsroom crew puts together the news broadcast.
- Prepare a movie -- writing the script, directing the movie and acting in the movie for sound movies you can use a tape recorder. Show the movie at the pack meeting
- Invite a Shrine clown to show you about "clowning"
- Learn how to do different "sound effects"
- Have boys bring their favorite records
- Visit a costume shop

GUESS WHAT I'M DOING GAME

This is a pantomime game Webelos will like to play. The leader thinks up a number of action safety rules. (For example: Look all ways before crossing the street....Buckle your seat belt...Wear a rain coat on rainy days). Write them down on separate pieces of paper and drop them into a box. Then ask for a volunteer to go first and start the game. He comes forward and fishes into the box and selects a slip of paper. He reads the safety rule to himself and then pantomimes it for the rest of the den. The first one to correctly guess what he's doing gets to act out the next rule.

TELL-A-STORY

Line up the boys into 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.

VENTRILOQUIST SKIT

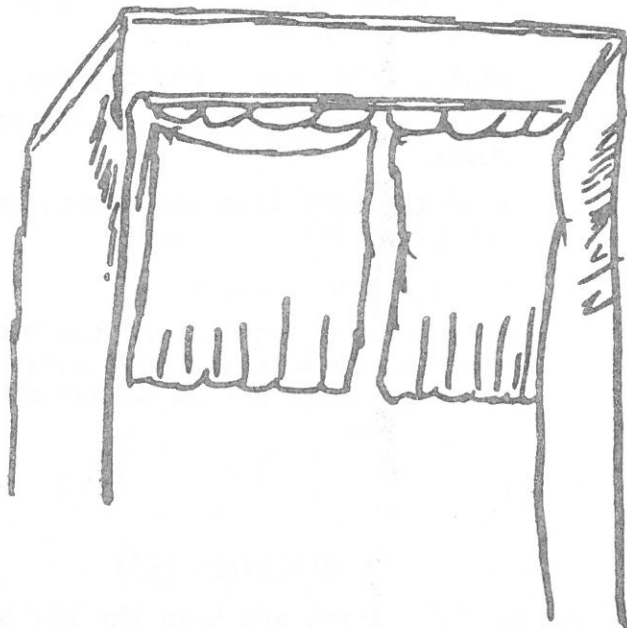
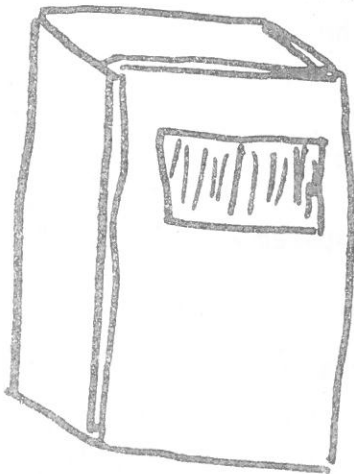
Use the ventriloquist dummy that was created in the artist section. Write a story to act out and then perform it.

MAKE A PUPPET STAGE

Get a large cardboard box (a refrigerator box will work the best). Begin by drawing the lines on the box where you will want them cut.

First cut the opening for the stage. If you will cut the top and the sides and then lightly score the bottom you will be able to use this as the floor for the stage.

Next hange a rod with some material for a curtain. The picture below will show you how to hang a curtain.





SPORTSMAN

- 1st week: Demonstrate the signals of baseball and have the boys practice giving them
- 2nd week: Hold a parent and son bowling contest
- 3rd week: Discuss the rules and regulations of various sports
- 4th week: Attend a high school football game
- Other ideas:
- Go to a baseball game
 - Have a Lad and Dad Sunday and all watch a pro football game on TV together. (this can be combined with a den cookout)
 - Have a fishing derby
 - Have a lad and Dad baseball or basketball game
 - Play miniture golf
 - Have a referee talk to the boys about the rules in his sport
 - Walk a golf course and observe the play
 - Have an archery practice with rubber-tip darts
 - Have the boys list the sports he participated in during the last year
 - Visit a tennis court
 - Have a coach from one of the high schools come and talk to the boys about what it takes to be a high school athlete

OFFICIALS TEST

Split the den into teams and have the boy being tested be umpire or referee. The teams run a play with fouls or violations. The official then must call the foul, and give the proiper signal and explain the penalty.

WRESTLING WHILE SEATED

Opponents sit down facing each other with right legs extended and left feet under the right knees. They then put left hands on the other's right shoulder and right hands on the left hands on the other's waist. Wrestlers try to unseat each other by pushing sideways with their hands. Winner must win two out of three falls.

BUCKETBALL

Two bushel baskets or other similar containers are placed on the ground at opposite ends of the playing area. Use a regular basketball, divide the den into two teams and play basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn over.

SOCCER TEN KICKS

The den is divided into equal teams. A soccer ball is used. The object is to kick the ball 10 times in succession to teammates. Each player calls out the number (1,2,3,4,5 etc.) as he kicks. The opponents try to interrupt and start their own sequence. Hands may not be used. The team making 10 successive kicks win.

FOUL SCORE

Divide the den into two teams. The leader gives the signal for foul or violation in any of the three sports---baseball, football, or basketball--and calls on a boy to name the sport and the foul. If he gets both right, he scores four points for his team. If one of his two answers is right, he scores two. Any other member of his own team can try to correct the wrong answer and earn one point. If no one can answer, the opponents can earn one point for a correct answer.

TAKE THE SNAP -- THROW THE PASS

Hang an old tire from the tree. Have one boy hike the ball to the first boy in line. He must take the snap of the ball, then step back quickly three paces and throw a pass through the tire. This can be done as a competition between two groups or can simply be a drill to improve the boys talents.



TRAVELER

- 1st week: Take a field trip to the airport and tour an airline's operations.
- 2nd Have boys bring airline, bus, etc. time tables and plan a trip using them.
- 3rd week: Have the boys pack a First Aid Kit and check what they have included.
- 4th week: Play "Plot the Route" game each boy routing a trip called out by leader.
- Other ideas: Have the boys plot a trip on the bus complete with transfers and then take the trip.
- Using the airline time-tables figure the cost per mile of the trip the boys have plotted.
- Go to the Museum of Transportation

GEOGRAPHY GAME

Players are seated in a circle. First player names a geographical term -- city, river, country, animal, race, etc. Second person must give a geographical word which begins with the last letter of the first player's word. Continue thus around the circle. The same word is not to be given twice.

TRAVELER

YOU'RE GOING TO TAKE A TRIP

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 back yard 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.

I PACK MY SUITCASE

One boy starts the game by saying "I pack my suitcase and I put in it.....(he says something like my ... or my shirt....or my toothbrush...). The next player says I pack my suitcase and I put in it....repeats the first player's item and then adds his own. This continues and each boy who is not able to get all the previous items correctly is out of the game and the game continues until all but one boy have missed.

SUITCASE PACKING GAME

Have each boy bring a change of clothes packed in a suitcase and a bathing suit. Have them start in a bathing suit. Have them put the clothes they have brought on hangers. The first thing that they must do is to pack the suitcase. Once packed they must run to the opposite end of the room and unpack the suitcase and put the clothes on.

FIND IT ON A MAP

Give each team a United States map. Have the first boy from each team step up to the map and you call out a city. Once the boy has found it, he gets one point for his team and the next boy steps up to the map. Call out another city. This continues until one team has 11 points.

PLOT YOUR ROUTE

Give each boy a state map. Tell them you are leaving this city and going to.....(another city in the state) and have them plot the route...you are then going to go to _____ and they must plot the route.

Here are just a few places and people that you can get ideas from on how to do things for your meetings:

Parents (use the Parent Talent Survey Sheet)
How-to Craft Books
Professionals and students
Program Helps
Libraries and book stores
Staging Den and Pack Ceremonies
Wolf and Big Bear Handbooks
Den Chief Handbook
Cub Scout Activities Book
Webelos Activities Book
Scouting Magazine
Boys Life Magazine
Creative Campfires
Knots and How to tie them
Boy Scout Handbook these two books are recommended for
Boy Scout Fieldbook the Leaders only do not have boys get them
Colorado Division of Wildlife
State Fish and Game Division
Colorado Science Museum
Colorado Museum of Natural History
Smithsonian Institute
Cub Scout Fun Book
National Geographic Magazine

These are just some of the places and people that you can use. All you need to make a program work is a piece of paper and your own brain, and you can have a program that will make your boys sit-up and have fun while they learn.

October, Traveler - 1. As a den, a field trip to the airport is a good idea. (Do not forget your signed permission slips). Have each Scout pick a city outside of Colorado. Pick an airline servicing that city. These choices can be made at the airport. Time tables, costs, routes, etc., should be assembled for later use in the den meeting. 2. Provide each Scout with a city or state map. After instructions in "map symbols", have each Scout plot 4 twenty-five mile trips to places he would like to see with his parents.



November, Scholar - Most of this activity badge should obviously be earned in school and documented by the Scout's teachers. 1. A short trip to a shopping center or supermarket will allow the Scouts to survey the customers leaving (with store permission) these establishments as to their opinions concerning the local school district. "Is the school district doing a good or bad job?" and "What should be done to improve the school system?" The answers to these questions could be tabulated and discussed at the next den meeting. 2. Call one of your local school officials and invite him or her to a den meeting to learn about the structure and history of your school system. Remember these officials are usually busy and adequate advance notice is required for their attendance. SEE FIGURE #1.



December, Citizen - This is the primary activity badge required for the "Arrow of Light" Award and should be completed as a "Den" project. 1. Have each Scout pick a different former President and write a 50 word essay about him. Covering the essay with a folder with a drawing or shadow profile makes the pack meeting display much more impressive. 2. Arrange a trip to the Colorado State Capital to talk with government officials. (Again, adequate notice is required). A first hand explanation of the government inner workings leaves a lasting impression on all Scouts.



Fig. #1 Customer Survey

WHAT IS GOOD ABOUT THE PRESENT SCHOOL SYSTEM	Answers
SUGGESTIONS FOR IMPROVEMENT	Answers

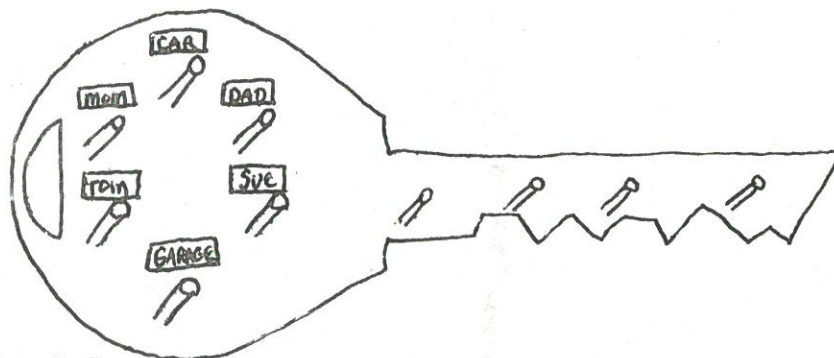
January, Artist—1. As an original painting is one the optional requirements for this activity badge, you may wish to contact someone (amateur artist, newspaper cartoonist, school art teacher, etc.) and ask them to appear at the regular scheduled meeting. Artists are happy to donate their time to help young scouts explore their art potential. 2. Mobiles, in addition to being fun to build are equally fun to display. Have each Scout pick a subject of interest (space, sports, animals, cars, etc.) and construct a base with 5 or 6 rotators. Subjects should be chosen in advance of the actual construction meeting as this will provide a large dent in all those goodies (toilet paper rolls, coffee and tuna fish cans, lids, etc. that every good Scout leader finds impossible to dispose of.



February, Craftsman— Acquainting your Scouts with various power tools as well as conventional tools and the safety involved in their use is very important in the completion of this activity badge. 1. As most households have more key than places to keep them, a key rack or holder is most appreciated by the parents and a simple, fun project for your Scouts. The most popular design by far is that of a large brass key. Numerous tags with corresponding pegs make this key rack an invaluable home accessory. 2. Using tin snips or scissors on empty aluminum cans (small) or large plastic soda bottles lined with aluminum foil (large), fashion reflective type candle holders. Your Scouts will learn about riveting and polishing metals as well as measuring and cutting other materials which results in a project that is not only attractive but functional as well. SEE FIGURE #2 AND #3.

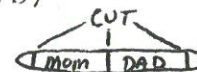


Fig. #2 Key Holder



Materials

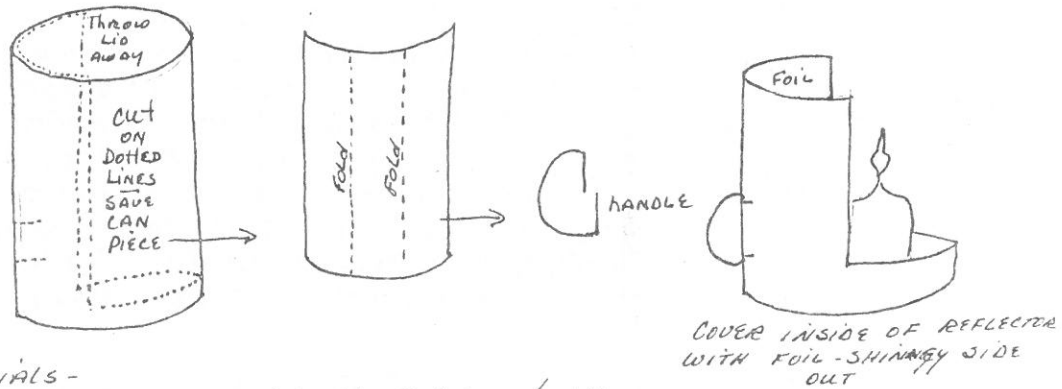
- 1 - 4x8 sheet 3/16" plywood (16 keys)
- 10 ea - 1/4" x 2" dowels
- glue, paint, popsicle sticks



Tools

- sabre saw, drill w/ 1/4" bit, paint brush

FIG. #3 REFLECTIVE CANDLE HOLDER FOR CRAFTSMAN ACTIVITY BADGE



MATERIALS -

ALUMINUM CANS OR PLASTIC, 2 LITER BOTTLES

ALUMINUM FOIL

CANDLE

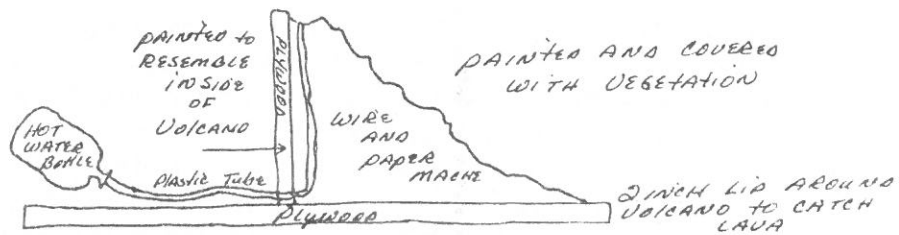
SAND DOWN SHARP EDGES

TOOLS -

SCISSORS OR SNIPS

SAND PAPER

FIG. #4 VOLCANO FOR GEOLOGIST ACTIVITY BADGE



MATERIALS -

PLYWOOD

CHICKEN WIRE

TUBE

HOT WATER BOTTLE FILLED W/ RED COLORED KARD SYRUP (LAVA)

SQUEEZED GENTLY TO SIMULATE LAVA FLOW.

PAINT

TOOLS -

DRILL

GLUE

HAMMER

PAINT BRUSH

March, Showman— This activity badge has three separate divisions on this subject—Puppetry, Music, and Drama. Each Scout should decide on the subject he plans to earn the badge in. Unless the leader completely lucks out and each Scout picks the same subject, this badge may prove to be rather difficult. Since there is a limited number of meetings dealing with the "Showman" theme, and inevitably all three options are taken by at least one Scout, I find this badge best place in the "Home" classification with parental help and documentation.



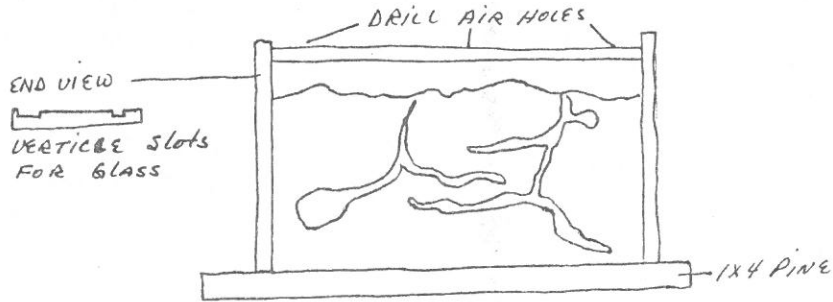
April, Geologist— 1. A field trip to the Museum of Natural History is perfect. The geologic formations and fossil displays are not only extremely informative but score very highly on the "fun" level. This trip is best done on a Saturday, as this usually far exceeds the normal 90 minute Webelos meeting. The Scouts should take notes and make sketches for use in compiling the pack meeting display. 2. Geologic specimens are often thrown from the inner earth by volcanoes. Your Scouts will really get into the assembly of a "working" model of a volcano. Made with chicken wire, paper mache, paint, Karo Syrup (lava, red food colored), this 2 or 3 meeting project will be educational for the younger Scouts when displayed at the pack meeting. Be sure to include mineral samples with the display. SEE FIGURE # 4.



May, Naturalist— One of the suggestions made to earn this badge is to "study" animals and insects in their natural or wild state. Attending the "Webelos Weekend" at Peaceful Valley Scout Camp or an excursion to the zoo is suggested. 1. The construction of an "Ant Farm" is not only fun but educational as well. The choice of each Scout to build individual "farms" or a large "Den Farm" is up to the Webelos leader. Individual farms will give the Scout an object of enjoyment for many years. 2. As camping is in most every Scouts' future, so is the importance of knowledge of nature's dangers. A chart of "cut-out" Poisonous plants and animals could be built. Care should be used to design this as a permanent display for donation to a school after the pack meeting. SEE FIGURE # 5.



FIG. #5 ANT FARM FOR NATURALIST ACTIVITY BADGE



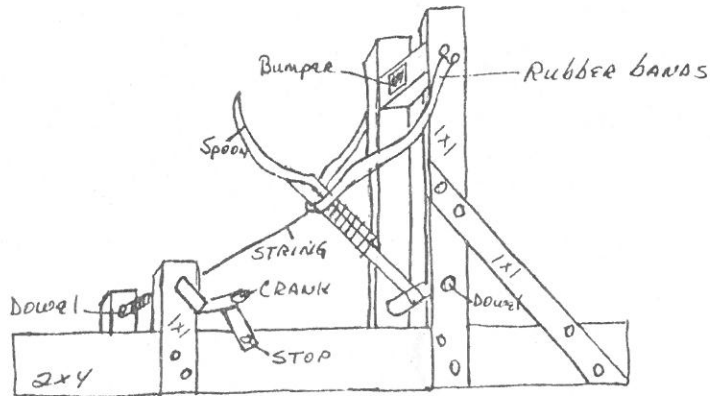
MATERIALS-

- 1x4 PINE
- 2 pc 10"x12" GLASS
- ANT HILL (carefully)

Tools-

- SKILL SAW
- HAMER
- GLUE
- DRILL

FIG. #6 CATAPULT FOR ENGINEER ACTIVITY BADGE



MATERIALS-

- 2x4x10" PINE
- 1x4 - PINE
- RUBBER BANDS
- STRING (STRONG)
- OLD SPOON
- DOWELS
- SCREWS

TOOLS-

- SAW
- GLUE
- DRILL
- VASILINE OR GREASE FOR MOVING DOWELS

June, Engineer— 1. Catapults, without a doubt, are the most popular project in the completion of this activity badge. Materials are easy to come by and construction is simple and quick. When completed, "bombardment" games with catapults with points being awarded for distance and accuracy. The Scouts really love it. 2. A field trip to a construction site is highly recommended. Again, a Saturday is suggested as most construction stops about the time you begin your meetings. The Scouts see construction from the paper work to the finished product with everything in between as well as the tools and materials used. SEE FIGURE #6.



July, Athlete— The Athlete activity badge is probably the easiest badge for your Scouts to earn. It can be completed in one meeting or at a pack meeting with a physical education theme. At the pack meeting, not only do your Webelos Scouts earn their badge but are able to assist in the supervision of the younger Scouts. This obviously helps in leadership training.

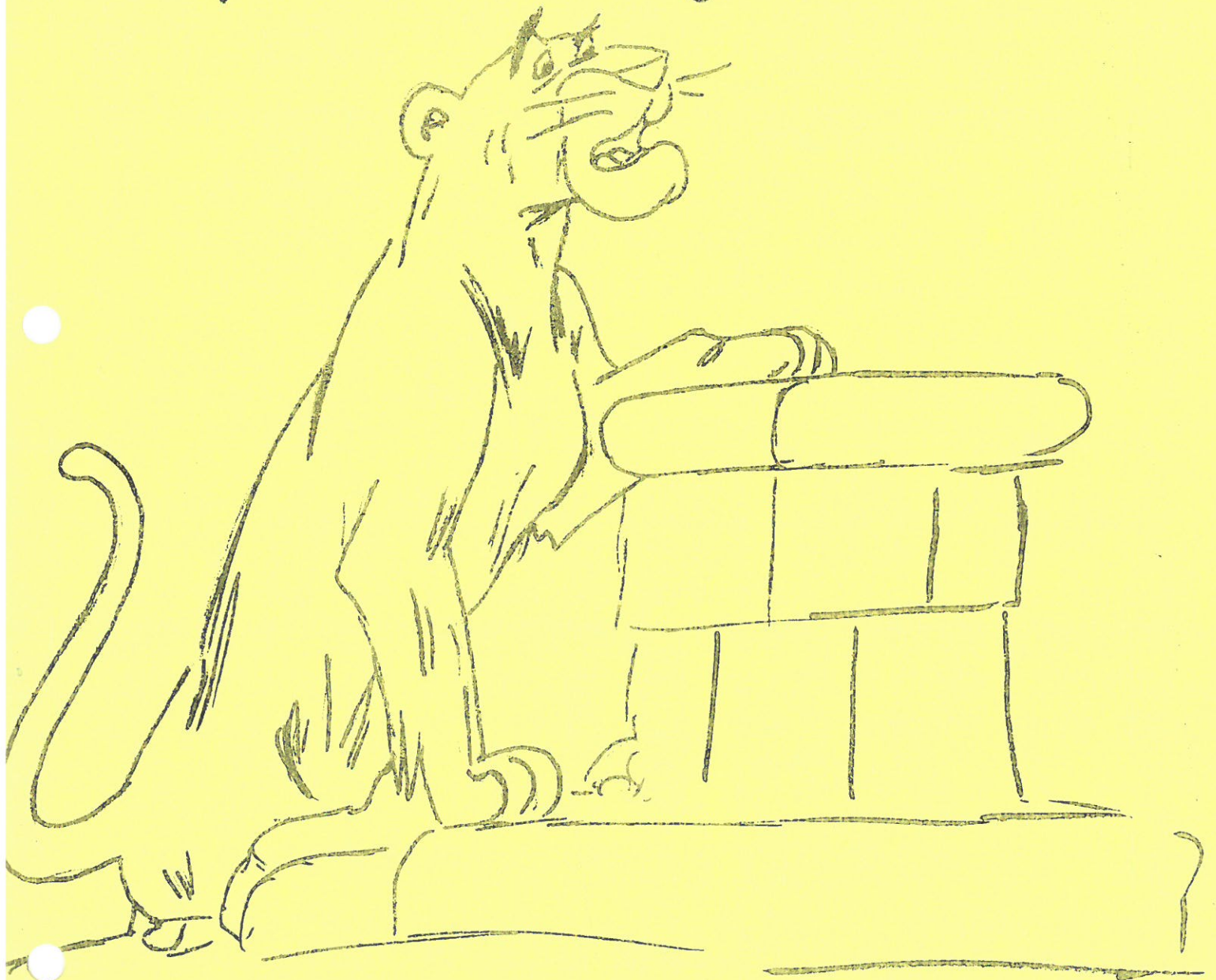


August, Outdoorsman— The "Webelos Weekend" at Peaceful Valley Scout Camp is a prime setting to earn the "Outdoorsman" badge. Remember, the "Weekend" is one of only two "overnights" allowed by the Scout Council for your Scouts as a Webelos Den. Options other than "Webelos Weekend" are 1. Gather your Scouts together for a Backyard Campfire. Your Scouts should prepare the site, build and maintain the fire and exercise proper fire safety. A den meal could also be cooked. 2. A trip to the local fire station is helpful in learning outdoor fire safety. The rules of fire safety could then be put into display form and shown at the pack meeting. Remember, all Cub Scouts, not just Webelos Scouts are eligible to attend Campfires.



*NOTE— Keep an ear open to your Scouts. Your imagination is nothing compared to theirs'.

Words for Thought



WORDS OF WISDOM

Practice does not make perfect; perfect practice makes perfect.
(Vince Lombardi)

Anything scarce is valuable: praise, for example!

General Eisenhower used to demonstrate the art of leadership with a simple piece of string. He'd put it on a table and say: pull it and it'll follow wherever you wish. Push it and it will go nowhere at all. It's just that way when it comes to leading people.

You cannot push anyone up the ladder unless he is willing to climb himself. (Andrew Carnegie)

A lot of people love their jobs. It's the work they hate.

When you tell people they have done a job well, you create a special kind of pride. The natural reaction is to try even harder. People thrive on praise.

Monday is an awful way to spend one-seventh of your life.

Those who bring sunshine to the lives of others cannot keep it from themselves. (Sir James Barrie)

Tact is the art of making a point without making an enemy.

Real joy comes not from ease or riches or from the praise of men, but from doing something worthwhile. (Sir Wilfred Grenfell)

The more freedom you can give people to do a job the way they'd like to, the more satisfaction they'll get from it.

An authority is a person who can tell you more about something than you really care to know.

Patience is something you admire greatly in the driver behind you but not in the one ahead of you.

Why can't life's big problems come when we are twenty and know everything.

Thank God every morning when you get up that you have something to do which must be done, whether you like it or not. Being forced to work, and forced to do your best will breed in you a hundred virtues which the idle never know. (Charles Kingsley)

When you try to make an impression, the chances are that is the impression you will make.

Basic research is what I am doing when I don't know what I am doing. (Wernher Von Braun)

WHICH TATE ARE YOU?

Every organization has members of the "TATE" family.

There is old man dicTATE who wants to run everything in the office. Uncle roTATE wants to change everything. And sister agiTATE stirs up trouble whenever possible. Her brother irriTATE helps, too. Brother hesiTATE and sister vegetATE pour cold water on any new proposals.

Sister imiTATE tries to have the company mimic everybody else. When new ideas are announced brother devastATE stands up against them. And brother potentATE wants to be a big shot.

But not all members of the family are bad, for brother faciliTATE is quite helpful. A delightful member of the family is Miss felicitATE. And the boss is always delighted by brother cogiTATE and his twin brother meditATE.

Which TATE are you? You have a CHOICE!

"I'VE SAID 'YES' ONCE TOO OFTEN"

(VOLUNTEER'S PRAYER)

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

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

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

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

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

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

I WEAR A SCOUT UNIFORM
(FOR LEADERS)

- BECAUSE I am proud to be publicly identified with a movement like the Boy Scouts of America.
- BECAUSE A true leader uses example, not precept, and I want to be that kind of leader.
- BECAUSE The uniform levels us all. We're no longer rich or poor - we become Scouts and Scouters. A Scout is ". . . a brother to every other Scout."
- BECAUSE The uniform reminds me that I am pledged to the same high ideals as those of the BOYS.
- BECAUSE The uniform is a comfortable and practical costume for camping and all other Scouting activities. When I get into my good old Scout uniform, I feel like a regular Scout.

GIVE HIM A DAY

(This poem could be printed on small cards and presented to the boy's dads on Father's Day from the pack leaders.)

What shall you give to one small boy?
A glamonous game, a tinsel toy,
A pocket knife, a puzzle pack,
A train that runs on curving track,
A picture book, a real live pet....?
No, there's plenty of time for such things yet,
Give him a day for his very own -
Just one small boy and his Dad alone.
A walk in the woods, a romp in the park,
A fishing trip, from dawn to dark,
give the gift that only you can -
the companionship of his "Old Man".
Games are outgrown, and toys decay,
But he'll never forget, if you "Give Him A Day."

GOALS OF SCOUTING

For God and my Country. To instill into the hearts and minds of our Cub Scouts the desire to pay homage to the God of us all, and to serve our country to the best of our abilities. This is the goal of Scouting there is no other.

Making things or playing games, is not the real reason for Cubbing. Tying knots or building fires is not the real reason for Scouting. Adventure or career awareness is not the real reason for Exploring.

The Cub Scout Promise and the Law of the Pack . . . The Scout Oath and Scout Law . . . The Explorer Pledge . . . these are the only reasons for the existence of Scouting. This is the only way that Scouting can be of service to God and to our Country. This is our goal.

However, to reach this goal we must always remember this:

The goal of Cubbing is reached over the bridge of a boy's imagination.

The goal of Scouting is reached over the bridge of the skills of Scouting.

The goal of Exploring is reached over the bridge of a young man's anxiety regarding his future.

For God and my Country. This is our goal. MAY all of us find the wisdom and the desire in our hearts to reach our goal.

CUB SCOUT PRAYER

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

SLOW ME DOWN, LORD

Slow me down, Lord

Ease the pounding of my heart by the quieting of my mind.

Steady my hurried pace with a vision of the eternal reach of time.

Give me, amid the confusion of the day, the calmness of the everlasting hills.

Break the tension of my nerves and muscles with the soothing music of the singing streams that live in my memory. Help me to know the magical, restoring power of sleep.

Teach me the art of taking minute vacations - of slowing down to look at a flower, to chat with a friend, to pat a dog, to read a few lines from a good book.

Slow me down, Lord, and inspire me to send my roots deep into the soil of life's enduring values that I may grow toward the stars of my greater destiny.

CUBMASTER MINUTE

Have you ever taken pebbles and thrown them into a quiet stream or lake? If you have, you've probably noticed that each wave, started by each pebble, gets influenced by the waves started by other pebbles.

This past summer, the Boy Scouts of America hosted Scouts from all over the United States and twenty foreign countries, as they attended the National Jamboree. They camped with our Scouts, and many new friendships were made. All of them will be changed a bit because of these experiences.

Through the ideals of Scouting, the things we do, the friends we make, we can have a great influence for good on those with whom we associate.

CLOSING THOUGHT

May you strive for truth and spirituality in the warm sunlight under the sky above. May you bring good cheer and happiness to others and have steadfast loyalty and love.

