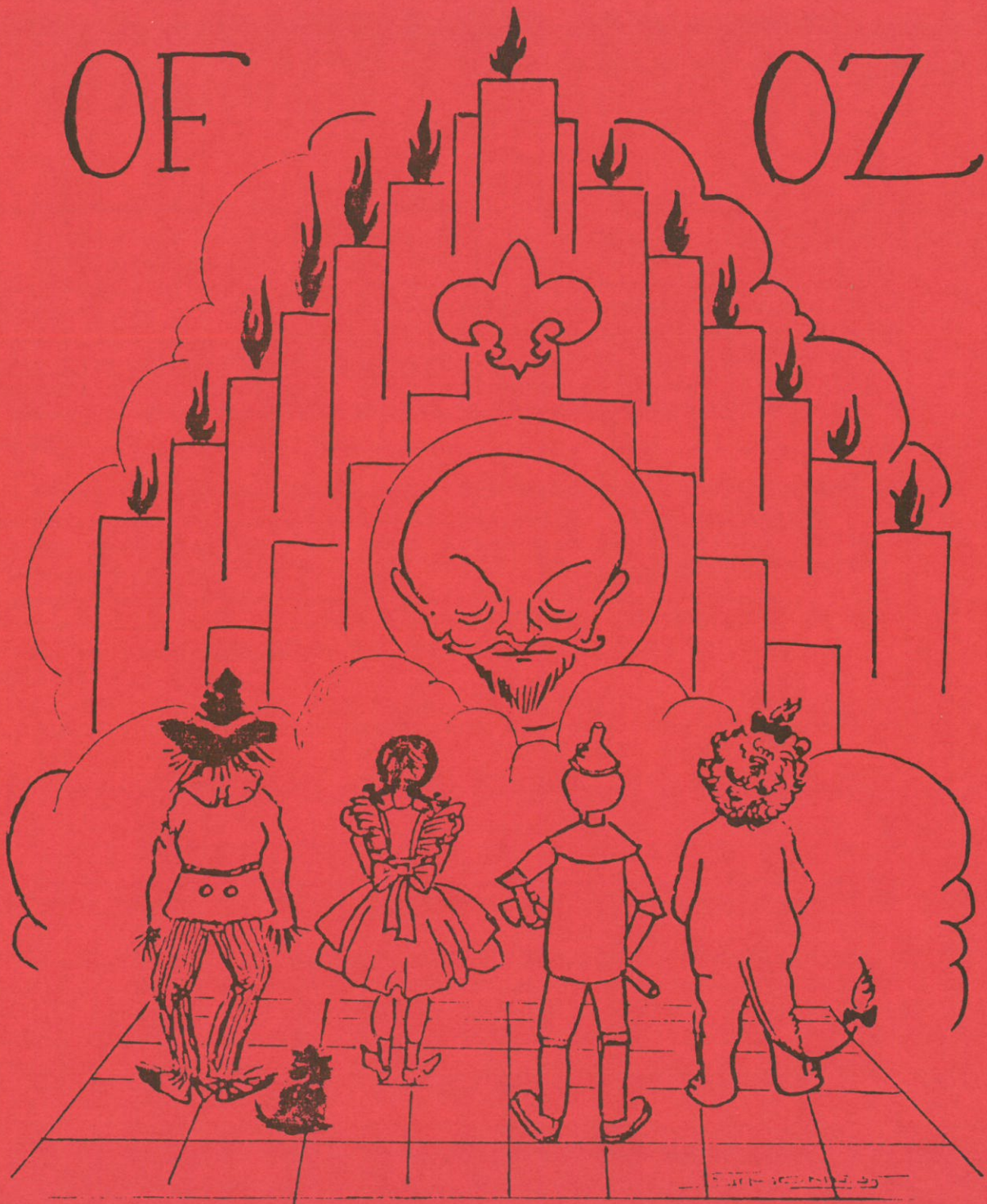


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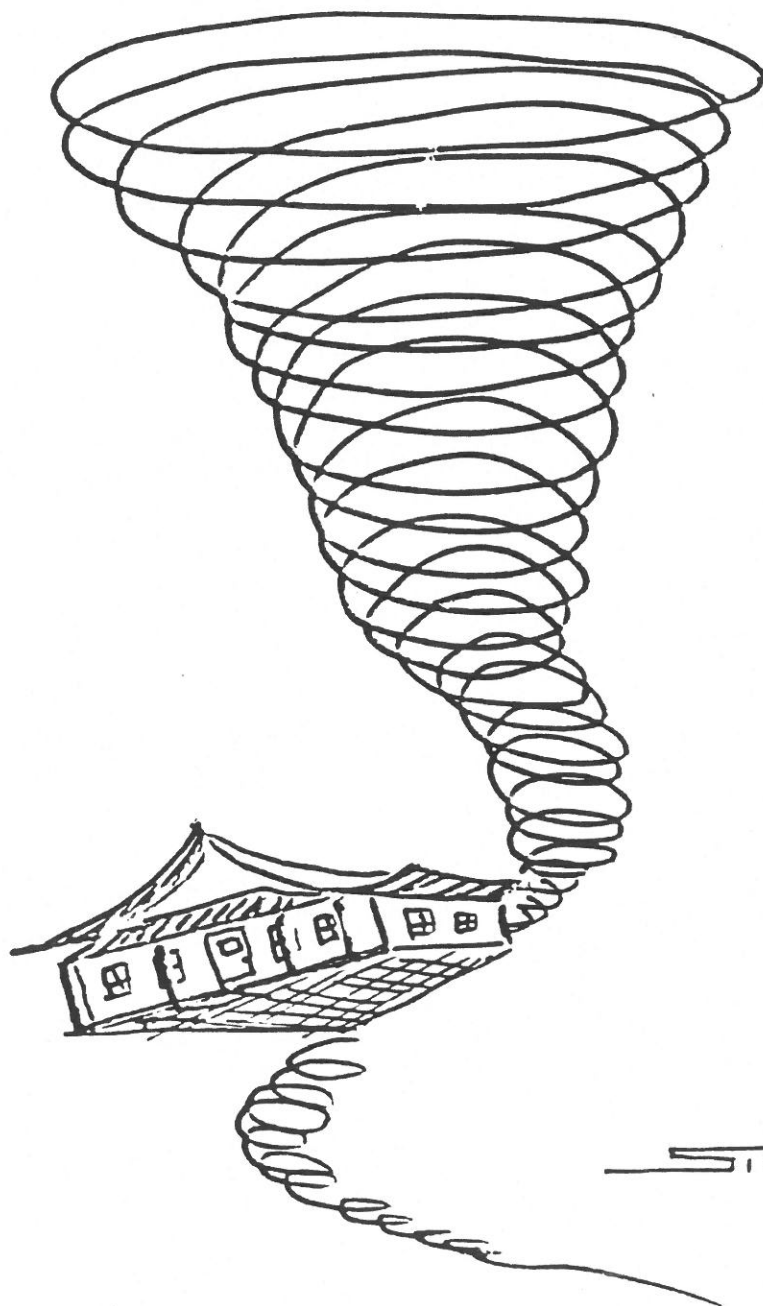


Indianhead Council BSA
Pow Wow '86





LAND
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SIMONES

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THANK YOU! THANK YOU! THANK YOU! THANK YOU! THANK YOU!

Thank YOU for reading this 1986 Land Of Oz Indianhead Council Pow Wow Book. It's purpose is to help you, the volunteer scouter. These program helps and ideas will help you understand and plan your program. In addition to this book you will want to have THE CUB SCOUT LEADER BOOK and THE CUB SCOUT LEADER HOW TO BOOK. These books will explain the Cub Scout program and give you additional help and ideas. Both of these books are available for purchase at the Indianhead Council Service Center. INDIANHEAD COUNCIL 1986-1987 PLANNING CALENDAR is a must for all leaders. Published in this calendar are all dates for council and district activities. Listed are the dates, places and times for YOUR DISTRICT ROUNDTABLES. Plan to attend these each month. The ideas and fellowship available here will stimulate and encourage you. Check out these roundtables. They are the "best show in town". Remember you, the Indianhead Council volunteer scouter are a most important person!! The pow wow and roundtable staffs want to help - ASK US!

ACKNOWLEDGEMENTS

The following people were instrumental in the publishing of this book and are appreciated. Thanks to you all.

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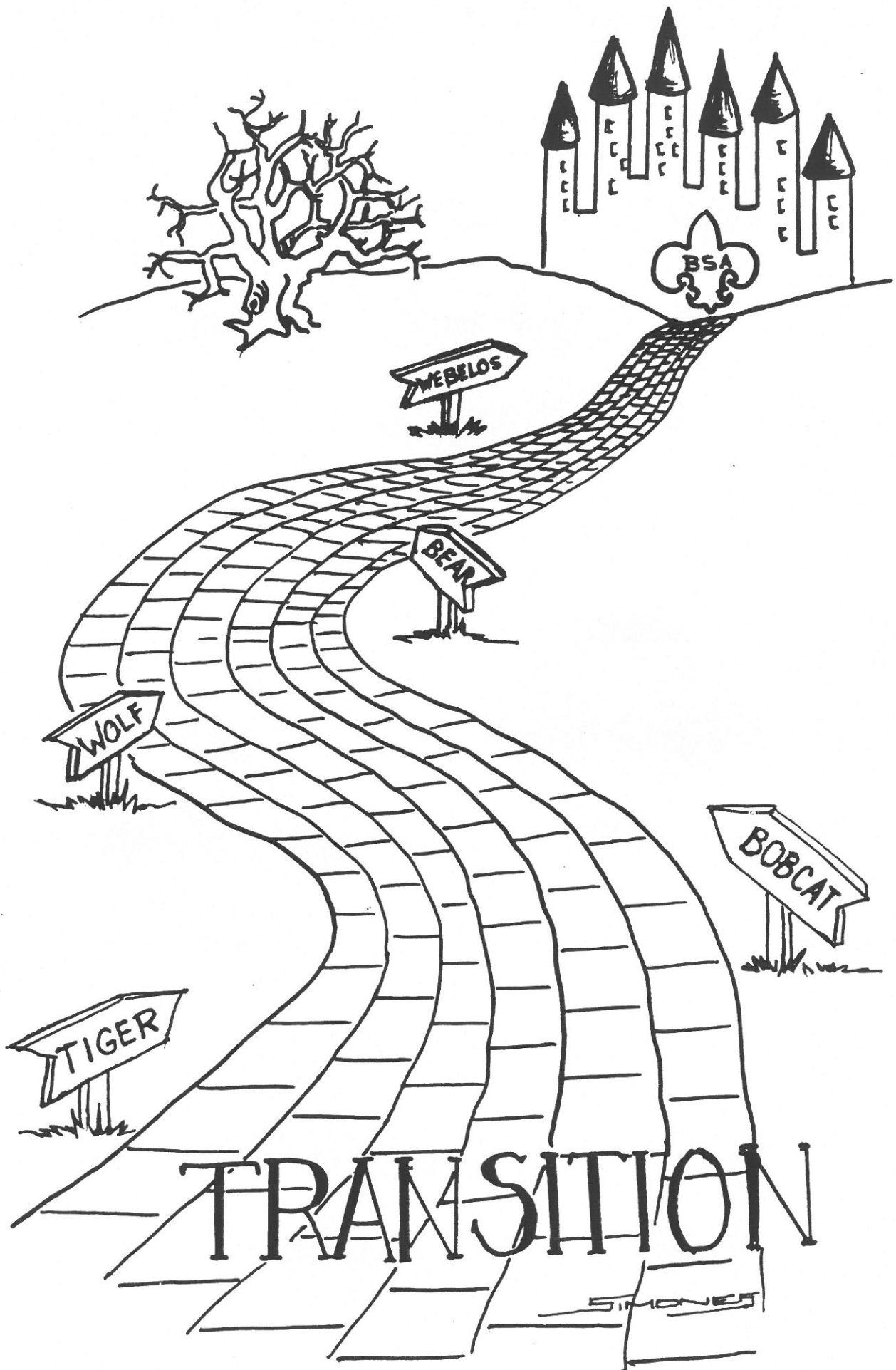
Jackie Slocum for typing

Kent York for advice and encouragement

Without the hours of work and dedication of these people this book would not be published. THANKS!

Anita Miller Barbara Lee

ATTEND YOUR DISTRICT ROUNDTABLE EACH MONTH THEY'RE GREAT !



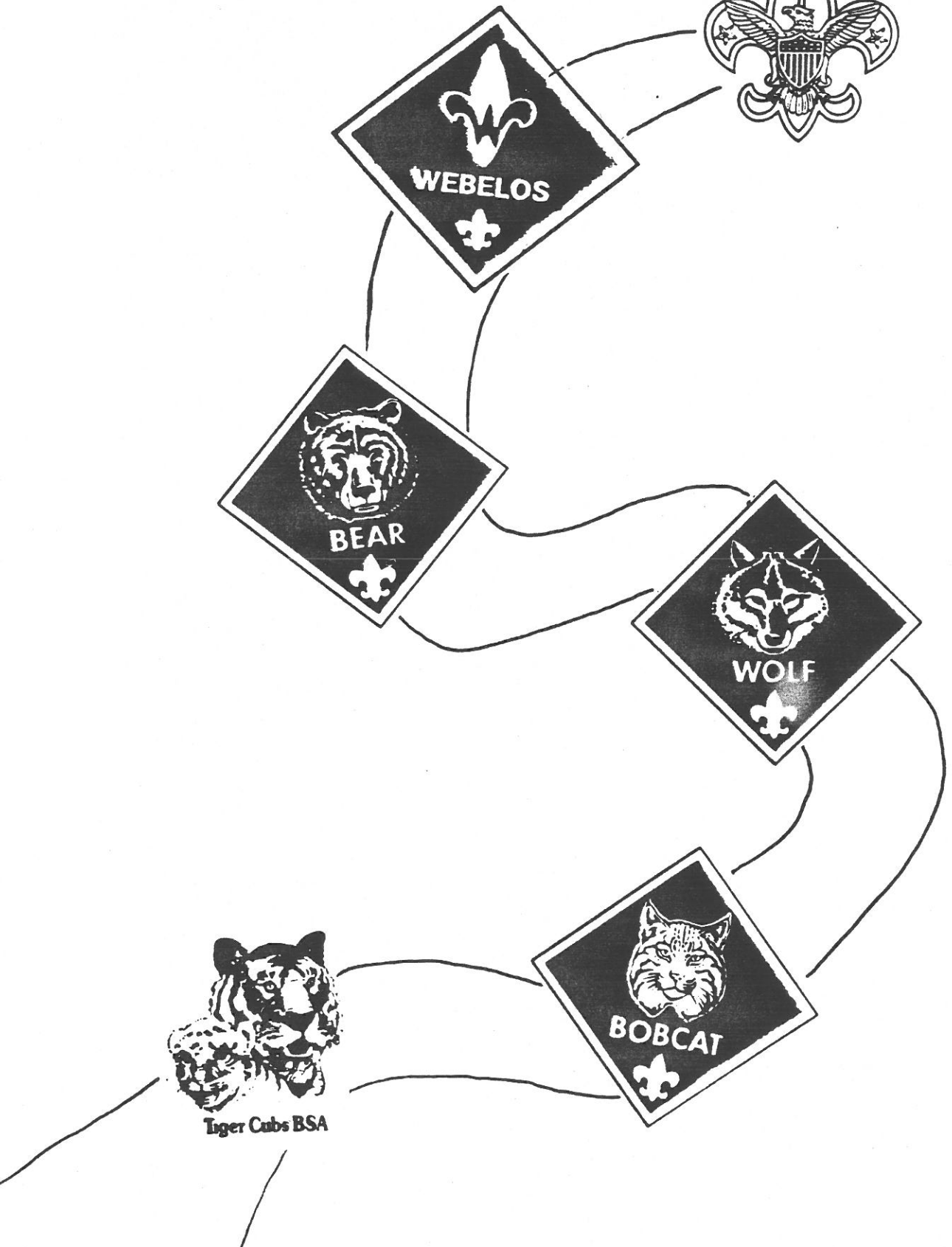
TRANSITION

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TRANSITION

Tigers thru Webelos Transition
Webelos to Scout Transition

1 - 8
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TRANSITION - TIGERS TO WEBELOS

The dictionary defines transition as the passing from one condition, place, etc., to another. In Cub Scouting, transition is the advancement from one rank, book, organization, etc. to the next. Each level builds on past experiences until the boy has reached the end of the fifth grade in school and is ready to move into the Boy Scout program.

Some time ago, the Indianhead Council adopted a policy change that established the program in which a boy's participation in was determined by his grade in school instead of his age. This has now been adopted by nearly all of the Packs. As such, through the 1985-86 school year a boy started with the Tiger Cub program in the second grade, graduated to the Wolf program in his third grade, Bear program in the fourth grade, and finally the Webelos program in the fifth grade.

This program will begin a transition itself starting with the 1986-87 school year. At that time, the Tiger Cub program will start in the first grade, the Wolf in the second and third grade, etc. This change will continue until 1988-89 when the Webelos program will become a two-year program. The following chart gives the years and program of the change.

School Year	1986/87	1987/88	1988/89
1st grade	Tiger Cub	Tiger Cub	Tiger Cub
2nd grade	Wolf	Wolf	Wolf
3rd grade	Wolf	Bear	Bear
4th grade	Bear	Bear	Webelos
5th grade	Webelos	Webelos	Webelos

TIGER CUBS

The organization of Tiger Groups is under the direction of the Tiger Cub Group Organizer. The Tiger Cub and his adult partner meet once a month to do activities organized by their group. They are invited to two or three of the Pack functions during the year, the last of which is usually in May. At this time they should go through a formal graduation ceremony that officially moves them from the Tiger

Cub program into the Cub Scout program. Before this meeting, the Group Organizer and/or the Cubmaster should meet with the group to tell them about the Cub Scout program in their Pack. They should also recruit a Den Leader for the following year and, if needed, a new Tiger Cub Group Organizer. With this accomplished prior to graduation, the Den Leader can then coordinate the new Den for the Pack's summertime activities even though they might not officially meet until the following Fall. Also, at this time, the Cubmaster can encourage the boys to complete the requirements for the Bobcat Rank so that this badge may be presented at the graduation ceremony. The Bobcat requirements are the last Big Idea in the Tiger Cub book, however, they are not spelled out in detail. The pack may want to consider purchasing Wolf books or making other arrangements so the boys have the requirements.

Remember, that the Tiger Cubs recruited in the first grade will become the basis for your next year of Cub Scouts. Also, and probably more important, the adult partner will become the continuing leadership needed to keep your Pack Committee staffed. The experiences they gain with their first year of Scouts will often determine their interest and participation in the years ahead.

The following is a typical Graduation ceremony that may be used for this occasion.

Purpose: A ceremony designed to graduate a boy and adult from Tiger Cubs into the pack.

Method: Recitation of simple ceremony by Cubmaster to boys and adults with assistance from the Group Organizer and Den Leader.

Materials: Four large candles set with three in front and one raised and behind. Done in darkened room.

Cubmaster: Call boys and adults forward. (by name)

For the past few months you and your family have explored all sorts of new and exciting things and places. You have taken each part of the Tiger Cub Motto: "Search, Discover, and Share" and used it in your home, school and neighborhood.

Light first candle on left.

You and your adult partner have searched out in your home and community new activities which have shown you how people work together and have fun together.

Light middle candle.

You and your adult partner have discovered that by doing things together with friends and family you feel a sense of being part of a great family, community, and country.

Light third candle.

The things you have searched out and discovered have been shared with your family, friends and fellow Tiger Cubs, which let them learn about you and the things you saw and did.

Now is the time to move along the Scouting trail to the next part of the program.

Light the last candle.

In Cub Scouting, your family is still as important as it is throughout your whole Scouting experience. Support in earning each badge comes from your family as well as from your den leader. Your parents will help you each step of the way.

(Boy's name) and (adult's name) on behalf of Pack No. _____, I'd like to welcome you. (Group organizer's name) will bring your den leader (den leader's name) forward to welcome you into the den with the Cub Scout neckerchief.

Den leader presents neckerchief to the adult who puts it around the neck of the boy.

Note: This ceremony is designed to be short because the attention span is limited.

BOBCAT

The Bobcat rank is the first badge a boy earns as a Cub Scout. As such, it is important that it be presented at the earliest Pack meeting as possible. All boys entering Cub Scouts must earn this badge, even though they may enter at the fourth or fifth grade level and will be working with the Bear or Webelos program.

WOLF

The Wolf rank is the first book that the Cub Scout will work with. It is designed for the accomplishment of twelve achievements. Each achievement is signed off in the boy's book by either a parent or the den leader when it is successfully completed. The den leader should make the

recognition of each boy's work part of each den meeting. This can be accomplished with a wall chart, den doodles, and the use of the "Cub Scout Immediate Recognition Kit". The wall chart and den doodle can be displayed at Pack meetings as well so that the boys can show their parents how far they have gone. It also serves to tell the parents if their son needs a little more encouragement at home. Once all of the achievements have been accomplished, the boy and his parents should be recognized at the first available Pack meeting and the Wolf Badge presented.

Ceremonies and props that can be used at both the Den and Pack level can be found in a number of places. One of the best overall books that was just recently published is the "Cub Scout Leader How-To Book". It is full of information that will make the Den Leader's job easier in all areas. Another resource is the monthly Roundtable and the handouts that relate to the theme of the month. This material usually covers both ceremonies as well as craft material that the den leader will find extremely helpful in planning and carrying out their program each week.

Once the boy has earned his Wolf badge, he can continue working in the Wolf book on electives. For each 10 elective earned he will receive an arrow point to wear under the Wolf badge. The first arrow point is gold and any succeeding arrow point will be silver. He can earn any number of arrow points, however, the den leader should encourage the parents to make the requirements increasingly difficult if the boy is going through them in a very rapid order. On the other hand, the den leader should make sure that the parents are not requiring perfection before they sign the book and, thus, making it almost impossible for the boy to complete the requirements. If a little can be accomplished each week, the interest of the boy will stay high and his progress will continue at a steady pace. Arrow points, like the Wolf badge are presented at the Pack meeting and usually will involve only the boy and not both the boy and parents in the ceremony.

BEAR

The Bear book is similar to the Wolf book in that the boy will accomplish achievements to earn the badge and can continue on to earn arrow points. One of the major differences is that now he can choose the achievements that he wants to work on as long as he accomplishes 12 of the 24 offered. This gives him the opportunity to pick the points that he wants to work on to achieve the goal of Bear rank. The den leader should discuss the possibilities with the boys at a den meeting so that they know that certain number of achievements within each group have to be completed and not just any 12.

In the spring of his Bear year, the den should be invited to participate in a campout with the current Webelos Den and their affiliated Boy Scout troop. This experience will probably be a Webelos Woods or other parent-son outing. It is at this point that the boy will start to get the feel for what Boy Scouting is all about and should increase his interest and enthusiasm for the entire program.

WEBELOS

The Webelos program is designed to prepare the boy for transition into the Boy Scout Troop. With this program, he will be working on activity badges that will be worn on a set of ribbons called Webelos colors. Each of the 15 activity badges will present both a challenge and an experience to the boy accomplishing them. In this program another major change takes place, that of satisfying his Webelos Den Leader that he has accomplished what was required, i.e., the parents no longer are the signer of the book. Another change may be that there is now a new leader. If his former den leader's were mothers of one of the Cubs, his Webelos leader will now be male.

To obtain the Webelos badge a boy must complete three of the 15 activity badges, plus be a member of the den for 3 months, and know about the Boy Scout program. The detailed requirements are outlined in the Webelos book. As each activity pin is earned, it is presented to the Scout at a Pack ceremony. When three activity pins have been earned and the other requirements accomplished, the Webelos badge is presented at a Pack ceremony. The Cub Scout is now well on his way toward earning the "Arrow of Light", which is the highest award a Cub Scout can earn.

ARROW OF LIGHT

The Arrow of Light award is a continuation in the Webelos book. It requires a Cub Scout to be active in the den for at least six months, to have earned four more activity pins, and to know a number of things about the Boy Scout program. To achieve the requirements on the Boy Scout program, the Den Leader should be working with the Scout Troop and some of its Scouts. This will make the transition into the Troop both easier for the boy and also accomplish the necessary requirements for the badge. Working with the Webelos den also provides the Boy Scout Troop with boys to train in such things as first aid, which is one of the requirements that they need for their boys to advance.

Since the Arrow of Light Ceremony is in recognition of the highest rank that a Cub Scout can earn it should be a special occasion at a Pack meeting. The following ceremony is one of many that can be used.

Personnel: Cubmaster, Webelos Den Leader, Webelos Den Chief, Scoutmaster, Arrow of Light candidates and their parents.

Equipment: Arrow of Light awards, advancement certificates, straight pins, award board with candles.

Cubmaster: Tonight we are assembled to honor (number of Scouts) of our Webelos Scouts who have earned the Arrow of Light award. Webelos has a wonderful meaning - "We'll be loyal Scouts." The Arrow of Light is the highest rank a Cub Scout can reach. It is the only award of Cubbing that the boy may wear after he becomes a Scout. So, it is an honor tonight to present the Arrow of Light award to these Webelos Scouts.

We are striving to make it possible for every Cub Scout to attain this rank before he leaves the pack to go into Scouting. The Webelos Scouts have brought honor to the Webelos Tribe. They have diligently climbed the Cubbing trail. They are now ready to go on to a bigger adventure in the great brotherhood of Scouting. Webelos Den Chief (name), will you escort (name of Cub Scouts receiving the award) and their parents to the front. (He does so.) The parents will please stand behind their boys. As Webelos Den Leader, (name), you have had much to do with the progress of these Webelos Scouts. Do you think them worthy of the Webelos Tribe?

Webelos Den Leader: We count them worthy.

Cubmaster: Webelos Den Chief, are they worthy?

Webelos Den Chief: They are.

Cubmaster: (pointing to the Arrow of Light ceremonial board): Webelos Scouts, the emblem you see before you represents the Arrow of Light award. You have completed the five ranks of Cub Scouting - Bobcat, Wolf, Bear, Webelos Badge, and the Arrow of Light- and are about to graduate into Scouting. The seven candles represent the rays in the Arrow of Light. As they are lighted by the Webelos Den Chief (name) you will hear how they stand for the seven great virtues of life.

(The first candle to the left is lit by the Den Chief after which verse 1 is read. Follow with the second candle and verse, etc.)

1. WISDOM - Wisdom does not necessarily mean superior knowledge. It means putting to the right use the knowledge that one possesses.

2. COURAGE - Courage is not the quality that enables men to meet danger without fear, it is being able to meet danger in spite of one's fear.

3. SELF-CONTROL - Self-control isn't limited to the control of one's temper, but control of one's self in all things: eating, playing, and even working and talking.

4. JUSTICE - Justice is the practice of dealing fairly with others without prejudice or regard to race, color, or creed.

5. FAITH - Faith is the conviction that something unproved by physical evidence is true. One 8-year-old Cub Scout said faith was when you turned on the light switch - you knew the light would go on.

6. HOPE - Hope means to expect with confidence. Always hope for better things to come. A man without hope is of little good to himself or to his community.

7. LOVE - There are many kinds of love - love of family, love of home, love of fellowman, love of God, and love of country. All these loves are necessary for a full life..

If you live by the seven great virtues you will become a happy man, and a happy man is a successful man.

Cubmaster (to parents): As parents, you have played the most important part in developing the character of these candidates. One of the greatest purposes of Cub Scouting is to develop comradeship between parents and sons. As you have worked together, your Webelos Scout sons have learned to do things, to be useful, and to appreciate dad and mother. To you should go the honor of presenting your sons their awards. Our Webelos Den Chief will give the awards and certificates to you for presentation to your sons. Will the candidates face their parents.

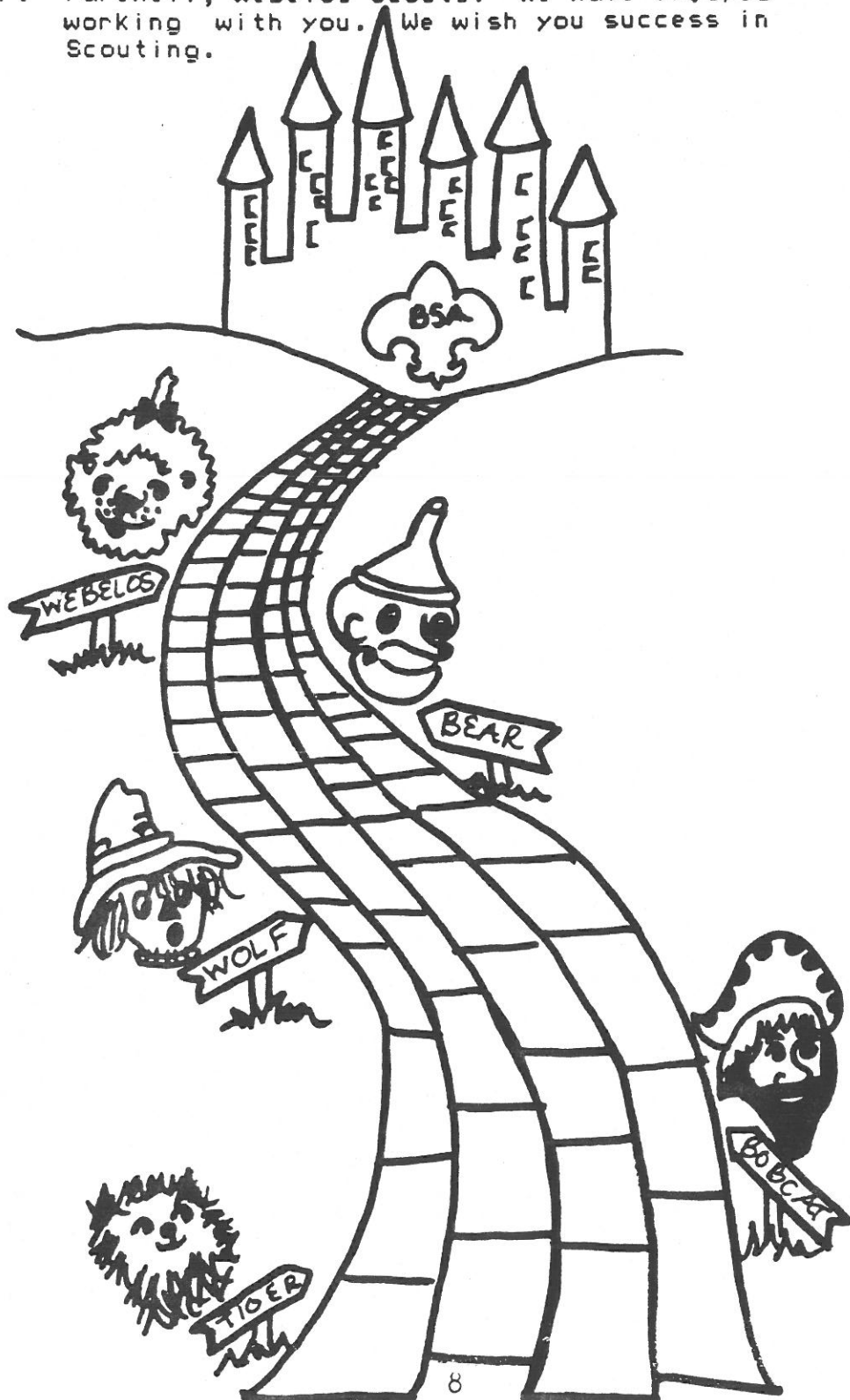
(The Webelos Den Chief presents the certificates, badges, and straight pins to the parents, instructing the parents where to place the badge. Parents then pin the awards on their boys on the flap over the left shirt pocket.)

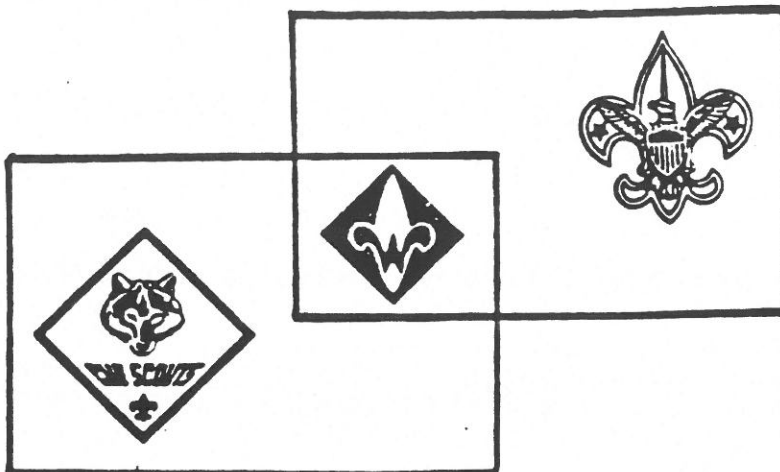
Cubmaster: Scoutmaster, we feel honored to send you these Webelos Scouts who have had a good foundation in Cub Scouting. They are Webelos Scouts of good character and will cooperate with you in Scouting. We recommend them to you. Will you, on behalf of your troop, receive them as Scouts?

Scoutmaster No.1: As Scoutmaster of Troop (number), I welcome these Webelos Scouts (name of candidates) into Scouting. (Any additional comments can be added by the Scoutmaster.)

Scoutmaster No.2: (The same as above if the Webelos are going into more than one Troop)

Cubmaster: Farewell, Webelos Scouts. We have enjoyed working with you. We wish you success in Scouting.





WEBELOS-TO-SCOUT TRANSITION PLAN

INTRODUCTION

The Webelos-to-Scout transition plan is a cooperative effort on the part of the Cub Scout pack and the Boy Scout troop which will result in increased transition of Webelos Scouts to the Boy Scout program. The following information will identify the key volunteer leaders in this plan, answer questions about the plan, and describe how the plan can be successfully implemented in the pack, troop and district.

LEADERSHIP TITLES AND RESPONSIBILITIES

Webelos Den Leader and Assistant Webelos Den Leader

Qualifications- 18 year old male approved by the pack committee

Responsibilities- Run Webelos Den as per Cub Scout program.

Webelos Den Chief

Qualifications- At least a Second Class Boy Scout (preferably First Class or higher)

Responsibilities- Helps the Webelos Den Leader

Adult Webelos and Troop leaders co-operate to give this job peer status and respect. They should do everything possible to raise the self-image of the Webelos Den Chief and the importance of the job he is doing for the pack, troop, and the Webelos Scouts as he trains and prepares them to become Boy Scouts.

The Webelos Den Chief is selected and trained within the troop structure, and he participates in the Webelos den planning procedure which shows him that the job rates with his adult pack and troop leaders. This recognition enhances his performance and extends his tenure.

Webelos Den Leader Coach

Qualifications- A registered adult male in the pack; preferably a former Webelos den leader.

If the pack has more than one Webelos den, the Webelos den leader coach serves as the co-ordinator between the dens in planning activities, the use of resources, contacts with Boy Scout leaders, participation by Webelos dens in pack meetings, and keeping the Cubmaster informed. He assists in recruiting, training, and helping new Webelos den leaders. He keeps the Cub Scout den leaders alert to Webelos adventures just ahead and assists in any parent orientation related to the Webelos program. His main responsibility is to support and help build the self-image of the Webelos den leaders and aid them in being successful in their jobs.

Troop Webelos Resource Person

Qualifications- A registered adult male in the troop; may be an assistant Scoutmaster or troop committee member. May have personal knowledge in teaching Boy Scout skills, but equally important, will know where to secure resource people to assist in Webelos activity badges and other projects.

Responsibilities- This man is appointed by the Boy Scout troop as the liaison between the troop and Webelos den(s).

He works closely with the Webelos den leader to use the supportive talents, equipment, and know-how of the troop to help prepare Webelos Scouts and families for a good Boy Scout experience. He helps schedule and plan joint Webelos den-troop activities, assists Webelos Scouts with the Boy Scout-related parts of their advancement requirements, makes sure that graduation ceremonies are exciting, helps insure a smooth transition from the Cub Scout pack to the Boy Scout troop, and helps recruit, train, and inspire a qualified den chief. He should attend some (not all) den meetings, particularly those during which there is work or planning related to the Boy Scout program.

Activity Badge Counselors

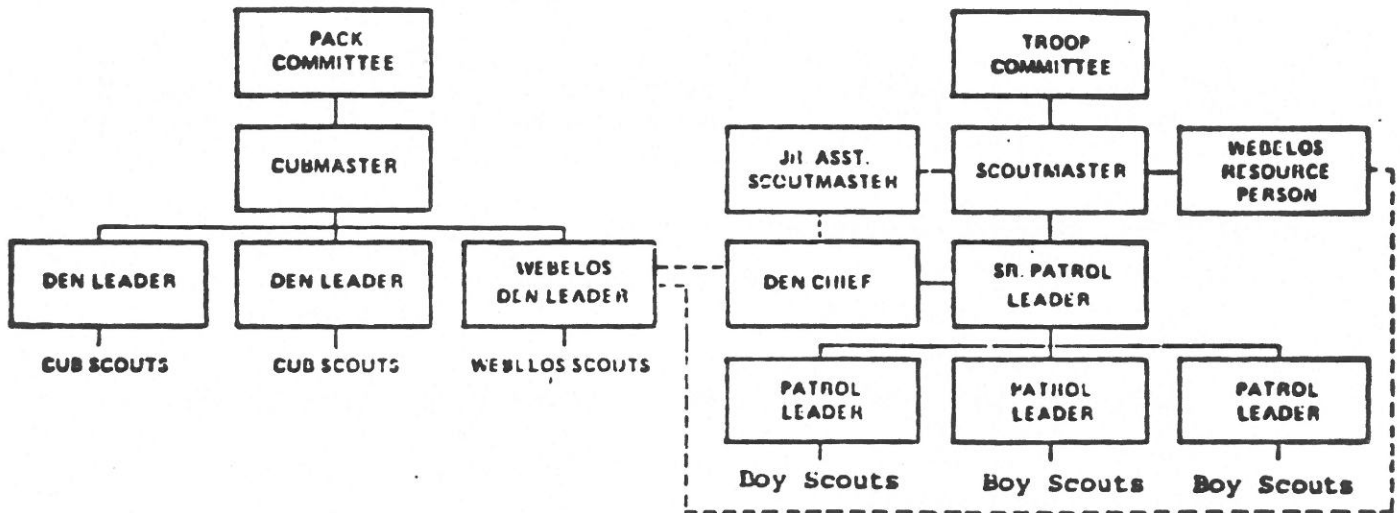
Qualifications- Parents of Webelos Scouts or other adults with specific expertise in one of the 15 activity badge areas.

Responsibilities- This adult is recruited by the Webelos den leader coach with the help of the pack committee, to help with the activity badges.

Activity Badge Counselors (continued)

This position should not be confused with that of a merit badge counselor. It offers an opportunity to involve parents or other adults as support helpers to the Webelos den leaders as they explore the activity badge areas with Webelos Scouts. These persons serve as program or advancement assistants at various times during the year. They help Webelos Scouts gain self-confidence in making future contacts with adults for the Boy Scout merit badges.

PACK-TROOP ORGANIZATION CHART



TRAINING

Every Webelos Scout deserves trained and qualified leaders. The following training is available:

Webelos Den Leader and Assistant Webelos Den Leader

Cub Scout Orientation- An overview of the B.S.A.'s three programs, with emphasis on the Cub Scout program.

Basic Training-Webelos den leaders and assistants attend sessions #1, #2, #5 and #6 of Cub Scout Leader Basic Training.

Supplemental Training- Webelos den leaders and assistants attend the Webelos section of the monthly district roundtable and the Cub Scout leaders' pow wow. Twice a year, joint roundtables are held for Webelos den leaders and Boy Scout leaders. Workshops and seminars may be available locally for Webelos den leaders and assistants.

Webelos Den Chief

The Webelos den chief receives on-going training from the Webelos den leader. Initial training includes a review of the Webelos section of the Den Chief's Denbook and pages 20,30,76, and 84 of the Den Chief Training Conference. If the den chief is new, a review of How To Be a Den Chief should be included. The Webelos den leader also provides regular coaching related to the den's monthly program activities. The Webelos den chief should be encouraged to attend a district or council Den Chief Training Conference.

Webelos Parents

The Webelos den leader should provide an orientation for Webelos parents which gives a more detailed story of the Webelos program than that given when they joined the Cub Scout Pack. This orientation should include a review of the Webelos advancement plan, a review of the Webelos Scout Parents' Supplement, and discussion of how Webelos parents can help. Use the Parent Talent survey with each parent.

PACK TROOP RELATIONSHIPS

The success of the Webelos-to-Scout transition plan depends on a good relationship between the Cub Scout pack and the Boy Scout troop.

1. Each Webelos den should be involved with a Boy Scout troop. The Webelos den leader establishes this liaison with a troop by encouraging the troop leadership to select a troop Webelos resource person.

2. A meeting of representatives from the troop (Scoutmaster, troop committee chairman, troop Webelos resource person, and others, if desired), representatives of the pack (Cubmaster, Webelos den leader or Webelos den leader coach, pack committee chairman), and the Scouting coordinator will go a long way in establishing a foundation for strong pack-troop relationships.

Discuss the ways that the pack and troop can work together. Share calendars of events and meetings, and agree on the best dates for joint meetings and activities which will foster inter-unit interest, support, and mutual help to better serve boys. Establish participation plans and decide what each group will do to help. Write these into a calendar to be shared.

Encourage the Scoutmaster or a troop representative to participate in special pack functions, especially the Arrow of Light award and graduation ceremonies. This will help build a feeling of confidence on the part of the boys, parents, and leaders which will be reflected in how readily boys

PACK TROOP RELATIONSHIPS (continued)

join troops, are made to feel welcome, and stay happy and active.

Find out what the Scoutmaster expects of the Webelos Scout when he joins the troop. Find out what the Webelos den leader can do to help. Explain what is expected of the Webelos den chief. Discuss the troop's plan to welcome new boys and encourage parents to help.

Troop leaders and Boy Scouts must show that they are genuinely interested in having the Webelos Scouts in their troop. When a Boy Scout and a Webelos Scout pair up for an activity, the Boy Scout should be prepared to help and show an attitude of interest and concern. "Hero worship" becomes an important tenure response from the Webelos Scout.

YEAR-ROUND PROGRAM

The mission of the Webelos year-round program is to provide a program of activities that is fun for boys and meets their needs, interests, and desires, and contributes to their growth as defined in the Cub Scout purposes.

Each month's program is built around activities related to a Webelos activity badge. Emphasis is placed on projects and activities to train the Webelos Scout for his Webelos badge and the Arrow of Light award. When a boy joins the Webelos den, he expects a program of fun and action.

The goal of the Webelos den is "to hold a boy in the Cub Scout pack and graduate him into a Boy Scout troop." This is why a quality program is of such importance. Webelos den leaders help reach this goal by providing a den program that contains some fun and action, supported by activity projects related to advancement. The help from the Boy Scout troop and the challenging advancement requirements help add real excitement to the Webelos den program.

A Webelos annual planning conference is held in July or August each year. The Webelos den leader, assistant Webelos den leader, Webelos den leader coach, Webelos den chiefs, troop Webelos resource person, den dads, parents, and the Cubmaster or a pack representative take part in this planning conference.

Prior to this planning meeting, the Webelos den leaders assemble a rough draft of all possible program ideas, using Webelos Scout Helps, and including the boys' favorite activities and special events planned by the chartered organization, local council, schools, and community.

The Webelos den leader (or Webelos den leader coach) guides the group in selecting and charting all meetings and activities for the next year.

YEAR-ROUND WEBELOS PROGRAM (continued)

Every parent is asked to fill out a Parent Talent Survey sheet. As activities are plotted, parents are recruited to assume leadership or help on an activity committee.

A local resource list is developed of professional people, craftsmen, tradesmen, civic and government agencies, industries, parks, museums, recreational areas, sporting events, etc. Resource support people are scheduled for each of the Webelos activity badges.

The annual plan should include such activities as:

- When invited, the Webelos den visits and observes a troop outdoor activity (camp-out, summer camp visitation, or special day hike) with the troop providing a "big brother" type of assistance.
- The Webelos den visits a troop ceremonial or court of honor with parents.
- Father-son overnight campouts (late spring or fall) with the troop providing manpower for coaching in Scout outdoor skills and equipment as needed.

The Webelos den leader (or Webelos den leader coach) carries the annual Webelos plan to the pack's annual planning conference. These dates are coordinated, and the Webelos plans are added to the pack's program planning chart.

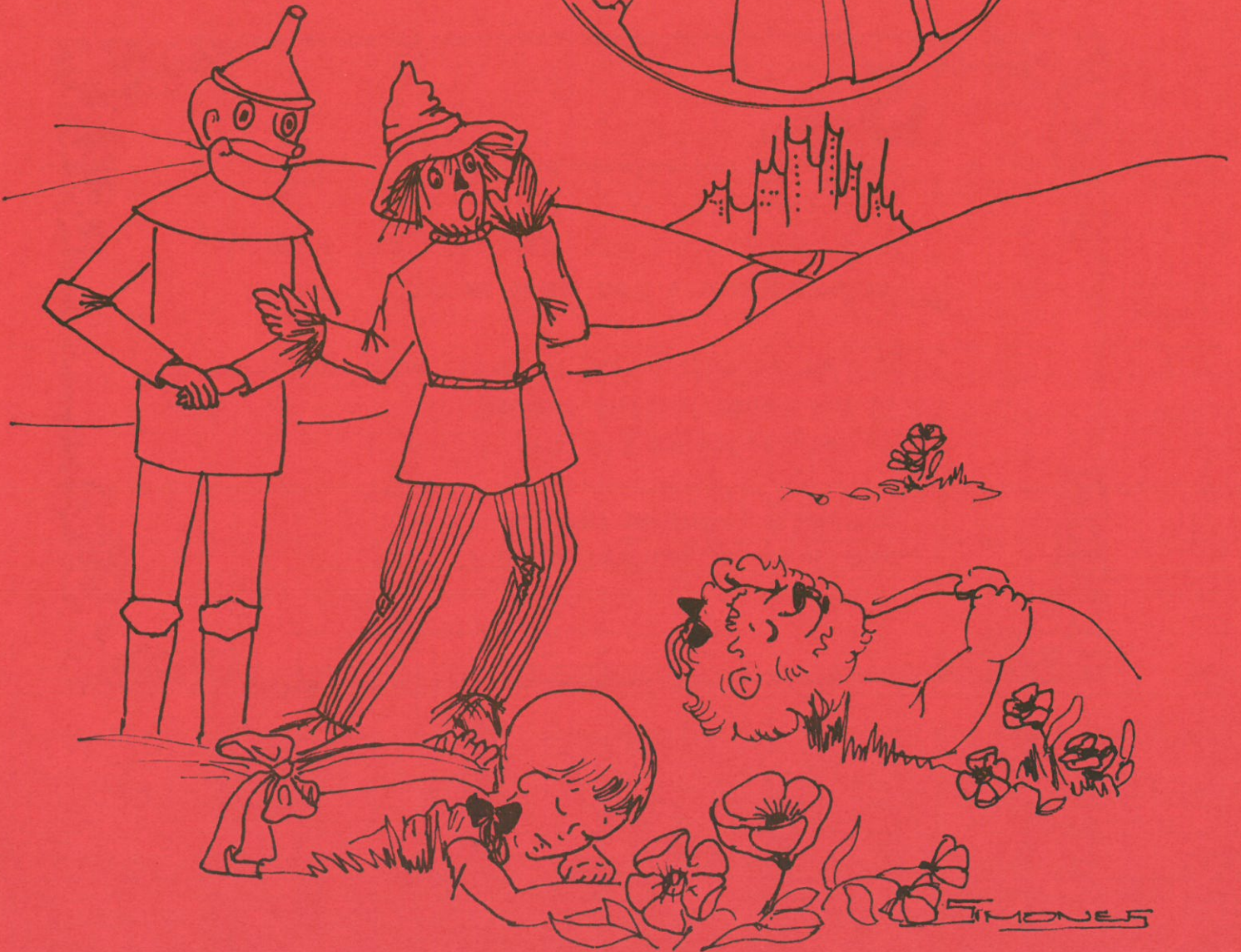
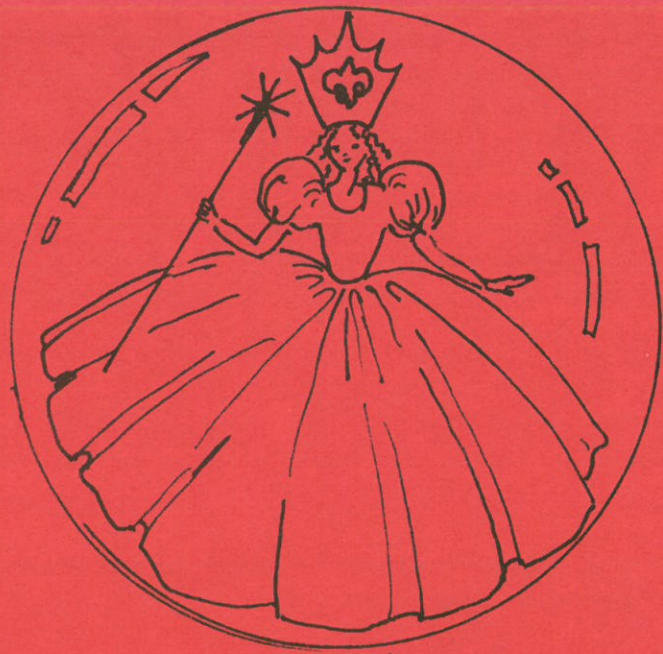
The troop Webelos resource person shares the plan with the Boy Scout troop, pointing out opportunities for pack-troop activities.

Monthly Program Planning : The Webelos den leaders, Webelos den leader coach, and the troop Webelos resource person meet at least once each month to work out specific plans. Other Webelos helpers attend these meetings (Webelos den chiefs, assistant Webelos den leaders, and others involved in that particular month's program).

The Webelos den leader and troop Webelos resource person collaborate on dates and necessary arrangements for Webelos den-troop activities so that boys are prepared to participate and each event becomes meaningful and mutually satisfying to both groups.

The key to successful planning is the monthly activity badge. The advancement requirements emphasized are those with specific skills and activities related to the activity badge, the Webelos badge, and the Arrow of Light award.

CUB SCOUT LEADER HELPS



CUB SCOUT LEADER HELPS

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Son...

I give you my solemn promise
that since you are a part of me ,
and I of you we will spend one day a month
in doing things you want to do.

It may be Cub Scout projects with the den
or prowling thru the woods,
or just anything you say...

So, let's together plan this day,
and grow as fellows should.....

Boy Behavior

To understand "Boy Behavior", we need to understand the characteristics of behavior. An elementary child requires a great deal of physical activity. If you limit the physical activity, talking is often substituted. Loud talking in the den is a problem that requires much patience on the part of the den leader, but absolute silence among Cubs is not healthy as a working atmosphere. Children vary in the amount of activity required and their behavior will vary from day to day. Prompt and continued action should be the rule of all infractions at the den meeting.

These younger people are inclined to disregard the feelings of adults, but on the other hand are apt to be sensitive as to what the adults think of them. They are also sensitive to the opinions of other youngsters. It is the responsibility of each den leader to ensure that no Cub suffers because of actions of another Cub.

The characteristics of this age group of students often makes it possible to promote a "group spirit" to make their den the best den. Many den leaders have excellent results by discussing den rules with the pupils and making them thought of as "our rules." Some leaders develop a game of having each den try to excel in keeping their den the best in stressing good behavior in the den, and orderly conduct at the pack meetings. This method requires considerable skill, and leaders should contact the Cubmaster before attempting to start this type of competition.

As the children get older they become concerned about their dignity, and want to be treated as adults.

We will now take a look at "group psychology." First of all there is the "group troublemaker." Gangs or groups are formed by groups with like backgrounds and are primarily formed for imagined protection, or are prompted by some boy who aspired to a position of leadership. Any action against one of the group becomes an action against the entire group, and if a group member refuses to go along with the majority, he is often punished by the group. If the chief troublemaker can be readily identified, it may be well to take action against that person and often the group will fall apart when their leader is no longer with them.

The Cub becomes a leader through athletic, scholastic, or social activities. They may not work at leadership, but other kids naturally agree with what they might project or the manner in which they act. Their leadership is usually good, and it is important for the den leader to know who these kids are and to encourage this sort of positive leadership.

In dealing with kids it is important not to embarrass them by forcing them to appear on the side of the den leader or making them "look bad" in front of the group by not giving them a chance to back down gracefully, in case they have been out of line in their behavior. Individual behavior problems should be handled in a private way. It is a good rule to never say anything unpleasant to more than one person at a time.

Another den problem in behavior is created by favoritism. Young people resent, more than anything else, an appearance of real or imagined favoritism. It is often too easy to be lenient with normally "well behaved" pupils and harsh toward those who have been giving trouble, but the leader must "play it straight" with all the kids.

Some general rules for leaders to help control behavior:

- Never lose your temper - In the event of an argument or misunderstanding, the leader should remember that the less emotion displayed, the less emotion aroused.
- Young people like to test adults, to see how far they can go, or how much they can get away with. Behavior which is obviously in this category should be dealt with in humor, but dealt with firmly.
- Firmness shouldn't be confused with harshness or unfriendliness. The secret is to let the Cubs know what is expected of them, and to insist on reasonably good behavior at all times at the den and pack meetings.
- Each Cub should be supplied with the rules and penalties for breaking those rules. This will help him weigh the results for his actions.

The leaders have a strong impact on boy behavior. The leader can have some positive results from doing the following:

- | | |
|------------------------|---|
| 1. Always be courteous | 5. Be kind, but firm |
| 2. Control your temper | 6. Be consistent in your discipline |
| 3. Be responsible | 7. Be liberal with your praise |
| 4. Spot troublemakers | 8. Make sure you have all the facts concerning a behavior problem |

The leader may have some negative results from the following:

- | | |
|---------------------------|------------------------------|
| 1. Don't be too lenient | 6. Don't use bad language |
| 2. Don't make wise cracks | 7. Don't use physical force |
| 3. Don't threaten | 8. Don't hold grudges |
| 4. Don't shout | 9. Never assume anything |
| 5. Don't argue | 10. Avoid general statements |

In summary, communication with the Cubs must be conducted without shouting, excitement, or evidence of irritation. You must be careful

in your talks with the kids, never to threaten them with violence. Remember that you should give your instructions to the kids with no evidence of favoritism. If you overlook violations of conduct, you lost the respect of the other kids. You must have a responsive attitude, not being too lenient, or too harsh, since both extremes are bad for the morale of the kids. Your attitude should be friendly, cheerful, and sincere.

Building good den conduct should start the first day of the den meeting. Rules should be made very clear and infractions dealt with promptly and firmly. NOTE: (It is much easier to prevent a bad situation than to correct one.)

Strive to build the morale and cooperation of your Cubs. This can be done by demonstrating a friendly, courteous, and helpful attitude. Peer pressure can aid a leader in control of a difficult situation. When kids discover that improper conduct is not acceptable to the group, offenders will hesitate to do things which cause them to lose face with the group.

Remember each Cub is an individual and therefore different, but do not allow special privileges to any Cub. Observe the rights and privileges of each child only as long as the rules of good behavior are being observed. Deal with offenders fairly, impartially, and in the same manner you treat all such offenders. In the eyes of a child, the greatest sin an adult can commit is to "play favorites." Your words and actions have a tremendous influence on the children in your den. Speak quietly, clearly, with confidence and firmness when talking to the children. Be liberal in your praise of the den when they accept responsibility well and have a general pattern of good behavior. Do not single out one individual for praise before the group.

There are many viewpoints on boy behavior and discipline management. We only scratched the surface on some of them. I hope these words will help you understand "Boy Behavior", and know you can have some control and fun with it.

Your friend in scouting,

Bradley L. Ward

Bradley L. Ward

FAMILY INVOLVEMENT

One of the major lasting benefits of the Cub Scout program to the boy and his family is establishing a strong family relationship.

When family members work with the boy and take an active part in the Cub Scout program, they get to know each other better. By doing things together, family relationships are strengthened.

Since Cub Scouting is a family program the family has certain responsibilities. It isn't fair for leaders to expect cooperation unless they have to make it clear just what is expected. Families should know about these responsibilities before, not after, the boy's application has been accepted.

Someone from the pack should visit the home, get to know the family, and discuss the Cub Scout program and purposes with them. Don't assume they know them.

Bring families fully into the Cub program. Here are some ways:

- * Be sure parents are trained as soon as they join the pack.
- * Keep the lines of communication open.
- * Use Parent Talent Survey sheet No. 7362
- * Give parents a pack calendar.
- * Give parents a specific job in the den and pack. A request to do a specific job will get better results than a vague, "I'll be needing your help some time."
- * When the boy is inducted into the pack, use the 'parents agreement' in the ceremony. This will impress the parents with their part in their son's Scouting progress. This agreement is found inside the front cover of the Cub Scout application. It reads, "We have read the Cub Scout Promise and Law of the Pack, and we want our son to become a Cub Scout. We will try to assist him in observing the rules of the Boy Scouts of America and chartered organization by (a) Helping him in the Cub Scout advancement, (b) Attending monthly pack meetings and by taking part in other den and pack activities. (c) Assisting den and pack leaders.
- * Promote Cub/parent outings - a group that plays together stays together - and old cliché but it really works.
- * Have parent attendance award at pack meeting - Each den counts percentage of parents attending (figured on actual number of parents per boy). The den with the highest percentage wins the traveling trophy for that month.

FAMILY INVOLVEMEMT CONTINUED

- * Require parents' presence when awards are presented. Make this clear at the beginning. The den leader should call the parent(s) to remind them that the boy is receiving an award at the next pack meeting, and their presence is required for the boy to receive the award.
- * Hold a coffee for moms - let them know what the Cub Scout program has to offer. Generate some excitement about working with their sons in the program.
- * Hold a coffee for dads - not to plan or raise money but to generate some down-to-earth talk about what the boys are going to get out of Scouting.
- * Don't be afraid to tell the parents they are needed. Tell them it's the boy that benefits. He is what the Cub Scout program is all about!

TRAINING PARENTS/GUARDIANS

- * Review the parent agreement on the Cub Scout application.
 - * Review the parents supplement in the boy's book.
 - * Ask them to fill out a copy of the Parent Talent Survey sheet.
- Some packs furnish a copy of the Cub Scout Family Book to each new family.

PACK RESPONSIBILITIES

The pack has responsibilities to the parents:

- * To provide a well-planned, year-round program of activities in the den and pack, which meets the aims of Scouting, and more specifically, the purposes of Cub Scouting.
- * To provide trained, qualified, and enthusiastic leadership for all activities.
- * To provide training for the parents and to keep them informed.
- * To provide activities that strengthen the family and give them opportunities to work and play together.

PARENT ATTENDANCE AWARD

An incentive award offered to a Cub Scout's parents can be used to encourage attendance at a pack meeting. This can take the form of a ribbon for the den flag (available through the service center), a jar of cookies or candy, "Cubby" Award of some kind.

A cubby award can be made out of many things. It could be an old bowling pin stripped and painted to look like a Cub Scout and each winning den will add something to the pin. A teddy bear with a Cub Scout neckerchief or a complete uniform can be used.

See Cub Scout Leader Book chapter 9 for additional information

CUB SCOUTING, SINGLE PARENT FAMILIES, & COMMUNITY PROGRAMS
OR
HOW TO MAKE EVERYTHING MESH!!!

SINGLE PARENT FAMILY:

As a Scout leader you must be aware of the feelings of the boys from single parent families. Many of these young boys are painfully aware of their situation. The Scout program often loses Scouts from single parent families. Many times the Scout program can "rub salt into the wound" of a boy who is sensitive to his single parent situation.

PLAN YOUR PROGRAM TO FIT ALL FAMILIES:

The annual planning meeting that is held in August is a good time to look closely at your program and work to find ways to make it a more comfortable and enjoyable experience for all your Cubs.

THE PINWOOD DERBY DILEMMA:

If you have a Pinewood Derby and ask your Cubs to make their cars at home, you may be asking the impossible of a Cub who lives with mom. The most willing mother may not have either the tools or the knowledge to even begin to build a Pinewood Derby car. One solution to the Pinewood Derby dilemma is to hold a Pack Pinewood Car Clinic. You will need to find a few dads, a home workshop, a few extra tools, a scale, and set a date and time. Be sure to let your Cubs know that help will be available to them and they will show up!

Den meetings can also be held in the evenings. This affords willing dads the opportunity to attend and assist with the Pinewood Derby cars during the meeting time.

You may also find that some of our senior citizen friends would enjoy working with your Cubs. But, you'll have to ask them.

Be creative, and ask other Scout leaders when at Roundtables; you will be able to work your way through a great many of the problems.

A PIN, AND NO PLACE TO PUT IT:

A great many Packs use the Bobcat, Wolf, Bear, and Webelos "Mother's Pin". When a Cub is awarded his patch he is given a corresponding pin to present to his mother. He does this by pinning it on her blouse, jacket, etc.

It is indeed sad when a young Cub has no mother to present with the pin. Can you imagine how that young Cub must feel as he stands in front of the Pack without a mother to present his pin?

Try to teach everyone in your program to refer to the pin as a "Parents Pin". You'll all feel alot better as difficult situations are avoided.

WHAT'S IN A NAME?

"Dad-Lad" activities, "Father-Son" programs, and "Mother-Son" events may by their title be a painful reminder of an unpleasant happening in a Cubs life. Try very hard to avoid using program titles that imply a required pairing of the Scout and one parent.

ROOM FOR EVERYONE:

A boy with one full-time parent must be made to feel as welcome in your Pack as a boy with two full-time parents. Never let anyone single him out as a one-parent child, and work hard to develop a Pack program that does not penalize him for being in his situation. Remember, he may or may not have access to a second parent to help him in his Scouting work.

NOT ON YOUR MOTHER-FATHER WEEKEND YOU DON'T!

Very often you will find that it is difficult for a Cub from a single parent family to attend activities on weekends. Your young Cub may be spending his weekend with his non-custodial parent.

As a Den Leader you might try to help with arrangements to enable that Cub to attend special events. Your extra effort may make a difference!

THE RIGHT HAND NEEDS TO KNOW WHAT THE LEFT HAND IS DOING:

In the case of a divorce there may be very little communication between the parents. A calendar sent to each of the parents may help them work around his Scouting schedule. (This can be a very touchy issue with some divorced parents, so...)

HOW MUCH DO I HAVE TO DO?

Working around and with the single parent Cub may mean more work for the Den Leaders and Pack Committee. There will be times when the extra effort needed to bring the program to that "special" Cub might seem like too much to ask. When those times occur we need to remember why we are in the Scout program. THE BOYS!! They need

and deserve our best efforts. We must do all we can to bring Cub Scouting into the lives of the boys who need it most.

A BIG LOAD TO CARRY ALONE:

Raising a child is hard work. Try to imagine raising a child without a partner to share in the responsibility, the work, and the joy.

The single parent may want another adult to share in their boys life. The boy may need some activity after school until his parent comes home. Try to find out what each boy needs from the Scout program, and what he is looking for.

COMMUNITY PROGRAMS:

In many areas there are numerous sport and activity programs organized for boys as young as our Tiger Cubs. All of these activities are trying to recruit the same boys we are looking for. A young boy may be faced with an overly busy schedule. He may find himself forced to make decisions about programs that he knows very little about. As Scout Leaders it is our job to help young boys; not to burden them with too many demands for their time.

If there is a school play, a spring concert, etc., try to schedule around those events. Both you and your Cubs will be less frustrated!

WHICH ONE?

A boy needs many different and varied activities to round out his personality and knowledge. Most Scouters possess a great belief in the Scouting program. It is very easy for us to think that "our program" is the only program. We need to help the boys make several activities work together.

You may be told by your Cubs that the coach or advisor has told him that if he misses more than two events he is "kicked off" the team. As his Den Leader you need to make the Cub understand that you will wait, and, that Cubs will be there when the season is over! If one of your Cubs has joined an activity that meets on his Den meeting day you might want to try to arrange a transfer to another Den on another day.

TODAY & TOMORROW:

Many boys play on a team all through their grade school years. Unfortunately many of these boys find that their skills are not adequate enough for membership on a Junior High or varsity team. At the age when a boy

desperately needs a "straight" peer group he may be losing contact with his former teammates. Scouting can fill that gap! If we allow the boy to miss meetings, but remain in touch with him, he will most likely stay in Scouts. When he reaches the Junior High age we will still be there for him.

This is something that the parents of many young boys may not be aware of - - - talk to them about it!

I WILL DO MY BEST TO WORK WITH OTHER GROUPS:

Scouting must try to work hand-in-hand with other groups and organizations to help boys develop into well-rounded young men. If other groups want to compete for your Cubs loyalties, try a little cooperation on them. It can work wonders!

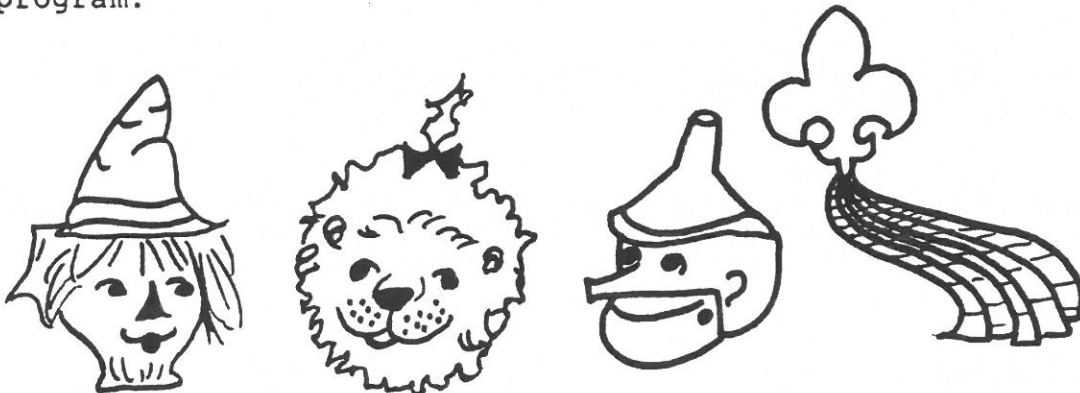
BRING YOUR FRIENDS:

Encourage your Cubs to bring their friends from the team or from other activities to a Den meeting. Your Cubs can recruit their friends. If enough of the boys in an organization are in Cub Scouts their team coaches and other leaders will usually be very willing to work with you on scheduling activities.

ADVANCEMENT OPPORTUNITIES:

Find out within which groups your Cubs are active. If a boy is on a softball team he might want to earn his softball belt loop through the Cub Scouts Sports Program. If you have a Cub who is active in a theatre group, he may be able to complete an elective, an achievement, or an activity badge. Discuss these possibilities with him, and have him bring his Cub Scout book to his coach or leader.

You will be surprised at the vast number of outside activities that fit "hand-in-glove" into the Cub Scout program.



LC113-3/86

BURNOUT/STRESS MANAGEMENT

Burnout is a very serious illness affecting many people in today's busy society and stress management is a way of reducing your chances of becoming a burnout victim. Burnout is fatigue and frustration brought about by dedication to a job, a cause, a way of life, or relationship that is not bringing the expected results or rewards. Rarely is a person burnt out in one aspect of life yet energized and alive in his or her other areas of life.

There are 12 categories of symptoms relating to stress. The presence of a symptom commonly associated with stress can also indicate some specific illness that may have little to do with stress. Chronic physical or emotional symptoms should be checked by a doctor.

SYMPTOMS

Muscle Tension	Nightmares
Grinding Teeth	Insomnia
Heartburn	Difficulty Concentrating
Dry Mouth	Can't Turn Off Certain Thoughts
Anxiety	No Time To Eat
Dizziness	Over Eating
Fatigue	No Time To Relax
Low Energy	Unable To Complete Tasks
Highly Self Critical	Withdrawing From Relationships
Crying Easily	Loss Of Sexual Intrest Or Pleasure

Response to pressure makes the difference between burnout and peak performance. If you are experiencing any of the symptoms of stress, you have to decide what in your life is wearing you down and what needs to be changed. By learning, cultivating, and practicing self-awareness, self-renewal, and self-management, you can eliminate burnout. Supportive personal relationships can be a buffer against burnout. Here are eight ways to change from burnout to peak performance:

1. Make changes in small steps - choose something to change then pick the first step.
2. One thing at a time - choose the type of change you are most likely to be able to make.
3. Set clear, specific goals - list specifics of what you want to change.
4. Be aware of how you are when you begin - keep records of type of behavior we wish to change.
5. Offer rewards..
6. Find a support person.
7. Expect failures and relapses - change is a matter of ups and down.
8. Use positive imagery and self-talk - for peak performance program we need to give ourselves a constant diet of positive suggestions and encouragement and constantly imagine how we will feel, look and act

REDUCING STRESS

If we can recognize the early signs of stress, we can take a break - a walk, time-out, a short relaxation and probably prevent it.. We can learn to listen to our bodies and, when we hear signs of stress, use that as a signal to do something to bring us back into balance.

IT'S EASY TO PUBLISH A PACK NEWSLETTER

NEWSLETTERS SUIT TODAY'S LIFESTYLE. In a few pages, they provide useful information that busy readers can absorb quickly. Best of all, for both their readers and their producers, they are an easy and inexpensive form of communication. Here are some tips on publishing a pack newsletter.

Why are newsletters an easy form of communication? Primarily because newsletters are easy to read. By definition, a newsletter is only two to eight pages and the articles in it are generally less than one page long. Not only can an individual article be read in one sitting, but most newsletters can be read in their entirety in one sitting. People read them at their desks, on buses, in waiting rooms, etc. If they can't be read essentially in one sitting, they are not serving their primary purpose, which is to provide a quick source of information.

Why else are newsletters easy communication? Because they are easy to produce.

First, the writing style is uncomplicated. Newsletter articles are short and generally are expressed in everyday expository writing - for the most part in simple, declarative sentences. Compared with reports and books, for example, newsletters are indeed easy to write and edit.

Further, because the readers want information and nothing more, newsletters don't require sophisticated, expensive graphics. A neatly typewritten newsletter informs as effectively as a typeset newsletter. In fact, when a sense of immediacy is important to a newsletter, a typed format is even more effective than a typeset format. And if word-processing equipment is used, neat and error free copy can be produced with a minimum of strain on the typist

and the proofreader.

Whether a newsletter is typed or typeset, a modest layout suffices, because the primary requirement of the format, like the primary requirement of the writing, is to make the newsletter as readable as possible.

Beyond all this, newsletters are easy to print. In their simplest form, they can be printed on a copy machine and stapled at the top or down the side. In a dressier form, they can be printed on folded forms and for eight-page newsletters, saddlestitched if desired. For convenience, they can be three-hole punched for easy filing.

Last, newsletters can be adapted to the mailing capabilities of the pack. They can be folded in standard number 10 envelopes, or they can be self-mailers that are folded and stapled or folded and sealed. Unlike other printed materials, they do not require unusual envelope sizes or special packaging.

Quick turnaround time is another feature that makes newsletters an easy form of communication. The complete cycle of research (gathering the content), writing, editing, typing or typesetting, layout, and printing is short - from as brief as several days to no longer than two months, depending on the size of the staff, the availability of equipment, and the length and complexity of the newsletter.

And certainly the low cost of publishing helps to make newsletters an easy form of communication. Both the initial investment and the ongoing expenses are modest. Newsletters have no minimum or maximum print runs, and they can be printed on various types of copy machines. Also, the manpower requirement is small. Because the financial commitment is relatively small, even the consequences of failure are less serious than for other projects.

SOME TIPS

Plan Ahead

So, if you are considering publishing a pack newsletter, here are a few tips you may find helpful.

As with any project, start by assessing the need. What purpose will the newsletter serve? Who will the readers be? What will the scope of the content be, i.e., what subjects will be covered and what percentage of the total space will each subject receive?

Assuming that you elect to go ahead with the project, select a name for the newsletter - a short and meaningful name. Forget about picking a catchy phrase that doesn't tell what the newsletter is about or whom it is for. Be specific, not general. The more accurately the name describes the newsletter, the greater the chance of attracting the readers the newsletter is targeted for. For example, "Purr" leaves one guessing, but "How to Care for Your Cat" leaves little doubt. In this era of specialization, people devote time only to items of interest. You, therefore, need to catch their interest immediately by telling them directly what your newsletter is about.

Next, considering your packs capabilities and budget, decide how often the newsletter will be issued and the number of pages per issue. Establish the graphics: the design of the flag (i.e., the design of the title on the first page), the number of columns and their width, the typeface, etc. Decide on the wording of the masthead and select its placement, which should be the same in each issue. If you plan any regular, recurring columns, design individual logos for them.

Last, set up the publishing schedule. If your newsletter will contain articles from contributors, as many newsletters do, these articles can play havoc with your schedule, unless you plan realistically. For example, although you can figure approximately which issue will contain specific contributed articles, you should not - if you want to meet your deadlines - schedule specific articles until after they have been received. In some cases, you may be well advised to delay scheduling an article not only until it has been received, but also until it has been edited.

Along the same lines, here's another word of caution: don't make unnecessary promises to your readers. For example, don't state that the next issue will feature an article on camping until you have the finished article in hand, for you may find yourself in the position of having to write the copy to fill the column.

Work Efficiently

Make the writing job easier by not saving all the work for one long push. Instead, collect source material regularly and write up each article as soon as all the information is available. There is no advantage to writing all the articles

at once. Try not to waste readers' time; as in newspaper writing, give the important facts first. Write headlines that describe the articles, so that readers can rapidly spot which articles they want to read and which they want to bypass.

To accomplish the editing efficiently, treat each issue as an entity. By seeing all of the issue's articles together, you can eliminate overlap and ensure consistency.

To do the layout, arrange the articles in order of importance. Put the lead article on the first page, of course. Put the secondary article on the last page, which, typically being an outside page, gets more attention than the inside pages. If feasible, use a ragged-bottom format (columns of uneven length), so that you won't need to spend hours cutting or adding material in order to make the columns align.

Since the articles are short, they rarely require subheads. However, subheads are convenient to use - and easy to add even at the layout stage - if a page needs some white space or if a column needs lengthening. Conversely, subheads are easy to remove if space is at a premium.

To give the newsletter its own distinctive image, keep the format and overall look the same from issue to issue. For example, a regular column should preferably be placed in the same location in each issue. In this way, interested readers can find the column immediately without losing any time searching for it, and those not interested won't waste their time starting the article only to find it's the same old column dressed up to look like something else.

Check on Your Efforts

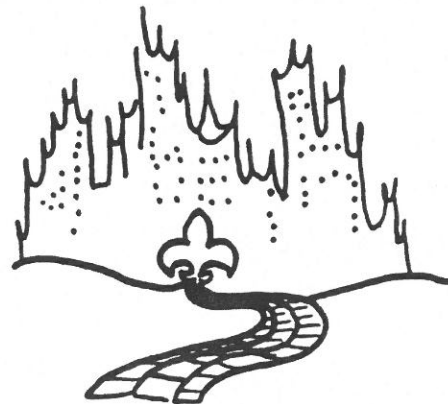
Once you've got your newsletter going, take steps to get feedback from your readers. You can enclose a brief questionnaire in one of the issues, or publish a Letters-to-the-Editor column.

Pay close attention to what the readers tell you. Their responses can help you to keep the newsletter content in time with their needs, and their ideas and suggestions can be the catalyst for many articles.

Also, keep track of the content of the issues. Does the content match the plans you made at the outset? If not, should you modify your objectives, or should you publish more news about people?

Try It - You'll Like It

Newsletters can be exciting projects for any pack. There's no limit to their variation and subject matter. They don't take long to produce, and visible evidence of a finished product published regularly provides much satisfaction. So if a newsletter can serve a communication function for you, don't be hesitant to produce one. Remember, it's an easy, inexpensive, and versatile form of communication.



MOCK COMMITTEE MEETING & AND HOW WRITE AND AGENDA

Why have a committee meeting.

Committee meetings are a necessary part of every Pack. The meetings are a good way to keep the Pack organized and running smoothly. A committee meeting should be held as often as your pack requires. This depends on your meeting agenda. Committee meetings are used to plan all Pack activities and to delegate responsibilities for making all events successful. You should try to have your meetings at a time during the month which leaves plenty of time for preparation. One meeting a month during the school year, or even every other month should be enough. Summer events should be planned well in advance.

Who should attend the meetings and what are their duties.

Chairperson: This person conducts the committee meetings assigns responsibilities to committee members and works closely with the Cub Master. The Chairperson is the one to set the time, place, and agenda for all Committee meetings. A copy of the agenda should be available to all in attendance.

Cub Master: The Cub Master recruits new leaders for the Pack, plans and conducts Pack meetings and attends District Roundtables.

Assistant Cub Master: This job includes doing all the duties handed down by the Cub Master and fill in for the Cub Master when needed.

Secretary: The secretary is responsible for keeping minutes of all committee meetings to give a report of the last meeting for the committee.

Treasurer: This person is responsible for the Pack check book, heading up fund raiser projects and giving a financial report at Committee meetings. This job can be combined with the Secretary's jobs.

Advancement Person: This persons job is to ask Den Leaders what awards are needed, ordering the needed awards in time for the next Pack meeting and stimulating boy advancement through the Parent Contact Person.

Ideas Person: The Ideas Person tries to get parents involved with the Pack by giving suggestions to them about the monthly themes. This can be done by suggesting things the boys can do out of their books that relates to the monthly theme.

Parent Contact Person: This job includes encouraging parents to become involed with the Pack activities, talking to new parents

in scouting about the Pack and it's programs and opportunities. This person also should explain to the parents about what their jobs are as far as their sons advancement goes.

Den Leader: The Den Leader plans and holds weekly den meetings for the boys assigned to them, they also should help the boys prepare for their parts in the Pack meeting.

Webelos Leader: Webelos Leaders are responsible for helping the boys earn their Webelos badge through holding weekly den meetings.

Assistant Den Leader: The Assistant Den Leader helps in the planning and holding of den meetings and also helps solve any problems the Den Leader may have.

Den Leader Coach: The Den Leader Coach is the person who makes sure the dens are running smoothly, that all members are trained properly and attends roundtables and informs Den Leaders of what went on.

Committee Members: These are members who may not have any other job other than attending Committee meetings to give their ideas.

What happens at a Committee meeting.

Committee meetings should follow a rigid schedule or agenda. Any idle conversation should take place before the meeting is begun, or after the meeting is adjourned. Always have your agenda available to all present at the meeting. Also remember the more people in attendance the more ideas can be shared.

How to write an agenda and how to use it.

The Chairperson should be responsible for writing the agenda, it should be as structured as possible. Use the agenda to keep the meeting short and to the subject on hand.



A SAMPLE AGENDA
COMMITTEE MEETING

Date November 11, 1986

Cub Theme: Golden Rule

Location: Elementary School Lunchroom

Webelos: Geologist

Time: 7:00 p.m.

Calendar of Important Dates

November 25 delivery of food baskets for needy
December 2 Pack meeting at Elementary School
December 9 Committee meeting at Elementary School
December 19 Christmas caroling
January 6 Pinewood derby

This meeting is call to order by Committee Chairperson.

Secretary's report

Treasurer's report

Cub Master's report

Old Business

Halloween Party

Blue and Gold Chairperson and Location and Entertainment

Trip to North Star Games

New Business

Blue and Gold theme, decorations and menu

Christmas Party and Caroling

December Pack meeting

Pinewood Derby Chairperson

Additions to Old or New Business

Chairperson summarized meeting and important dates

Chairperson calls for adjournment, motioned and seconded.

Refreshments served.



PACK MANAGEMENT

Pack Management is a big job that requires the open communication and cooperation of a committee of adults headed by the pack committee chairman. (See pages 11, 85-86, and Chapter 10, page 113 of the Cub Scout Leader Book)

Below are listed the main events in the cub scouting year and other leadership and communication considerations to be included in the pack meeting or pack committee agenda.

Main Events

Klondike Derby
Recharter
Blue - Gold Banquet
Pinewood Derby
Scout Expo
Tiger Cubs & Webelos Graduation
Webelos Woods
Summer Program - 4 Events
Cub Day Camp, Webelos Camp
August Round Table
School Night
Leader Training
Fall Camporee
Pow Wow

Other Agenda Considerations

Meet with charter organization rep.
Webelos-Scout & Tiger-Cub Transition
Recruit new committee members and Webelos leaders for coming year
Review financial needs
Begin planning next years schedule
Schedule summer events Form #3748
Confirm dates & places for coming year
Recruit new den leaders - Set up new dens
First Den Leaders Meeting
Review resource materials & record keeping
Review schedule & leader responsibilities
Plan a community service project
First Pack Meeting-Webelos Den Induction
Distribute Pack Meeting Schedule
Recruit Standing Events Committees:
Blue-Gold Banquet, Pinewood Derby, Fund Raiser, Summer Program
Discuss "How Advancement Works" (parents)
Uniform Inspection



FINANCE AND FUND RAISERS

Financing the pack is a major responsibility of the pack committee. Two aspects must be considered: income, by way of dues and fund raisers, and expenses. Expenses come in two forms: fixed and variable. To help determine your fixed expenses per scout, there is a chart below. Also listed are other predictable expenses though they may vary from pack to pack and year to year.

Once your financial needs have been established you can plan an appropriate fund raiser and determine the dues required. When planning your fund raiser avoid conflict with another pack or troop in your area. Make it a good learning experience for the boys. The money earned should justify the time and effort required. Be sure to file the Unit Money-Earning Application (Form #4427) with the council office.

A tight or fixed budget may be difficult, but budget guidelines will contribute to the overall health of your pack.

		New	Exp.	Web.	Ldr.
book	2.25				
neckerchief	2.99			3.10	
Webelos colors	2.00				
council patch	1.25				
unit numerals	.35				
den numeral	.50				
American flag	.75				
C.S. Recognition	4.00/10				
rank patch	.60				
arrow pts.	.25				
Web. activity	.50				
Arrow of Light	.55				
graduation certf.	.15				
service star	.40				
backing	.55/12				
Quality Unit	.40				
summer pin	.45				
adult I.D. insig.	.80				

Variable

INSURANCE

news letter
record forms
charts
awards
certificates
Ldr. Helps, etc.
Tiger Cub Program
speakers

Goodwill Fund

Pack Events:

Christmas Party
Pinewood Derby
B-G Banquet
Graduation
Summer Program

RECRUITING AND FAST START

The Cub Scout Program is an on-going recruiting project. As Cubs move on to Boy Scouts parents usually accept positions in the troop, council and district. Indeed a pack is fortunate when their leadership stays to offer their experience, knowledge and establish a good base for the pack.

It's only natural to look toward parents of the boys as the potential leaders. Don't stop there! Other relatives, family members, senior citizens, past leaders and members from your pack's charter organization are potential leaders. Perspective leaders can also be developed. By utilizing parents throughout the year, they can see the inner workings without jumping in with both feet. Then when a position is open, they may be more willing to serve.

Once all the candidates have been selected by the pack committee, a personal approach works best. An appointment should be arranged and two committee people go to the candidates home. Remember any committee member can recruit if he/she knows the program and is comfortable with the job. When visiting the candidate answer all questions honestly, bring resource materials and a Fast Start Kit. Some of the resource material you can use are: Program Helps, Pow Wow Books, Cub Scout Leader Book, and your Pack Program outline for the year. Stress their opportunity for personal growth as a Cub Scout Leader.

Within two days after the initial meeting, call the candidate back and answer questions. This shows you are generally interested in their help and you will support them. If the candidate has not made a commitment by then, another face to

face meeting may help.

The best place to recruit is at School Night for Scouting or at Spring Round-ups. Another approach would be to invite all new parents and others to a Cub Scout Parent / Leader orientation Night (#6412). Here all will learn about the program and those who were afraid to get their feet wet may decide this looks like fun.

Receiving information and guidance is vital to new leaders, so they can do a good job. You must answer the question "What do I do now and Who can help me"? This is done with **Fast Start Materials.**

Fast Start Material is available at the Council Service Center (393 Marshall): So You're a New Cubmaster, So You're a New Den Leader, So You're a New Webelos Leader and So You're a New Committee Member. These materials give a brief job description and information about the Cub Scouting program. Be sure to completely fill in the back page when using these.

For a unit to qualify for the National Quality Unit Award a new Cubmaster must receive and complete Fast Start Training within 90 days of registration. The training can be presented by any knowledgeable Scouter. Either some one from your Pack, Pack Commissioner or Training Staff.

Be Sure to take your new leaders to Basic Training and to a Roundtable. Remember the first days are very confusing - so lend a hand and the boys and pack will flourish.

**Every Cub Scout deserves a
qualified, trained leader.**

TIGER CUBS IN THE PACK

TIGER CUBS BSA MOTTO - SEARCH, DISCOVER, SHARE
PROMISE: I PROMISE TO LOVE GOD, MY FAMILY, AND MY COUNTRY
AND TO LEARN ABOUT THE WORLD.

GOALS:

- A. The program imparts Scouting's ideals to a boy and to an adult, and introduces Cub Scouts to both the boy and the adult.
- B. It is a family oriented program featuring a boy and an adult.
- C. It assists the boy and the parents in developing a close relationship.
- D. It assists the boy and the parents in developing a close relationship.
- E. It provides the opportunity for parents to help build a positive self image in boys and teach their value system to their sons.

OBJECTIVES:

This family program is to encourage the boy and his family to:

- A. Have fun together.
- B. Know one another.
- C. Grow together.
- D. Get along together.
- E. Discover together.

LITURATURE:

There are two basic pieces of literature for the entire program.

- A. An orginational flip chart that is to be used by the group organizer, to aid a group of interested parents and boys to initaie a program. The Tiger Cubs group shall be run as a satellite and companion activity under the supervision of the pack, but not dependent upon it, or responsible for the survival of the Tiger Cubs groups. However, the sorce for next years Cub Scouts and leadership will come from these groups, it is in the interest of the packs to encourage its survival.
- B. The participants manual that is in two general sections, one being for the boy and the other for the adult family member. The boys' materials would include an iron- on decal, signifying participation in the Tiger Cubs program, a wall poster and membership cards for both himself and the adult family member. The adults' matericals includes a careful description of the concept of the program and its goals, a calendar on which to list events of the year, a sample agenda, a roster sheet to include the name of all the boys and adults as well as the packs' assigned orginixer. Also included will be recognition stickers to signify the boys' participation in elements of the program. Most og the adult section will be comprised of seventeen "Big Idea" sheets which are the program suggestions for each month.

TIGER CUBS IN THE PACK

PROGRAM IMPLEMENTATION

Each "BIG IDEA" is an element of the program, similar to themes, but the "BIG IDEA" sheets are not assigned to specific months. The "BIG IDEA" sheet is divided into three sections:

A. PARENTS SECTION:

This section discusses the goals of the particular "BIG IDEA". It indicates to the adult participant the attributes and sometimes level of competence that is hoped their first-grader will gain.

B. FAMILY SECTION:

Here will be listed many ideas and activities for the family to pursue as a unit and independent of the other family units in the group.

C. GROUP SECTION:

In the group section of the "BIG IDEA" sheet will be listed ideas and activities the entire group can pursue when together for a monthly meeting.

ORGANIZATION

A. REGISTRATION:

The first-grader and an adult will be registered together in an established pack. The Tiger Cubs groups will be identified by color rather than number and would not meet on a regular basis with the pack.

B. AGE REQUIREMENTS:

To become a Tiger Cub, a boy must be a first-grader. Once formed, of six or eight boys, plus their adult partners, no new members will join the group, a new group must be formed.

C. LEADERSHIP

The leadership for the Tiger Cubs group comes from within the group. The responsibility of the leadership will be passed around among the group members. All necessary group aids will be in the participants notebooks. The group organizer will act only as a group organizer and then become a resource person and not meet with the group, and keep monthly phone contact.

D. MEETINGS:

It is recommended that the groups meet once a month at the home of the appointed leader's for that month. It is anticipated that most meetings will involve a field trip of some kind and the format will be that a short meeting could be held where ever the group convenes. twice a year the group should be invited to meet with the pack, at their Blue and Gold dinner and for graduation into the pack.

TIGER CUBS IN THE PACK

The pack committee and especially the Cubmaster should get to know the Tiger Cubs and their parents. Sometime during the year your Pack Tiger Cub Organizer will invite the Tiger Cubs to a Pack activity. Take this opportunity to introduce Cub Scouting to the Tiger Cub group. Let them know that the pack is interested in what their group is doing and how much they are looking forward to their future involvement in the pack.

TIGER CUBS IN THE PACK

Sometime in March or early April the Cubmaster and Pack Tiger Cub Group Organizer need to plan to meet formally with the Tiger Cub group. The agenda of the meeting should be based on Tiger Cub Big Idea #17 - "Cub Scouting, Here We Come." It is a time to discuss Cub Scouting and how the program works. New Cub Scout parents need to know some details to help make the transition a smooth one. This meeting should actually serve as their orientation into the Cub Scout Pack. During your presentation, remember to cover the following items.

- * Cub Scout program in general
- * A little history
- * Pack organization
- * Purpose of the program
- * Leadership responsibilities (Recruit, don't threaten)
- * Meeting schedule
- * Registration and Boy's Life fees
- * Advancement procedures

A thorough orientation of the program will help parents feel more comfortable as well as get the Tiger Cubs excited about advancing into Cub Scouts. Remember as part of "Cub Scouting, Here We Come", the Tiger Cubs are already working on their Bobcat requirements. As soon as they are graduated into Cub Scouts they can receive their first award.

The actual graduation ceremony is extremely important to young boys. It makes them feel special and gets them excited about stepping into a new program. This step should never be forgotten. The ceremony should take simple yet nice enough to impress the boys. The Cubmaster should be working with your Pack Tiger Cub Group Organizer to put together the ceremony. A sample ceremony is included in the Tiger Cub Group Organizer Manual, and in the transition section of this book. Tigers register with the pack when it recharter, but continue to meet as a Tiger Group until graduation. The former Tiger Cub group should naturally become a new den in your pack. Moving from Tiger Cubs to Cub Scouting should be as natural as moving from wolf to bear. Now is the time to help them get started in the Cub Scout program.



SERVICE PROJECTS

Ideas for den activities

Help shut-ins. Shut-ins often lead a drab kind of life. Many partially handicapped persons live alone and have difficulty in dealing with the day-to-day task of living. "Adopt" a shut-in and visit regularly to run errands, help write letters, shop or just visit. Send a shower of greeting cards. (This could turn into a year around project)

With the help of all den families, decorate a Christmas tree with money-filled mittens which can be sent to an overseas relief agency such as CARE or UNICEF.

Make cartoon scrapbooks for children's homes.

Collect games, puzzles, toys, to give to children in day care centers or children's homes.

Put on a holiday skit for a day care center, pre-school nursery, or Nursing Home.

Collect books and magazines in good condition for nursing homes or children's homes.

Ideas for Pack service projects

Collect canned goods for the needy.

Collect toys for Toys for Tots Project sponsored by US Marine Corps.

Collect articles for Good Will Industries. These items are needed year around to provide jobs for the less fortunate.

Have a money-raising project to collect money for the World Friendship Fund to help Scouting in other countries.

Make decorations for pack Christmas tree and give decorated tree to a nursing home, day care center, etc.

Make tray favors, bookmarks, greeting cards, etc. for nursing home.

Go caroling at a nursing home or children's hospital.

Donate craft kits with crayons, pencils, paper, glue, scissors and rulers to children's home.

Make bird feeders for shut-ins or nursing homes. Provide seed and suet for feeders.

OBJECTIVE: To share the spirit of goodwill with others. To fulfill the Cub Scout promise to help others.

These are only a few of the many goodwill projects which can be carried out by Cub Scouts. No doubt you and the boys will have some good ideas of your own. The main point to remember here is that as a Cub leader, you can place special emphasis on the good turn as you are planning your programs each month.. For more service project ideas see Citizenship Through Service available at the service center..

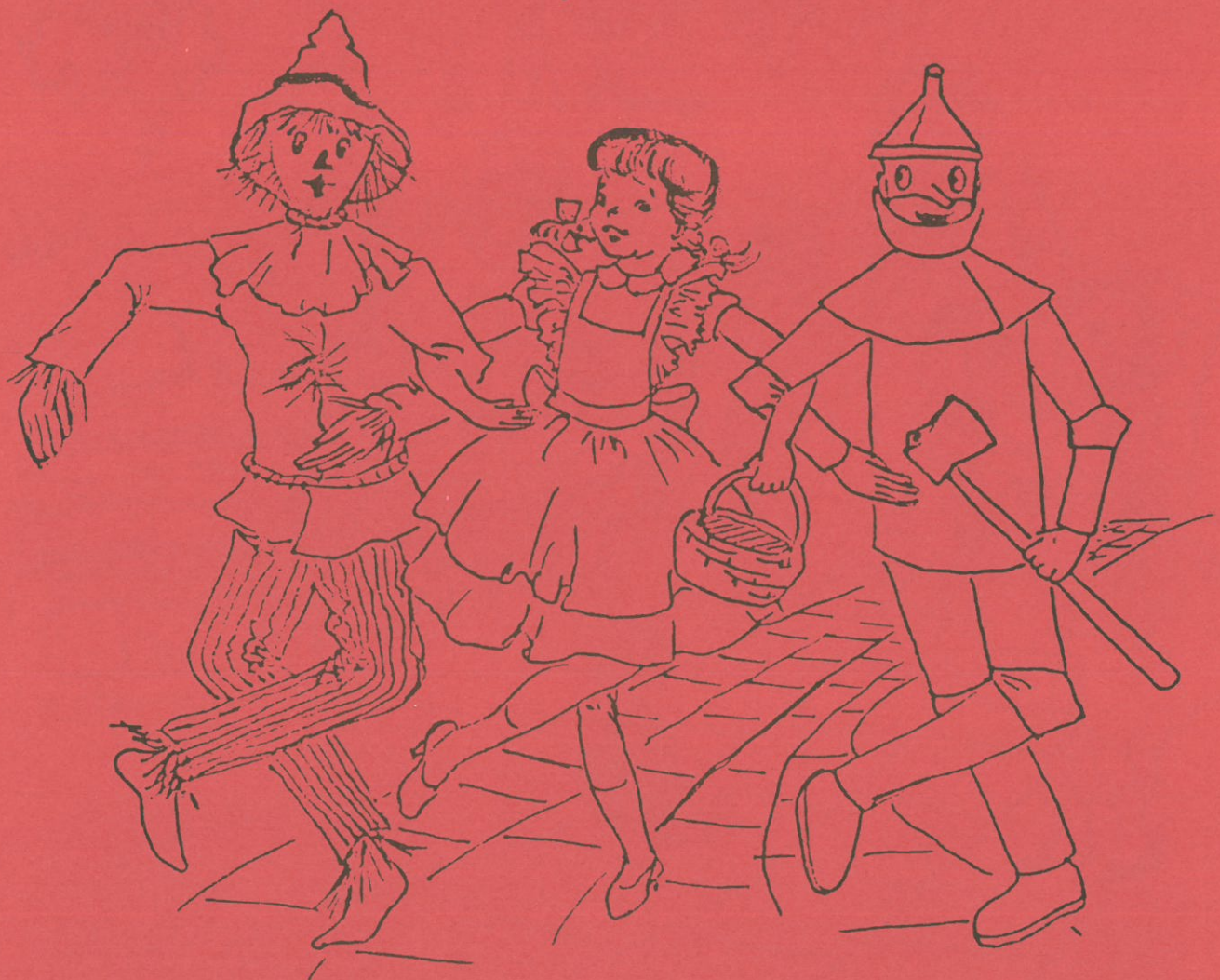
ACTIVITIES



ACTIVITIES

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We're off
To The Cub
Pow Wow!!



CUB SCOUT SPORTS PROGRAM

WHAT IS CUB SCOUT SPORTS?

The Cub Scout Sports and Physical Fitness program provides year-round activities for dens, packs, and boys. It provides a Cub Scout the opportunity to become acquainted with team and individual sports and to become more proficient in the sports he already knows. The program also includes a physical fitness emphasis, incorporating the latest advances in fitness activities.

A Cub Scout may participate in a sports program in his unit, in his community, or by himself. Cub Scout sports emphasizes participation of the family by involving an adult teammate. There is recognition for both participation and for good performance by the Cub Scout and his adult teammate. Throughout, the Cub Scout is encouraged to learn and practice good sportsmanship, and to "do his best."

There are two main parts to sports: Learning the skills that it takes and learning the rules that must be followed. There is also a third part to sports that's very important - sportsmanship. Remember that there are winners and losers in sports; competition. Being a winner is easy but being a loser is sometimes hard. Some people are better than others at certain things. Just remember that everyone is good at something. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results.

This sports program includes adult guidance and training, a safe environment, a share in decision making, awards and achievements, and more fun than a Cub Scout ever dreamed of.

It's a program designed to work at all Cub Scouting levels - family, den, pack, district, and council - and to teach a boy, at every level, how to get along with others. This sports program, as in other Cub Scout activities, involves adult family members. They will be playing, exercising, and influencing their sons in important sportsmanship values.

HOW DOES IT WORK AND WHO DOES IT?

- *Pack selects sport of its choice.
- *Cub Scouts are introduced to sport at a den meeting by coach (parent, Explorer, friend).
- *Cub Scouts practice.
- *Pack conducts tournament.
- *Pack recognizes Cub Scouts and families.

Remember that this procedure is for a pack sports program. If a boy participates in community or individual sports he may also receive recognition.

SCHEDULE FOR SETTING UP YOUR PACK SPORTS PROGRAM - Have a responsible adult for each of the following:

1. Select pack sports chairman for the year.
2. Consider interest of pack members and determine what sports will be programmed for the coming year. (1-3 sports per year)
3. Establish a schedule for pack sports activities. (3 months per sport.)
4. Identify playing area, equipment availability, safety rules, recognition, budget, leadership resources, and parent involvement.
5. Each den selects a coach to help Cub Scouts and families prepare for the pack event.
6. Provide literature before beginning instruction in the selected sport. There is a scorecard and requirements in each sports book. You may make copies of the scorecard if each boy doesn't want to buy a book.
7. Conduct the event, recognize the participants and judges. Don't forget to contact the news media.
8. Make recommendations for the future.

DOES EVERYONE HAVE TO PARTICIPATE?

The boys are not required to participate. However they sometimes will with a little encouragement and support from family, leaders and coaches. Show the boys you love them no matter how well they play. Some boys don't go out for community sports because "Everybody plays better than they do." They really want to play but are afraid they will be made fun of because of their lack of skill. Let them know that if they do their best - they have done a good job! Let them know that it's all for FUN!

RECOGNITION

*Participation Awards - Special sports belt loops for each sport will be awarded by the pack to the Cub Scout participating in a sport in his own unit or in an organized sports competition in the community. To be worn on Cub Scout uniform belt.

*Physical Fitness Pin - A recognition pin is available for Cub Scouts and adult teammates for physical fitness in each sport, during a three-month period. Cub Scout - Earns one point for each 15 minutes of practice. Pin worn on sports letter. Adult Teammate - Earns 1 point for each 30 minutes of practice. Physical Fitness Pin is worn on civilian clothes. To Qualify - 75 points must be earned during any three month period.

*Sports Letter - Each Cub Scout may qualify for his own sport letter by:

1. Earning one sport belt loop.
2. Earning the Physical Fitness pin.
3. Involving an adult teammate in earning the physical fitness pin.

Sports letters may be worn on your sweater or jacket.

*Competitive Recognition - Cub Scout Medals - Gold, Silver and Bronze will be available. Ribbons and trophies will be available for the recognition of den, pack, and interpack competitions.

SUMMARY

The Cub Scout Sports Program provides a chance for a boy and adult to work together to earn awards and recognition. It teaches sportsmanship. It enables a boy to participate in sports at his own level and it promotes good physical fitness.

Remember many boys want to participate in sports and Cub Scouts. This enables him to get both in one program. He is still encouraged to participate in community sports, but this will give him an opportunity to participate in many different sports enabling him to choose the sports he is best in.

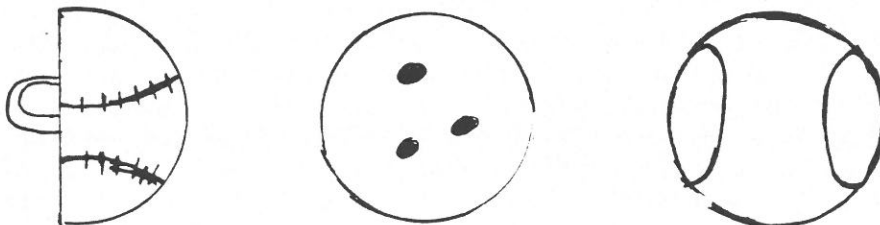
RESOURCES

- *Cub Scout Sports Leader Guide - Available at Scout Service Center.
- *Cub Scout Sports Book - There is a book for each of the 14 sports. Archery, Baseball, Basketball, Bowling, Golf, Marbles, Physical Fitness, Skiing, Soccer, Softball, Swimming, Table Tennis, Tennis and Volleyball.
- *Also check with other packs who have already run a sports program.
- *For help in a specific sport check with local community sports people or your Public Library.

BALL NECKERCHIEF SLIDE

Materials: Ping pong ball, plaster, small curtain ring, paint.

Cut a ping pong ball in half. Fill the half of ball with plaster and insert small curtain ring for the slide. (Insert ring when plaster is wet.) Decorate like a soccer ball, basketball, softball, bowling ball, etc. (For a football - fill a plastic spoon with plaster instead of a ping pong ball.)



DEN TRIPS AND ACTIVITIES

The lure of the outdoors is an intregal part of Scouting, all the way from Tigers to Boy Scouts and Explorers.

Webelos, Boy Scouts and Posts usually have a year around outdoor program but let's not forget Bears, Wolves, Bobcats and Tigers.. Yes, even Tigers can participate in Scouting outdoors. Tigers are encouraged to go to District Day Camps and should visit Scout Expo. Bears and Wolves should also attend Day Camp and participate in Scout Expo. Webelos graduate to a higher level of competence in outdoor Scouting and so, greater participation. For Webelos Scouts Day Camp may be replaced by District Webelos Woods, an outdoor over-night Father-son campout. In addition your District may put on a Fall Camporee and/or Winter Klondike Derby and of course Webelos still participate in Scout Expo. See the Cub Scout Camping section of this book to see what types of outdoor activities are allowed by each age of Cub Scouts.

Your Pack or Den outdoor program should start with the affore-mentioned District functions, but should not end with just that. Try to include one outing each month. In larger cities you will most likely find a greater selection of trips you can take, but if you live in a smaller community don't overlook trips you can take right at home. Most towns have a Fire Hall, Police Department, local historical sites or perhaps the local ambulance service or factories. One very good source of field trips is your own towns history. Every town has a history. Who were the founding fathers? Where did they live? What is the oldest building in town? The oldest standing tree? The oldest living citizen? The possibilities are endless.

What about seasonal activities, sledding, skiing, ice skating and snowman building in the Winter. Kite flying, bicycle riding and hiking in the Spring. Swimming, picnics and fishing in the Summer. Football, hayrides and wiener roasts in the Fall. Maybe your outing could be a service project, like shoveling snow from sidewalks or from around fire hydrants, setting out bird feeders, picking up the liter at a local park, wayside rest or school yard, painting buildings or picnic tables at a local park. There is any number of things you can do right in your own area but, no matter what you do or where you go there are a few steps you must take.

Planning is the single most important thing for a successful and enjoyable outing. Try the following steps:

1. Where are you going?
2. How many are going?
3. How will you get there??
4. How long will you be there?
5. Do you have written permission from parents?
6. Have you filled out a tour permit?

As soon as you have all the necessary information OBTAIN, FILL OUT AND MAIL A TOUR PERMIT. The tour permit not only double checks your plans but, it also lets the council know what you are doing. Most important to you is that with an approved tour you and your group are covered by a one million dollar insurance policy while on your outing. When do you need to fill out a tour permit? Any time you leave your regular meeting place.. The situation may arise such that you are not sure if a tour permit is necessary, remember this one thing "When in dought, fill it out."

DEN TRIPS AND ACTIVITIES

Many of the Cub Scout advancements can and should be achieved through your outdoor program. Below is a list of Achievements, Electives and Activity Badges that fit right in to the outdoors.

WOLF

ACHIEVEMENTS

- 1. Feats of Skill
- 6. Collections
- 7. Conservation
- 10. Family Fun

ELECTIVES

- 3. Handicrafts
- 4. Games
- 5. Model Boats
- 6. Kites
- 10. Indians
- 13. Birds
- 15. Gardening
- 17. Cooking
- 18. Outing
- 19. Fishing
- 20. Sports

* * * * *

BEAR

ACHIEVEMENTS

- 3. What Makes America Special
- 5. Sharing Your World With Wildlife
- 9. What's Cooking
- 10. Family Fun
- 11. Be Ready
- 12. Family Outdoor Adventure
- 14. Ride Right
- 15. Games, Games, Games
- 16. Building Muscles
- 19. Shaving and Chips
- 21. Build a Model
- 22. Tying It All Up
- 23. Sports, Sports, Sports

ELECTIVES

- 1. Space
- 2. Weather
- 5. Boats
- 12. Nature's Crafts
- 14. Landscaping
- 15. Water and Soil Conservation
- 18. Backyard Gym
- 19. Swimming
- 20. Sports

* * * * *

WEBELOS

ACTIVITY BADGES AND ACTIVITIES

- Aquanut
- Naturalist
- Geologist
- Forrester
- Sportsman

- Outdoorsman
- Athlete
- Traveler
- Arrow of Light
- Webelos Dad/Son Overnights

* * * * *

IN SUMMARY

- 1. Decide where you want to go. Try to make your trip satisfy the requirements for an Achievement, Elective, or Activity Badge.
- 2. Know how many are going and get written permission from parents.
- 3. Arrange transportation that meets the requirements found on the tour permit.
- 4. Send in tour permit at least two weeks in advance of the outing.
- 5. Most importantly HAVE FUN !!!!

PINEWOOD DERBY

The Pinewood Derby is a colorful and thrilling pack activity. All boys and their parents participate. It is one of Cub Scouting's most popular dad-and-son projects that offers in miniature all the fun and excitement of a big auto race. Although this is a parent son project care should be taken to insure that the boy participates fully in the construction of his car. A race between the parents in the pack can allow the dad's a chance to make their own cars as well as help their son's with their's.

THE CUB SCOUT LEADER'S HOW TO BOOK HAS COMPLETE INSTRUCTIONS ON ORGANIZING AND RUNNING A PINEWOOD DERBY AS WELL AS DIRECTIONS ON HOW TO BUILD A TRACK. SEE PAGES 9-39 THRU 9-44.

PLANNING TIPS

The following information will be helpful in planning the pack's pinewood derby.

- 1 Determine work assignments and hold special meetings prior to the race to orient everyone to their jobs
- 2 Consider using some sort of board to post the race progress, such as with tags on hooks, so spectators can watch the progress.
- 3 Make it legal to use powdered lubricants on the axles if allowed in your meeting place.
- 4 Use a Polaroid camera to photograph the finish. This simplifies picking the winners in a close race and the photo can be given to the winner.
- 5 Try to arrange for judges from outside the pack to prevent parent problems when a boy doesn't win.
- 6 A 4-lane track is best to provide a compromise between the time problem and the number of races per boy.
- 7 Be sure all pack families are informed about building specifications, inspection rules, race procedure and judging methods. This will help prevent misunderstandings and disappointments.

SAMPLE PINEWOOD DERBY RULES

- 1 All cars must pass inspection to qualify for the race.
- 2 Each heat will be announced, drivers will report to starting line and place their cars on the track. Others must remain behind barrier.
- 3 The starter will make sure cars are on the track properly and then start the race.
- 4 Starter and driver will report to finish line to record results.

PINEWOOD DERBY CONTINUED

- 5 The car whose nose is first over the finish line is winner. Place spotters will pick 1st, 2nd, 3rd and 4th places.
- 6 If a car leaves the track, runs out of its lane, interferes with another car, loses an axel, etc., the heat will be run over. If the same car gets into on the second run, that contestant automatically loses the race.
- 7 When results of each heat are recorded, drivers will take their cars and return to their seats.
- 8 Awards will be announced after the heat for which awards are to be made. Drivers and their parents report for awards.
- 9 There are a total of _____ heats and _____ awards to be given. Den winners will be determined first. The first four places from each den advance to the pack championship heats. Remaining drivers will take part in consolation heats.

SUGGESTIONS

Packs with large number of boys may use the following method:

- * As cars arrive at inspection station, they are weighed and segregated into age or rank divisions.
- * 3 stickers are applied to underside of car.
- * Race as many heats as necessary to include all cars in a division one time.
- * Remove 1 sticker from 2nd, 3rd and 4th place cars at the end of each race.
- * All cars will be run at least 3 times with this method.
- * Last car with sticker remaining is division winner.
- * Then race division winners for pack championship.

INSPECTION POINTS

- 1 Cars must have been made this year
- 2 Cars must meet length, width and weight specifications listed in the kit.
- 3 Axles, wheels, and body wood shall be as provided in kit.
- 4 Wheel bearings, washers and bushings are prohibited.
- 5 The car shall not ride on any kind or type of springs.
- 6 The car must be free-wheeling with no starting devices.
- 7 No loose materials of any kind are allowed in the car.

KEEP THIS SPECIAL ACTIVITY WITHIN THE CAPABILITIES OF A CUB SCOUT. AVOID IMPOSING ON LEADERS BY REQUIRING UNREASONABLE PREPERATIONS.

SPACE DERBY

Cub Scouts will find the space derby exciting. Join in the fun as the countdown begins for the space race of the century!

RACE SUGGESTIONS

1. To stage the race, boys wind up their rubber band propelled rockets motors. Then they hook the rockets over the guidelines centering the rockets between the vertical dowels and locking the propellers behind the horizontal dowels on the starting gate. Start the countdown, and fire at "zero" by lifting the rear of the starting-gate frame which releases the rockets.

2. Run the race in heats, up to four contestants at a time. Boys work hard on their rockets, so each boy gets to try at least twice instead of eliminating him from competition after the first race. For instance, in a 6-boy-den, try heats of three boys each. The winner of each heat goes into the den finals. Then race the other four again with the race winner competing with the other heat winners for the den championship and entry into the finals.

3. Recruit dads as flight operations team - two as starters with green flags, two as judges with checkered flags, and two as gate-keepers and announcers.

4. Experienced rocket racers "warm up" their ships by gradually winding the rubberband motors to full capacity. Try 50 turns first, then 100, 200 and so on. Release the propeller between each winding. Try some backyard runs on a length of monofilament line before competition.

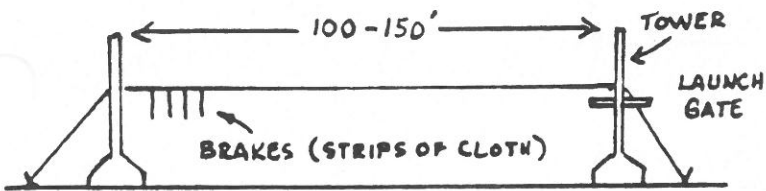
5. Soak rubber bands in castor oil several days before the space derby. This prolongs the bands' life and power and will help eliminate breaking during competition. Leaders should still have boxes of extra rubber bands and props handy for emergencies. Remember that it takes three rubber bands to fly each ship properly.

6. To save time, whenever a ship gives any trouble pull it off the line and run it with the last heat. Allow boys to wind propellers before coming to the starting gate. Turn a spotlight briefly on each heat winner as his name is announced.

SEE CUB SCOUT LEADER HOW TO BOOK PAGES 9-45 THRU 9-47 FOR MORE INFORMATION AND RACE RULES.



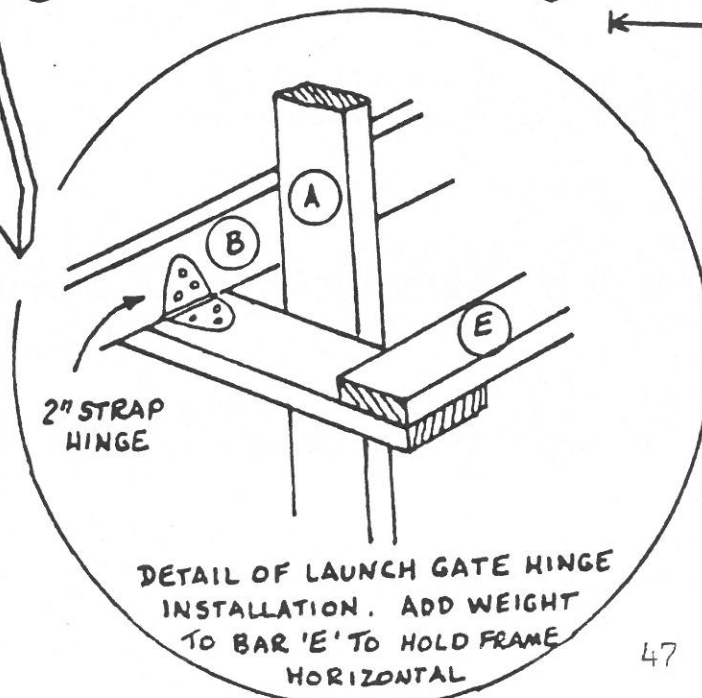
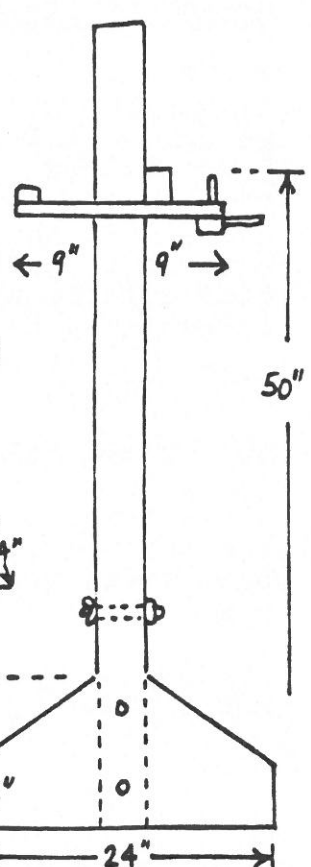
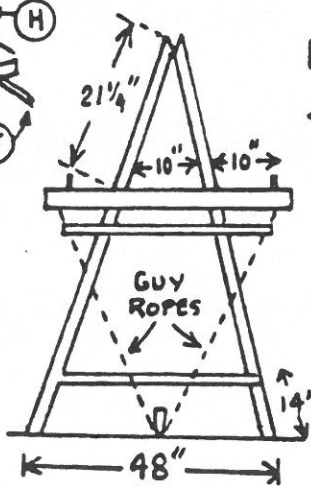
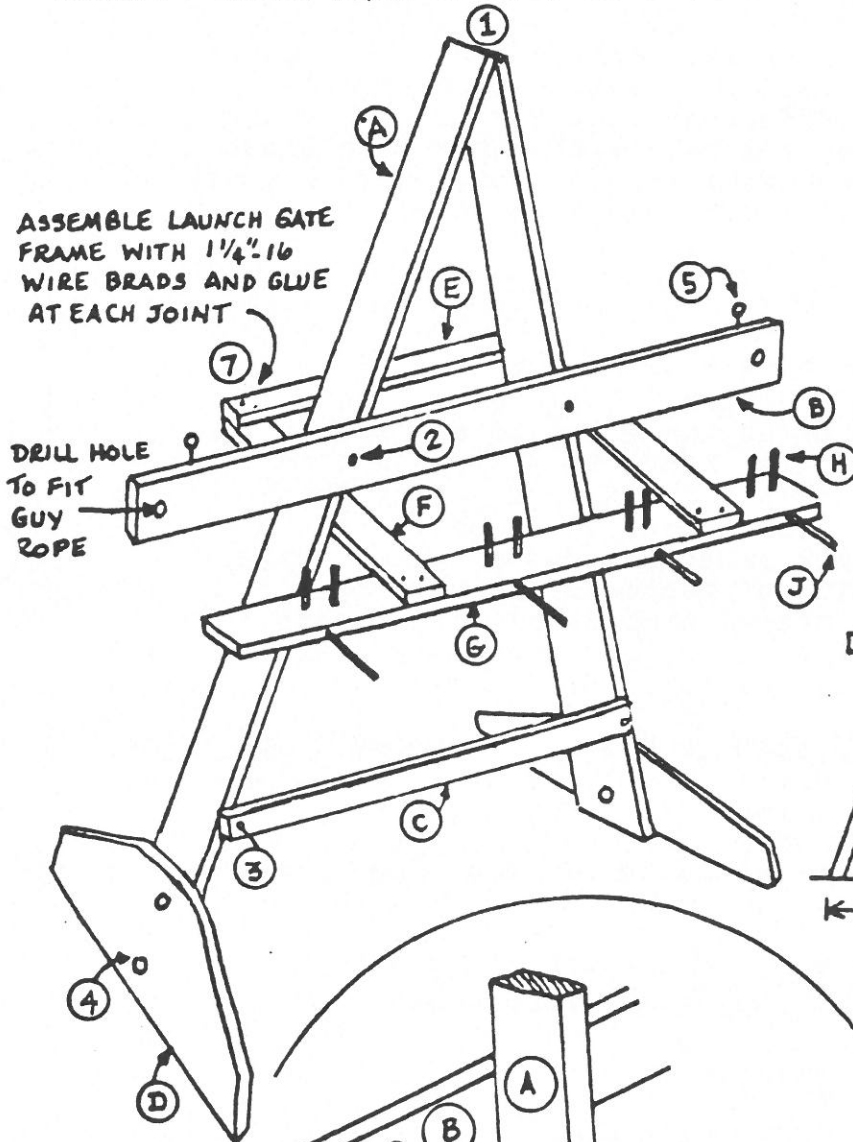
SPACE DERBY LAUNCHER



Outdoors - attach guy ropes to stakes, trees, or fences.
Indoors - attach ropes to wall, hooks or columns.

- Towers:**
- A 4 3/4"x3 1/2" x 72" pine
 - B 2 3/4"x3 1/2" x 40" pine
 - C 2 3/4"x1 3/4" x 40" pine
 - D 4 1/2"x12"x24" plywood
- Fastenings:**
- 1 2 2 1/2" butt hinges
 - 2 4 1/4"x5" carriage bolts
 - 3 4 1/4"x4 1/2" wing nuts &
 - 4 8 1/4"x2" washers
- Launching Gate:**
- E 1 3/4"x1 3/4"x 24" pine
 - F 2 3/4"x 1 3/4"x18" pine
 - G 1 3/4"x 1 3/4"x 36" pine
 - H 8 1/4"x 3" wood dowels
 - J 4 1/4"x 5" wood dowels
- Fastenings:**
- 6 2 2" strap hinges
 - 7 8 1/4" - 16 wire brads & white glue
- Miscellaneous:**
- 600 ft. 50 Lb. test monofilament fishline; 3/17" or 1/4" rope -guy ropes

ASSEMBLE LAUNCH GATE FRAME WITH 1/4" #16 WIRE BRADS AND GLUE AT EACH JOINT



RAINGUTTER REGATTA

RACING COURSE

The course will be determined by the facilities available. A portable wading pool, regular swimming pool, pond, lake or stream, or even a good size puddle after a rain can be used for racing.

If racing on a calm day or indoors, an electric fan will keep the boats moving.

The most commonly used course is the raingutter. The course is made of standard rain gutters 10' long, set in grooves in two saw horses. Allow sufficient space around the course for both participants and spectators. With gutters in place, put a small amount of water into each to make sure they are level. Make any needed adjustments, and when level, fill to about $\frac{1}{2}$ " from the top.

RACING PROCEDURE

The boats are propelled by boys blowing into the sails. Start with the boats' stern touching the end of the rain gutter. The starter stands at the opposite end with his hands raised. When he drops his hand, the boys begin to blow. Once the race is started, the boys may not touch the boats with their hands. The first boat to reach the end of the gutter is the winner. All races are run on an elimination system, by heats. Timing of boats has no bearing on determining heat or final winner. Winners of first heats will compete against each other in second heat, and third, etc., until a final winner is determined.

On courses other than the raingutter boats must be held by the pilots at the starting line and released at a pre-determined signal. No pushing is allowed. The boat crossing the finish line first is the winner of that heat. If two or more boats run afoul, there is no contest. The race is re-run.

SEE CUB SCOUT LEADER HOW TO BOOK PAGES 9-47 THRU 9-49 FOR MORE IDEAS AND DIRECTIONS FOR THE RAINGUTTER COURSE.

OTHER SPECIAL ACTIVITIES

The Cub Scout Leader How To Book chapter 9 covers how to hold PACK PICNIC, PACK TREASURE HUNT, PIRATE PICNIC, A FIELD DAY, CUB SCOUT FITNESS DAY, WATER CARNIVAL, FISHING DERBY, A KITE DERBY, GLIDER OR PLANE DERBY, GOLD RUSH, CUB SCOUT GOLF TOURNAMENT, OBSTACLE COURSE, FALL FARM FROLIC, WESTERN FESTIVAL, TOP SPINNING TOURNAMENT, CUB SCOUT MIDWAY, RAINY DAY FIELD DAY, CUBMOBILE DERBY, AND ANNIVERSARY WEEK ACTIVITIES. BE SURE TO USE THIS BOOK FOR YOUR REFERENCE.

A Wilderness Traveler's Creed:

- I believe that man-the intelligent animal-can travel through the wilderness and LEAVE NO TRACE.
- I will keep my group small.
- I will keep my stay in one place short.
- I will not cut down trees or branches.
- I will not build fires, or if I do I will keep them small and scatter their remains when I leave.
- I will leave no trash or other evidence of my stay in the wilderness.
- I will LEAVE NO TRACE.

A Personal Answer to the Wilderness Challenge:

I WILL	I DID
Make no-trace camps,	---
- Seek ridgetop or timbered campsites	---
- Choose well-drained, rocky, or sandy sites	---
- Never cut standing trees	---
- Avoid leveling or digging hip holes or trenches	---
- Make only small safe campfires in safe areas	---
- Carry small firewood from timbered areas outside camp	---
- Make camp 200 feet away from shore areas	---
- Wash 100 feet away from water sources	---
- Use biodegradable soaps	---
- Look at and photograph, never pick or collect	---
- Buy only gear in subdued forest colors	---
- Take a litterbag to carry out all refuse	---
- Leave radios and tape players at home	---
Leave a no-trace campsite,	---
- Pick up every trace of litter	---
- Erase all signs of a fire	---
- Replace rocks and logs where they were	---
- Pack out all litter, mine and theirs	---
- Report significant information to Ranger Station	---
- Look for signs of my passing, did I leave traces?	---
- Apply the no-trace ethic elsewhere	---

Signed

About Wood.

**A concerned Wilderness
visitor**

Woods which burn quickly and leave only ashes are: cedar, balsam, spruce, poplar, pine, hemlock, chestnut, aspen, alder, and redgum.

Woods that burn slowly with lasting coals for cooking or heat are: oak, hickory, ash, locust, yellow birch, hard maple, apple, iron wood, walnut.

Good wood will have a hard "tunk" when knocked; flakey and peeling bark; grayish, discolored wood; will "snap" cleanly when broken.

Never use gasoline or other fuel for starting your fire.

HIKES

1. Wild flower see who can identify the greatest number.
2. Rainbow find and list as many colors in nature as possible.
3. Monogram to find 3 or more objects beginning with your 3 initials.
4. Incher to collect as many objects as possible that are one inch high, wide, around, long, etc. Measure treasures on returning and see who brought in the largest number of one inchers. This will help the boys notice the little interesting things usually overlooked.
5. Baby to be used in early spring to find the first signs (or "babies ") of spring.
6. Stop, look, and listen Mike for 5 minutes or a designated number of steps. Stop for one minute and write down all the objects you see or all the sounds you hear. Five stops are enough for this hike.
7. Curiosity find some odd or curious objects such as bark, stone, stick, etc. By using imagination tell what animals, etc. the object represents.
8. Nature for observation of birds, insects, land animals, rocks, and minerals, trees and shrubs, water animals, and wild plants. Take a Field Guide Book from the council or Public Library.
9. Camera each hiker may bring his camera taking pictures along the way, choosing subjects which are important or characteristic. One may conduct a picture contest or hold a picture exchange.
10. Progressive supper a 3 stop hike with different food and recreation at each stop, probably ending at the campfire where songs, stunts, and a popcorn feast end the jolly journey.
11. Story use a story which is familiar to all, such as "Alice's Adventures in Wonderland", "Treasure Island" to illustrate a hike. Lay a trail using phases and places from the story.
12. Get together invite another troop and divide up so that a boy from each troop (or pack) will become partners.
13. Evening find North by the stars. Learn to recognize some constellations.
14. Cookout go hobo style with all equipment packed in large bandanas hanging from sticks.
15. Crafts find dried cattails, milk weed, grasses, seed pods, reeds, corn husks, nuts, which can be used later in crafts.
16. Sounds note all the sounds made by Nature.

CAMPING FOR CUB SCOUTS

Cub Scout	Family Camping	Field Trips Family-Den- Pack-Group-	Daytime Activities Theme Days Day Camp	Parent-Son Overnight Pack-Council District	Webelos Scout-Dad Overnight Den-District Council
Tiger Cub 7-year old					Camporee Visitation Den-
Wolf 8-year old					Individual Boy- Dad
Bear 9-year old					Webelos Extented Camping
Webelos 10-year old					Pack-Den

Any other type Cub Scout camping requires National Council approval through Regional Service Center.

BACKYARD CAMPING

The Boy Scouts of America encourages backyard camping and family camping by the younger Cub Scouts. A boy is not likely to run into problems beyond his depth when his family is with him or close by. Backyard camping is simply sleeping out with a buddy or two, either under the stars or in tents. The boys may try to cook their meals outdoors, too, but mom should be ready with emergency chow. It's almost certain they'll want it.

FAMILY CAMPING

This outdoor emphasis is encouraged as a good Cub Scout activity. A parent and son may constitute a family. Overnight or extended camping is permitted and encouraged for 8-, 9-, or 10-year-olds as long as it is conducted as a family experience. Family camping is encouraged on a den or pack basis. Family camping may be on private, public, or council camp facilities. Den or pack family camping trips would be encouraged to use Cub Scout or Webelos Scout activities as part of the program. Remember, however, overnight and longterm camping are not authorized for 8- or 9-year-old Cub Scouts, except as a part of family camping.

WEBELOS OVERNIGHTS

Webelos dad-son overnights are encouraged. These campouts may be for one or two nights and may be repeated during the year. Webelos Scouting is a boy's final step prior to Boy Scouting. It is here that bridges should be built to span the gap between the Cub Scouting and Boy Scouting experience. Dad-son overnights can help accomplish this. This is a dad-son activity that can be held on a den, pack, district, or council basis. The Webelos dad-son overnights are excellent opportunities to involve a nearby Boy Scout troop to assist with equipment, program, and training. Remember, though, this is a dad-son outing and a father or approved male must be present.

A RAINY DAY BAGFUL OF IDEAS

Even with the best laid plans for a wonderful day at camp, rain is often our guest--there is no reason for it to dampen our program fun, here are a few ideas to get you thinking about a rainy day program.

Why not don your raingear which you brought along and go for a hike! Go slowly and take a good look at how different things look in the rain! Perhaps gather some nature articles to make a possible coat hanger, pot hook, or nature craft. Find a stick that looks like something. Maybe this would be a good time to look for a toasting fork.

Did you bring a bag lunch?? Take that bag, blow it up, and have a relay with tied paper bags. Who can throw it the farthest? Or--why not a paper bag puppet and then a show. Make a paper bag doll using nature items for facial features and a stick for a body?

Feel like writing? Paper and pencil make it easy. Try a poem about sounds in the rain, color of sky, wind, etc. Write a story about where the birds go and our other woodland friends. Rope available--why not brush up on those knots--perhaps with the aid of some string you could practice how to whip a rope end. It is always wise to refresh these skills once in a while.

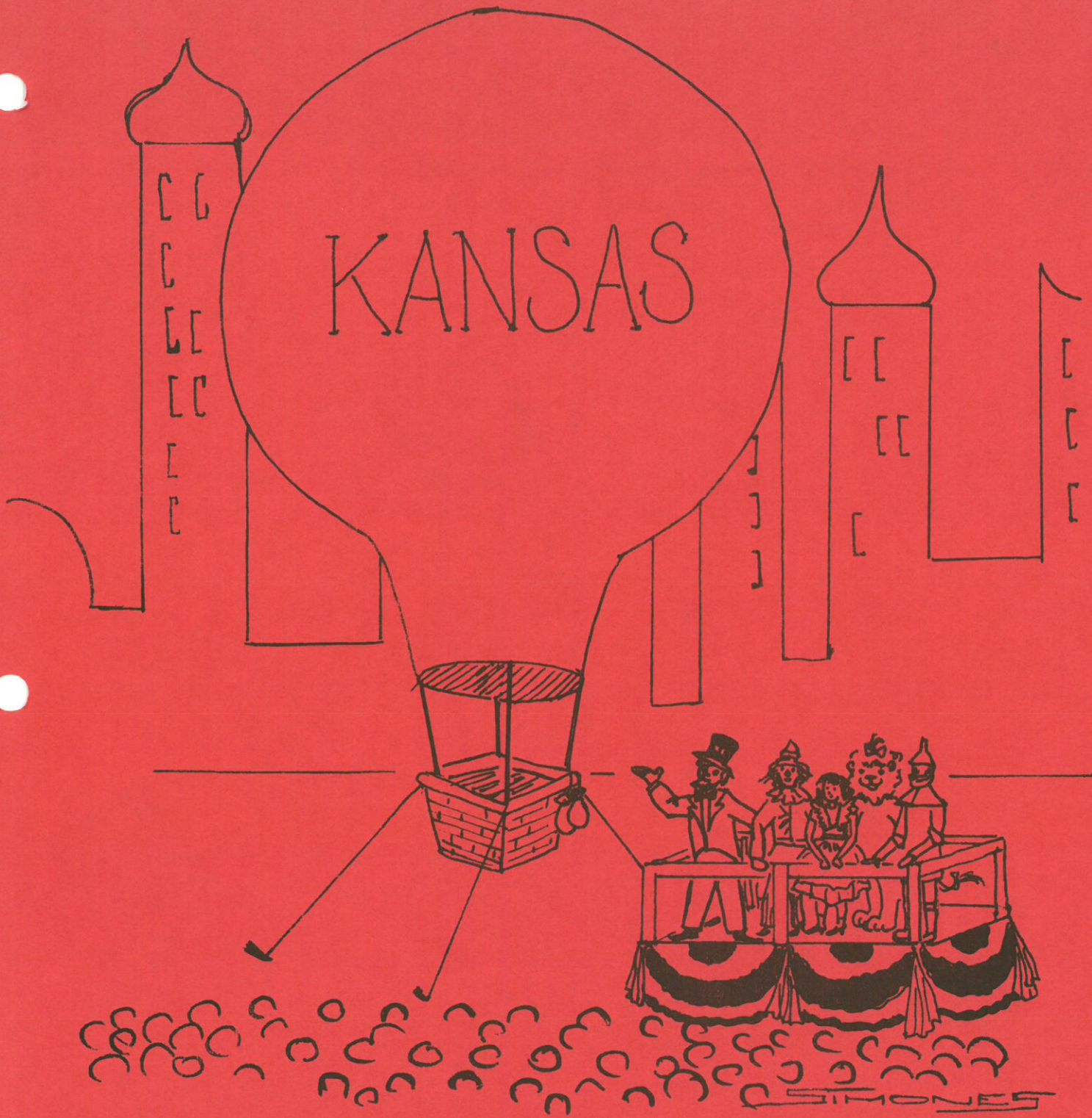
Know where there is an old sock with the heel out or the mate missing?? Fill it with some beans or rice and have a bean bag to play games with. Be sure you tie the top securely so the insides do not fall out.

Singing---singing games.

Object Painting is great. Gather a few items of nature such as small pine cones, interesting twigs, acorns or their caps, leaves, etc. Dip in tempera or paint one side with a brush lightly. Press down painted side on construction paper. Note the interesting designs made with more than one object.

Might be a great time for an observation hike. Walk around and see how litter looks in the rain. Turn it into a conservation project and take along a plastic bag and pick up some of it. Follow some erosion paths and plan to improve the site. See how "litter comes to life" when nature objects are heavy with rain.

Find a Tree (better for dry weather). Blindfold all the boys and lead each one to a different tree. Give them time to "make friends with" the tree. (Feel it, reach high, feel the ground around it, smell it, etc.) After a few minutes, bring them back to the starting point, remove their blindfolds, and let them find their "friend". They are almost always able to find the tree that they "saw" without their eyes.



CEREMONIES

CEREMONIES

Why Ceremonies are Important
Flag Ceremonies
Den Ceremonies
Special Ceremonies
Theme Ceremonies

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CEREMONIES

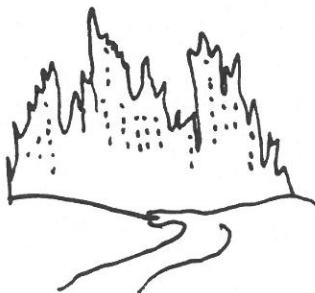
Ceremonies are important for many reasons, the most important being that boys like them. The boys like to participate in them to receive recognition. Ceremonies are also important for recognition of leaders for achievements, for special occasions and holidays. Ceremonies help to teach the ideals and goals of Scouting and citizenship. They can help to promote participation of family, which is very important as Cub Scouting is a family-oriented program. Ceremonies also help maintain order in meetings when properly used. It is important to remember to keep ceremonies simple so there won't be too much for the boys to memorize, yet use as many boys as possible.

When to Have Ceremonies

1. Ceremonies are used at the beginning and closing of all pack and den meetings.
2. When a Cub Scout, parent, or leader has earned advancement or recognition.
3. To induct new Cub Scouts, den chiefs, and parents, or for graduations.
4. On special occasions such as holidays, pack charter presentations, and pack or Scouting birthdays.

Ingredients for Ceremonies

1. Action: Use as many people as possible and props if needed.
2. Coordination: Plan ahead and practice it a few times. If there is to be audience participation, tell them in advance what is expected of them.
3. Delegation: Rely on your assistants and others; don't try to do it all yourself.
4. Dignity: Allow no horseplay or action that will interfere with the ceremony.
5. Imagination: Use showmanship and material easily found. Change the words of ready-made or make your own ceremonies to fit the monthly theme.
6. Participation: Get involvement from the parents with their sons. Use den chiefs and den leaders to work with the boys.
7. Simplicity: Keep it simple, but make it fun.
8. Variety: Don't use the same ceremony too often in pack or den meetings.
9. Proper Staging: Keep the speaking to a minimum and caution boys to speak up. Have props ready and badges in correct order to enable boys or leaders to get them without confusion. Have Cub Scout elevated if possible so that the audience can see and appreciate the ceremony.



FLAG CEREMONY

Standard Cub Scout flag ceremony

Two flag bearers are required. One is required for the American flag and one for the Pack flag. A speaker is required to direct the activities of the ceremony. An American flag, a Pack flag and two flag stands are required for the ceremony.

A color guard adds to the ceremony and allows more Scouts to be involved in the ceremony. If there are an uneven number in the color guard, the American flag should have the additional color guard.

The Cub master usually calls the meeting to order and introduces the Den that will perform the ceremony. The speaker for the flag ceremony moves from the rear of the room to the front of the room after the introduction.

The speaker states in a sharp, loud voice, "Attention! Will the audience please rise". When the audience has risen, his next statement is, "Color guard, present the colors".

The color guard advances from the rear of the room with the flag bearers in front, followed by the guards. The American flag should always be to the right for the procession. As the color guard begins the advance, the speaker states, "Hand Salute". The speaker salutes along with all other Scouts in uniform. All others not in uniform should put their right hand over their heart. Everyone's eyes should follow the flag as it is moved to the front of the room.

The flag bearers and color guards proceed to the front of the room, directly behind where the flag stands have been placed. The American flag should now be to the right, from the audience point of view. The flags are held vertical, slightly aloft.

The speaker begins the "Pledge of Allegiance" with the audience joining in. The Pack flag is lowered slightly to allow the American flag full attention. Neither the flag bearers nor the color guards salute or recite the "Pledge of Allegiance". They stand at attention facing the audience. After the "Pledge of Allegiance", the speaker says, "TWO - Color guard, post the colors". The Pack flag is placed in its stand. The Pack flag bearer and color guard salute it and step back into place. The American flag is then posted, the American flag bearer and color guard salute it and step back into place.

The speaker then states, "Color guard, retreat". The flag bearers, followed by the color guard and then the speaker proceed to the back of the room.

FLAG RULES

There are many rules associated to giving proper respect to the American Flag. The most pertinent rules that Cub Scout Leaders need to know are listed here.

It is the universal custom to display the Flag only from sunrise to sunset on buildings and on stationary flagstuffs in the open. However, when a patriotic effect is desired, the Flag may be displayed twenty-four hours a day if properly illuminated during the hours of darkness.

The Flag should be hoisted briskly and lowered ceremoniously.

The Flag should not be displayed on days when the weather is inclement, except when an all weather Flag is displayed.

When the Flag is displayed from a staff projecting from a window sill, balcony or building front, the union of the Flag should always be at the peak of the staff unless the Flag is at half-staff. When suspended over a sidewalk from a rope between a building and a pole at the edge of the sidewalk, the Flag should be hoisted out from the building union first.

When displayed over the middle of the street, the Flag of the U.S.A. should be suspended vertically with the union to the north on an east and west street, or the east on a north and south street.

When carried in a parade front with other flags the U.S. Flag should always be to the marching right of the other flags, or to the front and center of the flag line.

When displayed on a float in a parade the U.S. Flag should be mounted on a staff or, if displayed flat, it should be so suspended that its folds fall free, as though the Flag were staffed.

The Flag should not be draped over the hood, top, sides, or back of a vehicle or of a railroad train or a boat. When the Flag is displayed on a motor car, the staff should be fixed firmly to the chassis, or clamped to the right fender.

The Flag should never be carried flat or horizontally, but always aloft and free.

The Pledge of Allegiance to the Flag should be rendered by standing at attention facing the Flag with the right hand over the heart. When not in uniform, men should remove their headdress with their right hand and hold it at the left shoulder, the hand being over the heart. Persons in uniform should remain silent, face the Flag, and render the salute.

When a number of flags of states or cities, or pack flags are grouped and displayed from staffs with the U.S. Flag, the latter should be at the center and highest point of the group.

When displayed with another flag, the U.S. Flag should be to its own right, or the observer's left, with its staff over that of the other flag.

The U.S. Flag should not be dipped to any person or thing. Regimental colors, state, city, organizational or other flags are dipped as a mark of honor.

Do not let the Flag of the United States touch anything beneath it, such as the ground, floor, water or merchandise.

When displayed either horizontally or vertically against a wall, the union should be uppermost and to the Flag's own right, that is, to the observer's left. When displayed in a window, the Flag should be displayed the same way, with the union or blue field to the left of the observer in the street.

Never destroy a U.S. Flag in public ceremony. When the Flag is so badly torn, soiled or faded that it is no longer a fitting emblem for display the Flag should be destroyed in private, preferably by burning and without ceremony. A torn Flag may be mended, or if soiled it may be washed or dry cleaned.



DEN ADVANCEMENT AND CEREMONIES

What is a Ceremony?

Ceremonies are used to open and close den meetings and to mark important events in the lives of the boys and the den.

A ceremony can be a song, a prayer, a speech or a moment of silence. The opening sets the tone for the whole meeting. Ceremonies can be used with regularity, in fact it may be handy to have one or two openings and closings memorized. However DO NOT let a ceremony get stale or boring. Openings and closing ceremonies should be no more than 5 minutes in length and the boys should be involved as much as possible.

Why use Ceremonies?

A ceremony makes use of symbolism and provides dignity for the den.

Different types of symbolism might be;

A den leader lighting a candle.

Color guard presenting the colors, followed by Pledge of Alliegence, saluting.

An artificial campfire, with singing around the campfire.

Use of an advancement board or chart.

A simple ceremony around a totem pole with Indian dress and tomtoms.

Lighting of a good conduct candle.

Some Examples for Den Ceremonies

A den is working on a Bobcat badge - Cub Scouts stand and give the Cub Scout sign or salute. They then recite the 7 points to be a Bobcat.

A Webelos den is working on the Arrow of Light. The boys salute, give the Boy Scout sign and recite;

1. 12 points of the Scout Law
2. Scout Slogan
3. Scout Motto
4. Boy Scout Oath and Promise

These openings and closings can also be used to keep the Promise, Motto, and Law fresh in the minds of the boys. These Promises, Laws, Mottos are not just words in a book that they must memo rize, but they are also good basis in which to act.

Some simple closings might be;

1. Singing Taps
2. A moment of silence to reflect on the happenings of the meeting.
3. Summarizing ways for a Cub Scout to improve himself.
4. A silent retiring of the colors.
5. Simply extinguishing the good conduct candle.

*One important thing to remember - Don't make den ceremonies too elaborate or it may tend to make Pack ceremonies less important.

Writing your own Ceremony

Perhaps you have a special circumstance and will need to come up with a new and different ceremony. Sort out exactly what it is you want to get across and follow a few simple guidelines.

1. Use simple action
2. Dignity
3. Inspirational ideas
4. Participation

KEEP IT SIMPLE * MAKE IT FUN (KISMIF)

Why use Den Advancement Ceremonies?

To acknowledge the accomplishment of the cub. Acknowledgement of a job well done is very important and should not be skimmed over or lost in other den business. Most important is the cub becoming a better person and being proud of what he has accomplished and praised for it.

Advancement Helps

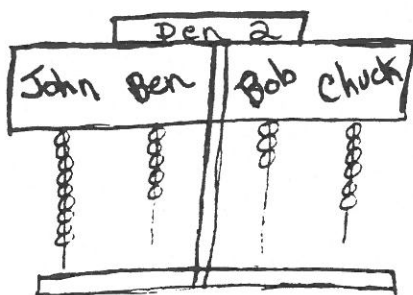
1. CHART - This may be purchased at the Scout Office or you may make own. It should be easy to read and should be displayed at every den meeting and at pack meetings. The chart shows progress towards Wolf and Bear badges, dates achieved and arrow point achievement. The squares should be colorfully marked so the cubs can easily see their progress.



2. PROGRESS TOWARDS RANK - This is a device used in the den to recognize and encourage progress towards Wolf and Bear badges. It is presented to each scout after he has completed three achievements. It is worn on the right shirt pocket. A scout receives a yellow bead to string on his Progress Towards Rank each time he completes three achievements towards his Wolf badge and a red bead for three achievements towards his Bear badge.

3. BULLETIN BOARDS - The boys could help create this, they could have cars going around a race track, scouts climbing trees, Packman eating up some candy or stickers, a forest with wolf or bear trails through it, adventures climbing a mountain, a spacecraft traveling through space and beyond.
4. BIRTHDAYS - A birthday is special in a boys life so it should also be made special as a cub. A special chart showing each of the cubs birthdays, also they could receive a special cub of the day award.
5. DEN DOODLES - These can take many forms and can be made from simple items from around the house. They are fun ways to encourage the cubs to work towards their badges and a fun way to show their progress. They could involve removing a sticker or treat each time an achievement is completed, adding beads or rings, etc.

Examples



Pegboard

Ron ooo	Chuck oooooo	Ben oooo
------------	-----------------	-------------

INDUCTION CEREMONIES

Committee Chairman Induction

Equipment - Gavel for new committee chairman; candles- one unlit.
Setting - A head table with lighted candles will add to the atmosphere. The unit commissioner, Cubmaster, or Scouting coordinator can perform the induction.

Narrator: What is leadership? It is a process by which a person influences others. In Cub Scouting, leadership is the ability to accomplish the Cub Scout program in an efficient and effective manner. As in most groups, our pack is evidence of the willingness of its members to work together. Working together is a give-and-take business, and the leader gives guidance and direction. The leader also lives up to the standards of the group.

(Ask new committee chairman to come forward.)

The job of pack committee chairman is one of variety and responsibility. It touches on all aspects of the Cub Scout program. The chairman has the final responsibility for the successful operation of the pack, working closely with the Cubmaster and other pack leaders. Often the chairman is a mediator, but most of the time a good listener. The chairman, like other pack leaders, must set a good example and lead the way for Cub Scouts to follow. A successful chairman will not ask of anyone something that he would not willingly do himself.

I would like to introduce name, our new pack committee chairman.

(To chairman) Would you please repeat after me the Scout Oath?

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

These are meaningful words, and they apply to all of us. They are words to which all Scouting leaders, to the best of their abilities, should try to live.

As I turn over the chairman's gavel to you, I ask that you light this candle to symbolize the guiding light which you and other leaders of Pack _____ must show for the boys to follow. Congratulations!

Family Induction Ceremony

Challenge your new Cub Scout parents when their son is inducted with a review of the basic objectives of Cub Scouting.

Personnel - Cubmaster, four pack committeemen, committee chairman, and parents of new Bobcats.

Equipment - Candleholder, four candles.

Arrangement - Pack leaders stand at one side of candleboard; parents on other side.

Cubmaster: (To parents) I welcome you and your son to Cub Scout Pack _____. The success of Cub Scouting depends upon the boy's family relationships. To all the new parents in our pack, we offer a challenge. As members of our pack committee light

- candles, hear the challenge.
- 1st Committeeman: (Lights candle) Learn to have more fun with your boy. Encourage and help him with his achievements. Help him progress regularly through Cub Scouting into Scouting.
- 2nd Committeeman: (Lights candle) Learn to live together better ... as Cub Scouts in a den, as families, as neighborhoods, and as a nation.
- 3rd Committeeman: (Lights candle) Become better parents by practicing the Cub Scouting principles of affection, participation, recognition and security, moving with your son into Scouting upon his graduation from Cub Scouting.
- 4th Committeeman: (Lights candle) Extend and strengthen the influence of the institution on boys, parents and the community.
- Cubmaster: Parents of these new Cub Scouts, will you please give the Cub Scout sign and repeat after me: "As a parent of a Cub Scout, I will do my best to help my son live up to the Cub Scout Promise and to obey the Law of the Pack. I will work with my son on his achievements and projects. I will attend the pack meetings and help as needed to make the pack 'go'."
- (To parents) I would like to present you with your son's Bobcat pin. Please pin it on him. It is customary to put the pin on upside down until he does his first Good Turn as a Cub Scout.

GRADUATION CEREMONIES

- Setting: Call the graduating Webelos Scouts and parents forward. Then turn off the house lights.
- Cubmaster: When you boys joined Cub Scouting, you came to us as Bobcats. This was a rank that each of you had to achieve before going any further. (Light Bobcat) You were a member of a Cub Scout den where you worked on projects that helped develop your skills and mental ability. You made new friends and had lots of fun. Then you earned the Wolf rank. (Light Wolf) When you began working on the Bear rank, you found the achievements a little harder and more challenging. That was because you were growing older. Soon you had earned the Bear rank. (Light Bear) Then when you were old enough, you transferred into a Webelos den with Mr. _____ as your leader.
- Webelos Den Leader: The activities in the Webelos den were a little different from what you were used to. That's because you were getting ready to be a Boy Scout. First you earned your Webelos rank. (Light Webelos) And some time later you earned the Arrow of Light award. (Light Arrow of Light). Do you remember our first campout? (Reminisce at this point, saying something that each boy has done during the past year.) Well, you boys didn't stay boys long. Look at you! All of you have grown into fine young men who have left their mark on my heart. I am very proud of you. I remember how hard you worked to learn the Scout Oath and the 12 points of the Scout Law. Now you are going on to something even more challenging and fun. .
- Scoutmaster: (Welcomes new Boy Scouts and parents to the troop. Tells them a little about what they can expect. Issues a challenge that each boy attain the rank of Eagle Scout.)
- Note: You may also exchange neckerchiefs at this time.

RECOGNITION CEREMONIES

Den Chief Recognition

Materials - Appreciate certificate for each den chief.

Cubmaster: Cub Scouting is different than Boy Scouting. Like Boy Scouting, it has its games, crafts, advancements, and good will projects. The difference is in the type of activities that boys 7-10 years old like to do. The person who **knows** these activities best is one who has been a Cub. It is the job of the den chief to help lead den activities that will help younger boys to be good Cub Scouts and Webelos Scouts and, eventually, good Boy Scouts and Explorers. Den chiefs set a good example by being both a leader and a friend. Tonight ~~we would~~ like to recognize those who serve our pack as den chiefs. (Call names and den numbers of all den chiefs.) We would like to ask that you repledge yourself to your responsibility as den chief. Please repeat the Den Chief's Pledge after me: "I promise to help the Cub Scouts in my den To the best of my ability To encourage, guide, and protect them In all den and pack activities, And to show them by my example What a Boy Scout is. I will strive to be prompt and dependable, And to cooperate with the leaders In carrying out the den program. As each Cub Scout reaches 10 years of age Or completes the fourth grade, I will encourage him to join a Webelos den. As he reaches 11 years of age I will do all in my power to Interest him in becoming a Boy Scout." (Present each den chief with an appreciation certificate.)

Den Leader Recognition

Materials - Appreciation certificate for each den leader and Webelos den leader.

Cubmaster: There is something which parents sometimes overlook when they consider the possibility of serving as den and pack leaders. There are two very different types of homes. In one type, everything will always be just so. The furniture is not likely to be marred; there will be little shouting or noise except from the boy who lives in that house; and even his shouting will be subdued and experimental. His mother will seldom be troubled by the shouts of other boys, because it is not there. And unless something unusual happens, that is the type of home it will always be. As the children who live in it become young men and women, the rug will never be rolled up for social occasions. They will take their noise and laughter where it is better understood more welcome. But there's another type of home. This type attracts the friends of the children who live in it. They would rather bring their friends there than join them elsewhere. It is a home where children are welcome, where they learn to take care of the furniture rather than preserve it through lack of use. It's a home which later will attract young people. It's true - the first type of house will be peaceful, because it will be empty. Too empty... too peaceful... too quiet. But there are more wonderful things to be sought after

in life than peace and quiet. And besides, if you live in the second type of home, it does not mean that all of your own personal comforts and pleasures must be sacrificed. Lasting satisfaction comes from the knowledge that, as each day goes by, you are guaranteeing your children's future memories of their home will be happy ones. Most den leaders want the second type of home, and they have started to build now, because in a year or two it will be too late. That's why Cub Scouting is not all giving on their part. They'll receive a finer home life and stronger family because of it. (Call forward all den leaders.) These people are making one of the finest possible contributions to our community by serving as den leaders. They not only deal with boys, but with parents too. They are strengthening the life of our community by enriching the lives of the families who live in it. They are teaching boys to respect their homes and their parents, and they are helping parents understand their boys better by doing things with them. Few community services are more important than this. Please accept these certificates as a small token of our gratitude for your help in Cub Scouting, and the thanks of all the boys you are helping by your service. Thank you.

Leader Recognition Closing

Props: Large gold stars with a hole in center of each - large enough for each boy to poke his head through. Star is frame around face. Each boy, in turn, repeats the following speech: "My star represents our _____ office. Mr./Mrs. _____ and his/ her assistant, Mr./Mrs. _____. When all have done this, then all repeat in unison: "On behalf of all the Cub Scouts, we wish to say thank you for the leadership you have given our pack."



JANUARY PINEWOOD DERBY

CLOSING CEREMONY - PINEWOOD TRAIN

This can be a closing ceremony performed by Cub Scouts holding large cardboard cutouts as they read their lines off the back of the cutouts. Or, large posters with the lines printed on them can be displayed around the room instead of the closing ceremony.

1st Cub Scout: (Holding train engine) When engineering a project, keep on the right track. This way you never will be caught slack.

2nd Cub Scout: (Holding covered wagon) The covered wagon served folks well in its day. But don't get in a rut, you won't go far that way.

3rd Cub Scout: (holding plane cutout) To guide your life, like a good pilot you'll find it's important to keep an open mind.

5th Cub Scout: (holding a car) If spinning your wheels causes a terrible rumbling, you may not be moving, but just sitting there grumbling.

6th Cub Scout: (holding space ship) Just as an astronaut flies into space, with a lot of determination, you can go anyplace.

(Cub Scouts prop cutouts against back wall and join hands in the Living Circle while the den chief or den leader reads the following:) Just like the cars in a train, we're joined together as one. We do our best to help the pack go, while having Cub Scout fun. And when it's time to part and each take a separate trail, we'll do our best for God and country - in that we will not fail. We remember our Cub Scout Promise in everything we do. Won't you all please join us as we pledge ourselves anew.
(leads boys and audience in Cub Scout Promise)

JANUARY PINEWOOD DERBY

OPENING CEREMONY - CAPS, CAPS, CARS

Arrangement: Narrator reads the lines below while 6 Cub Scouts, one by one, come on stage, carrying cardboard models of the cars they represent... or large posters showing pictures of the cars.

Narrator: The favorite transportation in America, we feel, is Henry Ford's invention, the automobile. We all have our favorites, that you will know. As we show you our cars... now on with the show!

Toyota: I'm a Toyota, oh so small, wind me up and I can crawl, drive me out to the end of town, then pick me up and turn me around.

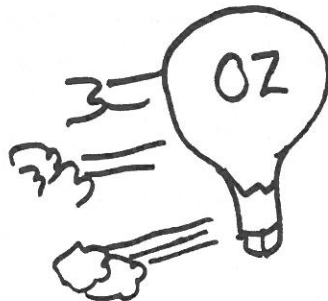
Cadillac: I'm a shiny Cadillac driving to the store and back, I can purr so quietly, you can sleep while riding in me.

V. W.: I'm a little V.W. bug, So lovable .. just give me a hug. Drive me up the hill so slow, Then down the other side I'll go.

Dodge: I'm a Dodge with lots of class, built for many a lad and lass. I can go most any place, and I hold my own in any race.

Oldsmobile: The merry Oldsmobile I'm called. With all the latest, I'm installed. Shiny things are here and there so you can drive me anywhere.

Chevrolet: I'm a Chevy, plain and neat. I have a very comfy seat. I'll perform for all who ask, doing every little task.



JANUARY PINEWOOD DERBY

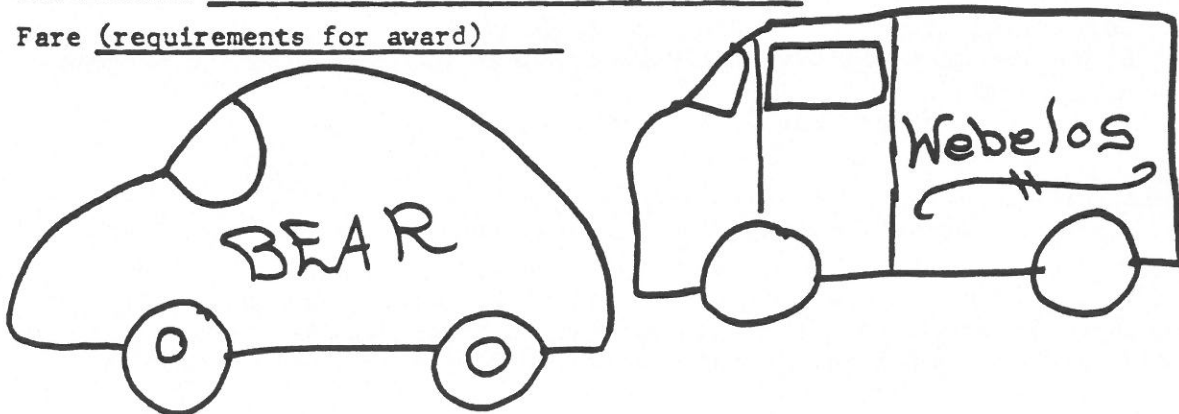
ADVANCEMENT CEREMONY - CUB CONVOY

Prior to pack meeting, issue convoy tickets to boys who will receive Wolf and Bear Badges and arrow points. Indicate on ticket the boy's name and the car he will be traveling on (Wolf, Bear, etc.). Use large cardboard cutouts representing various cars. Cubmaster acts as traffic Cop. With den leaders carrying the cutout cars, the convoy proceeds around the room and stops at each den, where the Cubmaster exchanges the appropriate award for the boy's ticket. The Cub Scout receiving the award joins the convoy as a passenger in his appropriate car. Webelos Scouts who are joining the Webelos den ride the train to the Webelos den stop, where they get off. Webelos join the convoy in special cars or maybe a truck made especially for them.

Passenger (name of boy)
Car (name of award being received)
Point of Departure (den #)
Destination (next rank)
Fare (either 12 achievements or 10 electives)



Passenger (name of boy)
Car (name of award being received)
Point of Departure WEBELOS DEN
Destination (next award or awards being received)
Fare (requirements for award)



FEBRUARY - BLUE and GOLD

CEREMONIES

OPENING CEREMONIES

TALKING PACK FLAG

Characters; An adult off stage or out of sight behind flag. A boy about 8 years old dressed in civilian clothes.

Equipment: The pack flag, flag stand, tin can, spotlight to light flag in dark room.

Setting: Room is darkened. Spotlight is turned on pack flag and boy with a dejected look strolls across the stage kicking the tin can. Adult off stage speaks for the flag.

Flag: Hello

Boy: Hi (then looking around) Who said that?

Flag: I did

Boy: (walking over to flag) A talking flag?

Flag: What's wrong with that?

Boy: Nothing I guess. What kind of flag are you?

Flag: I'm a Cub Scout pack flag. You sure look sad.

Boy: I am.

Flag: Why?

Boy: Nothing to do.

Flag: I have a program of citizenship training, character building, and physical fitness .. not to mention games, crafts, interesting trips and a lot of other things to do, but I'm pretty sad too.

Boy: Gee! With all that to do why are you so sad?

Flag: Well, I have so many boys coming to join me this fall that I don't think I'm going to be able to take care of them all.

Boy: Why not?

Flag: Why? Because I need den leaders and committee men.

Boy: What for?

Flag: I need den leaders to help me with my games and crafts. I need committee men to help me with pack finances, advancement, publicity, outings, training, membership, to get craft material for den and pack meetings and so many other things.

Boy: Can I help?

Flag: No, I'm afraid not. My program is for you. It's the moms and dads that I need.

Boy: I'll ask my dad and mom to help you.

Flag: If they will, we can work together and have a better program than ever before.

Boy: (turning to leave) See you later.

INVOCATION

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

CLOSING CEREMONIES

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.

MEANING OF BLUE AND GOLD

As we close our meeting today (or tonight) let's give a thought to what the blue and gold colors of our Cub Scouting means. Did you know that the blue and gold you see on the Cub Scout 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 warm sunlight, good cheer, and happiness. So may the meaning of these two colors shine forth in our lives as we bring the Scouting program into the lives of our boys.

THOUGHTS FOR LIFE

ARRANGEMENT: Cub Scouts hold up cards with slogans as they read their lines. (words for cards are underlined below)

- 1st Cub Scout: Do your best in everything you do on life's way.
2nd Cub Scout: Always be friendly to brighten others' day.
3rd Cub Scout: Give away your smiles for 'tis rewarding indeed.
4th Cub Scout: Be prepared to help others in their daily need.
5th Cub Scout: Be honest and sincere toward others you meet.
6th Cub Scout: Be loyal and true - a most commendable feat.
7th Cub Scout: Count your blessings being thankful each day, for life's wonderful opportunities that come your way.
8th Cub Scout: Good night to each and every one of you. May these thoughts stay with you your whole life through.

CLOSING THOUGHT

A boy does what he knows; he is what he does and what he is going to be, he is becoming.

CLOSING THOUGHT

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

FEBRUARY - BLUE AND GOLD

AWARDS CEREMONY

- PROPS:** All awards have been individually wrapped in blue and gold paper and ribbon as birthday gifts.
- SETTING:** Narrator presents ceremony from front of room with three stacks of "Birthday Gift Awards" on the table in front.
- NARRATOR:** Tonight being Scoutings' 77th Birthday Party
It's time to give presents so we won't be tardy.

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

To celebrate their effort and time
We's like to award Wolf badges to these Cubs combined.
(Read names and give each his "Gift")

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

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

- NOTE:** Parents should always be called up with the Cub and the badge given to them to present to their sons.

OTHER ADVANCEMENT CEREMONY IDEAS

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

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

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

MARCH - TIE UP IN KNOTS

OPENING CEREMONY

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

- 1st CUB: Another meeting is starting
And we'd like to welcome you
And tell you what our purpose is,
And what we hope to do.
- 2nd CUB: The Cub Scouts is a group of boys;
It helps us grow up strong,
It teaches us to do what's right,
And fight against what's wrong.
- 3rd CUB: It shows us how much we can do,
If we work as a team,
Then we'll have fun and jobs won't be
As hard as they first seem.
- 4th CUB: We'll go on hikes and field trips,
To learn of nature's wonders;
So we'll respect her when we're grown,
And not make any blunders.
- 5th CUB: And we'll be shown in many ways
That each man is our brother;
And we will see the joy there is
Is helping one another.
- 6th CUB: We'll learn to be good citizens
And, hopefully, we'll see
That laws are made for all the men,
So each man can be free.
- ALL: To do this, the Cub Scouts need
Good leaders - that is true.
That means we need the help of all
of you - and You - and You!
- And now to start our night off right,
In a good and proper manner,
We'd like you all to rise and sing
Our own "Star Spangled Banner".

(Audience rises. All Sing.)

MARCH - TIE UP IN KNOTS

ADVANCEMENT CEREMONIES

KNOTS AND THINGS

Attach awards to be given out at Pack Meeting to a rope or string that has had knots tied into it at intervals. Place the rope into a box and pull out at the appropriate time in order to award the awards.

TIEING KNOTS

Each Cub Scout that is to receive an award should be given a piece of rope at the beginning of the meeting. He is to tie a knot in the rope prior to receiving his award and be able to tell the audience which knot he has tied and what he would use the knot for.

AKELA

Arrangement: Artificial campfire is lighted. Akela, in costume, stands behind fire and is flanked by awards chairman (medicine man), and den chief who beats tom tom.

Akela: Will all Cub Scouts in good standing with this tribe come forward and be seated around the council fire. It is time for us to take council. (All boys come forward and sit) Our medicine man is here, so it is time for the council to begin. (Tom tom beats) Mighty medicine man, you have signaled us that some of the braves of this tribe have traveled along the Trail of the Golden Arrow of Light far enough to earn them names of their hunting stations. Who are those braves?

Awards Chairman: (Reads names of boys to receive awards)

Akela: Mighty warrior, how far along this trail did these braves travel?

Awards Chairman: (Name of Boy) has passed the 12 achievement tests of Wolf Valley and also did a fine job of hunting, for he earned a gold arrow. (Name of another boy), after crossing Bear Ridge, hunted well to earn a gold arrow and silver arrow. And (name of another boy) is working his way up Webelos Peak and has earned activity badges in _____.
(Mentions names of all boys)

Akela: This is indeed a fine job of Scouting. Will these braves come forward and stand before the council fire so we can see these good hunters?

Awards Chairman: (To boys) Can you truthfully say that you have followed the Cub Scout Promise and have tried to Do Your Best? (They respond)

APRIL - FAMILY SHOWTIME

Parents are real experts in the art of excuses; for example: they are too busy right now, they will do something else instead of, they work, they have children, they don't drive, their car has a flat tire, the guy next door won't, they've never done that sort of thing, THEIR PARENTS didn't do it, or their spouse won't let them.

Parents are magical creatures. They can have the most beautiful house on the block, drive the newest car manufactured, or have the best job at the office; but when you want to see pride at its fullest, watch their eyes when they say, "THAT'S MY BOY....."

ADVANCEMENT CEREMONIES

BOYS

This ceremony can be done in two different ways. The whole verse can be read and then a standard advancement ceremony can be presented. Or why not try it by dividing the verses with the awards as shown.

If it weren't for boys, I wonder
If God would have made frogs
Or hills to climb, or cans to kick,
Or even puppy dogs.

(present BOBCAT awards)

There would have been no reason
For rusty nails and rockets,
Or pretty rocks and fishing worms,
To put down in their pockets.

(present WOLF awards)

Think how many baby birds,
In this world would be lost,
Without boys to put them back,
In their nest at any cost.

(present BEAR awards)

Think of all the Grandpas.
In this world there would be,
That would have to learn to play with dolls,
And balance tea cups on their knees.

(present WEBELOS awards)

I wish that boys would never see,
That things called "Growing old".
For like they are, without a doubt
They're worth their weight in gold.



CUB SCOUTING IS MANY THINGS

Each of 12 parents hold a candle which is lighted as he gives his message.
(Light in the room is off.)

Cub Scouting is a BOY. He is somewhere between 7 and 11 years old. He is just an average boy...energetic, inquisitive, noisy and eager to explore the world around him.

Cub Scouting is a DEN LEADER who opens her home and her heart to this boy and 5, 6, or 7 others just like him so they may learn to do things in a group rather than individually and learn to share the limelight with others.

Cub Scouting is a DEN CHIEF.....a Boy Scout or Explorer who works into his busy schedule a time for the younger boy so that he may encourage him to stay on the Scouting trail for many years.

Cub Scouting is a CUBMASTER who gives of his/her spare time, and sometimes much more, to provide a program that will bring Cub Scouting to this boy.

Cub Scouting is a COMMITTEE made up of interested parents who back up the Cubmaster and who will serve willingly to carry out the pack goals.

Cub Scouting is a NATIONWIDE ORGANIZATION, a little brother program to Boy Scouting, provided by the Boy Scouts of America for the 7, 8, 9, and 10 year olds.

Cub Scouting is FUN for the boy, his parents, and his leaders.

Cub Scouting is FELLOWSHIP with the boys in you class at school, your neighborhood, and other people you might never meet except through Cub Scouting.

Cub Scouting is CITIZENSHIP.....teaching the young boy respect for God and Country. He learns his moral obligations to himself and his fellow man.

Cub Scouting is a CHALLENGE to all who become involved.....a challenge to live up to high ideals, bring forth creative ideas, express yourself. It is also a challenge to learn to accept the ideas of others who may not agree with you and to learn to compromise and work out differences.

Cub Scouting is ACHIEVING by boys and parents as they work together on advancement in the boy's book. Leaders achieve as they carry out the den and pack programs successfully.

As you can see Cub Scouting is many things.....each one important and shining forth in its own way. If we keep all these lights burning brightly in our pack, our radiance will be seen by many people. This is Cub Scouting.

(Pause..... lights on. Blow out candles. Continue with awards ceremony)



Akela: Will each of you tell us one of your accomplishments along the trail? (Each boy tells of one achievement, elective or other requirements. If there are several boys getting awards, you may wish to omit this.) I am satisfied that you have done your best. This is indeed a proud moment for our tribe when we can advance our young braves. It symbolizes good co-operation in your tepees among your family. Without their help, hunting along the Trail of the Golden Arrow of Light would have been more difficult. Mighty Medicine Man, have you brought suitable awards for these fine young hunters?

Awards Chairman: I have. (He presents awards to parents, who in turn present them to the boys.)

CLOSING CEREMONIES

INDIAN PRAYER

Oh, Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world. Hear me. I come before you, one of your many children. I am weak and small. I need your strength and wisdom. Let me walk in beauty and make my eyes ever behold the red and purple sunset; my ears sharp so I may hear your voice. Make me wise, so I may learn the things you have taught my people; the lessons you have hidden under every rock and leaf. I seek strength, not to be superior to my brothers, but to be able to fight my greatest enemy - myself. Make me ever ready to come to you with clean hands and straight eyes, so whenever life fades, like the fading sunset, my spirit will come to you without shame.

THE U.S.A.

So we march into the present
And it's always rather pleasant
To speculate on what the years ahead of us will see,
For our words and thoughts and attitudes,
All our novelties and platitudes,
Will be rather ancient history in 2033.

Will they find us wise - or silly?
Looking backwards, willy-nilly,
At our queer old-fashioned costumes & our quaint old-
fashioned ways?

When our doings face the ages,
Printed down on textbook pages,
Will they cry, "That Savage Era"? Will they sigh "Those
were the days!"?

I don't know - you may be wiser
Time's a curious capsizer
Of a lot of reputations that seemed certain to endure,
While he'll sometimes make his heroes
Out of people, once thought zeros,
For the most well-grounded reasons, by the solemnly cocksure.

So instead of prophesying (Which is fun, but rather trying)
Who they'll pick to be our great ones when the books are
on the shelves,

Here's the marching panorama
Of our past and present drama
And we shan't know all the answers till we're history, ourselves.

APRIL - FAMILY SHOWTIME

OPENINGS

COUNTY FAIR

- Arrangement: 6 Cub Scouts in uniform, enter stage one by one, carrying various items such as balloons, cotton candy, popcorn, etc. and recite their lines.
- 1st Cub: I went to the County Fair. I saw exhibits there.
- 2nd Cub: The grandest prize, was won by some guys who raised horses - the biggest pair.
- 3rd Cub: I rode the ferris wheel and heard the piglets squeal,
- 4th Cub: I ate hot dogs, and patted the hogs, and got a blister on my heel,
- 5th Cub: I went to the County Fair. I had great fun while I was thers,
- 6th Cub: And I advise, that if you're wise, Next time, you'll come to the fair.

WE'RE GLAD TO SEE YOU HERE

Try this song out for your next opening.

Tune: "Farmer in the Dell"

We're glad to see you here,
It gives us joy and cheer.
Sure, it's true, we say to you
We're glad to see you here.

WHAT ARE PARENTS?????

Well past the innocence of babyhood, the delights of childhood, the trials of the teens, and the solemnity of marriage, we find a species known as parents. Parents come in assorted sizes, weights, and colors. All parents have one object in mind..... to tackle the task of rearing children so that they will turn out as perfect as possible, that is, carbon copies of parents. From the moment a child is born to them, they go about their job doggedly. Each parent knows secretly that his child, regardless of sex, will one day become the president of the United States.

Parents are composites; teachers, nurse, doctor, minister, walking encyclopedia, and idol at all times in the eyes of their children. They must shower love on, administer discipline to, instill courage in, show sympathy for, and keep the respect of their children.

They must learn to slide on a roller skate on the steps, trip over a toy car left in the driveway, step on a jackstone in the middle of the night, and show no homicidal intent.

Parents are strange creatures who can hardly wait for that time when they can get away from their children for a few days, yet call them the minute they are three miles out of town to tell them how much they miss them. They are frantic for school to begin in the Fall, yet are always waiting thirty minutes ahead of time for their children to be home. During the day they can't understand how they "raised such little stinkers"; but at night when the kids are asleep, they marvel at thir fabulous luck in having such little angels.

(continued next page)

CLOSINGS

A TIME FOR EVERY PURPOSE

Take time for work.....It is the price of success.
Take time to think.....It is the source of power.
Take time to play.....It is the secret of youth.
Take time to read.....It is the foundation of wisdom.
Take time to be friendly.....It is the road to happiness.
Take time to dream.....It is hitching your wagon to a star.
Take time to love and be loved.....It is the privilege of the gods.
Take time to look around.....It is too short a day to be selfish.
Take time to laugh.....It is music to the soul.

TODAY

Build a little fence of trust
Around today,
Fill the space with loving work
And there in stay.
Look not through the sheltering bars
Upon Tomorrow;
God will help thee bear what comes
Of joy or sorrow.

THOUGHT

It is in loving, not in being loved
The heart finds its quest;
It is in giving, not getting
Our lives are blest.

GIVING AND FORGIVING

What makes life worth living
Is our giving and forgiving
Giving tiny bits of kindness
That will leave a joy behind us,
And forgiving bitter trifles
That the right word often stritiles,
For the little things are bigger
That we often stop to figure.
What makes life worth the living
Is our giving and forgiving.

THOUGHT

To me, every hour of the day and night is an unspeakable perfect miracle.

EXTRA PRAYER

When the world falls down around you
And a prayer will see you through,
Say an extra prayer for someone
Who may need it more than you.

For who knows what hearts are breaking
In the silence of the night?
Just that extra prayer you whisper
May help someone see the light!

Every time you help a stranger
With an extra prayer or two
You are building secret blessings
That will all come back to you!



MAY THEME "GENIUS NIGHT"

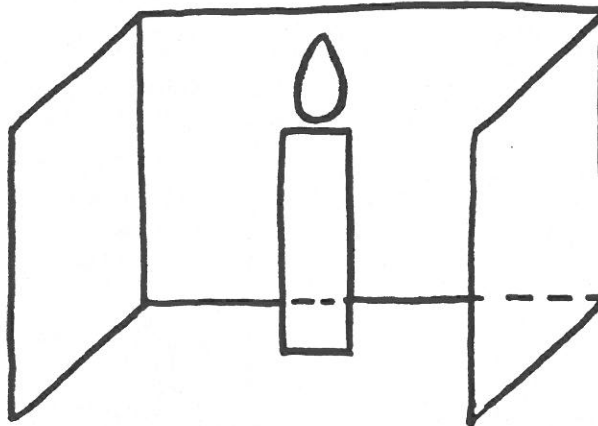
OPENING CEREMONY

NEED: One large candle
Tri-fold piece of cardboard covered with aluminum foil

CUBMASTER: "One of the strongest characteristics of a Genius is the power of lighting its' own fire. Light candle and darken room.

CUBMASTER: "Let us light the fire of Genius, having its' rays of bright ideas carry the feelings of childhood into the powers of manhood."

Flame should reflect into the audience by means of the ceremony backing and Bright Idea slides should glow in the dark. (See craft section of this book for slides)



CLOSING CEREMONY

NEED: One Cub from each den in front, beside the Cubmaster

CUBMASTER: "Genius is entitled to respect only when it promotes the peace and improves the happiness of mankind.."

Cubs in front form a human chain, linking arms and Cubmaster invites the rest of Pack and parents to do the same at their places..

CUBMASTER: "United we Stand and Divided we Fall.. So let the Genius of this Pack link up and carry into the world, uniting all in Freedom. Let us Promise, I _____ promise....
(All Cubs recite the Cub Scout Promise)

Cubmaster leads in the singing of the first verse of "My Country 'Tis of Thee"

MAY THEME "GENIUS NIGHT"

ADVANCEMENT CEREMONY

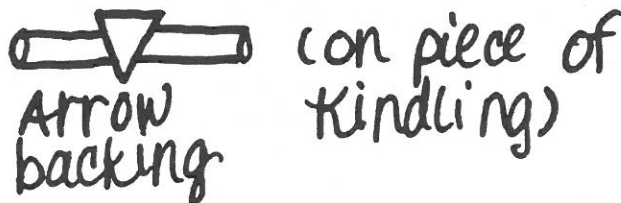
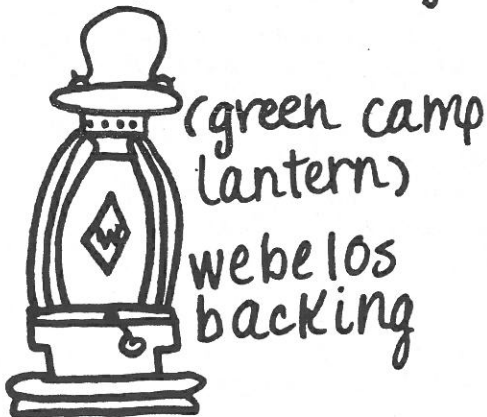
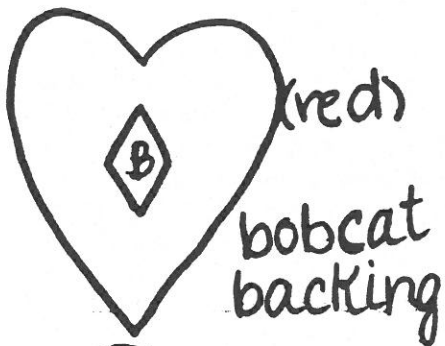
- NEED:** Large aluminum foil G (for Genius) to set the candles on
4 candles
Special backing for badges as shown in illustration
- CUBMASTER:** (While lighting each candle he says the word it represents.)
"The fires of Genius burn bright as you use your
HEART, your MIND, attain COURAGE and have PERSERVERANCE."
"The following Cub Scouts have kindled these flames with-
in themselves."
CALL UP ALL NEW BOBCATS
- CUBMASTER:** "Within the heart of any Genius beats the Spirit of Life.
As you complete the Bobcat Trail, you took to heart
the Spirit of Scouting. Use this Spirit as your inspiration
along the next Rank Trail and wear this Heart of Scouting
proudly" (hand them the Bobcat badge on its' special back)
CALL UP ALL NEW WOLVES
- CUBMASTER:** Experience brings knowledge and the longer you are in Cub
Scouting the more experience you are sure to get. Your
leader(s) couldn't tell you how to use your minds, but
through your experiences along the Wolf Trail and by
earning this Badge you found how to think and do for
yourself. Wear this degree as a sign of your ability
to think for yourself.. (hand them the Wolf badge on its'back)
CALL UP NEW BEARS
- CUBMASTER:** "It takes courage to keep going as the Rank Trails get
harder. Any Cub Scout has plenty of courage to do this
is they have the confidence in themselves. There is no
living thing that is not afraid when facing a challenge.
True courage is facing those challenges when you're most
afraid. Self--confident, these Cub Scouts bravely fought
their fears right to the end of the Bear Trail and have
earned this Badge of Courage." (hand them the Bear Badge
on its' back)
CALL UP NEW WEBELOS
- CUBMASTER:** "The first and last thing required of Genius is the love
of truth. These Webelos Scouts know that the true Genius
is 10% inspiration from their leader and 90% perspiration
from themself.. For Genius can never be taught; it must
be inborn. These Geniuses have found their own road
to earning the Webelos Badge and each will now carry this
Badge as their Lanp of Perserverance to guide their
way toward the Arrow of Light. (hand out the Webelos
Badge on its' back)
CALL UP ARROW RECIPANTS
- CUBMASTER:** "These Cub Scouts have added more fuel to the fire of
Genius when they worked to earn these arrows." (hand
out arrows on their special back)

MAY THEME "GENIUS NIGHT"

GENIUS ADVANCEMENT CEREMONY continued

CALL UP WEBELOS ACTIVITY BADGE RECIPIANTS

CUEMASTER: "These Webelos Scouts have perspired through the requirements to earn the following Activity Badges.. (Name the activity badge they earned and hand them out on their backs.)"



JUNE - COME AND GET IT

OPENING

Cubmaster of Cub Scout walks in with a pot opens the lid and says,
"This meeting is now open."

CLOSING

The same person walks in with the pot closes the lid and says,
"This meeting is now closed."

CLOSING CEREMONY

Arrangement: Pack flag is placed in center of stage. Ten Cub Scouts in uniform, in turn, came on stage and stand near the pack flag and recite one of the statements below. Upon finishing, each Cub Scout salutes the pack flag and retires to the rear of the stage, where a horseshoe is forme.

1st Cub: May I grow in character and ability as I grow in size.

2nd Cub: May I be honest with myself and others in what I so and say.

3rd Cub: May I learn and practice my religion.

4the Cub: May I always honor my parents, my elders and my leader.

5th Cub; May I develop high moral principles and the courage to live by them.

6th Cub; May I strive for health in body, mind and spirit.

7th Cub: May I always respect the rights of others.

8th Cub: May I set a good example so that others may enjoy and profit from my company.

9th Cub: May I give honest effort in my work.

10th Cub: May I regard my education as preparation for the future.

(As the last Cub finishes his line and completes the horseshoe behind the pack flag, all 10 boys join hands for the living circle and repeat the Cub Scout Promise.)



JULY AMERICA THE BEAUTIFUL

OPENING CEREMONY - OUTDOOR CODE-RESPONSIVE READING

Provide a copy of this reading to all Cub Scouts and their families. Leader emphasizes the importance of right attitudes toward the natural resources of our country. Leader then uses the Outdoor Code as a responsive reading, with the Pack giving the response. All sing "God Bless America" as the flag is held aloft.

Leader: As an American, I will do my best to be clean in my outdoor manners -

Pack: I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

Leader: Be careful with fire -

Pack: I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Leader: Be considerate in the outdoors -

Pack: I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

Leader: Be conservation-minded -

Pack: I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.

Song Leader: Let us all sing "God Bless America".

Another choice of songs might be America the Beautiful

JULY AMERICA THE BEAUTIFUL

CLOSING CEREMONY - GIVETH & TAKETH

One of America's greatest conservationists Aldo Leopold, said:
"The Lord giveth and the Lord taketh away, but He is no longer the only one to do so. When some remote ancestor of ours invented the shovel, he became a giver. He could plant a tree. And when the axe was invented, he became a taker. He could chop it down." Thus each of us possesses the power to create or to destroy. Let us use this power wisely for the good of our country and all mankind. Let us use our knowledge to keep America beautiful.

CLOSING CEREMONY - SONG

Have the group sing "America the Beautiful"

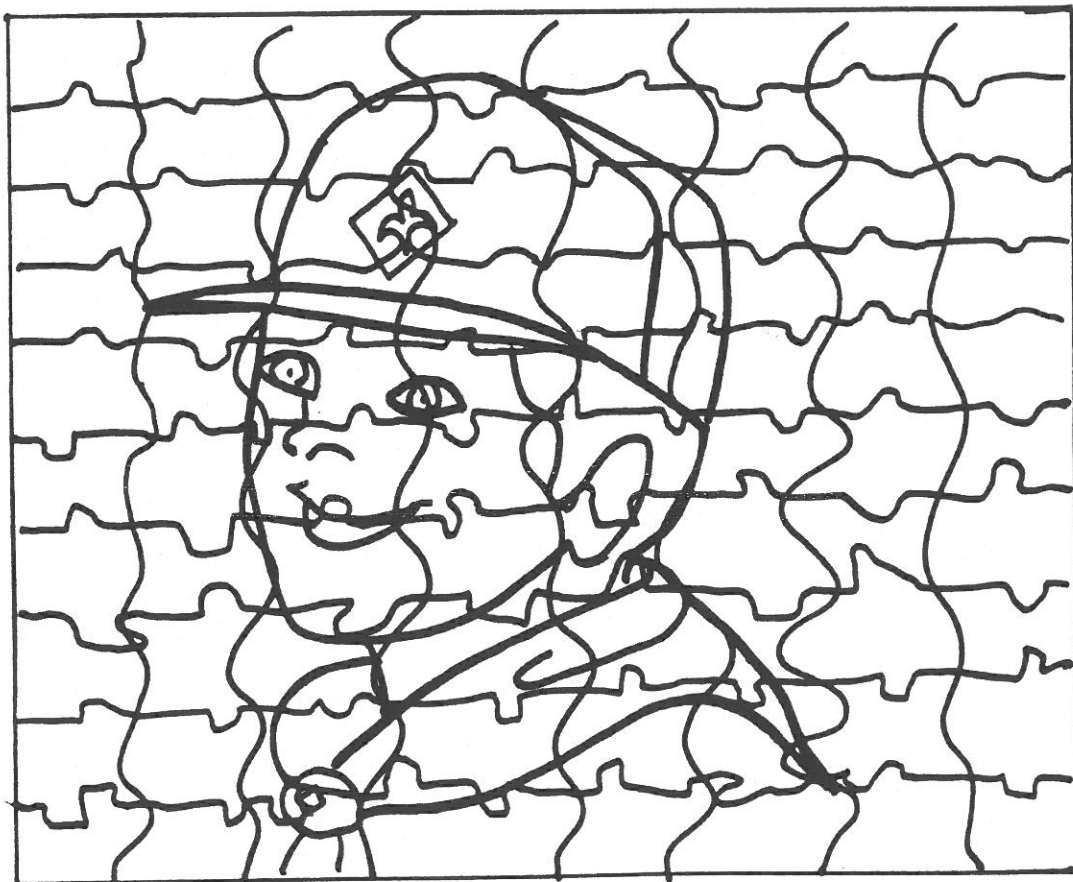


JULY AMERICA THE BEAUTIFUL

ADVANCEMENT CEREMONY - THE PUZZLE

Props: A large piece of cardboard with picture of a Cub Scout, cut out jig-saw style. (Be sure the pieces equal the number of award and anticipated parents)

Cubmaster: This evening we have several boys who have completed the puzzle of achievements and electives so they may advance in rank. Will Bobcat _____ and his parents come forward? (Give each a piece of puzzle.) Continue in same manner for Wolf, Bear, and Webelos ranks, giving everyone a piece of the puzzle. After all awards are presented, have the boys and parents put the jigsaw puzzle together. By working together we can fit all the pieces of the Cub Scout puzzle together to make a complete picture of the Cub Scout youth of America. It is people that have helped to make America beautiful and many of the things that Cub Scouts are taught today will secure the beauty of America for many, many years to come.



AUGUST - BACK TO NATURE

OPENING

This ceremony could be used just before taking the boys on a hike.

ARRANGEMENT: Den Leader passes out one candle and one numbered slip of paper to each Cub Scout. Each boy comes foreword to light his candle and read his phrase.

1st Cub: We are going to see Nature's treasures.

2nd Cub: We will help to maintain Nature's balance.

3rd Cub: We will observe and learn from Nature's animals.

4th Cub: We will maintain Nature's resources.

5th Cub: We will protect them from harm.

6th Cub: We will follow the laws of Nature.

CLOSING THOUGHTS

I'd like to tell you a story that has a special meaning. When I was a boy I had three turtles. They had a beautiful terrarium with rather low sides. They had everything they needed, except one thing freedom. Every chance they had, they would climb out of the terrarium.

People in many countries of the world lack the same thing freedom. Not Americans. In America, we have freedom of speech, freedom of the press, freedom to go wherever we want to, freedom to worship God as we wish, and freedom to choose the people who govern us.

Boys like you can grow up to be whatever you dream of being. That is why I love America. Don't you?

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you'd find it wouldn't bring much money. The real value of the badge is in what it represents ... the things you learned to earn it ... new skills, good safety practices, how to be a good citizen. Does your badge truly represent all these things? Were you prepared to meet each test at the time you passed it, or did you try to get by? Maybe you were prepared when you passed the test, but through laziness and neglect, you have forgotten the skill by now. If this is true, then the badge you wear has little value. Don't wear a cheap badge. Wear one that has real value ... one that represents what you can really do and know.

AUGUST --BACK TO NATURE

This poem could be read by the close of a back to nature outing.

When you walk through the woods, I want you to see
The floating gold of a bumble bee,
Rivers of sunlight, pools of shade,
Toadstools sleeping in a mossy jade,
A cobweb net with a catch of dew
Tree top cones against the azure blue
Dancing flowers, bright green flies,
Birds to put rainbows in your eyes.

When you walk through the woods, I want you to hear
A million sounds tin your little ear,
The scratch and rattle of wind tossed trees,
A rush, as a timid chipmunk flees,
The cry of a hawk from the distant sky,
The purr of leaves when a breeze rolls by,
rooks that mumble, stones that ring,
And birds to teach your heart to sing.

When you walk through the wood , I want you to feel
That no mere man could make this real,
Could paint the throb of a butterfly's wing,
Could teach a woodthrush how to sing,
Could give the wonders of earth and sky,
There's something greater than you and I.
When you walk through the woods and the birches nod,
Son, meet a firend of mine named God.

As a closing to your back to nature outing invite both the Cub Scouts and their families to come forward and share something they have learned or enjoyed this day. This might be a sight, a sound, a happing, a craft they made, a song they sang or any such thing. Perhaps the leader should share first, so others feel more comfortable and "get the idea."

CLOSING SONGS

Akela's Council
Tune: Clementine

When Akela holds his council,
And the campfire's all a-glow.
We will form a friendship circle,
As we sing so sweet and low.
Oh Akela, brave Akela,
True and loyal, Cub Scouts we'll be.
To our Promise and Pack Law,
We will pledge our loyalty.

Indian Taps
Tune: Taps

Great Spirit come,
With beat of drum,
Journey now,
With each one,
Great spirit please,
Till each one,
Of our tribe,
Reach their tepees.

SEPTEMBER - FLAGS OF AMERICA

EXPLANATION OF THE PLEDGE OF ALLEGIANCE OPENING

This opening could be done by a den of Cub Scouts and the Cubmaster - the Cub Scouts reciting the pledge and the Cubmaster giving the explanation or done by the Cubmaster alone.

We often recite the Pledge of Allegiance without really listening to or understanding the words we are saying. If I may, may I recite it and try to explain the meaning of each word:

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

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

ALLEGIANCE - My love and devotion.

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

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

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

AND TO THE REPUBLIC - Republic ... a state in which sovereign power is invested in representatives chosen by the people to govern ... and the government is the people; and it's from the people to the leaders, not from the leaders to the people.

FOR WHICH IT STANDS

ONE NATION UNDER GOD - Meaning so blessed by God.

INDIVISIBLE - Incapable of being divided.

WITH LIBERTY - Which is freedom - the right to live one's own life without threats, fear of some sort of retaliation..

AND JUSTICE - The principle or qualities of dealing fairly with others.

FOR ALL - For all ...which means, boys and girls, ladies and gentlemen, it's your country as much as it is mine.

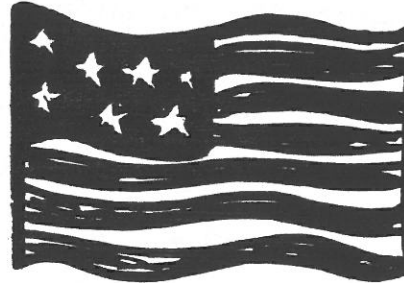
Will you all please stand and repeat with me the Pledge of Allegiance.

SEPTEMBER FLAGS OF AMERICA

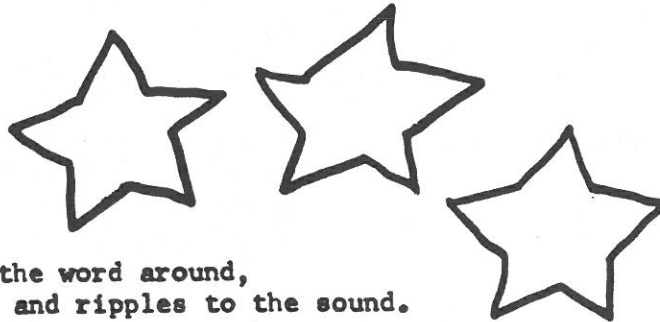
YOUR FLAG AND MY FLAG OPENING OR CLOSING

Try using this for a choral reading breaking up the stanzas into several speaking parts one possible way is to have lines 1 thru 4 read by all, lines 5 and 6 part 1, lines 7 and 8 part 2, lines 9 and 10 part 3

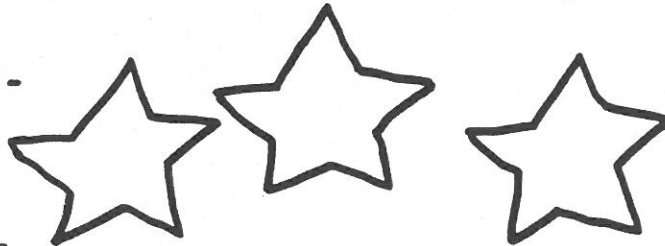
Your Flag and My Flag,
And how it flies today
In your land and my land
and half a world away!
Rose-red and blood red
The stripes forever gleam;
Snow-white and soul white -
The good forefathers' dream
Sky-blue and true blue, with stars to gleam abright-
The glorified guidon of the day; a shelter thro' the night.



Your Flag and My Flag!
To every star and stripe
The drums beat as hearts beat
And fifers shrilly pipe!
Your Flag and My Flag!
A blessing in the sky;
Your hope and my hope -
It never hid a lie!
Homeland and far land and half the word around,
Old Glory hears our glad salute and ripples to the sound.



Your Flag and My Flag!
And, oh, how much it holds -
Your land and my land-
Secure in it's folds.
Your heart and my heart -
Beat quicker at the sight;
Sun-Kissed and wind-tossed-
Red and blue and white.
The one flag - the great flag- the flag for me and you
Glorified all else beside - the red and white and blue.



FLAG

Have a den of Cub Scouts line up across the front of the room holding signs with letters spelling out the word flag. These parts could be divided between two boys to use more boys.

F stands for Freedom, on land and on sea, for America is the land for me.
L stands for Liberty, for love and for care, look at America, you'll find it there!

A stands for Achievement, America too, American achievement is the best thing for you.

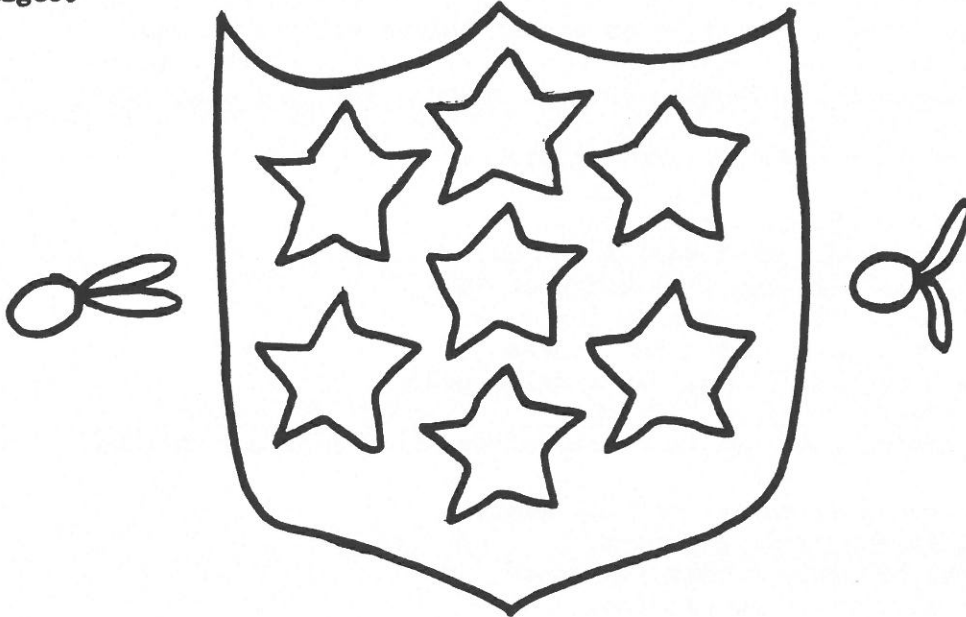
G stands for Greatness, Glory and all that is Good, if you don't love the flag, you certainly should.

F L A G is America's symbol, land of the free. And that is what our flag means to me!

SEPTEMBER -FLAGS OF AMERICA

AWARDS CEREMONY

Make the illustrated shield shape from blue cardboard and put white stars on it. The awards are on the back of the stars. Tape on the badges of rank, arrow points and Webelos activity badges and Arrow of Light. Use paper fasteners, insert from the back and make a hook of one prong and press down on the other. Hang the stars on the hook. Make some comments appropriate to achievement and citizenship as you award the badges.



Here is a story that could be read by the Cubmaster as he presents the badges of rank. A verse could be read before each award.

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

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

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

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

At this point after the recipients of the awards are congratulated the entire Pack is invited to:

Let us all rededicate ourselves to our duty to keep America great and free. Have all repeat the Cub Scout Promise emphasizing the part of doing your duty to God and Country.

OCTOBER - FIRE DETECTIVES

OPENING

PROPS: Black paper mache witches' kettle or an iron kettle if one can be located; colored and white spotlights; a long stick for a ladle; two or more witches costumes (These may be no more than a pointed witches' hat with a brim made from construction paper and a cape); a sheet; ingredients for witches' brew as listed below (may be pictures or construction paper of appropriate color and/or shape.

ARRANGEMENT: Colored spotlight is on Den Leader witches as one witch stirs the pot and the other witch(es) add ingredients to the brew while the witch attending the pot recites the following poem.

Take one dark night, without a star;
Add one thin cat, as black as tar,
Turn on a wind, to shriek and moan,
Stir in a ghost, with wail and moan.
Stuff three pumpkins with witches' bane,
Top with a slice of moon on the wane;
Flavor with bats, and things unseen;
Boil and serve chilled. It's Halloween!

Cubmaster, covered with white sheet, enters from side and recites:

There are queer things you may meet,
On Halloween upon our street,
Witches, goblins, spooks you dread,
Silent ghosts without a head,
Don't be frightened, for you see,
Underneath are friends like Me!

(At this time the Cubmaster pulls off the sheet and welcomes the group)

AWARDS CEREMONY

Awards are taped to the inside of the witches' pot with masking tape. The Den Leader witches are back at their pot of brew. One of them recites:

We've put a lot into this stew;
And we came out with a pretty good brew.
The parents have had a chance to learn
The ranks attained and badges earned.
Everyone will return a month from now
To attend our meeting and find out how
Each boy has fared, advancements made;
For on his merits, each Scout is weighed.

Spotlight switches to Cubmaster who says: "I want to thank each of you for attending our pack meeting. Remember Cub Scouts, our witches brewed up quite a few extra badges in their pot. So everyone work hard this month and earn a new badge or arrow for our next meeting."

OCTOBER - FIRE DETECTIVES

OPENING

With all the room lights turned out the Cubmaster lights a candle and says, "Cub Scouts, this candlelight represents the spirit of Cub Scouting, lighting our way through life."

"This flame also represents danger. As fire detectives you have learned about the danger of fire and how to prevent it. Let's remember what we have learned so we will always use fire wisely and safely, not only as boys, but later on as men."

"This light of Cub Scouting gives us warmth and good cheer. Make sure it is never allowed to run wild and destroy lives and property. Let's always be fire detectives.

Lights on. Have a den present the flags and lead in the pledge of allegiance.

AWARD CEREMONY

If you have invited a fire officer to your pack meeting, he might help present awards. Perhaps give your awards out of a Fire Hat or use a silhouette of a fire engine and bring the awards out from behind it. The Cubmaster might wear a Fire Hat.

The following might be read in the Pack Meeting as an incentive to encourage boys and their parents to check for fire hazards in their homes and correct any problems.

I AM FIRE

I never sleep; I lie dormant until aroused. I feed on circumstances, carelessness, stupidity. I lie in the faulty wire, the cigarette in the sleepy smoker's hand; I lie in the rags and paper; I lie in the unclean and unkept places. I am everywhere and anywhere, manacled, silently, patiently waiting. Quietly. I lie under everything, behind everything, waiting for that one careless moment, that single unthinking act.

Silently, quietly waiting, I strike with the fury and suddenness of a wild beast. My appetite knows no satisfaction. My hunger knows no fulfillment. I devour everything in my path. Substance holds no meaning for me; steel, aluminum, wood, fabric, paper, or machine. These things are my menu; these are my existence.

I twist and blacken, wreck havoc, and destroy; cripple, maim, and kill. I know no moral or social standard; I recognize no level of command. I am cruel and ruthless. I am responsible for that grizzly mass of crisp, black humanity taken from the places of my visit. I am responsible for that battered and charred structure from which I have long since departed.

I am responsible for your loss; you have not destroyed me, for I am always a potent force. I need only human or mechanical weakness to transform me into an indigenous, horrible reality. Don't give me an opportunity to show my power I am FIRE!

CLOSING

Have all Cubs and their families repeat the following in unison (reading from a sign) "Because I love America and all she offers me, I will do my best to protect my home and that of my friends and neighbors from fire and I will do my best to be a good Fire Detective."

NOVEMBER - WHAT WILL I BE??

For this theme all you have to think about is, "What might a boy want to be when he grows up." Then think of things that are going to help him decide on what he might want to be..

A BOY MIGHT WANT TO BE

Fireman	Policeman	Inventor	Truck Driver	Doctor
Anthropologist	Astronaut	Lawyer	Toreador	Chef
Reporter	Baseball Player	Football Player	Hockey Player	

WORTHWHILE

It is enough to be pleasant, when life flows by like a song.
But the man worthwhile is one who will smile, when everything goes
dead wrong.

For the test of the heart is trouble, and it always comes with the
years.

And the smile that is worth the praises of earth is the smile that
shines through tears.

It is easy enough to be prudent, when nothing tempts you to stray,
When without or within no voice of sin is luring your soul away;
But it's only a negative virtue until it is tried by fire,
And the life that is worth the honor on earth is the one that
resists desire.

By the cynic, the sad, the fallen, who had no strength for the strife,
The world's highway is cumbered today; they make up the sum of life,
But the virtue that conquers passion, it is these that are worth the
homage on earth for we find them but once in a while.

CLOSINGS

OUR LIVES

Can you say today in parting with a day that's slipping fast.
That you've helped a single person of the many you have passed?
Did you waste the day or lose it, was it well or poorly spent?
Did you sow a seed of kindness or did you leave a scar of discontent?
As you close your eyes in slumber do you think that God would say
You have made this world much better for the lives you've lived today.

SMART IDEAS

The Den Leader or Den Chief can read the following as a closing for den or pack meeting, asking the Cub Scouts to fill in the proper words (underlined) when there is a pause in the narration. They will need to listen carefully, and if they are good at rhyming, they'll be able to fill in the proper words.

Everyone has smart ideas and we all can pass the test,
If only we remember to always _____ (do our best).

Doing our best means that from a task you do not run,
Stick with a task - see it through, until the job is _____ (done.)

If we use our smart ideas, Geniuses we can be,
If we always _____ (do our best) then we'll succeed, you see.

NOVEMBER - WHAT WILL I BE?

WHAT DO WE PLANT ADVANCEMENT

A large tree, cut from cardboard bicycle box or appliance box is firmly anchored in a stand. A large green construction paper leaf is used for each person receiving an award. Names should be written on leaves and as each Cub receives his award, he tapes his leaf to the tree.

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

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

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

But what do we plant when we plant a lad?
With the help of his mother and his dad,
We plant a Cub who'll become a Scout
We plant ideas that will round him out,
The skill, the games, the joy to be had,
We plant a Scout when we plant a lad.

(Cubmaster goes into the standard awards ceremony, calling forward boys and parents. As awards are presented, each boy tapes his leaf on the tree.)

You have all helped make this tree more beautiful. It is part of you. Just as Mother Nature's trees endure for many years, you have learned many things from your achievements, electives, and activity badges that will last you a lifetime. May you always stand straight and tall like a tree, and be worthwhile resources of our country.

What do we plant when we plant a lad?
We plant a Scout when we plant a lad.

Congratulations to all of you!

DECEMBER - GOLDEN RULE

CEREMONIES

OPENING CEREMONIES

GOODWILL

Eight Cub Scouts line up across stage holding large cards with letters to spell our G-O-O-D-W-I-L-L. Each boy exposes his card as he speaks.

- G - Greetings we bring now to everyone
- O - On this special night of Christmas fun,
- O - Once again it's that special holiday time of year,
- D - Doing our best now to spread holiday cheer.
- W - Welcome to our meeting which will start in a short while,
- I - If you'll all now give to one another a great big smile,
- L - Letting the feeling of good will spread all around here,
- L - Let's all stand now as we sing a song of holiday cheer.

One of the boys or the den chief steps forward to lead audience in a Christmas song such as Jingle Bells or Deck the Halls.

GREETINGS

This ceremony is introduced by the den chief, who explains that the audience is to respond by doing as the boys say. The boys hold cards which spell out the word G-R-E-E-T-I-N-G-S. Each exposes his card as he speaks his line.

- G - Glad to see you here tonight.
- R - Reach out your hand to a friend left or right.
- E - Everyone smile and shake his hand,
- E - Everybody smile and nod at another friend.
- T - Together now, stand up on your feet,
- I - I'd like for you all to take your seat.
- N - Now that we're all friends, we'll start the show,
- G - Good will is a feeling we all like to know.
- S - So now we say greetings to everyone. We've tried to spread good will, and that we have done. So Cubmaster _____, our program's begun! (this boy motions for Cubmaster to come on stage)

ADVANCEMENT CEREMONY

CHRISTMAS TREE

Props: Cut out cardboard Christmas tree. Punch holes in tree to hold various colored lights. Unscrew bulbs - each will be lighted at proper time by screwing it in socket. Light at top is lighted.

CUBMASTER:

As we look at our tree this evening, we see that it is dark, with only one light on. (Webelos light at top of tree).

Let us see if there are some boys here tonight who can help light the way to the top of the tree and to the highest rank of Cub Scouting.

The first step along the Cub Scout trail is the Bobcat rank. (Turn on light at bottom of tree representing bobcat.)

Once a boy has achieved this honor, he is ready to climb. He has 12 achievements to complete. Some of these require knowledge of the U.S. Flag, of keeping strong, of safety, and being helpful to his family. We have _____ boys who have completed all these requirements.

(Call names of boys who have completed Wolf rank or who have earned Wolf arrow points. Ask them to come forward with their parents.) (Turn on Wolf light.)

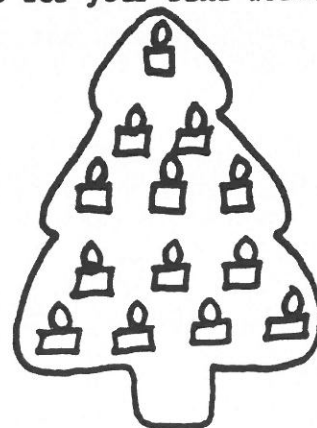
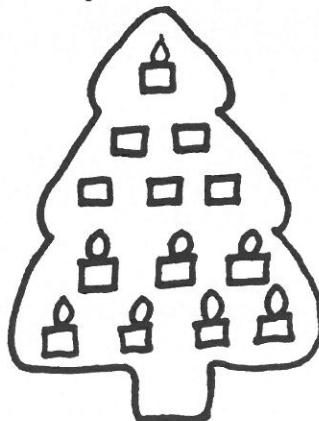
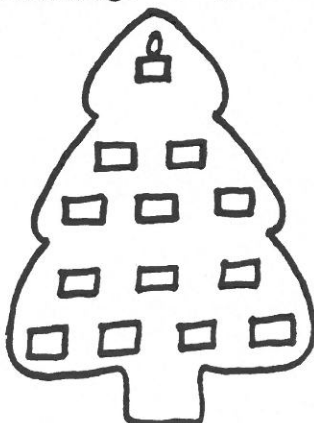
As the boy grows older, and stronger, he is able to climb higher. But just as it is a little more difficult to climb the upper branches of a tree, so the achievements are a little more difficult in the Bear rank.

(Call names of boys who have earned Bear badge or arrow points. They come forward with their parents.) (Light Bear light.)

(Follow same procedure for giving Webelos Activity Badges, turning on a light for each different activity badge.)

These boys have helped light our tree, but it is still not quite as bright as it might be. Since they have received help from their parents and leaders, let us turn on lights for them too. (Additional lights are turned on.)

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



DECEMBER - GOLDEN RULE

CLOSING CEREMONIES

PARENTS

As we go back to our homes, parents might keep these thoughts in mind. Counsel your sons that they may have eyes to behold the red and purple sunsets; that they may have sharp ears to hear the voice of the Great Spirit, guide them to have hands that respect the things God has made. Help them be wise to see the lessons hidden in every leaf and rock. Have them seek strength, not to be superior to others but to be helpful to others. Help them along the Cub Scout trail to do their best.

SMILE

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

CLOSING

This closing is very simple but has an important message in it. Six Cub Scouts line up across the stage and as they speak their line (or the narrator reads it), each turns over his card to show a letter. The six letters spell out the one word message to the audience, LISTEN.

L Let's all take a minute before we hurry on our way,
I If you remember this message, it can help every day.
S Sometimes people find it hard to communicate with those around.
T They can solve this problem with one work that we've found.
E Everybody stop and read our message now.
N Needless to say - to communicate - we've found a way.

CLOSING THOUGHTS

Each Cub Scout should accomplish something worthwhile every day. And each day's accomplishments should be a little better than the previous day. Tonight, stand at your window and look out into the darkness of night, and ask yourself: "Have I done my best today?" Then each day promise to do better than the day before. If we all do that, we'll have the best Cub Scout pack in town. Remember that just as our forefathers accomplished much for our country because they did their best, we as Cub Scouts can accomplish much by doing our best. By doing that, we are preparing ourselves to become better citizens of tomorrow.

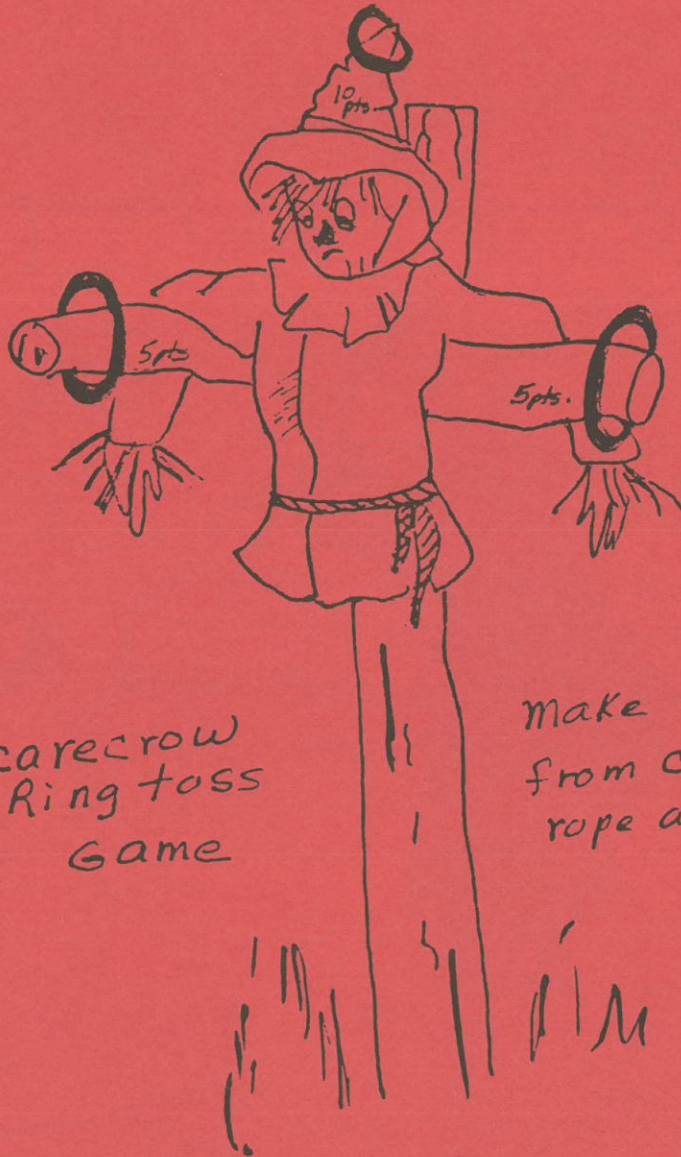
GAMES



GAMES

Why We Play Games
Theme Games
Additional Games

95
96 - 109
110 - 112



Scarecrow
Ring toss
Game

Make rings
from clothesline
rope and tape

Why do we play games??

There are many reasons. Here are a few.

1. For fun!
2. The boys and girls like them.
3. Games can help control the tempo of the den.
4. They add a needed variety to a meeting.
5. It helps get the wiggles out.
6. Child can learn skills of coordination and thought.
7. Games can be applied to the months theme.
8. They teach sportsmanship.
9. They teach sharing and how to get along with each other.
10. It gives the leaders a needed break.

What should be your procedure in playing games??

Here are a few guidelines.

1. Prepare the game ahead. Have materials ready and try the game out.
2. Plan the games to meet the needs of the group you are dealing with.
3. Always supervise the games.
4. Set down the rules of the game before you play.
5. Often play games where all are winners.
6. Often play games where individuals just play against themselves.
7. When awards or recognition is given, give something to all participants.
8. Emphasize sportsmanship and participation, not winning.

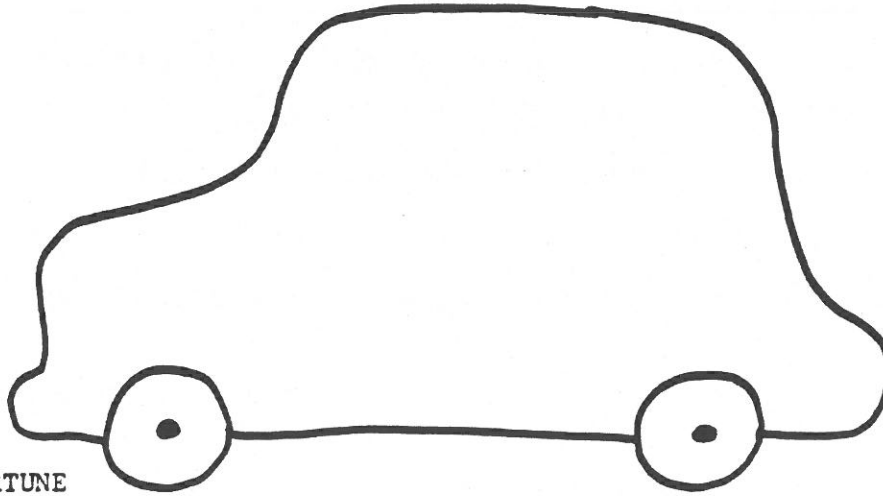
References for games:

1. The Cub Scout Leader How to Book
2. District Roundtable Handouts.
3. The Outrageous Games Book by Bob Gregson
4. The Big Book of Recipes for Fun by Carolyn Buhai Haas
5. Relationship Builders by Joy Wilt and Bill Watson

JANUARY PINWOOD DERBY
GAMES

CARDBOARD DART BOARD

Cut out cardboard to desired size. Tape or staple stretch terry-cloth to cover the board. Cut out cars from construction paper and staple them onto different areas of the cloth covered board. Mark the different cars with points for scoring. For darts, use ping pong balls with nap part of velcro tape glued around them. The boys toss the balls at the board and receive points according to which car they come closest to.

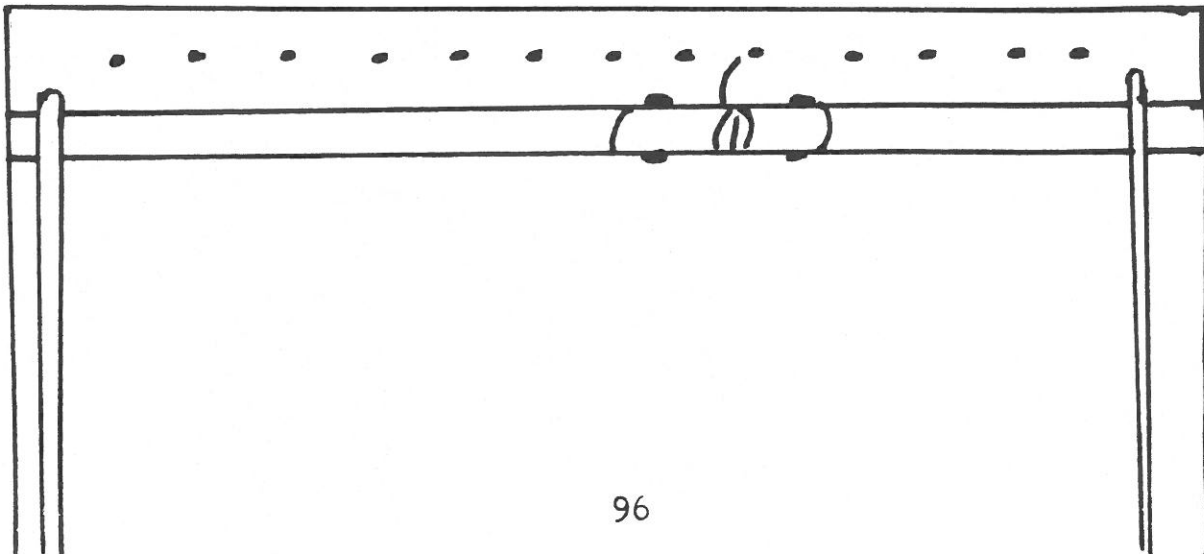


CAR OF FORTUNE

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

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

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



FEBRUARY - BLUE AND GOLD

GAMES

COMPLETING QUOTATIONS

This is a good game to play at your Blue and Gold Banquet. Distribute copies of the questions to the guests as they come in. Fill in the missing word to complete these quotations.

Sweet as _____
 Hard as _____
 Light as a _____
 Sly as a _____
 Sore as a _____
 Still as a _____
 Fit as a _____
 Neat as a _____
 Proud as a _____
 Stiff as a _____
 Busy as a _____
 Slick as a _____

sugar
 rocks or nails
 feather
 fox
 boil
 mouse
 fiddle
 pin
 peacock
 board
 bee
 glass



AKELA BINGO

Use the sample card below and play this game as you would regular Bingo, but the winner shouts "Akela" when he "bingos". Be sure to make all of the cards different.

A	67	62	69	74	70	
L	49	52	51	58	60	
E	45	42	FREE	31	44	
K	17	20	23	19	28	
A	3	13	6	8	5	

MARCH - TIE UP IN KNOTS

GAMES

NECK TIE CONTEST

Have a relay to see which boys can tie a necktie correctly and the fastest. Remember this is one of their Wolf requirements.

TONGUE TWISTERS

Materials: Write up twisters on 3x5 cards and deal out and let boys read. Only one try per boy on a twister.

Bonnie Bliss blew big bubbles.

A cup of proper coffee in a copper coffee cup.

Katy clattered candy cans.

Tom threw Tim thumbtacks.

Rush the washing Russell.

Four flat flounders fought five ferocious flukes.

Bluebirds bring bright berries

She sheared six shabby sick sheep.

Bluebirds bathe in the blue birdbath.

French fried fresh fish.

Slimey slippery sycamore saplings.

LITTLE WORDS FROM BIG WORDS

This word game is ideal for budding Cub Scout geniuses. It is a good indoor game for a rainy day. The game is to see how many smaller words you can make out of the big ones. Complete answers are not given, but the approximate number of small words that you can find are given in each case.

- | | |
|-------------------|-------------------|
| 1. Consolidate | at least 59 words |
| 2. Adhesive | at least 30 words |
| 3. Belligerent | at least 21 words |
| 4. Intolerable | at least 37 words |
| 5. Emphatic | at least 48 words |
| 6. Hieroglyphics | at least 20 words |
| 7. Intelligent | at least 27 words |
| 8. Captivate | at least 36 words |
| 9. Ingredient | at least 17 words |
| 10. Miscellaneous | at least 53 words |

APRIL - FAMILY SHOWTIME

GAMES

SCAVENGER HUNT

Divide participants into small groups of two to four. Assign ten houses in the neighborhood of the meeting place to each of the groups. Give each group a list of articles to be acquired. The group that finds the most articles wins. A similar procedure may be used, without visiting houses - look for various outdoor objects (rusty nail, litter, plants, etc.) Or do it in conjunction with your pack meeting and have the Cub Scouts obtain items that their parents might have in their pockets or their purses.

DUTCH BAND

The leader assigns an instrument to each player, including himself, and names a popular tune that all know. At a signal, they all start playing, making the sound with their mouths and the gestures with their hands. At any time, the leader may switch to the instrument of one of the other players. This player must at once switch to the one the leader has abandoned, or pay a forfeit. This game should be played rapidly.

WHEELBARROW RACE

An old fashioned wheelbarrow race is always a good Spring Den or Pack game. It can be played indoors or out. Cubs choose partners and take positions facing a goal line about fifteen feet beyond. One of the partners becomes the 'wheelbarrow' propelling himself by the hands while the other partner holds his feet. When the signal is given, the players wheel their partners to the finish line. As soon as they reach it they reverse positions and return to the starting point. First set of players to make the complete trip wins the race. This is really fun to do at pack meetings using a boy and a parent.

TUG OF WAR

A good Tug of War tests both strength and team spirit. Two teams are needed. A line is drawn down the center of play area. A strong rope, long enough to be gripped by all players is placed across the center line. With the center line between them, both teams line up and grip the rope. On signal, each team pulls on its end of rope and tries to force the other teams lead player across the center line. First team to do this is winner.

Note: Don't mix little kids with adults
Allow boys to have one with other brothers and sisters
Encourage Adults to join in and have one of their own at
your Pack meeting.
Another Pack has tried it by having all of their adult leaders
go against each other.
Only have one den against another if they are the same ages.

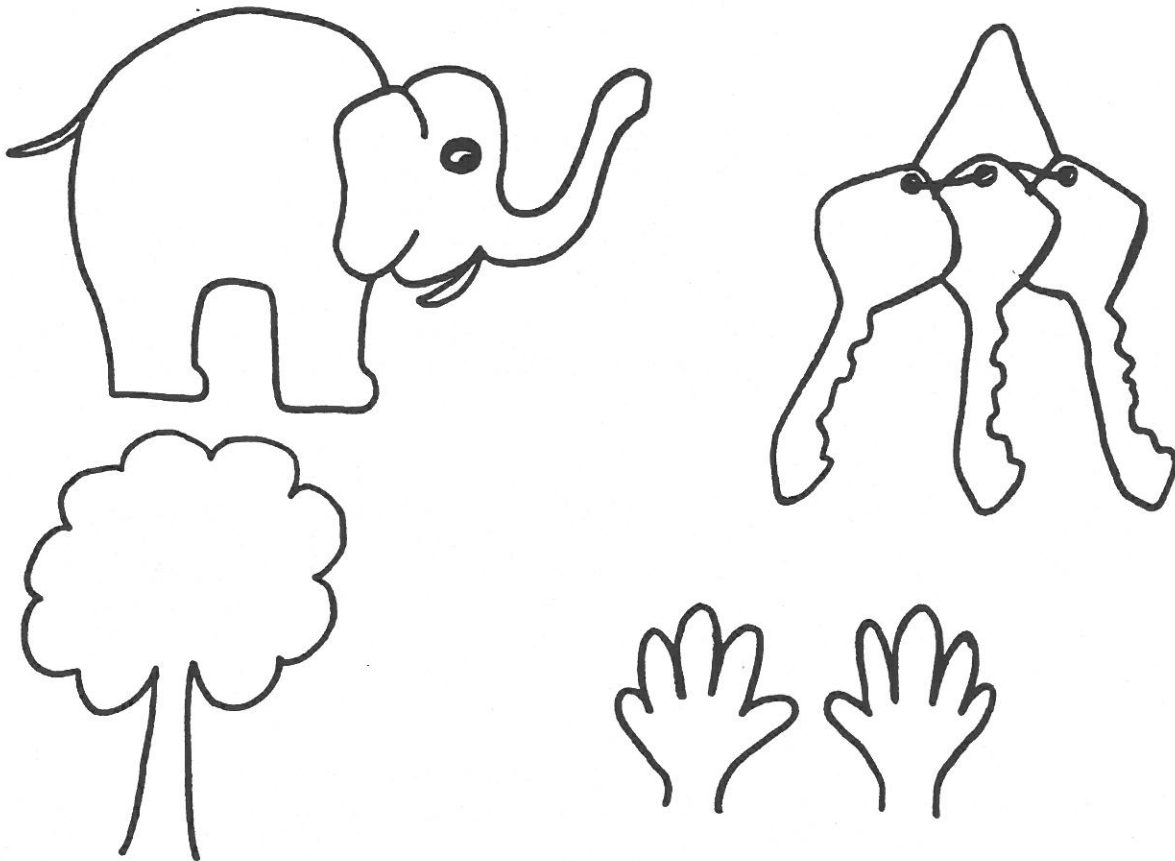
MAY THEME "GENIUS NIGHT"

I SPY

You will need one envelope containing the coded message pictures for each den. Have each use the 4 pictures to break the code and solve the problem.

Problem: A genius came up with an idea that would revolutionize industry. There were spies out to steal his bright idea. The genius decided to hide the plan until he could get it patented. In the event something should happen to him, he sent an envelope to an intellectual friend of his, containing the whereabouts of his plan. The message was in code.

This is great fun for each den to play as a team, with their parents helping. Have each den tell the Cubmaster (secretly) where they think it is. If they are right they sit down and wait 'til all dens have figured it out. If they are wrong, they try again. You can make up your own hiding place and use different pictures for the clues.



Solution: The genius hid the plans in his PIANO

PICTURES DECODED: Tree- Piano is made of wood

Keys- You use keys to play the piano

Elephant- Piano keys are made of ivory

Pair of hands- you use these to play the piano

JUNE - COME AND GET IT

THINGS TO DO AT YOU PICNIC OR COOK OUT

1. Have a nature scavenger hunt (from Sharing Nature With Children by Joseph Bharat Cornell)

Scavenger List

One seed dispersed by the wind	A feather
Three different kinds of seeds	A maple leaf
One camouflaged animal or insect	A thorn
Something round	A bone
Part of an egg	Something fuzzy
Five pieces of man made litter	Something sharp
Something perfectly straight	Something beautiful
A chewed leaf (not by you)	Something white
Something that makes a noise	Something soft
Something that reminds you of yourself	

COLLECT ONLY THINGS THAT YOU CAN RETURN SAFELY WITHOUT DAMAGE TO ANYTHING

2. Play indoor games outdoors

Play board games (i.e. checkers) outside. Make an official pentathlon (5 different games) or decathlon (10 different games) out of it with an overall winner. You can do the same with outdoor games such as horseshoes, badminton, toss games etc.

3. Other games to play

Shot Put - Each Cub is given 10 beans he attempts to toss into a quart jar from behind a line..

Licorice Chew - Get a long "string type" licorice. Attach one end to the wall or other solid object. Put a marshmallow on the licorice string a certain number of inches from the wall. Without using his hands, the Cub chews his way to the marshmallow. The boy who does it in the least amount of time wins.

Eating Race - Give each Cub two double saltine crackers. The boy who can eat them all and then whistle is the winner.

Relay of Beans - Carry beans one at a time, between toothpicks or straws.

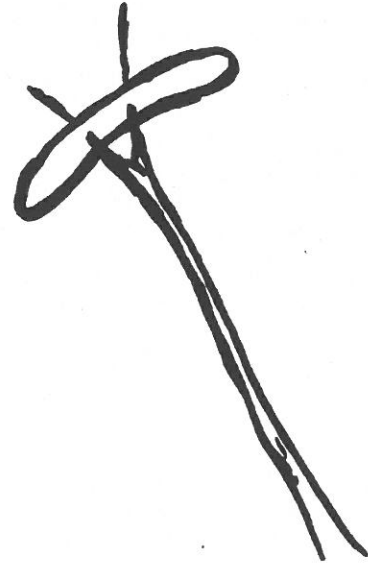
Water Drinking Relay - Each 2 man team has 1 spoon and a cup with a measured amount of water (i.e. $\frac{1}{2}$ cup). One Cub feeds his partner water with a spoon. First team to use all the water without spilling wins.

20 Foot Dash - Each player uses a stick to roll a lemon or hard boiled egg down the course and back, then touch off the next man on his relay team.

JUNE - COME AND GET IT

COME AND GET IT WORD FIND

A K W E I J Q X X I M L I A R T E B M
 I J K C I T S A N O S T E K S I B R O
 C H A M B U R G E R O N R T O N T C L
 L O L X I M N Q P A I E U P E C A U D
 E B O X O V E N Q P T S I V O A H B L
 A O T K Y W Y B D S C C O K L N W S I
 N S V I O X Y O A U K H O T D O G C O
 U T Z U H U E O F E C G T A J V X O F
 P O G I M E T Q L T D R P K W E P U M
 Q V S E R O M S U M O I V I A N C T U
 N E Z V S D H D O U F L N G C S G S N
 H O F N C H A R C O A L T E R N P T I
 C P A N T S B N Q R X M Z I U Y I B M
 J E L V X R E N R U B Y D D U B A E U
 B W C O M E A N D G E T I T L M S J L
 R G W Z C Y S W O L L E M H S R A M A
 S A F E T Y F I R S T Y K D S F H B A



PICNIC
 ANTS
 COME AND GET IT
 CHARCOAL
 BOX OVEN
 DUTCH OVEN
 CUB SCOUTS
 TIN CAN OVEN
 TOASTER
 BUDDY BURNER
 HOBO STOVE
 SMORES
 COOK OUTS

GRILL
 PICKLES
 SAFETY FIRST
 HOT DOG
 HAMBURGER
 BEANS
 TRAIL MIX
 BISKETS ON A STICK
 MARSHMELLOWS
 CLEAN UP
 ALUMINUM FOIL
 YUM



COME AND GET IT WORD FIND

A K W E I J Q X X I M L I A R T E B M
 I J K C I T S A N O S T E K S I B R O
 C H A M B U R G E R O N R T O N T C L
 L O L X I M N Q P A I E U P E C A U D
 E B O X O V E N Q P T S I V O A H B L
 A O T K Y W Y B D S C C O K L N W S I
 N S V I O X Y O A U K H O T D O G C O
 U T Z U H U E O F E C G T A J V X O F
 P O G I M E T Q L T D R P K W E P U M
 Q V S E R O M S U M O I V I A N C T U
 N E Z V S D H D O U F L N G C S G S N
 H O F N C H A R C O A L T E R N P T I
 C P A N T S B N Q R X M Z I U Y I B M
 J E L V X R E N R U B Y D D U B A E U
 B W C O M E A N D G E T I T L M S J L
 R G W Z C Y S W O L L E M H S R A M A
 S A F E T Y F I R S T Y K D S F H B A

JUNE - COME AND GET IT

THINGS TO DO ON YOUR PICNIC OR COOK OUT (continued)

The Newspaper Stepping Race - Divide into teams. Give the first man in each line two sheets of newspaper. When the signal is given each man will place a sheet of newspaper on the ground in front of him, he steps one foot on that sheet while he puts the other sheet out in front for his other foot. He then picks up the sheet he was standing on before and place it out in front to step on etc. until he reaches the finish line where he picks up his papers and runs back to tag the next cub in line. (Any boy who touches the ground must go back and begin again.)

The Two Minute Race - Remove and visible clocks. All starting one line the contestants "race" to the other line in exactly two minutes. They must all move as slowly as possible and must never stop moving. They use their own sense of timing. The winner is the boy who is closest to the line when time is called.

INDOOR GAMES

Sardines - Best played in a house that has a lot of rooms. All players gather in one room. The first player leaves and hides himself somewhere in the house. After one minute the second player leaves and tries to find the first player. When he finds him he hides with him. They must be quiet. Each player leaves at one minute intervals. The game is over when all the players are packed in together like "sardines" in the hiding place.

Word Lightning - First pick a topic i.e. vegetables, fruits, sandwiches, things found in a camping store or hardware store. Divide into teams. The leader will call out a letter of the alphabet. The teams try to call out an item beginning with that letter. (i.e. topic; fruit letter; A they would call out apple, letter; O they would call out orange.) The team that yells its answer first gets a point. Call letters of the alphabet out of order. Once through the alphabet the game is over. The team with the most points wins.

ICE BREAKER

Tape papers on back of people with names of food groups. They must ask questions of others with a yes or no answer to guess what name is on their back and go to their corner according to food group to meet everyone else in their same group. This helps the people meet each other and identify the food groups.

JULY AMERICA THE BEAUTIFUL
GAMES

FINDING WORDS

From the words "America the Beautiful" have the Cub Scouts write down as many complete words as they can find.

AMERICA THE BEAUTIFUL WORD SEARCH

S P A C I O U S S K I E S A M O R F X C
N A M W E R T Y U I O P H A S E V O B A
I B E A U T I F U L D F I G H J K R L E
A F R U I T E D Z N X C N V P L A I N S
T B I R O W N A I M D Q I W U E R T H Y
N U C R O W N A I O P O N A R S D E H T
U F A M B E R W A V E S G G P H D J K L
O E C A R G O O D V B N M Q L W E R T Y
M A J E S T I E U D O O H R E H T O R B

Find the following words:

America

beautiful

mountains

Spacious skies

amber waves

grain

majestic

plains

grace

good

sea

the

shed

above

from

for

purple

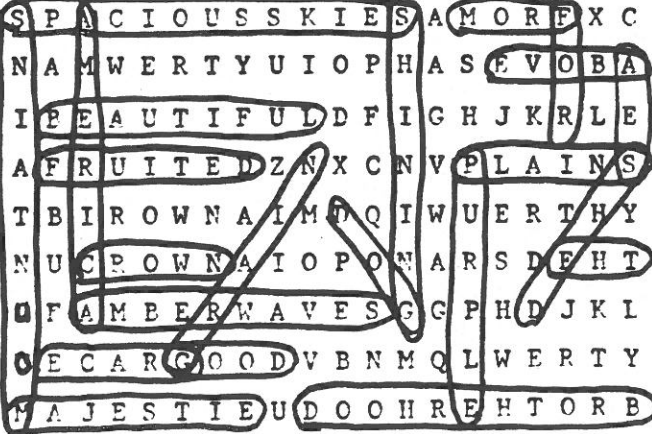
fruited

God

crow.

brotherhood

shining

Answer: 

AUGUST - BACK TO NATURE

MEMORY HIKE

Paper and pencil will be needed for this game. Memory hike is played after a hike in the woods or a trip to the Zoo, aquarium, etc. During the outing players are told to observe everything very carefully so that they can make a list of all they have seen. Just after the outing ends, at the campsite or car, leader hands out paper and pencils and player with the greatest number of correct observations wins. Large groups may divide into teams, the members of each team conferring on their lists.

ROADSIDE OBSERVATION

As hike begins, each player picks up ten small stones or pebbles which he carries in one hand. During the hike, game leader points out some natural object - a kind of leaf, fern, or flower - without identifying it. He calls on one of the players to name the item. If the identification is correct, the hiker can drop one of his pebbles. If not, the next hiker gets a chance to name the object. The game continues in this manner until one of the hikers has dropped all his pebbles.

NATURE TRAILING

Game leader clearly marks off an area no more than 200 yards in any direction from outing area. Anything beyond this area is off limits. One player sets off alone. As he walks, he scuffs up fallen leaves, bends twigs and impresses his footprints in wet or sandy spots, in order to leave a trail that others may follow. After 3 to 5 minutes, all others set out to find the trailblazer. They try to follow his trail whether individually or in groups. Meanwhile, trailblazer hides or returns to outing area and hides. First player to spot him is the winner.

NATURE ALPHABET GAME

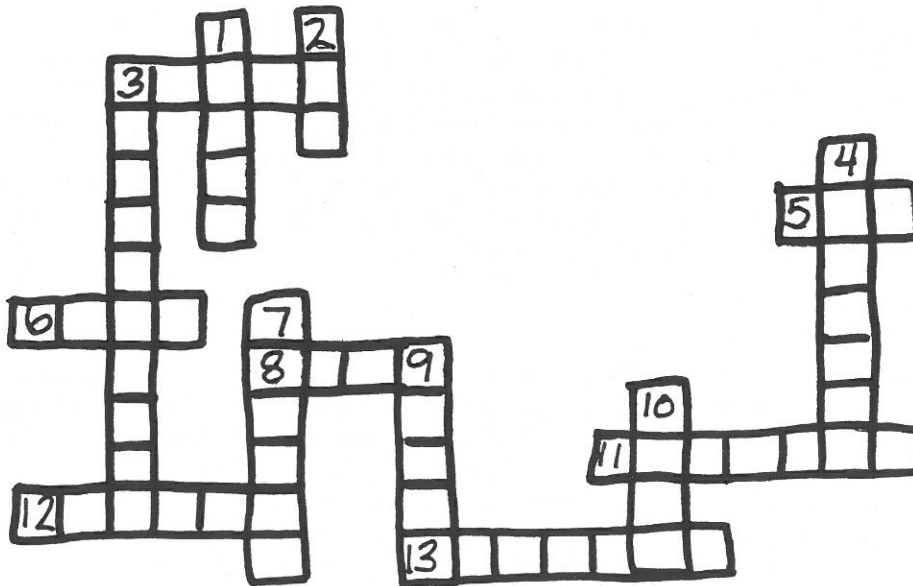
A good game to play in the car on the way to your outing. It may be done individually or as teams. Give each boy or team a pencil and paper and ask them to list growing things for each letter. (Example Ant, Btterfly, Crocus, etc.) The team with the longest list wins.

TURTLE TAG

To insure safety, a player must be on his back with all four feet in the air. The boy who is "it" counts to ten and all turtles (other boys) must hop up and run at least ten steps before again assuming the turtle position. If "it" can tag a player before he is "safe" they exchange places and the other boy becomes "it".

SEPTEMBER - FLAGS OF AMERICA

FLAG CROSSWORD PUZZLE



ACROSS:

3. This color means purity.
5. Francis Scott _____ wrote "The Star Spangled Banner".
6. Flag Day is in this month
8. Betsy _____ made the first flag.
11. June 14 is _____. (two words)
13. These stand for the 13 colonies.

DOWN:

1. Red and white stripes are called the _____.
2. This color stands for courage.
3. George _____ designed the flag.
4. United States of _____.
7. Never let the flag touch the _____.
9. These stand for the 50 states.
10. This color is the canton.

ANSWERS

ACROSS

3. White
5. Key
6. June
8. Ross
11. Flag Day

12. Canton
13. Stripes

DOWN

1. Field
2. Red
3. Washington
4. America
7. Ground
9. Stars
10. Blue

OCTOBER - FIRE DETECTIVES

PACK MEETING GAMES:

FIREMAN SAVE MY CHILD

One den member (from each den) sits on a newspaper about 15 feet from the others. Each of the other den members is given a 4 foot length of rope or clothesline. On signal, the boys tie their ropes together, using square knots, to form a rescue rope. When all are connected, one Cub Scout throws it to the "child" and pulls him to safety. The den that ties all knots correctly and pulls the child to safety wins.

FIREMAN PACK MEETING GAME

Choose one Cub Scout (or the Cubmaster) to be the fire chief. Line up the dens on a starting line 30 ft. from the goal line. Have the fire chief stand in the middle and call "Fire, fire, Station # ____." The den corresponding to the number called runs to the opposite goal line and back. The first player to touch the fire chief's hand trades places with him for the next game. On the call "Fire, fire, general alarm" everyone runs.

FIRE

This game can be played at den meetings or at the pack meeting. By dens have the boys remove caps, neckerchiefs and shoes; stack them neatly and have boys lie down - on the call of "Fire" all get up and dress. First Cub or den dressed best is the winner. (If you have a lot of dens with uneven numbers, you will want to even them up) Now they know what it is like to be a fireman and have to hurriedly respond to a fire call.

MOB SCENE YELL

This yell is done in parts like a round. Divide the group into four parts and have each repeat three times, " Fire, Fire, Water, Water, Help, Help, Save My Child." Beating time will help keep the groups together. This can be a fun noisy activity.

DEN MEETING GAMES

BUG IN A RUG

Stand in a big circle with one person in the middle. Have a blanket on the floor. Have him point at random to anyone in the circle and say either "Bug in a rug" or "Bug alone". If he says "Bug in a rug" it means that the clothing of the boy he pointed to is on fire and the boys on either side are to grab the blanket and roll the boy in it to put out the fire. If he points and says "Bug alone" it means that the boy is alone and must save himself by rolling on the ground. Continue till all boys have a turn. Discuss fire safety and how the Cub is not to run if his clothing catches fire, but is to drop to the ground and roll or better yet, wrap something around himself to smother the flames.

RESCUE RELAY

The teams are in relay formation behind the starting line; one player of each team is standing on the goal line and facing his team. On the signal, this player runs to the first player in his team, grasps his hand, and runs with his back to the goal line. He remains there while the player whom he brought to the goal line goes back to the team and gets the next player. Thus, each player is taken to the goal line and returns to get the next player until all have been "rescued" and are in file formation back of the goal line. The team which finishes first wins the relay.

Variation: Have the players work in pairs, returning to get a team member and employ various firemen carries to return him to the goal line.

WHO INVENTED IT?

Each of the following inventions has played an important part in modern industrial development. Who invented each of them?

- | | | |
|---------------|----------------------|-----------------|
| 1. Telephone | 5. Power Loom | 9. Nylon |
| 2. Phonograph | 6. Steamboat | 10. Thermometer |
| 3. Telegraph | 7. Reaper | 11. Penicillin |
| 4. Dynamite | 8. Vulcanized rubber | 12. Airplane |

Answers: 1. Alexander Graham Bell 2. Thomas A. Edison 3. Samuel F B Morse
4. Alfred Nobel 5. Edmund Cartwright 6. Robert Fulton 7. Cyrus McCormick
8. Charles Goodyear 9. The Dupont Company 10. Galileo 11. Sir Alexander
Fleming 12. Wilbur and Orville Wright.

ASTRONAUT TRAINING

This is a good physical fitness relay. Two beanbags, two jump ropes and two rubber balls are needed. Divide players into two teams and stand behind starting line. At a turning line, 15 feet away are three items, jump rope, bean bag and ball. On signal, first player runs to turning line, takes jump rope, jumps 10 times, tosses bean bags in air 10 times and bounces ball on floor 10 times. He runs back to his team, touches next player, who repeats the action. First team to finish is winner.

JUMP THE SHOT

Players (firemen) stand in a circle facing the center. One player, holding a rope about twenty feet long, kneels in the center of the circle. A knotted towel is tied on the free end of the rope in order to weight that end. The center player turns the rope, playing it out to its full length until sufficient momentum keeps the weighted end of the rope turning under the feet of the players in the circle, who must jump over it. Any player who touches the rope with his feet while it is turning is "out", and he leaves the circle. A player cannot step back from the circle to avoid touching the rope. The player who remains in the circle after the others have been put "out" turns the rope for the repetition of the game.

Variations: Allow the players to stay in the game until they have three "outs" against them.

Let the players face the direction from which the rope is coming rather than the center of the circle.

Suggestion: Be sure that the rope is not so heavy that it will hurt the players when it hits them. Pliable, soft clothes-line rope serves the purpose.

DECEMBER - GOLDEN RULE

GAMES

CHRISTMAS MUSIC TAG

The game starts with two groups of equal number. The object is for each group to win recruits by tagging members of the other group. A person is only safe when he is singing a Christmas song or Christmas Carol.

CHRISTMAS STOCKING CONTEST

Two or more red stockings are hung up, the number depending on the number of contestants you have for each side. Each boy is provided with a teaspoon and three apples. These apples must be picked up off the floor with the spoon, carried to the stocking and dropped into it. It may be run as a relay, with each runner putting in just one apple, returning and handing the spoon to the next runner. The apples must be gotten into the stocking without the aid of the extra hand.

WHAT'S WRONG WITH CHRISTMAS?

This is a variation of Kim's Game and is a good quiet game for use at Den Meetings. On a table or tray place a number of Christmas type objects, such as candy canes, bell, sprig of holly, Christmas ornament, etc. Scatter through these, a number of objects which are not a part of Christmas, such as Halloween mask, green shamrock, red heart, hard boiled egg ... Cover all objects until time to play the game, then remove the cover and give Cub Scouts two minutes to look at all objects. Re-cover objects and give all a pencil and paper. Ask them to write down all non-Christmas objects. Cub Scout who remembers the most is the winner.

CHRISTMAS CARD PUZZLE

This game makes a good gathering activity. Cut an old Christmas card into irregular pieces to form a puzzle for each player and place in an envelope. As each boy arrives, give him a puzzle. First player to put his puzzle together is the winner.

SANTA'S HELPERS

Two large identical outlines of Santa Claus are cut from pieces of cardboard. One outline is attached to the wall, while the other is cut up so that each player gets a piece of it --- a nose, beard, belt buckle, etc. Each player is blindfolded, and spun around several times. He then tries to pin his appropriate part of Santa cutout on wall. The player who comes closest, is the winner.

RING THE BELL

A holly wreath is hung from the ceiling or doorway and a small bell is suspended in center of wreath. The players line up 6 to 8 feet away and try to hit the bell with cranberries or beans. Each player gets three turns and the one with the most hits is the winner.

GAMES	MATERIALS	NUMBER THAT CAN PLAY	PROCEDURE
Pass the Trash	Bats of newspaper Balls of newspaper	6 or more	<ol style="list-style-type: none"> 1. Divide group into 2 groups. 2. Draw a circle 6 foot in diameter on the floor. 3. Team 1 lies down with heads against can. Each person has a bat. 4. Team 2 stands around the circle. They try to throw newspaper balls in can. 5. Team 1 attempts to bat the balls away. 6. Time it and switch places
Sit-in	None	6 or more	<ol style="list-style-type: none"> 1. For a circle. Everyone sits close together. 2. Face the same direction. 3. All persons put hands on waist of person in front of them. 4. Slowly and together, sit on knees of person behind
Ghost Hunt	Paper Flashlight Orange Lemon Apple Juice	2 or more	<ol style="list-style-type: none"> 1. Write messages with juice 2. Darken room. 3. Shine light on message. 4. It will shine brown. 5. Go on hunt for treasure.
Ping Pong Blow	Ping Pong Ball	2 or more	<ol style="list-style-type: none"> 1. Place ball on line. 2. Teams on each side of the line try to blow the ball across the line.
Toothpick Hunt	Toothpicks	3 or more	<ol style="list-style-type: none"> 1. One person is the hider. One the finder. One the keeper. 2. The finder leaves the room. 3. The hider hides the toothpick on the keeper. 4. The finder has 1 minute to find the toothpicks.
Shredding Race	Selected food. Cheese, etc.	2 or more	<ol style="list-style-type: none"> 1. Have group have a contest shredding cheese or other item that could be used to make their treat.
Paper Clip Race	Paper Clips	2 or more	<ol style="list-style-type: none"> 1. Have a race connecting paper clips together. 2. Set a time limit. The team with the most clips together wins.

GAME	MATERIALS	NUMBER THAT CAN PLAY	PROCEDURE
Egg Carton Tiddly Winks	Two egg cartons Any type of chips	1 or more	<ol style="list-style-type: none"> 1. Open up egg cartons & put inside each other with tops out on each side. 2. Put numbers in each cup. 3. Give a certain number of chips to each boy. 4. Toss chips in carton. 5. Add total score.
Spinning tops	A top	1 or more	<ol style="list-style-type: none"> 1. Each Player, in turn, spins the top and then races outside or to another room and comes back to the top. 2. The object is to get back before the top stops.
Stick Pull	A stick or dowel	2	<ol style="list-style-type: none"> 1. Players sit facing each other, feet touching, holding the stick between them. 2. Each pulls to see who can hold on the longest.
Catch a Bear, Wolf, or etc.	A cup Cut out figures of bears, wolf, or etc.	1 or more	<ol style="list-style-type: none"> 1. Cut out figures you want to use. They must fit. 2. Place numbers of figure. 3. Players all toss several figures in the air and try to catch them with the cup. 4. Add the numbers on the figures caught.
Straw in a tube	Straws Toilet Paper Tubes	1 or more	<ol style="list-style-type: none"> 1. Line up five tubes cut different heights. Number one to five. 2. Player stands above tubes at a designated height. 3. Add total score. 4. The game can be made hard or easy by adjusting heights. 5. You may need to secure tubes in something. Shoebox, etc.
Hoopla	Hula Hoop	1 and Rotate	<ol style="list-style-type: none"> 1. A player jumps into the hoop. Brings it up over their head. Places it down and repeats. 2. Give 2 minutes. Count the number of times the skill is accomplished.

GAME	MATERIALS	NUMBER THAT CAN PLAY	PROCEDURE
Wacky Walkers	Frisbee or Paper Plate	Teams of 2	<ol style="list-style-type: none"> 1. Players have a partner. 2. Hold frisbee with left hand. 3. Give a distance to be walked. 4. Players must step over the frisbee one leg at a time without letting go of the frisbee. Go to the finish line.
Fence Weaving	Lots of Toilet Paper. A friendly Fence	1 or more	<ol style="list-style-type: none"> 1. Weave toilet paper back and forth through fence. 2. Players could race to the end of fence if desired. 3. Must clean up the mess. 4. Arm chairs could be used inside.
Stilt Walking	3 shortened cans. String	Pairs of 2	<ol style="list-style-type: none"> 1. Poke holes in cans. Tie string to cans. 2. Person stands on cans. Partner shares middle can. 3. Walk.
Round Tag	A rope	6 or more	<ol style="list-style-type: none"> 1. Make a circle with a rope. Tie ends together. 2. Half of the players stand outside the circle. Half stand inside the circle. 3. Each group pulls the rope. 4. Place a time limit on game. Neither team may fall or give up.
3 in a Pair	3 pair of pants	Pairs of 3	<ol style="list-style-type: none"> 1. Sew outside seams of pants together. 2. Put 3 persons in pants. 3. Have them walk. 4. This could be a relay.
Unscramble	None	6 or more	<ol style="list-style-type: none"> 1. Stand in a circle. 2. Form a knot by holding on to the hands of 2 other people. 3. Do not hold the hand of the person next to you. 4. It will take a few minutes of switching hands. 5. Without letting go of hands, untie the knot and form a circle.
Squat walk	None	5 or more	<ol style="list-style-type: none"> 1. Form two lines. 2. Each person places back to other line. 3. Bend down and cross arms and grab person by the legs or arms. 4. The group walks.

SONGS



SONGS

Ten Tips For Songleaders
Songs
Theme Songs

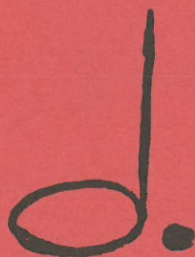
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1986 INDIANHEAD COUNCIL POW WOW SONG

Follow us to Cub Pow Wow, Follow the Cub Scout Trail
Tiger, Wolf, Bear, Webelos; along the Cub Scout Trail
Follow the rainbow over a stream
Follow the Cub Scout who follows his dream
Tiger, Wolf, Bear, Webelos are his Cub Scout Trail

We're off to see the Pow Wow, the Wonderful Pow Wow of Oz.
We hear it is a Pow of a Wow if ever a Wow there was.
If ever oh ever a Wow there was
The Cub Pow Wow is one because
Because, because, because, because, because
Because of the wonderful thing it does.
We're off to see the Pow Wow, the wonderful Land of Oz.



You can use this idea for creating a baseball game - "Take Me out to the Ball Game" or a canoe trip - "Row Your Boat" or just about anything you can think up.

9. End the session with a calm song if going on to a meeting, or a goodbye song if ending for the day. You may want to try the first song you taught to see if the group remembers it.

10. Keep a song book and note which songs you have taught and whether or not they were liked. You will be surprised at how many songs are in that little book!

SONGS

KOOKABURRA

Kookaburra sits on an old gum tree,
Merry, merry King of the bush is he.
Laugh Kookaburra, laugh Kookaburra,
Gay your life must be.

Kookaburra sits on the old gum tree,
Eating all the gumdrops he can see,
Stop, Kookaburra, stop Kookaburra,
Leave some there for me.

Kookaburra sits on the old gum tree,
Counting all the monkeys he can see.
Stop, Kookaburra, stop Kookaburra,
That's not a monkey, that's me!

PUFF, THE MAGIC DRAGON

Puff, the magic dragon lived by the sea,
And frolicked in the autumn mist in
a land called Honah-Lee,
Little Jackie Piper loved that rascal Puff,
And brought him strings and sealing wax,
and other fancy stuff.

WHEN SAMMY PUT THE PAPER ON THE WALL

When Sammy put the paper on the wall,
He put the pile of papers in the hall.
He papered up the chairs and papered up the stairs,
He even put a border on Grandma's shawl.

When Sammy put the paper on the wall,
He spilled the pile of paste upon us all,
Now we're all stuck together like birds of a feather.
When Sammy put the paper on the wall.



TEN TIPS FOR SONGLEADERS

1. First of all YOU must be ENTHUSIASTIC about leading songs! Don't apologize for your hoarse voice or if you are a bit out of tune. No one will know, unless you tell them.
2. Choose an opening song that is familiar to all in the group. If possible add interest by singing it in a round or an echo.
3. Ask if anyone has a song they would like to sing. Sometimes the group can teach you. This makes the group feel like they are initiating the singing session rather than being forced to sing. Be flexible. "On Top of Spaghetti" may be just the song needed to liven up the group, but beware of songs that drag on like "The Ants Go Marching" or "Fried Ham".
4. To teach new songs, be sure you know the words and lyrics well ahead of time. Some people prefer to hand out the lyrics or use a songbook. If this is done make sure that everyone has access to the words. That usually means 2 or 3 people per copy. The echo teaching method is good. Sing the first line. Then ask the group to sing it back with you. Then the second line, and echo it with the group. When you have finished the first verse or chorus, sing the whole thing through before going on to the next verse. This method allows you to hear the song line by line. If the group is having difficulties with a particular line just repeat it another time. The echo method works with or without printed lyrics.
5. If you are teaching a more difficult song, use the echo method to teach the chorus to the whole group first. The chorus is usually repeated several times during the song and will allow all to participate. You and those who already know the song may sing the verses and everyone can join in on the chorus. If there is enough interest the verses can be taught, one at a time.
6. Action songs go over best in mixed groups. Songs which involve clapping hands and stamping feet with a YaHoo here and there keep the group in lifted spirits.
7. If a more serious time is sought choose songs that are sung in rounds or choose songs which are familiar from church or radio such as "Kum-ba-ya" or "Pass it on".
8. If you have a large group of people make sure you try a setting song. That is, divide the group into several smaller groups. Assign each a song, noise, or action that would be found in the setting. Then you as the conductor signal each to motion. It can be quite a commotion. A favorite setting is the circus.
 - Group 1 - Hums or sings "Man on the Flying Trapeze"
 - Group 2 - Yells "Peanuts! Popcorn! Cotton Candy!" like the aisle vendors would do.
 - Group 3 - Stamp Feet Hard like Elephants
 - Group 4 - Laughs and Giggles like Clowns
 - Group 5 - High pitched Screams (Make sure to signal this group on and off quickly)
 - Group 6 - Or more, You can make up your own ideas.

LOUIE THE CAMEL

Song

Louie the Camel has 5 humps
Louie the Camel has 5 humps
Louie the Camel has 5 humps
So go Louie go
bum bum bum bum

Repeat with 4 humps, then 3 - 2 - 1.

Louie the Camel has NO humps
Louie the Camel has NO humps
Louie the Camel has NO humps
Because Louie is a HORSE

Directions

Form a large circle. Hold up right arm and hand showing the number of humps. On the go Louie go have both hands going down - wiggle hips. On the bum bum bum - take a step in. You will have a tight circle when you get to the NO humps.



BARGES

Out of my window, looking in the night
I can see the barges flickering bright.
Silently flows the water to the sea
and the barges too flow silently.

**Barges, I would like to go with you
I would like to sail the ocean blue
Barges there's a treasure in your
hold. Do you fight with pirates
brave and bold.

Out of my window looking in the night
I can see the barges flickering lights.
Starboard shines green and port is
glowing red, I can see the barges
far ahead.

**Repeat chorus

EACH CAMPFIRE LIGHTS ANEW

Each campfire lights anew, the flame of friendship true.
The joy we've had in knowing you,
Will last the whole year through.
And as the embers die away, we wish that we might ever stay.
But since we can not have our way,
We'll come again another day.

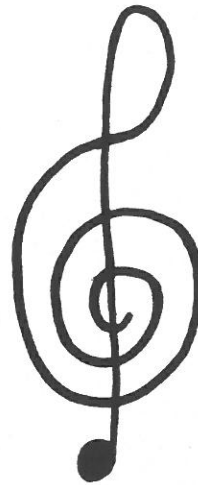


THUNDERBIRD SPIRIT

***Thunderbird Spirit, Spirit of Hope
Spirit of good to come.
Trees reaching up - Sky looking down
Ground bears of fire bright.

Courage to care, Dreams to come true,
Friendship to last forever.

Camp of the Spirit, camp that we love,
Thunderbird stay with us always.



ROUNDS

THERE ONCE WAS A FROG

- 1- There once was a frog who jumped in a bog, and played his fiddle in the middle of the puddle, what a muddle, better go round, better go round.
- 2- His tune was short, but he soon was caught and now in the middle of the griddle he is frying and he's crying, better go round, better go round.

WHIP-POOR-WILL

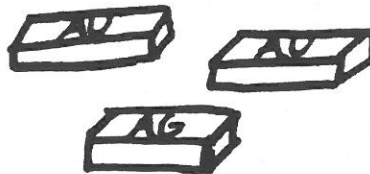
- 1- Gone to bed is the setting sun
- 2- Night is coming and day is done, Whip-poor-
- 3- will, Whip-poor-will, has just begun.

MUSIC SHALL LIVE

- 1- All things shall parish from under the sky,
- 2- Music alone shall live, music alone shall live,
- 3- Music alone shall live, never to die.

MAKE NEW FRIENDS

- 1- Make new friends,
- 2- but keep the old,
- 3- One is silver
- 4- and the other gold.



THE SCOUT SONG (adapted from the Canadian "Guides' Song")

A Scout's honor's to be trusted - Loyal is he.
Helpful at home, a friend to all and a brother to each other,
A Scout is courteous, a friend to animals, orders obeys-
He smiles, sings, is thrifty, pure in thought, word and deed.

THE DICKEY BIRD

Up in a tree a Dickey Bird (Bim sala bim bam bom sala dom sala dem)
Up in a tree a Dickey Bird sat.

Below him sat a furry black (Bim sala bim bam bom sala dom sala
Below him sat a furry black cat. dem)

He said for dinner I shall have (Bim - - - - -)
He said for dinner I shall have you.

Then all at once that Dickey Bird (Bim - - - - -)
Then all at once that Dickey Bird flew.

THE CROCODILE SONG

She sailed away on a bright and sunny day
on the back of a crocodile.
You see said she, He's as tame as he can be --
I'll ride him down the Nile.
But the crock winked his eye as she waved them all goodbye
wearing a happy smile.
At the end of the ride, the lady was inside,
and the smile was on the crocodile! Yum, yum...

ON MY HONOR

On my honor I will try. There's a duty to be done and I say "aye".
There's a reason here for a reason above. My honor is to try and
my duty is to love.

People don't need to know my name, if I've done any harm then I'm
to blame. If I've helped another, then I've helped me. If I've
opened my eyes up to see.

I've tucked away a song or two, if you're feel'n low there's one
for you. If you need a friend, then I am here. And there's
many a more where I come from.

Repeat first verse.

Come with me where a fire burns bright, we can even see better by
a candle's light. And we'll find more meaning in a campfire's
glow, then we'd ever learn in a year or so.

We've made a promise to always keep, we sing day is done before
we sleep. We'll be Cub Scouts together and when we're gone, we'll
still be a try'n 'n' a singing this song.

Repeat first verse.

TAPS

Day is done, Gone the sun, from the lakes, from the hills,
from the sky.
All is well, safely rest, God is nigh.

JANUARY PINEWOOD DERBY

WHEN YOU TRAVEL

Tune: Clementine

When you travel, don't unravel!
Plan your trip ahead of time.
Those who go around in circles,
Never leave and stay behind.

99 CUBS

Tune: 99 Bottles

99 Cubs on the road in a bus,
99 Cubs in a bus.
If one of those Cubs should
Happen to fuss,
98 Cubs on the road in a bus!

etc...etc....etc

DO YOUR BEST

Tune: Reubun, Reubun

Do your best is the Cub Scout way,
It will get you through the day.
If you try it you will see,
That's the only way to be.

PINEWOOD DERBY CAR

Tune: My Bonnie

My car is hung up on the race track,
The darn thing won't move up or down,
If only I'd followed instructions,
I'd have the best car in town.

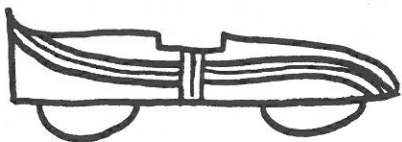
Chorus

Bring back, bring back,
Oh bring back my pinewood to me again
Bring back, bring back
The race, 'cause next time I will win.

RACE YOUR CAR

Tune: Row, Row, Row, Your Boat

Race, race, race your car,
Swiftly down the track,
If we don't place first this year,
Next year we'll be back!



I'M A LITTLE PIECE OF TIN

Tune: Hush Little Baby

I'm a little piece of tin
Nobody knows what shape I'm in,
Got four wheels and a runnin' board,
I'm a four-door - I'm a Ford.
Honk, honk, rattle, rattle,
crash, crash, bang, bang
Honk, honk, rattle, rattle,
crash, crash, beep, beep.

ACTIONS:

When you sing these words
do the following:

Honk - Palm to nose
Rattle - Hold arms up, bent at
elbows and shake fingers
Crash - Slap thighs
Bang - Clap hands
On the last beep beep touch another
person's nose.

CUB MOTTO SONG

Tune: Be Prepared (Boy Scout Songbook)

Do Your best, your best, your best
the motto of the Cub Scouts.
Do your best, your best, your best
the motto of the Cubs.
Do your best, do your best, the
motto of the Cub Scouts.
Do your best, do your best, the
Motto of the Cubs.

THAT'S WHY WE'RE IN CUB SCOUTING

Tune: Deep in the Heart of Texas

The fun things in life,
Our family's delight,
(Clap hands 4 times)
That's why we're in Cub Scouting.

We do our best,
To pass each test,
(Clap hands 4 times)
That's why we're in Cub Scouting.

Just me and my son,
Work, play, and have fun,
(Clap hands 4 times)
That's why we're in Cub Scouting.

We think our pack's great,
We'll keep it first rate,
(Clap hands 4 times)
That's why we're in Cub Scouting.

FEBRUARY - BLUE AND GOLD

SONGS

BLUE AND GOLD TRADITIONS

tune: Jingle Bells

While dashing out to find,
Things for Blue and Gold,
We made some nifty napkin rings
And placemats to behold.

Chorus:

Blue and Gold, Blue and Gold
Banquet time is here,
Time to sing and celebrate
Cub Scoutings fifty-seventh year!

The nut cups they were neat,
And nametags were just right,
Oh what fun it is to have
A Blue and Gold tonight.

Chorus

THE BANQUET

tune: On Top of Old Smokey

Our Blue and Gold Banquet's
The best one in town,
We celebrate Scouting
While gulping food down!

Cub Scouting's a pleasure,
And eating is too!
So pass the fried chicken,
Yea, Gold and Blue!

OLD AKELA HAD A PACK

tune: Old MacDonald had a Farm

Old Akela had a pack, E-I-E-I-O
An in this pack he had some dens, E-I-E-I-O
With a Den there, and a den 2 there,
Here a den, there a den
Everywhere a Happy den,
Old Akela had a pack, E-I-E-I-O

And for these dens he had some chiefs, E-I-E-I-O
(With a den chief here, and a den chief there...)

And for these dens he had some Cubs, E-I-E-I-O
(With a Cub Scout here...)

And for these dens he had some Moms, E-I-E-I-O
(With a den mom here...)

And for these dens he had some dads, E-I-E-I-O
(With a den dad here...)

SCOUT'S LADDER

tune: Jacob's Ladder

We are climbing Scouting's ladder,
We are climbing Scouting's ladder,
We are climbing Scouting's ladder,
Loyal Cub Scouts, true.

There are lots of folks who help us,
While we're climbing Scouting's ladder,
Every rung gets higher, higher,
But you can climb it too.

First there's Bobcat, then there's Wolf,
Then comes Bear and Webelos.
Finally we join the Scout troop,
Loyal Boy Scouts, true.

(At this point, all the Boy Scouts ...
present, past and current, dads, den
chiefs, etc ... might sing the following)

First there's Tenderfoot, next comes
Second and First Class,
Then comes Star and Life.
Finally we will soar as Eagles,
Loyal Boy Scouts, true.



MARCH - TIE UP IN KNOTS

SONGS

ONE FINGER, ONE THUMB

(This is an action song and the parts of the body that is talked about should be shaken as the song is sung.)

One finger, one thumb, one hand, keep moving
One finger, one thumb, one hand, keep moving
One finger, one thumb, one hand, keep moving
And we'll all be happy and gay.

2. One finger, one thumb, one hand, two hands
3. One Arm
4. Two arms
5. One leg
6. Two legs
7. Stand-up - Sit down

HOW PECULIAR

(Tune: Battle Hymn of the Republic)

When one sly snake slid up the slide, The other sly snake slid down,
When one sly snake slid up the slide, The other sly snake slid down,
When one sly snake slid up the slide, The other sly snake slid down,
When one sly snake slid up the slide, The other sly snake slid down.

Chorus: Glory, glory, how peculiar

Glory, glory, how peculiar

Glory, glory, how peculiar

When one sly snake slid up the slide, The other sly snake slid down.

When one dumb duck dropped dead in the ditch, The other dumb duck dropped dead ...

When one black bug bled blue-black blood, The other black bug bled blue ...

A spider spied a spider on another spider's back, A spider spied a spider ...

SOUP, SOUP

Tune: Hail, Hail, the Gang's All Here

Soup! Soup! We all want soup.
Needn't stop to strain it,
Tip your bowl and drain it,
Hark! Hark! the funny noise,
Listen to the gurgling boys.

Meat! Meat! Bring on the meat
Fresh and juicy cow meat,
Ham and pickled pigs' feet,
Lamp chops and pork chops too,
Any kind of meat will do.

Pie! Pie! We all want pie,
Cocoanut and cherry,
Peach and huckleberry,
Mince pie and apple, too,
Any kind of pie will do.

HEY LOOK ME OVER

Hey, look me over,
Lend me an ear.
I'm in my uniform,
A cub Scout up to here
No sad face for me folks,
I'm happy all the time
Cause I've got Mom and Dad with me
to make this old pack shine.
And so I'm bustin' my buttons,
Proud as I can be,
The fellows on the corner,
Now they envy me!
So come on you guys and join a pack,
Don't be an old sad sack.

MAKE NEW FRIENDS

Make new friends, but keep the old;
Those are silver, these are gold.
New-made friendships, like new wine,
Age will mellow and refine.
Friendships that have stood the test...
Time and change... are surely best;
Brows may wrinkle, hair grow gray;
Friendship never knows decay.
For 'mid old friends, tried and true,
Once more we reach, and youth renew.
But old friends must their place supply;
Cherish friendships in your breast...
New is good, but old is best;
Make new friends, but keep the old;
Those are silver, these are gold.

APPLE PIE

Tune: Old Apple Tree

'Neath the crust of the old apple pie,
There is something for you and for I,
It may be a pin that the cook has dropped in,
Or it may be a nice little fly,
Or it may be an old rusty nail,
Or some hair from a pussy cat's tail,
But whatever it be, it's for you and
for me,
'Neath the crust of the old apple pie.

CUBBING IN THE MORNING

Tune: Summertime

Cubbing in the morning, Cubbing in the
evening
Cubbing at any time.
You'll find fun and laughter, in
Cubbing all the time.
It's fun we're after, in Cubbing
all the time.
Put your left hand out there,
extend that thumb along,
Make that living circle,
and sing this Cubbing song.
Cubbing in the morning,
Cubbing in the evening,
Cubbing at any time.
Shout; it to the rafters and
Cub along all the time.

SONGS FROM THE CUB SCOUT SONG BOOK

We're Here For Fun - page 7

We're Glad to See You Here - page 9

There We're Three Jolly Fishermen - page 11

John Jacob Jingleheimer Schmidt - page 12

The Animal Fair - page 15

The Grand Old Duke of York - page 19

Smile Awhile - page 21

If You're Happy - page 24

Do Your Ears Hang Low? - page 25

And many, many more

MAY THEME "GENIUS NIGHT"

WE'VE GOT _____ GENIUSES IN OUR PACK

Tune: (He's Got the Whole World in His Hands)

We've got _____ geniuses in our Pack
We've got _____ geniuses in our Pack
We've got _____ geniuses in our Pack
We've got _____ geniuses in our Pack.

We use bright ideas in our Pack
We use bright ideas in our Pack
We use bright ideas in our Pack
We use our mind in our Pack.

We got the whole world to explore
We got the whole world to explore
We got the whole world to explore
We got the whole wide world to explore.

We wish peace for our brothers in our hearts
We wish peace for our brothers in our hearts
We wish peace for our brothers in our hearts
With our hearts we wish for peace.

We have courage to go on
We have courage to go on
We have courage to go on
We'll persevere as we go on.

Note: in the first verse fill in the _____ with the number of Cub Scouts in your Pack.

I'VE BEEN WORKING ON A PROBLEM
(Tune: "I've Been Working On The Railroad")

I've been working on a problem
all the live-long day.
I've been working on a problem
just to pass the time away.
I can feel the wheels a-turnin'
right inside my head.
Now I've got a Bright Idea
I'll use my brain instead.

BRIGHT IDEA, ARE YOU ANY GOOD?
(Tune: "Twinkle, Twinkle Little Star")

Bright Idea, are you any good?
Have I planned the best I could?
If I follow through okay,
Will you help the World someday?
Bright Idea, are you any good?
Have I planned the best I could?



JULY AMERICA THE BEAUTIFUL
SONGS

AMERICA THE BEAUTIFUL

Oh beautiful for spacious skies,
For amber waves of grain,
For purple mountains majesties,
Above the fruited plains,
America! America! God shed His grace on thee,
And crown thy good with brotherhood
From sea to shining sea.

GOD BLESS AMERICA

God bless America
Land that I love
Stand beside her
And guide her
Thru the night with
a light from above
From the mountains, to the prairie.
To the oceans white with foam.
God bless America
My home sweet home.
God bless America
My home sweet home.

THE SOUND OF MUSIC

The hills are alive with the sound of music,
With songs that have sung for a thousand years.
The hills fill my heart with the sound of music,
My heart wants to sing every song it hears.

My heart wants to beat like the wings of the birds that rise,
From the lake to the trees.
My heart wants to sigh like a chime that flies from a church on a breeze,
To laugh like a brook when it trips and falls over stones on its way.
To sing through the night like a lark who is learning to pray.

HOME ON THE RANGE

Oh, give me a home where the buffalo roam
And the deer and the antelope play
Where seldom is heard, a discouraging word
And the sky is not cloudy all day.

CHORUS

Home, home on the range,
Where the deer and the antelope play
Where seldom is heard a discouraging word,
And the sky is not cloudy all day

Yes, give me the gleam of a swift
mountain stream
And the place where no hurricanes blow
Oh give me the park where the prairie
dogs bark
And the mountains all covered with snow.

CHORUS

AUGUST - BACK TO NATURE

HIKING

Tune: Caisson Song

Over hill, over dale,
We will hit the greenwood trail,
As the Cub Scouts go hiking along.

In and out, all around,
You will never see us frown,
As the Cub Scouts go hiking along

And it's hi, hi, hee,
The Cub Scouts are for me,
Shout out our name and shout it strong,
Where 'er we go, we will always know
That the Cub Scouts go hiking along.

IN THE BACKYARD

Tune: Clementine

In the backyard, in the backyard,
You will find your sunner's fun,
If you look at what's around you
You'll have fun till day is done.

After sunset, watch the stars sh ne,
Nature's wonders you can see.
Mother Nature's backyard's endless,
Always there for you and me.

Did you ever watch an ant work?
Have you listened to the bees?
Have you watched birds build their
 nests high?
And been thankful for the trees?

If you'll just look around you,
Many new things you will find.
If you'de only realize it,
They were right there all the time.

A NUTTY SONG

Tune: Clementine

I'm an acorn, small and round,
Lying on the cold, cold ground.
No one wants to pick me up,
'Cause I'm such a little nut.

ANT'S MARCHING SONG

Tune: When Johnny Comes Marching
Home

The ants come marching one by
one,
Hurrah, hurrah,
The ants come marching one by
one,
The little one stops to shoot
a gun,
And they all go marching
Down to the earth ...
to get out of the rain.
Boom. Boom. Boom.
Boom. Boom. Boom.

Two by tow.. to tie his shoe
Three by three.. to climb a tree
Four by four... to close the door
Five by five.. the wave good-bye
Six by six.. to pick up sticks
Seven by seven... to look at
heaven
Eight by Eight .. to shut the
gate
Nine by nine .. to tell the time
ten by ten .. to say "The End"

OLD MA NATURE

Tune: Auld Lang Syne

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



OUR FLAG

Tune: Taps

Here's our flag
Flying high
Oh we all
Have much pride
In our flag
of our nation
We salute as we watch
Our flag fly.

THIS LAND IS MY LAND

This land is your land
This land is my land
From California
To the New York islands
From the Redwood forests
To the Gulf stream waters
This land was made for you and me.

As I went walking that ribbon
of highway
I saw above me the endless skyway
I saw below me that golden valley
This land was made for you and me.

I roamed and rambled and followed
my footsteps
To the sparkling sands of her
diamond deserts
And all around me a voice was
sounding
This land was make for you and me.

YOU'RE A GRAND OLD FLAG

You're a grand old flag,
You're a high flying flag
And forever in peace may you wave.
You're the emblem of the land I love,
The home of the free and the brave.
Every heart beats true under
red, white and blue,
Where there's never a boast or brag.
But should auld acquaintance
be forgot,
Keep your eye on the grand old flag.

BEAUTIFUL AMERICA

Tune: Home on the Range

Our America's grand,
With such beautiful land,
From the redwoods
To the far eastern coast.
With spectacular views
In so many bright hues,
About America, we really
can boast!

CHORUS:

Land, beautiful land;
With beautiful sights
everywhere.
For the grandest on earth,
Is the land of our birth,
For beauty, she's beyond
compare.

Let's always be proud,
Let's all stand and sing loud,
About the sights
That we see all around.
In no other land
Can we find scenes so grand,
It's the loveliest land
we've found.

Chorus

IT'S A CUB'S WORLD

Tune: It's a Small World

It's a Cub's world
It's a world of goals.
It's a world of skills.
It's a world of fun
and a world of thrills,
There's so much that you share,
It's a Cub's world after all.

CHORUS:

It's a Cub's world after all
It's a Cub's world after all
It's a Cub's world after all
It's a Cub Scouting world.

OCTOBER - FIRE DETECTIVES

TIT FOR TAT

Tune: Reuben, Reuben

DEN 1 SINGS

Den 2, Den 2, I've been thinking
what a safe place this would be
If you'd fix that smoky furnace, so
it wouldn't smother me.

DEN 2 SINGS

Den 1, Den 1, I've been thinking
what a safe place this would be
If you'd check the electric wiring,
so it wouldn't electrocute me.

DEN 3 SINGS:

Den 4, Den 4, I've been thinking
what a safe yard this would be
If you'd burn all that rubbish
so it wouldn't burn up me.

DEN 4 SINGS

Den 3, Den 3, I've been thinking
what a blessing it would be
If you'd clean off all the stairways
so a fire exit there would be.

DEN 5 SINGS

Den 6, Den 6, I've been thinking
what a safe world this would be
If all Cub Scouts were fire safety
minded
so do practice good fire safety.

DEN 6 SINGS

Den 5, Den 5, I've been thinking
You've got a great idea
We will do our best to make sure
That the earth stays safe and pure.



SAFETY FIRST

Tune: For He's A Jolly Good Fellow

Oh, safety's better than sorrow
Today, tonight and tomorrow
For troubles no good to borrow
At school, at work or at play.

So stop, take notice and listen
And help your future to glisten
There's no better rule than this'n
Put fire safety first every day.

WET HANDS

Tune: Jolly Old St. Nicholas

Any time your hands are wet,
Any where or which
Don't turn on electric lights,
Don't go near a switch
Don't turn on the radio
When your hands are wet
Or you may be very shocked
By the shock you'll get.

HALLOWEEN SONG

Tune: Yankee Doodle

I'll carve a fearful pumpkin
face,
As well as I am able,
And when it's done I'll
light it up,
And set it on the table.

I'll fix it so that passers-by
Will see and get quiv-ers,
For Halloween's the time to
play
You have the shakes and shiv-
vers.

PUMPKIN BELLS

Tune Jingle Bells

Dashing through the streets
In our costumes bright and gay
To each house we go
Laughing all the way.
Halloween is here
Making spirits bright
What fun it is to trick-or- treat
And sing Pumpkin carols tonight!
Oh Pumpkin bells, Pumpkin bells!
Ringing loud and clear,
Oh what fun Great Pumpkin brings
When Halloween is here!

I'M A YANKEE DOODLE DANDY

I'm a Yankee Doodle Dandy, a Yankee
Doodle do or die;
A real live nephew of my Uncle Sam's
Born on the Fourth of July..
I've got a Yankee Doodle sweetheart,
She's my Yankee Doodle joy.
Yankee Doodle came to London just to
ride the ponies,
I'm a Yankee Doodle boy.

THE VIKINGS SONG

Tune: A-Hunting We Will Go

Fierce Viking men are we,
We sail the deep blue sea,
We're brave and strong
As we sail along;
New continents to see.

We sailed to cold Ice-land,
We were a jolly band,
We settled there
Without a care,
With Eric in command.

HEY, LOOK ME OVER!

Tune: Hey, Look Me Over

Hey, look me over, lend me an ear,
Watch me advance in Scouting every year.
First I'm a Bobcat, then a Wolf and Bear,
Soon I'm a Webelos and I'll go from
there, a-singing,
Hey look me over, lend me an ear,
Join me in a song and sing out loud and
clear,
That Cub Scout advancement is they way to
grow,
Stand back parents, here we go!

Songs found in the Cub Scout Songbook
that go with this theme:

Old McDonald Had a Farm - page 16
I've Been Workin' On The Railroad - page 45
Cubs Whistle While They Work - page 36
The Cowboy's Sweet Bye and Bye - page 48

THE LATEST NEWS

Tune: Are You Sleeping?

Extra, extra, read the latest,
Monday's news just off the press.
What's today's disaster?
Cub Scouts worked with plaster,
What a mess. What a mess.

Extra, extra, read the headlines,
This week's news. What's the score?
Hurricane hits Elm Street,
16 muddy Cub Scout feet
Track the floor. Leader sore.

Extra, extra, here's your paper,
Read about the latest riot.
8 Cub Scouts as Indian braves
Stomp and dance and yell and rave.
Won't keep quiet. Won't keep quiet.

Extra, extra, what's today's news?
Is it sad? Is it bad?
8 boys join the Webelos den,
Leader can relax again.
We're so glad. We're so glad

ROUND

Tune: Are you sleeping?

Are you sleeping, are you sleeping,
Billy Smith, Billy Smith
The telephone is ringing,
The telephone is ringing,
Answer it. Answer it.

Roll the presses, print the paper,
Read the news, read the news.
Delivery on schedule,
Delivery on schedule,
Worn-out shoes, worn-out shoes.

See a movie, see a movie,
See a show, see a show.
Have a bag of popcorn,
Have a bag of popcorn,
It helps you grow; it helps you grow

DECEMBER - GOLDEN RULE

SONGS

CHRISTMAS SONG

Tune: Rudolph, the Red-Nosed Reindeer

Here's to the Cubs in our den,
As they follow, help and give;
All of the boys in our den,
Know just how a Cub should live.
Now that it's time for Christmas,
We've been very helpful boys,
We've gathered lots of old things,
Fixed them up like brand new toys.
Saved our pennies every meeting,
Bought a lovely Christmas tree;
Trimmed it up to take to our
Den-adopted family.

Bright and early Christmas morning
When they see our shiny toys;
We'll be happy that we shared our
Christmas joy with other boys.

SMILE AWHILE

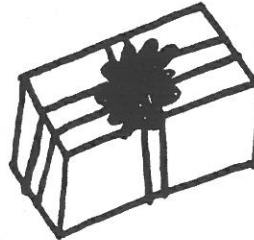
Smile awhile and give your face a rest.
(make a big smile)
Stretch awhile and ease your weary chest
(stretch arms)
Reach your hands up toward the sky
(raise hands above head)
While you watch them with your eye
(look up and watch hands)
Jump awhile and shake a leg, sir
(jump once, then shake a leg)
Now step forward, backward as you were
(do as words say)
Then reach right out to someone near
(do as words say)
Shake his hand and smile
(do as words say)

CHRISTMASTIME

Tune: Jingle Bells

School is out, we won't pout,
Cubs shout "Hip-hurray",
Something special's coming soon,
And it's Christmas Day.

Wrap the gifts, trim the tree,
Mind your Mom and Dad.
You'll get presents if you do.
Boy, won't we be glad?



A LAUGH PROVOKER

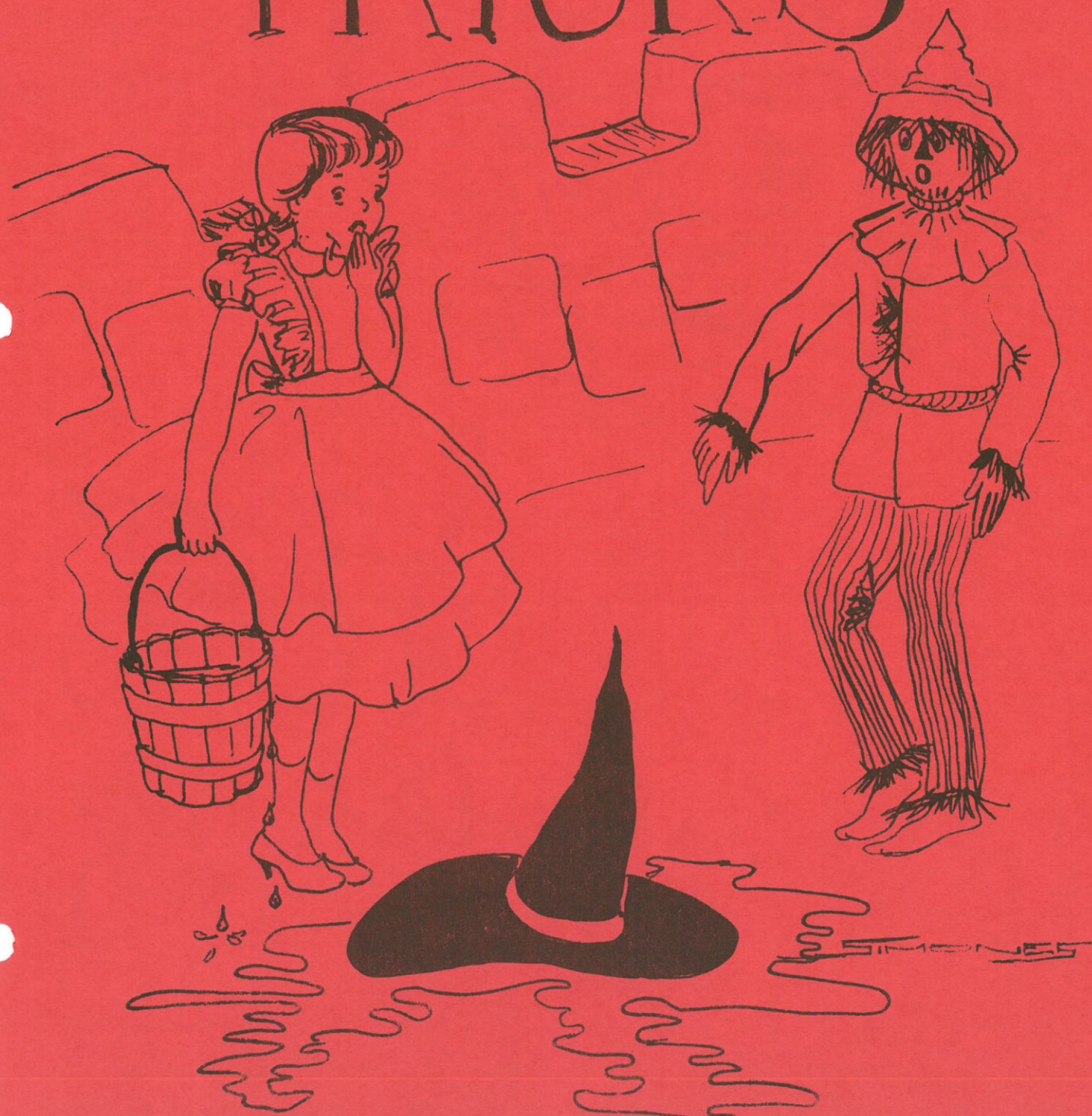
Tune: Battle Hymn of
the Republic

It isn't any trouble just
to S-M-I-L-E
It isn't any trouble just
to S-M-I-L-E
So when you're in trouble
It will vanish like a bubble
If you'll only take the trouble
Just to S-M-I-L-E

Second verse: G-R-I-N, grin
3rd verse: L-A-U-G-H, laugh
4th verse: Ha, Ha, Ha, Ha, Ha



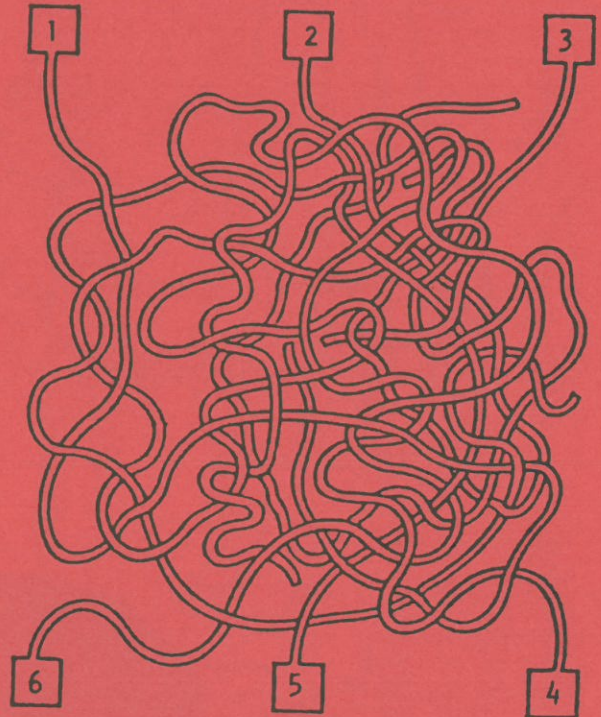
STUNTS & TRICKS



STUNTS AND TRICKS

Den and Pack Stunts and Tricks
Theme Stunts and Tricks

129 - 132
133 - 144



A "Maze"ing Zoology

Choose the right one of the six cords and, by blackening it with a pencil, you will see an animal emerge.

FUN... fun is the main reason for stunts and tricks. Fun at den and pack meetings; fun around the campfire; fun for the boys and fun for the adults. Who likes fun more than a cub scout age boy?

Stunts and tricks can be used as gathering aids to keep the boys busy while they wait for the rest of the group to come. **APPLAUSE** stunts are used to give recognition to a person or den for some accomplishment. **WALK-ON** stunts require only one or two people and are used as a change of pace in pack and den meetings; as a fill in between skits or acts they can't be beat! **AUDIENCE PARTICIPATION** stunts add variety to a den or pack meeting by getting everyone involved. **MIXERS** or **ICEBREAKERS** can be used at the beginning of a meeting to help people meet each other or feel welcome and relaxed. **TRICKS** give the boys a chance to show off to friends and family members, in a constructive way. You will want to have a new trick or puzzle each meeting. Make sure they are simple to preform so the boys can learn them easily.

MIXER

~~At a pack meeting~~ or your first den meeting, hand out a form to each person. On this form you will have items such as **RED COAT...GLASSES...LONG COAT...etc.** the list is endless. After the item have a blank line for the person that has the item to sign. When the meeting begins you could tally the scores to see who has gotten the most names and give them a "ROUND OF APPLUSE".

YOU HAVE ELEVEN FINGERS!

This trick is just a matter of numbers. Count the fingers on both hands out loud like this; 1-8, 2-8, 3-8, 4-8, 5-8, 6-8, 7-8, 9-8, 10-8, 11-8. The trick is 7, 8, 9, no 8-8.

If they catch on to this, say, "You may be right, let's check. You say you have 10 fingers, so I'll start from there and go backwards." Then you count, "Ten, nine, eight, seven, six." Which is the fingers one one hand. Then say "All right there were six and I have five fingers on this hand, so five and six makes a total of eleven!"

GET YOU CAN'T !**SUCK SODA THROUGH TWO STRAWS!**

Put two straws in your mouth. Stick the free end of one in a glass of soda. Keep the second straw outside the glass. Now try to drink the soda through the straw. (Note: to drink the soda put your tongue over the end of the straw that is outside of the glass.).

KEEP WATER IN A BOTTLE WITH A HOLE IN IT!

Get a pair of scissors and a plastic bottle with a screw top. Make a small hole in the side of the bottle near the bottom with the point of the scissors. Cover the hole with your finger while you fill the bottle with water to the brim. (Do this over a sink or pan.) Screw on the top, making sure there is no air in the bottle. Take your finger away from the hole. Stand back and watch for the water to come pouring out!

WRITE YOUR NAME!

Give a peice of paper and a pencil to the cub. Tell him to write his name...while he is moving his foot in a circle, about the size of a plate. Let him practice the circle motion with his foot then have him write his name without stopping the motion of his foot for a instant.

STICK A PIN INTO A BALLON WITHOUT IT POPING!

Inflate and tie a balloon. Put a small piece of cellophane tape on yours. Stick a pin through the tape. It will not pop.

BLOW A WAD OF PAPER INTO A BOTTLE!

Place an empty soda bottle on it's side. Put a small wad of paper in the neck. Try to blow the paper into the bottle. The wad won't go in, more likely it will fly out at you!

PULL APART TWO WET GLASSES!

You will need two heavy plastic glasses that are the same size. Put one inside the other. Drip water around the rim of the outer glass so that a thin layer of water forms between the two glasses. Try to separate them by pulling apart. To get them apart, put cold water (iced) in the top glass and dip the bottom glass in hot water immediately pull them apart.

DEN AND PACK ACTIVITIES

STUNTS AND TRICKS

WALK-ON STUNTS

1. Boy 1 "What has many eyes and never cries?"
Boy 2 "I don't know."
Boy 1 "A potatoe."
2. Boy 1 "Which month has 28 days?"
Boy 2 "Febuary."
Boy 1 "Wrong, all months have 28 days."
3. Boy 1 "Who always goes to sleep with his shoes on?"
Boy 2 "I don't know."
Boy 1 "A horse."
4. Boy 1 "Why do you salute a refrigerator?"
Boy 2 "I don't know."
Boy 1 "Because it is General Electric."
5. Boy 1 "What bus crossed the ocean?"
Boy 2 "I don't know."
Boy 1 "Columbus."

APPLAUSES

1. THE ONE YOU NEVER HEARD--fake a clap but miss at the last moment.
2. SEAL OF APPROVAL--Put elbows together, open and close forearms and hands--Bark like a seal."arf..arf"
3. STAMP OF APPROVAL--throw a hankerchief in the air--boys stamp feet until the hankerchief hits the floor.
4. CLAM--Put palms together, open ad close hands.
5. OIL REFINERY--"Crude! Crude! Crude!"
6. WAVES--start at one side of the group, they wave until you pass to the next section.
7. SNAKE--"Hissssss.... Hisssss."
8. SUPERSONIC--Wave arms wildly and open mouth as if yelling (no noise comes out of your mouth); sit quietly several moments then yell loudly.
9. GALLOPING--clap hands on lap to make a sound of a galloping horse.
10. CHEERLEADER--everyone makes a megaphone with their hands and yells "YEAH..YEAH...YEAH..."

ICEBREAKER

Pass out paper and pencils. Have everyone put a large tic tac toe board on their paper. Then have them fill in the squares with any thing they would like to have. Let the imagination run wild--money is no object. Now have one person at a time read one of his "dreams". When a dream is read, everyone that has that dream on his paper can cross it off. The first person that gets tic tac toe wins.

DEN AND PACK ACTIVITIES

STUNTS AND TRICKS

AUDIENCE PARTICIPATION

Put these words on 3x5 cards or paper. Pass them out to your group. Read the story pointing to each person, in order, to add their story word to the blank. You will come up with a really funny story.

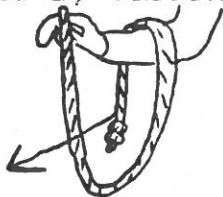
egg	floor	soap
dish	bag	sandwich
crust	nap	bed
lawn	home	apple
table	TV	bath
storm	breakfast	floor

This morning I wanted to make _____ just for you... but the _____ was too slippery. I wanted to wash the _____ just for you...but the _____ was too bubbly. I wanted to put away the _____ just for you...but the _____ was too wet. I wanted to carry the _____ just for you... but the _____ broke. I ate my _____ just for you...but not the _____. I wanted to mow the _____ just for you... but I was too little. I picked an _____ just for you...but on the way _____ I got hungry. I wanted to set the _____ just for you... but the _____ was too loud. I wanted to not splash in my _____ just for you...but there was a _____. I wanted to do something special for you. AND I DID IT!

THE ROPE THAT TIES ITSELF!

You can surprise friends by tying a knot in a peice of rope with only one hand. The rope should be about a yard long and quite flexible. Before starting tie a knot or two at one end of the rope in order to give that end a little weight.

Now hold the rope in one hand. With a jerk, toss the knotted end up so it curves up into the air and over your arm. Practice the toss several times until you have the feel of it. You will notice how the heavy end has a tendency to swing and go through the loop. You can make good use of this. Immediately after tossing the heavy end into the air and just as it starts to swing through the loop, pull your hand back toward you as quickly as possible; the end will form a knot by falling into the loop.



DOWN THE YELLOW BRICK ROAD

DORTHY-giggle, giggle, giggle	OZ-Oooooooooo
SCARECROW-scratch, scratch	WIZARD-Mmmmmmm
TIN MAN-clank, clank, clank	WITCH-Tee Hee Hee Hee
LION-grrrrrrrr	
YELLOW BRICK ROAD-clop-clop; clop-clop; clop-clop	

Once upon a time a girl named DORTHY got caught in a bad storm. She and her house went for a ride to the land of OZ. Now DORTHY did not know how to fly a house and came in for a crash landing--on the bad WITCH on the east. The WITCH's sister was very upset about the accident and vowed to get even with DORTHY.

DORTHY did not like the land of OZ--she wanted to go home. A Munchkin told her to follow the YELLOW BRICK ROAD to the city of OZ and find the WIZARD that lived there. He would tell her how to get home.

DORTHY followed the YELLOW BRICK ROAD where she meet a SCARECROW, a TIN MAN, and a LION. They were all going to OZ to find the WIZARD; the SCARECROW wanted a brain; the TIN MAN wanted a heart and the LION wanted some courage. They invited DORTHY to join them, so off they went down the YELLOW BRICK ROAD.

They reached the city of OZ and talked to the WIZARD. He told them the wicked WITCH of the west took the key to his safe, where he kept the brains, hearts, and courage. The SCARECROW, TIN MAN, LION and DORTHY would have to get the key from the WITCH.

Back down the YELLOW BRICK ROAD they went--back to the dark scary forest where the wicked WITCH lived. When they found the WITCH's house, they snuck inside through the basement window and looked for the key. The TIN MAN looked in the basement; the LION looked in the livingroom; the SACRESCROW looked in the bedroom and DORTHY looked in the kitchen. DORTHY did not find the key but she did find the wicked WITCH. The WITCH came after DORTHY with a magic wand (the WITCH wanted to turn DORTHY into a toad!). DORTHY knew water would short out the magic wand so she threw some on the WITCH. SOMETHING surprising happened; the WITCH melted!

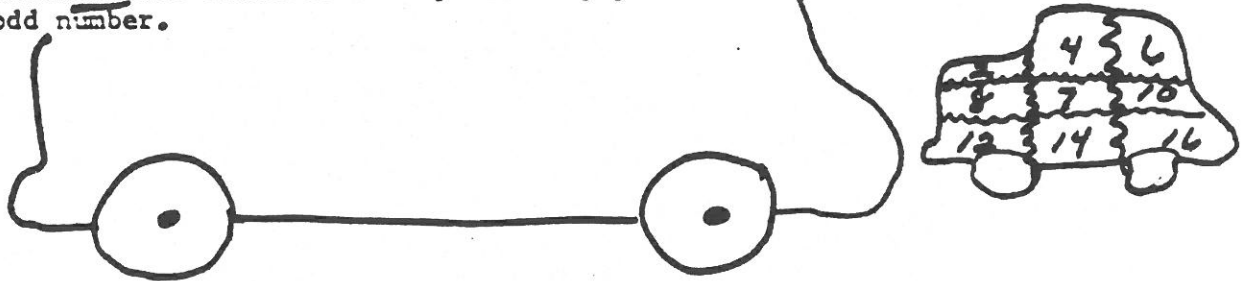
The SCARECROW found the key in the bedroom. So the TIN MAN, SCARECROW, LION and DORTHY went down the YELLOW BRICK ROAD, back to OZ, with the WITCH's key. The WIZARD opened his safe and gave the SCARECROW a brain; the TIN MAN a heart and the LION some courage. Best of all he gave DORTHY a plane ticket home.

JANUARY PINEWOOD DERBY
STUNTS & TRICKS

THE ODD NUMBER

The magician shows the audience that he has a piece of paper in the shape of a car & then he tears it into nine pieces and hands them to different members of the audience. He asks one of the spectators to write an odd number on his piece of paper, and then asks the others to write even numbers on their pieces. The papers are then folded over one time & are placed in a hat or on the table. When this has been done, the magician, by catching the mystic vibrations of the odd number, picks out the piece of paper on which the odd number was written.

The illustration tells how the trick is done. The center piece of paper is the only one that has torn edges on all four sides, and can consequently be very easily identified. When you give the papers out, remember who receives this piece of paper and ask him to write down the odd number.



PEEP SHOW

Peep shows are done in shoe boxes. Cut a peep hole in the front end of each box. Make a slot about ½" wide across the top near the other end. Place an attraction in each box and arrange them across a shelf so the peep hole will be about eye level. String Christmas lights over the slots to illuminate the attractions and label each one..

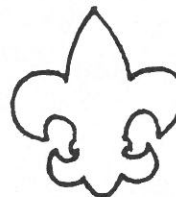
- | | |
|-------------------------------------|----------------------------|
| Rare Invisible Fish | Bowl of clear water |
| Toast of Paris | Piece of French Toast |
| Ancient Instrument of Torture | Hairbrush |
| Swimming Match | Match floating in water |
| Famous Hole in One | Doughnut |
| Ocean Liner..... | Sand |
| Hairless Dog..... | Frankfurter |
| Strongest Head in the World | A hammer head |
| Bonaparte | Two bones lying separately |
| A Diamond Pin..... | A dime and a pin |
| An Old Pair of Slippers..... | Two bananas |
| A Fountain of Tears | Two onions |
| A Study in Greece..... | A piece of bacon |
| A Fool's Paradise | A pair of dice |
| A Prehistoric Garden..... | A lump of coal |

FEBRUARY - BLUE AND GOLD
STUNTS & TRICKS

SCRAMBLED SCOUT LAW

The first one to unscramble the Scout Law is the winner.

- | | |
|---------------|-------------|
| 1. HORRSTTUWY | trustworthy |
| 2. YOLLA | loyal |
| 3. LFEPULH | helpful |
| 4. SOTUCOREU | courteous |
| 5. DIKN | kind |
| 6. TEIEOBDN | obedient |
| 7. URECHEFL | cheerful |
| 8. HITTRFY | thrifty |
| 9. RVEAB | brave |
| 10. ANLCE | clean |
| 11. EEENTRRV | reverent |
| 12. RENFILYD | friendly |



BANQUET STUNT

Early in the meeting, have the Den Leader's or Den Chiefs lead the den families, snake-dance style, in and out around the tables so everyone can see the decorations. Then have all return to their places for the next part of the program.

RIGHT-EYED OR LEFT-EYED

This is no gag. It is useful to know. Have each person extend his arm out ahead of him with forefinger only pointing straight up, and then focus the eyes on some distant object. Now, by not moving the finger, and by closing first one eye and then the other, each person can tell whether his left eye or his right eye is stronger. If the finger continues to be lined up, that is the strong eye; if the finger seems to shift to the left or right, that eye is the weak one.

YOU NEVER SAW IT BEFORE, WILL NEVER SEE IT AGAIN

I have here in my pocket something that you never saw before and will never see it again! In fact, nobody (even-I) has ever seen it before, and nobody will ever see it again. (You take out a peanut in the shell, crack the shell, show the group the peanut, then eat it.)

MONEY HAS POWER

Have someone hold a wooden pencil at both ends and parallel to the floor. After creasing a dollar bill, announce to the group that you will break the pencil in half with the dollar bill, and ask them to give you three chances to do so. Have your index finger in the fold of the bill. In the first two attempts use only the dollar bill, but on the third, allow your finger to extend and hit the pencil with the finger. The pencil will break if held firmly.

MARCH - TIE UP IN KNOTS

STUNTS & TRICKS

RIDDLES

What is the best way to get something out from under an elephant?
Wait for the elephant to go away.

For what man should you always take off your hat?
The barber.

Our hen can lay an egg four inches long. Can you beat that?
Yes, with an egg beater.

When can three big women go out under one little umbrella and not
get wet? When it's not raining.

When will a net hold water?
When the water turns to ice.

What is the best way to keep a skunk from smelling?
Hold his nose.

What is white, has just one horn and gives milk?
A milk truck

What is the best way to catch a fish?
Have someone throw it to you.

What kind of animal eats with his tail?
All kinds of animals. They can't get them off.

When is a boy not a boy?
When he turns into a store.

What has two legs like an Indian? Two hands like an Indian? Two
eyes like an Indian? But is not an Indian?
A picture of an Indian.

A GOOD PACK STUNT

Can you figure this out?

My grandmother likes butter but doesn't like figs
Try again

My sister likes kittens, but doesn't like cats.
Try again

My father likes puppies, but doesn't like pigs.

The answer is, they only like things with double letters. Try this
at a pack meeting. You'll find some sharpies.

TIE IN KNOTS

Ask the participants if they can tie an overhand knot.

The way to tie an overhand knot is simply left over right and
under. The start of the square knot or the starting knot for tying
a shoe.

Try it and see how many people know what knot you are talking about.

MAY THEME "GENIUS NIGHT"

GENIUS TEST Each block contains word(s) or phrase -- can you figure it out?
 Answers are found on the next page. Have fun!!

<p style="text-align: center;">SAND</p>	<p style="text-align: center;">MAN ----- BOARD</p>	<p style="text-align: center;">STAND ----- I</p>	<p style="text-align: center;">N W O T</p>
<p style="text-align: center;"> R E A D I N G </p>	<p style="text-align: center;">R R O A D S A D S</p>	<p style="text-align: center;">LE VEL</p>	<p style="text-align: center;">KNEE LIGHTS</p>
<p style="text-align: center;">WEAR ----- LONG</p>	<p style="text-align: center;">O ----- M.D.. PH.D.. B.S.</p>	<p style="text-align: center;">T O U C H</p>	<p style="text-align: center;">CYCLE CYCLE CYCLE</p>
<p style="text-align: center;">DICE DICE</p>	<p style="text-align: center;">GROUND ----- FEET FEET FEET FEET FEET</p>	<p style="text-align: center;">DEATH/ LIFE</p>	<p style="text-align: center;">II IIIIII ----- OO OO</p>
<p style="text-align: center;">MIND ----- MATTER</p>	<p style="text-align: center;">ECNALG</p>	<p style="text-align: center;">HE'S /HIMSELF</p>	<p style="text-align: center;">CHAIR</p>

MAY THEME "GENIUS NIGHT"

ANSWERS TO GENIUS TEST

- | | |
|------------------------------|----------------------------|
| 1. Sandbox | 11. Touchdown |
| 2. Man overboard | 12. Tricycle |
| 3. I Understand | 13. Paradise |
| 4. Uptown | 14. 6 feet underground |
| 5. Reading between the lines | 15. Life after death |
| 6. Crossroads | 16. Circles under the eyes |
| 7. Split level | 17. Mind over matter |
| 8. Neon lights | 18. A backward glance |
| 9. Long underwear | 19. He's beside himself |
| 10. 3 degrees below zero | 20. High chair |

GENIUS APPLAUSE STUNTS

"BRAIN POWER": With your right index finger tap the side of your forehead, raise your eyebrows and say "Ahhhhhhhhh!"

"THE THINKER": While frowning, stroke your chin with your right hand and say "~~Hummmmmmmmm!~~"

LUCKY 13

Have the numbers written with black felt marker on a piece of white poster board. Do not include the answer. You need 3 Cub Scouts for this stunt.

CUB # 1: "What did you get for an answer to problem 9?"

CUB #2: "It comes out to 67."

CUB #1: "Oh yah, I had 56."

CUB #3: (laughing) "Nope, you are both wrong. The answer is 13."

CUB #1: (puzzled) "What?"

CUB #2: "How did you come up with that answer?"

CUB #3: "Simple! I'll show you.." He holds up the board with the problem written on it. "Now pay attention." Add up the last column like you normally would out loud.. Then from the top of the first column add each one to your last answer - total equals 13.

$$\begin{array}{r} 9. \quad 12 \\ \quad \quad \quad | \\ \quad \quad \quad | \\ \quad \quad \quad | \\ \quad \quad \quad | \\ \quad \quad \quad | \\ + \quad \quad \quad | \\ \hline \end{array}$$

CUBS 1&2 Together: "What a Genius. "

JUNE - COME AND GET IT

PLANTING A GARDEN

Divide your audience into 4 parts. Give each group a part and practice with them so they understand that when you read their word they are to respond.

GARDENER: (with thumbs pointed up) "With a green thumb"

CUCUMBER: "Cool man"

ONIONS: (wipe tears from eyes) "Boo Hoo Boo Hoo"

TOMATO: Whistle a wolf whistle

One day our GARDENER ___ went out to plant his garden. The GARDENER ___ choose to plant his plot with many vegetables including CUCUMBERS ___ TOMATOES ___, AND ONIONS ___.

The GARDENER ___ took some seeds and planted first a row of CUCUMBERS ___ then a row of ONIONS ___ and then a row of TOMATOES ___. The GARDENER ___ then stood back to watch his garden grow.

Soon the CUCUMBERS ___, ONIONS ___, and TOMATOES ___ had sprouted. The CUCUMBERS ___ fell in love with the TOMATOES ___ but the ONIONS ___ stood between them. It looked as though this budding romance would never be. Because the CUCUMBERS ___ were in one row and the TOMATOES ___ where in another and the ONIONS ___ were coming up in between the two. The CUCUMBERS ___ grew to be big and tall and the TOMATOES ___ grew to be plump and sweet. But the ONION ___ still seperated them.

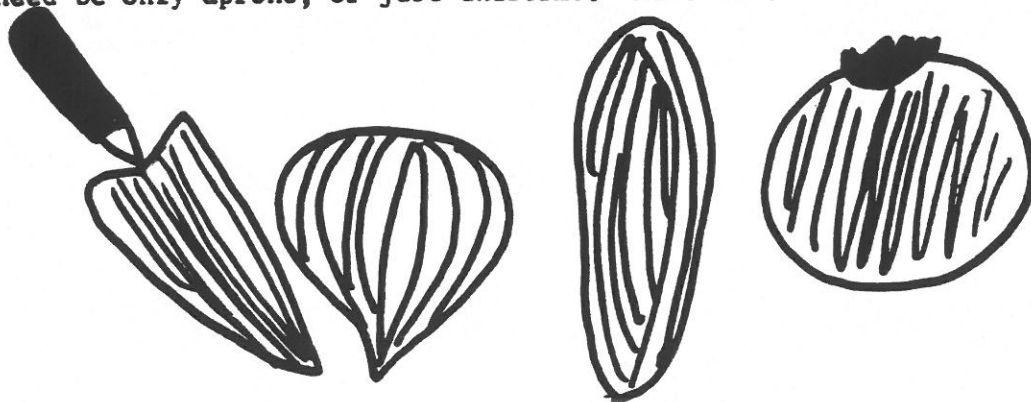
Alas all is not lost. One day, later in the season our GARDENER ___ went out to his garden and picked the TOMATOES ___ and the CUCUMBERS ___ and the ONIONS ___, and then the GARDENER ___ made a great salad. In this salads he placed the CUCUMBER ___ and the TOMATOES ___ and the ONIONS ___. The CUCUMBERS ___ was at last by his beloved TOMATOES ___, while the ONION ___ had to stand aside.

That is until the GARDENER ___ ate his salad.

Joe: "I think it's going to rain before evening."

Bob: "Oh, I hope not. I want to water my garden."

Have your den write their own skit about cooking on a cook out. They can think of many funny incidents to include in it. Costumes need be only aprons, or just uniforms. Have fun!



JULY AMERICA THE BEAUTIFUL
STUNTS & TRICKS

RAINBOW WHEEL

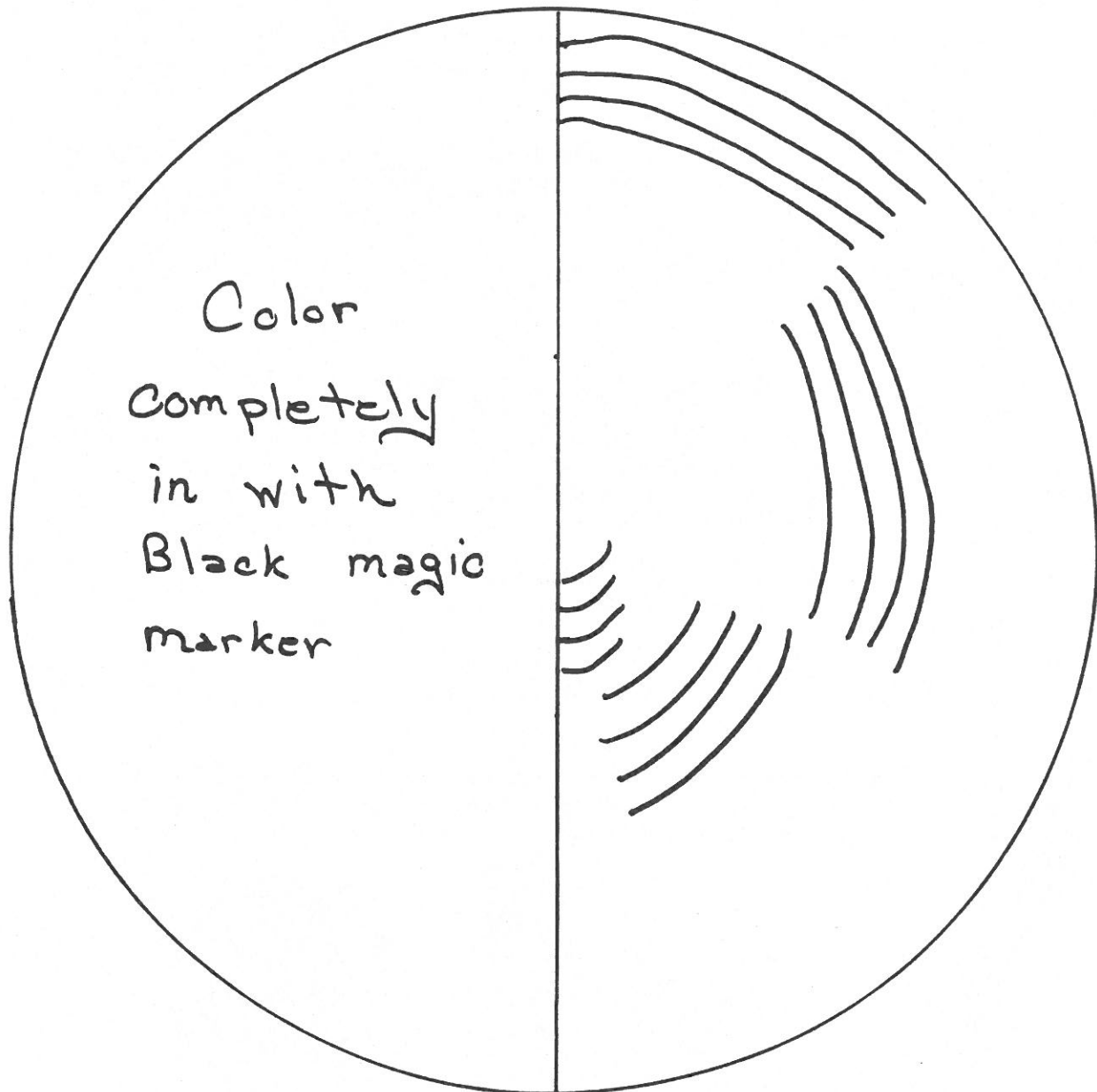
Copy circle on sheet of paper. Color in as follows:

$\frac{1}{2}$ color completely in with black magic marker

$\frac{1}{2}$ color lines black

Paste on cardboard of the same size. Make a hole in the center and push a knitting needle through the hole and spin.

First four complete black circles will be seen. Spin the disc faster and the circles will become colored. Spin in opposite direction and order of the colors will reverse.



AUGUST --BACK TO NATURE

DEN YELLS

Tutti-frutti! Punch and Judy!
Den Seven will do it's duty!
Don't you worry! Don't you fret!
Den Seven will get you yet!

Rah-rah-rah! Mud or dust!
We're Den Five!
Shout we must!

Clap your hands!
Stomp your feet!
For Den _____
Can't be beat!

North, South
East or West
Den _____
Is the best!

Clap your hands,
Slap your thigh!
Den _____
Flyin' high!

Wolf Cubs,
Bear Cubs,
We're Webelos Scouts!
So look out!
Yeh, Webelos!

Strawberry shortcake,
Eskimo Pop
Den One, Den One,
Always on top!

Look out!
Here we come!
Den _____
Is on the run!

Oooooooooo!
Hey! Hey!
We're Den _____
Up and away!

Stop - Look - Listen!
We've got the Den
You won't be missin'
Den__Den__!

California Oranges
Texas Cactus
If you want somethin' done.
All ya do is ask us!

We're from Den Three,
Couldn't be prouder,
If you can't hear us,
We'll yell a little louder.
(Repeat 3 times, louder each time)

APPLAUSE STUNTS

Lightning Applause - Shake your finger like jagged lightning and go
"Shh Shh" on each jagged movement.

Rain Applause - Twiddle fingers and make a noise like rain, then
walk in place while saying, "slosh, slosh, slosh,
slosh."

Volcano Applause - Twirl hands while making a rumbling sound in
your throat. At the end, throw up hands and go,
"Barooooooooommmmm!"

Five Pointed Star

When Betsy Ross was making the first flag, she made the stars with just one snip of her scissors. This is one way she might have done it.

This paper folding and cutting idea is a little hard to understand. Work slowly one step at a time. Follow the instructions very carefully. Watch the diagrams to see that your paper looks like the picture. Be sure to mark all the points on your paper as you go along. After you have made one star you will be surprised how easy it is to make the second one.

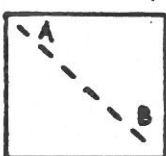


Fig. 1

Fig. 1. Cut paper about 6" square, and fold on diagonal line A-B



Fig 2

Fig. 2. Fold point A over to point B. Unfold and mark line C-D



Fig. 3

Fig. 3. Fold points C down to point D. Unfold and mark Point E.

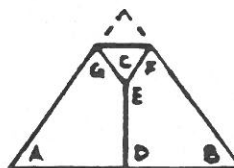


Fig. 4

Fig. 4. Fold points C down to point E. Unfold and mark F & G.

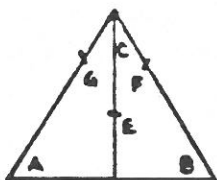


Fig. 5

Fig. 5. Your paper should now be marked like this.

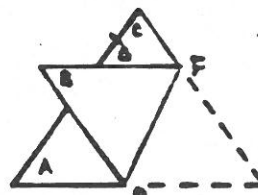


Fig. 6

Fig. 6. Fold paper along the line D-F.

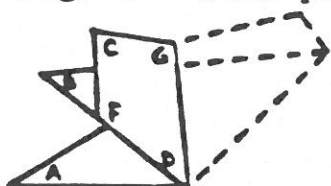


Fig. 7

Fig. 7. Bring fold D-F over to line B-D.

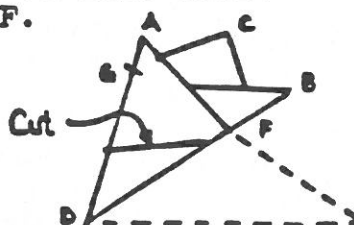


Fig. 8

Fig. 8. Turn paper over. Fold line A-D to line G-D. Cut paper along line as shown and open up paper.

OCTOBER - FIRE DETECTIVES

GALILEO'S DILEMMA

If you hold a small sheet of paper and a big book at arm's length and then drop them at the same time, which will land first? ANSWER: If both are dropped from each hand, the book will land first, but, if the paper is placed on top of the book and they are dropped together, they will fall together.

ACROBATIC MATCHBOOK

Using a paper clip and empty matchbook, try to make the matchbook automatically turn crazy somersaults - open match book and slip paper clip onto the striking strip. Close cover and bend slightly across the middle. Stand matchbook on end with the paper clip up and watch it flip!

FAST WRITER

Tell the Cub Scout, "I can write faster than you, no matter how fast you write." The trick - While he is writing, write "faster than you."

COAT CHALLENGE

Challenge your friend to take off his coat alone. The trick - When he starts to take off his coat, you take off yours, too.

SOUNDS IMPOSSIBLE

Can you figure out how to do these tricks? There is a catch to each one. Try them on the Cubs. See if they can figure any of them out before you show them the impossible.

Place three chairs in a row. Take off your shoes and jump over them.
The trick - Take off your shoes and jump over your shoes.

Bite one inch off from the end of a ruler.
The trick - Bite one inch away from the end of the ruler.

Put yourself through a keyhole.
The trick - Write yourself on a piece of paper and put the paper through a keyhole.

Jump across the room
The trick - Walk across the room and give a jump.

Stand 2 inches away from a person without his being able to touch you.
The trick - Close the door between you.

Touch a book inside and out without opening it.
The trick - Touch it indoors. Go outdoors and touch it.

Leave the room with two legs and come back with six.
The trick - Bring a chair with you when you return.

DECEMBER - GOLDEN RULE

STUNTS & TRICKS

PIN THE PACK ON SANTA

The game of pin the tail on the donkey is adapted using Santa and his pack. As they arrive at the meeting the players are blindfolded and try this stunt. The one who pins the pack in the correct place is rewarded.

SANTA CLAUS LETTERS

Good for use with den-size groups. Players are given paper and pencil and asked to write a Santa Claus letter for the player on his right. After letters are written, they are scrambled and each person gets to read someone else's letter.

TAKING A STRETCH WITH SANTA CLAUS

In the following stretcher-type audience participation stunt the leader reads the verse as the audience acts accordingly with help of leader up front.

Santa Claus stood up stretching his arms out wide,
First he looked to his left and then to his right side.
He then bent down and wiped off his boots so shiny.
He then turned around to see his behinny.
But he couldn't see it alass and alack;
So he then turned right back.
Then feeling relaxed he stomped his feet,
And then sat down again in his seat.

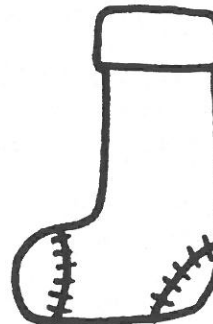
CANDLE BLOWING

Blindfold boys one at a time. Let them try to blow out a red candle after being turned around several times.

UNRAVELING THE CHRISTMAS STOCKING

Put up a sign with the word "stocking" in large letters. Leader reads clue and boys shout out answer (a word found within the word "stocking")

<u>Clue</u>	<u>Answer</u>
A small bed	cot
A royal person	king
Something to spend	coin
A useful metal	tin
For a foot	sock
A poem set to music	song
What birds do	sing
What a bee does	sting
Where dishes are washed	sink
Covering for the body	Skin



RUDOLPH'S APPLAUSE:

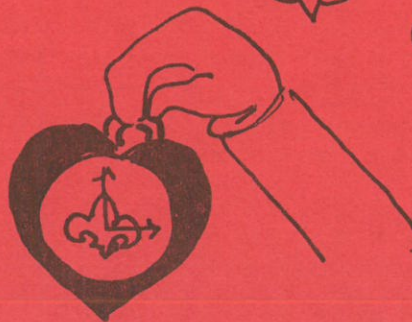
Put your thumbs to your head, fingers spread upward forming antlers; wrinkle your nose while saying "Blink, blink, blink"

SKITS

COSTUMES

and

PROPS



SKITS, COSTUMES AND PROPS

How to Use and Write a Skit

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Scenery

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Light Effects - Sound Effects

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Costumes

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Theme Skits

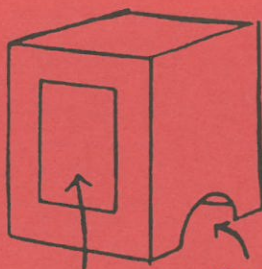
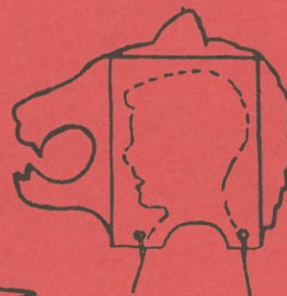
149 - 170

Additional Skits

171 - 172

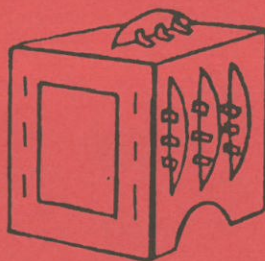
LION MASK

Use a medium-size light weight carton, open at the bottom for basic head structure. Measure shoulders for location of cut-out shoulder area. Elastic tapes fastened to carton and to belt front and back will hold animal head in place.

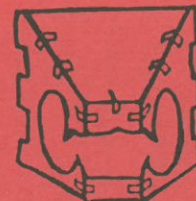


Cut out face hole

Cut slits to insert muzzle



Tape on cardboard contours

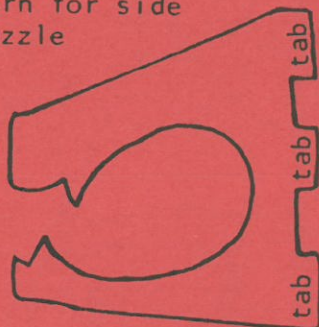


Shape muzzle from cardboard

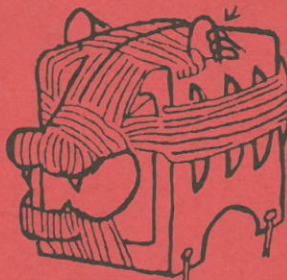
Cut a shoulder arc on each side

Tape in place on head

Pattern for side of muzzle



Tape on cardboard ears



Cover entire head with papier mache
Let dry several days



straw whiskers

After papier mache is dry, paint head. Add strips of crepe paper for mane.

SKITS

A skit is a dramatized joke of a funny situation, usually with a snapper line at the end. Skits are short, quick and to the point. Skits allow the boys time to have fun and show off. The Cub Scouts can act out their own plots, use their imagination and gain a real sense of accomplishment.

Boys love to use their imaginations, so let them. This is their chance to be somebody else, to pretend, to dress up and to give others pleasure at the same time.

Skits let the boy express a choice of characters and develop powers of observation by helping him recognize the desirable characteristics in the people he sees. They may also help a boy become less self conscience.

There is at least one skit for each month's theme in this section. All are simple, easy and inexpensive. But do not be limited to the ideas found here. The Cub Scouts are the greatest resource for skits ideas. Let them make it up to relate from school or home. Boys are great at knock-knock jokes. Use them. The boys will participate more readily if they feel the skit is theirs.

There are limitless resources available: District Roundtables; Libraries; Other leaders; Children's books and magazines; Pack-o-Fun Magazine; Pow Wow Books.

SUGGESTIONS FOR WRITING A SKIT

A theme stirs the imagination - make it real with a costume and some props. Let the boys play-act. A Cub likes to show off - to prove he can do things.

Types of skits: Pantomime - no words; Pantomime - with narration; Pantomime - set to music; Playlet with short spoken lines; Puppet show - Cubs read lines; Audience participation.

The subject matter is usually related to the theme but may have many variations; Current events; Historical episodes - the start of the Scouting program; Community history; Embarrassing moments (can be very humorous); Demonstration of skills.

Things to avoid: Dramatization of undesirable character; Criticism which makes no attempt to suggest a better way out; Skits that ridicule persons or groups; Characters which are too difficult to portray.

Whichever skit format is chosen, it should follow this simple outline:

BOY WANTS SOMETHING - Friendship, a gold mine, a trophy, to find a lost planet.

BOY STARTS TO GET IT - By canoe, plane, horseback, on foot, or some other way.

SUGGESTIONS FOR WRITING A SKIT (continued)

OBSTACLES STOP BOY - Crocodile, native head hunter, a secret enemy, a false friend or other problem.

BOY ACHIEVES GOAL - Through an act of kindness, bravery, wisdom, magic, unexpected help or other means.

Keep it simple. Keep it short (3 to 5 minutes at the most). Use simple props, costumes, scenery if any. Avoid long memorized dialogue. Let every boy participate. Use stage directions liberally - tell who goes where and does what. Be sure the audience can hear. A simple skit can be written around a joke, a punch line from a joke, a song or participation of others than the Cub Scouts.

What to do when a boy panics and forgets his line. Simply and calmly smile, walk up to stand behind him and give him a small little undetectable hug and read his part with him, or for him if necessary. Be ready with a smile, a hug and don't forget to read over the lines before going to the meeting just in case some help is needed.

SCENERY

Simple scenery is fun to make it is a good den project. It adds to the mood of a skit and makes a skit more believable. A mood can be created with scenery. Use greys for spooky or sad skits, use bright colors for a gay mood.

Scenery can be painted on large pieces of corrugated cardboard. Keep these things in mind: Use latex paint, applied with a roller for large areas (it washes off); A wooden lath may be nailed to the back, if necessary, for support; Felt markers may be used for detail; Tempera paints may be used to tint latex for desired shade; Boys will need a paint shirt.

Remember the boy who is too shy to speak in front of the audience. He would make a wonderful tree for that skit. Or maybe two Cub Scouts could be the curtains and open and close for the skit. The boys can have fun being part of the scenery.

LIGHT EFFECTS

Light effects help set the mood for the skit. If the skit takes place outdoors at noon, of course the stage area should be well lit. If the skit takes place at night, the lights should be dim.

A flashlight or lantern lens covered with different colors of cellophane or tissue paper will give different effects. Dark blues, dark greens or purples will help to create a spooky scene. A light covered in yellow hanging from the ceiling will create the sun. Stars can be created by covering the background with black trash bags, punching holes in them and shining light from behind the backdrop. Shadowing can be done by angling the lights from different directions. Experiment to create a mood for the skit!

SOUND EFFECTS

The sound effects may be a perfect joy for the shy Cub Scout. Many sounds may be prerecorded and used effectively in skits when it is too difficult to bring sound effects to the pack meeting.

Here are some simple sound effects. More can be found in the Cub Scout Leader How To Book page 4-4.

Wind- Cut narrow slit in sheet of paper, hold it about $\frac{1}{2}$ " from lips and blow.

Water- Several persons blowing through straws into glasses of water.

Breeze- Wave several narrow strips of streamers or newspaper.

Sword and shield fight - Holding aluminum cookie sheet in one hand, hit with metal spoon.

Puppy dog - Blow up a balloon. With first 2 fingers of both hands stretch neck of balloon, slowly releasing air.

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

Spotlight- Flashlight with different size funnels (which can be made from construction paper). For different color effects use colored cellophane or tissue paper over the end of the funnel.

COSTUMES

Costumes transform the ordinary Cub Scout into a very extraordinary rooster, old lady, potato, or whatever the boy can imagine. He is limited only by his own imagination!

Costumes can be as simple or elaborate as the Cub Scout and den leader want. Cloth costumes, although higher priced and timely, are quite durable. The Cub Scouts should have the fun of making their own costumes.

TYPES OF COSTUMES

Crepe paper can be used effectively in costume making. It is relatively inexpensive costume material and can be glued stapled, sewn, draped and folded. Its ability to stretch is also an important factor. Simple tunics, shifts, vests and hats can be fashioned quite readily.

Costumes made from old clothing are an easy source for mother, father, den leaders and Cub Scouts. Don't throw out those old tights, T-shirts and dad's old robe, felt hat, etc. Save feathers and sparkly trim for knight's costumes; scraps of bright material, cast-off toy guns, foil for deputy badges, vinyl for leather vests and trim will be useful for cowboy costumes. Use some imagination before using the trash can.

COSTUMES (continued)

Cardboard boxes make excellent costumes for clowns, animals, vegetables, robots, etc. Cut holes for the head and arms in advance, then let the Cub Scouts paint with latex paint and trim with tempera paint or felt tip markers.

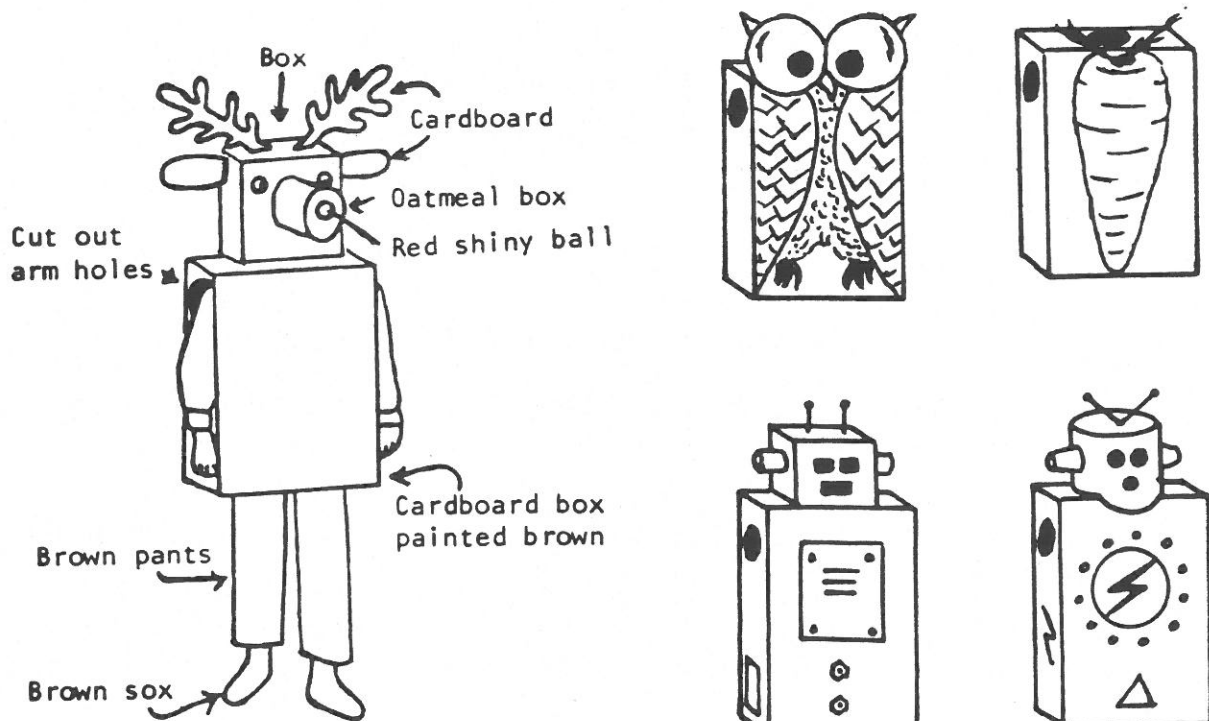
Paper sacks may be used effectively for both costumes and masks. Save large and oversized sacks for future use. They may be painted in the same fashion as the boxes. Latex paint will add strength to the paper sacks.

Makeup will add a lot to a character. Makeup covers the boy's own identity and transforms him into someone or something else.

Don't forget that a sign to identify the characters can be as effective as a costume. Props such as a cardboard moustache, eye patch, bandana, cardboard sword for a pirate, can do a great deal to costume the characters and set the mood for the skit.

Remember to keep the costumes at the Cub Scout level. The boys will give their best performance if they are made to feel that the skit is theirs, including making the costumes!

For costume ideas and make-up and prop help see the Cub Scout Leader How To Book chapter 4.



JANUARY PINWOOD DERBY
SKITS

HOW DID YOU GET HERE?

Den Chief introduces the skit by saying: "Transportation played a very important part in the settling of America. How did you get here?" Any number of Cub Scouts can participate by dividing the lines accordingly.

Cub Scout 1: "If the Pilgrims came over on the Mayflower, how did the Scouts get here?"

Cub Scout 2: "I don't know. How?"

Cub Scout 1: "On handy crafts." (As he says this, a Cub Scout comes on stage with a sample of a handicraft project and a sign identifying it.)

Cub Scout 3: "If the Pilgrims came on the Mayflower and the Scouts came on Handy Crafts, how did the doctors get here?"

Cub Scout 4: "I don't know. How?"

Cub Scout 3: "On blood vessels." (Cub Scout dressed as a doctor enters.)

Cub Scout 1: "How did the students get here?"

Cub Scout 2: "On scholar ships." (Cub Scout enters carrying a load of books.)

Cub Scout 3: "How did all the ordinary people get here?"

Cub Scout 4: "On citizen ships." (Cub Scout enters carrying a "Don't forget to vote" sign.)

Cub Scout 1: "I know how the barbers got here."

Cub Scout 2: "How?"

Cub Scout 1: "On clipper ships." (Cub Scout enters dressed as barber with towel, razor, etc.)

Cub Scout 3: "How did all the movie stars get here?"

Cub Scout 4: "On a show boat." (Cub Scout enters well dressed, wearing sun glasses.)

Cub Scout 2: "I'll bet you can guess how all the hot heads got here." (Cub Scout runs on stage shaking his fist and pretending to quarrel with everyone.)

All: "On steam ships, of course." (They bow as curtain closes.)

BLUE AND GOLD SKIT

The narrator, the "Spirit of Baden-Powell" is a den chief in full uniform, wearing a campaign hat. He reads the script from a lectern, while Cub Scouts in uniform come on stage, one by one.

Narrator: I represent the Spirit of Baden-Powell, the founder of Scouting. I am also the Spirit of Scouting past and present. Here is our future ... the Cub Scouts of America.

(First boy approaches in complete uniform)

Narrator: The two colors of the Cub Scout uniform have a meaning. Blue stands for truth and loyalty, gold for good cheer and happiness.

(Second boy enters carrying Wolf book and Kipling's Jungle Book)

Narrator: Early Cub Scout ceremonies were based on Kipling's Jungle Tales. When Cub Scouting was organized in America in 1930, Indian themes were used.

(Third boy enters with a craft project of wood.)

Narrator: Cub Scouting means fun. We have lots of fun. But most boys like making things ... real boy projects ... things they can play with or that follow the monthly theme.

(Fourth boy carries a nature collection.)

Narrator: Cub Scouts like to go on hikes and collect things for their nature collection or the den museum. They like the outdoors.

(Fifth boy carries a "buddy burner")

Narrator: Most Cub Scouts like to go on picnics. All boys like to eat. It is even more fun when they can cook their own food.

(Sixth boy - the smallest Cub Scout - enters holding the American flag.)

Narrator: Cub Scouts are proud to be Americans. They are proud of their flag. They are also proud of their pack flag. (Points to it) because it reminds them they are part of many years of Scouting. THEY BELONG.

Yes, I represent the past and the present. These boys, Cub Scouts now, are the men of tomorrow. They will be the preservers of our American heritage. Please stand and join us in singing, 'God Bless America'.

CUB SCOUTS
N HIKE
F BOOK
R
M
R
A FLAG
EAT

FEBRUARY - BLUE AND GOLD

SKITS

BLUE AND GOLD TRADITION

The story of Scouting. A pantomime skit with three scenes.
Narration follows each scene.

Scene 1: Makeshift campsite - artificial campfire - boys in camp clothes. One man wearing uniform and campaign hat. Boys move around, getting settled in campsite, with man pantomiming directions. (Curtain closes.)

Narrator: The date: July 29, 1907. The place: Brownsea Island, off England's southern coast. 21 boys and two men set up a makeshift camp which will be their home for the next two history-making weeks. One man was Lord Baden-Powell. The boys were from every part of England. They were the first Boy Scouts, but they didn't know it. Baden-Powell was testing his idea for a new organization for youth.

Scene 2: Street scene in London - lamp posts - foggy night. Man is walking down street, glancing at a paper in his hand... looking for the right address. He shakes his head, discouraged. A boy appears out of the fog .. pantomimes questioning man. he leads man down the street, points out house. Man offers him money. Boy shakes head .. explains. Man inquires about Scouting. (curtain closes)

Narrator: The date: Two years later. The place: A London street. The Man: William D Boyce, an American publisher in London on business. He lost his way in the fog. A boy appeared out of nowhere and offered his help. After directing the man to his destination, the boy refused the offer of a tip saying "Scouts do not accept tips for doing a good turn." Boyce inquired more about Scouting.

Scene 3: Steamship in background .. man is boarding .. he carries suitcase -- sign nearby points to America. (curtain closes)

Narrator: When Boyce boarded the trans-Atlantic steamer for home, he was afire with enthusiasm to establish Scouting in America. He had interviewed Baden-Powell and had a suitcase full of ideas. On February 8, 1910, Boyce incorporated the Boy Scouts of America in Washington, D.C.

This was the beginning of a movement which has grown and grown over 50 years to a world force of more than 12 million members. And you were there!



MARCH - TIE UP IN KNOTS
SKITS

PLIGHT OF THE OCTOPUSES

Characters: 6 Webelos Scouts dressed in Octopus costumes or using large Octopus hand puppets.

Octopus 1: In tying knots, I am a champ,
With the bowline or clove hitch;
But when my eight arms get in the way,
I can't tell which is which.

Octopus 2: Being an octopus, I like to hike
Over underwater hills;
But when I left and right with two legs,
The six others give me spills.

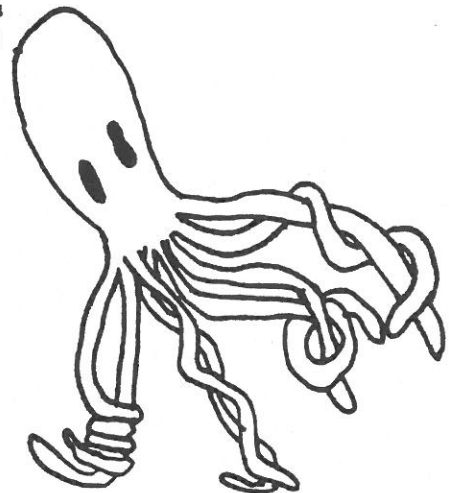
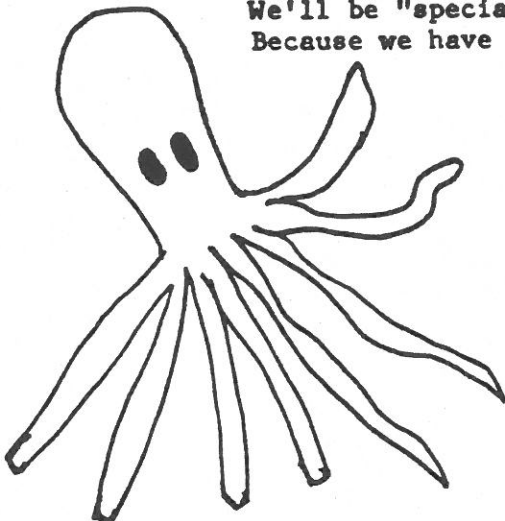
Octopus 3: I'm patriotic and salute the flag
Of America, that I'll fight for;
But since we must salute with our right hand,
I can't tell which are my "right" four.

Octopus 4: Now in 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!

Octopus 5: I have two arms to gather firewood;
Two arms to start the fire's flame;
Two arms to cook my tasty meal,
With two left to shoot fresh game.

Octopus 6: I can pass all swimming tests;
The dog-paddle, breast stroke or crawl;
'Cause when we octopuses get in water,
We really have a ball!

ALL: We may be Webelos Octopuses now,
But soon we'll have a treat,
We'll be "special" new Boy Scouts
Because we have Eight Tender Feet



MARCH - TIE UP IN KNOTS

THE DISAPPEARING BANDANA

Needed: 4 or more bandanas and 1 ripe banana
5 deadpan assistants and an announcer

Setting: Tell the audience that a magic trick is going to be performed for their enjoyment. Before their eyes the assistants will demonstrate the disappearing bandana trick. The assistants have been carefully selected for their ability to follow instructions exactly.

Note: Four assistants take their places behind the announcer. Bandanas are concealed in the hip pocket. The banana is carefully kept behind the "dolt's" back.

Announcer: (straight face at all times) "Remove the bandanas from your pockets and show them to the audience."

Note: Hold the handkerchief in front of you, show both sides. The one with the banana shows a banana with confidence.

Announcer: "Fold the bandana in half."

Note: Everyone folds the handkerchief one time. The one with the banana begins to look concerned, rolls the eyes left and right and then looks skyward. With an "oh well" attitude breaks the fruit in half.

Announcer: "Fold the bandans in half again."

Note: Everyone folds the handkerchief again to a smaller square. The one with the banana expresses more concern, looks left and right, uses facial expressions to demonstrate an uncomfortable feeling. (remember to keep a straight face.) He breaks the banana again.

Announcer: "Hold the bandana in your left hand and fold in the four corners."

Note: Everyone complies. The one with the banana sort of scoops up the fruit and piles it in the center of the palm of the left hand. Facial expressions should be appropriate to severe concern that something he is doing is different from everyone else.

Announcer: "Make a fist!"

Note: By now, everyone in the audience is watching the banana. The hands with the folded bandana are discretely exchanged - left for right. The bandana is placed in the hip pocket. The banana by now is oozing from between the fingers and the audience is usually in tears.

Announcer: "Open your hand and show that the bandana has disappeared."

Note: Of course, it has, and the applause is appropriate.

APRIL - WHAT WILL I BE?

THE MERRY MUSIC MAKER MOB

Adjust skit to fit the proper number of boys. Add lines or omit them where necessary.

Setting: Curtain is closed. Narrator walks onstage in front of curtain.

Narrator: Ladies and gentlemen, lend an ear,
To the most musical group you'll ever hear.
I now introduce the Merry Music Maker Mob,
Whos music is guaranteed to make you sob!

(Curtain opens to show 6 boys onstage, playing homemade musical instruments. Music is playing offstage. Boys pantomime playing instruments. Record is played at wrong speed, making weird sound. Music stops while boys speak)

1st Boy: (speaking to 2nd boy who is playing a fiddle) What kind of an instrument is that? (points to fiddle)

2nd Boy: Why it's a fiddle. Can't you tell by the way I just fiddle around at playing it?

(Music begins again and plays for a short time while boys pantomime)

3rd Boy: (to 4th boy who is playing a horn) Is that a horn? (he points to it)

4th Boy: Sure. Haven't you heard me horning in on everybody's part?

(Music resumes, boys pantomime.)

5th Boy: (to 6th boy who is playing a harp) Why do you dig playing that harp?

6th Boy: My mom keeps telling me that I'm always harping about something.

(Music resumes for a short time, while boys play)

(7th & 8th boys come onstage as music stops)

7th Boy: (to band) Are you good enough to play special requests?

All Band: (nodding) Sure, man, sure. Just name it!

8th Boy: Well, please do us a favor and play "Far, Far, Away." (He waves his hands in a faraway motion. The band members look disgusted and motion for him to leave. They resume playing their horrible music and the curtain closes.)

SONGS

SANDWICH SONG

Tune: Battle Hymn of the Republic

I walk into a restaurant,
And this is what I cry,
I want a chicken sandwich,
Cup of coffee, piece of pie;
Oh, you will surely hear me
Sing this song until I die,
I want a chicken sandwich,
Cup of coffee, piece of pie.

APPLE PIE BAKER

Tune: My Bonnie Lies Over the Ocean

My mother's an apple-pie baker,
My father, he fiddles for tin,
My sister scrubs floors for a living,
Oh boy, how the money rolls in.

Chorus:

Rolls in, rolls in,
Oh boy, how the money rolls in, rolls in.
Rolls in, rolls in,
Oh boy, how the money rolls in.

SKITS

IT WOULDN'T BE SHOWTIME WITHOUT.

SIAMESE TWINS

Find the biggest sweater you can and put two cubs in it.

A CIRCUS BAND

You can plan on using taped circus music or records available from the library. If you can find a good drummer, use her or him. The drum is a wonderful and a traditional way of announcing the acts.

Gong: Hit the bottom of a frying pan with a spoon.

Chimes: Hang silverware and other metal objects from a stick or hanger. Hit them with a spoon.

Banjo: Stretch several rubber bands across a frying pan, and strum away!

Clappers: Nail fine sandpaper to two small blocks of wood. Rub them together rhythmically.

Glass Xylophone: Fill glasses with different amounts of water. Tap glasses with a spoon to make different musical tones.

Tambourine: Put uncooked rice in an aluminum pie pan. Cover with another pie pan, and staple rims together.

Shaker: Put bottle caps inside a potato chip can and shake.

Tuba: Hum into the end of a rolled hose.

Drum: Turn pail upside down. Hit it with wooden spoon.

TIGHTROPE WALKER

Dress one cub in a strongman's outfit. Lay a rope on the floor and have tightrope walker dance, run, sit and turn somersaults on the rope.

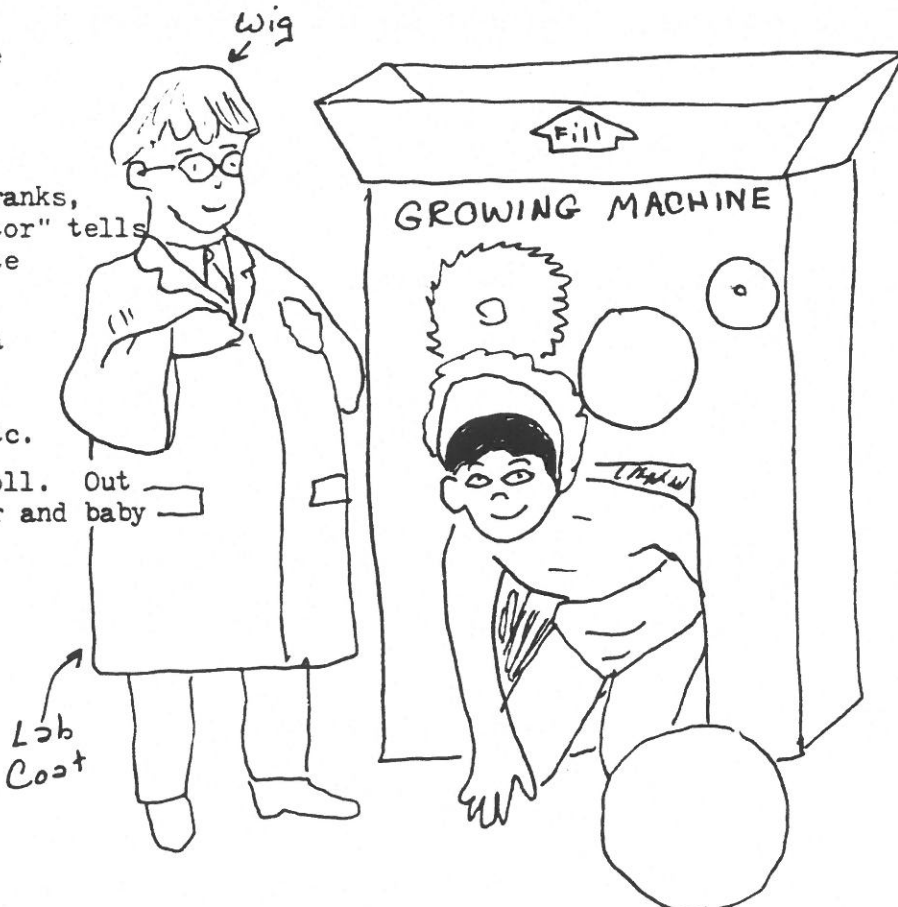
GROWING MACHINE

The Growing Machine can be the basis for a skit.

Use a cardboard carton large enough to hold a boy. Equip the box with imitation cranks, dials, and levers. The "Inventor" tells the audience he will demonstrate his Growing Machine.

He drops in a baseball - a boy hidden inside throws out a basketball. He drops in some string, and out pops a rope, etc.

Then he drops in a baby doll. Out come the boy, dressed in diaper and baby bonnet, crying "Daddy".



MAY THEME "GENIUS NIGHT"

CREATING A GENIUS

PROPS: A large box designed like a machine. (You will need to fit a Cub Scout into this box)
A cardboard Sun
A hammer
An American Flag
A bathroom scale
A Joke Book
A light bulb

Cast: The Inventor
The Genius (boy in the box in a full Cub Scout Uniform)
6 Backers of the invention
Announcer

ANNOUNCER "An inventor has just finished his creation and has invited 6 of his friends to his home to take a look at it. He instructed each of them to bring a specific item with him.

INVENTOR: "Well gentlemen, there it is! This machine will create a Genius."

BACKER #1: "And how does this invention of yours work?"

BACKER #2: "And why have you asked us to bring these items with us?"

INVENTOR: "It is very simple. By placing those items through the top, my machine will use them to create a Genius."

BACKER #1: (handing the inventor the Sun) "How will this help make a Genius?"

INVENTOR: "It will give it a warm loving heart."

BACKER #2: (handing him the Flag) "What will this do?"

INVENTOR: "It will give it the Courage to be loyal and true to its goal in life.."

BACKER # 3: (handing him the Joke Book) "I suppose this is to give it a sense of humor?"

INVENTOR: "Very good, now you understand my marvelous machine.."

BACKER #4: (handing him the bathroom scale) "But why this?"

INVENTOR: "So it can weigh all the choices in life and come up with the right decision."

BACKER #5: (Handing him the hammer) "I bet this is to fix the machine in case it breaks down!"

CREATING A GENIUS CONTINUED

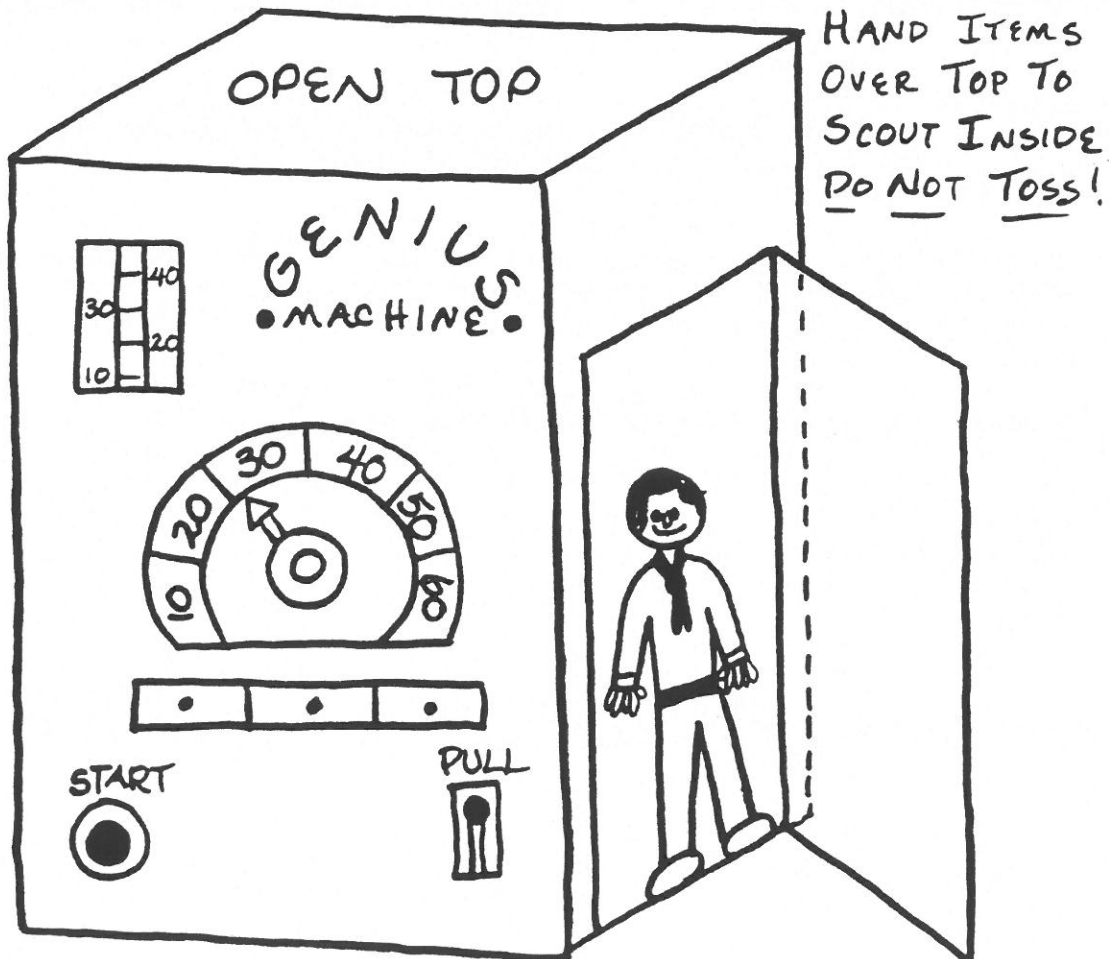
INVENTOR: "No, this is to build its character."

BACKER #6: (handing him the light bulb) "And this last item? What use is this without a lamp?"

INVENTOR: "It needs this to come up with all the bright ideas that enters into a Genius's mind."

ANNOUNCER: "Now that all those items have been put into the machine, the inventor turns it on and a horrible noise comes out of it. Finally the machine stops."

INVENTOR: (standing by the side door of the machine) "Gentlemen, I give you the Genius of today and all the tomorrows to come ! ! ! (He opens the door and out steps a Cub Scout)



JUNE --COME AND GET IT

STONE SOUP

The stranger is around a cooking pot. The boys enter. Follow directions as given.

BILL: What are you going to cook.
STRANGER: Just some stone soup, you can help me choose the stone.
BILL: I never heard of stone soup.
STRANGER: I don't believe it! Well help me choose some good stones and you can share mine.
BILL: (Gets spoon and hands it to stranger)
STRANGER: Thank you. (Snifs and Stirs)
JOE: I'm starving, it must be the smell of the soup.
PETE: I must have a terrible cold because I can't smell it.
JOE: How good it smells.
STRANGER: It's delicious.
BILL: I'm starving too so let me taste it!
STRANGER: It's supposed to have some celery and onions in it.
BOB: I have some celery and onions.
EVERYONE: Hurry Bob! We are starving. Go and get them.
STRANGER: And it's really supposed to have some carrots.
DON: I'll get some carrots.
STRANGER: Thank you. You're invited to be my guest.
BOB: Here, use all you need. (handing him the vegetables.)
STRANGER: Thank you. You will be my guest won't you. Some potatoes would make it really delicious.
JOE: I'll bring the potatoes, I want to be invited too.
STRANGER: Thank you, you are invited to be my guest too. Oh no! This is terrible. I put too many potatoes in and they will cover up the taste of the stones.
EVERYONE: No -- how terrible!
BILL: Let's put some ham in it, I will go get some.
STRANGER: That might help the taste. Bring some bowls and spoons too.
PETE: How is it now? It smells delicious.
STRANGER: The stone soup is ready to eat - come on everybody!
EVERYONE: It's delicious !!!!!
BILL: And just think of it, it's only made of stones!
STRANGER: Yes, it's only made of stones.

You can use paper vegetables to put into the soup, or just use pieces of paper with the names of the vegetables written on them. Have fun with this skit. "Ham" it up!



JULY AMERICA THE BEAUTIFUL
SKITS

SKIT IDEAS

Here are a few basic ideas that can be turned into comedy acts for several players. Just get the players together and have everyone work with the idea. In this way, an act will develop swiftly.

BEACHCOMBERS: At the seashore, the players find all sorts of curious things on the beach, such as a bottle containing a letter written by Columbus and a pearl as big as a baseball.

THE INTERVIEW: An actor takes the part of a famous explorer who has just returned from the jungles of South America. When he is interviewed by several reporters he gives unusual answers to their questions.

TREASURE HUNT: The performers have an old treasure map. They search around the desert and find old bottles and tires, but no treasure. Still they have a good time.

ROVING REPORTER SKIT

Reporter: Good evening, ladies and gentlemen. Here's your roving reporter with another man-on-the-street interview. Tonight we are going to talk about mountains. Here's a man right here. How do you do sir, can you tell me what is your impression of mountains?

First Man: High!

Reporter: Hi, yourself! Now tell me, what is your impression of mountains?

First Man: Just like I said, High!

Reporter: Oh, My mistake. When you said "High", I thought you said "Hi", get it? Oh well, let's talk to someone else. Here's a man. Tell me, sir, how do you feel about mountains?

Second Man: Well, I've never been there, of course, but if I had to feel about mountains, I'd do like always, feel with my fingers.

Reporter: Ha, ha, ha. Seems we have some jokesters about today. Well now, let's try our questions on this little boy here. Tell me, sonny, have you ever gone over the top of a mountain?

Small Boy: Yes sir, lots of times.

Reporter: My, I'm surprised to hear that, must have been a hard trip for a youngster, actually to go clear over the top of a mountain.

Small Boy: Oh! No, sir, we were in an airplane.

JULY AMERICA THE BEAUTIFUL

ROVING REPORTER SKIT CONTINUED

Reporter: (to himself) This is getting ridiculous, but I'll try one more time. How do you do, sir, may I ask you a question?

Third Man: Why sure, what's your problem?

Reporter: Tell me, sir, what's your impression of life in the mountains?

Third Man: Well, from what I hear, it's a lot like an umbrella.

Reporter: An umbrella? I don't quite understand what you mean.

Third Man: Yup, like an umbrella. Life in the mountains is either up or down.

Reporter: Sorry folks, some days you can't win.



AUGUST - BACK TO NATURE

DO YOU HAVE A CUB SCOUT GARDEN

Here is how to plant a thriving productive Cub Scout Garden that all parents want their son to grow up in.

First plant five rows of PEAS;

- | | | |
|-----------------|------------------|-----------|
| 1. Preparedness | 3. Perserverance | 5. Praise |
| 2. Promptness | 4. Politeness | |

Then plant five rows of LETTUCE:

- | | | |
|-----------------------|----------------------------|--------------------|
| 1. Let us be faithful | 3. Let us be unselfish | 5. Let us be loyal |
| 2. Let us be truthful | 4. Let us help one another | |

Next to them plant three rows of SQUASH

1. Squash impatience. 2. Squash criticism. 3. Squash indifference.

No garden is complete with out TURNIPS:

- | | |
|-------------------------------|---------------------------|
| 1. Turn up for Pack Meetings | 3. Turn up with new ideas |
| 2. Turn up with determination | |

But without many hours of work and care your garden cann't grow SO...

1. Don't wait to be askedVOLUNTEER
2. Don't say "I can't"DO IT
3. Don't wait for someone else.BE FIRST

Without the help of every person in our pack, our garden will turn to weeds. So help us build the background, work the soil, pull the weeds, and spread the sunshine so that in our pack garden we can say, WE HAVE DONE OUR BEST!

This skit could be done many ways, for example the leader could read the longer parts and the boys could name the vegetables and the care of the garden. The boys could wear gardening clothes and carry hoes and other tools, or they could have signs for their part. The choices are endless. Happy planting.



AUGUST - BACK TO NATURE

Four Cub Scouts dressed in spider costumes or carrying spider puppets come on stage and say their lines. The four other Cub Scouts in uniforms armed with spray guns run onto the stage and chase the spiders off into the audience.

SPIDER NO. 1: We lowly spiders aren't all bad;
As a matter of fact, it's quite sad,
We wish to tell you now our story,
You be the judge and also the jury.

SPIDER NO. 2: No neck, no arms, no feelers have we;
But eight legs, a body, and eyes to see.
Our American family of ten, you realize,
Is half cobweb, half hunter and quite a good size.

SPIDER NO. 3: We the hunters, are runners and jumpers;
Some, being patient, are really good stalkers.
Living among the flowers and grass
to prey on insects and come to pass.

SPIDER NO. 4: We, known as cobwebs, are very bright;
Catching our prey is sheer delight
Spinning our own silk in making a web
Affords us protection, food, and a bed.

ALL SPIDERS: Men and birds give us quite a fright
Is it because you don't like our sight?
Ridding the world of flies and bugs --
And all you do is exterminate us.

MOTHER NATURE

The Den Leader (labeled Mother Nature) says, "Everything living and properly cared for grows. There are things that a tree needs to grow. It needs warmth, water, care and protection. Cub Scouts grow. What does a Cub Scout need to help him grow?"

Cub #1: He needs food to grow.

Cub #2: He needs a home for shelter.

Cub #3: He needs a man to be his friend.

Cub #4: He needs to go to school to grow mentally.

Cub #5: He needs to go to church or synagogue to help him grow spiritually.

Den Leader: Where's Johnny? Isn't he in this skit?

Cub #6: (hurrying on stage) Here I am. A Cub Scout needs to be needed.

D.L. It's not nice to fool Mother Nature!

SEPTEMBER - FLAGS OF AMERICA

THE FLAG SPEAKS

This was written by Webelos Scout, Douglas C. Hoffman of Pack 225, Richland, WA

ARRANGEMENT: Place an American flag near the front, right side of stage with microphone on stand located a few feet to the left of the flag. A Cub Scout, acting as the voice of the flag is located off stage with a second microphone. The Cub Scout strolls onto the stage, crosses behind the flag and walks toward the microphone. As he passes the microphone, the flag speaks and the Cub Scout slowly turns to look at the flag. This can be done in the dark with a spot light and a fan to make the flag wave.

FLAG: Hello, Cub Scout!

CUB SCOUT: Acts suprised and looks around - Who said that?

FLAG: I, the flag of your country.

CUB SCOUT: A talking flag? That's new.

FLAG: Of course I can talk. I've always been able to talk but you haven't been able to hear me.

CUB SCOUT: Oh? What have you been trying to tell us?

FLAG: For one thing, it's how proud I am of my fifty stars. What states added my last two stars?

CUB SCOUT: Alaska and Hawaii

FLAG: Right! History has been made in your time..

CUB SCOUT: What state was the forty-eighth star?

FLAG: That was Arizona in 1912.

CUB SCOUT: Tell me more.

FLAG: What do you want me to tell you?

CUB SCOUT: Tell me your history..

FLAG: O.K. When the colonists come I was the Queen Anne flag. All red with a Union Jack. Then I changed to the Grand Union Flag and my red changed to seven red striped and six white stripes, making thirteen stripes but I still hade the Union Jack. I was first raised over General George Washington's headquarters in Cambridge, Massachusetts on January 1776 as the standard of the Continental Army. After our country became a new nation, I changed to Old Glory and still had thirteen stripes but added a circle of thirteen stars on a field of blue in place of the Union Jack. From 1794 to 1818 I had fifteen stars and fifteen stripes and was called the Star-Spangled Banner when Francis Scott Key wrote the National Anthem in 1814. Then the years rolled along and in 1818 the stripes were reduced to the original thirteen stripes and from then on a star was added for each new state that joined the union until there were fifty stars.

CUB SCOUT: You know I feel like singing to you (more Cubs come on stage)
Come on everyone! Join in and let's sing "The Star-Spangled Banner"

OCTOBER - FIRE DETECTIVES

SPOOKS FROM FIRE LAND

CHARACTERS: Seven Cub Scouts dressed as ghosts (sheets)

EQUIPMENT: Seven cardboard "grave" stones painted gray, large enough for Cub Scout to crouch behind. Dim lights.

ACTION: Each rises behind his "grave stone", extends arms menacingly says his lines, then crouches down slowly.

1st. Ghost: I smoked and smoked and smoked in bed.
And now you can see that I am dead.

2nd Ghost: My pop said frayed wires were O.K.
I became a spook without delay.

3rd Ghost: I saved oily rags to use again
No telling what I might have been.

4th Ghost: We thought the campfire under control,
I just climbed out of my six foot hole.

5th Ghost: While in a hurry the hot grease splattered;
I didn't know it really mattered.

6th Ghost: I played with matches, it was such fun;
Till I caught fire and began to run.

7th Ghost: I filled with gas the lawn mower hot
So like the others, now I'm not.

ALL: Obey Fire Rules - they are no joke
Or do as we do - and end up in smoke.

CUB SCOUT FIRE DETECTIVES

SCENE: As curtain opens, a house is on fire. Flames and smoke are coming from the first floor windows. A child (doll) is seen in the second floor window crying "Help, help." There is a hydrant front stage left. The sound of fire bells or a siren is heard.

ACTION: Cub Scout Firemen dressed in red Fireman's hats, black rain-coats and boots rush on stage led by Fire Chief in white hat. Some carry hose (vacume cleaner hose) others carry net. Chief directs action. Hosemen connect hose (vacume is plugged in backstage) and begin to spray water on house while netmen hold net under window. After several seconds of coaxing, child jumps into net. Firemen put out fire.

PROPS: House- corrugated cardboard with cutout windows..
Flames- cut flames from red and yellow crepe paper and smoke from grey crepe paper. Tape inside lower windows. NET- Use large hula hoop- attach net or crepe paper to the hoop. HYDRENT - A tank-type vacume cleaner with a blower is behind a cardboard cutout hydrant. Cut 1" strips of white and light blue crepe paper inside nozzle of hose. When vacume is turned on the strips will appear like a stream of water.

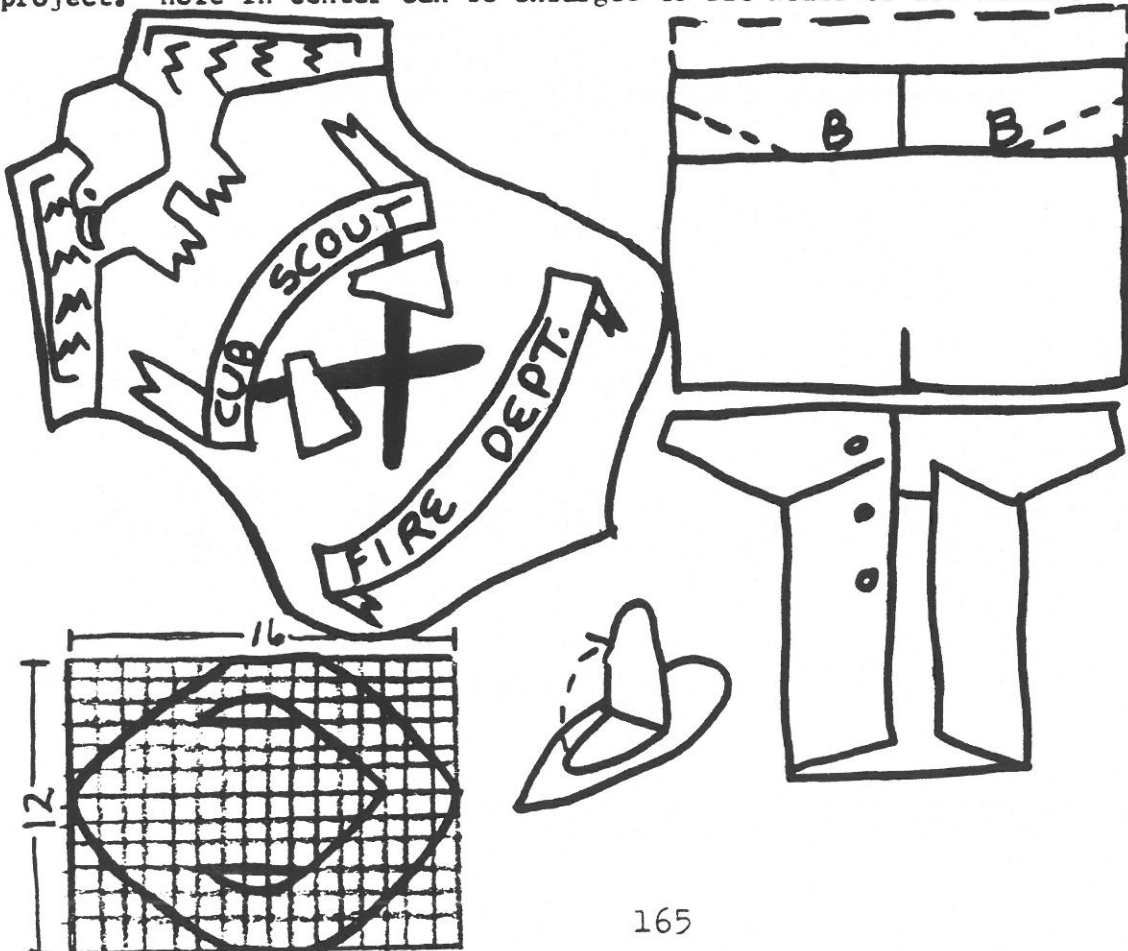
COSTUMES FOR FIREMEN SKIT

BADGE: Cut from gray paper following pattern. Draw design in ink. Attach a small safety pin to the back with masking tape.

BOOTS: Cut 15" black crepe paper square for each boot. With grain of crepe running up and down, paste an 8" strip of beige crepe across to top. Overlap sides and paste seam. Slip boot over foot, tucking pants inside. Roll down cuff once or twice.

COAT: Measure boy, with arms out-stretched from wrist to wrist to determine length to cut crepe. Cut three lengths of black crepe and paste together. Make a 10" fold across top for sleeves. Measure in from edge approximately 17" (point B in the diagram). Draw diagonal line from this point to edge 6" below the fold. Cut along this line to taper sleeve. Paste seam. Make a 6" slit across center top for neck opening. Slit down front. Reinforce neck opening with masking tape to prevent tearing. Slit coat 10" up the back. Reinforce at top of slit with masking tape. Bring lower sections over to center and paste to top part, folding under any excess crepe at edge. Cut 1" grey paper buttons and paste three down each side close to edge of front opening. Punch holes through buttons and fasten coat with safety pins through holes.

FIRE HAT: Make from heavy cardboard. Follow plans, as shown. Paint red and decorate with den number. Bend hat brim and peak to finish project. Hole in center can be enlarged to fit heads of Cub Scouts.

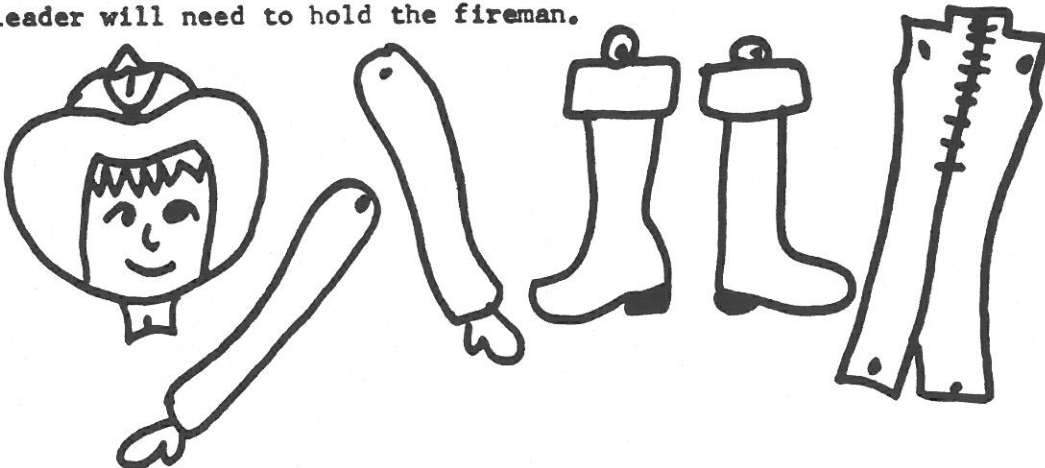


OCTOBER - FIRE DETECTIVES

FIRE SAFETY SKIT

- PROPS:** Make a large cardboard fireman figure, keeping head, body, arms and boots separate. Then as verses are read, connect the fireman together with paper fasteners.
- CUB #1:** (Holds up Body) October is National Fire Prevention month. When we think of fires, we think of being good citizens by helping prevent fires, reporting fires that have started, and we also think of firemen.
- CUB #2:** (Holds up Boot) Be alert! If you see a fire, report it immediately to your parents or other responsible adult. If the fire is in a building, see that everyone gets out right away. Do not try to put out the fire by yourself. (Attach to boot)
- CUB #3:** You can prevent fires by not playing with matches or other fire-making hazards. Check your home to make sure there are no frayed electric wires, overloaded sockets, piles of paint, trash, rags or other possible causes of fire in your home. (Attach to boot)
- CUB #4:** (Holds up Arm) When burning your trash or camping, remember Smokie the Bear's slogan; "Only you can prevent forest fires." Be sure your fire is dead out before you leave it. (Attach arm)
- CUB # 5:** Don't rush to the fire when an alarm sounds. A lot of cars and people can block the fireman's way and prevent them from doing their job quickly. Stay out of the way of the fireman. (Attach the arm)
- CUB #6:** Know your local Fire Department phone number (Attach head)
- ALL:** Recite your local Fire Department phone number together.

NOTE: For younger boys have the leader or den chief read the parts while the boys hold up the parts and assemble the fireman. Another leader will need to hold the fireman.



NOVEMBER - WHAT WILL I BE?

THE WAY IT WAS

The narrator reads all verses, or each boy can read his own. Costumes can be kept to a minimum by using signs for each character and/or simple props to illustrate each invention.

Characters: Issac Newton Ben Franklin
 Alexander Bell Thomas Edison
 Wright Brothers Narrator

Setting: Each character enters as his verse is read. They all remain on stage to read the last verse together.

Narrator: The horizons of our modern world might never, ever, have been unfurled, If men before us hadn't tried to answer questions that mystified. Their greatness we do not dispute, but how they did it, we refute. The legends we have learned, so great; We want to set the record straight!

Issac Newton: (enters with apple and/or tree branch)
Issac Newton, sittin' in a tree, contemplating gravity,
Fell on the apple, not it on he. Changed to protect his vanity!

Ben Franklin: (Enters with kite and key)
Ben Franklin had to fine'lectricity; he was picked up one night for insanity,
It was all he could do to explain why he liked to fly kites out in the rain.

Alexander Bell: (Enters with toy telephone)
He invented the phone, as history books tell; He was a man named
Alexander Graham Bell; but the reason he did... the books are hazy;
His wife loved to talk ... nearly drove him crazy!

Tom Edison: (Enters with large cardboard light bulb)
Young Tom Edison, we'll admit gets a lot of credit and deserves all of it;
But it's little known that he invented light 'cause he tripped on the
bed one dark, dark night!

Wright Brothers: (Enter with toy airplane)
The Wright Brothers got the first plane to go, it wasn't their hang--up
if you want to know; it hurt their pride when they heard a lady talk and
say: "Nothing ever happens at Kitty Hawk".

All: So, with inventions, you can see, that although the Mother is Necessity,
It all would have been just too much bother, if Accident hadn't
hadn't been the Father.

THE INVENTION SKIT

Characters: 3 or 4 boys (More can be added)

Scene opens: First boy is sitting on a chair (bed). Toys and clothes are scattered around the room. He is deep in thought. Several of his friends have come over to see him.

Friends enter.

All: Hi _____! What are you doing?

1st Boy: Just thinking.

2nd Boy: Thinking about what?

1st Boy: My invention.

3rd Boy: Are you inventing something?

NOVEMBER - WHAT WILL I BE?

THE INVENTION (continued)

1st Boy: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

4th Boy: What are you going to make? Maybe we can help.

1st Boy: Really? Do you all want to help?

ALL: Sure!

1st Boy: O.K. (getting up). First of all, I need a big box. There's one in my closet.

(one of the boys goes offstage to get box)

Then I need two toy airplanes. (another boy picks them up off floor)

And I need some kite string. (another boy picks it up)

(continue until all toys are picked up off floor)

Last I need some rags. We can use my clothes for that.

(they pick up clothes)

Now put everything in the box. (looks around room) Well, that just about takes care of it.

4th Boy: Takes care of what?

1st Boy: My invention. I just invented a way to get my room cleaned before my mom gets home!

CUB SCOUT Genius

This is a skit/song for Cub Scouts who do NOT like to sing!

1st Cub: I will cure the common cold, and fix you so you don't grow old;
Each virus I will kill quite dead--- but first I have to make my bed.

Chorus

2nd Cub: I'll build a rocket in a minute, ten thousand people will fit in it;
We'll circle the moon on a two hour cruise---but first I have to clean my shoes.

Chorus

3rd Cub: I'll dive to the bottom of the sea, in a special boat designed by me;
All the sunken treasures I'll discover--- but first I have to ask my mother.

Chorus

4th Cub: I'm making a very special glue, for all the atoms they split in two;
I'll glue them together and use them again--- but I'm late for school,
so I can't say when.

Chorus

5th Cub: I'll build a giant pogo stick, to cross the oceans mighty quick;
Just one jump and there you are---but first I have to wash the car.

Chorus

6th Cub: I'm going to build a peace machine, that will shut people up when they
get mean;
I'd have it finished but I can't see how to fix it so it won't catch me.

Chorus

7th Cub: I'd draw you designs for unbreakable eggs, for biteless dogs, and
unscratchable legs,
For unspillable milk and a fire without smoke---but I can't get going
'cause my pencil broke.

Chorus

Chorus: Be a Genius (Tune: Are You Sleeping)

Be a Genius

Be a Genius

Do your best

Do your best

Give science your attention

Or make a Cub invention

Genius does the rest!

CHRISTMAS TRADITIONS

Arrangement: Each boy comes onstage holding the object he's speaking about, or a poster with an appropriate picture on it. He can read his lines, or they can be read by a narrator.

1st Boy: The Christmas Tree The custom of decorating small evergreen trees at Christmas time began in Germany. However, it reached America before it arrived in England. The German settlers in Pennsylvania decorated the trees with lights, sweets and colored paper. That is how the Christmas tree became part of our traditional Christmas.

2nd Boy: The Mistletoe Ancient Celtic priests believed mistletoe had medicinal powers and was sacred. They thought it brought good fortune. Mistletoe was also considered the plant of peace, and under it, enemies met and reconciled their differences. From this ceremony came the English custom of kissing beneath it - the one tradition that has survived to the present.

3rd Boy: The Christmas Wreath During the 16th century in Germany, branches of fir or spruce were intertwined in a circular shape. This symbolized the love of God which had no beginning or end. One legend tells of a young girl of Bethlehem who wept because she had nothing to bring to the Christ Child but a crown of holly leaves. The babe touched the crown and the leaves gleamed and scarlet berries appeared where her tears had fallen.

4th Boy: The Christmas Candle Medieval Christians believed that on Christmas Eve, the Christ Child wandered through town and countryside in search of those who believed in him. On that night they placed candles at their windows to guide him.

5th Boy: The Poinsettia This Christmas flower was discovered in Mexico in 1828 by Dr. Joel Poinsett. The people of Mexico and Central America call it "Flor de la noche buena" or flower of the Holy Night, because it reaches full bloom at Christmas.

6th Boy: The Christmas Card At Christmas in 1843, in London, "A Christmas Carol" by Charles Dickens had just been published. A friend, Sir Henry Cole had an artist friend design a Christmas greeting to send to his friends. This was to be the first Christmas card. It took more than 30 years for them to become popular. They were first introduced in the United States in the late 1870s.

Another Idea for a Holiday Skit

Have the Cub Scouts do up a skit about how they feel about Christmas. Why they think we have it. What they like best about it. Or maybe what they would like to receive as gifts this year. One den in the past has had the Scouts make up a skit about what presents they can give when they have no money to spend for presents - you might be surprised as to what ideas they come up with.

DECEMBER - GOLDEN RULE

SKITS

UPSIDE DOWN STEW

Setting: On stage is a huge pot, made from cardboard carton. "The pot" could be painted on the side of the carton. Boys get 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) "Hummm. Tastes like a well rounded den to me."

DEN LEADER: "What did you put in it?"

Chef: (reading from oversized card marked "recipe") "Cub Scouts that do their best." (any number of uniformed Cub Scouts climb into pot) "A sense of humor." (grinning Cub Scout wearing sign "humor" climbs into pot). "A pinch of wanting to please." (Cub Scout wearing sign "I want to please" climbs into pot). "A dash of mischief." (Cub Scout wearing "mischief" sign climbs into pot.) "A bit of obedience." (Cub Scout wearing "Obedience" sign climbs into pot.) "A bundle of sunshine." (Cub Scout wearing "sunshine" sign climbs into pot.) "A ton of energy." (Cub Scout wearing "energy" sign climbs into pot.) "Stir well and you have Cub Scout Upside Down Stew."

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

THE PROMISE

I, _____ promise

An assurance I make, a pledge to do right; I keep it before me
a bright shining light.

To do my best

I'll try my best to do it, though difficult it may be, and if I keep
my promise then folks will believe in me.

To do my duty to God

To God, the Creator, the maker of all; in joy or in sorrow on Him
we may call.

And my country

A wonderful country I'm sure you'll agree, so let's keep it always
the land of the free.

To help other people

If I help other people I'm considerate and kind! And selfishness or
sloth are no part of mine.

And obey the Law of the Pack.

A guide for each day as we go on our way and a good one to know
as we follow and grow.

ADDITIONAL SKITS

QUICK SKIT IDEAS

- #1: I wonder what it would be like to be a piece of wood?
#2: I probably would be bored.
- #1: What did the robot say when it saw a garbage can fall out of a passing truck?
#2: Hey lady, you dropped your baby!
- #1: Did you hear about the mad scientist who crossed a carrier pigeon with a woodpecker?
#2: No, what did he come up with?
#1: A pigeon that knocks on the door when it delivers the message.
- #1: What do sea monsters eat?
#2: Fish 'n' ships.
- #1: Where does a sick boat go?
#2: I don't know.
#1: Straight to the dock.
- #1: My dad has George Washington's watch.
#2: Oh, that's nothing. My dad had Adam's apple.
- #1: Why are people always tired on the first day of April?
#2: Because they've just had a 31-day March.
- #1: I went to a wedding where a man married 16 wives.
#2: How could he marry 16 wives?
#1: He married 4 richer, 4 poorer, 4 better, 4 worse. (holds out 4 fingers each time.)
- #1: I told you I wanted a two-page composition about milk. Your paper is only about half a page long.
#2: I wrote about condensed milk.
- #1: How do you tell the difference between a weed and a flower?
#2: You pull them all and the ones that grow back are weeds.
- #1: I'd like some sealing wax, please.
#2: You must be kidding. Who'd want to wax a ceiling?
- #1: Do you know what braces are?
#2: No what?
#1: Teeth behind bars.
- #1: Why does a lawn mower live a hard life?
#2: Because it's always getting pushed around.
- #1: What are serial numbers?
#2: Numbers you eat with milk in the morning.

ADDITIONAL SKITS

MORE QUICK SKIT IDEAS

#1: If you have 180 rabbits standing in a row, and they take one step back, what do you have?

#2: I don't know, what?

#1: A receding hare line.

#1: He's recovering from an unusual accident.

#2: What happened?

#1: A thought struck him.

#1: My uncle can shoot a gun faster than any other man in the west. He can even shoot without removing the gun from his holster.

#2: What do they call your uncle?

#1: Toeless Joe.

#1: Knock, knock.

#2: Who's there?

#1: Dishes.

#2: Dishes, who?

#1: Dishes the F.B.I., open up.

#1: What is the longest piece of furniture in the world?

#2: I don't know, what?

#1: The multiplication table.

#1: Why did the monkey run around with a hatchet in his hand.

#2: I don't know, why did the monkey run around with a hatchet in his hand?

#1: He wanted a banana split.

#1: Have you heard about my uncle who broke his arm raking leaves?

#2: How did he do that?

#1: He fell out of the tree.

#1: How are you coming with your carving?

#2: Oh, it's coming along whittle by whittle.

#1: Doctor, I'm worried. Yesterday, I swallowed a roll of film.

#2: Relax, I'm sure nothing will develop.

#1: Knock, knock.

#2: Who's there?

#1: Doris.

#2: Doris, who?

#1: Doris closed, so I knocked.

Cub Scout: (comes on stage carrying a wooden case.)

Cubmaster: What are you doing now?

Cub Scout: I'm taking my case to court.

(Cub Scout returns on stage later in the program. This time he's carrying the case on top of his head.)

Cubmaster: What are you doing now?

Cub Scout: I'm taking my case to a higher court.

PUPPETS



PUPPETS

You be the Puppet
Puppets on the Wall
Origami Masks
Puppet Skit

173 - 174
175
176 - 178
179 - 180



many doored stage for puppets

YOU BE THE PUPPET

Boys love to play and by using puppets in Cubbing activities leaders can tap this natural creative power. Most boys and leaders are familiar with hand puppets made of cloth or plastic so these pages will not cover those ideas.

The purpose here for using puppets is for the Cubs to have fun in creating characters to use in some particular Cub theme or activity. These puppets fall into two main categories: those made by using some part of the Cub's body, and paper puppets following traditional origami techniques.

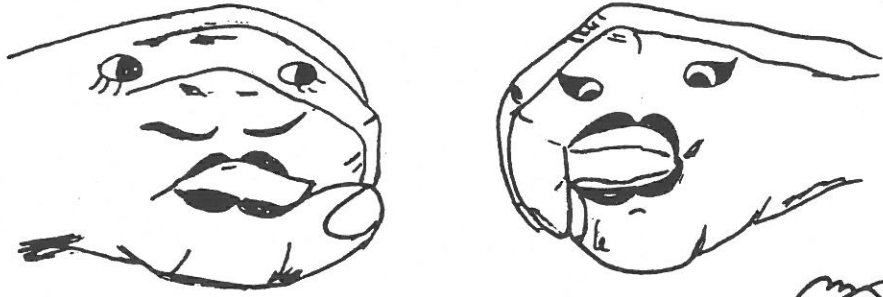
1. SHADOW PUPPETS need a concentrated light source, such as a film strip projector. Animal heads are favorite figures that boys can make with their hands. This is a good rainy day activity that can be developed into ecology skits.

2. FIST PUPPET is formed by folding thumb under fingers in fist position and using washable markers to add eyes and lips. If boys decorate both fists they can work on dialogues.

3. CHIN PEOPLE are upside down characters drawn on the chin using the boy's mouth as the puppet's. Boy wears stocking hat down over his nose and lays back over a table or chair. This is a riotous skit when the whole den prepares a song for a pack meeting.

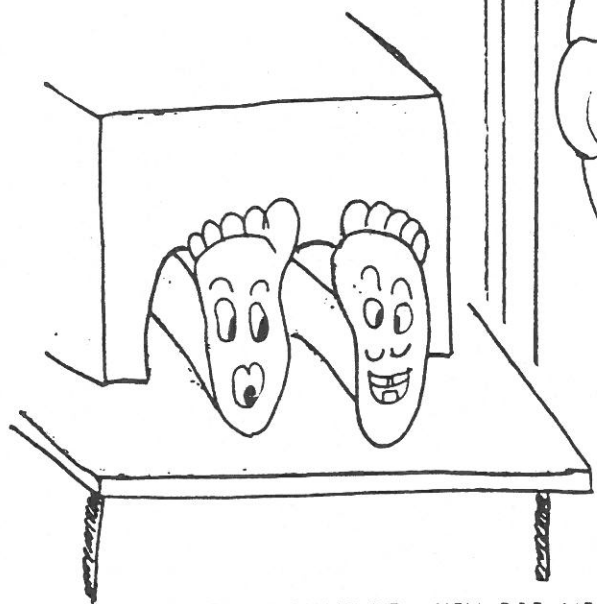
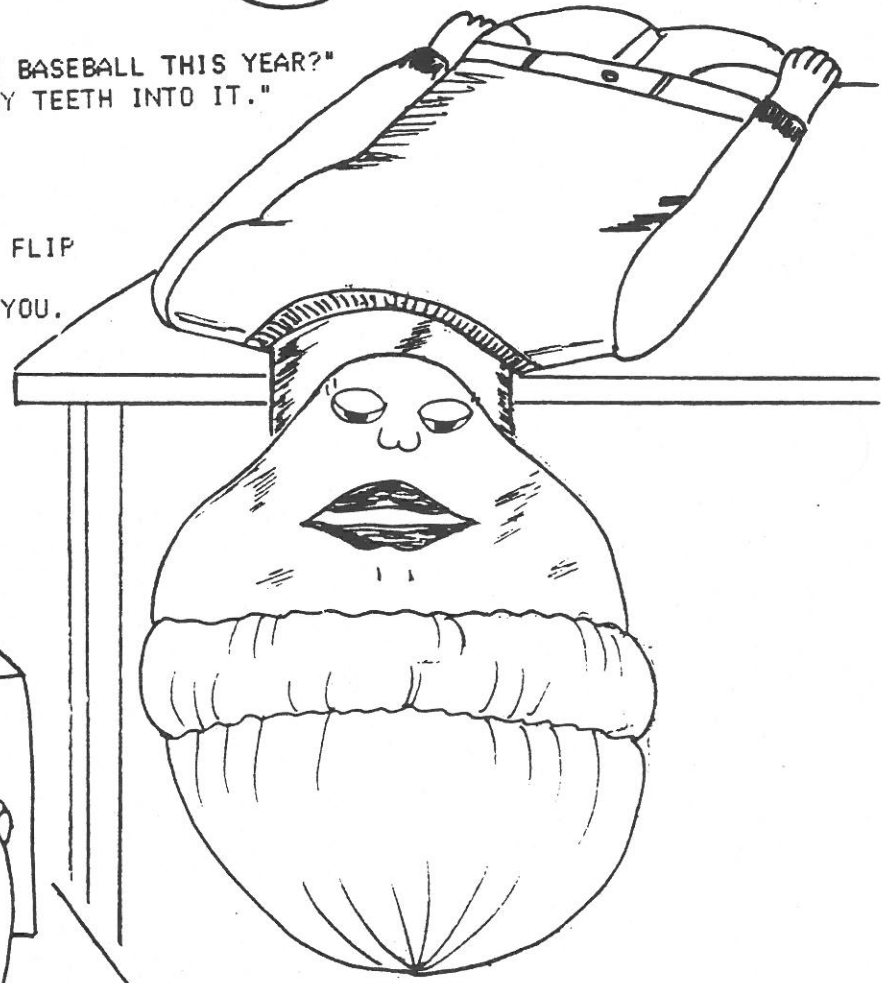
4. FOOT FELLOWS are creatures drawn on the bottom of the boy's feet. For a skit boys would sit on a table hiding their body with a large box or even a sheet. This would require the use of a narrator since the boys being the creatures would be covered.

5. ORIGAMI or paper folding is an ancient oriental art that can produce simple to complicated forms from a square piece of paper. Any paper can be used for these creations. Light weight gift wrap is very good since it is relatively inexpensive and the patterns and colors add particular interest to the animals formed. The main thing to remember is to make the fold neatly and crease them to sharp edges. These instructions are for simple animals to be used as hand puppets and a second set that can be masks for the boys.



"SAY, HAVE YOU PLAYED MUCH BASEBALL THIS YEAR?"
"NO, I CAN'T SEEM TO GET MY TEETH INTO IT."

WE CHIN PEOPLE JUST FLIP
HEAD OVER HEALS FOR YOU.



"WELL, CHARLIE, HOW DID YOU LIKE THE HIKE?"
"GREAT, PETE, BUT I WISH WE HAD WORN BOOTS!"

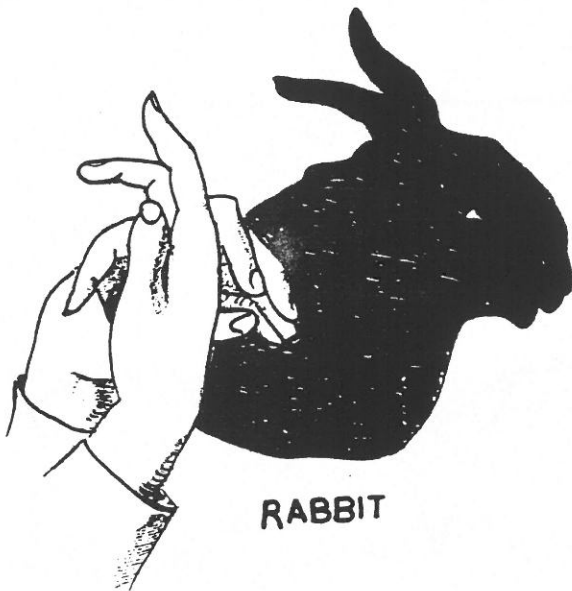
PUPPETS ON THE WALL



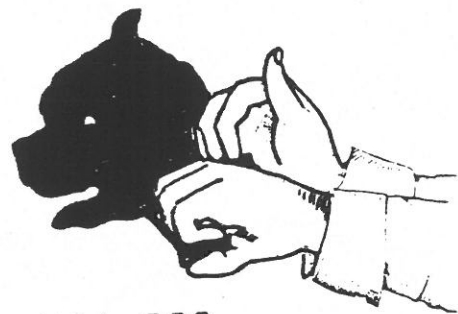
BILLY GOAT



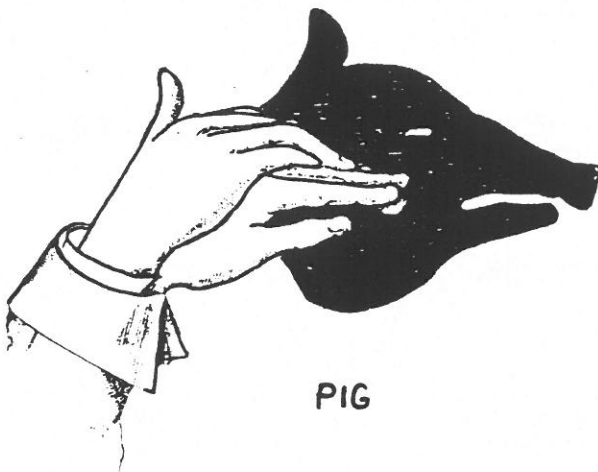
TURTLE



RABBIT



BULL DOG



PIG



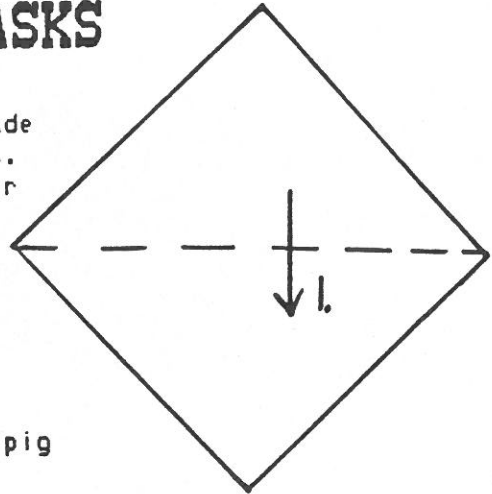
DEER

ORIGAMI MASKS

These animal faces can be hand puppets or if made with larger paper can be used as masks in skits. The three animals differ in the folding of their ears and noses. Features are added with pen.

General directions:

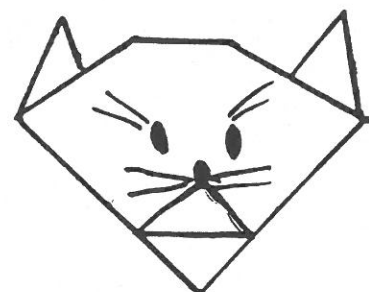
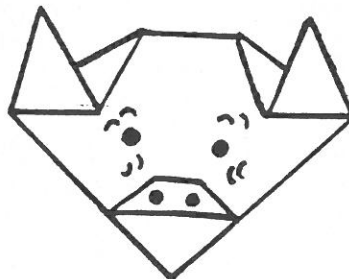
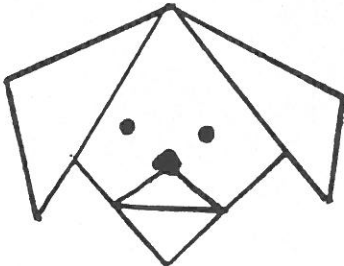
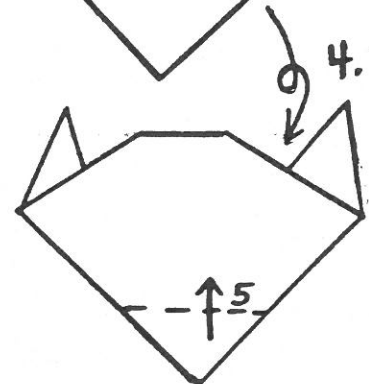
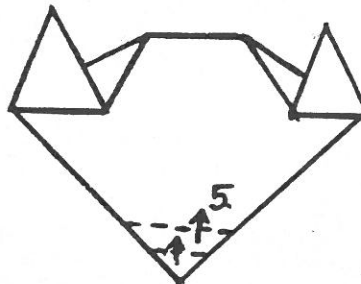
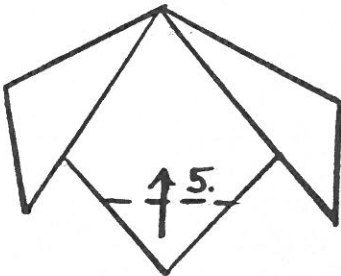
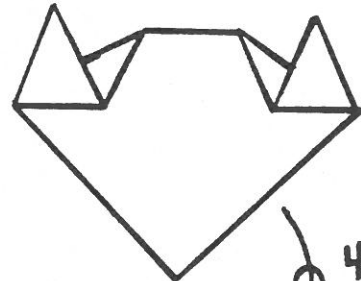
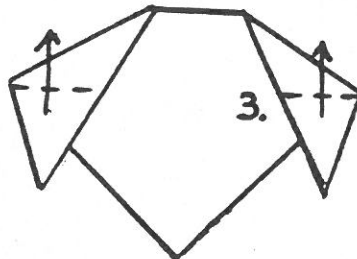
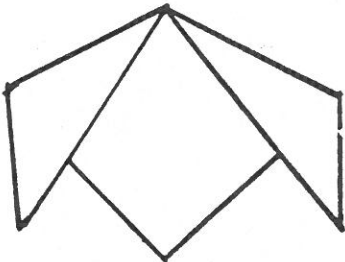
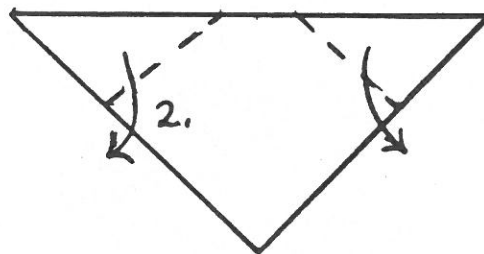
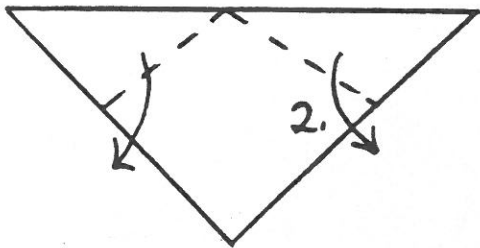
1. Fold square in half on the diagonal
2. Fold outer corners down for ears
3. Fold points of ears up for pig and cat
4. Turn entire mask over for cat only
5. Fold tip of top paper up for nose, twice on pig
6. Add features with pen



DOG

PIG

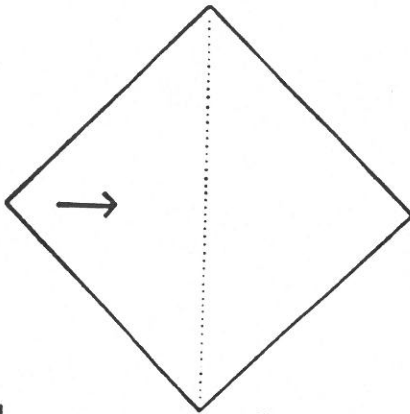
CAT



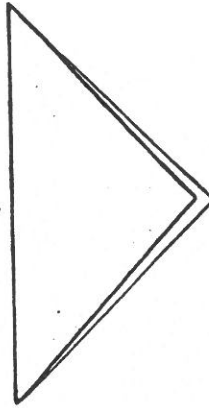
b.

Kite Fold Base

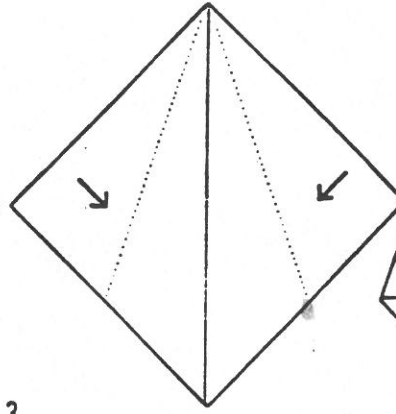
The kite fold base and all of the puppets made from it start with a square piece of paper.



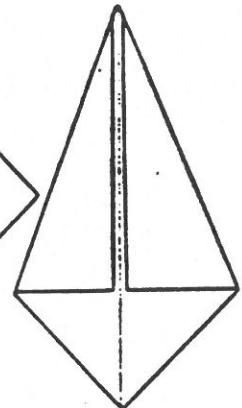
1
Bring one side corner to meet the other, and crease sharply on the diagonal.



2
Open the paper to the starting position.

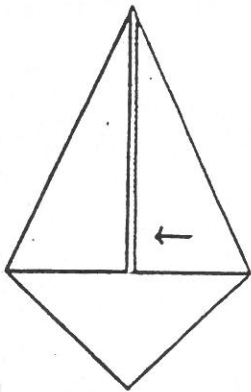


3
Fold the right and left top edges of your paper to the center crease.

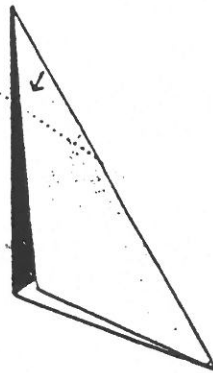


4
This is the kite fold base.

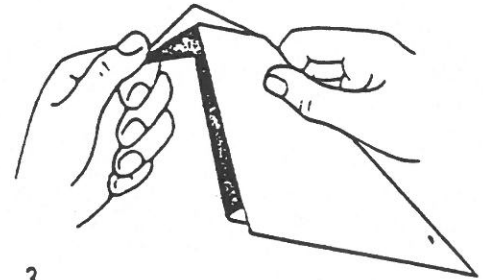
HUNGRY CROW



1
Fold the kite fold base in half along the center crease.



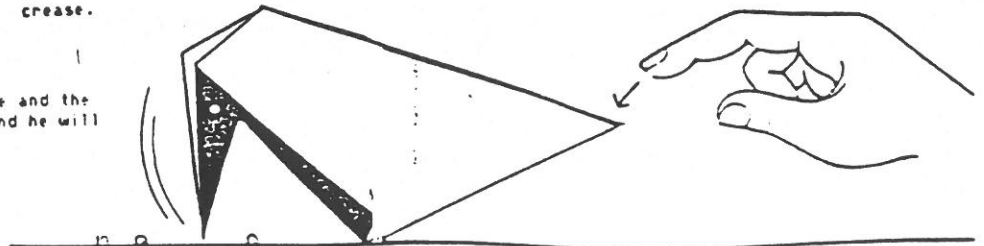
2
At an angle one-third of the way down the center fold, crease the top point back and forth, then straighten the point. You have created a slanting crease.



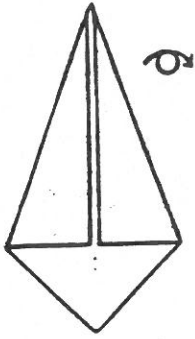
3
With your right hand pinch the center fold directly below this slanting crease. Use your left index finger to open the center crease in the top. Use your left thumb and fingers, pull down until the center crease reverses itself and forms a valley between your two hands. Sharpen all new creases.

4

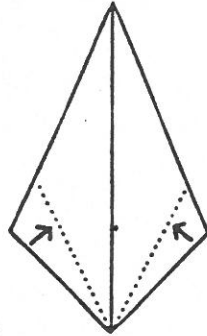
Your crow will balance on his nose and the two center points. Tap his tail and he will peck at tiny balls of paper.



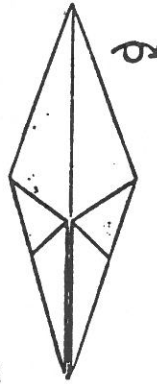
PECKING CHICKEN



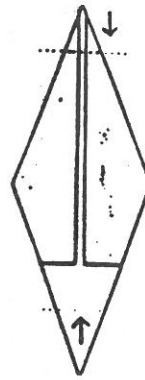
1
Turn the kite fold base over.



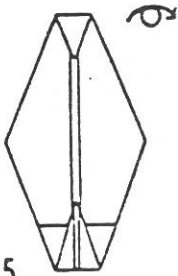
2
Fold the right and left bottom edges to the center crease.



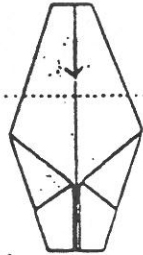
3
Turn the paper over.



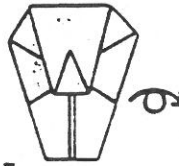
4
Fold the top point down and the bottom point up.



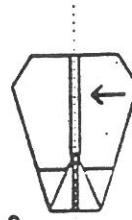
5
Turn the paper over.



6
Fold the top down.



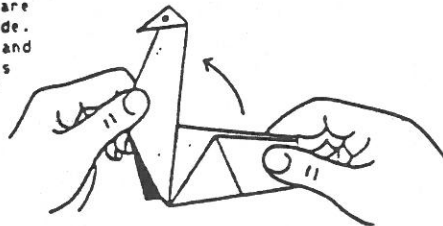
7
Turn the paper over.



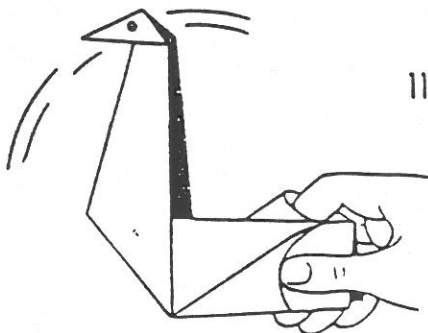
8
Fold in half along the center crease.



9
The neck and head are lying along the side. Pull the head out and sharpen the creases so head remains in this position.



10
Pinch the head and pull until the neck is perpendicular to the body. Sharpen creases at the breast and turn chicken upright.



11
Insert thumb and index finger into two side pockets. Open and close pockets to make chicken's head nod and peck. Moisten fingers for better control.

LESSONS ON WHEELS -- Puppet Skit

Characters: Skateboard, roller skates, bike and pinewood derby car. (These puppets are cardboard cutouts that are worn on the feet as footsie puppets.) 2 Cub Scout footsie puppets made from socks.

Stage: To perform this play the boys will need to be sitting on the floor of a stage or on a table so that their feet can be seen by the audience. The curtain is a blanket held by two boys in the den in front of the puppeteers, about 4 inches off the ground. The puppets will come out from under the curtain one at a time and stay on stage, except the two Cub Scout footsie puppets will come out from under the curtain at the same time and say their dialogue together. This play can be performed by three Cub Scouts wearing two puppets each or by 6 Cub Scouts wearing one puppet.

Skateboard (Comes out from under the curtain at stage right) I'm a fancy skateboard. As you can plainly see. With my owner we had fun until he skinned his knee.

Roller Skates (Comes in from under the curtain at stage right) I'm a pair of roller skates. On that you can depend, my owner tried to go too fast and now he's on the mend.

Bike (Comes out from under the curtain at stage left) Once I was a brand new bike. But now I'm bent and broken. My master ran a stop sign and since then he's never spoken.

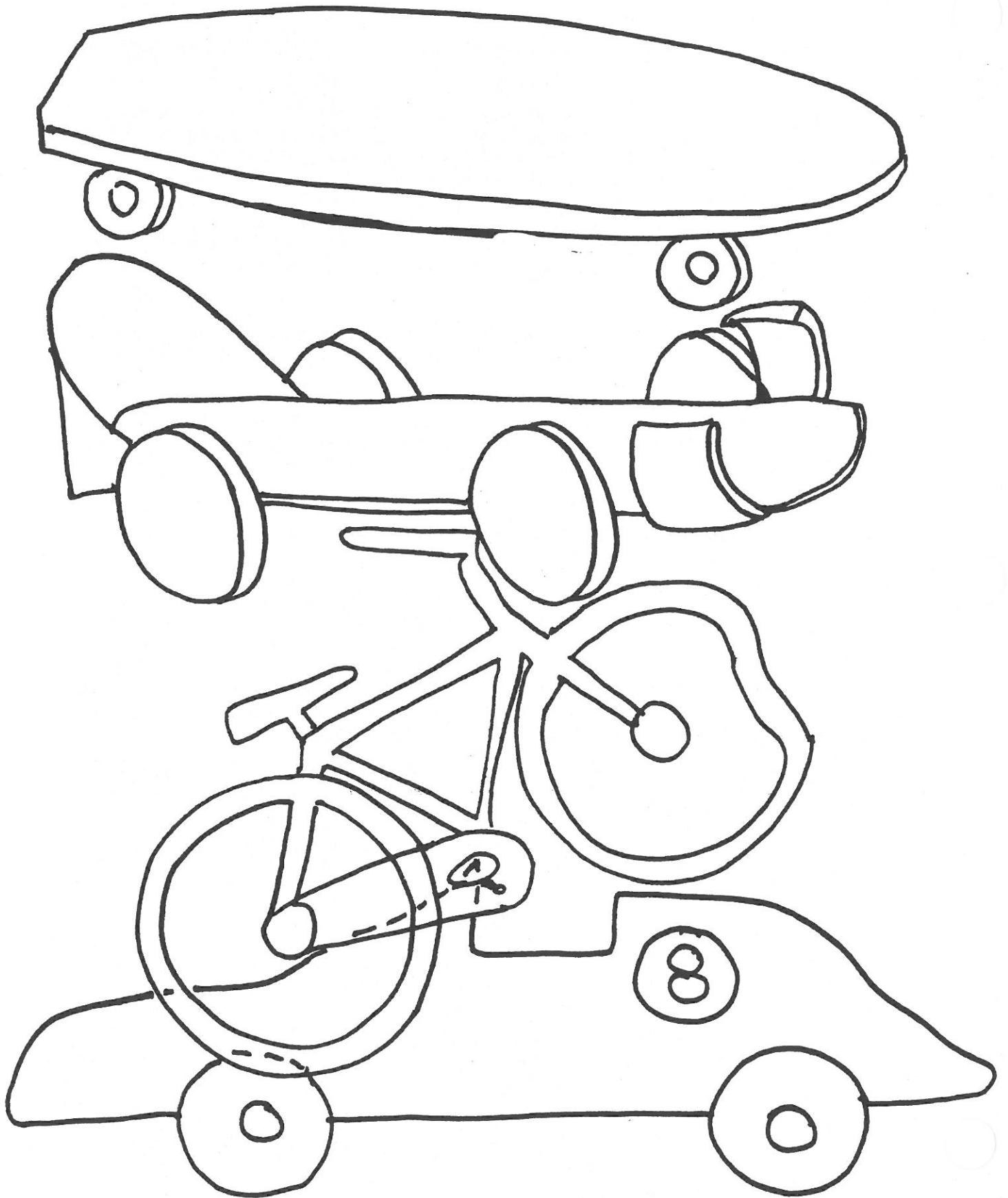
Pinewood Derby Car (Comes out from under the curtain at stage left) I was a pinewood derby car. All shiny bright and new. My builder had a head-on crash. Anybody got some glue?

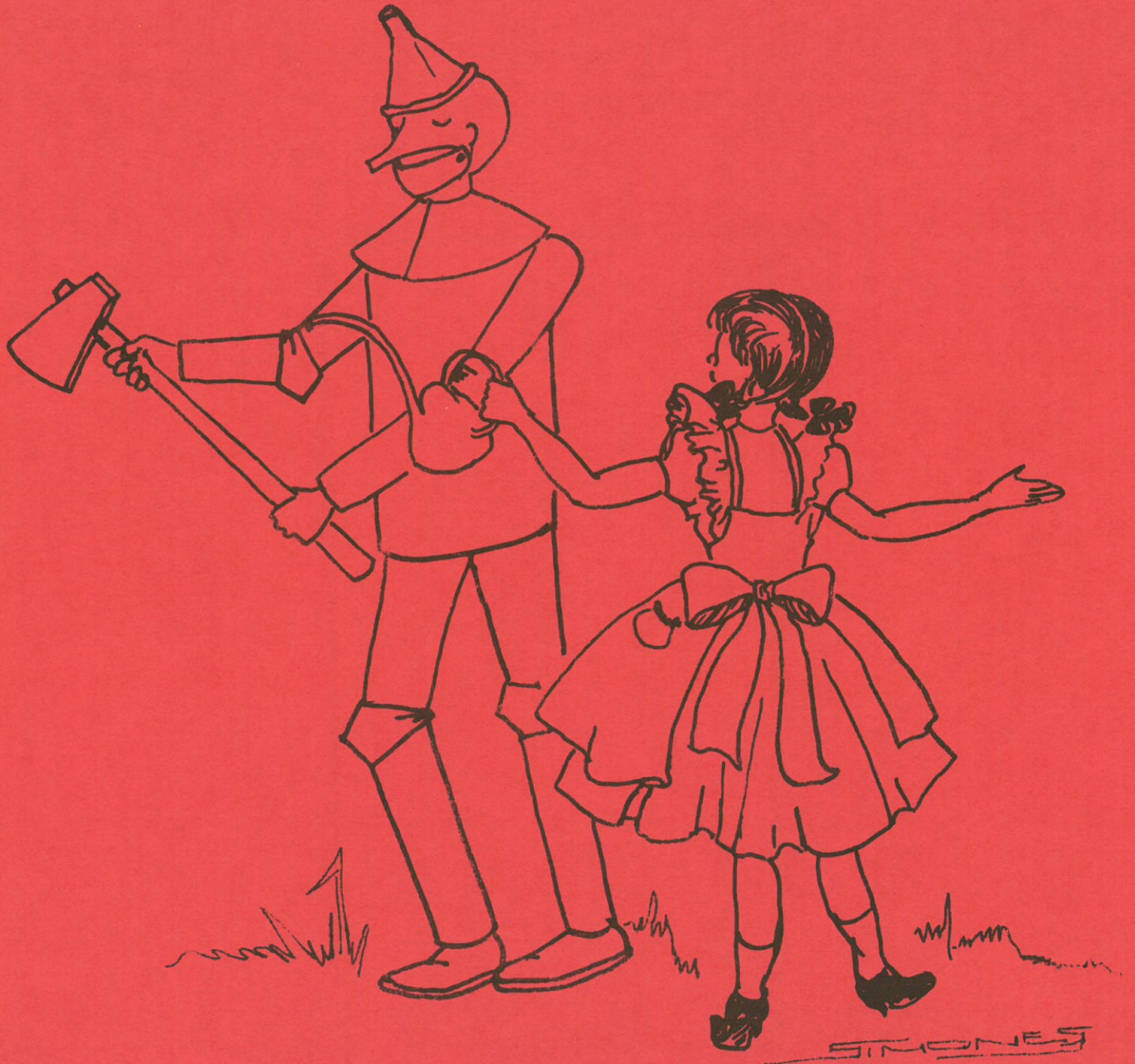
Two Cub Scouts (Both come out from under the curtain at center stage) Our friends all have a story to tell with a lesson to be taught! We must be careful when we play or else we'll all get caught!

MAKING FOOTSIE PUPPETS The faces of these funny footsie puppets are the soles of your socks. You can cut out felt features and sew or glue in place on the bottom of the sock. Sew on yarn hair if desired. To make different types of characters, add collar, bow ties, hats, whiskers, etc. Or you might just wish to cut out the character and attach to sock with tape or velcro. Patterns are on the next page.



Patterns for Lessons on Wheels



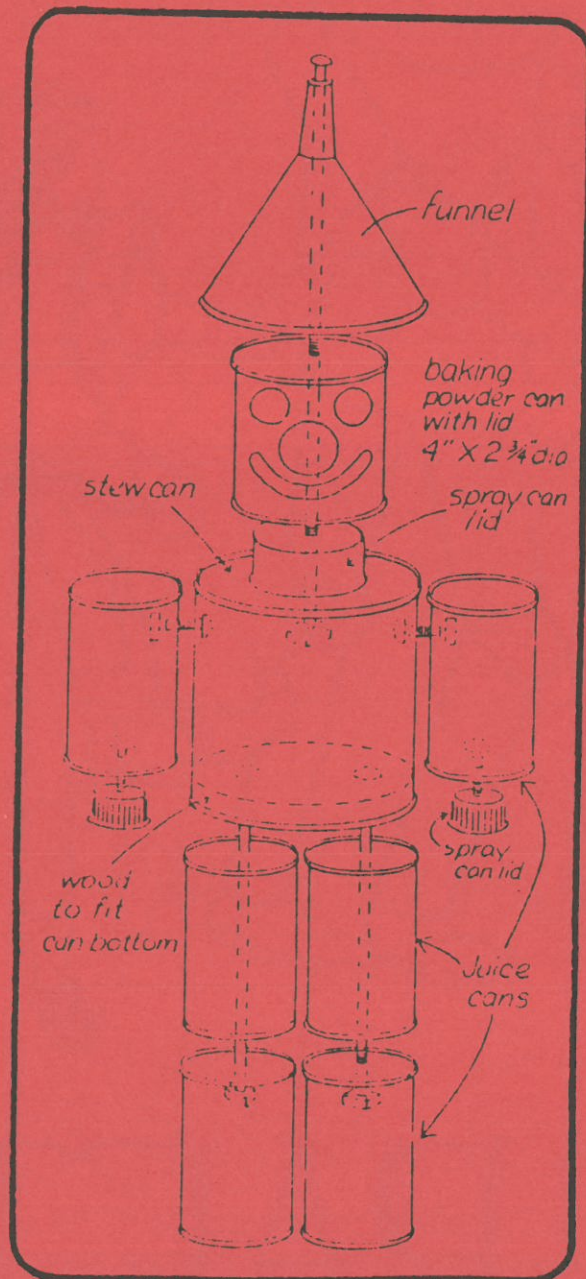


CRAFTS

CRAFTS

Why Crafts Are Important in Scouting
Holiday Crafts
Recipies/ Recipies
Theme Crafts

181
182 - 186
187 - 189
190 - 238



WHY CRAFTS ARE IMPORTANT IN SCOUTING

Crafts are an important part of Scouting as it teaches the Scouts patients, pride, confidence and how to work with their hands. They learn once you start a project you have to finish it. They are taught to do their best and to do it right.. The Scouts learn to improvise at times. This helps them to think over and study the problem at hand.. It teaches them independence. It also allows them to ask for help when they need to do so. It involves others in their work, this teaches them how to work with others.. In doing crafts, Scouts are taught they are not alone in life, but they have friends around them helping, giving, caring, which plays an important part in all our lives. A little saying we like to use in our den is "busy hands are trouble free hands".

Keeping Scouting interesting is important and crafts help achieve this.

Crafts should seldom require more than two weeks to complete. A craft project that drags out for a whole month is too difficult and time consuming. It may become boring for the boys. Start a craft in the den meeting and let the boys take it home to finish with their family's help.

Be sure the craft project is compatible with work area. Avoid using pungent lacquers or spray paints in the house. Take the boys to the basement, garage or outdoors for the messier crafts.

The craft must be the boy's work.. In some cases, leaders will be required to pre-cut or pre-assemble certain parts of a craft which may be too difficult or time-consuming for the boys. But boys need to be able to say, "I made it".

Have all materials ready before the den meeting. Be sure to have extra supplies on hand for accidents and goof-ups.

The leader should make the craft first. Familiarity with the construction makes it easier to demonstrate or assist the boys. Have a finished model for the boys to examine.

Don't criticize or compare crafts. Praise the boys' efforts. Display the boys' finished crafts at the pack meeting.

As you can see crafts can play an important part in the Cub Scout program. Remember that it is not necessary to do crafts at every den meeting, but some crafts are necessary for a well rounded program. Have fun with your den!!!



HALLOWEEN PUMPKIN

Materials Needed:

Orange, Green and Black Felt

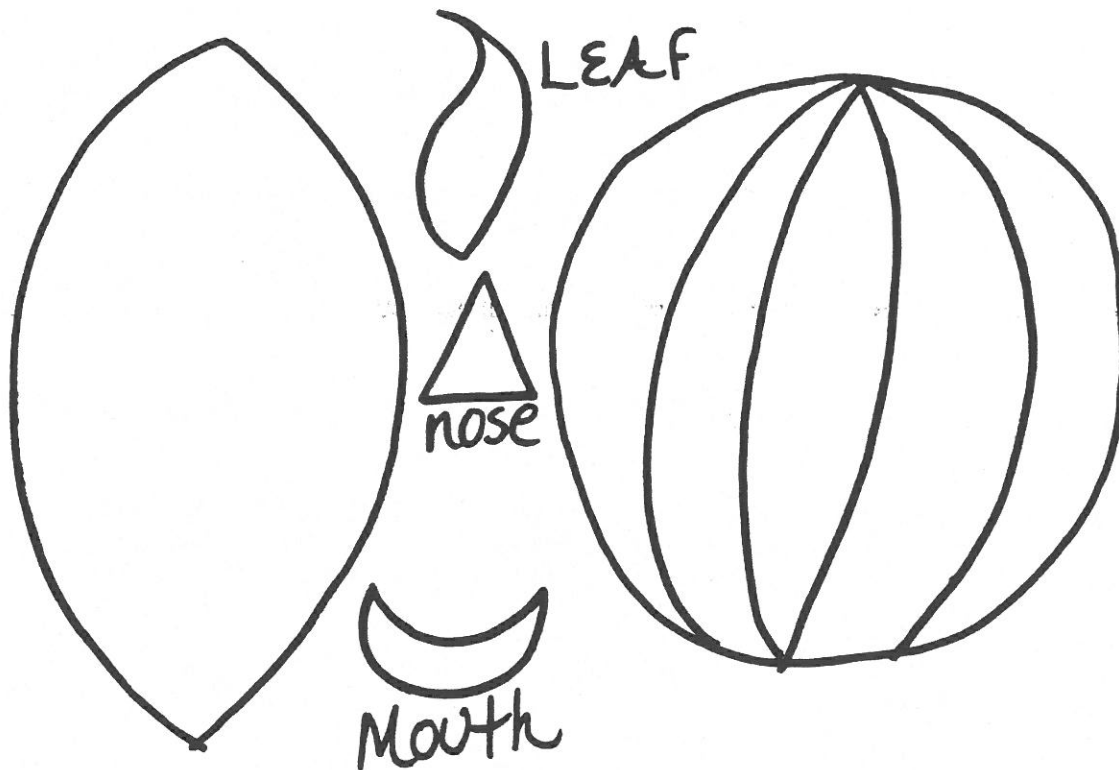
Glue

$\frac{1}{4}$ " wiggly eyes

Table Knife

3" Foam ball

Take the orange felt and cut into somewhat oval shape pieces long enough to reach from top to bottom on the ball. Then with a table knife press into foam ball the shape of your orange strips. It takes about 6 orange strips to cover the ball. Take green and cut like leaves and glue on the top. Glue on eyes and nose and mouth which are cut from the black felt. Cut orange circle to fit bottom and glue to bottom.

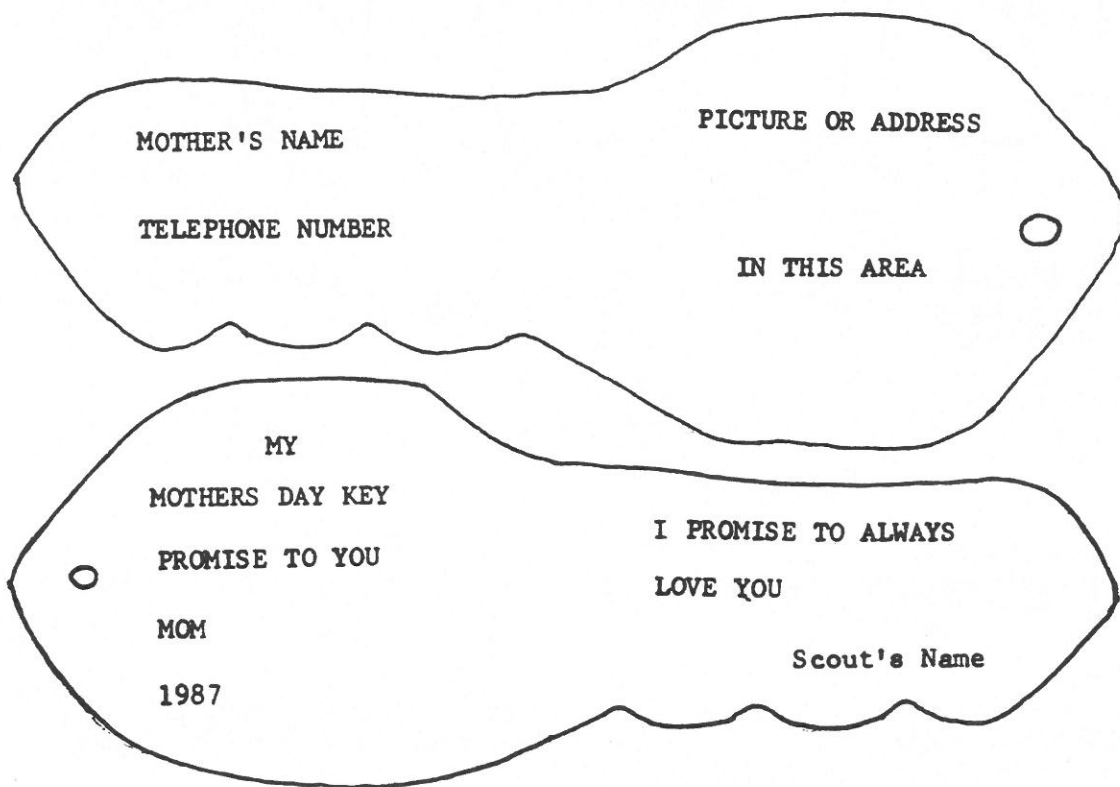


KEY FOR KEY RING

Materials Needed

1 small piece of balsa wood
Wood stain of your choice
Enviro tex
Vinyl letters or other type of stick on letters
Metal ring for keys

Cut key out of the wood, sand and stain. Poke hole for the key ring. On one side of the key you can spell out a message to mother and sign your name. On the other side you may want to place a picture of yourself or print your name, address and phone number. Some people do not feel it is safe to have your name and address on your keys. Cover entire key with Enviro tex, follow instructions closely, mix small amounts at a time, this works better, for even mixing. Attach the metal ring.

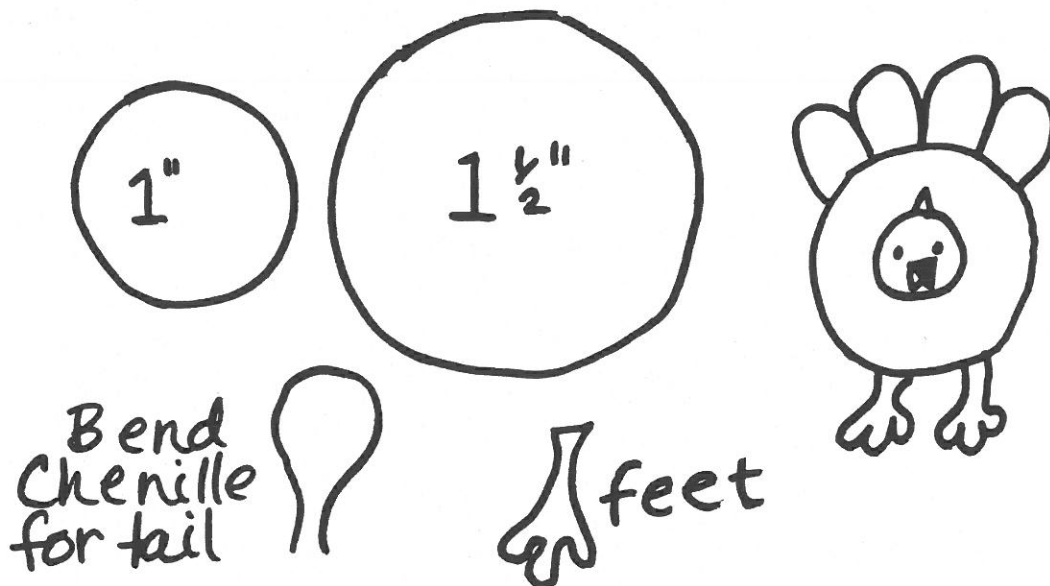


THANKSGIVING TURKEY

Materials Needed:

2 Foam Balls - 1½" and 1"
4 Bump chenille 15mm X 12" Orange, Red, Brown, Yellow
2 5mm Wiggley Eyes
Acrylic Paint
Paint Brush
Glue

Paint foam balls and glue together as illustrated. Bend chenille sticks in 4 or 5 pieces as illustrated. Stick them in the 1½" ball for tail. Glue eyes on the 1" ball. Cut a tip off the red chenille for comb and nose, stick in smaller ball below eyes. Take light orange pipe cleaner and shape for the feet and stick on bottom of larger ball.

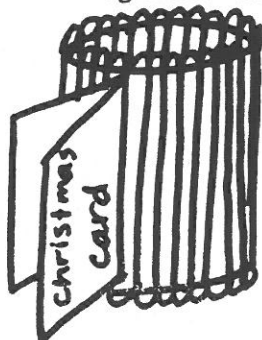


TIN CAN CHRISTMAS CARD HOLDER

Materials Needed:

1 large juice can or 3 lb. coffee can
1-2 skeins rug yarn

Cut both top and bottom out of can. Wrap yarn around the can, wrapping from inside to outside and so. When changing colors of yarn, make sure the knots are inside. When completely wrapped, tie off the yarn. To use - Hold out one string and insert a Christmas card with the back of the fold against the can and the string on the inside of the card.

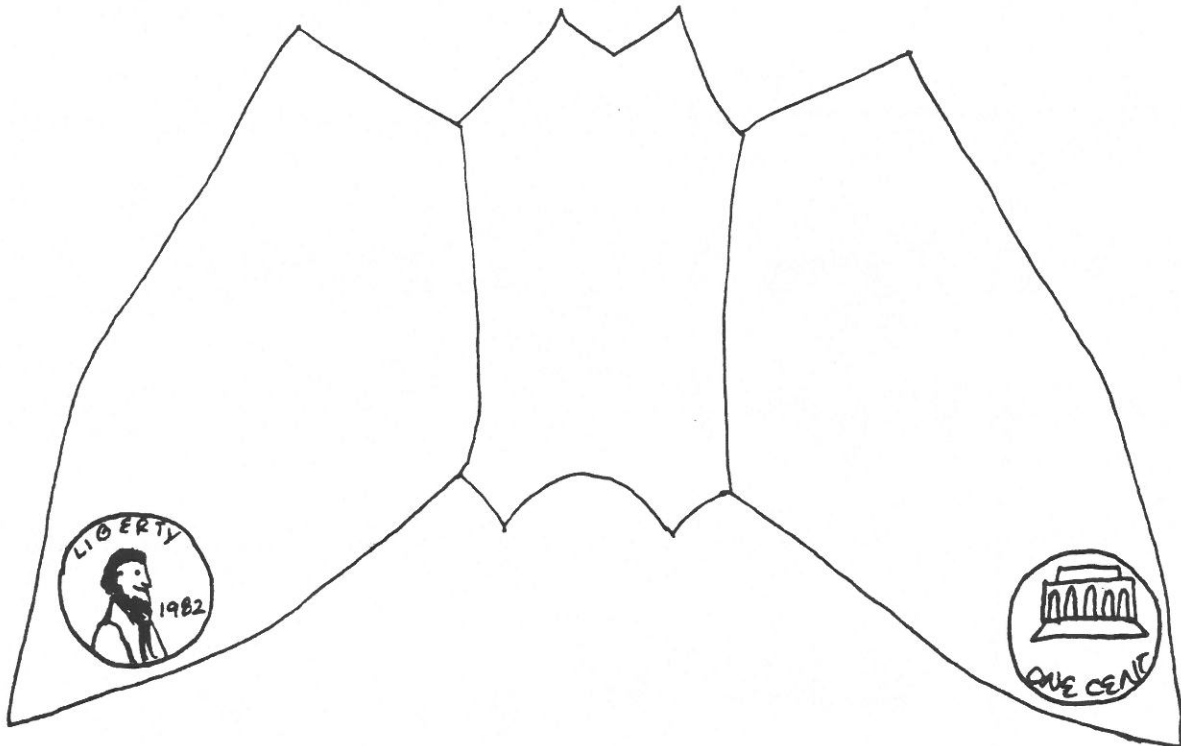


BALANCING BAT

Materials Needed:

Poster board
2 pennies
glue

Cut poster board in shape of bat. Glue two pennies on lower tips of wings, then you are ready to set bat on edge of most anything and it will balance itself.



BIRTHDATE PICTURE PLAQUE

Materials Needed:

4½" x 5½" piece of ½" panel wallboard or plywood

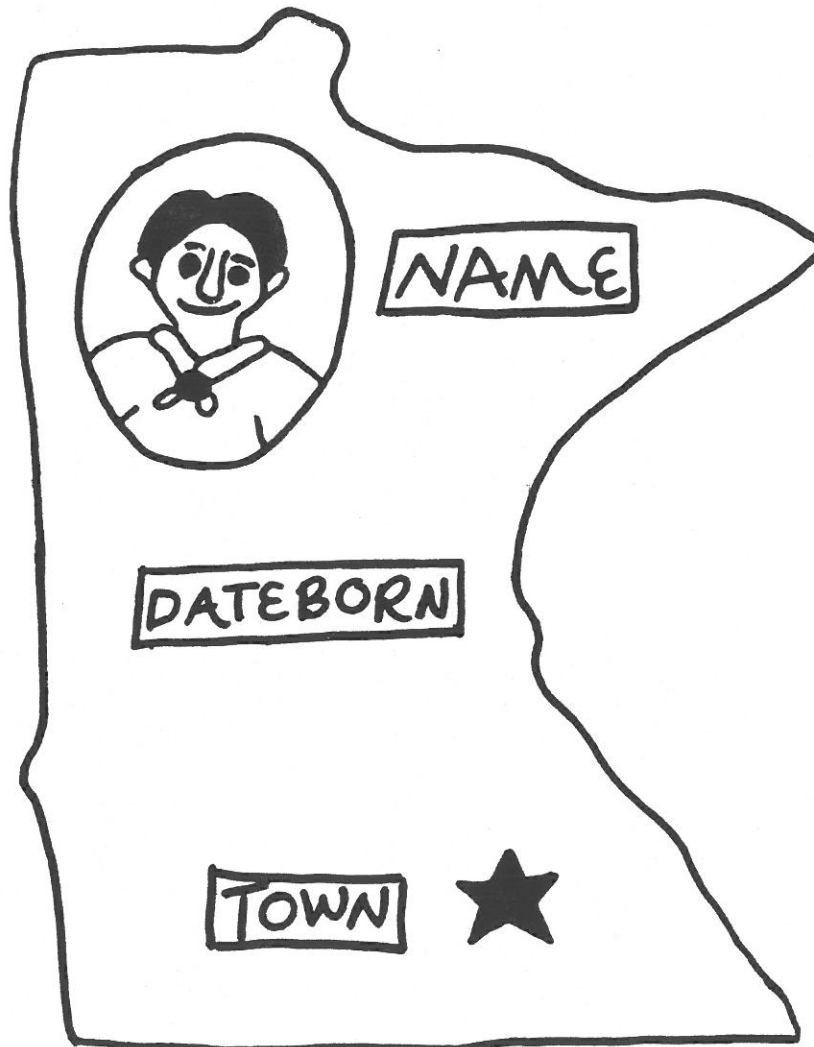
Picture of Boy

1 Sticker star

Small sheet of paper for letters or stick on letters

Enviro tex

Cut wood in shape of map of the state that the boy was born in. Cut picture oval shape. Sand and stain the map. Glue the picture on the map. Make small tags of paper with Scouts name, birth date and town born in. Put star on map to mark where Scout was born. Coat with Enviro tex, let dry.



RECIPES / RECIPES

BAKER'S CLAY - 4 cups flour, 1 cup salt, 1 ½ cups water. Mix together with hands. If the dough is too sticky add more flour. Knead 4-6 minutes.

After the figures are molded bake at 350 degrees for one hour or more depending on the size and thickness. Test for doneness. Spray with a fixative when cool. A spray varnish, shellac, or lacquer will work as a fixative.

SALT CLAY - 1 cup salt, ½ cup cornstarch, ¾ cup water, food coloring (optional). Combine salt and cornstarch in the top of a double boiler and place over boiling water. Slowly add water, stirring constantly. When mixture has thickened so it is difficult to stir, spoon onto a cookie sheet to cool. When cool, knead to remove lumps and air bubbles. Store in an airtight container.

CRAFT CLAY - 1 cup cornstarch, 2 cups baking soda, 1 ¼ cups water, food coloring (optional). Combine all ingredients in a pan. Cook over medium heat, stirring constantly. Turn out on a pastry board and knead slightly. Cover with a damp cloth until cool.

When you use this clay for modeling keep the unused portion in aluminum foil to keep it pliable. When it is left out to dry it will get very hard, and it is fine for making plaques, animals, and decorations.

SALT AND FLOUR CLAY - 1 cup salt, ½ cup flour, 1 cup water, food coloring (optional). Combine salt and flour in a pan and add water. Heat over a very low heat, stirring constantly until mixture is thick and rubbery. Spoon onto a cookie sheet to cool. If it seems too sticky after it is cooled, roll it in a little flour. Store in an airtight container.

Figures made from this clay will dry very hard in a day or so depending on their thickness.

Any of these clays can be decorated with natural materials, buttons, beads, and feathers, which should be done when the clay is wet. If the figures are to be baked choose the decorations with caution or glue them on after baking.

PLAY DOUGH - 3 cups flour, 1 ½ cups salt, 6 teaspoons alum or cream of tartar, 3 teaspoons salad oil, 3 cups water with food coloring. Combine and cook over med. heat. Stir until dough clings. Cool and knead. Store in covered jars.

BREAD MODELING DOUGH - Remove crusts from several slices of white bread. Break bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until consistency of clay. Color with tempera paint. Store in plastic bag in refrigerator.

SOAP PAINT - 2 cups detergent and $\frac{1}{2}$ cup of liquid starch. Whip with a rotary or electric mixer. Color with food coloring or powdered tempera.

STENCIL OR POSTER PAINTS - Combine $\frac{1}{2}$ cup cornstarch with $\frac{3}{4}$ cup cold water. Soak 1 envelope unflavored gelatine in $\frac{1}{4}$ cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatine mixture and $\frac{1}{2}$ cup soap flakes or detergent. Cool. Put in jars for different colors. Add color by using either food coloring, tempera paint or all purpose dye. This can be thinned with water later if necessary.

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

FINGER PAINT - Mix $\frac{1}{2}$ cup liquid starch to 1 qt. boiling water. Stir over heat until thick. Add $\frac{1}{2}$ cup liquid detergent. Stir well. Divide into small jars. Color with tempera or food coloring.

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

WHIPPED SOAPSUDS - Mix a big handful of powdered detergent with a little water. Whip with a rotary or electric mixer. Leave white or tint with tempera paint. Spread like snow on Christmas tree or greenery. Mix thicker and squeeze through cookie press to make snowflakes, or squeeze through a pastry tube to write messages on glass, foil, etc. The whipped soapsuds can also be used to frost a cardboard cake for table decorations.

PASTE - 1 cup flour, $\frac{1}{2}$ cup water. Combine ingredients, mix until creamy. Store in covered container. Paste is excellent when working with paper.

FLAME PROOFING - Mix $\frac{2}{3}$ cup 20 Mule Team Borax and 1 qt. water. Spray on paper and dry. Dip cloth into solution, wring and hang. OR... Mix 9 oz. Borax, 4 oz. Boric acid and 1 gal. warm water. OR... Mix 3 parts Borax, 2 $\frac{1}{2}$ parts Boric acid and 50 parts water.

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

HOT CHOCOLATE MIX - 8 quart size powdered milk, 16 oz. instant cocoa, 6 oz. jar coffee creamer (powdered), 2/3 cup powdered sugar. Mix well. Put 2 tablespoons in a cup and fill with boiling water.

HOMEMADE BUTTER - Fill a pint jar $\frac{1}{2}$ full of cream. Put a tight fitting lid on the jar. Start shaking the jar. When you get tired of shaking the jar - pass it to the next person so all can have a chance to help. (If you make it at home you can put the cream in a bowl and keep mixing with a mixer or put it in the blender.) When it becomes butter drain off the butter milk. Wash the butter in cold water. Squeeze out all the liquid on a towel. Sprinkle with salt and knead it in. Put on bread or crackers for a snack.

HOMEMADE ICE CREAM - Use a 4 quart ice cream freezer. Beat 4 lg. eggs, add $\frac{3}{4}$ cup sugar and 2 tablespoons vanilla and mix. Put the mixture in the ice cream freezer and pour in 3 to $3\frac{1}{2}$ quarts cream. Most ice cream freezers have a fill line - if not leave room for the ice cream to expand as it freezes. Put the cover on the can and set up the freezer.

Put 4-6 inches of crushed ice around the container with the mixture. Sprinkle with coarse or canning salt, then fill with more ice and salt. Keep cranking until it's hard to turn.

If you want to flavor the ice cream you can add strawberries, raspberries, chocolate or any other flavor you like to the mixture before you start to freeze it. (You may need to cut down on the amount of cream if you add berries.)

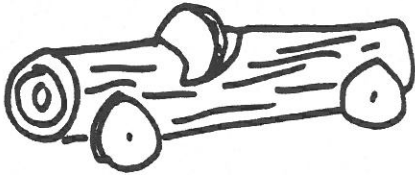
TRAIL MIX - This is a "use your imagination" recipe. Use as many of the following ingredients as you like or you can add ideas or favorites of your own.

Dry cereal - Alpha Bits	Raisins
Trix	Pretzels
Chex cereals	Reese's Pieces
Honeycomb	Dryed Fruits (any kind)
Cheerios	Sun Flower Seeds
Peanuts	Corn Nuts
Mixed Nuts	
M & M's (Plain or Peanut)	

Divide up the mix into individual ziploc bags and take on hikes or camp-outs. Let each boy carry his own to snack on along the way. Great for taking on long trips too. Remind everyone not to throw their bags away along the way, but to save them to refill or to throw them in a trash can.

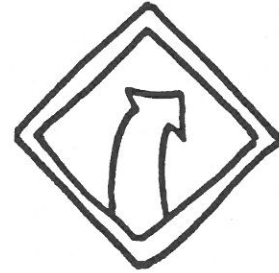
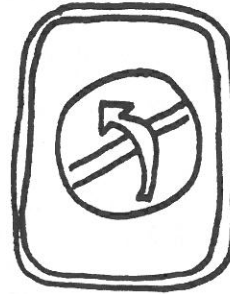
RACING CAR

Make a racing car from a thick twig, 3 inches long. Taper the front of the racer by whittling it. Carve out an opening for the seat. Hammer in tacks or glue on seeds for headlights. Glue on a half circle of paper or plastic lid for a windshield. Glue on four buttons or a round thick slice of twig for the wheels. Of course, this can't qualify for an entry in the Pinewood Derby, but it's fun to make.



TRAFFIC SIGN SLIDES

Materials: Heavy poster board
Paint
Pipe Cleaner

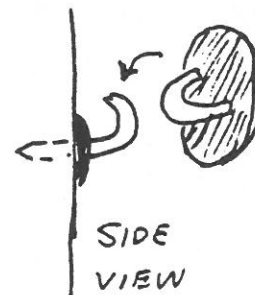
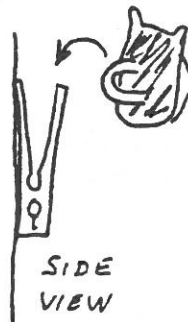


Cut patterns from poster board and paint.
Glue pipe cleaner ring to back to form neckerchief slide.

NECKERCHIEF SLIDE HOLDER

Neckerchief slide holders are usually made from wood, but other materials can be used. The boards shown are cut from $\frac{1}{2}$ " plywood, perboard, or other similar wood. A 12-14" square is good size for a beginner. Finish wood with stain, paint, or varnish. Use metal cup hooks or snap-type clothespins to hold the slides. Cup hooks are screwed in wood. Clothespins are glued on. Add a picture hanger on back so board can be hung on the wall.

other SHAPES MAY BE USED



STAINED GLASS MOBILE

Materials: Plexiglas blanks - 7 --- $2\frac{1}{2}$ "x $4\frac{1}{2}$ "

Colored glue mixture - Elmer's glue plus food coloring

Wire

Cord

Gold or silver spray paint

Pattern

Braid or mystic tape (optional)

Standard twist drill (optional)

Medium grit sandpaper (optional)

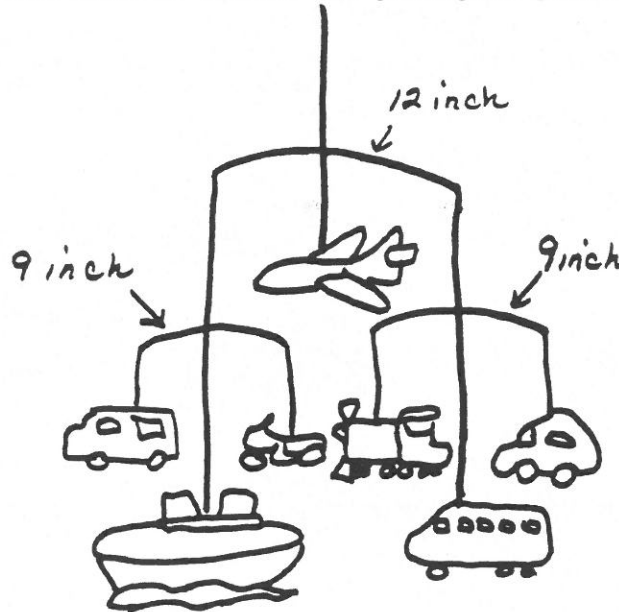
1. Place plexiglas over the design and paint with colored glue mixture. Paint the mixture on in even smooth coats. To prepare blank for hanging, glue a loop of cord to the top of the glass and tape the edges of the glass with colored tape. A second method may be used for plexiglas. The edges may be smoothed by sanding with a medium grit sandpaper and a hole may be drilled in the plexiglas for hanging. Standard twist drills commonly used for metals can be used to drill plexiglas if reasonable care is exercised. Back the plexiglas with wood, clamp or hold firmly, and use a sharp drill, very slow speed and minimum pressure. Be sure to have a leader in charge of the drill.

2. Cut three pieces of wire in the following lengths:

1 --- 12 inch

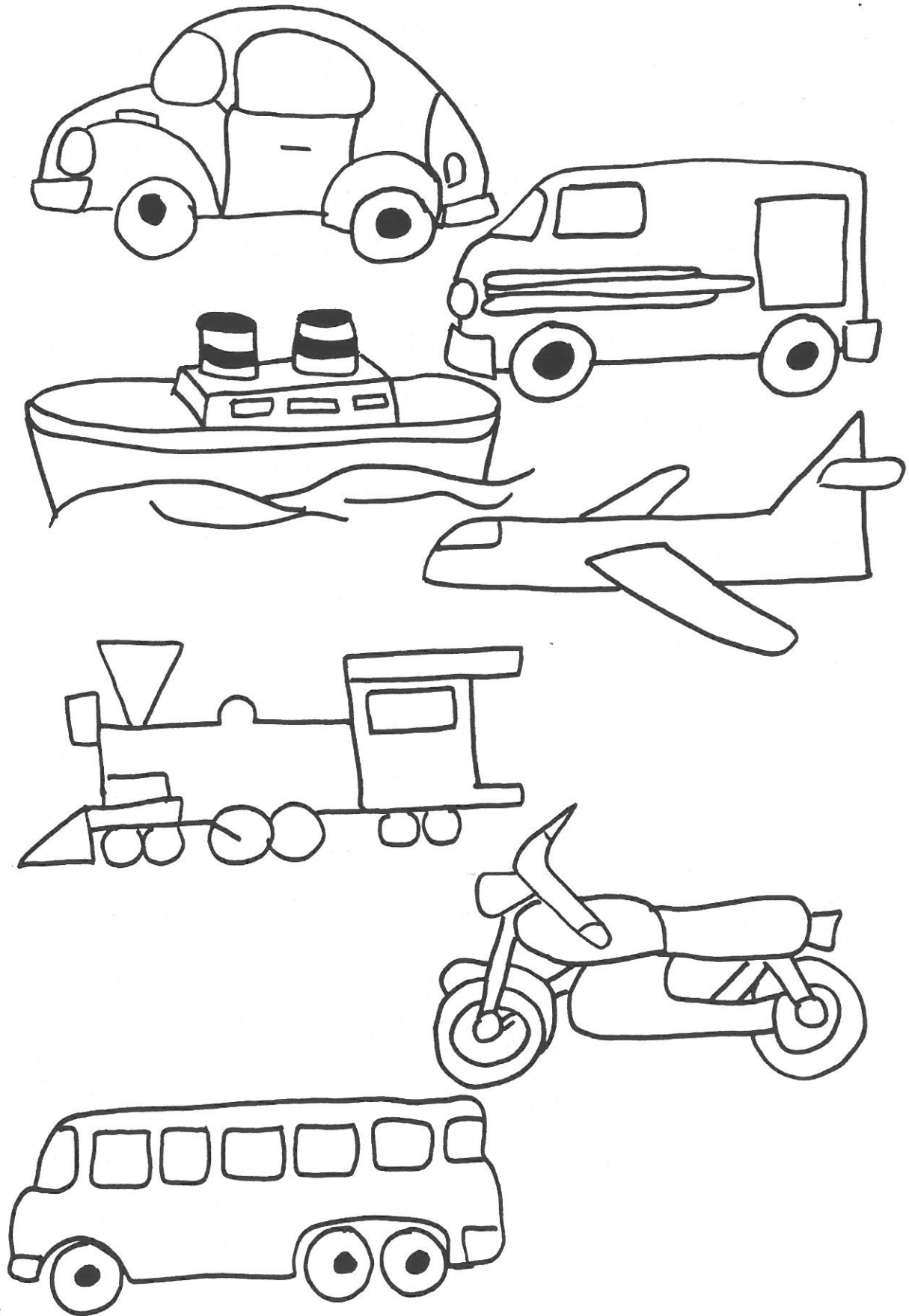
2 --- 9 inch

Bend each length of wire in a curve and spray paint with gold or silver paint. Use cord to attach the plexiglas pieces to the mobile.



JANUARY -PINEWOOD DERBY

Patterns for Stained Glass Mobile



JANUARY PINEWOOD DERBY
CRAFTS

WOODEN TOYS ON WHEELS

Materials: pine shelving $\frac{1}{2}$ inch

jigsaw

wooden dowel, 1 inch diameter

sandpaper

wood stain

paint brush

paper towels or soft cloth

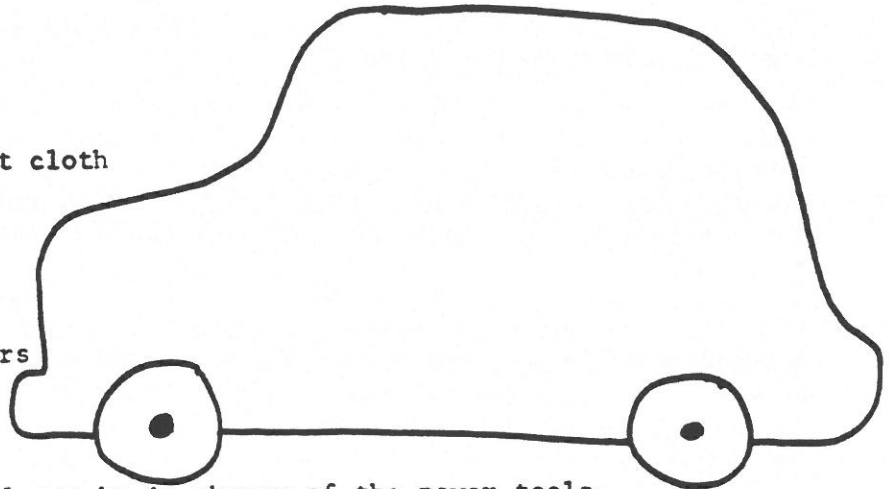
drill

1/8 inch drill bit

4 brads, 1 inch

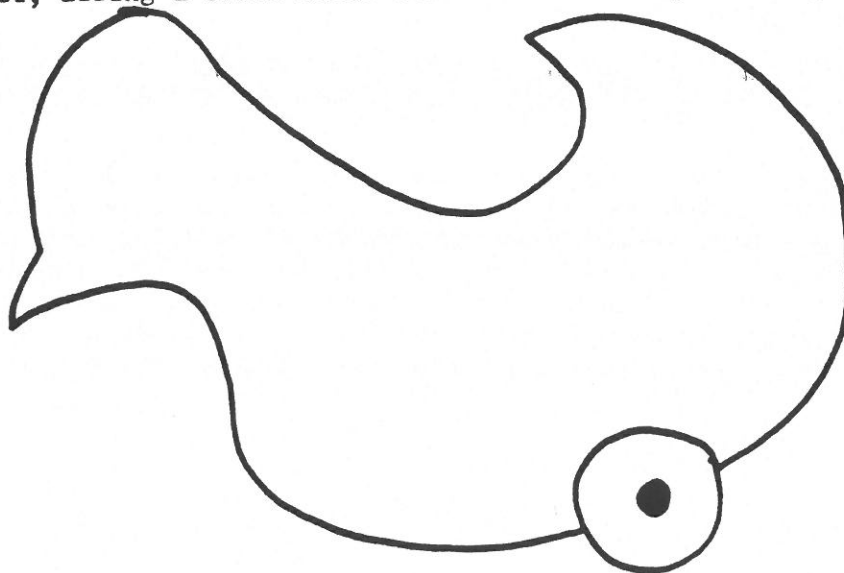
4 small metal washers

hammer



NOTE: An adult should always be in charge of the power tools.

1. Cut the toy shape from the pine shelving, with a jigsaw, using the pattern.
2. Cut $\frac{1}{2}$ inch slices from the dowel for the wheels
3. Sand all edges of the toy and wheels.
4. Stain the pieces by painting with the stain and then wiping dry with paper towels or cloth. (lemon oil may be used as stain.)
5. Drill a hole in the center of the wheel, or the toy will not roll properly.
6. Assemble the toy by inserting the 1 inch brad through the center of each wheel, adding a small metal washer and nailing into toy.



FEBRUARY - BLUE AND GOLD

CRAFTS

BANQUET CENTERPIECE

Materials: Numbered candles from grocery store - with the year indicating the birthday age of Cub Scouting. (57 in 87) One styrofoam ring - One styrofoam rectangle base (size depend on how large you want to make the ring) - Glue - Newspapers - Gold spray paint - Florist's clay - Artificial flowers or paper carnations or little cub scouts (instructions below) - Blue and gold ribbon - macaroni

Glue newspaper strips around the styrofoam ring and rectangle base. The macaroni will not stick to the styrofoam without it. Glue on macaroni - using as many different shapes as possible and covering most as much of the newspaper as you can. Let dry. Spray with gold spray paint. Let it dry. Attach ring to base using wire brads and securing it with florists clay. Make it sturdy. Stick in birthday numeral candles but make sure they are high enough off the base so they can be seen readily when centerpiece is finished. Now you can decorate around the candles either by using fresh flowers, artificial flowers, ribbons, bows, or a combination of all. You probably won't have a lot of space to use up because you don't want to overwhelm the candles. Our age is the main idea of the centerpiece.

To make little cub scouts to go around the candle just use blue construction paper and form small cones. Using the little pompoms from the fringed-ball trim in fabric stores, use one ball for each cone to form the head. Add eyes (you can buy tiny little eyes in craft and dime stores) using glue and a little red sequin will work for a mouth and a pink one for a nose. After the face is completed the way you want it, glue it to blue cone.. Cut out a smaller, flatter cone with small brim for hat and glue it onto top of head. Glue the entire figure to the florist's clay on the centerpiece base by gluing the edge of the cone only. Or you can secure with toothpicks going through the the back and into the base. You can also add a yellow diamond shaped emblem to the front of the cone with your boy's names on each figure.

To complete the centerpiece tie the blue and gold ribbon at the top with your pack number or den number on a little yellow card at the top of the ring.

Candle holders can be made the same way. Contact a clothing manufacturer and ask for the ends of the large thread spools. These are usually metal and have a center circle which is perfect for holding your candles. The florist's clay will hold the candle in place, and the newspaper, macaroni and gold paint do well. You can surround the candle with macaroni and paint it carefully so that you don't paint the candle as well. Then add one cub scout figure to each candle and let them take one home.

See next page for diagram

FEBRUARY - BLUE AND GOLD

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Glue newspaper strips around the styrofoam ring and rectangle base. The macaroni will not stick to the styrofoam without it. Glue on macaroni - using as many different shapes as possible and covering most as much of the newspaper as you can. Let dry. Spray with gold spray paint. Let it dry. Attach ring to base using wire brads and securing it with florists clay. Make it sturdy. Stick in birthday numeral candles but make sure they are high enough off the base so they can be seen readily when center-piece is finished. Now you can decorate around the candles either by using fresh flowers, artificial flowers, ribbons, bows, or a combination of all. You probably won't have a lot of space to use up because you don't want to overwhelm the candles. Our age is the main idea of the canterpiece.

To make little cub scouts to go around the candle just use blue construction paper and form small cones. Using the little pompoms from the fringed-ball trim in fabric stores, use one ball for each cone to form the head. Add eyes (you can buy tiny little eyes in craft and dime stores) using glue and a little red sequin will work for a mouth and a ping one for a nose. After the face is completed the way you want it, glue it to blue cone.. Cut out a smaller, flatter cone with small brim for hat and glue it onto top of head. Glue the entire figure to the florist's clay on the center-piece base by gluing the edge of the cone only. Or you can secure with toothpicks going through the the back and into the base. You can also add a yellow diamond shaped emblem to the front of the cone with your boy's names on each figure.

To complete the centerpiece tie the blue and gold ribbon at the top with your pack number or den number on a little yellow card at the top of the ring.

Candle holders can be made the same way. Contact a clothing manufacturer and ask for theends of the large thread spools. These are usually metal and have a center circle which is perfect for holding your candles. The florist's clay will hold the candle in place, and the newspaper, macaroni and gold paint do well. You can surround the candle with macaroni and paint it carefully so that you don't paint the candle as well. Then add one cub scout fibure to each candle and let them take one home.

See next page for diagram

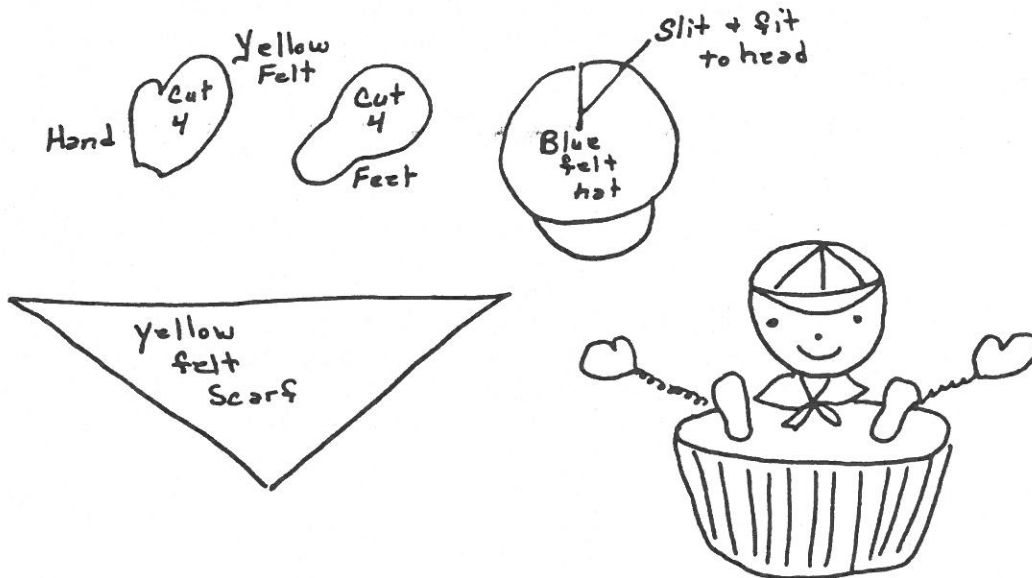
PATTERN FOR BANQUET CENTERPIECE



CUP CAKE FAVOR

Materials: Styrofoam ball - Blue pipe cleaners - Scraps of blue and gold felt - Plaster - Muffin cups and tin - Blue paint

Mold plaster in muffin cups supported by muffin tins. Add pipe cleaners for neck, arms and legs before plaster sets up. Dry thoroughly. Remove muffin cups and paint blue. Cut hands, feet, scarf and hat from scraps of felt. Glue styrofoam ball on for head and add facial features with pen. Felt scraps or construction paper. Glue on hat, feet and hands. Add scarf and favor is ready for use. Name tag may be added if desired.



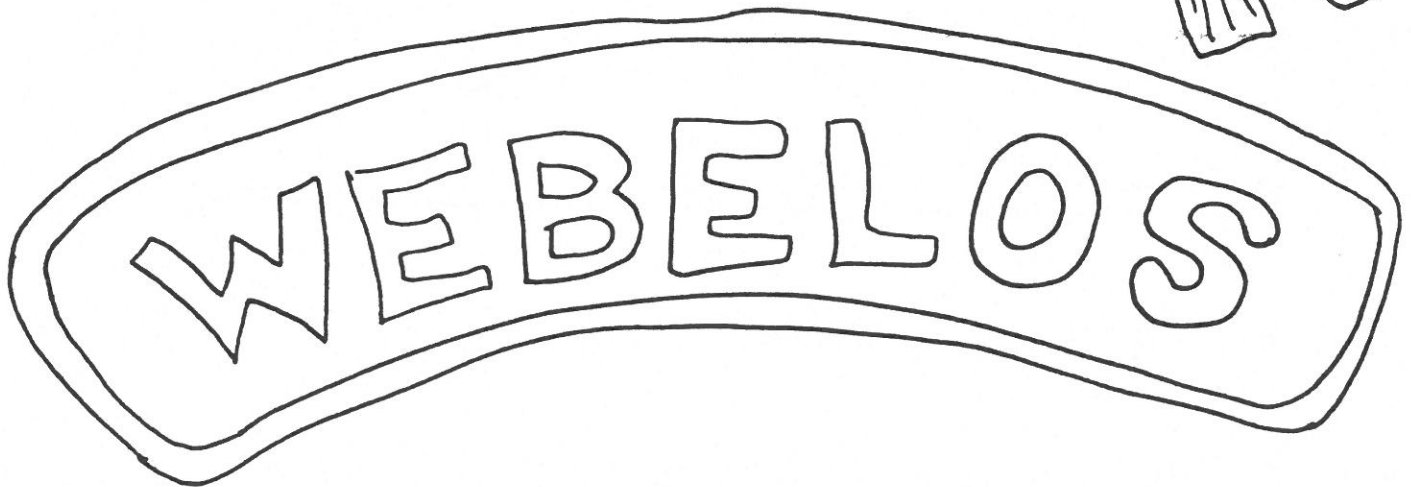
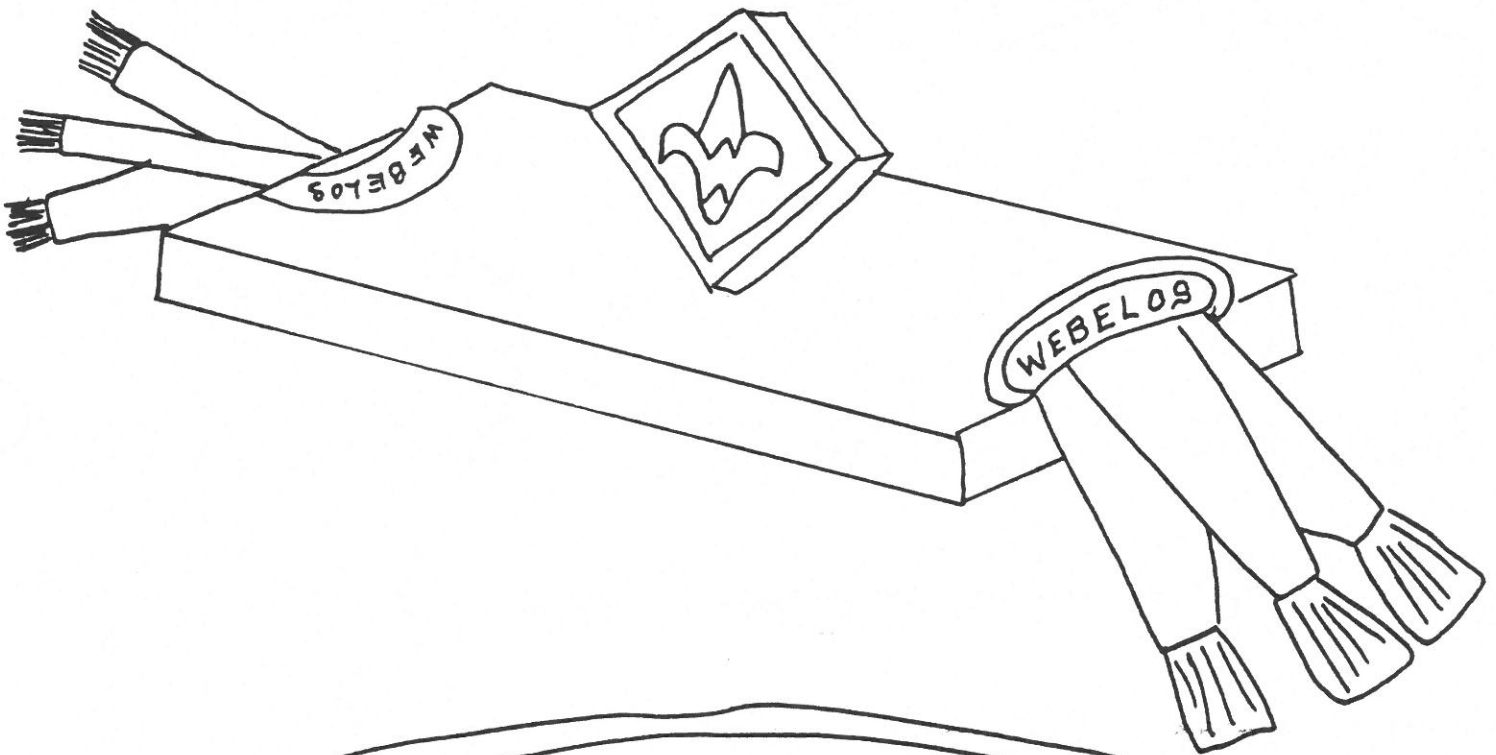
WEBELOS DEN CENTERPIECE

Cover 10" by 14" styrofoam rectangle with blue felt.

Cover 5½" styrofoam square with gold felt. Cut out blue background and insignia from felt. Glue to both sides of square. Set on corner and secure to base with toothpicks. (See next page for pattern.)

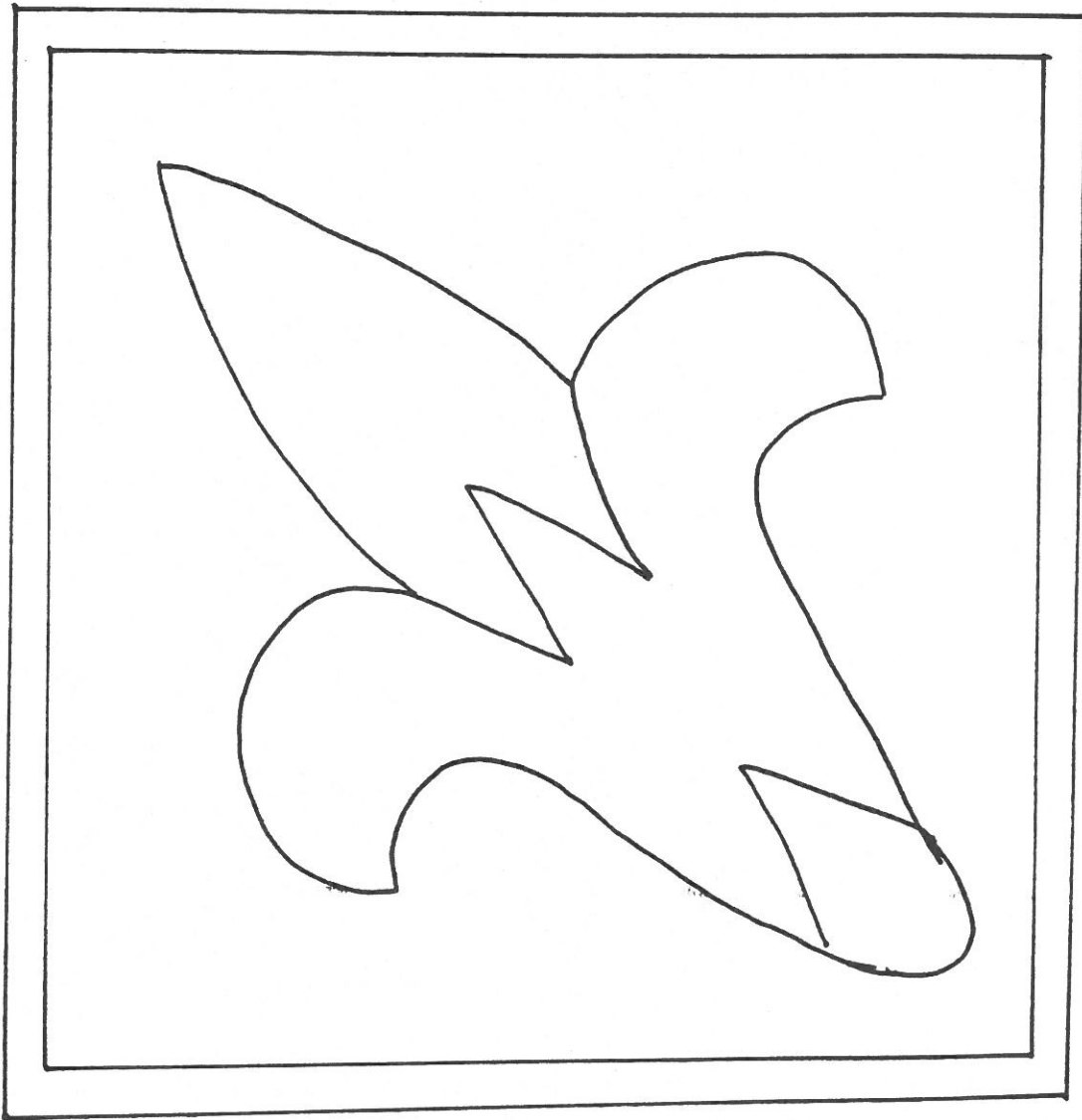
Cut outline of Webelos pin from styrofoam. Cover with blue and gold felt. Cut letters from gold felt and glue on.

Cut Tri-colors from 9" by 2½" red, green and gold felt. Fringe ends. Pin to base of centerpiece at each end. Pin "Webelos" on top.



FEBRUARY - BLUE AND GOLD

Pattern for Webelos insignia on centerpiece on preceding page.
(remember to stand on end)



(end)

MARCH - TIE UP IN KNOTS

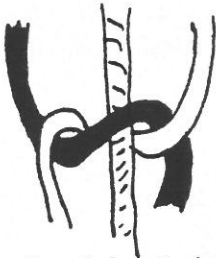
CRAFTS

MACRAME

From the time they are born, boys begin to tie knots in things. If its not the dog's tail, it's his shoe laces when mom's trying to get them off. As they get older, it's the sheets because he saw them do it in the cartoons. Well, they are at the age where it is possible to have them recognize the knots that they do tie an maybe even get them to be creative with them. With the imagination the boys have, they could probably work wonders. With boys, if there is a relationship of these knots to something they already do or maybe even a story, it makes it much easier.

For instance, when they tie their shoes, that little cross-over motion before they make their loops, is actually a half square knot. Once the boys realize they already know the knot, it takes some of the pressure off. When he does two of these, one under the other, he has a square knot. Only one little trick -- the first half square knot is made normal and the second is made as if backwards to the first. Check the drawing for further instructions.

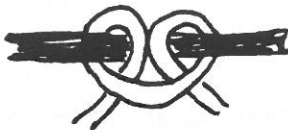
Half Square Knot



Square Knot



An overhand knot is probably the easiest for the boys to do. If any of them have ever got a knot in their shoe laces, etc., that's what they've been doing.



The lark's head is used mostly to connect jute to a piece of wood, metal, or whatever.

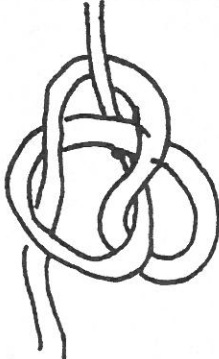
The clove hitch is a good knot for connecting something that needs pressure to stay in place. It's also a decorative knot since it can be worked vertically or horizontally. This knot, as with others, will take some practice but its worth it.



MARCH - TIE UP IN KNOTS

MACRAME CONTINUED

Last but not least is a bowline knot. This is somewhat more difficult than the others but the boys are required to tie it for their Bear badge. To teach it, tell a little story with it. Take one end of the rope and make a small loop about 4" from the end. Now take this 4" and stick it up in the air like a tree. Turn the loop so that it resembles a hole in the ground at the bottom of the tree. Now take a hold of the other end of the rope. This is going to be a rabbit. Now, the rabbit will go up through his hole and run around the tree and then back in his hole. Tighten this all up and there it is. It may sound a little silly, but it sure makes it easier to get.



When working on any macrame project, it is much easier to mount your project on a board with pins. Cardboard and hat pins or hair pins work nicely. The board from inside a bolt of cloth is really handy if possible to obtain.

A final few words - macrame can be fun and sometimes profitable. It's something the boys can use the rest of their lives.

Special Note: On invented patterns without a guide to length of cord required, plan to use 3 times the length of cord to the length of the finished work.

TIE SLIDE

- 1 - ½" dowel (small piece)
- 1½-ft. piece of cord, jute yarn, etc.
- Scissors

Take the cord and wrap around dowel. Tie 3 square knots, then go back around dowel and tie another knot. (Let them choose this knot. It doesn't make any difference as long as it stays tied.)

Slip this off the dowel and right onto the tie.



OJOS DE DIOS (EYES OF GOD)

The symbolism of God's Eyes goes back many thousands of years and was found in many cultures. They first became popular with the Huichal Indians of Mexico. They made the God's Eyes as a symbol to protect their home from evil spirits. The God's Eye is now used widely in the southwestern United States as a decoration.

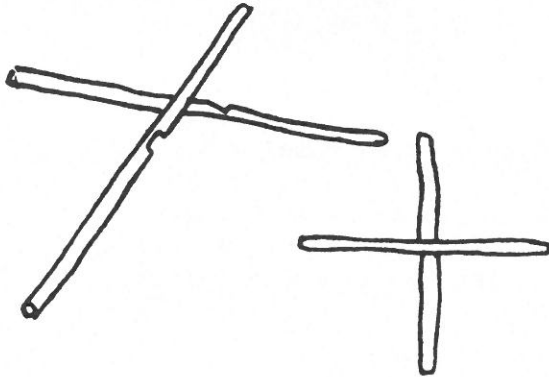
The Ojos can be made in various sizes, from toothpick frames to be used as Christmas tree ornaments to huge wall decorations. The colors used in the Ojos have a special significance:

- White - Unknown life before birth
- Yellow - Sun, moon, stars
- Black - Death
- Green - Vegetation
- Red - Life itself
- Blue - Sky and water
- Brown - Soil

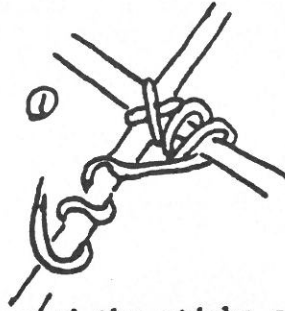
MARCH - TIE UP IN KNOTS

General instructions for God's Eye

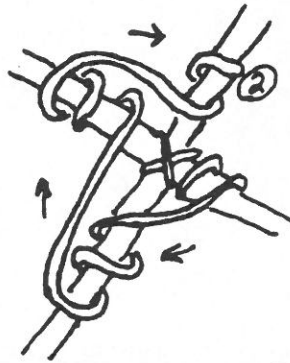
To form the eye or center: Two round sticks are needed to form the skeleton. Use toothpicks for tiny Ojos or dowels for larger Ojos. Flat sticks can also be used to create a different look. The round sticks should be notched in the middle and glued together to form a cross.



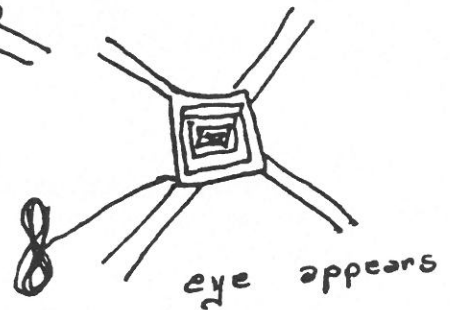
Wrap yarn around the sticks as shown in Fig 1. Holding the skeleton in the left hand, wrap yarn over and around each stick (completely encircling the stick). This is the basic wrap. See figure 2. Work clockwise if right handed. Continue wrapping in this manner until the desired center size is reached, making sure that the yarn is laid next to the previous row and not overlapping.



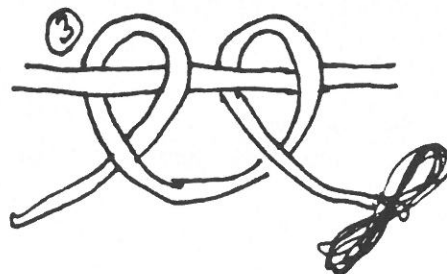
The flat wrap: This is what is used to make the center. It is done by wrapping over and around each stick, wrapping clockwise. It can be used anywhere else in the design of your Ojo.



The back wrap or recess wrap: This gives the Ojo a 3 dimensional look. It is done by wrapping behind the stick. Turn Ojo over and work on backside wrapping in same manner as front wrap. Since part of this back wrap will be covered by the front wrap, make it a little wider than desired to be visible from the front side.



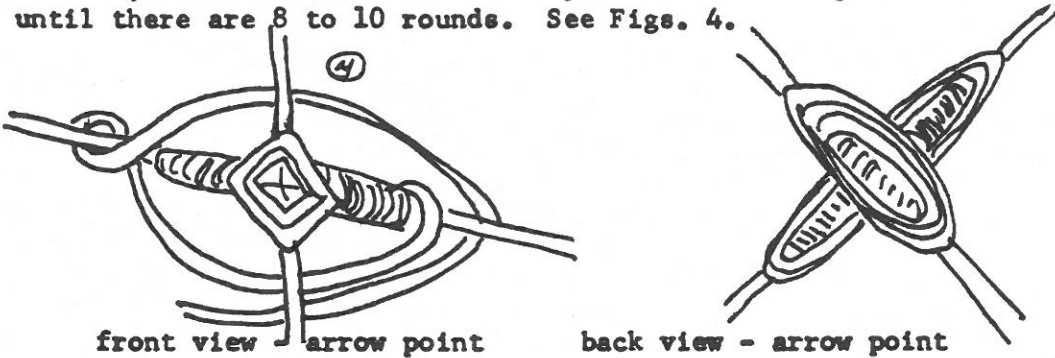
Changing colors: To change colors, simply clove hitch (see Fig.3) and cut the yarn, leaving about 1/4" to be concealed and held by following wraps. Always start a new color on a different arm from the one just wrapped. Begin the new color with a clove hitch also. White glue can be used to secure ends if necessary.



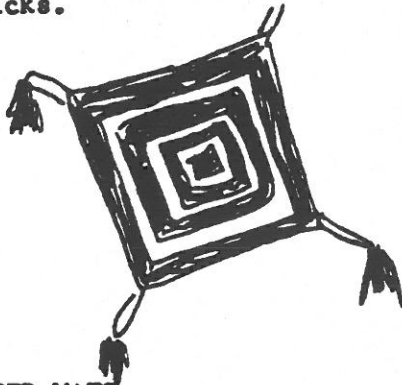
clove hitch

OJOS DE DIOS CONTINUED

Arrow points: Wrap one stick at a time (opposite ends of the same stick). Attach the yarn and wrap around stick 1; bring the yarn across stick 1 and behind stick 2. Do not cross yarn behind sticks. Wrap up and around stick 2, behind stick 4 and back up to stick 1. Repeat in this manner until there are 8 to 10 rounds. See Figs. 4.



An Ojo made with a popsicle stick base is a good size for Cub Scouts to begin with. When making mini Ojos with toothpicks, it is best to use crochet thread rather than yarn. The yarn is too bulky for the toothpicks.



add yarn tassels if desired

NEWSPAPER MATS

To begin the mat, use either the half sheet or cut the full sheets in half lengthwise.

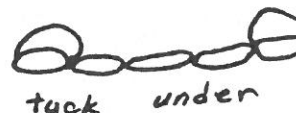
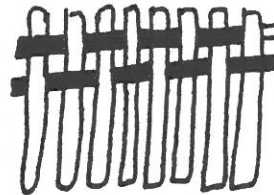
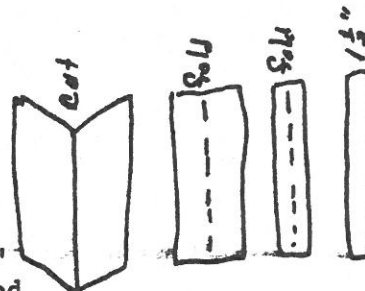
Start at one end of the half sheet and fold in half lengthwise. Fold in half two more times (lengthwise) until it's about 1 1/2" to 2" wide. Place this strip to the side and make fifteen more just like it. (16 in all)

Take eight of the sixteen strips and lay them down side by side.

Now take a strip and weave in and out of the eight already laid out.

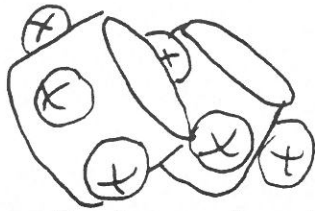
Weave the rest of the strips in the same way except alternate the beginning move by either going under or over. Keep pushing it all together so its tight.

There should be about 3 1/2" extra on all sides. Wrap these around the paper on top of it and tuck under. Turn the mat over to do half of the tucks, tightening along the way.



WRIST RINGERS

Make a 2" wide oilcloth or felt wrist band for each wrist. Sew on jingle bells.

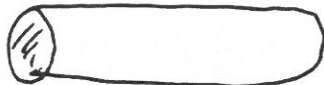
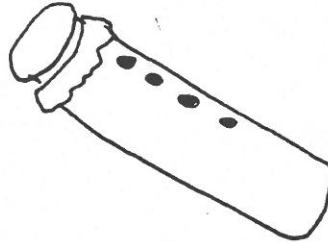


TOOTER

Use 8" length of a cardboard roll.

Cover one end with tissue paper, secured with a rubber band.

Punch holes in tube. Hold fingers over different holes and blow in open end.



RATTLER

Cut 8" length of cardboard roll.

Fill with beans, corn, etc. Cut two cardboard circles slightly larger than roll. Cut slits around edges and tape to ends.

Paint or cover with paper.

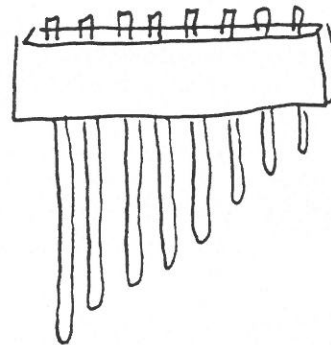


SODA STRAW PIPE ORGAN

Cut a strip of corrugated cardboard (with large corrugations) 8" long and 1 1/2" wide.

Cut 8 straws into the following lengths - one of each length:

- | | |
|--------|--------|
| 8 1/2" | 6" |
| 7 3/4" | 5 1/2" |
| 7" | 4 1/2" |
| 6 3/4" | 4 1/4" |



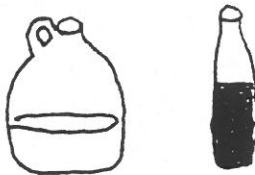
Push the straws between the corrugations of the cardboard, beginning about 1 1/2" from one end and leaving four empty corrugations between each straw.

The shorter the vibrations, the higher the pitch.

WHISTLES

Whistles in all tones can be obtained by blowing across the mouth of narrow bottles and jugs.

To adjust pitch, fill with varying amounts of water.



DON'T STOP with these instruments. Look around your home and see what other sounds you can make. Clap two jar lids together for castanets; or turn two buckets upside down and beat with your hands for bongo drums. Almost anything that makes a sound can be used .. bicycle horns, sirens, bird calls, whistles, etc. Don't forget the boys who take music lessons... they should be able to get some real tunes out of these instruments.

MUSICAL INSTRUMENTS

NAIL CHIMES

You will need: string - a small stick - 4 large nails of different sizes - a dull knife

Tie the string around the heads of the nails. Tie the other ends of the string around the stick, about 1 inch apart. Have the string no longer than 6 inches. Hold the stick in one hand, the nails dangling, and strike the nails lightly with the dull knife. They will give you a bell-like sound.

XYLOPHONE

You will need: seven pop bottles - water - food coloring - tape

Pour the water into the bottles at varying depths until you have a musical scale. When you have the scale, mark the water level on each bottle with the tape, so that you don't have to re-tune every time that you get out of the instrument. The food coloring is added to the water to help you see the depths better and to help you remember which level is which note.

FLUTE

You will need: a mailing tube or any cardboard roll - wax paper - paste - pair of scissors - crayons

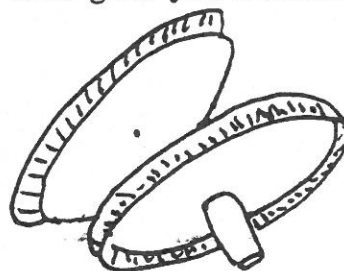
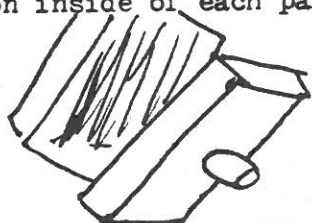
Cover the top of the mailing tube with a piece of wax paper glued or pasted over the opening. Decorate the tube with crayons. With a pencil or any other pointed article, punch holes down one side of the tube from the top to the bottom, making the holes less than one inch apart. Sing or hum into the tube at the wax paper end. Experiment by covering one hole at a time, or two or more holes, to get different sounds. Try singing into the opposite end of the tube, too; to see what sounds you get. Flutes of different lengths will give you different sounds.

MUSIC MAKERS

CYMBALS

Use two foil pie pans or aluminum ones (if they are available).

Nail on a 4" length of broom handle on inside of each pan.

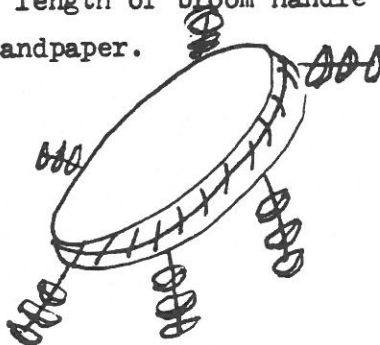


SHUFFLE BLOCKS

Cut two pieces of wood 5"x2"x4".

Nail a 4" length of broom handle to each.

Glue on sandpaper.



BOTTLE CAP TAMBOURINE

Lace 4 paper plates together with yarn.

Punch holes in bottle caps and string them to the plates.

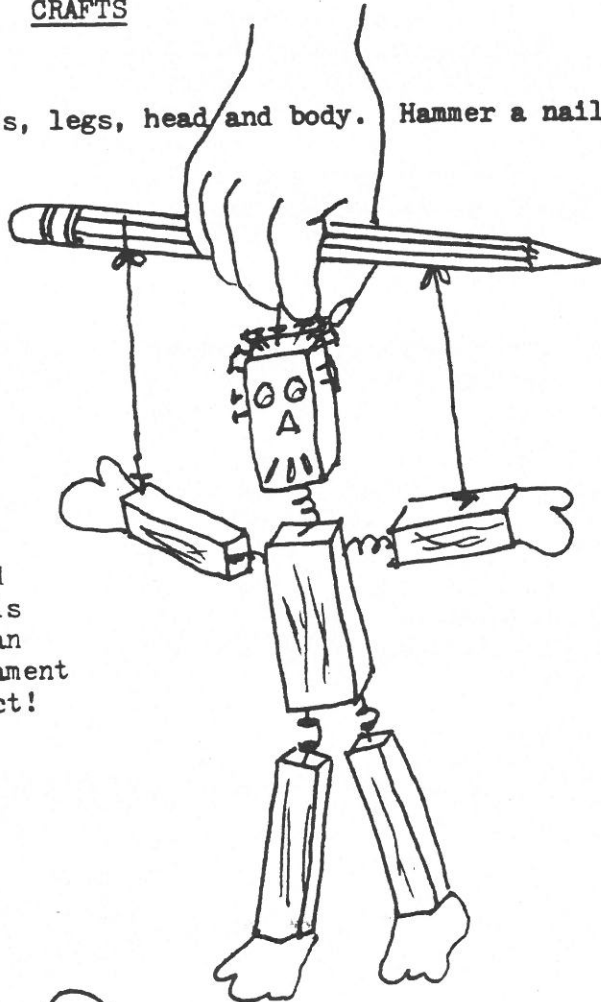
SHOW BIZ TRAVELER

One cub is chosen to be first. He says "I'm going to Hollywood to become a star. I'll travel by: _____." (There the cub pantomimes a form of transportation.) The other players try to guess what transportation is used. The first one to guess correctly may then have a turn. (Examples: helicopter, dogsled, chariot, jet plane, rickshaw, train, camel, horse, car, boat, etc.)

CRAFTS

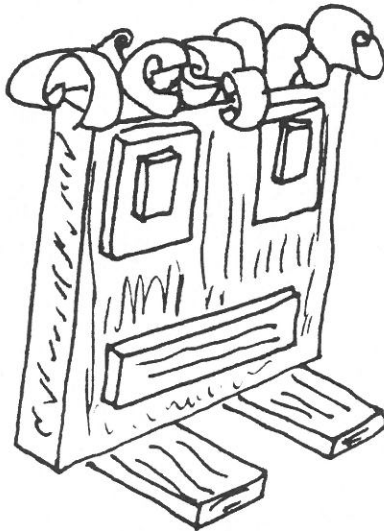
WOODEN ROBOT PUPPET

Use wood scraps to make arms, legs, head and body. Hammer a nail in each piece to be connected. Tie one end of a piece of string around one nail head and the other end of the string around the nail head of the piece it's to be connected to. Hammer nails into tops of head and arms. With string connect nail heads to a pencil.



MR. BLOCKHEAD

Nail or glue pieces of wood together. Add trim of wood curls and sawdust clay. You'll have an unusual paperweight or desk ornament when you've finished this project!

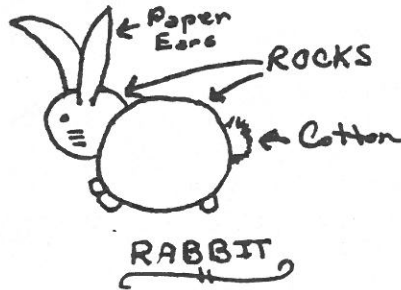


ROCK CREATURES

Smooth, flat stones can be obtained at beach and river areas. Dirt and foreign matter should be removed by washing rocks in detergent. Be sure they are completely dry before you begin to decorate them.

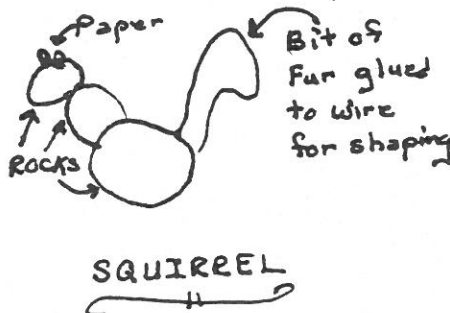
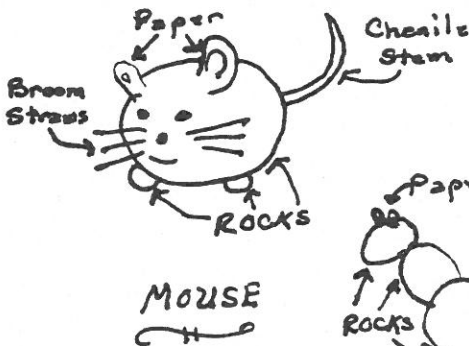
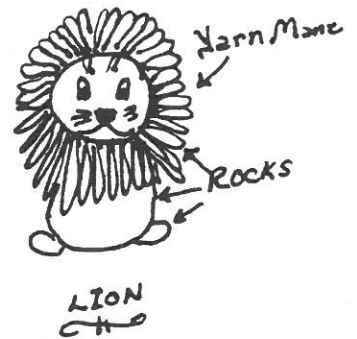
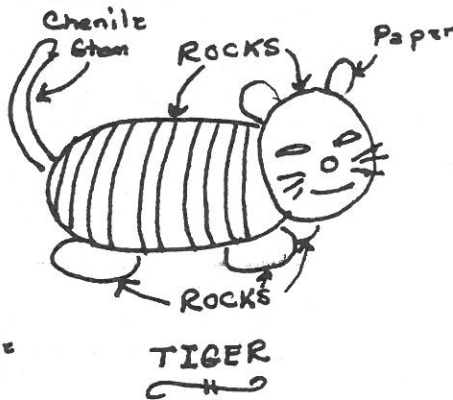
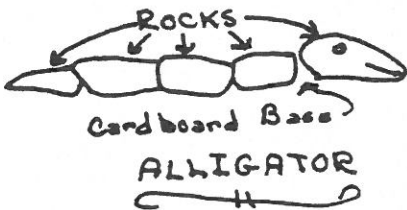
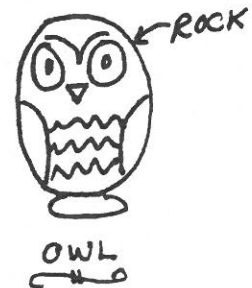
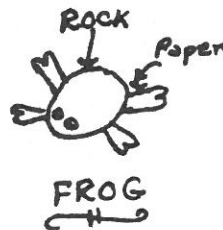
Use acrylic paints. It is best to paint rocks before assembly, if rocks are to be different colors. If the entire figure is one color, the rocks may be glued together first, then painted.

Use contact cement to glue rocks together. It helps to saturate a small piece of cotton with glue and place between rough edged rocks. They will adhere better if you do this. After pieces are glued together it's a good idea to run a "collar" of white glue or household cement around all joints to make a firm lasting bond.



Use your imagination in adding features, such as yarn for lion's mane, broomstraws for whiskers, chenille stems for tails, etc.

Don't try to "plan" these rock creatures. Let the boys find some of the rocks on their own...you furnish some extras. Then provide paint, glue, and an assortment of "extras". Let each boy use his imagination to create his own animal.



OR FOR AN EVEN NIFTIER IDEA - WHY NOT HAVE THE BOYS MAKE THE MEMBERS OF THEIR FAMILIES OUT OF ROCKS!

MAY THEME "GENIUS NIGHT"

GENIUS KITS

At the April pack meeting give each Cub Scout a "Genius Kit." This kit is a large bag containing scrap items for the boy and his parents to use in creating something. Each bag should have the same items in it. On each kit must be stapled a list of rules to follow. Here are suggestions for items to be included in the kit. Ten items are about right.

Popsicle sticks	Bottle caps	Yarn
Match sticks	Tooth picks	String
Material scraps	Paper towel rolls	Felt
Coat hangers	Egg cartons	Tacks
Tin cans	Pipe cleaners	Nails
Margarine bowls	Plastic lids	Screws
Pop can rings	Spools	Washers

You may wish to include the paper bag as one of the items to be used.

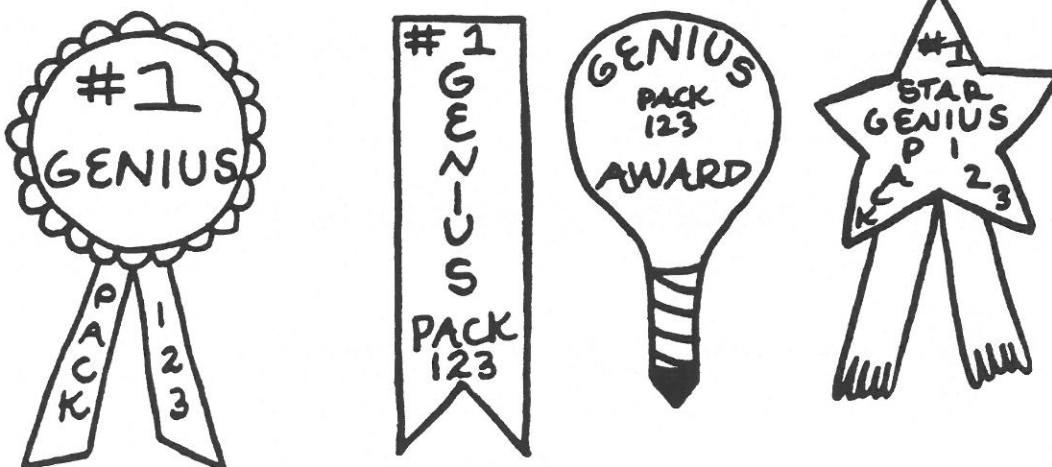
RULES:

1. Use only the materials in your kit. You may cut the materials and use it any way you wish.
2. Use the materials any way you wish.
3. Use any tools you want, including glue, tape and paint.
4. Bring your finished Genius project to the May pack meeting.

These finished projects may be judged and awards given. You may wish to judge in several categories such as most creative, best use of materials, most useful, neatness, most interesting, best "what the heck it is", etc. Each boy who brings a genius creation should receive a ribbon or certificate for participating. This will be a very fun time!

RIBBONS AND CERTIFICATES FOR PARTICIPATION

Make these from construction paper, ribbon, or other material. It is important that each boy receive something for his participation in creating a Genius Project.

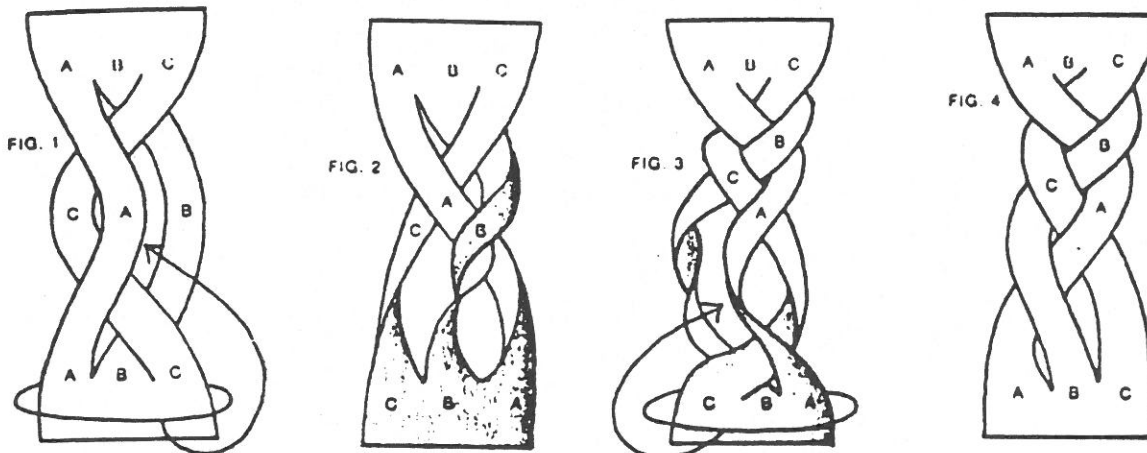


MAY THEME "GENIUS NIGHT"

GENIUS NECKERCHIEF SLIDE

Cut a piece of leather $4\frac{1}{2}$ " long and $1\frac{1}{2}$ " wide. Divide evenly into three strips as shown. Be careful not to cut all the way thru or you will have three pieces. Label end with A B C as shown. Follow the directions under the illustrations. Untwist the slide so it is right side out. Staple or glue ends together to form a circle.

CUT THE LEATHER into three equal strips, then place strip C over B and under A. Pull the end between strips B and A. DISREGARDING TANGLE at bottom of leather, place strip B over A and under C, then pull the end between strips B and A.



Cub Scout Genius

This certificate is awarded to:

who became a Genius

The _____ Day of _____ 19____

Genius Master

MAY THEME "GENIUS NIGHT"

BRIGHT IDEA SLIDE (This is the slide mentioned in the opening ceremony)

SUPPLIES NEEDED:

Square piece of solid styrofoam
Luminus paint - also silver or gold paint
A sharpened pencil without lead point
A butter or table knife

HOW TO MAKE:

1. Push pencil through middle of block to make a starter slide hole.
2. Turn butter knife inside starter hole until the right size hole is formed.
3. Using the luminus paint, draw a light bulb onto the front of the slide.
4. Finish the bottom of the light bulb, using the gold or silver paint.

These luminus slides will glow in the dark. They will be effective if used in a darkened pack meeting room. See opening ceremony in the ceremony section of this book.

NOTE: Webelos may wish to make this slide out of a wooden block. Have the boys hand drill the starting hole, then whittle out until the right size. They may also want to carve in the light bulb on the slide front. This can then be painted with the luminus paint and finished with the gold or silver for the bottom of the light bulb. Rest of the slide looks better when stained instead of painted. Do the staining first. Do not get any stain on the light bulb.

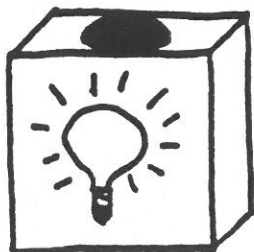
GENIUS AWARD

Need one light bulb per award.

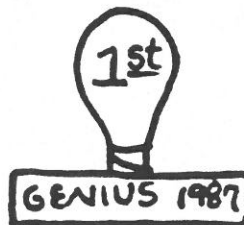
AWARD #1. Fasten the back of the light bulb onto a plaque. On the plaque print "GENIUS AWARD" DEN (OR PACK)# _____ AND THE YEAR. On the light bulb print the placement of the award..

AWARD #2: Fasten a light bulb base to a block of wood (drill out hole and glue in place) print appropriate saying on wood and/or bulb.

AWARD #3: Glue a piece of poster board edge to the back of the light bulb. Punch a hole in the poster board and hang cord from it for wearing around the neck. Print appropriate saying on the board.



SLIDE



JUNE - COME AND GET IT

BOX OVEN

MATERIALS NEEDED:

1 box 16" x 12" - 12" deep with fold top (beer case is ideal)

1 box of heavy duty aluminum foil

4 empty pop cans

charcoal

Cut 2" down the box so that the cover slides over the bottom. Line the box both top and bottom with 4 layers of aluminum foil, cut a door about 3" x 4" in the lower side of the box.

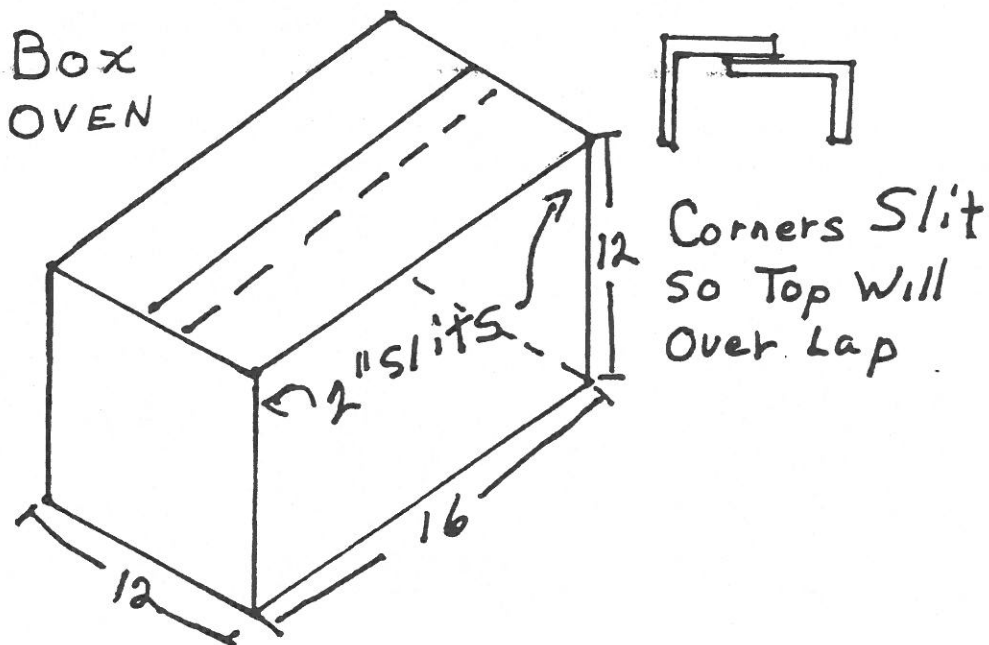
You can bake anything in this box that you can in your oven.

Prepare the charcoal outside of the box. One coal will make 50 degrees in this size box. When the charcoal is hot and gray add to the bottom of the box. For 350 degrees use eight coals. If your box is larger use more coals.

An example of using the oven is to prepare a cake mix and put it in a 9" x 13" pan. Place the pop cans in the bottom of the oven to support the cake, cover and cook according to the instructions. Keep the door open for ventilation.

TIN CAN OVEN

Here is an idea for roasting those marshmallows into a golden brown. Cut both ends out of a large tin can. Then place the can on the fire so that the flames burn up around the sides of the tin can. Put your marshmallows on a long stick or skewer and toast them inside the tin can.



JUNE- COME AND GET IT

HOBO STOVE

The tin can stove is not only one of the most pleasure - giving and innovative outdoor cooking methods but is also an excellent item to have in the home for emergencies. Heat is conducted to the top of a specially prepared gallon can where it can be used for frying, boiling. The tin can stove is best used to prepare food for only one or two people because of the limited amount of space.

The two sources of heat that may be used for the tin can stove are 1 - wood fire built under the can and 2 - a buddy burner; a tuna (or a can similar in shape) filled with rolled corrugated cardboard filled with parafin wax.

BUDDY BURNER

To make the burner, cut corrugated cardboard (across the corrugation so that its holes show) into strips which are the same width as the height of the tuna can. Roll the cardboard and place it in the can, then pour the melted wax over the cardboard. Heat the wax in a double boiler or in a coffee can inside a pan of water because if it is overheated it will burst into flames. (Proper adult supervision must be used to melt wax.)

The cardboard in the buddy burner serves as a wick, and the wax serves as a candle to provide the heat for the stove. A small wick can be placed in the corrugated cardboard for fast and easy lighting. It is also helpful to turn the can on its side so that the flame can spread across the cardboard more easily. Filled with wax, it will burn for 1½ to 2 hours. To lengthen the time of the buddy burner's use place a chunk of wax on top of the corrugation while it is burning. The burner can be used for an indefinite period of time if it is replenished with wax, lengthening the life of the cardboard.

STOVE

First, cut out one end of the #10 can. Then cut a door about three inches high and four inches wide on a side of the can at the open end, leaving the top of the door open. If you have it, slide the cut-out lid into the can, settling it firmly against the closed end. The following procedure will hold it there permanently and the double thickness of metal will conduct the heat more efficiently. (The stove will function without using the extra metal lid mentioned previously). At the top of the stove (the closed end of the can) punch four or five smoke holes around the side using a metal "church key". The metal from the holes will hold on the top lid in place. Our stove is now complete. You may cook on the top of the can or cover it with heavy duty aluminum foil if it is available.

HOBO STOVE (continued)

DAMPER

Make a damper out of a tin can cover or aluminum foil. The lid should be slightly smaller than the diameter of the buddy burner so that it will not snuff out the fire, but will help you control the flame.

TO USE THE STOVE

Light the buddy burner and place it under the can. Place the damper if needed over the buddy burner to create only the desired amount of heat. The stove is ready in seconds.

Buddy Burner



With the hobo stove and buddy burner you can make anything you can do in a frying pan. Make a contest out of who can fix their hamburger. If they drop it they must eat it anyway - that saves the careless accidents.

TOASTER

A simple toaster can be made by lacing wire from side to side near the top edge of a shallow can. Place over a bed of hot coals, or a buddy burner.

JUNE - COME AND GET IT

RECIPIES FOR FUN WITH CUB SCOUTS

Ants on a Toilet Seat

Core an apple and slice it with the hole in the middle, spread peanut butter on apple slice and place raisins on the top.

Bannana Boats

Take a bannana and peel one part of skin back. Spoon out a bit of bannana fill with miniture marshmallows and raisins, fold the skin back on and place in foil and heat over coals until marshmallows melt . Serve when cool enough to eat.

CAKE IN A CONE

Mix cake batter according to directions on cake mix. Fill an ice cream cone 2/3 full and bake in oven until done, frost.

PUDDING IN A CONE

Mix pudding according to package directions and fill ice cream cone with the pudding. Great for eating outdoors.

PLASTIC BAG BREAKFAST

Place a coffee can on coals or wood fire. Fill can 2/3 full of water. Break an egg into a zip lock bag and place bag in boiling water until the egg is cooked.

ORANGE, EGG AND MUFFIN BREAKFAST

Cut an orange in half and remove the fruit from the skin. Break an egg into one half and fill the other half with muffin batter. Place each half in foil large enough to bring to the top and twist. Cook in hot coals for 15 to 20 minutes.

STICK S'MORES

Make slits in a marshmallow and push chocolate chips into them. Roast over fire and put between graham crackers.

WACKY CAKE IN DUTCH OVEN

Mix the following dry ingredients in a zip lock bag

3 cups flour
2 teaspoons soda
2 cups sugar
1 teaspoon salt
6 tablespoons cocoa

Mix the following liquid ingredients in a pint jar or container

2 tablespoons vinegar
2 teaspoons vanilla
3 cups oil

If your plastic bag is heavy you can add the liquid ingredients to it and hand mix by squeezing. If not combine the dry ingredients in a cake pan and mix well. Make three wells in the dry ingredients and add the well mixed liquids. Blend with a spoon until moist. Bake in foil lined dutch oven for 20 to 40 minutes. When the cake is done remove it from the oven and sprinkle it immediately with 1-2 cups minature marshmallows and 1/2-1 cup milk chocolate chips.

JUNE - COME AND GET IT

MORE RECIPES FOR FUN WITH CUB SCOUTS

BISKETS ON A STICK

Mix 2 cups bisquick and 1 cup water to form a dough. Twist dough around stick, do not have it too thick. Heat over fire until done.

TIN FOIL DINNERS

Place the following ingredients on a large piece of heavy foil. A hamburger patty, sliced carrots and potatoes, onion, 1 tsp water, salt and pepper. Fold the foil in drug store wrap and heat over coals until done. About 30 minutes.

BREAKFAST IN A PAPER BAG

Cut a slice of bacon in half and place it in the bottom of a lunch size paper bag. Fold the top down and push a stick through the roll at the top of the bag. Hold the bag over the coals, until the bacon is cooked on one side, about 5-10 minutes. Open the bag, turn the bacon over and break the egg into the bag. Roll bag down and put back on the stick and bake an additional 5-10 minutes. Be careful you don't get too close to the coals as it will burn. When the eggs and bacon are done, roll down the sides of the sack and eat your breakfast.

BAKED APPLES

Core the center of an apple, peel 1/3 of the way down. Place one of the following in the center : red hot, brown sugar, marshmallows, sugar and cinnamon or butter and nuts or raisins. Place each apple on a square of aluminum foil and bring foil up around sides and twist the top, cook about 45-60 minutes.

HEAT LIQUID IN PAPER

When liquid is heated in a paper cup or bag the container will not burn. Because of this, water or milk can be heated in an unwaxed paper cup placed in the coals. Eggs can also be cooked in this manner. If the fire touches the top of the bag or cup where there is no liquid the paper may become dry and will scorch or burn.

BUMPS ON A LOG

Clean a stick of celery. Spread peanut butter down the middle and put raisins on top.

QUICK PIZZA

Butter half an English Muffin. Spread with canned pizza sauce, a slice of mozzarella cheese, pepperoni, green peppers, olives, or anything else you can imagine. Cook in a reflector oven or dutch oven.

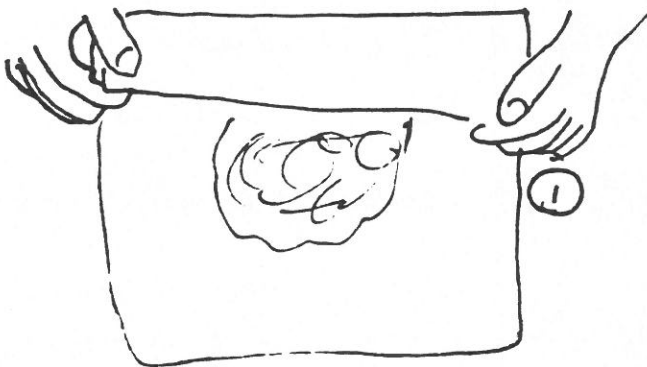
FOIL COOKING

Use two layers of light weight or one layer heavy duty aluminum foil.

Tear off sheet large enough to go around food and allow for crimping the edges. Put food on one half of the sheet. Fold over the other half. Crimp long edges in tight seal.

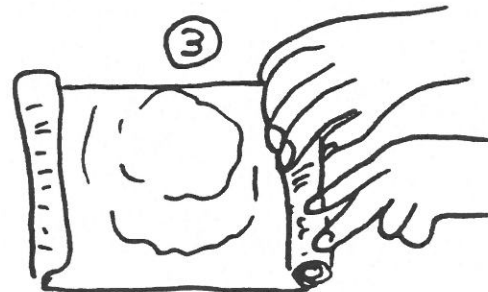
Foil cooking is one of the best ways to cook outdoor. You simply wrap the raw food in foil, place the package on hot coals, turn them a couple of times during cooking and serve directly in the foil. No dirty pans or dishes to clean up. The fire is important in foil cooking. You need a shallow bed of glowing coals which will last for the length of time required for cooking. Next in importance is the way you wrap and seal the food. Carefully follow the instructions and illustrations below. The important thing is to keep the wrapping airtight to keep the moisture in. This way cook by steam and retain all the juices.

After folding and crimping the foil crimp the two open ends with firm double crimps. Make sure package is sealed completely. Follow the timetable below for cooking. Foods that require different cooking times should be wrapped separately. Then food is done, rake the packages out of the coals. Unwrap or make a criss cross slit in the top layer of foil, open up and use the foil wrapping as your plate.



Cooking Times

Carrots	15-20 minutes
Corn ears	6-10 minutes
Potatoes, whole	45-60 minutes
Potatoes, sliced	10-15 minutes
Apples, whole	20-30 minutes
Banana, in skin	8-10 minutes
Hamburger	8-12 minutes
Beef, 1" cubes	20-30 minutes
Chicken pieces	20-30 minutes
Frankfurters	5-10 minutes
Pork Chops	30-40 minutes
Whole Fish	15-20 minutes



JULY AMERICA THE BEAUTIFUL
CRAFTS

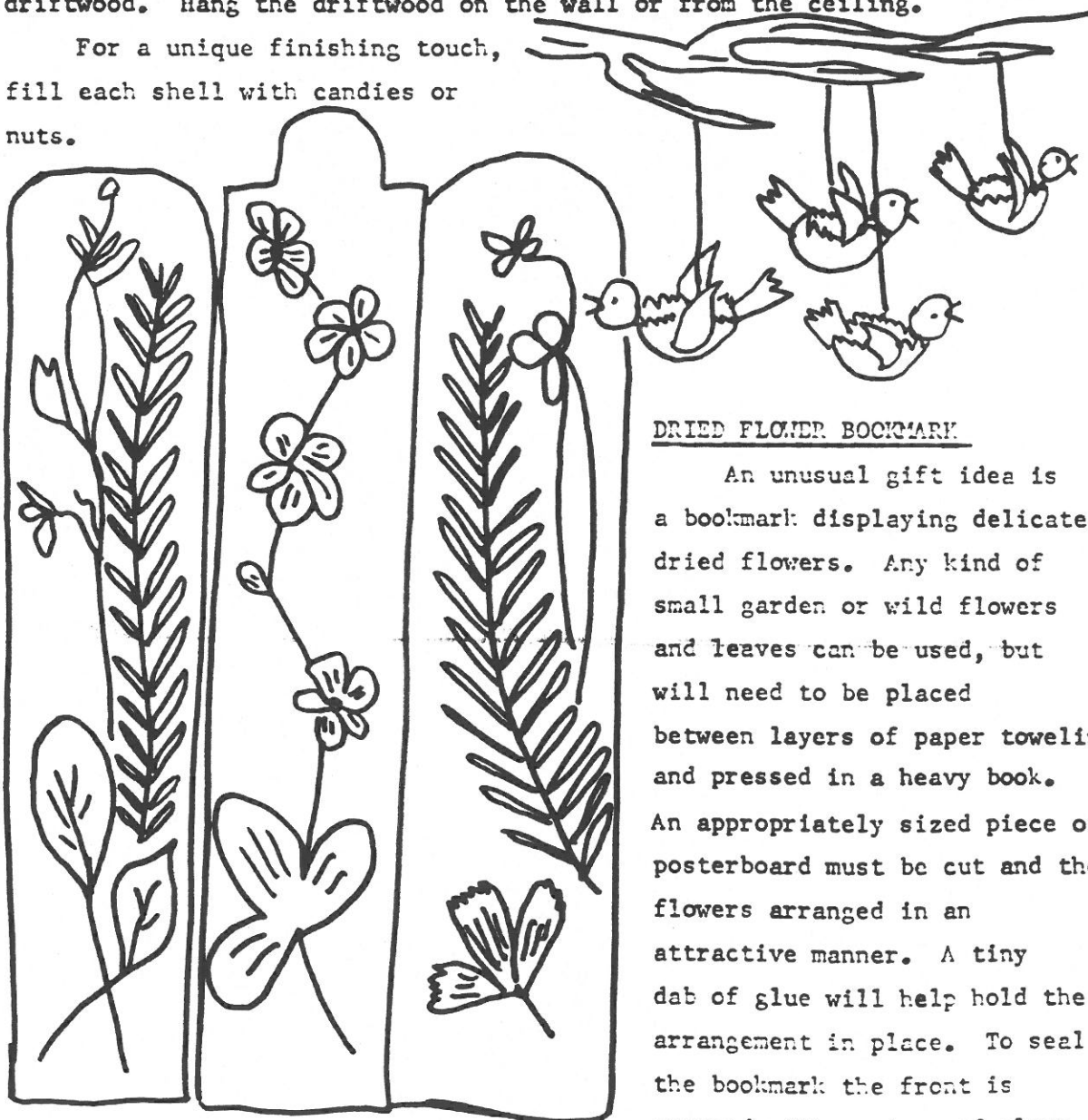
EGGSHELL BIRD MOBILE

For an eggs-traordinary hanging decoration, make this bird mobile from eggshell halves, colored heavy paper, string, scissors, glue, and a piece of driftwood.

Dye the eggshells if desired. Then, for the body of each bird, use half an eggshell, open side up. Cut out the bird's head and wings from heavy paper and glue in place on the shell. Add a string hanger.

Make several birds and hang them at various lengths from a piece of driftwood. Hang the driftwood on the wall or from the ceiling.

For a unique finishing touch, fill each shell with candies or nuts.



DRIED FLOWER BOOKMARK

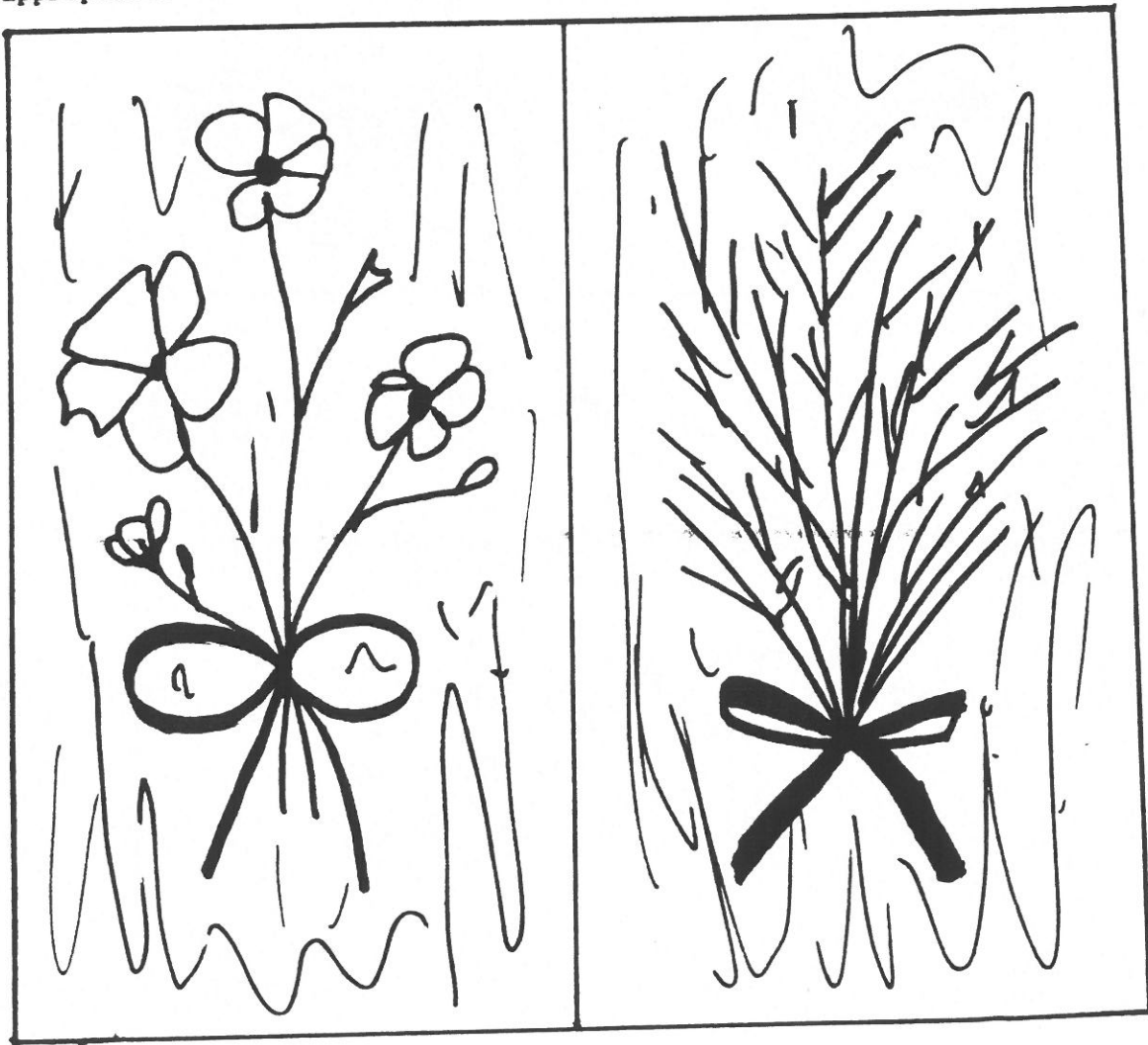
An unusual gift idea is a bookmark displaying delicate dried flowers. Any kind of small garden or wild flowers and leaves can be used, but will need to be placed between layers of paper toweling and pressed in a heavy book. An appropriately sized piece of posterboard must be cut and the flowers arranged in an attractive manner. A tiny dab of glue will help hold the arrangement in place. To seal the bookmark the front is covered with a piece of clear

contact paper, which has been cut slightly larger than the posterboard. Another layer of contact paper is applied to the back. The edges are pressed firmly around to seal. Excess contact paper is trimmed to within $\frac{1}{4}$ inch of the posterboard. A hole is punched near the upper edge and a length of colored yarn is added.

DRIED FLOWER WALL HANGINGS

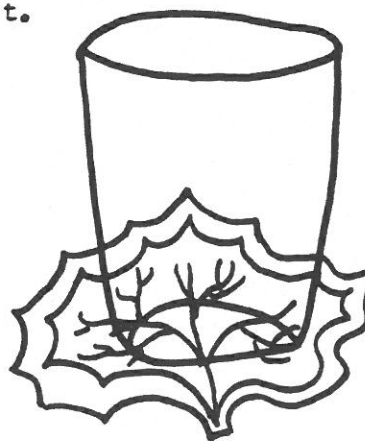
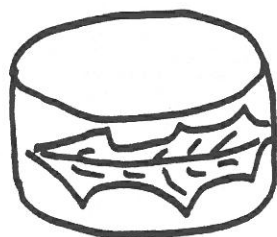
Dainty dried bouquets can be displayed on small sections of wood paneling. The bouquet is arranged, the stems tied with a bow and glued onto the wood background. A picture hanger is attached to the back.

Small dried flower arrangements make a very colorful and lasting gift. There are many little containers which could serve as a holder for the flowers. Metal or plastic boxes, spray can lids, and baskets in appropriate sizes are all possibilities.



LAMINATED LEAVES

Place a large piece of plain paper (not newspaper) on ironing board. Lay four pieces of plastic wrap, cut to the size desired, on top of the paper. Position colorful leaves on top of the paper, allowing one inch space between the leaves. Cover the leaves with four more layers of plastic wrap and top off with another piece of plain paper. Iron at low setting to melt the plastic together and around the leaves. Remove the paper and set the laminated leaves aside to cool for a few minutes. Cut or trim to size. Be sure to leave at least 1 inch between edge and leaves so the plastic will not pull apart.



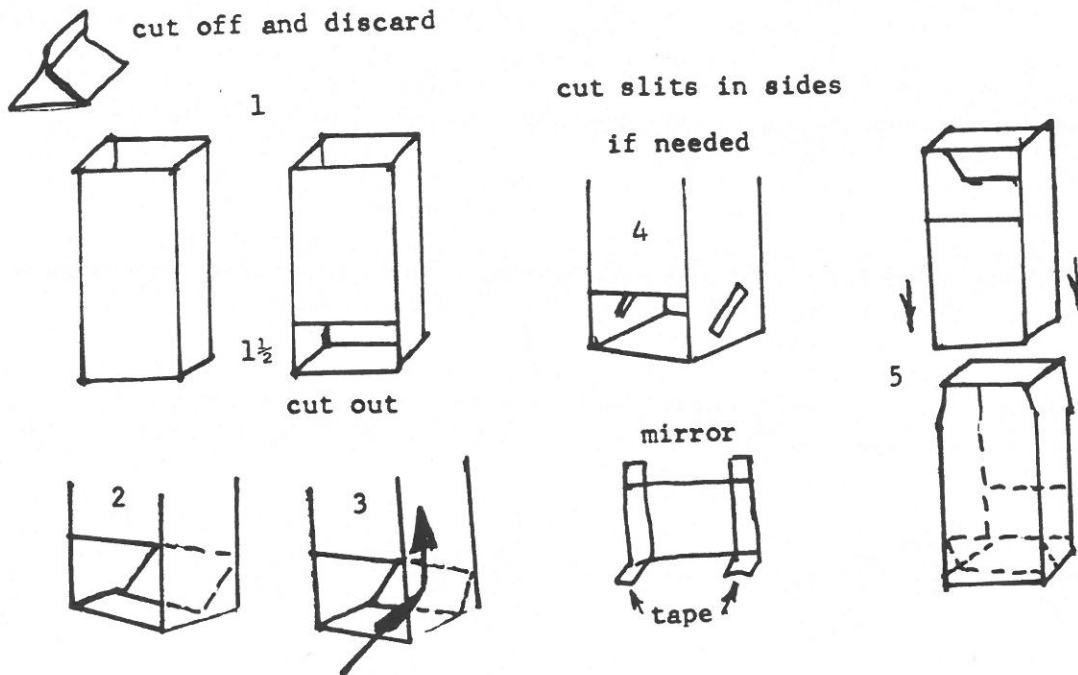
AUGUST - BACK TO NATURE

PERISCOPE

MATERIALS: two 1 quart milk cartons; scissors; tape; two 1 7/8"x 2 7/8" mirrors.

With this periscope, boys can sneak up on squirrels and get close to birds. They can hide behind a wall, tree, fence or thick bush and observe unnoticed.

- 1) Cut off top of one quart milk carton. Wash and dry carton. Cut out near the bottom as shown in fig. 1.
- 2) Tape over the back of the mirror, so if it breaks it will not shatter. Place mirror in carton as shown in fig. 2.
- 3) Adjust angle of mirror until able to see straight out the top of the carton when looking through the hole in the side. Tape mirror in place.
- 4) If the mirror is wider than the carton, cut slits in sides of carton as shown in drawing. Slide mirror through slits and tape in place.
- 5) To make the complete periscope, cut the top off the other milk carton and repeat steps 1-4. Squeeze the top of the bottom carton so the other will slide down and fit on top of it.



AUGUST --BACK TO NATURE

RECIPE FOR A FOREST

Taken from Sharing Nature with Children by Joseph Bharat Cornell

"Give each child an imaginary deed to one square mile of land. On this virgin plot he will be free to create his own dream-forest complete with as many trees, animals, mountains and rivers as he desires. Let their imaginations run wild. To encourage creativity you can give the children some suggestions: "To make the forest beautiful and radiant, you might want to add things like waterfalls and windstorms or perpetual rainbows" Have them list the ingredients of their forest, then have them draw a picture of it. For older boys end with discussing with them whether their individual forests are able to maintain themselves year after year. For instance, see if they have chosen representatives of the food cycle; plant-eater, plants, and decomposer (example: ants, mushrooms, bacteria). Don't let them forget subtle factors like soil and climate."

SAND CASTING

You'll need sand, water, shoe box or similar-size box (or you can do your casting directly in the sand on the beach if this is possible) hairpin or paper clips, stones, spoon, popsicle sticks, pencils, other small objects, plaster of paris, and a container to mix it in..

First decide on the design you want for the sand casting. Fill the box half way with moist sand. Make the mold, about $\frac{1}{2}$ " deep, using a variety of items to make shapes. Use end of pencil for center of flower. Use spoons to make fish scales. Remember impressions you make come out reversed in your finished sandcasting - holes become raised and areas left untouched are flat.

Place pebbles, shells, twigs, etc. in or around the design for added texture. Make certain object is exposed, so plaster clings to it. Next, only after casts are completed, mix the plaster of Paris until it is the consistency of pancake batter.. For color, add tempera paint. Pour the plaster about 1" over entire surface of mold. For hanger, bend heavy hairpin or paper clip. Insert ends into plaster. Let the plaster set for about $\frac{1}{2}$ hour. Then lift sand casting out of mold. With a fairly stiff brush, brush away excess sand from face of casting. The amount of sand left on the casting is up to you.

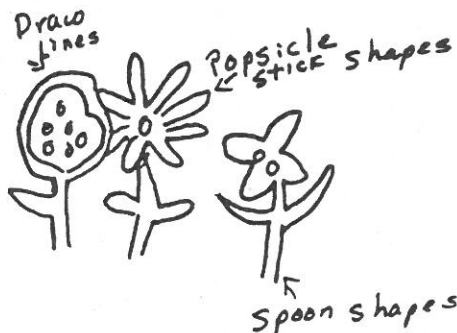


Fish outline
in the sand



Bend
hairpin

Embed in
wet plaster



AUGUST - BACK TO NATURE

ANT HOUSE

MATERIALS: Frozen juice can; Quart jar; Soil; Ants; Small nails and hammer; Black construction paper; Rubber bands; 2 small pieces of sponge; Honey; Half and half; Water.

To make the house simply place an empty frozen juice can upside down in a quart jar. Fill the space between the can and jar with a couple handfuls of earth full of ants, taken from an anthill. Close the jar with a lid in which you have made some small nail holes to let in air. Wrap a piece of black paper around the ant house. Hold the paper in place with a couple of rubber bands. Place the ant house in a cool spot for a few hours. When the black paper is removed see that the ants have been making runways and chambers in the dirt in the narrow space between the jar and the juice can.

Ants need food and water. To provide this, place two small pieces of sponge on the juice can. On one of these, drop a little water, on the other drop a mixture of half and half, honey, and water. From time to time kill a few flies and throw them into the ant house for food.

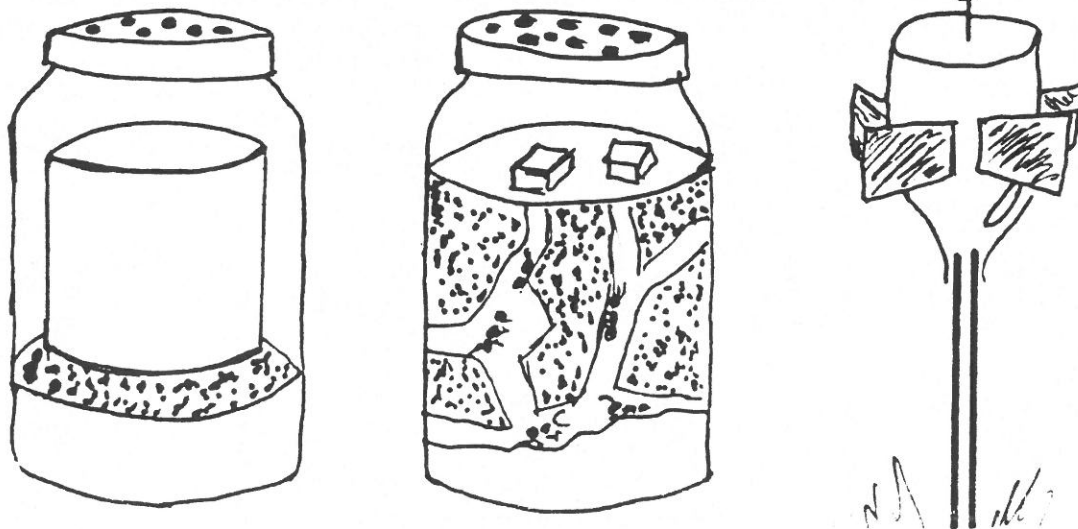
WIND SPINNER

MATERIALS: Large bleach bottle; Scissors; Hammer; Nail; Large dowel stick; Aluminum pie pans.

One source of energy is the wind and being able to use it to pump water, generate electricity, etc. Here is a wind spinner boys will enjoy making and watching.

Cut the top off a plastic bleach bottle and invert the bottle. With kitchen shears, cut slits in the sides of the bottle, as shown. Hammer a nail through the bottle and into the end of the wooden dowel. The jug should easily turn on the dowel.

Attach pieces cut from an aluminum pie plate, and insert them into the slits. Put the dowel in the ground and watch the wind at work!

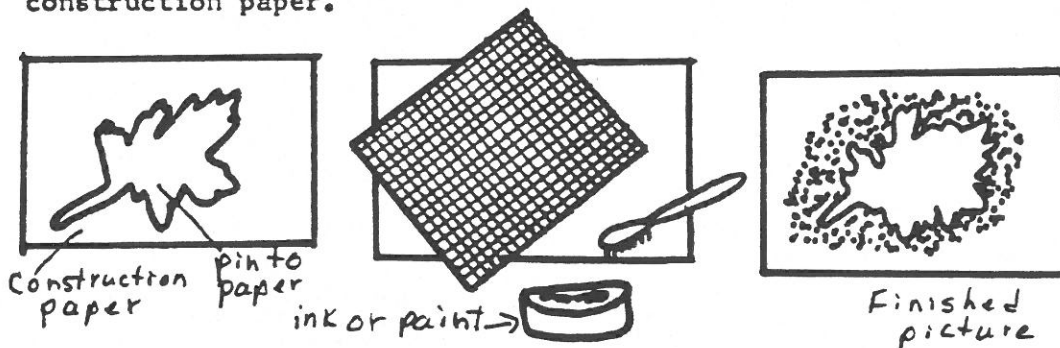


SPATTER PRINTING

Spatter printing is a craft technique enjoyed by Cub Scouts. Prints can be made of leaves or ferns collected on a nature hike. Designs can be used for booklet covers, greeting cards, wall decoartions or anything else your imagination can come up with.

MATERIALS: Object or cut-out design to be spattered; Paper for printing (heavy paper, such as construction paper, is best); Screen wire 8"x10"; Old toothbrush; Colored ink, Shoepolish, or paint.

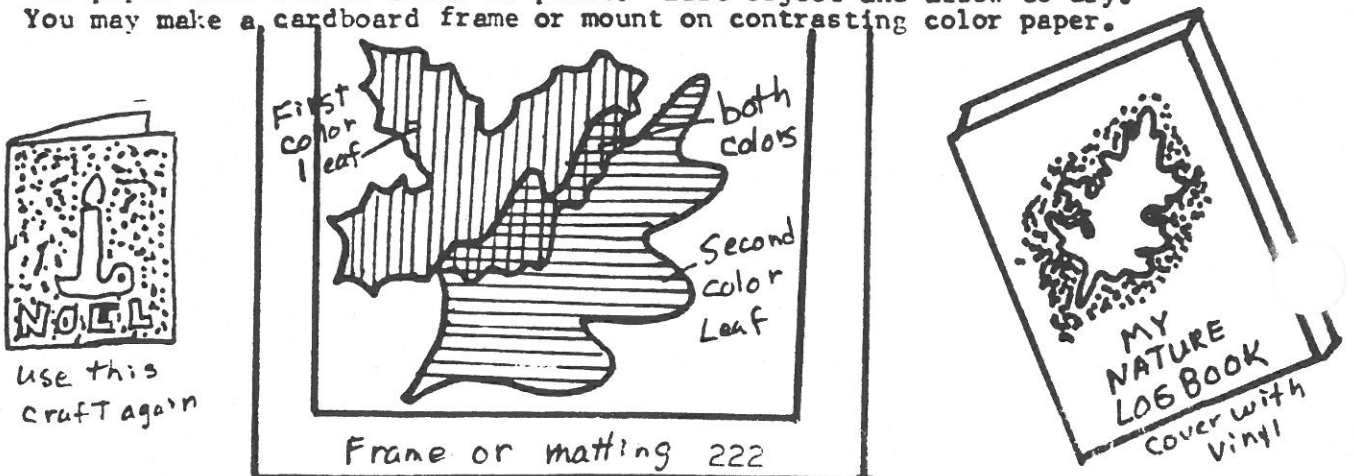
DIRECTIONS: Spread newspapers on working area for protection. Place object to be spattered (leaf, flower, cut-out design) on paper and secure with straight pins. Holding screen about 6" above the paper to be printed, brush across screen with toothbrush which has been dipped in ink or paint. Brush away from yourself. Spatter heaviest color around design. Let paint or ink dry, then remove object or cut-out from paper. The result should be an attractive print. Suggestion - Try using white shoe polish to spatter leaves on colored construction paper.



OVERLAP SPATTER PAINTING - A NEW IDEA

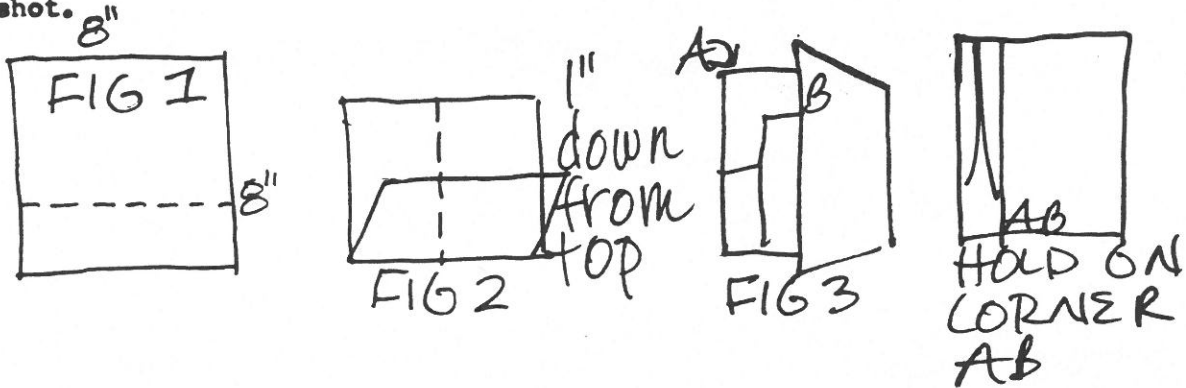
MATERIALS: Paints: Two old toothbrushes, Newspapers; Old piece of screen; Two different objects or cut-out designs; Paper

DIRECTIONS: Cover work ares with newspapers. Lay object on top of paper. Dip toothbursh into jar of one color of paint.. Hold careen over paper and rub toothbrush across until papas lightly covered with a splatter design. Lift object carefully. Wash screen until there is no color left. When first print is dey, place second leaf on paper, overlapping first design. Using a clean toothbrush, splatter the paper with second color of paint. Lift object and allow to dry. You may make a cardboard frame or mount on contrasting color paper.



PAPER FIRECRACKERS

Paper firecrackers go off with a bang loud enough to make most people jump. You can make one in less than a minute, and you will find that they are safe and fun to use. Take a piece of good quality typewriter paper, stiff letter paper or heavy wrapping paper about 8" square. Fold it as in FIG 2 so the bottom edge comes within an inch of the top edge. Then fold one side over the other along the dotted center line to make FIG 3. Turn the paper upside down and hold it by corners A and B between your right thumb and forefinger. Then swing your forearm and hand down very quickly. As the air rushes in and opens out the paper, the firecrackers will explode with a noise like a pistol shot.



MAKING FLAGS

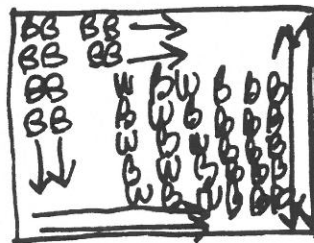
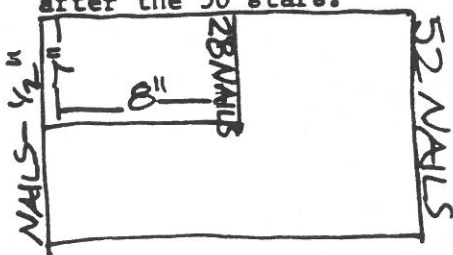
There are many ways to make flags. Here are just a few examples, use your imagination for others. You will want to make lots of flags this month, historic flags for ceremonies and skits, a current flag to learn how it is put together, or what a good time to make a den flag. You may use cloth, or paper to color flags on or you may make other craft flags as suggested.

STRING ART FLAG

Use red, white and blue rug yarn, $\frac{1}{2}$ " brads, and a piece of plywood $13\frac{1}{2}$ " x 18" Follow illustrated instructions.

CREPE PAPER FLAG

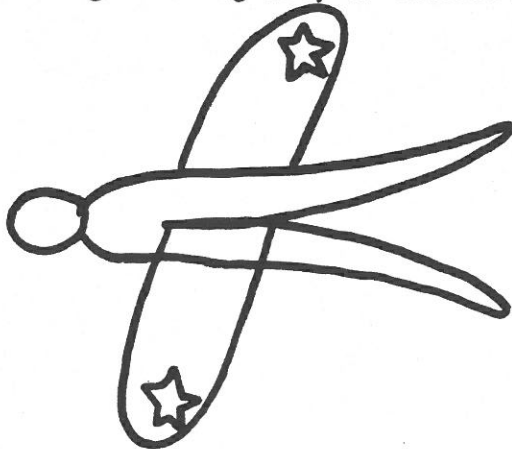
Use $\frac{3}{8}$ " hardware cloth, either make a wooden frame and staple the cloth to it or tape the edges with heavy yellow tape. Cut $3\frac{1}{2}$ " square pieces of red, white and blue crepe paper. Pull them through the cloth. Use two rows for each stripe. For the field of blue use 3 blue then alternate white and blue 6 times ending with 3 blue. Put 2 rows of blue in before you start the stars and end with 3 blue rows after the 50 stars.



SEPTEMBER - FLAGS OF AMERICA

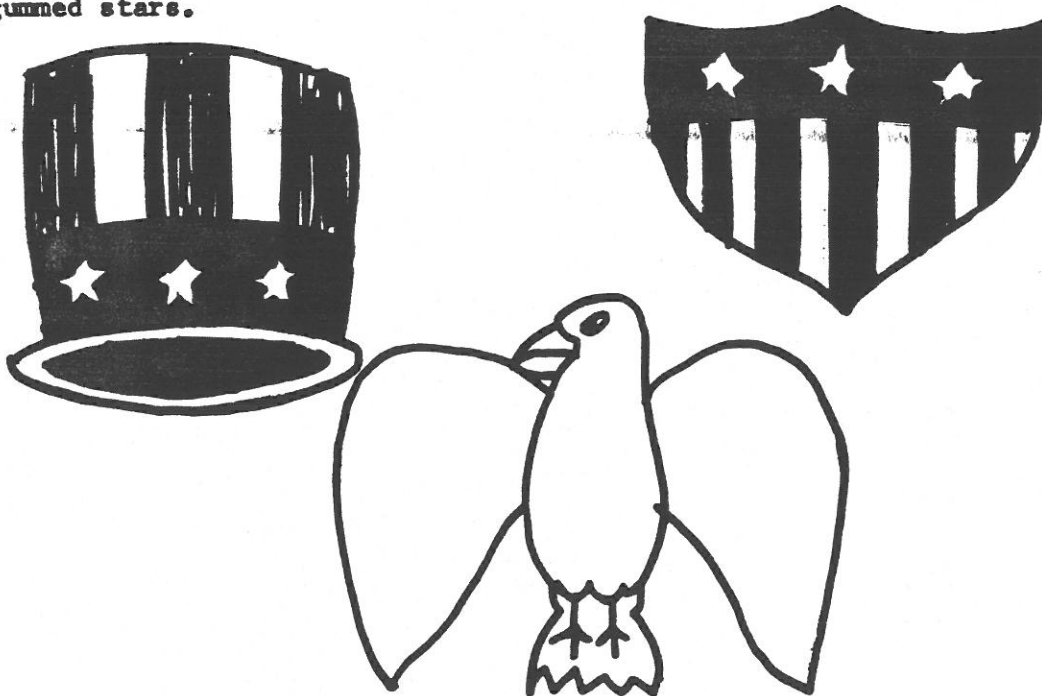
CLOTHESPIN GLIDERS

Each glider consists of a clothespin fitted with a wing cut from light weight cardboard. Wedge the wings in with paper or small bits of wood or cardboard. Have cardboard pieces on the table either pre-cut or have scissors available. Add stars and stripes for this theme. Star badges are awarded to the winners of a glider race, you can see whos can go the highest, or farthest.



NECKERCHIEF SLIDES

To make each slide, use the actual size drawing to make a paper pattern. Trace it onto a plastic bottle and cut out, using tape to hold the pattern in place while cutting. Using coarse sandpaper, sand the back of the plastic piece to make a better surface for gluing. Cut a felt backing, slightly smaller than the plastic piece. Sew a curtain ring to the center of the felt. Glue the felt to the back of the plastic piece. Paint the slide. You may use colored tape for stripes and gummed stars.



SEPTEMBER - FLAGS OF AMERICA

THE STORY OF OUR FLAG Accurate information about our national flag.

During the time when Great Britain ruled the American colonies, the flag that was flown for our country was, of course British. It was called the Union Flag and looked like illustration 1.

Another flag that was used by the British was called the Meteor Flag or Red Ensign. It had the same design of the Union Flag, only reduced and placed in the corner of a solid red, flag, like illustration 2.

But as American colonists began to develop local pride, they wanted flags of their own. A variety of new banners were designed and flown in different localities. Among the most popular symbols for such flags were the pine tree and rattlesnake. The pine tree symbol was popular in the New England colonies, where groups of patriots were accustomed to using a large tree as a village meeting place. The rattlesnake symbol was popular in Pennsylvania and the southern colonies. The rattler symbolized watchfulness and power. See illustrations 3 & 4.

When the time came to adopt one symbol for all the colonies none of these flags was acceptable because each seemed to be as closely identified with a particular area.

By 1776 the American colonies were moving toward independence. The Continental Army came into being, and on January 1, 1776 on Prospect Hill near Boston the new flag was flown. It was similar to the Meteor Flag, but the red area was divided by six horizontal white bars. The thirteen alternating red and white stripes thus formed represented the thirteen original colonies. See illustration 5.

Although the Declaration of Independence was signed in 1776, no official flag was adopted for the new nation until June 14, 1777. On that day, the Continental Congress acted to adopt a national flag: "The flag of the United States shall be thirteen stripes, alternating red and white, with a union of thirteen stars of white on a blue field, representing a new constellation."

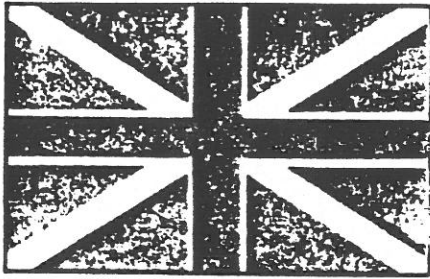
Because the Continental Congress had not stated exactly how the stars should be arranged, flags were made with many different arrangements. See illustrations 6, 7, and 8.

The American flag was not changed again until January 13, 1794, when two stripes and two stars were added to symbolize the new states of Kentucky and Vermont. See illustration 9.

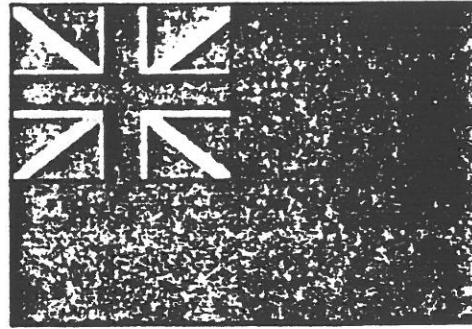
On April 4, 1818, the flag was altered again. This time the stripes were returned to the original number of thirteen to represent the original thirteen colonies. Stars were added for the new states of Tennessee, Ohio, Louisiana, Indiana, and Mississippi, bringing the total number to twenty. See illustration 10.

Since 1818 a new star has been added to the flag on the Fourth of July following the admission of each new state. The last time the flag was changed was July 4, 1960, when the fiftieth star was added, representing the State of Hawaii.

THE STORY OF OUR FLAG (illustrations)



1.



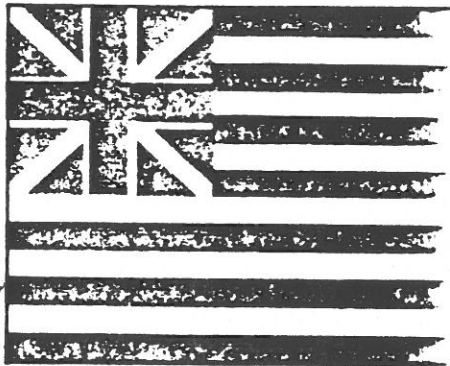
2.



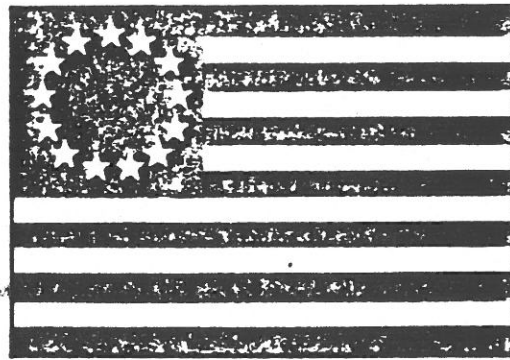
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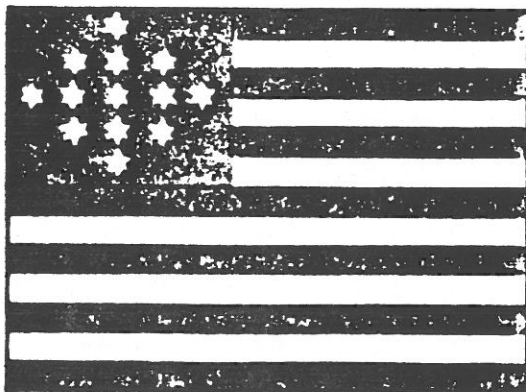
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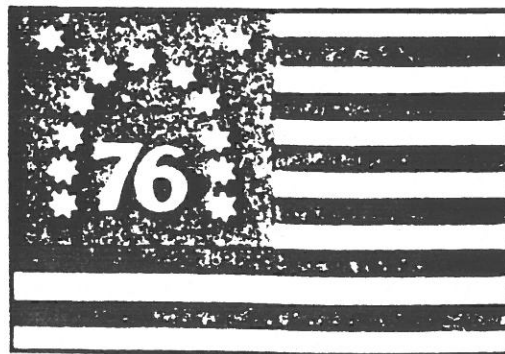
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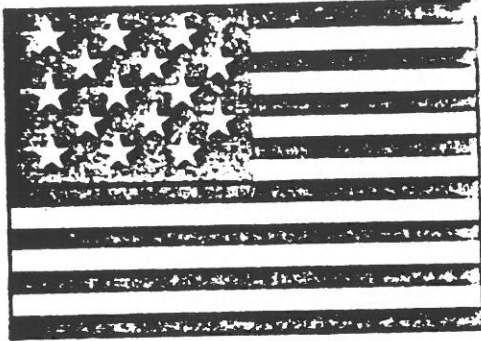
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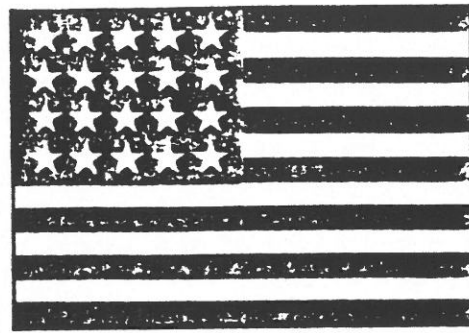
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SEPTEMBER - FLAGS OF AMERICA

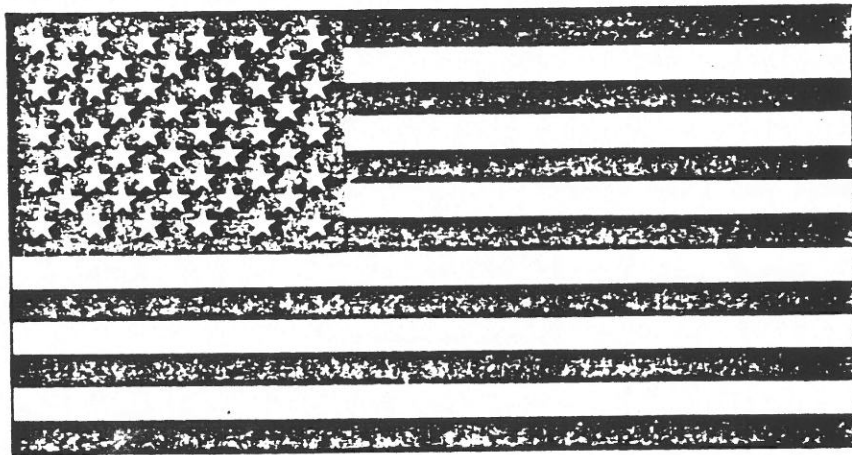
THE STORY OF OUR FLAG (illustrations)



9.



10.



11.



FIRE FIGHTING PAIL

Quick use of this fire-fighting pail can avert tragedy from a small cooking fire . Keep the pail in plain sight, so it's always right at hand. The pail is also handy to have at cookouts or on camping trips. Each Cub Scout can make his own pail.

The pail itself is a one-pound coffee can and plastic lid. To make a "FIRE" label to cover the pail, cut a piece of red paper to go around the pail. With white paint or cut-out letters, put the word FIRE on two sides of the label. In addition, print emergency numbers on a piece of paper and glue it to the label. The numbers should include the Fire Department, Police Department, Ambulance and Doctor. Glue the FIRE label around the pail. For the handle, use a piece of coat hanger wire, 12" long. Slip a package handle tube, two corks, or three spools to the center of the wire. Punch holes $\frac{1}{2}$ " from the top, on opposite sides of the pail. Curve and run the ends of the wire through the punched holes, bending up the ends inside the pail to anchor the handle in place. Fill the pail with baking soda and replace the plastic lid to keep the soda dry. If a small grease fire starts, first turn off the burner on the stove and stand back. Then toss handfuls of baking soda at the base of the flames until the fire is out. Caution: Avoid spilling any burning liquid do not remove pan from stove.



FIRE EXTENQUISHER

These fire extinguishers are simple to make and can perform a real service when oil or grease catch fire. You will need a quart jar, an old salt box and the ring band from a two-part home canning lid. Cut the top of the salt box to fit inside the ring, making sure the pouring spout can open easily. Fill the jar with baking soda. Screw on the band and your fire extinguisher is ready to use.



FIRE BUCKET NECKERCHIEF SLIDE

Materials; 35mm Film can, painted red
Piece of pipe cleaner
3 Cotton balls
Plaster of paris (small amount)
Sand
Paper tag marked "IN CASE OF FIRE"

Directions: Tape paper sign to front of the painted can. Punch two holes in back of can, near the top between two ridges. Holes should be about 1" apart. Insert pipe cleaner ring, bending ends flat against inside of the can.

Stuff can with 3 cotton balls. Mix plaster with water to consistency of sour cream. Work quickly or it will harden too fast. Pour a thin layer of plaster over cotton balls to just cover the holes and end of the pipe cleaner. While plaster is still wet, sprinkle top with sand. Shake off excess. Handle carefully till plaster dries.

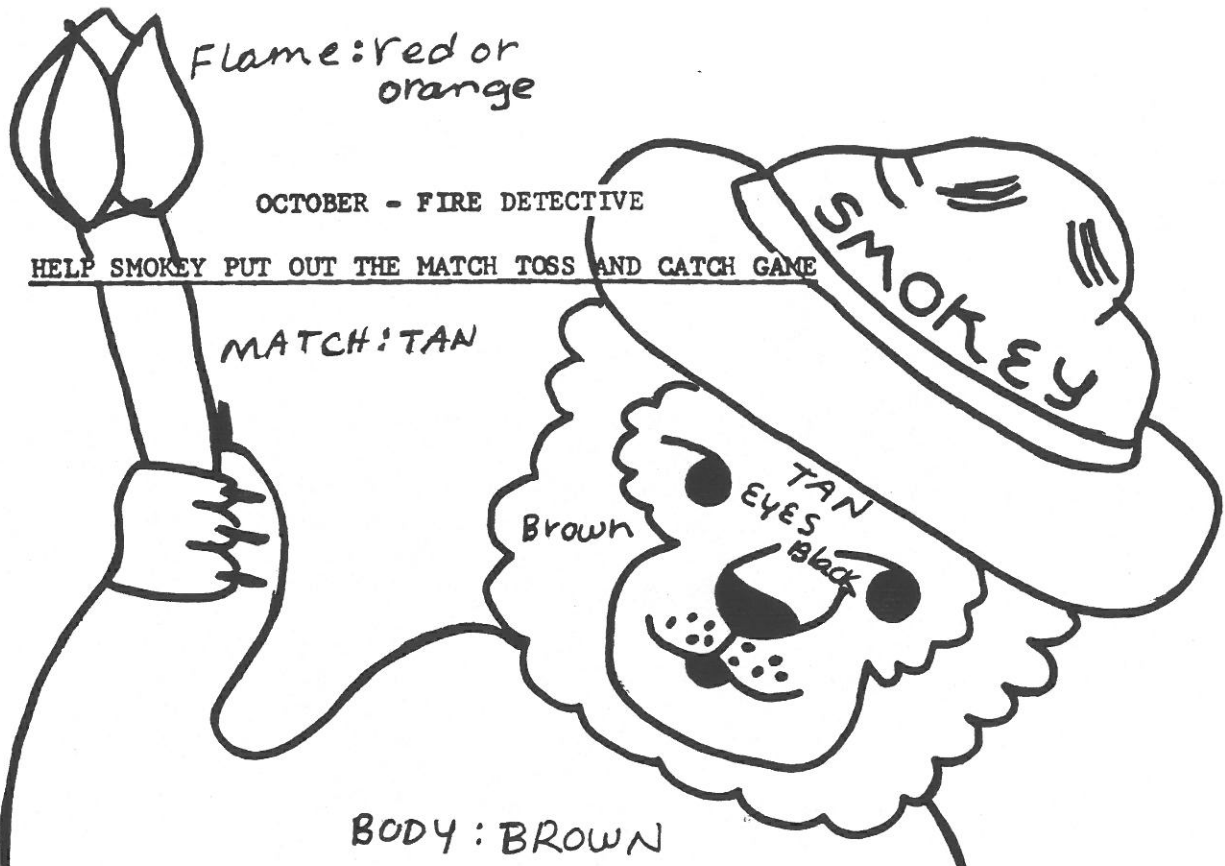


MATCH NECKERCHIEF SLIDE

Materials: Stick 5/16" square and 4½" long.
Plastic wood
Red model paint
White model paint
Leather loop

Directions: Build up a match head on the end of stick with plastic wood. Shape and let dry. Dip head in red paint and let dry. Dip tip in white paint and let dry. Glue match to leather loop.





Flame: red or orange

OCTOBER - FIRE DETECTIVE

HELP SMOKEY PUT OUT THE MATCH TOSS AND CATCH GAME

MATCH: TAN

BODY: BROWN

Attach string Approx.
12" long
Drill Hole
For string

make handle
desired length



A SMALL PLASTIC
CUP. PIECE OF
WIRE FOR HANDLE
OR PUNCH ONE
HOLE FOR STRING

Use this pattern
to cut from wood

FIRE PREVENTION GAME

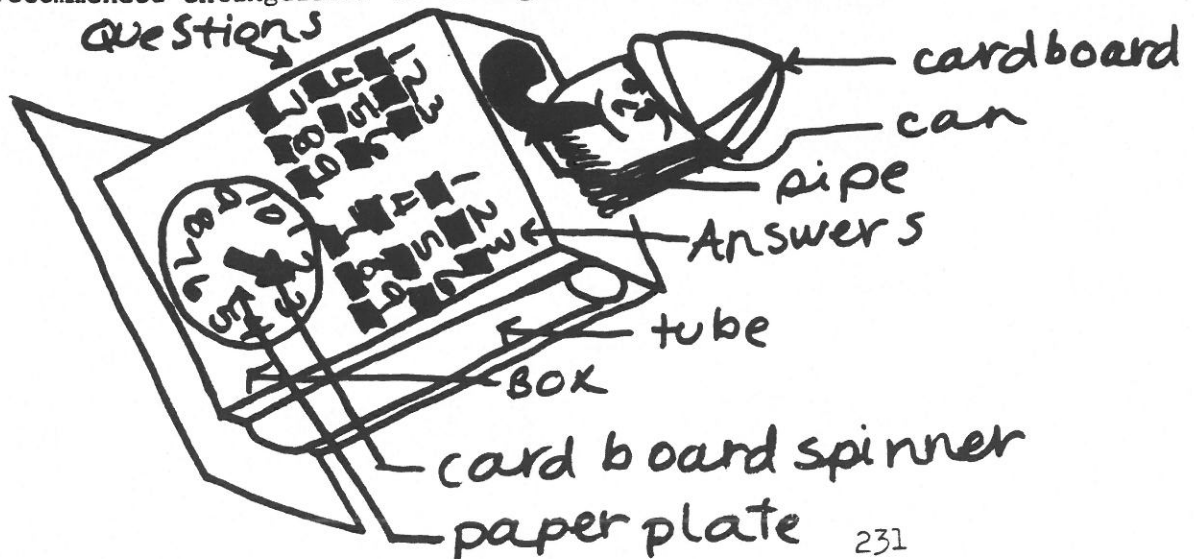
Make Mr. F.P. Homes (F.P. for Fire Proof) out of boxes, cans, tubes, and glue. Write questions on fire safety on pieces of paper and answers on other paper. Number the questions and answers. Roll them up and insert them in the holes in the detective's body - answers on one side and questions on the other. To play, spin the spinner and have boy take question and try to see if he can answer it. Have him read the correct answer and see if his agrees.

Possible Questions:

1. What do you do if your clothing catches on fire?
2. How do you escape from a smoke-filled area?
3. What is the telephone number of your local fire department?
4. Should bedroom doors be opened or closed at night?
5. If there is a fire in your building do you open the door of the room you are in?
6. What do you do with frayed or cracked electrical cords?
7. Name four places you never run electrical cords.
8. What do you do in case of a small cooking fire on your stove?
9. What do you do for small electrical fires?

Answers:

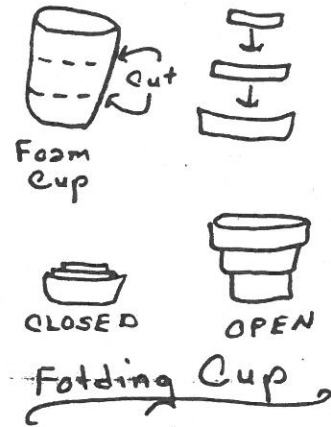
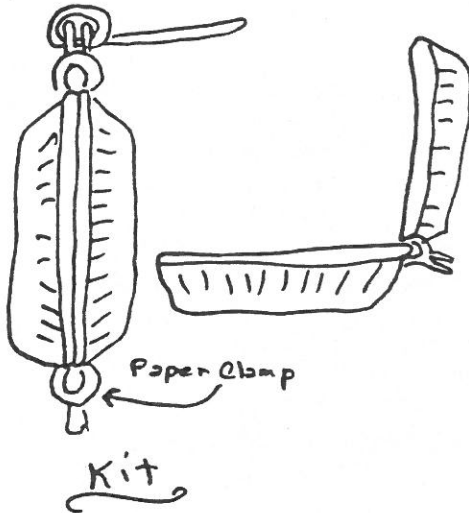
1. To smother the flames, wrap yourself in a coat, rug or blanket, or roll on the ground - NEVER RUN.
2. Crawl along the floor; take short breaths, breathing through your nose; if possible cover your face with a damp cloth.
3. If you do not know, shame on you. Look it right up and paste the number along with other emergency numbers, on your telephone.
4. Bedroom doors should be closed. Fire and smoke will take longer to enter the room.
5. No, first feel the door. If it is hot to the touch, do not open. If the door is not hot, brace yourself against it and cautiously open it.
6. Throw them out. Never patch.
7. Cords should never run under rugs, through doorways, near heat sources or through water.
8. Turn off the heat and cover the pan completely, watching out for yourself and clothing. Call the fire department. Use a recommended extinguisher or baking soda on the fire. NEVER USE WATER
9. Unplug the appliance, if possible. Call the fire department. Use a recommended extinguisher or baking soda. NEVER USE WATER



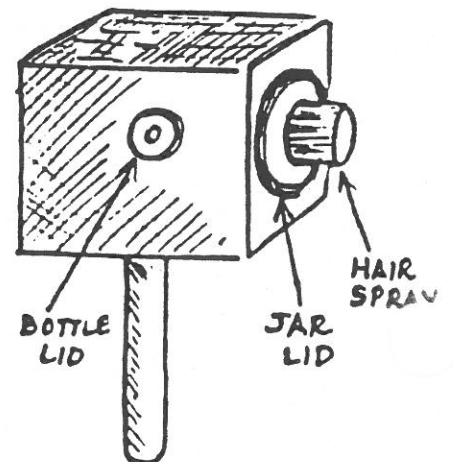
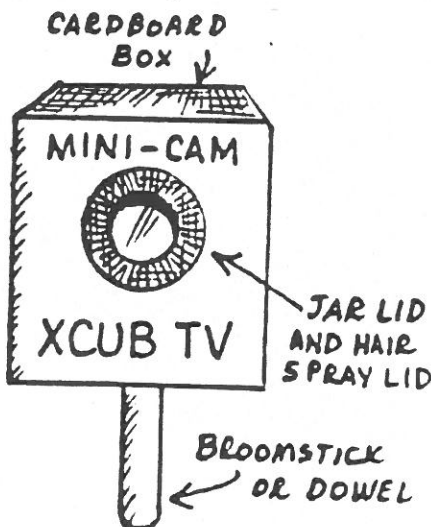
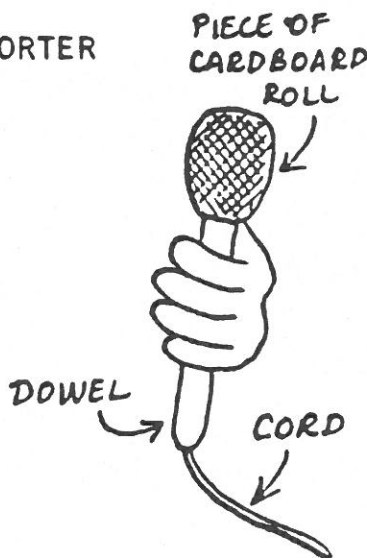
HANDY MESS KIT

This mess kit can be hang from your belt or knapsack on a hike. Or it can be hung on your bicycle handlebars. Inside the mess kit are a dish and utensils needed for an outdoor meal.

1. Use 4 large aluminum foil pie pans (those with folded edge - not rolled rim). Unfold the edge on one pan, set a second inside and refold edge over the inner pan. Press carefully with pliers. Repeat with the other two pans.
2. Placed rim to rim, these double pans form the kit. Use two small spring clips to hold the kit together.
3. To make a folding cup for you kit, slice a plastic foam picnic cup into 3 equal sections. Place the bottom and center sections inside the upper section. To open cup, pull up the upper section. To close, press it down.
4. Make salt and pepper shakers from plastic pill bottles or 35mm film containers by punching holes in the caps. Slip a plastic circle inside the caps to seal the shakers.
5. Cut a corner section from a foil TV dinner tray for a small dish. Fold over the cut edge with pliers. Add a plastic knife, fork and spoon to complete the contents of your mess kit.
6. String a leather shoelace through one of the clamps and you're ready to hang it on your belt or bike.



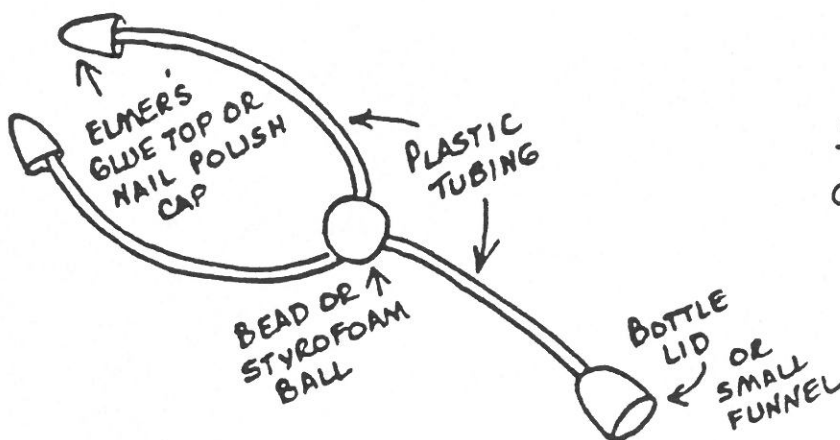
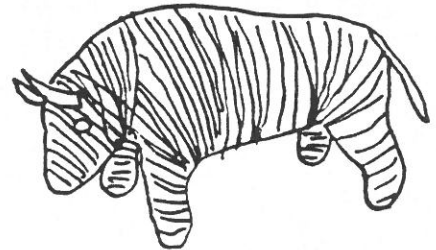
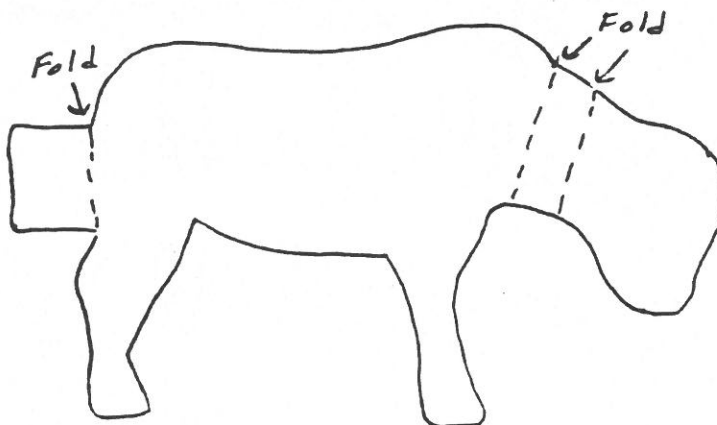
REPORTER



YARN BULL

This straw bull can help the boys pretend that they are fearless toreadors, and makes a charming display piece for a knick-knick shelf or could be used as a party favor.

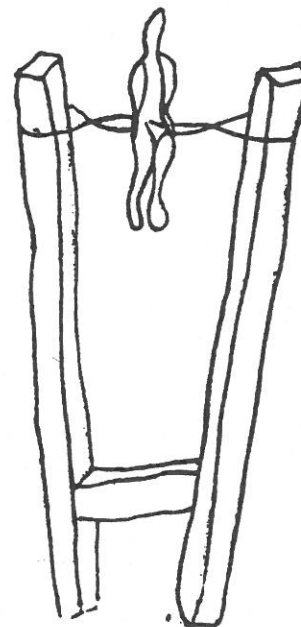
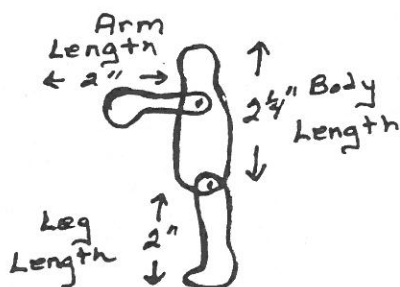
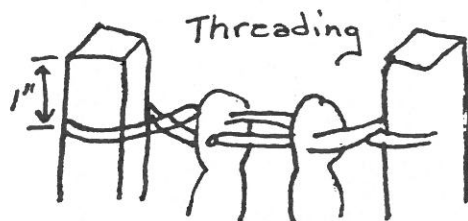
1. Cut two of the pattern below from lightweight cardboard. To give the body width on the shoulders and tail, fold the cardboard on the dotted lines as shown. Place the two heads together and glue, except for the ears. Then overlap the folded tabs at the tail and glue them together.
2. Wrap one part of the body at a time. Coat the part to be wrapped with glue then wrap with black yarn. Start with the legs. To avoid a lumpy appearance don't overlap the yarn too much. Leave any hard-to-cover areas to fill in later with small cut pieces of yarn.
3. Paint the ears black. Add black yarn tail and white paper horns, and sequin eyes.



STETHOSCOPE
Shall I Be
a Doctor?

GYMNAST

For the supports, you'll need two sticks of $\frac{1}{4}$ " pine, $\frac{1}{2}$ " x 10", and one piece of $\frac{1}{4}$ " pine, $\frac{1}{2}$ " x 2". For the gymnast, use balsa wood. From the balsa, cut one body, two arms, and two legs, using the dimensions in the diagram. Make a small hole, using your smallest blade, at each hip joint and each shoulder joint. Set these pieces on the body, and make holes in the body which will line up with the arms and the leg holes. Thread a piece of fine wire, about 26 guage, through one leg, through the body, and through the other leg. Bend back the ends of the wire so that the wire doesn't slip out, but keep enough extra wire so that the legs swing free. Make two small holes through each hand. Then attach the arms to the body. For the support, nail the 2" piece of pine between the 10" pieces, about 2" from the bottom. Using the V-cut, make a notch around each 10" piece about 1" from the top. Using heavy thread, string the gymnast to the frame, as shown. Thread through hole 1, through hole 2, behind and around the support, through hole 3, and through hole 4. Cross the ends in front of the support, and tie behind the support. Be sure the thread is in the notched sections of the supports. Squeeze the sticks together below the crossbar and the gymnast will flip. To get him started, give him a few twirls around the thread.



NECKERCHIEF SLIDE
FIRST AID KIT

For each slide, use a plastic or tin film can with lid. Punch two holes in back of can so slide ring can be inserted.

Paint can white. Paint on a red cross, or use small pieces of red plastic tape to make cross.

Glue in leather thong for ring, or use a plastic cafe curtain ring.

Put a small band aid in the can with a small tube of antiseptic ointment.



DECEMBER - GOLDEN RULE

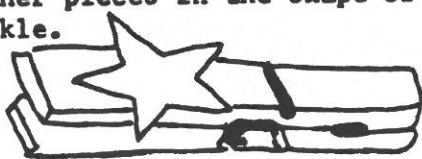
CRAFTS

CLOTHESPIN CHRISTMAS

Fancy up the fir with clothespins dressed up for the holidays! Or use them to hang the stockings by the chimney with a bit of Christmas class! These holiday decorations for tree or stockings are simple to make.

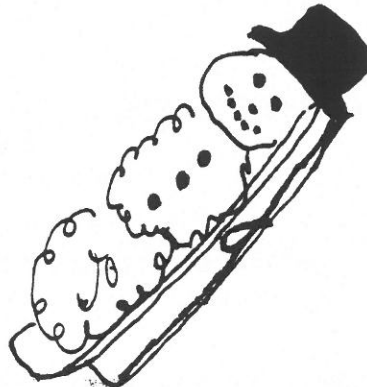
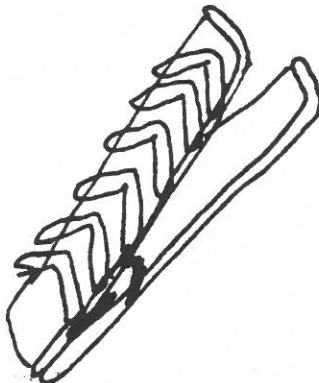
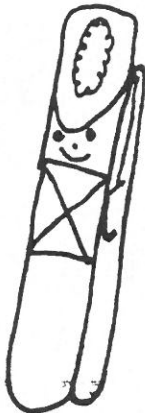
Materials needed: Spring-type clip clothespins, tempera paints or crayons, glue, colored paper scraps, pipe cleaners, cotton, and glitter.

Star: for a star, paint the clothespins yellow. Glue "V" shaped pipe cleaner pieces in the shape of a star, as pictured. Add glitter for sparkle.



Candy Cane: twist a red and a white pipe cleaner together, and bend one end into a hook. Paint a clothespin. Cross one cane over another, and glue to the clothespin. Add a paper bow.

Soldier: paint the clothespin blue for the uniform and pink for the soldier's face. Glue on a paper hat and paper strips for the chest decoration. Add pipe cleaner arms, and paint on facial features.



Christmas Tree: color or paint the clothespin green. Glue on pipe cleaner branches, as pictured. Add glitter and brightly colored paper punch circles for ornaments.

Snowman: color the clothespin white. Glue on cotton balls for the body. Add a scarf and hat of paper, and paint on features.

NUTSHELL ORNAMENTS

The use of natural materials provides a nice change of pace in the making of tree ornaments. Nuts, because of their shapes, are particularly adaptable for this use. Although examples here show hazelnut, almond, and walnut shells, other varieties such as peanuts, chestnuts and pecans may be used also.

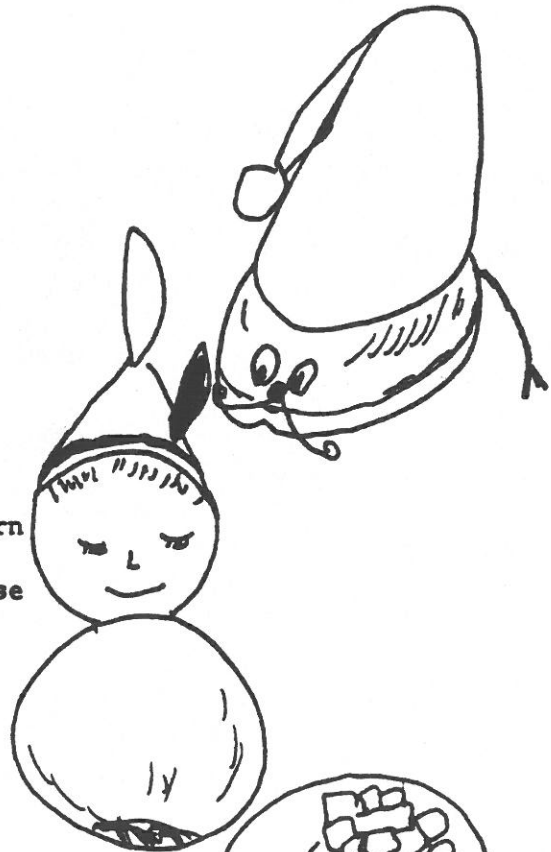
In the pictures here the nuts are used to provide the bodies for the figures. A small bead, on which a face has been painted, is glued in place for the head. It is best to use either acrylic paint or model airplane

NUTSHELL ORNAMENTS CONTINUED

enamel, applied with a very fine brush (#0 or #00), to paint the tiny features.

To complete the hazelnut elf add a cone-shaped hat of felt with just a wisp of hair tucked under the front edge and glued in place. The hair can be either frayed jute or yarn. A yarn hatband and tiny feather added to the hat give the elf a jaunty air.

Decorated walnut shell halves add a whimsical note to holiday decorations. The comical faces peering out from under the red felt hats of the Santa mice have jiggly eyes, string whiskers, and tiny bead noses. The hat is a cane shape, the top of which is folded over, and a ball of dacron batting is attached to the end. Yarn or string should be added for the tail. A toothpick can be used to aid in gluing these small decorations in place. Sew a thread through the top of the hat for a hanger.



CHRISTMAS TREASURE BALL

1. Blow up a round balloon and tie the end.
2. Tear up strips of newspaper about 1"x1½" and mix with wallpaper paste.
3. Cover entire surface of balloon with newspaper strips. Let dry.

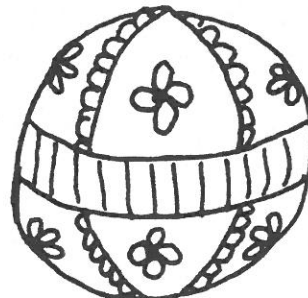


4. Add another coat of newspaper strips. Dry again.



5. With scissors, cut out a V-shaped trap door on one side of the ball.

6. Remove the balloon. Fill ball with candy or small gifts.



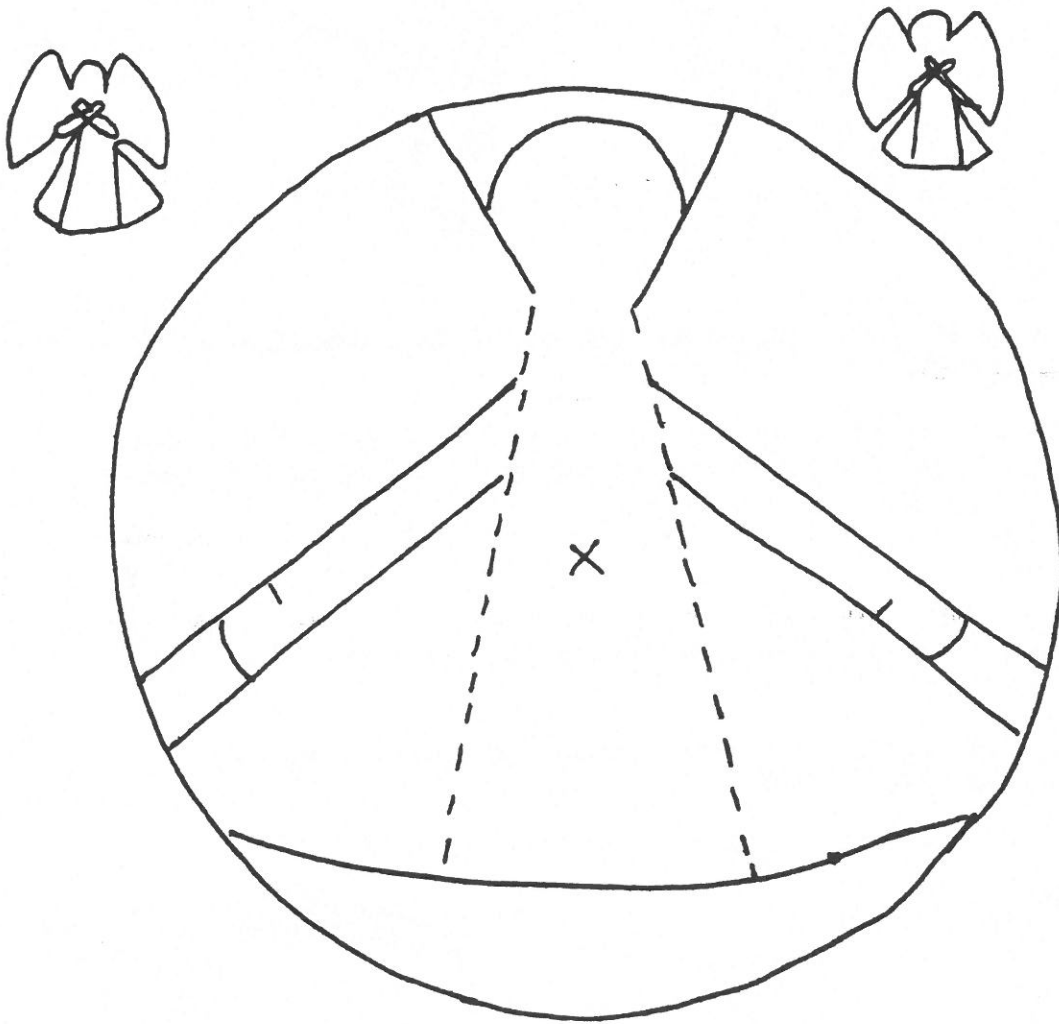
CHRISTMAS TREASURE BALL CONTINUED

7. Close trap door and seal shut with more newspaper strips. Let dry.
8. Paint the ball with tempera and add any decorations you desire.

Small balls could be hung on Christmas tree. Larger ones might be used as a table decoration or gift.

ANGELS IN THE ROUND

A procession of angels in front of Christmas greenery makes a very special decoration. You can make them any size - each one is made from a circle of paper or foil, cut and folded. Use the pattern below; cut on solid lines and fold on dotted lines. The angels will stand more firmly if you start the arms above the center of the circle. Try cutting these from foil pans and decorate with glitter on the wings.



DECEMBER GOLDEN RULE

CHRISTMAS NECKERCHIEF SLIDE

Materials: 1 large cork; plastic curtain ring; glue; assorted trims

Cut large cork in half lengthwise. Punch two holes in back (cut side) and glue in half of a plastic curtain ring.

Santa will need a cotton beard and hat trim. His hat is red felt with a tiny ball on the tip. His features are drawn on with colored marking pens.

Rudolph has antlers made from tiny twigs or brown pipe cleaners. His nose is a tiny red Christmas ball. His ears are brown felt.



CRACKED ICE CANDLES

Materials: $\frac{1}{2}$ gallon milk carton; 10" candle; $1\frac{1}{2}$ lb. paraffin; 3 trays of ice cubes

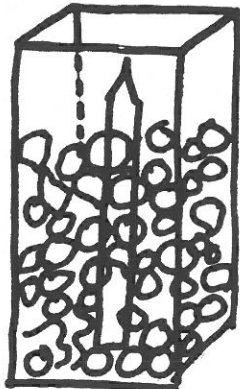
Cut the top from the carton and rinse out any milk that is left. Crack ice cubes into large pieces.. Drain off any water and return to freezer.

Melt the paraffin in a double boiler. For color, add rayon bits. While paraffin is melting, center candle in carton and surround with cracked ice.

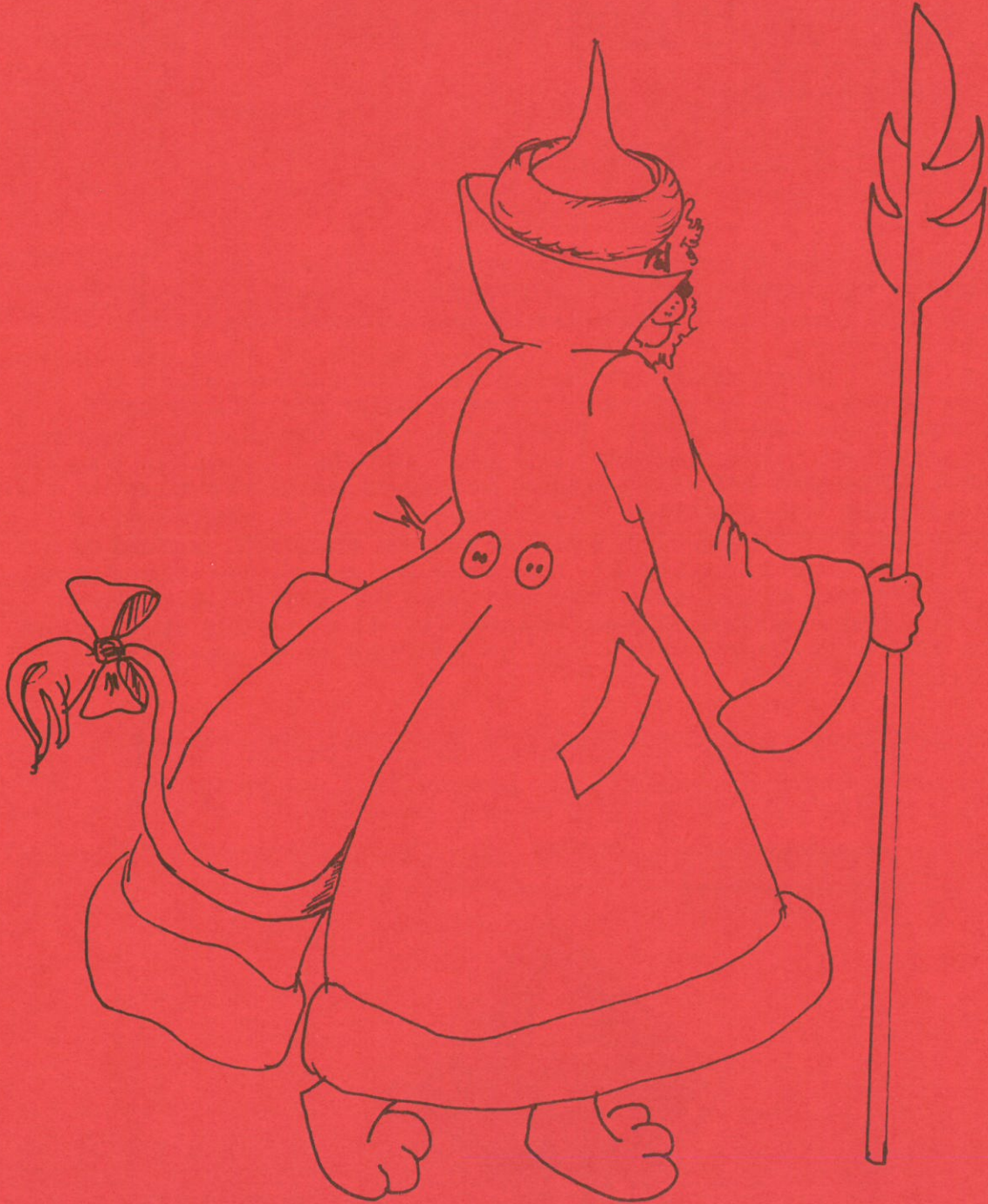
When wax is melted, quickly pour all the hot wax over the ice. Let it cool for half an hour, then cut off carton..

NOTE: Always melt paraffin in double boiler over a low heat. Do not melt wax over direct flame.

WHEN MELTING WAX MAKE SURE THERE IS ADEQUATE ADULT SUPERVISION.



WEBELOS



WEBELOS

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WEBELOS

This word is code for "we'll be loyal Scouts", and is pronounced WEE BUH LOWS. When graduating from the fourth grade a Cub Scout is transferred with a ceremony into the Webelos Den. The Webelos Scout program is more challenging to the older Cub Scout -- in fact he's now called a Webelos Scout. He wears a different kind of scarf that recognizes his new status. Meetings are in the early evening or on Saturday. His leader is a man assisted by other den fathers. The den chief is older and more advanced than those serving Cub Scouts. The Webelos Scout's advancement is recorded by his Webelos Leader rather than his parents. He works on the requirement for Webelos award and the Arrow of Light Award, which help prepare him for Scouting. The Arrow of Light is the highest award in the Cub Scout program and is the only badge which may be carried over and worn on the Scout uniform.



THE WEBELOS SCOUT

The year spent in the Webelos den will do much to determine the future of the boy in the Scouting program. This is the year of change ... change from working on a short range project to a longer range one; change from a home-oriented handicraft program to one which requires observation, analysis, and points the boy towards the outdoors. Rather than looking at the Webelos program as a continuation of Cub Scouts, it should be considered as a step to Scouts. You, the Webelos Leader, have the responsibility, fun and satisfaction of being able to watch your boys mature in their handling of new situations, of being able to watch your boys mature in their handling of new problems and increase their ability to expand into new areas of activity.

The Webelos Scout is older, bigger in stature, and more advanced in knowledge and experience than the other boys in the pack. He definitely doesn't want to continue to do the things which the 8 and 9 year old boys are doing in their dens.

These boys are real testers. They size up their leaders, teachers and even parents to see what they can get away with. They want a line drawn telling them how far they can go, but will constantly try to bend or move the line once it's there. This means you must stand firm once the line is drawn. Your discipline should be consistent, impartial, and fair. Because they still lack adult judgment, they also need reminders when it comes to responsibility for property -- theirs and others.

Like every living person, the Webelos Scout thrives on praise and sulks at criticism. He is eager to please those he likes. Your demonstration of interest, sincerity, and genuine liking will result in intense loyalty to you and the Webelos den. As long as you are fair in all dealings and make reasonable requests, your Webelos Scouts will follow your leadership and participate in the program..

Ever watch two or three 10 year olds at unsupervised play? One pokes another and then runs, challenging the other to catch him. If the other boy does catch him, what happens? He gives a shove and then runs, expecting to be chased by the first boy. Run and chase - chase and run. Yet right in the middle an ant hill is spotted. Suddenly the running and chasing stops. Down on hands and knees, the boys carefully watch the work done by these tiny insects. This intent study is interrupted by the sound of a model airplane motor three blocks away. The ants are forgotten. The boys are off on a new venture, tearing off to get there while it's still flying. This play pattern gives you an insight into their attention span.

This means the den program should not stick to any one thing very long. An ideal program is quite variable with short periods of seriousness, games, instruction, contests, and crafts. If any part of your meeting lasts more than 10 minutes, you start to have horseplay. If you try to carry out the same activity for 15 minutes or more, you are in real trouble.

Remember, FUN isn't any single part of a meeting. It's present at every meeting from the time the first boy arrives until the meeting is over.

YOU, AS A WEBELOS LEADER

So now you are a Webelos leader! You made the plunge; decided to commit one night a week to meetings at your home and halfway decided what place in your home will serve as a meeting place. And now the realization sinks in, "Where do I go from here?" The best thing you can do is prepare yourself!

Don't attempt to carry the load yourself. You have a group of fathers who should be included with you in the program. Help them realize that it is their program to attend by determining their interests and abilities and using them.

Set goals that you want to accomplish during the year. Outline your program for the year and plan ahead to involve as many people as possible. Plan each meeting ahead of time. Some of us have found it helpful to sit down and plan the next week's meeting following this week's meeting. This will give you time to prepare.

Understand the Webelos program so you can help the boys and their dads grow through the program. Help the boys understand their leadership role at pack meetings and at pack activities. There is a lot of material available to help you. One of your best resources is the monthly district Cub Leader Roundtable where you can exchange ideas with other Webelos leaders.

The Webelos program attempts to prepare boys for Scouting. You should learn about your local troop. Get acquainted with the Scoutmaster. Together you should plan to have your Webelos den go along on a camping trip or their outdoor activity. Take your boys to visit some troop meetings during the year. Help your boys decide to become Scouts and then at the pack graduation ceremony, ask the Scoutmaster to come and receive the boy into his troop. Everything you can do to lessen the boys' apprehension about going into Scouting will help. You should also consider going into Scouting with your Webelos Scouts.

Involve the boys in program planning. They need to learn leadership, and they will surprise you with their ideas. Get them involved in setting a code of discipline for the group.

Leadership is learned and developed. You can become an effective Webelos leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no "pat answers" to handling boys. Don't be afraid to experiment. Be thankful for the opportunity which has come your way to work with and influence the lives of boys. There is a great deal of satisfaction in helping boys along their way to manhood.

It has been said that life is 10% what you make it and 90% how you take it. Keep a good attitude and you and the boys will have one of the best years of your life.

CEREMONY FOR THOSE BOYS ADVANCING INTO WEBELOS

PERSONALITIES: Cubmaster, Indian Light switch operator, tom-tom beater

PROPS: Table on stage with three candles - blue, gold, white.
Small candle for lighter, tom-tom, Webelos colors for Scouts.

SCENE: Lights are dimmed on stage, but not too dark for reader and Cubs to see. Webelos form two lines for new Webelos and parents to walk through, standing at attention.

CUBMASTER COMES ON STAGE: "Tonight we honor several Cub Scouts who have reached the age of ten (or fifth grade) and are entering into a Webelos den. Will the following Cub Scouts and one of his parents come forward to the stage.

TOM-TOM BEATS WHILE CUBS AND PARENTS COME TO THE STAGE.

CUBMASTER MOVES TO OTHER SIDE OF STAGE AND WAITS TO LIGHT CANDLES.

LIGHTS ARE DIMMED IN GYM WHEN PEOPLE ARE ON STAGE..

INDIAN COMES ON STAGE AND HALF FACES AUDIENCE. HE SAYS, "Many moons ago these braves joined our tribe to enjoy the fun and advancement activities of the Cub Scout trail. You have learned to follow Akela, which means the leadership of your Cubmaster, your parents, your teachers, your Den Leader or others who are striving to help you become good citizens. How you have attained the Webelos rank. All these people have helped to guide you along the Scouting trail.

INDIAN POINTS TO CANDLES. CUBMASTER COMES FORWARD AND LIGHTS CANDLES AS INDIAN NAMES THEM, "The blue candle represents your experiences as a Cub Scout. The white one reveals a bright new trail ahead filled with many Webelos experience. The yellow candle is to remind you that a little work along with good hearty fun can produce rich rewards. As the Indian boy became older, he became wiser in his peoples ways. He changed his boys clothes for those of a warrior. So you will change your uniform, adding the parts of a Webelos Scout. With the help of your parents, exchange the Cub Scout yellow (or blue) neckerchief for the Webelos plaid and receive your Webelos colors.

CUBMASTER HANDS OUT COLORS: Good luck as you enter Webelos. Keep advancing and remember that a good Scout makes a good citizen.

INDIAN LEAVES THE STAGE FOLLOWED BY THE REST OF THE PERSONALITIES.

WEBELOS PROGRAM CHANGES

The Boy Scouts of America have announced changes in the Webelos program effective January 1, 1984. In addition, a one page supplement to the Webelos Scout Book, No. 3232A is now available.

The smooth transition of boys from the Webelos program of Cub Scouting to a Boy Scout troop is most important in the development of boys. The changes are made to assist in this transition process by recognizing Boy Scout advancement work completed while a Webelos Scout, and providing a uniform, on an optional basis, that can be carried over into Boy Scouting

SPECIFIC CHANGES

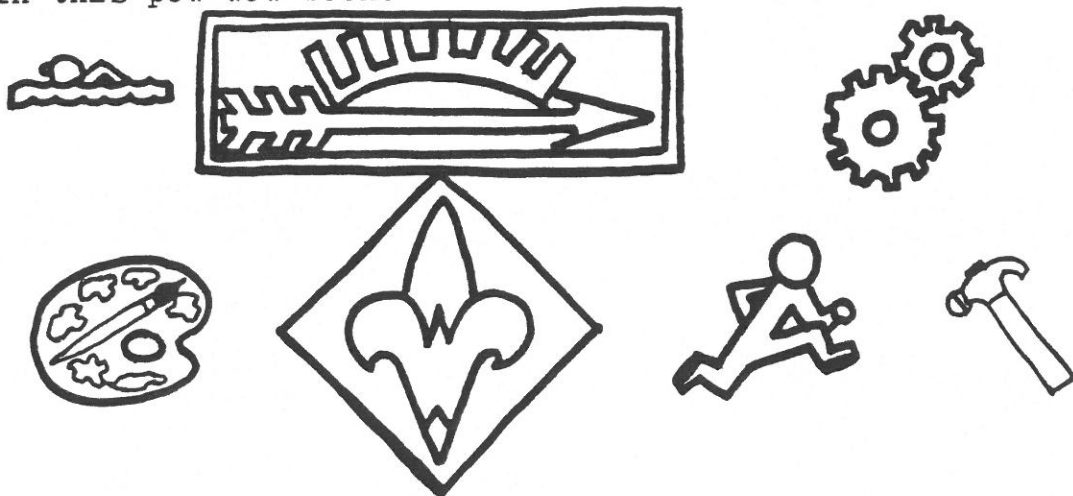
1. Packs may elect to have all of their Webelos Scouts wear the new optional Webelos uniform, with khaki shirt and green trousers. Note: That this is a pack option and all Webelos Scouts in the pack must wear the same uniform, either the current blue uniform or the new khaki/green optional uniform. (See the Uniform section for description of the new Webelos Scout uniform option.)
2. The Webelos Citizen **activity** badge requirements have been changed to coincide with the requirements for the Boy Scout Citizenship skill award. When a Webelos Scout completes the new requirements for Citizen, including the first two optional requirements, he also completes all requirements for the Citizenship skill award.
3. The 2 month tenure requirement for Tenderfoot Scout may be waived by Scoutmaster for a new Boy Scout who has earned the Arrow of Light award as a Webelos Scout. This means that the boy can achieve the Tenderfoot rank by earning one additional skill award if he has earned the Citizen activity badge using the new requirements.
4. A new Boy Scout who has earned the Webelos badge has completed all requirements for the Boy Scout rank, and may receive it immediately, upon approval of his Scoutmaster.

Supplements are available at the Service Center and at all Boy Scout distributors. Additional information is available through the commissioner staff, roundtables, and training courses.

ADVANCEMENT

The Webelos Scout advancement plan has three parts; The 15 activity badges, the Webelos badge, and the arrow of light award.

1. As soon as a boy joins the Webelos den, he begins work immediately on the Webelos activity badges, and earning the Webelos badge. When he has earned the Webelos badge, he begins work on the Arrow of Light award requirements. SEE WEBELOS SCOUT BOOK AND BOY SCOUT HANDBOOK FOR ADDITIONAL INFORMATION.
2. The Webelos Den Advancement Wall Chart should be displayed in the den meeting place and at pack meetings as an incentive for advancement.
3. Pack leaders, Webelos parents, Webelos Scouts, and troop leaders should all understand that the Webelos badge requirements prepare the boy for meeting the Boy Scout badge requirements when he joins a troop. The Arrow of Light award requirements help prepare the boy to meet most of the Tenderfoot requirements when he becomes a Boy Scout.
4. Meaningful advancement recognition ceremonies are important. Invite troop representatives to take part. Explain to the boys who have earned the Webelos badge that they should start working on the Arrow of Light award requirements to better prepare them for the Boy Scout program. See Staging Den and Pack Ceremonies for suggestions on ceremonies.
5. As soon as the Webelos Scout completes the Arrow of Light award requirements, arrange for an impressive recognition ceremony at pack meeting. Invite a troop representative to take part in a bridging ceremony such as found in Staging Den and Pack Ceremonies, or in this pow wow book.





AQUANAUT

An aquanaut is a person who is at home on or in the water. He has a respect for the water because he knows that it can be dangerous as well as being an area where he can have fun and enjoyment.

1. Take your den swimming and classify the boys according to their swimming ability. (See 'Safe Swim Defense', 'Cub Scout Activities')
2. Teach them the basic rescue methods illustrated by the words: Reach, Throw, Row, Go, Tow. (See 'Webelos Scout Book') Have them practice the first two.
3. Demonstrate boat safety methods and rowing techniques. Give boys a chance to practice what they have learned.
4. Study about water pollutants in the area lakes and rivers, and their effects on the uses of water for consumption and recreation purposes.
5. Have a demonstration of mask, fins, and snorkel by an expert.
6. Practice rescue breathing on a dummy. (See 'Webelos Den Activities')
7. Go to a boat race or a swim meet.

HOME SWIM SAFETY

1. Never swim alone. Most drownings in home pools are a result of violating this rule.
2. Brush or wash dirt off feet before entering pool. Shower first, if possible.
3. Bring your own towels while visiting.
4. Note where owner keeps long pole or emergency gear for helping out a swimmer in trouble.
5. Be sure you know how deep pool is at each end and at middle.
6. Stay out of water right after eating.
7. Make no fake calls for help.
8. Keep pool gates locked at all times.
9. Dive sensibly. Don't dive into shallow end or back-dive off concrete apron. Look first.
10. Remove breakable or dangerous objects from poolside. Remove any electrical appliance that might fall in when connected.
11. Keep an eye on small children who are using inflatable toys to keep afloat.
12. Watch the sun. Too much is painful.

RESOURCES

Webelos Den Activities

Swimming games
 Water safety
 Rescue breathing

Cub Scout Activities

Safe Swim Defense
 Water games

Webelos Scout Helps

Webelos Scout Book

Buddy system
 Elementary backstroke
 Sidestroke
 Crawl stroke
 Water rescue methods
 Surface dive
 Snorkeling
 Boat safety



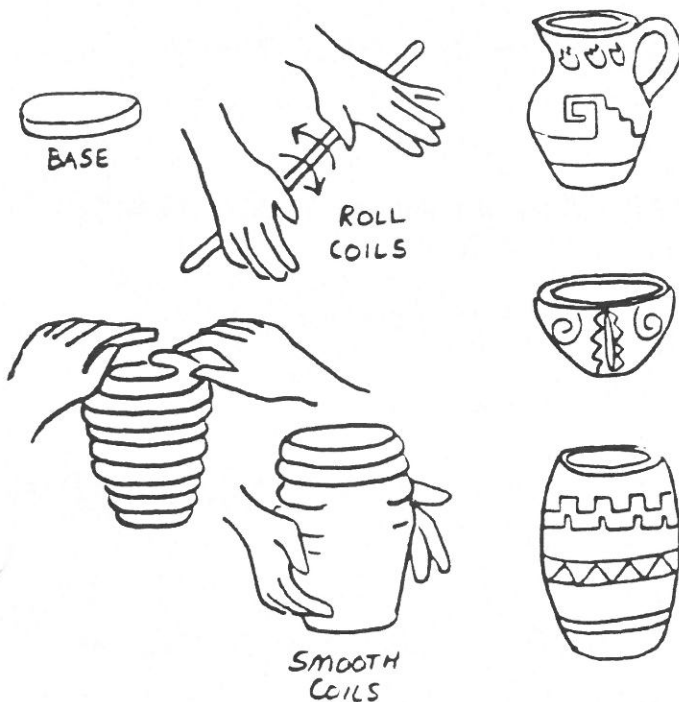
ARTIST

Not everyone is an artist, nor is it intended that you be an artist to work with the boys on this badge. The Artist Activity Badge is designed to help the boys have a better understanding of techniques and color. It is a stepping stone to the Artist and Draftsman Merit Badges. It will also help the boy learn to express himself in a manner that people appreciate and understand.

While working on the badge, a boy will become familiar with several different materials and techniques. Some boys will complete part of the badge requirements in school. You should ask them to bring their work to den meeting and explain what they did to get the results that you see.

There may be a dad in the den who has artistic talents. Ask him to come to den meeting and explain to the boys how to mix paint, how to get depth in the picture, etc. An art teacher would also be helpful in teaching this badge.

1. Invite an art teacher or artist to den meeting.
2. Attend an art exhibit or visit a museum.
3. Make mobiles.
4. Explain and demonstrate with paints and color wheel.
5. Make a simple sculpture.
6. Ask boys to make a profile of a family member and an original picture at home.
7. Have modeling clay and materials on hand for making models.
8. Make drawings on a nature hike.
9. Do sand casting or spoon printing. (See "Webelos Den Activities")



RESOURCES

Webelos Scout Book

Oil painting
Color wheel
Design
Mobiles
Constructions
Sculpture



Webelos Den Activities

Mobile
Frames
Spoon printing
Sand casting

Crafts for Cub Scouts

Webelos Scout Helps



ATHLETE

Almost every Webelos Scout hopes that someday he will become a star in some sport. Even if he doesn't, he will probably enjoy testing his physical skills against a standard and against other boys. They are bursting with energy, eager for games of all kinds, and are highly competitive. So the Athlete activity badge is a natural.

This badge fits in perfectly with Scouting's purpose of developing strong bodies. It prepares Webelos Scouts for the vigorous activities they'll find in a troop. The requirements for the Athlete badge are designed to test boys in six physical skills. It encourages them to improve their fitness by practice and continuing exercise.

If weather permits, activity badge fun periods should be held outdoors. All of the tests (except the 600-yard run) can be completed indoors, but the outdoors will provide more room for vigorous games. Some Webelos den leaders use a large wall chart to show the boys' records in the tests. Space is left for periodic tests during the year, so that boys can record their progress. (See "Webelos Den Activities")

1. Encourage boys to do the exercises found in the "Webelos Scout Book". By doing them about 15 minutes each day, they will see steady improvement.
2. Make an obstacle course. Use boxes to crawl through, hurdles to jump, bars to chin, trees to climb, etc. Make it a game by timing the boys as they run the course.
3. Try out the agility exercises shown in this section.
4. Practice pull-ups and push-ups in den meeting.
5. Make homemade physical fitness equipment. A barbell can be made with a 3-foot dowel or broomstick with 3/4" pipe on ends, embedded in large cement-filled cans. A bicycle inner tube is good for stretching exercises.
6. Plan a short physical fitness demonstration for pack meeting.
7. Make a chinning bar by suspending a broomstick from an exposed beam in the basement or garage with rope.
8. Invite a gym teacher to den meeting to discuss fitness.
9. Plan plenty of games and contests that will be fun as well as being exercise. Perhaps a Field Day of contests can be planned.
10. Attend a highschool or college athletic event.
11. Take the den on a short (5 miles or less) bicycle trip. Or, play some of the bicycle games found in the Games section of this book.

RESOURCES

Webelos Den Activities
Scorecard
Obstacle course

Webelos Scout Book
Sit-ups, pull-ups
Standing long jump
50-yard dash
600-yard run (walk)
Individual exercises
Dual contests

Cub Scout Activities
Field day events
Olympic events
Physical feats course
Bicycle skill tests
Obstacle course
Webelos Scout Helps



CITIZEN

The Citizen activity badge is one of the requirements for the Arrow of Light award. It is the first of several citizenship requirements on the trail to Eagle Scout. Upon completion of the new requirements for Citizen, including the first two optional requirements, he completes all requirements for the Citizenship skill award. This is the stepping stone to the Citizenship in the Nation, Community, and World merit badges which are required for the rank of Eagle Scout.

We place a lot of emphasis on citizenship. That is one of the aims of the total Scouting program. A boy needs to know about the leaders of his community, state and nation. He needs to understand his rights and privileges as a citizen. He must understand that with these rights come responsibilities. A good citizen knows he is not always on the receiving end of good things, but should be on the giving end as well.

Webelos Scouts learn to give service. Many of them are already giving some type of service by clean-up campaigns, conservation projects, the daily Good Turn and others.

1. Make notebooks to hold the information boys gain in working on this badge.
2. Visit the State Capitol, City Hall, or a local congressman.
3. Observe a naturalization ceremony.
4. Visit a night traffic court.
5. Teach the boys flag courtesy.
6. Conduct an anti-litter campaign. This could include making and displaying posters, litter clean-up, making litter bags, etc.
7. Perform a Good Turn for the school, church, or community.
8. Discuss the ways boys can be good citizens. Have them make a list of things they will do regularly.
9. Discuss the differences between the rights and responsibilities of citizens.
10. Plan a special Good Turn for the next pack meeting, such as setting up chairs, welcoming committee, ushering, clean-up.

CITIZENSHIP GOOD TURN

Impress the idea of helping others on your Webelos Scouts' minds, when you are working on the Citizen activity badge. Stress this concept and explain that the Good Turn is an expression of good citizenship.

What can the den do? What's needed in your community? Discuss it with the den at your first meeting. Is litter a problem in the neighborhood?

Are neighborhood parks, playgrounds or schoolyards drab and lifeless? Are there old people nearby who can use our help in keeping up their yards or in running errands? Is there a children's home in the area? Handicapped persons? Is there something we can do to help our chartered organization? Our school? Our church?



CRAFTSMAN

Helping Webelos Scouts make and do things that are consistent with their abilities and interests is a satisfaction in itself. You also have the opportunity to help the boys develop confidence in their abilities by encouraging them to use their talents and skills for the more advanced handicraft projects or perhaps develop a hobby in one of these fields.

These are some suggestions for the Webelos den leader and activity badge counselor:

Be ready to assist when needed, but don't be so liberal with your help that it becomes your project rather than the boy's.

Encourage every boy to put forth his very best effort and reserve your praise for projects worthy of compliments.

Watch for signs of discouragement. Help boys when they seem to be having trouble.

Make sure that all boys' projects are carefully planned before they begin so they know what they are making.

Help each boy understand safety practices and take safety precautions where needed. He should know that sharp tools are a necessity and must be used with care and safety.

Be extra cautious in metalwork projects.

Clean up working area when finished. This leads to good relationships.

The requirements for the Craftsman activity badge include projects in wood, leather and tin. Pack meeting demonstrations could include demonstration of how to use various tools, leather cutting and metal work.

1. Visit a furniture factory, lumber yard, saw mill or cabinetmaker.
2. Visit a tannery or leather goods manufacturer.
3. Demonstrate the proper care and use of tools.
4. Demonstrate how to use leather tools.
5. Demonstrate metal work, using tin snips and vise.
6. Have a nail-driving contest. Give each boy a scrap of wood, nails and a hammer. Have them practice driving nails straight.
7. Make a tool chest.
8. Have a birdhouse building contest.
9. Make a leather cover for Citizen logbook.
10. Make a den knot board. (See "Webelos Den Activities")

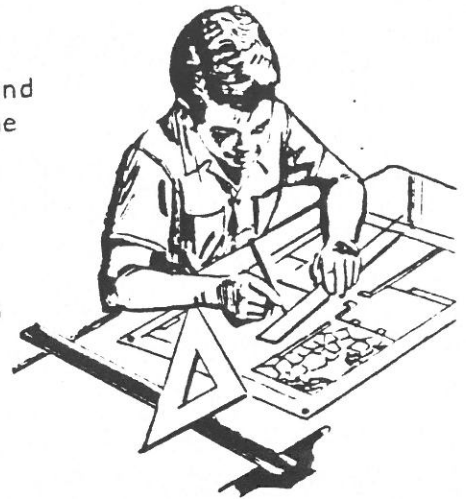




ENGINEER

To become an engineer requires many years of study and hard work. The Engineer activity badge will help the boys realize what an engineer does and what he is responsible for. This badge is a stepping stone to the Electricity, Engineering and Surveying merit badges in Boy Scouting.

The five main branches of engineering are: chemical, mechanical, mining, metallurgical and electrical. Within these five branches there are many specialized fields such as aerospace, involving the design of airplanes and spacecraft, civil engineering, which involves design and construction of all kinds of structures, and environmental which has to do with our environment.



1. Build and demonstrate catapults.
2. Build and demonstrate a block and tackle.
3. Discuss the different types of engineers.
4. Visit a construction site and look at a set of plans.
5. Visit an engineer or surveyor in a municipal county office. Look at the surveyor's manual and learn to read a rod.
6. Demonstrate how to read a floor plan of a house.
7. Visit the municipal water works, TV or radio station.
8. Discuss property lines. Have an expert show how property lines are determined and measured.
9. Visit an operating draw bridge, grain elevator, ship loading operation or other large operation involving cranes or other lifting equipment.
10. Tour a house under construction.
11. Have someone explain how to read topographic maps. Discuss how they are use.

RESOURCES

Webelos Scout Book

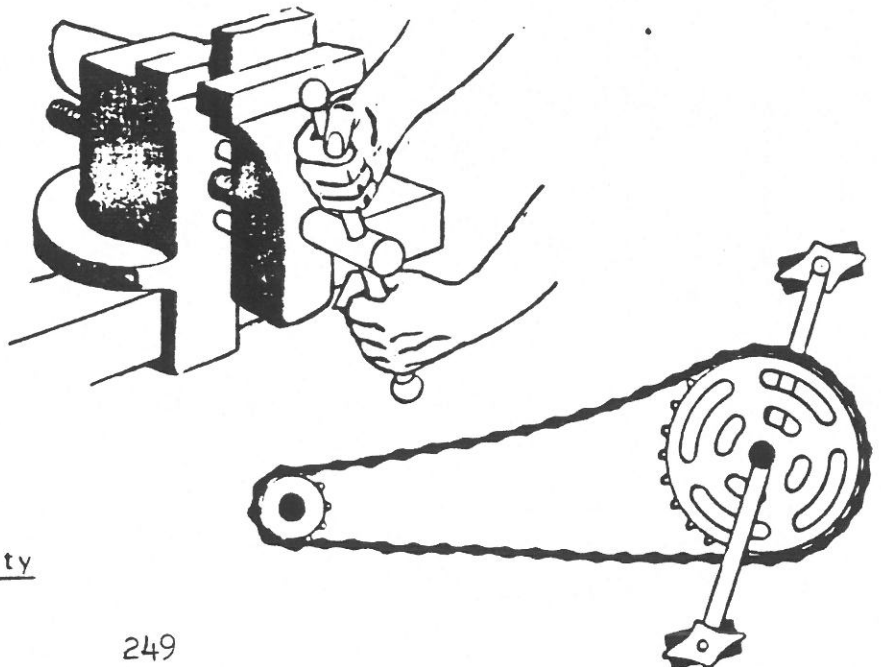
Block and tackle
 Electricity safety
 Bridges
 Catapult

Webelos Den Activities

Block and tackle
 Catapult
 Steam turbine
 Paper-clip motor

Webelos Scout Helps

Traveler & Engineer Activity
Badge Helps



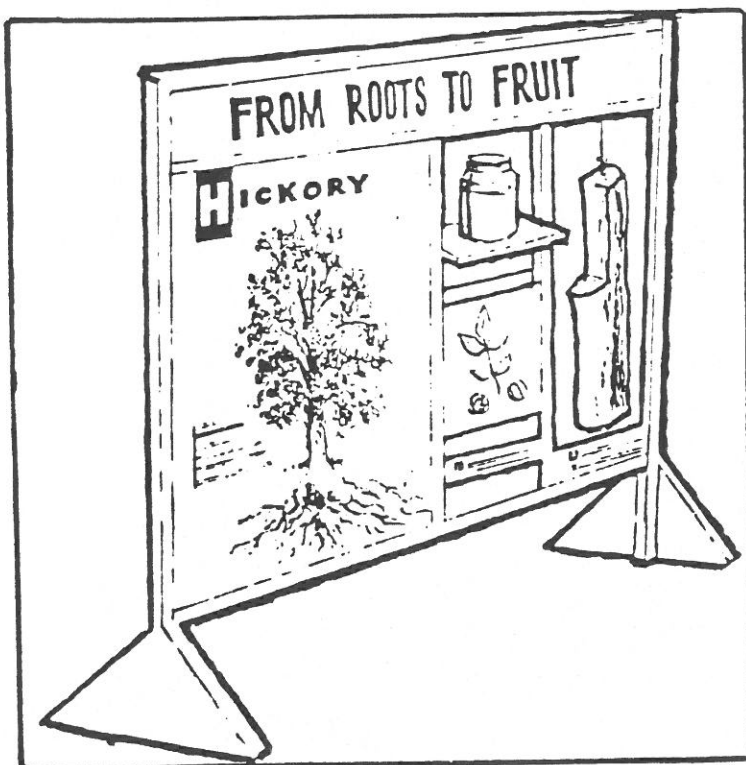


FORESTER

A forester is a person who knows and understands trees and the other things that are found in the forest. He knows which trees are good for lumber, which are best for supply pulp for paper, and which are best for providing homes for wildlife. The forest makes tree inventories, estimates lumber content in standing timber, surveys, does logging, tree planting, insect control, recreational planning, and mapping and marking trees for harvesting. He knows how to preserve and protect forests from fire.

Many of the products in our world today come from trees - lumber for our houses and furniture, rayon for clothing and film, fruits and nuts, baseball bats and other sporting equipment.

1. Demonstrate how to measure tree diameter and height.
2. Make an exhibit 'from roots to fruit' for pack meeting.
3. Make a collection of leaf prints.
4. Visit a lumber yard or sawmill.
5. Find a tree stump or log and count the annular rings. See if you can tell which were poor years for growth.
6. Plant a tree.
7. Ask a forest ranger to tell boys about wildfire and how to prevent it.
8. Make a tree survey of your area.
9. Make a tree identification kit for the den - use strips of bark, leaves or needles, cones and seeds.



Select a kind of tree to show in the "From Roots to Fruit" exhibit. Mount materials on a durable wood or pressed board panel. Label each item.

RESOURCES

Webelos Scout Book

How a tree grows
Outdoor Code
Tree cross-section
Tree planting
Wildfire prevention

Webelos Den Activities

Leaf identification
Crosscut saw contest
Tree climbing contest
Adopt a tree
Determining tree's age

Webelos Scout Helps

Forester Activity Badge Helps

Help can also be obtained from your State Forest Service, U.S. Dept. of Agriculture.



GEOLOGIST

Most boys, at one time or another, have rock collections. Some Webelos Scouts may be surprised to learn that the study of geology deals with rocks, and it can be fun. The 'Webelos Scout Book' contains information on volcanoes, geysers and the formation of mountains so help the boys gain a fairly good understanding of these occurrences with a little assistance. While working on the badge, the boys will learn how the earth was formed, how rocks and minerals are used and what a geologist does.

1. Have boys start rock collections.
2. Have boys make drawings of what causes volcanoes, geysers and earthquakes.
3. Go on a rock hunt. Identify rocks and minerals found.
4. Make a mineral hardness kit.
5. Invite a geologist to come to den meeting and demonstrate the use of his tools.
6. Visit an industry that uses geological materials.
7. Visit a rock shop or jeweler's shop.
8. Visit a museum of natural history.
9. Make a volcano.
10. Make a rock tumbler and ask a rockhound to demonstrate how it works.
11. Make a rock exhibit for pack meeting.
12. Ask a contractor to come to den meeting to talk about materials used in home building.

IGNEOUS rocks are formed from molten material or magma from the inside of the earth's crust. Examples: Granite, diorite, lava, basalt.

SEDIMENTARY rocks are formed from other rocks that have been weathered or worn down into sediments. Examples: Sandstone, limestone, shale.

METAMORPHIC rocks are formed from existing rocks by heat or pressure. Examples: Sandstone changes to quartzite; limestone changes to marble, shale changes to slate.

RESOURCES

Webelos Scout Book

Types of rocks
 Identifying rocks
 Mineral hardness scale
 Volcanoes
 Earthquakes
 Geysers
 How mountains are formed
 Fossils
 Where to hunt

Webelos Den Activities

Crystal patterns
 Collecting fossils

Geologist & Scientist Activity Badge Helps

Webelos Scout Helps





NATURALIST

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. Most Webelos-age boys are fascinated by wild creatures. Working on the Naturalist activity badge gives a boy a chance to develop his natural curiosity and may begin a lifelong habit of observing things all around him. We miss a great deal when we do not have some appreciation or knowledge of the wonderful world of nature around us.

A boy's interest in this badge may lead him into a hobby or vocation. It will help him prepare for the new adventures in the world of nature which he will find in his Scout troop.

1. Make insect zoos or terrariums.
2. Learn to identify poisonous plants and reptiles.
3. Make bird migration maps, using large U.S.A. maps. Then go bird watching and see how many species you can identify.
4. Take a nature hike and look for animal tracks. Make plaster casts of the tracks.
5. Study wildlife homes.
6. Make bird feeders and observe birds who use them.
7. Boys keep a nature notebook, jotting down discoveries on field trips.
8. Make a list of all plants in a given area.
9. Visit a zoo or nature exhibit.
10. Make a leaf or nut collection.
11. Make an insect collection, mounting and identifying them.

Each Webelos Scout can make his own nature observation calendar. Every day he writes down in the appropriate box something from nature he has seen.

RESOURCES

Webelos Scout Book

Insects
Poisonous reptiles
Bird migration

Webelos Den Activities

Nature games
Ant farm
Raising frogs
Snakes
Insects

Cub Scout Activities

Plaster casts
Leaf spatter printing
Den museum
Nature games

Webelos Scout Helps

Naturalist Activity Badge
Helps

MAY NATURE OBSERVATION CALENDAR 19						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
					1 GRASS IS TURNING GREEN 	2 LONG SPINNEY SED ON FLESH
3 ICE IS BREAKING UP 	4 * * * HAD A SMALL BUNNET ON 	5 SAW SMALL BALLARD 	6 BIRCH BARK 	7 TULIPS COMING UP 	8 OUR SUPPLY SHAP IS BARMS 	9 * LOCATED CASSIDPEIA
10 DEAR TRACKS IN OUR YARD 	11 MOTHER DIED 	12 COCONUT RIND ON TREE 	13 WHITE PINE 	14 FIRST BIRD IN THIS YEAR 	15 FEATHER FROM BLACKBIRD 	16 SHOOT FROM A SUGAR SHIP
17 SNAIL SHELL FOUND IN WOODS 	18 BY BEANT STARTED TO GROW 	19 DOGWOOD STARTED TO GROW 	20 TROUT BURN 	21 	22 FOUND CORN IN OLD CORN 	23 SAW A FALLING STAR
24 WENT TO THE GLASSING 	25 SEA GULL FOUND ON BEACH 	26 CATTAILS COLLECTED 	27 COMMON GILT WOOD 	28 CANTON BUNFISH 	29 SAW GREEN PINE TREES 	30 HANG IN THE WOODS
31 ON TURTLE POLE 						



OUTDOORSMAN

Many people say that the Webelos program is the bridge between Cub Scouting and Boy Scouting. If this is true, then the Scouting end of the bridge must be supported by the Outdoorsman activity badge. In this badge the Webelos Scout will receive a preview of the fun he will have in the troop. This badge ties in very well with the Camping, Cooking, and Hiking Skill Awards in Boy Scouting.

The best way to work on this badge is on a Webelos dad-and-son overnight campout. This is not a full-fledged Boy Scout campout ... only a taste of what is to come when the boy joins a troop. After a boy becomes a Boy Scout he will become proficient in handling himself in the outdoors. As a Webelos Scout, he should not be expected to master any of these skills, but only to have a little fun in the outdoors. And speaking of fun ... it is sometimes hard to tell who has the most fun - the boys or the dads.

1. Make a tent. (See "Webelos Scout Book")
2. Make a den first aid kit.
3. Have a den cook-out.
4. Learn aluminum foil cooking techniques.
5. Have a campout planning session with the boys. Make a list of items needed for backyard camping and for the dad-and-son overnighter.
6. Have the Webelos den chief teach boys the basic knots they will need for the dad-and-son overnighter.
7. Practice camping in the backyard.
8. Show boys how to make an improvised sleeping bag or bed.
9. Teach fire-safety principles which include no flames in tents or liquid fire starters.
10. Teach the boys basic first aid. (See "First Aid Skill Book")
11. Build charcoal stoves from 5-quart cans. (See "Webelos Scout Book")
12. Plan and hold a dad-and-son overnight campout.

RESOURCES

Webelos Scout Book

Making a tent
Family camping
Taking a trip
Outdoor firesafety rules
Outdoor cooking
How to use your knife
Hiking

Webelos Den Activities

First aid kit
Aluminum foil cooking

Outdoorsman Activity Badge Helps

Cub Scout Activities

Ground rules for trips
Den cookout
Backyard stove
Backyard camping
Family camping

Webelos Scout Helps

Boy Scout Handbook

First Aid Skill Book





SCHOLAR

The Scholar activity badge is an easy one for boys to earn if they are doing acceptable work at school. This is so because more than half the requirements concern attendance, behavior, grades and service in school. Unfortunately, a majority of Webelos-age boys may not like school; they see it as a place of confinement rather than learning.

A Webelos-age boy has a very high quotient of curiosity and a thirst for knowledge ... but mathematics, history and geography usually are not high on his current list of interests. Through this badge, we hope to encourage boys to do well in school, to understand why schools are necessary and what they can offer, and to learn how schools are run in this country.

The Webelos den leader can influence the boy's thinking by his own attitude toward the badge and his opinions on the importance of education and the school system. 'Scholar', when mentioned, may not provoke a series of cheers from your den; however, if the leader shows enthusiasm and assures the boys this is not just more homework, he is on the right track. Help the boys see that there is more to school than just homework, and you will have accomplished a major goal of this badge.

Check with the teacher or principal before starting work on this badge. Chances are, they may be able to suggest other useful projects for the Webelos Scouts. You may wish to have a teacher or principal sign off the first three requirements. At least meet with them and explain, so they will not be caught unaware.

1. Talk about the history of education and how schools developed in this country.
2. Plant flowers or shrubs on the school grounds.
3. Assist the custodian in setting up meeting room for P.T.A.
4. Tour the Education Service Center.
5. Invite a member of the school board or a professional educator to talk to the den about the value of an education and what school has to offer a boy.
6. Raise the flag at school over a period of several weeks.
7. Tour a local high school or visit a college campus.
8. Obtain old school books for the boys to look through and compare with current books. This will help illustrate how education has progressed.
9. Tour the city or branch library. Find out how it works. Boys get library cards if they do not already have one.
10. Ask someone to visit den meeting to talk about careers in the field of education.
11. Plan and practice a skit on education to be presented at pack meeting.

RESOURCES

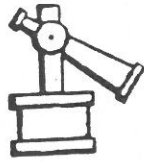
Webelos Scout Book

History of schools
Who runs your school

Webelos Den Activities

Webelos Scout Helps





SCIENTIST

We live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world about him so that these laws can be used by people to improve our living environment.

The Scientist activity badge offers opportunities for lots of fun and learning and a touch of magic. Boys who have an inquiring mind will love it, and even those whose interests are more toward the outdoors or sports will be interested if they have plenty of chances to experiment.

Experiments covering each of the badge requirements are found in the 'Webelos Scout Book' and additional ideas are found on the next few pages. Choose some experiments and enjoy an 'exploration into science' with your Webelos Scouts. Be sure that you have tried the experiments ahead of time and have the necessary materials on hand. Then the boys can use their scientific knowledge to astound the younger Cub Scouts at pack meeting with their experiments and scientific tricks. Learning scientific methods helps a boy develop the power of thinking.

1. Do the experiments in the 'Webelos Scout Book'.
2. Make fog, as described in the 'Webelos Scout Book'.
3. Make a barometer.
4. Visit an eye specialist and learn how the eyes work.
5. Make an optical illusion and show how the eyes converge.
6. Make crystals as found in the 'Webelos Scout Book'
7. Visit an airport and ask an expert to explain flight principles.
8. Have a slow-motion bicycle riding contest to illustrate balancing skills.
9. Invite a weather expert to talk to the den or visit a weather station to learn about weather and air pressure.
10. Make a chemical garden. (See 'Webelos Den Activities')

RESOURCES

Webelos Scout Book

Experiments to illustrate atmospheric,
air and water pressure
Inertia
Fog
Crystals
Balance
Optical illusions

Webelos Den Activities

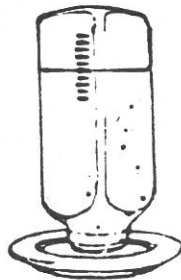
Magic garden
Experiments
Barometer

Webelos Scout Helps

Geologist & Scientist Activity Badge

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 top, and flip it over quickly. Allow a little water to escape into the saucer.



With a felt-tip pen, draw 8-10 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, the atmospheric pressure is higher and fair weather is coming. If it's lower, look for unsettled weather.



SHOWMAN

There are three different ways for Webelos Scouts to earn the Showman activity badge. The three areas are Puppetry, Music and Drama.

If the boy chooses Music, this is a stepping stone to the Music merit badge in Boy Scouting. He will have an opportunity to become familiar with different composers, sing songs, play instruments, and read music symbols. One of the optional requirements is to make a collection of three or more records. This could start a boy off on a music career. Many of the requirements will be completed in school music classes, church choir or singing in den or pack meeting.

It is doubtful if the Showman activity badge will produce skilled entertainers, but it will expose the boys to theatre and musical arts and help build self-confidence in them. And it's bound to be fun for them.

1. Take the den to a school or professional concert.
2. Ask a music teacher or professional musician to come to den meeting to talk to the boys, and perhaps play an instrument for them.
3. Attend a high school play.
4. Use a tape recorder to record the boys' voices so they can hear how they sound.
5. Write a one-act play for pack meeting, or plan a musical program.
6. Visit a costume shop.
7. Write and produce your own movie. Show it to parents or to pack.
8. Write a puppet play and make the puppets to go with it.
9. Discuss sound effects. Teach the boys how to make them.
10. Ask boys to bring their favorite records to play for the den.
11. Take your show to a children's home or hospital as a Good Turn.

FINEST DEN OF WEBELOS
(Tune: Yellow Rose of Texas)

We're the finest den of Webelos
That you have ever seen,
We're loyal and we're honest,
We're never rude or mean.
We're proud to wear our uniforms,
We like the khaki and blue.
You know that you can count on us
To live our promise true.

We follow our Akela,
We always do our best,
We work on our advancement,
We rarely stop to rest,
We learn while earning badges
Webelos know more than most,
We learn to be good citizens
About that we can boast.

RESOURCES

Webelos Scout Book

Puppets
Puppet stage
Composers
Plays
Stage setting
Stage direction
Opera and musicals

Webelos Den Activities

Planning a show
Puppets

Webelos Scout Helps

Skits and Puppets

Showman Activity Badge Helps

SPORTSMAN

Sports are high on the list of favorites of Webelos Scout-age boys. You can be certain of instant interest by most members of your den in the Sportsman activity badge. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them will already know enough about rules, scoring, techniques for several sports so they could pass the requirements quickly.

But that's really not enough. One of the primary purposes of Cub Scouting is 'encouraging good sportsmanship and pride in growing strong in mind and body'. If the boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then the den .. and you, the leader .. have wasted your time.

Discuss the importance of sportsmanship. What does that mean in practice? It means that the least skilled gets just as much instruction and encouragement as the best athlete. It means that the better athletes learn not just to tolerate the awkward boy, but to help him. It means that all boys can win and lose with grace and good sportsmanship.

Your own example will help to achieve these goals. Put stress on the fun of the game, not on winning. When you have intraden competition, make up the teams so that strength is about even. If you let the boys choose their own teammates, there is a good chance that most of the best players will wind up on the same team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.

1. Have each boy list the sports in which he participated during the last year.
2. Invite a sports figure, coach, or referee to den meeting to tell the boys about the importance of teamwork and good sportsmanship.
3. Go to a football game, soccer match or other sporting event.
4. Have a dad-son bowling night.
5. Let boys practice casting with a fishing rod.
6. Select a sport to demonstrate at pack meeting and practice it.
7. Have a dad-son volleyball game.
8. Hike around a golf course.
9. Practice archery, using a bale of hay behind paper targets. Teach archery safety rules.
10. Take the den ice skating or roller skating.
11. Teach football signals. Practice until the boys know them well.



RESOURCES

Webelos Scout Book

Baseball
Softball
Basketball
Volleyball
Individual Sports
Official Signals

Webelos Den Activities

Archery
Casting Game
Bowling Night

Webelos Scout Helps



TRAVELER

Earning the Traveler activity badge will help a Webelos Scout discover new things, learn about new places, and see some of the nearby areas rich in local history. Through the badge requirements, boys learn to read maps and timetables of railroads, buses, or airlines serving the area. This information can be used on planning trips. They will learn the comparative costs of rail, bus, or air transportation. They may take trips by bus, train, plane, or boat to points of interest with their parents. They will learn how to use highway maps and plan trips. They will learn to pack suitcases and check to see if family cars have adequate first aid kits.

Earning this badge will not only help the boys prepare for travel experiences but will also enable them to get the most out of a trip and to learn more about this great country.

If your boys are experienced travelers, you may want to visit a travel agency instead of making a trip. Or, you might decide to visit a train depot, bus terminal or airport. Make arrangements in advance with officials. At a travel agency, your den should be able to learn how to plan for long trips and secure timetables and travel folders for exotic places. At the airport you may be able to arrange for the boys to see the 'inside' of operations - the dispatcher's office or control tower, or perhaps the cockpit of an airliner.

1. Invite a bus driver or truck driver to come to den meeting to talk to the boys about safety. Or have a highway patrol officer come.
2. Visit a travel agency or automobile club office and find out what they do.
3. Make car first aid kits.
4. Discuss timetables and how to read them.
5. Calculate cost and speed of a plane trip.
6. Locate points of interest on city and state highway maps. Visit some of these places.
7. Visit a bus terminal or airport to see the inside operation.
8. Make a list of travel agencies and transportation facilities in the area.
9. Teach proper method of packing a suitcase. Stress neatness.
10. Visit a state or national park with den families.

RESOURCES

Webelos Scout Book

Schedules
 Cost
 Places to visit
 Packing your suitcase

Webelos Den Activities

Webelos Scout Helps

Traveler & Engineer Activity Badge



Scouting for Boys
with

Special Needs



10 NEEDS OF A BOY

1. To climb a mountain and to look afar.
2. To sit around an embered campfire with good friends.
3. To test his strength and his skill on his very own.
4. To be alone with his own thoughts and with his God.
5. To be ready to reach out and find the hand of an understanding man ready and willing to help.
6. To have a code to live by ... easily understood and fair.
7. A chance to fail ... and know why.
8. A chance to play hard just for the fun of it ... and to work hard for the thrill of it.
9. To have and to be a good friend and have a chance to prove both.
10. To have a hero ... and a vision to measure him by.

CUB SCOUT FOR YOUTH WITH SPECIAL NEEDS

While handicapped Cub Scouts in Pack 8 were learning to salute the flag, Cub Scout Tommy, who cannot lift his right arm, struggled to do it right. His Cubmaster assured him that it was all right for him to salute with his left hand.

But for Tommy, it wasn't. A little later, his Cubmaster found him sitting with the right arm propped on his knee, a big smile on his face, and his right hand in perfect saluting position.

"The child is there
Beyond the hurt and handicap...
Beyond the defect and the difference.
Beyond the problem and its probing...
How can we reach him?
How can we set him free?"
National Association for Retarded Children

HISTORY

Youth with special needs have been in Scouting since its inception. The first mentally handicapped unit was registered in 1951. In the framework of Scouting history, this is relatively recent. The word "pioneer" really expresses it best. Until recently, there was no formal training program for people working with these boys and they had to rely solely on their own judgement and resources.

There are many people and organizations working with the handicapped, but considering that out of 2.8 million retarded boys, only 175,000 are being reached through Scouting, there are many more boys to be reached.

WHY SCOUTING FOR YOUTH WITH SPECIAL NEEDS

Answer: Because it works! Scouting has been proven to be one of the most effective ways to help handicapped persons become prepared to be successful as adolescents and adults.

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

A handicapped child seeks several basic things that all boys seek: love, acceptance, achievement, development, creativity, and discipline. How does Scouting fulfill these needs?

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

For Scouting, the desire is there because the "child is there." Because the desire is there, the determination to reach the child is there and this begets the ingenuity to go around the over barriers. Participation in Scouting gives the child a sense of worth and dignity. It offers them many excellent group experiences enabling them not only to develop sound character and good citizenship, but an opportunity to put these attributes into practice.

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

By belonging to a group of boys in a den, he feels acceptance. Within this group he learns that he is accepted as he is, which many times is a completely new experience. When he receives praise for doing something right, that, too, is a form of acceptance and this leads on to the third basic need, achievement.

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

Lastly, Scouting provides social activity or fun with others which is necessary. We know now that human potential is determined not by nature alone, but by each individual's response to his environment. It follows that an improved environment can change the course of life. It is nature and nurture that shape human lives - a fact that makes all the difference in current attitudes and actions toward the handicapped.

The same Cub program used by millions of 8, 9, and 10 year old boys works for the handicapped. The motto "Do Your Best" applies. The handicapped youth that feels: I belong, I am accepted, I can help others, has benefitted greatly. A concerned leader can make the difference! Help recruit, accept and make Cubbing happen for the handicapped.

UNIQUE WAYS IN WHICH CUB SCOUTING CAN HELP THE SPECIAL NEEDS YOUTH

- The Cub Scout program can change a "can't do" attitude, if present in the boy, to a "can do" attitude when he achieves.
- He can develop through the Cub Scout achievement and activity award methods.
- He can enter competition.
- He can start, lead, or help in many projects that a den gets involved in.
- He can be helped to do his very best.
- He will learn that he has worth and dignity.
- He will have group experiences.
- He will be helped to develop sound character and good citizenship.
- He will have the opportunities to put his best qualities into practice.
- He can gain a sense of accomplishment.
- He will have the opportunity to associate with other boys.
- he may be helped to build self-confidence.
- He will see that he can do many of the Scout activities like the other boys.
- He may inspire other boys to do better.
- He may motivate other boys to do their best.

- Like other boys, he will be given understanding, not sympathy.
- He may gain a feeling of self-reliance.
- He will learn to follow through on an assignment.
- He will benefit from the enthusiasm of his fellow Cub Scouts.
- He will have the opportunity to learn new skills through practice and perseverance.
- He can practice and become proficient.
- He likes the Cub Scout program straight out, uncut and undiluted.

MEMBERSHIP

Some handicapped boys over the chronological age of 11 years may be registered as Cub Scouts. This is provided in Clause 19 of Article XI, Section 3 of the Rules and Regulations of the Boy Scouts of America. They may fully participate in the advancement program if the chartered organization determines, with the approval of appropriate medical authorities, that the handicapped youth qualifies to register beyond the normal registration age. The Cubmaster's signature on the boy's Cub Scout application or on the unit's charter renewal application certifies the approval of the chartered organization.

The following guidelines must be adhered to: The medical condition of all candidates for membership beyond the normal registration age must be certified by a physician licensed to practice medicine, using Health and Medical Record form No. 4412. In the case of mentally retarded or emotionally disturbed candidates for membership, their condition must be certified by a statement signed by a licensed psychologist or psychiatrist. Current health, medical, or certification records of all handicapped members beyond the normal registration age are retained at the Council Service Center.

THERE IS A PLACE

Medical and rehabilitation opinion encourages children with handicaps be allowed to lead as normal a life as possible. Where it is possible to do so, many are absorbed into regular schools, although many are also in special schools. In Cub Scouting, handicapped boys are integrated into ordinary packs whenever possible. (See 'Mainstreaming Handicapped Cub Scouts' in this section.) Of course, there are packs sponsored by special schools or hospitals.

A Cub Scout leader may feel hesitant about facing up to the opportunity of accepting a handicapped boy into a pack or den.

Consider for a moment how being handicapped can in itself be a barrier to many activities enjoyed by ordinary boys. This is true even when a handicapped boy has considerable skills, abilities, and moral strength.

Scouting has, over the years, made thousands of boys happier than they would have been otherwise, by accepting them for what they are, what they can contribute and by offering them the friendship and encouragement they need.

Accept the challenge by offering membership to handicapped boy!

IT IS STRONGLY RECOMMENDED THAT LEADERS WHO WILL WORK WITH HANDICAPPED BOYS FIRST COMPLETE BASIC DEN LEADER TRAINING. It is also recommended that the Cubmaster and the involved den leader visit with the parents and meet the handicapped boy. This is done to learn something about his handicap, his abilities, limitations and what he is physically unable or not allowed to do.

Some handicapped boys may attempt to "be like the others" which could harm him. Try to ascertain whether he knows any of the boys in the den.

DEFINITIONS OF TYPES OF HANDICAPS

The basic definition in this section were provided by the national agencies related to the type of handicap defined. For more technical or detailed definitions, consult with qualified personnel.

BLINDNESS - A totally blind person can see nothing. A "legally blind" individual can see no more at a distance of 20 feet than a person with normal vision can see at a distance of 200 feet. "Functional blindness" is generally defined as the inability to read newspaper type even with the best possible corrective lenses or to perform ordinary tasks necessary to daily living.

VISUALLY HANDICAPPED - The term "Visually handicapped" usually means that a person needs some type of corrective glasses or help in order to go about everyday work and play. ---Visually "impaired" indicates the impairment can be corrected sufficiently so that it is not a handicap.

CEREBRAL PALSY - Cerebral palsy is a condition that makes a person unable to control muscles because of brain damage. "Cerebral" refers to brain and "palsy" to lack of control over muscles. It is a group of disorders. Any combination of physical and mental status is possible. Symptoms range from slight awkwardness to gait to more uncontrolled movements and an inability to see, hear, speak or learn as other people do. Cerebral palsy is not always associated with mental retardation.

MENTAL RETARDATION - Persons who are mentally retarded are limited in their ability to learn and are generally socially immature. Some are further handicapped by emotional and physical disabilities. Mental retardation is a condition not a disease, manifested during the development period. It is important to realize that retarded persons have the same hopes and emotions as non-retarded persons.

MILDLY RETARDED - About 90 per cent of retarded persons are mildly retarded. They are similar to non-retarded persons, differing primarily in the amount of intellectual development. They are capable of being educated. Adults, given proper training, can work in competitive jobs and are able to live independent lives and are absorbed into daily community life.

MODERATELY RETARDED - (Trainable mentally retarded) Persons who can learn to care for their personal needs, perform many useful tasks in the home or in a sheltered workshop situation as an adult.

SEVERELY RETARDED - Persons who have defects in motor development, speech and language and often have physical handicaps but can be taught self-care. Ability to learn and adjust is severely limited.

PROFOUNDLY RETARDED - Persons who often have physical handicaps and severe impairment in coordination and sensory development. This makes it necessary for them to have constant care. Some, with special techniques, can be taught useful tasks and can participate in some activities.

EPILEPSY - Epilepsy is not a disease. It is a malfunction of the manner in which the cells of the brain release energy. Epilepsy is characterized by sudden seizures - muscle convulsions and partial or total loss of consciousness. While the condition cannot be cured, sometimes epilepsy that started in childhood will disappear in later years. It can be controlled through use of medication.

MUSCULAR DYSTROPHY - Muscular dystrophy is a general designation for a group of chronic diseases. The most prominent characteristic is the progressive degeneration of the muscles.

PHYSICALLY HANDICAPPED - Concerns those who are limited because of an impairment or disability which hampers physical, vocational, and community activities.

PRELANGUAGE DEAF - Persons who were born deaf or lose their hearing in early years before acquiring speech or syntax. They make up 95 per cent of the school age deaf population.

POSTLANGUAGE DEAF - Persons who have lost their hearing after having developed speech (usually those over 6 years of age) and hence have some understandable speech, or at least make speechlike sounds, or might "sign" or have a hearing aid, etc.

LEARNING DISABILITIES - Children with special learnign disabilities have a disorder in one or more of the basic psycholological proceses involved in understanding or in using language, spoken, or written, which disorder may manifest itself in imperfect ability to listen, think, read, speak, write, spell or do mathematical calculations.

EMOTIONALLY DISTURBED - People who are unable or unwilling to adjust to the problems, stresses and situations of daily life. They might react aggressively or withdraw from situations rather than attempt to adjust to them.

MUTLTIPLE SCLEROSIS - A disease of the central nervous system - the brain and spinal cord. They control such important functions as walking, talking, seeing, eating, tying a shoe, opening a door. There is no known cure and the cause is yet to be found.

AUTISM - Inability to face reality, characterized by staring at space, non-response to sounds and the total lack of interest in other people. Autistic children do not make eye contact. Other common characteristics include serious difficulties in toilet training, in feeding, in the development and use of language. They do not understand common dangers, such as a busy street, yet may show above normal skill in some isolated area of mathematics or music. Often mistaken for retardation.

WORKING WITH THE SPECIAL NEEDS BOY

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

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

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

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

Praise and encouragement are indispensable. Even when a boy does not succeed, he should be praised for trying. A simple thing like applause provides amazing motivation for the mentally retarded child. They generally need more incentive than non-handicapped youth.

Rewarding proper behavior will usually cause that behavior to occur again. Reward can be in the form of a thank-you or it can take a material form such as a badge, a prize or a chance to go on a trip. Focus reward on the proper behavior. For example, if a boy is being uncooperative, put him into a sharing situation with someone else and reward him every time he cooperates with others. As he begins to learn the correct behavior, decrease the rewarding. Eventually, a pat on the back will be all he needs.

Don't reward inappropriate behavior. Praise him when he exerts real effort or has improved a previous performance. But don't praise falsely.

If a handicapped Cub Scout tends to blame others for his failures or poor performance, do not accept this type of behavior. Make it clear that he is expected to answer for his own behavior.

If a boy is behaving in an unacceptable manner, try the 'time out' strategy. This means removing him from a particular situation because his behavior is unacceptable. For example, if a boy is being over-aggressive, call him aside and say: "Bill, I'm not happy with your behavior. You're having fun at the expense of others. I'd like you to take some time out say... (be specific - 5, 10, 15 minutes). After that time is up, come back whenever you are ready to join the group."

The 'time-out' strategy works only if the activity from which the boy is removed is something he wants to continue. It works best if the time-out is in a dull, uninspiring place - a place to get away from rather than the place to be. At no time should the boy be placed where he can not be observed by an adult leader.

Clearly, some allowances must be made for handicapped boys. If he's physically handicapped, he can hardly be expected to compete in relay races, but he can be a starter or judge.

If his eyes are poor, he may not be able to catch a ball, but he could be a scorekeeper for a ball game.

Boys in wheelchairs can go on hikes with other boys taking turns as 'pushers.'

Plan the den and pack program to fit the needs and abilities of the boys, whether or not they are handicapped.

IMPAIRED HEARING OR DEAFNESS

Leaders who have deaf Cub Scouts must understand that there may be embarrassment on both sides. The hearing-impaired youth will be acutely conscious of his hearing loss, eager to be 'normal' in every way and fearful that he will mess things up. The hearing boys will feel uncertain about how to communicate and deal with their deaf friend.

The other Cub Scouts will have to learn to speak directly to the hearing-impaired boy so that he can see their lips. They will have to curb their inclination to shout at him or make exaggerated movements while speaking. Both of these make lip-reading more difficult. They must learn to get his attention by touch or vision cues, written messages, or by signs.

Hearing boys must make every effort to include the hearing-impaired boy and accept him as he is. If he is unable to follow fast-moving conversation, misses the point of jokes or does not hear instructions or announcements, the boy may find withdrawal more satisfactory than participation. If he feels 'out of things' he may decide to stay out of them.

Deaf people have the same needs as those who hear. They need a lot of attention, advice, and love. They need to be included in group activities.

To be sure that the hearing Cub Scouts feel a personal relationship and responsibility to the deaf Cub Scout, appoint one boy to act as the deaf boy's 'buddy' for each meeting or activity. This assignment should be rotated among all the members, making sure that the 'buddy' is alert to the special needs of the deaf boy, explains instructions, reassures him that he is liked and accepted.

Make sure he has the opportunity to participate. Sign language and speaking clearly are important so the handicapped boy knows what is expected.

Impaired hearing or deafness requires many adjustments. Warmth and understanding can be communicated by actions and facial expressions as well as by speaking and writing. Some suggestions are:

- speak moderately and slowly to allow for lip reading,
- Gestures, sign language and demonstrations should be used when giving instructions.
- The first activity should be something the group knows or has done before.
- The leader should stand where light falls on his face so that his lips can be easily read.

PHYSICAL HANDICAPS

When assisting a person in a wheelchair to go up low curbs or other obstacles, one should use the small foot bars to tilt the chair backwards. A wheelchair should be taken up curbs forward and down curbs backward.

In rainy weather or on wet terrain, it may be more practical and more safe to use wheelchairs for those persons who normally get about with crutches.

When a disabled person falls, hee may wish to get up by himself. Offer help, but wait for him to ask before giving it.

Crutches and wheelchairs are necessary accessories. Don't take them away from handicapped people unless they indicate they would like to have them out of the way. Nothing is more irritating than to have crutches grabbed immediately after sitting down, leaving the individual stranded.

MENTALLY RETARDED

Many retarded, including both educable and trainable, have short attention spans andd poor memories. If they are requested to do too much, they lack emotional stability. Most have problems with coordination, balance, agilityk, directionality, strength, body awareness and image. Sometimes these problems are the result of inactivity and lack of opportunity to participate in group activities.

Some suggestions in working with mentally retarded Cub Scouts are:

- Den of 5 or 6 are usually best.
- Play and activity periods should be frequent, but relatively short. Play periods shouldn't last more than 30 minutes.
- Use a variety of different activities to hold the boy's interest.
- Keep instructions brief and demonstrate while teaching.
- Try to stimulate program with pictures, stories, colorful equipment and visual aids.
- Coordinate physical activities with art and music activities.
- Use attractive names for the game or activity.
- Repeat games and activities from meeting to meeting to reinforce the boy's learning process.

IMPAIRED VISION OR BLINDNESS

Impaired vision or blindness is always a handicap, but if newly acquired, the boy requires much help and understanding. He will need to relearn some things or make adjustments in doing them. Familiarity with location of materials will be necessary. More time should be planned for his care if he is to learn to do things for himself.

Suggestions:

- Use activities in which the handvcapped boy can participate.
- Circle and line formations are useful in keeping the group together.
- Counting and clapping help keep the blind in touch with each other
- The leader should indicate where he is at all times and he should inform the group what the others are doing.
- Rattles and bells should be put inside balls to help the blind follow their movement.
- A totally blind boy should be paired with a sighted or partially sighted one, if possible.

IMPAIRED VISION OR BLINDNESS Continued

- Balls for the partially sighted should be soft, larger than normal and painted white.
- The leader's voice should be loud enough to guide the group.
- Music and rhythmic sounds are very motivating. Rhythmic activities and simple dances are recommended.

LEARNING DISABILITIES

Every pack has one boy who doesn't seem to keep up; the one who's always late; the discipline problem; the dreamer. Sometimes the cause of the problem is obvious. It may be that the problem stems from his home environment or from some physical difficulty. But more often than not, the problem is that the boy has a learning disability. Learning disabilities manifest themselves in many different ways, but they all have some common traits. They are basically disorganizations in a child's mind which cause him to fail to grasp concepts that are relatively easy for other children to pick up.

Some of the learning disabilities are:

Space - This difficulty makes it hard for a boy to compete in athletics. He is usually very uncoordinated but not necessarily small. He may have difficulty with drawing or writing because his fine finger movement is impaired. He may also have trouble getting around in the city because he cannot remember the location of usually known landmarks.

Sight - This perceptual handicap is very common. He sees things differently. Reading and spelling are often very hard for him. Because he perceives in a disorganized fashion, he will have difficulty remembering things and places.

Hearing - This disorganization often causes a child to forget names and instructions. His vocabulary is often limited and his ability to express himself is diminished.

Numbers - A boy with this problem will have trouble understanding the relationship between digits and quantity. Match, points, and other uses of numbers will confuse him.

Time - A mixed-up concept of time may pose unique problems for a boy. This Cub Scout may never get started on an activity with the rest and, when he does, he'll be frustrated at leaving it incomplete or by always being last. Often he cannot grasp the concept of the future in a long-term project, like an up-coming trip.

These are the major learning disabilities. Some boys have only one of them; but others have combinations.

Children with learning disabilities may become easily frustrated and may give up on a task when they perceive its challenge. They may be overactive or underactive.

They may speak too loudly or repetitively to the extent that it annoys others. Clumsiness and difficulties in remembering rules of games may cause them problems in playing with other children.

Suggestions:

- If the boy forgets directions, they should be given to him one at a time. ~~When speaking to him the leader should use as few words as possible and make~~ sure the boy is facing him.
- If he is frustrated by a task, he may need to be assisted or have a simpler task substituted. Group projects in which every boy has a part that he can do are good.
- Whenever possible, competitive games should be interspersed with games played solely for fun.
- Before changing the customary agenda of meetings or before a special activity, describe the sequence of events to the boy so he can structure it in his own mind and handle it with a minimum of anxiety.
- If the boy becomes upset or excited he may need to retreat to a quiet room to collect himself. This should not be considered punishment.
- Boys can telephone one another between meetings to remind each other to attend and to bring the necessary materials or equipment. Many children receive no phone calls from their peers, so this will mean a great deal to them.
- Help the boy learn any lacking social skills.

Some of these boys handle themselves in a perfectly normal fashion outside school and can be fully functioning members of a den or pack. In this case, it may be necessary for the leader to explain to the other boys why they are behind in school or in special classes.

WAYS IN WHICH HANDICAPPED BOYS ARE SIMILAR TO NON HANDICAPPED

In reality the difference between handicapped boys and other boys are not great. All Cub-aged boys....

Like fun

Want recognition

Like competition

Want to achieve

Want to be self-reliant

Are turned off by criticism

Want to help others

Practice hero-worship

Like active games

Have enthusiasm

Want to prove their abilities

Are sensitive to right and wrong

Can help others achieve

Don't particularly want to be good, but do want to do good

Want friends

Want adventure

Like crafts

Dislike nagging

Rebel against authority

Have short attention span

Are uncoordinated

Want acceptance by others

Have vivid imaginations

Can become proficient in skills

Believe in fair play

Want responsibility

Dislike being made fun of

Like water in lakes and streams, but not in washbasins and bathtubs.

MAINSTREAMING HANDICAPPED CUB SCOUTS

The following suggestions can help pave the way for mainstreaming handicapped Cub Scouts into regular packs.

The success or failure of integrating handicapped boys will depend to a great extent on the attitude of the boys already in the den and pack. They should be actively involved in the planning and decision making.

Benefits of MainstreamingTHE HANDICAPPED BOY WILL....

- be in a group that accepts him and cares about him.
- be part of a more challenging atmosphere provided by Cub Scouting.
- be made aware that he is like other boys in most ways.
- have good models for social behavior provided through Cub Scout activities.
- be accepted more readily in school by regular students after interacting together in Cub Scouts.
- develop friendships with non-handicapped boys whom he might not have met otherwise.
- prove that he can function in the regular community by being part of a group.
- expand his knowledge of the non-handicapped world.

THE OTHER CUB SCOUTS WILL....

- get to know a handicapped person.
- develop friendships with handicapped persons they might not have met otherwise.
- be more comfortable with and better able to deal with handicapped people.
- see how much handicapped boys are like themselves.
- see the abilities, personalities and desirable traits in some new friends (who just happen to be handicapped in one way or another).

THE PARENT OF THE HANDICAPPED WILL....

- proud to see their son developing desirable values, self-help skills, hobbies and leisure time activities.
- be comfortable knowing that their boy is supervised in a worthwhile and enjoyable learning situation.
- concentrate on their son's abilities, instead of his disabilities.
- feel less alone, knowing that the whole pack cares about their son.
- feel secure that their son will have good adult role models in Cub Scouting.
- appreciate that their son is involved in worthwhile activities outside the home.
- realize that their son is becoming prepared to live as an independent adult.

THE CLASSROOM TEACHER WILL....

- find that Scouting makes it easier for the handicapped to be accepted by the non-handicapped students in the classroom, with less rejection, teasing and problems.
- discover talents of the student which may not have been exhibited in the classroom.
- discover that Scouting helps teach the subjects, skills and personal attributes which the teacher is also trying to teach.
- discover that the self-control learned in the den and pack helps improve classroom adjustments and behavior.

MAINSTREAMING HANDICAPPED CUB SCOUTS ContinuedTHE COMMUNITY WILL....

- learn that Cub Scouts develop and practice the important community living values of honesty, reliability, friendliness, helpfulness and service to others.
- discover that Cub Scouts are becoming well-rounded, well-adjusted citizens.
- learn that handicapped Scouts do learn how to function successfully in a non-handicapped community.

ORIENTATION AGENDA (DEN)

The den leader should hold two orientation sessions with the den, the first two meetings before the new boy is to join. The assistant den leader and den chief should share in planning these meetings and should be knowledgeable of the boy's condition. These sessions should take about half of the meeting. Den leaders should adjust the parts of these den meetings to include the following orientation suggestions for present den members.

FIRST ORIENTATION -

Equipment needed: Chalkboard and chalk, materials necessary for simulation games, such as material for blindfolds, newspapers, rope, etc.

Chalkboard session: Set up chalkboard and announce a "rap" session. Tell the boys they are getting a new member. If they do not know him, name him and explain that he is a bit different from them, but only in one way. Ask boys to tell and list on the board those things that we all can do, such as feel, smell, run and walk, ride bicycles, etc. Deliberately leave out the way in which the boy is handicapped. Then point out that he can do all of these things except the one thing he cannot do: see, hear, walk, etc.

If the Cub Scouts know the boy, have them share experiences they have had. Ask for ways in which they may have already helped him.

Use the listing of ways the handicapped Cub Scout is more LIKE non-handicapped boys than he is different.

Make sure that the boys understand that is is "all boy" in his interests, feelings, and goals. Explain the word "handicap" by showing that everybody has some kind of handicap - nobody can do everything, except perhaps Superman!

Use the chalkboard to list a "handicap" for each member (include the den leader, assistant den leader, and den chief) such as can't carry a tune, can't draw, can't throw a ball, etc.

If no one knows the boy, describe his handicap in simple terms and explain that he may do some things differently than others. Tell them that in spite of his handicap he will be assigned den tasks and do the same achievements they do. If anyone asks how he can do something such as whittling if he's blind, explain that the Cub Scout motto is "Do Your Best", and it means that everyone does as much of each achievement as possible and that den members can help. Point out that usually when a boy has a handicap, such as blindness, he has developed his other senses to a greater extent than most other people.

If any members are in the same school as the new boy, or attend the same church, ask them to welcome him to the den when they see him.

SECOND ORIENTATION

Opening: Learn "Cub Scout Welcome Song" or "We're Gald to See You Here" (Cub Scout Song Book).

Rap Session: Ask the boys, assistant den leader and den chief for their suggestions for games, ceremonies, achievements, etc. List suggestions on the chalkboard. If anyone suggests a game that is not familiar, try it out.

Explain the "buddy" system that the den will use: One boy each week will be asked to volunteer to help the new Cub Scout prepare for the next meeting and help with his achievements. Emphasize that the important factor is Do Your Best and the boy who is helping the new Cub Scout must be patient - not only because of the handicap, but because he is a new Cub Scout.

Simulation Games: Select several Wolf or Bear achievements and have two Cub Scouts work together, with one Cub Scout as the handicapped boy and the other as the helper. Examples: perform one of the feats of skill; set up a seed collection; tie a knot.

Song: Practice the "Cub Scout Welcome Song" (or "We're Glad to See You Here") again for next week's meeting to welcome the new Cub Scout.

By this time the Cub Scouts have had enough preparation and should continue with regular activities for the monthly theme.

FIRST DEN MEETING WITH THE HANDICAPPED CUB SCOUT

Before the meeting: Plan the meeting in advance with the assistant den leader and den chief and assemble all equipment.

Important: Introduce the new boy to the den.

Opening: If the den ordinarily has a ceremony to welcome a new boy, use it or a welcoming ceremony from the Den Leader's Book or Staging Den and Pack Activities. However, if this has not been done in the case of the other boys joining the den, don't single out this boy. Use any favorite opening.

Icebreaker: Choose a simple one from Group Meeting Sparklers. This choice could depend upon the abilities of the handicapped Cub Scout.

Mutual Interest Session: On chalkboard, set up lists of the boys' favorites in different fields, such as sports (list favorite stars in those sports); hobbies, such as collecting baseball cards or making models; favorite TV shows and school subjects (or maybe the subjects they most dislike!). This is a good way to show boys how much they all have in common.

Game: See Cub Scout Leader How To Book for a game in which the new boy can participate. One simple game that most boys will be able to manage is: Line up boys in two facing rows about 6 feet apart. Have the boys count off. Using a large light ball, such as a beach ball, call out numbers at random and have the boy with the ball throw or roll it to the number called. Do not let the game go on too long.

Activity Period (Crafts): The den chief or assistant den leader should be assigned the specific task of helping the handicapped boy with his craft project.

Simulation Game: After talking about the boy's handicap, ask the members if they have an idea of what it would be like not to be able to do something they take for granted. Suggest a game to find out. The game played depends upon the handicap the new boy has, such as:

BLINDNESS: Blindfold the Cub Scouts and have them perform such things as "Bring me the blue pencil," identify other boys by voice and locate where they are, write their names, etc.

Have den members take turns using "sonar" cane to walk among typical barriers (curbs, doors, steps, etc.).

DEAFNESS: No talking. Let the boys try to communicate and give instructions by mouthing words, using signs, etc.

Two den members must communicate a code word to other members using deaf sign language. (Each group will have pictures of signs.)

PHYSICALLY HANDICAPPED: Loosely tie Cubs' feet together and have them try a relay race, or bind newspaper around one knee so that they cannot bend it.

Two teams of four Cubs each have their right arms tied to their sides and have five minutes to attempt to erect a pup tent cooperatively.

SPEECH HANDICAPPED: Cub (with large object in mouth) give directions for next activity to other den members.

THE MULTI-HANDICAPPED OBSTACLE COURSE: Each den member is "handicapped" by one of the following: ear plugs and blindfold, one arm tied to body, one foot tied to back of leg and on crutches, mouth taped with adhesive and ear plugs. Boys then assist each other in completing an obstacle course of balance beam, wlaiking through tires lying on the ground, crawling through barrel on the group and walking through ladder on ground, etc. Cooperation and compensating abilities will solve their problem.

The den leader should try to simulate as realistically as possible the boy's handicap, using the information from the family interview. Remember, the handicap can be as simple as a stutter, or a reading or perceptual disability, but without the understanding of the other boys in the den, such a small handicap may make other boys treat him unkindly.

Many things are taken for granted when working with normal boys and the word normal is a bad word to use. Remember that when working with handicapped children Scouting will increase each boy's potential, and since it is difficult to do, will appeal to the handicapped boy's intellect. The primary thrust is their senses.

Remainder of the Den Meeting: Continue with the business and activity parts of the den meeting as suggested in Cub Scout Program Helps. A three-legged race or one-arm catch game would be appropriate. After the game, ask the boys and the den chief to think during the week about suggestions for good games that the new boy can play and ways that he can do his achievements, electives, and ceremonies, etc.

Refreshments: Have this meeting end with a party. Most dens have some simple refreshments at their meetings, and in this case perhaps they could be a little more elaborate than usual as a welcoming gesture. Have the Cub Scouts sing the welcoming song they practiced last week.

Closing: The den leader should give a very brief talk on what is expected of each den member - that he does his best. Then tell the members what they will be doing at the next meeting and assign a buddy to help the handicapped Cub Scout start working on one of his achievements. (This Cub Scout could be the denner for the first week.) Close with the Living Circle.

FIRST PACK MEETING WITH THE HANDICAPPED BOY

A Cubmaster should consider these suggestions:

- Have the den introduce their new member.
- Use regular induction ceremony, including the induction of the boy's parents, and put some emphasis on the Law of the Pack and motto, Do Your Best.
- If appropriate, make reference to the boy's handicap in the induction, such as "Of course the words 'to help other people' may take on a new meaning to you that other members of our pack might miss." Or, "With your special awareness of sound, you might hear things most boys would miss," etc.

PROGRAM FOR THE SPECIAL NEEDS SCOUT

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

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

Generally, the requirements in the Cub Scout handbooks and Program Helps can be easily understood by a mentally retarded boy when read and explained to him by an adult. Use the books available, go through the achievements, allow substitutions only where absolutely necessary. This approach offers the boys real Scouting.

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

PROGRAM FOR THE SPECIAL NEEDS SCOUT Continued

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

It may take a little longer for the handicapped boy to earn his awards, but he will appreciate them more by knowing that he has had to make an effort. Since it is extremely important the accomplishment of tasks be appreciated and the boy be encouraged, sometimes the time involved in earning a badge will defeat the purpose. In this case, a little ceremony where something like a neckerchief slide is presented to boys who should be recognized for the effort shown is a good idea.

When a leader is teaching a new skill or activity, the nature of the 'sensory' information to be used should be considered. Will it appeal to the visual senses, the tactile senses, the olfactory senses or the verbal senses of a combination? Because the 'channel capacity' of the boy is limited, it is difficult for him to handle too many different types of input at once.

With normal boys, verbal communication is important to learning. It is more helpful when working with mentally handicapped boys to make use of visual aids. The important thing to remember here is that when demonstrating a skill or activity, remember the mirror trick. Always face in the same way that the boys are faced, or when working with an individual, he should be guided by the leader reaching around him from behind.

TYPES OF ACTIVITY

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

Games have rules which are explained and enforced by the leader. Everyone in society must learn to abide by rules of acceptable behavior and by laws which are enforced by the leader.

Bowling - Let youngsters bowl from wheelchairs; others can sit on a chair, kneel, or sit on the floor. Use light weight balls, plastic pins and other easily obtained devices for introducing bowling in classroom, gymnasium or on a blacktop area.

Substitute bleach bottles or milk cartons for pins; use various types of balls in place of plastic bowling balls.

Croquet Golf - Substitute stakes for wire wickets so youngsters simply hit the stake. Make wickets from various size automobile tires or coathangers according to ability and skill of boys.

Exercise and Calisthenics - Modify according to movement potential of each child. For example, some exercises can be done with little adaption or change in wheelchair, on crutches, or with braces; other exercises can be done on the floor rather than standing; still others can be done according to the individual's interpretation.

CRAFTS

Through crafts a boy's sense of touch can be used as a learning tool. He learns things like wood is hard, paper and cloth are flexible, paint is runny, paste is sticky and goeey. Some things smell, others don't.

One of the most important things that can be accomplished through the use of crafts is the developing of muscles, especially the small ones that are probably not used very much. Think for a moment about the things hand muscles are used for. How many opportunities does a handicapped child have to do those very things? Don't be discouraged if the interest span is very short at first. It usually improves with time. Take it step by step. Help the boy plan what they will do with crafts from meeting to meeting.

SONGS

Music is important. Very often it is the first means of communication they are aware of from the time they were in their mothers' arms.

Singing is also an expressive experience. Many people will express themselves through songs. Songs are happy, silly, sad, and solemn.

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

Self control can be increased through music. Music helps to develop a rhythmic sense which goes a long way toward increasing physical ability. Marching, gliding, "walking like elephants" or doing some other exercises to music develops muscles and coordination.

ADVANCEMENT

All current requirements for an advancement award must actually be met by the candidate. No substitutions or alternatives are permitted except those specifically stated in the requirements from current literature. The concept of "Do Your Best" applies to all requirements.

In the application of this policy reasonable accommodation in the performance of requirements for advancement may be made. These may include such things as the extension of time, (see "Registration" in this section) adaptation of facilities or the use of equipment or necessary devices consistent with the known physical or mental limitations of the handicapped individual. It is urged that common sense be employed.

Den leaders and Cubmasters should try to help parents in drawing the line between expecting too much and too little. Some parents of the handicapped boys may be inclined to approve their son's work on his first try, whether or not he has really expended much effort on it. Others may react in the opposite fashion, demanding more of him than he can reasonably be expected to achieve. The key is the Cub Scout motto, "Do Your Best". When the parents are convinced that their son has done his level best, they should approve his work and sign his book - but not before then.

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Recognition of advancement is even more important for handicapped boys. The Immediate Recognition Kit, No. 1804, the den doodle, and the Cub Scout Advancement Chart, No. 4192, all help provide immediate recognition in the den as achievements and electives are completed. Remember that a boy may take a long time to a boy and that completing requirements for a rank will seem forever to him. Be sure to give him periodic recognition at den meetings and prompt recognition at pack meetings when he earns a badge.

Things like applause, a ribbon or colored string, a star on a chart, or a certificate of accomplishment provides amazing motivation for the mentally retarded boy. They generally need more incentives than other boys. Official den awards and insignia can only be given to those who have passed all requirements for that particular rank or award. The new Immediate Recognition Kit should be an ideal incentive for advancement.

In addition, add much to Scouting for the handicapped boy. A simple program can often be learned and presented with impressive dignity. Teach the boy to read aloud to them and by having each boy repeat his part in the program. Changes in wording may make it easier for the boy to articulate. A prompter should assist both at rehearsals and the actual presentation.

With a little patience, flexibility, and empathy youth with special needs can reap the benefits of the Scouting program they need and

