

# MAIN EVENT

1987

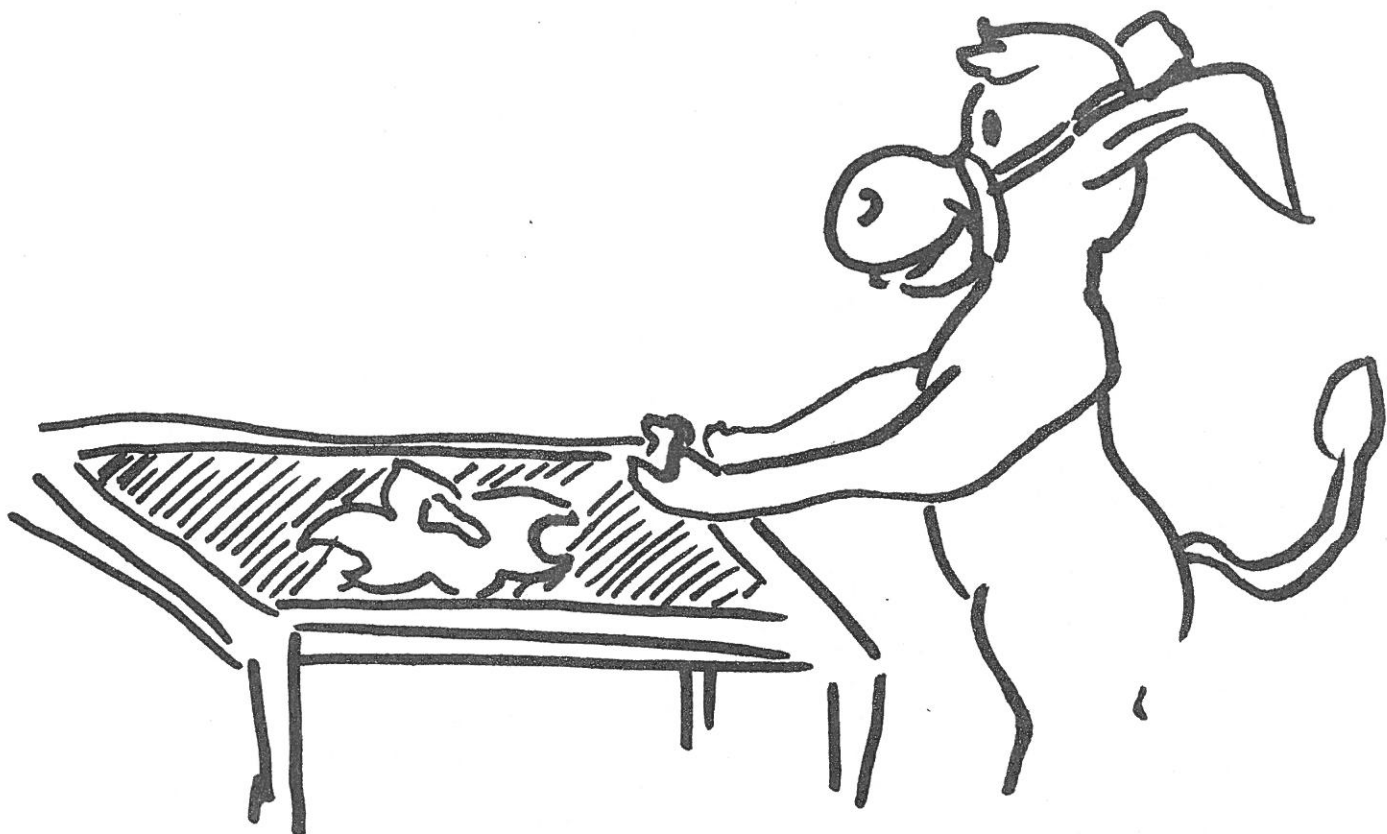
CPC



*Cub Scout Leader  
Resource Book*







# PUTTING IT ALL TOGETHER

GOALS, AIMS, AND THE PURPOSE OF SCOUTING

for more information:

VARSITY SCOUT HANDBOOK

LB7825 A

SCOUTMASTER HANDBOOK

LB6501

CUBSCOUT LEADER BOOK

LB3220





## PUTTING IT ALL TOGETHER

### USING THE SCOUTING METHODS AS TOOLS

The Scouting METHODS have been successful in reaching the three purposes of Scouting: developing CHARACTER, CITIZENSHIP, and PERSONAL FITNESS. But, frequently, a particular Boy Scout Troop, or Cub Scout Pack will plan its program based on the leader's wrong perception about the Scouting program. Often, the use of the methods will be unbalanced. More often than not, the unit pursues a method rather than using it.

For example it is understood that the Eagle Progress Award is the highest rank in the Boy Scout Advancement program. It should also be understood that not every Scout has the capabilities of attaining that very difficult award. Possession of the award does not point toward later success, but EARNING it will. So a Boy Scout Troop program designed to "hatch" Eagle Scouts is not using the Advancement Method correctly.

Let's examine the Methods, and see how they can be used as effective tools in YOUR unit's program.

### THE DEN - THE PATROL METHOD

The den and the patrol method aren't exactly the same, but they embody the same principles. They represent nothing more than a STABLE group of boys of roughly similar ages, interests, and neighborhoods. In reality, they are not much different than the group of boys playing outside on your street right now. Those boys are doing something they like, and doing it TOGETHER with other boys they like. That's the central concept of the den and the patrol.

For strength in your overall program, you should try to allow your Scouts to join a den or patrol that includes their friends or neighbors. Try to cluster your dens or patrols around various neighborhood "hubs" to take advantage of the natural tendency of boys to want to be with their friends. Then it will be easier for them to select their leadership (Denner or Patrol Leader) with a fair idea of who will be the best. They will naturally want to go on outings or participate in activities if their friends are around, too.

By arbitrarily assigning boys to a den or a patrol on the basis of which one needs a boy, or which one has room is to use the method of the den or the patrol method incorrectly. Boys should be allowed to form more natural groupings for the most strength.

### BOY SCOUTS

In a Boy Scout Troop, the patrol Method takes on the further dimension of providing the program leadership for the troop. The patrols, through the patrol leaders' council, plan and conduct their own activities. They need a major part in the planning of the things THEY are going to be doing. The planning builds character, and the process of carrying out those plans builds citizenship.

It should be remembered, though, that the patrol leader council does NOT plan in a vacuum of guidance. The Scoutmaster has the ultimate responsibility to be SURE that the program planned is SAFE, APPROPRIATE, and SCOUTING. The leaders NEED your help in LEARNING how to make those kinds of decisions.

### THE UNIFORM

Now, it seems that the uniform would be an obvious item to be included in your unit operation. But, sadly, the uniform seems to be expendable - especially in the weaker units. Let's think about the uniform for a little bit, and see how it can benefit YOU.

"Scouting is a game". Baden-Powell told us that, and we can understand his meaning. The boys join to have fun, there are certain rules to play by, there are coaches and referees, and, just like soccer and baseball, there is a UNIFORM. The uniform helps the players identify their own team, and it helps the fans know the players from the coaches. The people who wear their uniforms have a deeper bonding to the group it represents. "See me? I'm a ....". This relates back to the previous item concerning the den and the patrol method. The den and the patrol will be stronger if the uniform is an important method in YOUR unit's program.

Now, how does this relate to character, and all that? Well, it is a great responsibility for a boy to see to it that his uniform is clean and being worn properly. It helps his character to be accountable to his den or patrol members for his appearance. It builds his character to be visibly associated with the greatest youth program in the world. Yes, it even builds his character to have his friends give him a hard time because he's a Scout. Remember our goals? Remember our tools? The uniform is a powerful tool for the successful Cub Scout Pack, or Boy Scout Troop.

### THE IDEALS

I've read for a couple of years about the "Mission Statement" of the Boy Scouts of America. It is simply a re-statement of the Purposes we've already mentioned. One part of it says that "those ideals are represented in the Scout Oath, and Scout Law". These ideals, then, are critical to the success of our mission. As a boy holds himself up to the high standard that the Promises, Mottos, Laws, and Slogans represent, he sees his behavior and character through the eyes of a boy reaching for a higher maturity. The ideals are hard to understand - even for many adults - and even harder to follow, so the boys need illustrations, instructions, and encouragements in order to be able to begin to live them.

Be sure you maintain a serious view of the ideals. Include them as a part of your meetings. Find an application (positive, of course) during the meeting. Bring to life the hard-to-understand parts of each ideal. Spend some time pondering this exercise: What activity can you think of that will help your boys understand "Duty to God", or "Duty to Country", or "Help other people"?



If it is hard for you, (it was for me), then think how hard it is for that new boy in your Pack or Troop. By the way, some of the ideas I had included: Including a simple prayer or moment of silent reverence at some time during a meeting. Examining the limits of his "country" whether it is only his block, or his community. Planning at least one "service project" for the unit each month. I'm sure you can think of many more.

The ideals are what we are. To be successful, use them as a central and important part of your operation.

### HOME AND THE OUTDOORS

Each of the Scouting programs takes place in a certain setting - a unique environment. The successful unit will strive to nurture their Scouts in the right place. Just as various plants live and thrive in the proper soils and water conditions, so does each Scouting program thrive in its best environment. So what is it?

The Cub Scout program takes place best when it is home and neighborhood centered. Consider: most 7 year olds have a hard time convincing Mom or Dad that they can cross the street alone, let alone take long trips to a den meeting. The older Cub and Webelos Scouts don't have much better luck. Besides, their friends live near their home, and that's where their den members come from (remember?). AND, one of our purposes is to strengthen understanding within the family, so the family must be a major center of activity for the den and pack program. Anyway, we'll have a better chance of getting "parent involvement", by keeping their boys near-at-home...within the parent's comfort zone.

The Boy Scout program, on the other hand, is dealing with older boys and young men who are all trying to break free in one way or another from their parents influence in their lives. They aren't rebellious, simply seeking more independence. We take advantage of this desire by moving away from the home and into a "rugged" environment, the outdoors. We teach a series of skills to each Scout that only make sense if they go "out" to use them. When was the last time you ever had to read a map and compass in your backyard? The skills are taught for a purpose - so they can be used, and this results in reaching the aims of Scouting.

This means that a Boy Scout Troop needs to plan as much OUTDOOR activities as they can. They need to emphasize the camping and hiking aspects of fun things to do. As you look over your planning materials, you'll notice that the BSA was kind enough to include a suggested outdoor activity nearly every month. Your success may rely on how many of them you include in YOUR plans.

### ADVANCEMENT PLAN

This is easily one of the least understood and most abused methods we have. More packs and troops suffer from improper use of advancement than nearly any of the other methods. Since it is the most visible, and the one that boys are the most eager to pursue, we can quickly lose sight of its use as a TOOL rather than a GOAL. The key phrase to remember is: we are not in the BADGE business, but we're in the CHARACTER business.

To begin with, this tool is sort-of age or ability related. This means that the requirements for Wolf are much too easy for a 16 year old, and the requirements for Eagle are much too hard for a 7 year old. That's obvious. But what isn't so obvious, is that the requirements for the Bear were written for a third or fourth grader, not a second grade boy. The second grader should be working out of the Wolf Book, EVEN if he has completed all the possible activities. (That this should happen in the first place shows a lack of understanding of the plan.) So, too, the younger Boy Scout should not be working on very many merit badges, but should be focusing on the skill awards. The merit badges he would work on should not include most of the required merit badges for Eagle. Some of them are hard enough for adults to truly learn and apply.

Which brings us to the second point, and that is that each and EVERY badge that a Scout receives MUST be earned. He doesn't have to die for it, but he should feel the stretch as he learns and earns it. The Cub Scout motto of "Do Your Best" applies to every phase of the advancement plan. A cheaply earned badge has no lasting value, and if you help a Scout get such a cheap badge, then you are involved in the fraud that says the badge does have value. The other Scouts that really do earn that badge know when another Scout has not, and then you are seen as being unfair. Baden-Powell didn't believe in standardized testing for badges, but he did strongly believe that each badge should be earned.

In the Cub Scout program, the EARNING of each badge is approved by the Cub Scout's parents, not the den leader. The den leader may indicate for the parents which advancements have been worked on, but should not sign the boy's book. One of our purposes is to help strengthen the family, and we can't do that by taking a parent's place in the advancement plan. "But what about the parents that aren't interested? Doesn't Johnny deserve to get the badges?" Of course he does, but our goal is not to earn a badge, but to use the badge to entice Johnny to learn, or experience this certain thing. You'll need to deal with Johnny's parents in some other way.

For the Webelos advancement approval, the Webelos den leader is the person who approves of each phase of the EARNING. He may do this personally, or he may designate someone else to approve, but the Webelos den leader is the final quality control agent for Webelos advancement. This begins to prepare the Webelos Scout for his Boy Scout advancement plan. It is CRITICAL that the Webelos den leader insure his boys EARN the badges, not just give them out. The Arrow of Light should have the same significance to the Scout as an Eagle Award...they just aren't handed out to everyone who's been a good guy. Besides, the Webelos badge and the Arrow of Light contain some very significant Boy Scout knowledge that will be viewed critically by his future Scoutmaster.

Boy Scout advancement follows the same reason, just uses different agents. A Scout LEARNS, he is TESTED, he is REVIEWED, and he RECEIVES the badge. The troop's program should be planned in such a way that the normal advancement skills are not only taught, but used in such a way that the Scout will be at a disadvantage without the skills, thus enticing him to really LEARN these skills. Adults need to be OUT of the advancement loop as much as possible, delegating as needed to the boy leadership of the troop. This does NOT apply to merit badges, however.



Merit badges are a way for Scouts to accomplish several phases of our purposes.

- 1) He will have the opportunity to explore several potential career areas - counselors should be recruited with this in mind.
- 2) The challenge of calling an unfamiliar adult to learn a skill will serve to build character and prepare a scout for the REAL world, right? Let him make the call.
- 3) The pursuit of the merit badges needed for Star, Life and Eagle awards will test the temper of the steel in the Scout's desire. We shouldn't make this pursuit overly easy for him. This is an example of the ultimate character builder - letting the Scout make the effort that we so dearly want to make for him.

FINALLY, you must be VERY, VERY cautious of the urge to change the requirements for ANY badge. I've talked with numerous Scoutmasters who feel justified in making certain stipulations about certain levels of advancement. "A Scout should earn First within 18 months, or he's out". Show that Scout, his parents, and the National Court of Honor where that requirement is written. "We make the Scouts earn citizenship in the community for his Star." Again, show me where that "requirement" is found. These sentiments may seem noble and uplifting, but they are NOT requirements. You can accomplish many of the same objectives in other ways...We'll see this later.

#### ACTIVITY PROGRAM

The watch-word concerning activities is BALANCE. Whatever you choose to do in the way of activities, be sure that there is variety to appeal to all of the boys. You will not be able to please all of the boys all of the time, but, you MUST please each of the boys SOMETIME.

In the Cub Scout program it is convenient to plan a den meeting around a craft, but you could have just as much fun with the boys with a den meeting planned around a skit, or songs, or games. You should not feel required to do a craft each and every week - that's not variety nor is it balance. Feel free to choose something theme-related from this book, or from the Cub Scout Program Helps, or from other sources you might find in the library or your own "idea file". The boys need a varied diet.

The Boy Scout Troop meeting or Campout can fall into the same sameness. Do you always have to play the same games? Learn the same knots in the same way? Go to the same camping spot? Eat the same menu? Follow the same format? Do the same old thing?????

If you are not really satisfied with what's going on in your troop, examine the VARIETY and BALANCE in the monthly program. Beans and weenies can get old - quick. Serve up a fancy program once in a while.

These last few methods are not as pertinent to Cub Scouting, though the use of the concepts would be a plus for any pack. To understand these methods, however, is to sense the REAL power in the Boy Scouts of America as an organization that will have a hand in preserving our future.

## ADULT MALE ASSOCIATION

Without getting into a grave discussion over the political and emotional issue of the sexes, suffice it to say that these boys in Scouting will grow up to be men, not women. Try as hard as we can, we can never change their "Y" chromosomes, and the resulting effects, into an "X". It is our responsibility as leaders to help these young boys mature, in a healthy manner, into healthy men. We do this in Scouting, not by books and lectures, but by putting them in the presence of just such a man. The adult men in your troop should reflect the image of manhood that is compatible with your "community's" definition. The BSA requires that they be men of good character. You need to think about that when selecting leaders, or even choosing dads to go on outings. The role models we select for our Scouts, will affect them positively, negatively, or will cause them to drop out. Make informed choices.

A second issue is simply one of policy. The BSA has a strict policy of no women camping with Scouts on campouts. Like all policies, it has legitimate reasons for existing, and equally valid reasons why one might justify ignoring it. The policy, however, has been implemented to protect you, the Scouts, the BSA, and families of the troop. Consider it one of the rules of the game. Imagine any organized sport with rules, and one of the players or teams using a different set of rules to play. Can't do it and still be playing the proper game. Same goes for the policies of the BSA. No women on campouts with Scouts.

## LEADERSHIP DEVELOPMENT

One of the most important products we produce is a leader. This leader has good character, is a qualified citizen, and has an attitude of personal physical, mental and moral fitness. This is the strength of our Scouting program. Examine the records of leaders in our society, and you'll find a greater proportion of Scouting background than in the general population. We do good work - IF - we use the Leadership Development method in our troop programs. How does it work?

It begins with the premise that leadership can be taught. Research has identified eleven skills - teachable skills - used by leaders to be leaders. I won't list them, they're described in The Official Scoutmaster's Handbook. Just be aware that they work - you can learn them, AND you can teach them.

The next premise is that in order to learn these skills, Scouts must PRACTICE them. You can't practice for them, they have to do it on their own. This is the hardest part. It is so easy to plan and lead the troop activity on your own...then nothing will go wrong, the boys are guaranteed to have fun, advance to Eagle, and live happily ever after. That's not the way it works. We have to allow our junior leaders to fail on their own - fail successfully - fail with a net like a trapeze artist. Content yourself with being the net. You've had your chance to be 12 or 15, let your Scouts have their chance too.

Lastly, as a Scoutmaster, the #1 job you have... the most important item on your agenda... the highest priority task you have before you... is to TRAIN your Junior leaders. TRAIN them how to be leaders. The skill of effective teaching (one of those eleven) is the plan you should use. The plan is easy to use, and it works... if you let it. Besides, didn't you want to be a Scoutmaster because you wouldn't have to do very much? Sure you did.



## PERSONAL GROWTH

This last method is the one that binds up the rest. It is the means by which we gain the commitment of our Scouts to try to live up to the ideals. It is also the method used so sporadically and with no purpose.

Personal growth is the concept of deliberately moving a Scout in a particular direction of growth. It should be one with care, and with an eye to improving the Scout's character. This means that you should have a very good idea of who this Scout is, and what he needs in the way of growth. Most Scouts are more selfish than a good Scout should be, so the largest area of personal growth will be in the area of Service to Others. The daily Good Turn, personal, patrol, and troop service projects should be emphasized with each Scout.

Other areas of growth, are found in the requirements of each of the Progress Awards. These are: Activity, Scout Spirit, Scout Skills as represented by Skill Awards or Merit Badges, Service Projects, and Leadership. The last two are for Star, Life and Eagle. Too many people confuse the meaning of Showing Scout Spirit. It is NOT being an enthusiastic participator in the troop, it is something MUCH different. Turn to the Tenderfoot Progress Award, and read the requirement for Showing Scout Spirit - THAT'S what we mean! A Scout should LIVE the Scout Oath and Law. He may need some counseling in order to do this. This is the way we use Personal Growth. It may take the form of increasing some Scout Skills, and a particular skill award or merit badge will be prescribed. Some other actions or projects may be assigned in order to strengthen certain characteristics. The Scout that has a healthy respect for his Scoutmaster will try to accomplish these tasks, and he will grow. HOWEVER, these Personal Growth projects must NEVER be confused with the Advancement Requirements. A Progress Award is not awarded contingent on the Scout fulfilling each and every whim of the Scoutmaster's Conference goals, but based on the requirements in the book.

We can make powerful changes in the value system, and in the behavior pattern of our Scouts. We don't have to resort to using the Advancement Method or some other method to do this, just use the Personal Growth Method as it should be used - with concern and care.

## SUMMARY

As we proceed to build the lives of the Scouts in our care, we have such a powerful toolbox at our disposal. We should never stop learning how to use each and every one of the tools in our Scouting Programs. Try harder to include balanced use of each one of the Methods we've covered in this article. A carpenter that only used a hammer, or a car mechanic that tried to use a saw would not hold their job for very long. A Scout Leader has a more responsible reason to become familiar with the Methods (tools) of the Boy Scouts of America. They work pretty well - if they are used as they were intended.

Good Building!!!



# RECRUITING & PARENT INVOLVEMENT

for more information:

CUB SCOUT LEADER HANDBOOK  
LB3220

TROOP COMMITTEE GUIDEBOOK  
LB6505

SCOUTMASTER HANDBOOK  
LB6501

BUILDING PARENT AND FAMILY  
PARTICIPATION  
LB7362



## GETTING IN TOUCH WITH PARENTS

Parents are the future leaders of your organization, and the resources for your unit's program. You need to know how to get in TOUCH with them, STAY in touch with them, and help them be EAGER TO HELP YOU. YOU CAN DO IT!! Here is a system you can use.

RULE #1 - The most important person in the world is the other person.

RULE #2 -The other person agrees with RULE #1.

RULE #3 - Find out what the other person wants, and give it to him.

RULE #4 - Practice, Practice, Practice.

So, how do you start? We'll assume that you don't know this parent. Have you had trouble making conversation with strangers? You won't any longer!!! Remember this: You are a very important person. The parents in your unit look up to you as an important person, a person with more courage than they see in themselves. They'll pay attention to you as the leader.

NOW, important person, choose which parents you'd like to start your first conversation with. Walk right up to them, SMILE, hold out your hand for a FIRM handshake, and say "Hi, my name is \_\_\_\_\_. What is yours?" Guess what! They will smile, too - shake your hand - and tell you THEIR NAME! Say it back to them - write it down, later, but DON'T forget it. Maybe you don't like your name, but boy-oh-boy does the other person love his! Be sure to use it now and then in the conversation to follow.

Well, you've already got them going our way, so just keep going. What do you say next? I hope you can memorize a word, because the letters of the word stand for what you need to know for the conversation. The word is: FORM. Memorize it and use it for the next four or five minutes of conversation.

The first letter - F - stands for FAMILY. They have one, and you can begin asking questions about it. Things like: Where did they get married, how many children do they have, their home towns, where did they go to school - things like that. Be interested in the answers, remember them for later, and keep the conversation rolling.

When you've asked enough questions about their family,, you can move on to the second letter - O. This stands for OCCUPATION. Ask where they work, what do they do, how long, etc. Be interested in them and their answers.

Third, is - R - for RECREATION. Ask what they do in their spare time. What are their hobbies, church, clubs, sports, TV programs - what do they do to have fun? Once again, show your genuine interest in them.

Last, is - M - for MESSAGE. You have just spent four or five minutes concentrating on RULES #1 and #2, and you now know a GREAT DEAL more about these people than nearly ANYBODY ELSE DOES. You have found out the kinds of things they can do, and like to do. You are ready to give them what they want.

What's the message?

Only YOU know what the message will be. Based on what you know about them already, you have probably thought about several unit positions they might fill well. Are they candidates for your committee, a special event, a resource person for supplies or services? The list goes on and on, doesn't it! DON'T RECRUIT them now! Tell them you would like to talk some more with them, later, about something important that they would like. Plan a time with them when you can go see them about the program and how they will fit in.

Now, because you have shown an interest in them, and you have shown what a great conversationalist you are, they will be MUCH more receptive to your needs than you could EVER hope for before you began. Their skills and interests should be your guide in finding that job or need for them in your unit. They will be more inclined to help because you have been friendly, interested in THEM, and you have not pressured them.

Will it work every time? I'm afraid not. BUT if you remember RULE #4, and try this over and over, with anybody you meet, you will be more successful than you've ever dreamed possible. Don't be discouraged if your conversation doesn't turn out perfect every time - PRACTICE makes perfect. REMEMBER, the most important thing is getting in touch with the parents.

John Larson

### SOMEBODY ELSE

**T**here's a clever young fellow named  
SOMEBODY ELSE—  
There's nothing this fellow can't do.  
He's busy from morning 'til way late  
at night—  
Just substituting for you.  
You're asked to do this, or asked to do  
that,  
And what is your ready reply?  
"Get SOMEBODY ELSE, Mister  
Chairman—  
He'll do it much better than I."  
There's so much to do in our Scouting,  
So much, and the workers are few,  
And SOMEBODY ELSE is getting  
weary and worn—  
Just substituting for you.  
So, next time you're asked to do some-  
thing worthwhile,  
Just give them this honest reply,  
"If SOMEBODY ELSE can give time  
and support,  
You can bet your last dime, so can I!"  
—Goldsboro, N.C. Trailblazer



## EFFECTIVE RECRUITING

You've got such a lot of work to do, and nobody to help you. The people you've asked say no, they're too busy themselves to be of much help. Sound familiar? There's a way to solve this problem, and it works most of the time -- IF you practice it!

First, this method works best FACE-TO-FACE. It's entirely too easy to say no over the telephone. Second, remember that almost nobody wants to do something to help YOU, but they'll do something to help THEM. However, if you do this right, helping you will be what they see as helping them. People nearly always feel that way with a friend. So step #1 is to become a friend with the other person.

Now becoming a friend doesn't take weeks or years, but just a few minutes of being interested and finding out something about them. The interest you show will start that friendship, and it really doesn't take much more than genuine interest to keep it alive and growing. Find out about their family, their occupation, their recreation and REMEMBER it. Write it down at home, if you have to, but be certain you remember it the next time you see them.

So, the friendship begins or has been growing, and now you need to recruit. It may only be five minutes after you met them, but this WILL work! Follow closely! Before you start, can you clearly explain what you want done? What IS the job? How much time and effort might it need? Do you know? With what you know about them and their skills and interest, do THEY have the skills this job needs? If they don't, DON'T recruit them - not yet, not for this job. Find a different job for them that they CAN do. If you think they can do this job, the next step is easy.

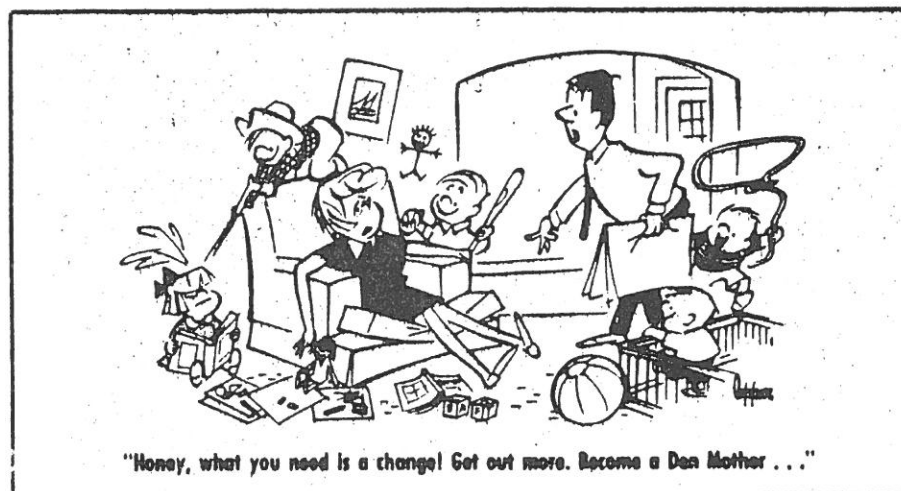
Tell them they seem to be a sharp person, one with talent (it had better be true!). Tell them you appreciate knowing someone with talent. They'll go "Aw shucks". Tell them there's a place in your program for people with talent, and that you would like them to consider playing a part in the success of the unit. THIS IS IMPORTANT!! DON'T let them say ANYTHING until you say "we don't need an answer today, it wouldn't be fair to ask you to make a snap judgement about this important request". NOW ask them to consider doing whatever job it is you had in mind.

Now tell them WHAT they'd be doing, who with, how much and how much time to expect, when they could expect to help and training, where they'd find resource material, etc. If there's a handbook, or some printed material that will help them understand, give it to them. IMPORTANT - say "Why don't you look this over, and give it some serious thought. You'd be a valuable part of our unit, and we'd like to have your help. Why don't I come and see you on \_\_\_\_\_ (a time a couple of days away) and we'll go over any questions you might have?" Get the time confirmed, and say your good byes - that wasn't hard!



When you recruit helpers this way, you aren't begging them to help. You're not pressuring them to help against their will. You're not tricking them into anything. You're letting them feel good about themselves by helping you and your program. People recruited this way are more loyal to you and will work harder and longer for you. They know you're their friend, you recognize their hidden genius, and you have a genuine need for their talents, their abilities. BUT, to make it work BEST, you have to practice, practice, face-to-face. The more you recruit, the better you'll become.

John Larson







# UNIFORM

# UNIFORMS

for more information:

SCOUTMASTER'S HANDBOOK  
CUB SCOUT LEADER BOOK  
INSIGNIA CONTROL GUIDE

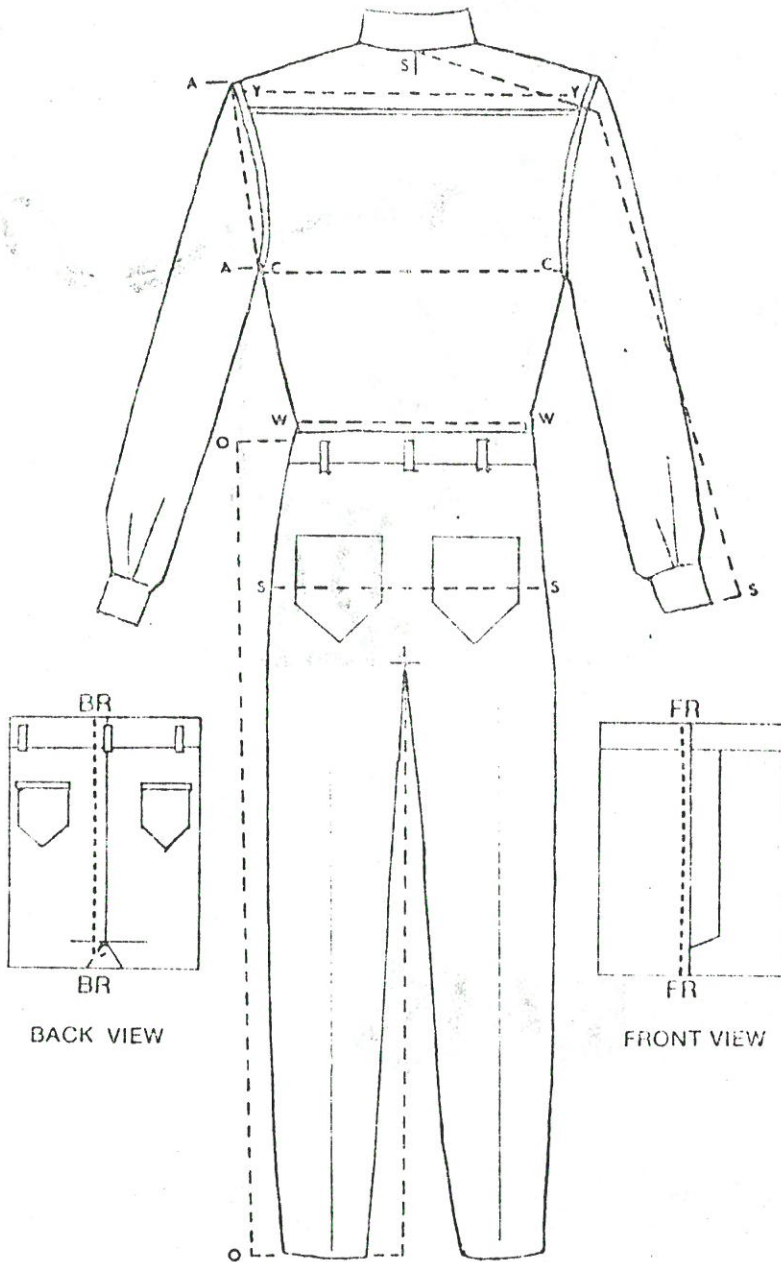
LB6501  
LB3220  
LB3064B



# SPECIAL ORDER FOR SHIRTS AND TROUSERS

WE SUGGEST THAT MEASUREMENTS BE TAKEN FROM PRESENT GARMENTS THAT FIT YOU WELL

FOR USE ONLY IF STOCK SIZE WILL NOT PROVIDE REASONABLE FIT.



"SPECIAL MEASUREMENTS FOR TROUSERS AND SHORTS ARE LIMITED UP TO WAIST SIZE 60".

LIST PARTS WANTED ON OTHER SIDE

○ WEIGHT  lbs.

○ HEIGHT  ft.  in.

## FOR SHIRTS

○ NECK SIZE

○ SLEEVE LENGTH (S - S)

○ YOKE (Y - Y)   
From shoulder seam to shoulder seam.

○ CHEST (C - C)   
Draw tape snug around chest over shoulder blades and up into armpit.

○ ARMHOLE (A - A)   
Double the measurement A - A

## FOR TROUSERS

○ WAIST (W - W)   
Draw tape snug above top of trousers around waist.

○ SEAT (S - S)   
Measure around largest part of seat.

○ OUTSEAM (O - O)   
From top of waistband to bottom of trouser leg.

○ INSEAM (I - I)   
From crotch to bottom of trouser leg.

○ FRONT RISE (FR - FR)   
From crotch seam to top of waistband in front

○ BACK RISE (BR - BR)   
From crotch seam to top of waistband in back

# QUOTES FROM B.P. ON UNIFORMING



The uniform, in every detail, was taken from a sketch of myself in the kit which I wore in South Africa, 1887 and 1896, and in Kashmir in 1897-8.

Our badge was taken from the "North Point" used on maps for orientating them with the North; it was sanctioned for use for Trained Scouts in the Army in 1898.

Our motto, "Be Prepared," was the motto of the South African Constabulary, in which I served.

## Uniform for Scout Officials

I HAVE said before now: "I don't care a fig whether a Scout wears uniform or not so long as his heart is in his work and he carries out the Scout Law." But the fact is that there is hardly a Scout who does not wear uniform if he can afford to buy it.

The spirit prompts him to it.

The same rule applies naturally to those who carry on the Scout Movement—the Scoutmasters and Commissioners; there is no obligation on them to wear uniform if they don't like it. At the same time, they have in their positions to think of others rather than of themselves.

Personally, I put on uniform, even if I have only a Patrol to inspect, because I am certain that it raises the moral tone of the boys. It heightens their estimation of their uniform when they see it is not beneath a grown man to wear it; it heightens their estimation of themselves when they find themselves taken seriously by men who also count it of importance to be in the same brotherhood with them.

I have been in the habit of wearing shorts instead of knee-breeches when in Scout uniform, but I do it intentionally, not merely because I am much more comfortable in shorts, but because it puts me more closely on a level with the boys and less on the standing of an "officer," as we understand him in the Army.

A Scout official's line is rather that of an elder brother or a father to his boys than of an officer or a schoolmaster. And the more he assimilates his inward ideas and his outward dress with theirs, the more he is likely to be in sympathy with them and they with him.

August, 1913.

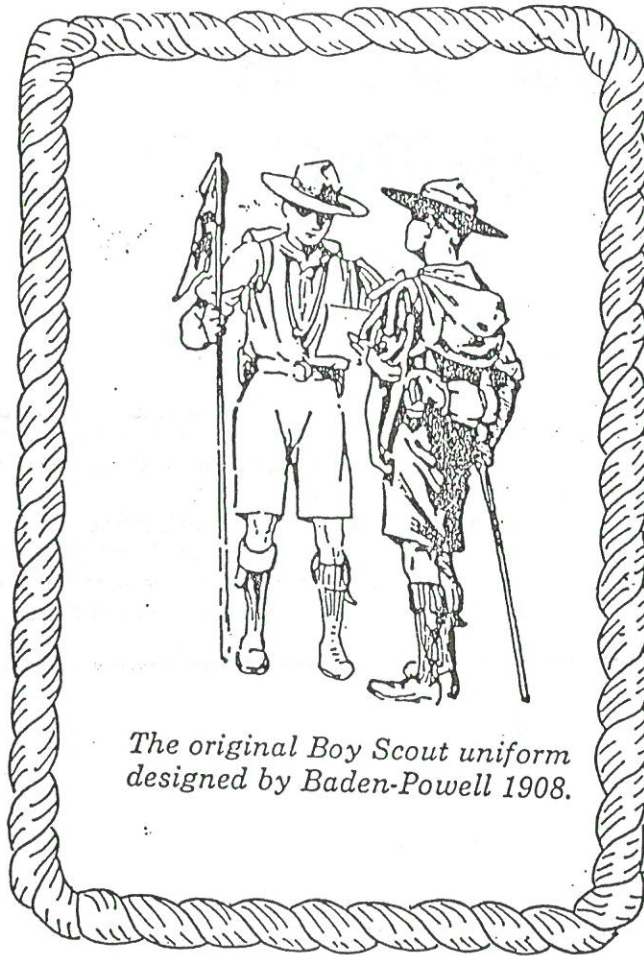
You will never get good uniforming in your troop unless you insist upon good uniforming. And you can't very well insist upon it unless *you* are correctly uniformed. Again, your example is one of the most important factors—as in everything else connected with the troop.

Smartness in uniform and correctness in detail seems a small matter to fuss about, but has its value in the development of self-respect, and means an immense deal to the reputation of the Movement among outsiders who judge by what they see.

It is largely a matter of example. Show me a slacker-dressed Troop and I can "Sherlock" a slacker-dressed Scoutmaster. Think of it, Scoutmasters, when you are fitting on your uniform or putting that final saucy cock to your hat. You are the model to your boys and your smartness will reflect itself in them.

September, 1918.





*The original Boy Scout uniform  
designed by Baden-Powell 1908.*

SPURRED by Baden-Powell's enthusiasm and personal magnetism, Boy Scout patrols had started to appear in each of the communities in which the General had stopped on his country-wide tour to describe his Boy Scouts scheme. Now, with the publication of *Scouting for Boys*, patrols by the thousand sprang up throughout the British Isles. By the time the sixth and final part of the book had made its appearance at the end of March, Boy Scouting had swept like a tidal wave across the length and breadth of the United Kingdom.

Small bands of boys in broad-brimmed hats, with brightly coloured scarves round their necks, roamed through the countryside. Mothers were pressed into cutting knickers and trousers into shorts, while the boys bravely folded down their long, black stockings to expose their pale knees to the harsh English winter—according to Baden-Powell's drawing of what the well-dressed Scout should wear. Hardware stores had a run on broomsticks to be used as Scout staves. In almost every British town and village, houses and pavements became decorated with long chalk arrows to indicate to stragglers that 'I have gone this way' or chalk circles with a prominent centre to proclaim that 'I have gone home'. Shrill whistle signals broke the silence of practically every English park. The chop-chop of tomahawk-shaped axes resounded in woods throughout the land, and the swirling smoke from thousands of camp fires rose over the tree tops.





### U-n-i-f-o-r-m !!!

And when we say "uniform," we mean "*uniform.*"

*There is only one Boy Scout Uniform and there is only one way of wearing that Uniform.*

If you saw a football player with a baseball cap on his head, if you saw a postman in a street cleaner's "white wings" or a West Point cadet wearing a sailor's

flaring trousers you would think that he was crazy. Why not then consider a Scout "batty" if he wears a green cap, red sweater, a pair of grey knickers while the rest of his uniform is seemingly correct?

It says in the Handbook for Boys that it is not necessary for a boy to have a uniform in order to carry out the Boy Scout Program. That is true, of course. You have to act like a Scout, *be* a Scout, whether you are in uniform or not. You can't take off and put on the spirit of Scouting as you can a Scout shirt. Off on a hike, you can have just as good a time, build just as good a camp fire, signal just as effectively if you and your boys are just wearing everyday old clothes instead of the Scout uniform, but somehow you'll find after you've tried both ways that the very wearing of the Scout Uniform knits you all more closely together, makes you more of a unit. Moreover you'll also find that old clothes aren't always the best for hiking. The

Scout uniform is tried and tested, durable, comfortable, just right, every way.

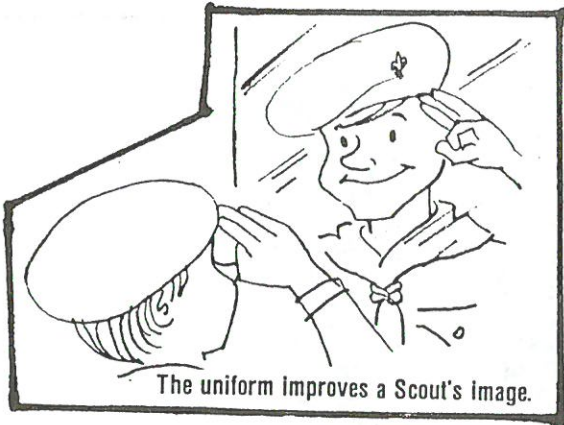
Either—or

But the main point is, either wear the uniform or don't wear it. Don't make any half-way-betweens. It is a case of "to wear or not to wear that is the question," to misquote Shakespeare. Go in your old clothes or in your Scout Uniform. Don't mix the two.

And when the members of your Patrol wear their uniforms, insist on having them *wear them the only correct way*. Make them understand that there is only one (1) way of tying the neckerchief, one (1) way of wearing the Patrol medallion, one (1) color of stockings to wear, and so forth.

If you make them conform strictly to this, your pride in looking at your boys when they line up at Troop meeting will prove to be contagious. Your Scouts will become proud, too, of belonging to the neatest Patrol in the Troop and they will do their best to wear the uniform right and keep it in order.

# Uniforms



The uniform improves a Scout's image.

**T**HE Scout uniform will help you achieve the objectives of Scouting. The uniform by itself can't make a good Scout or a good troop, but its use will improve both the Scout and the troop because it is a visible symbol of Scouting.

## Uniform

The uniform makes the Boy Scout troop visible as a force for good and creates a positive youth image in the community. Scouting is an action program, and wearing the uniform is an action that shows each Scout's commitment to the aims of Scouting. The uniform gives the Scout international identity in a world brotherhood of youth who believe in the same ideals. The uniform is practical attire for Scout activities, and provides a way for Scouts to wear the badges that show what they have accomplished.

Just as it identifies the wearer as a Scout, the uniform reminds him that he is a Scout and influences his actions. The Scout uniform is also a leveler. Whatever a boy's background, when he puts on the uniform he shares equally in the program.



The uniform brings strangers together.

## How the Uniform Can Help a Boy

It is not the purpose of the Scout uniform to hide the differences between boys or make them feel that they are all the same. Scouts come from many backgrounds. They have their own religious beliefs and family traditions. Scouting wants boys to take pride in these differences.

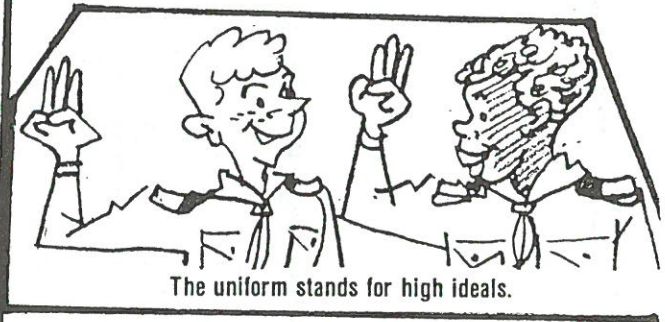
There is a way in which Scouts are alike. When he sees another person in a Scout uniform, he knows he is like that person because both have committed themselves to the Scout Oath or Promise and Scout Law. The Scout Oath or Promise and Law bind Scouts together. The Scout uniform is worn to identify openly with these beliefs.

By wearing the uniform Scouts give each other support. Boys need that and they can give it to each other. It's good to discover that others share our beliefs. It means all Scouts are brothers.

By wearing the uniform Scouts declare their faith and commitment to important beliefs that bind them to *all* people. It's a way of making visible their belief in God, their loyalty to our country, their commitment to "help other people at all times."

Young people recognize the importance of taking a stand regarding their beliefs. They say: "If you believe it, be it." At some point in a Scout's experience he openly declared an acceptance of the Scout Oath. But the values of the Scout Oath and Law make a difference in a boy only when he acts upon them.

As Scouts wear the uniform, they are standing for some principles—in the open, where everyone can see. Scouts are standing with each other, not alone, declaring their intent to be "other people" oriented.



The uniform stands for high ideals.



## How the Uniform Can Help the Troop

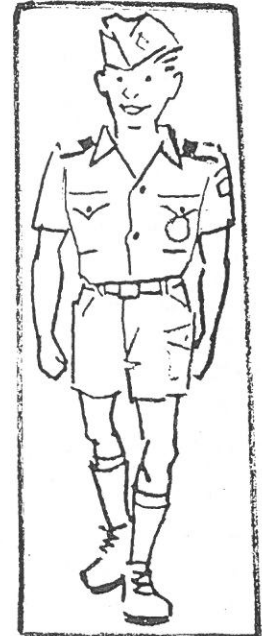
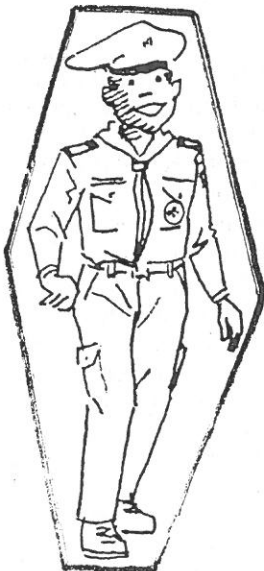
1. When smartly worn, the uniform can help to build good troop spirit.
2. By investing in a uniform, a Scout and his parents are really making a commitment to take Scouting seriously.
3. The uniform makes the troop visible as a force for good in the community.
4. When properly worn on the correct occasions, it can attract new members.
5. Scouts in uniform create a strong, positive youth image in the neighborhood, thus helping to counteract the negative feelings some adults have about youth.



Your troop may choose its official uniform from the options shown. When the choice is made, all Scouts wear the selected uniform. The adult leaders and junior assistant Scoutmasters will wear the same official uniform, but it need not be the same as that chosen for wear by the Scouts in your troop.

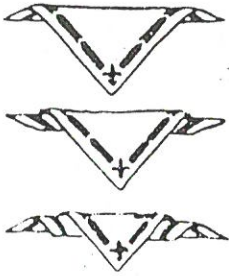
If the troop votes not to wear neckerchiefs, shirts may be worn with the collars open. Boy Scout bolo ties may be worn, if desired.

Shoulder epaulets are a part of the official tan shirts introduced in 1980. Red shoulder loops identify Boy Scouting.

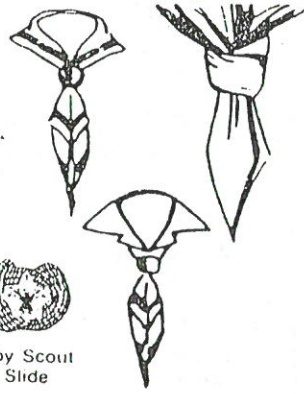




## HOW TO WEAR THE NECKERCHIEF



a. Fold long edge over several flat folds to about 6 inches from tip of neckerchief. A tight fold prevents gathering around the neck and is more efficient than rolling or twirling.



b. Place around neck of V-neck shirt. On shirts with collars, the unit has a choice of wearing the neckerchief over the turned under collar or under the open collar.

c. Draw neckerchief slide over ends and adjust to fit snugly.

d. By vote of troop, ends may be left hanging loose or may be tied in a slipknot.



Cub Scout Slide



Webelos Slide



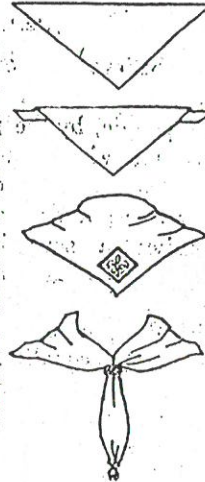
Boy Scout Slide

## The Scout Neckerchief

### THE SCOUT NECKERCHIEF

#### How to Tie the Neckerchief

First, fold the neckerchief diagonally to form a triangle. Turn the long edge over about three inches evenly, once, twice, or even three times, to the size of the boy, to insure the neckerchief's lying smoothly at the back and hanging correctly in front. Place around the neck over the collar of the shirt, insert the slide up over the ends to the point where the knot would be tied as a four-in-hand necktie. Then tie one of the two loose ends around the other in an overhand knot. This lower knot is a constant reminder of the Daily Good Turn. The advantages of the slide are that in hot weather and on the hike the neckerchief can be loosened around the throat, while in a cold wind or snowstorm it can be drawn up closer and serve as a muffler.



### Uses for the Scout Neckerchief

#### SCOUTING

1. Signal Flag on Stick (Morse) (1)
2. Signal Flag Semaphore (2)
3. Life Line (Troop)
4. Rope Ladder (Troop)
5. Bag, Hobo Style (1)
6. Lashing for bundles
7. Caulking for boat
8. Sail for boat (4)
9. Covering for food
10. Belt, emergency (1)
11. Knot tying practice
12. Substitutes for practice
13. Trunks for clothing (4)
14. Apron for bathing (1)
15. Troop identification
16. Good Turn Reminder (1)
17. Guard Rope (Troop)
18. Emergency sock (1)
19. Distress Signal (1)
20. Smoke Signals (1)
21. Flare (1)
22. Torn strips, trail marker
23. Bathing cap to denote classes of swimmers—Red, beginners; blue, fair swimmers; white, Life Savers

#### TRIANGULAR BANDAGE USES

1. Pressure of armpit Artery
2. Arm Sling (10)
3. Collar Bone Fracture (3)
4. Ankle Sprain Dressing (1)
5. Fractured Hip (7 to 9)
6. Kerchief Stretcher (5)
7. Padding for splints (several)
8. Chest Carry (1)
9. Tump Lino Carry (1) Pack strap
10. Hand Bandages (1)
11. Head Bandages (1)
12. Foot Bandages (1)
13. Support for Sprained wrist
14. Tourniquet uses (1)
15. Trench Bandage (1)
16. Compress (1)
17. Smoke masks
18. Fireman's drag-free wrists
19. Tied hands carry (1)
20. Tied hands across overturned canoe
21. Tying good ankle as splint to broken one (4)
22. Guide rope to find way out of smoky room (Troop)
23. Sun shelter for injured (1)

#### GENERAL

1. Rope for tying animals
2. Mosquito covering for head
3. Sweat band for games
4. Team identification (games)
5. Tie for three-legged race
6. Swatters for running the gauntlet
7. Red kerchief on projecting poles in transit
8. Padding for carrying load on head
9. Repairing Harness
10. Substitute for hat or cap

### The Neckerchief

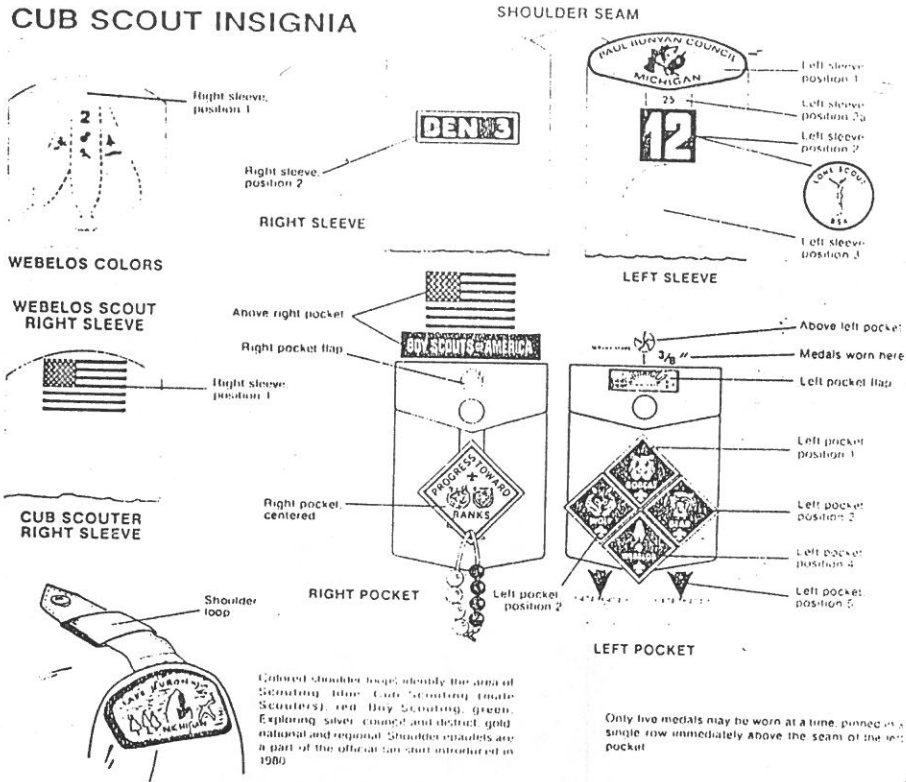
The neckerchief is characteristic of the Scouts the world over.

The pioneers or cowboys wore bright-colored scarfs around their necks for protection against the rays of the sun and against the sand storm. The neckerchief protects a Scout in a similar manner, and its color shows to what group within the great brotherhood he belongs. It may show his Patrol, Troop or his District. A Scout can make a hundred different uses of his neckerchief. In order always to have it easily available the Scout fastens it around his neck with a slide, and ties the ends with one end around the other, in an overhand knot. Since a "Good Turn" is often accomplished through the use of the neckerchief, necessitating the untying of this knot, the knot has become known as the "Good Turn Knot." It is a constant reminder to the Scout of his daily deed of kindness.

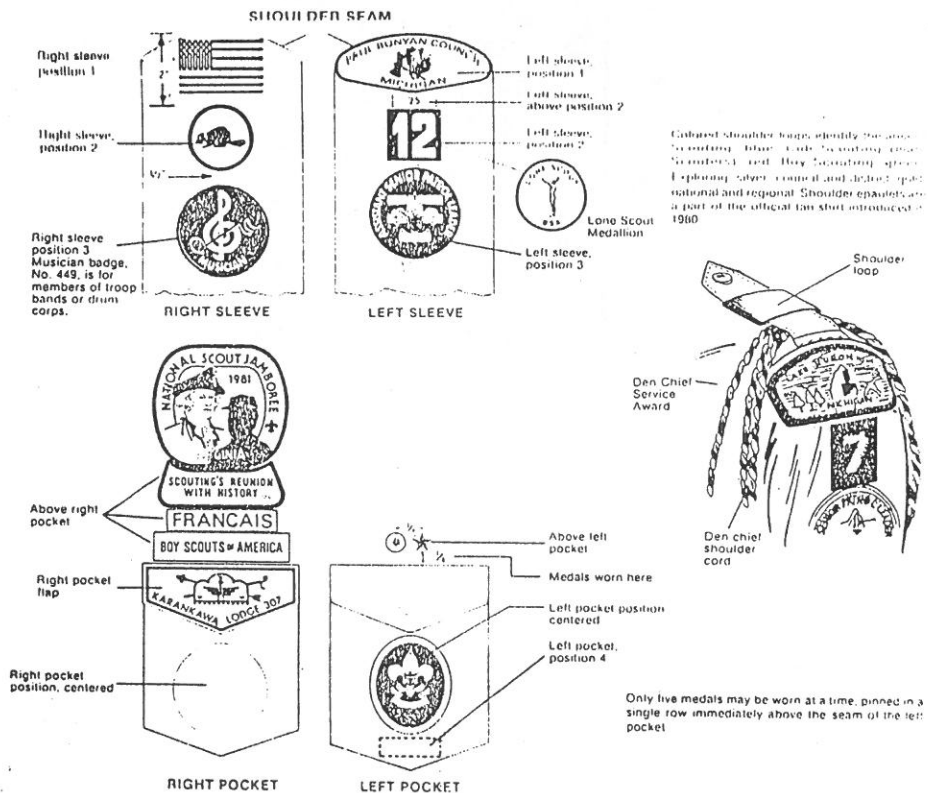


# INSIGNIA CONTROL LISTING

## CUB SCOUT INSIGNIA



## BOY SCOUT INSIGNIA





## THE OFFICIAL DRESS UNIFORM

The official dress uniform is available by special order from B.S.A. National Supply. It is the official dress uniform for all B.S.A. volunteer and professional Scouters. Additional information can be found in the Exploring catalog available at the Scout Shop.



**8. Men's and Women's Dress Uniform.** For more information concerning the sizes available and the current prices, please write for form 70-134, Dress Uniform Order Form. Write to: Boy Scouts of America, S304, 1325 Walnut Hill Lane, Irving, Texas 75038-3096.

# OFFICIAL DRESS UNIFORM—Special Retail Order Form

Please complete following information: Date \_\_\_\_\_

**Sold To:**  
Name \_\_\_\_\_  
Please print or type

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ ZIP \_\_\_\_\_

Daytime Phone ( ) \_\_\_\_\_

**Ship To** (only if different from sold to):

Name \_\_\_\_\_  
Please print or type

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ ZIP \_\_\_\_\_

Catalog Number	Size	Quantity Each	Item Name or Description	Each Price	Total Price
EX945			Male Blue Blazer—Regular Even Sizes 36–50	82.95	
EX945S			Male Blue Blazer—Short Even Sizes 36–46	82.95	
EX945L			Male Blue Blazer—Long Even Sizes 38–50	82.95	
EX922			Men's Gray Trousers—Regular All Sizes 28–38; Even Sizes 40–46	42.95	
EX921			Female Blue Blazer Even Sizes 4–24	98.00	
EX923			Female Gray Dress Slacks Even Sizes 4–24	45.00	
EX924			Female Gray Dress Skirt Even Sizes 4–24	42.00	
EX724A			Tie—Men's Red/White/Blue	13.50	
EX861A			Tie—Ladies' Red/White/Blue	6.50	
EX251			Detachable Emblem—Boy Scouter	19.00	
EX350			Detachable Emblem—Cub Scouter	19.00	
EX355			Detachable Emblem—Universal	19.00	
EX5607			Detachable Emblem—Exploring	19.00	
EX5810			Detachable Emblem—Sea Exploring	19.00	

**FOR FAST CREDIT CARD SERVICE**  
**VISA, MasterCard, American Express**  
CALL BSA Operators **TOLL FREE**  
(Orders only) **1-800-323-0732**  
(in continental U.S.).

Illinois residents call 1-312-681-6100,  
ask for Operator "D."

For other information call our BSA Midwestern  
Distribution Center, 1-312-681-6100

All orders must be accompanied by  check  
 money order payable to Boy Scouts of  
America or charge to  VISA  MasterCard  
 American Express

**IMPORTANT:** Orders over \$400 must be  
accompanied by a certified check or money  
order. Personal checks over the amount of  
\$400 cannot be accepted.

Total Merchandise	
Applicable Sales Tax See Chart Below	
Pkg./Del. Chg. See Chart Below	
Grand Total	

### Packing/Delivery Charges

Up to \$14.99	\$2.05
From \$15 to \$29.99	2.90
From \$30 to \$64.99	3.90
From \$65 to \$99.99	4.05
\$100 or over	5.35

Name of credit card used \_\_\_\_\_ account number \_\_\_\_\_ Expiration date \_\_\_\_\_

Signature \_\_\_\_\_ Date \_\_\_\_\_

### Send Orders to:

Boy Scouts of America, P.O. Box 175  
Bellwood, IL 60104

### Return Items to:

Boy Scouts of America  
EDC 2109 Westinghouse Bl  
P.O. Box 7143  
Charlotte, NC 28217

### State Sales Tax List

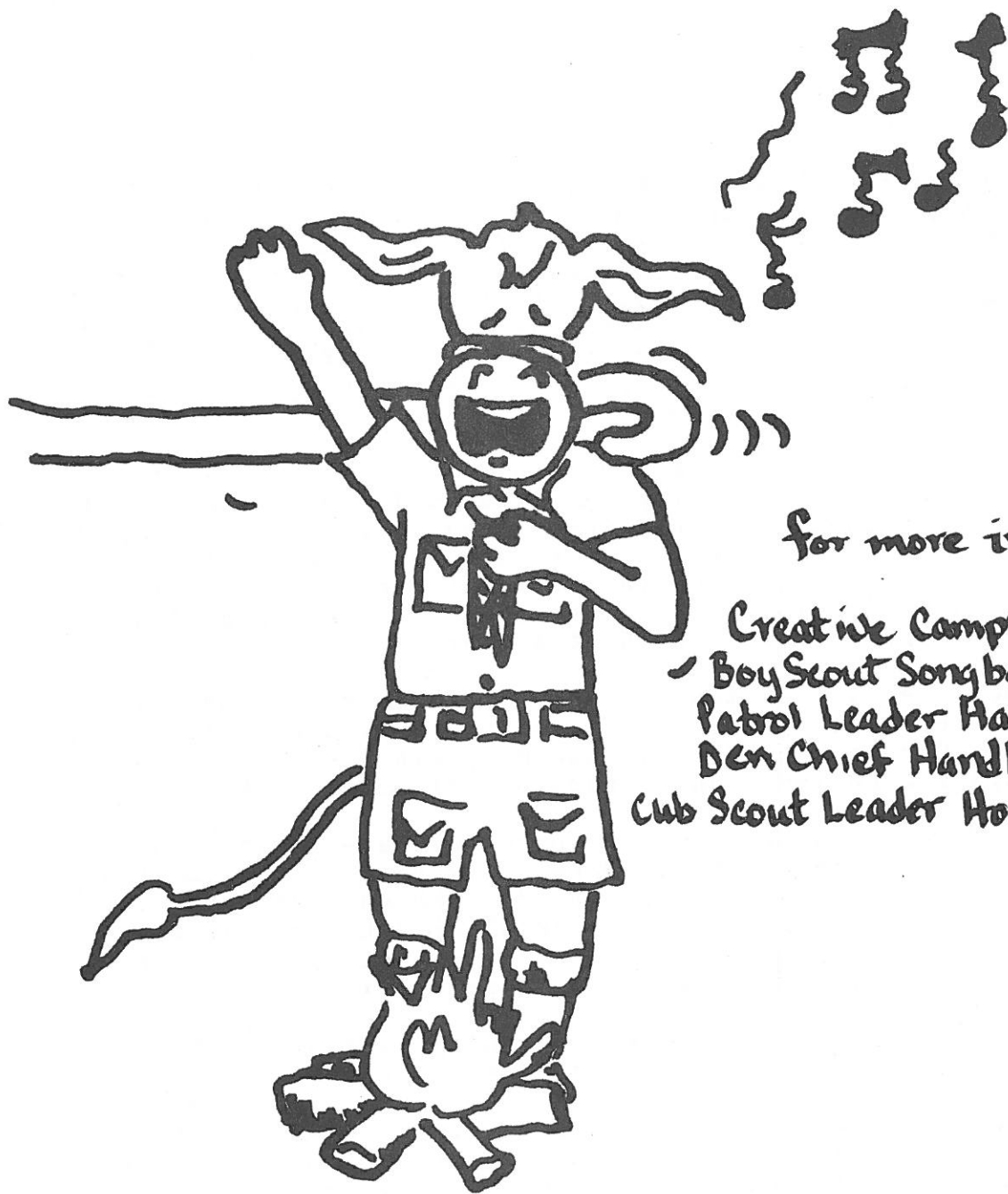
Arizona . . . . . 5%	Mississippi . . . . . 6%
California . . . . . 6½%	Missouri . . . . . 4½%
Colorado . . . . . 3%	Nebraska . . . . . 3½%
* Connecticut . . . . . 7½%	* New Jersey . . . . . 6%
District of Columbia . . . . . 6%	New Mexico . . . . . 3¾%
Florida . . . . . 5%	New York . . . . . 7%
Illinois . . . . . 5%	North Carolina . . . . . 3%
Iowa . . . . . 4%	North Dakota . . . . . 4%
Kansas . . . . . 3%	* Pennsylvania . . . . . 6%
Kentucky . . . . . 5%	South Carolina . . . . . 5%
Louisiana . . . . . 4%	South Dakota . . . . . 4%
Maine . . . . . 5%	Texas . . . . . 5½%
Maryland . . . . . 5%	Vermont . . . . . 4%
* Massachusetts . . . . . 5%	Virginia . . . . . 4%
Michigan . . . . . 4%	Washington . . . . . 6½%
* Minnesota . . . . . 6%	West Virginia . . . . . 4%
	Wyoming . . . . . 3%

Prices subject to change without notice

\*Omit tax on exempt clothing







for more information:

- Creative Campfires
- Boy Scout Songbook L1 92224
- Patrol Leader Handbook L1 92122
- Den Chief Handbook L1 92211
- Cub Scout Leader How-to book L1 92931

# SONGS

and

# STUNTS

## PHILOSOPHY OF SONG LEADING

Songs and cheers are a very effective part of Cub Scouting. Both are easily used in a gathering to catch the boys' interest. The opening serves to wake the boys up and burn some of their energy. The closing serves to slow down the tempo of the meeting and wind things up. One of the nicest things about songs and cheers is that they don't require any special or outstanding talents, only a willing voice. Boys enjoy a song that is sung off key as much as they enjoy one that is sung in perfect pitch. So just have fun with them.

At first, you may find boys are reluctant to sing in a group. Smile, be confident and start singing. The attitude you project to singing will be picked up. Gently insist that they try and sing with you, you'll find that they enjoy singing very much. Remember not to keep the boys singing the same song over and over, even if it seems to be going well. Sing it once or twice, then stop, leaving them wanting more, not glad it's over.

Songs and cheers have many purposes. Fast action songs and rousing cheers help let off steam. Quiet songs help calm and restore order. Cheers help develop and maintain den spirit. Patriotic songs are an important steady influence on boys.

You may sometimes want a song to match a theme, this book helps provide some of those theme songs. Try also to compose your own songs. It is not as hard as it sounds. The easiest method combines a familiar tune with your words altered to express the theme. Your words don't have to be rhythmic masterpieces, just fun for you and the boys. So be courageous; try it.

It is important to display the words of a song not familiar to your group. Use construction paper, butcher paper, poster board, song sheets, or whatever is available. Use lettering that stands out and is large enough to be easily read. When singing a song that uses repetitions, explain that these repetitions are represented by blank lines. Use "Old McDonald Had A Farm" as an example; explain that it is sung in same in all the verses with only a few words different in each succeeding verse.

Cheers and yells help to let off steam at den or pack meetings. Use the imaginations of the boys. Get them to help you invent cheers. Football cheers can be adapted to den yells. Try to make the last line of the cheer easy to shout, keep the lines simple and rhythmic.

When you're leading a song, smile and don't be afraid of being a little silly. Remember the den leader's secret word: "KISMIF" KEEP IT SIMPLE, MAKE IT FUN.



## "SONG LEADING"

Songs have always played a great part in scouting. Every training staff should have someone capable of leading songs. Here are some tips:

An audience expects six things from a good song leader:

1. The name of the song. Announce each song clearly and name the tune if it is not an original song.
2. The pitch of key. Sing a few notes to give the pitch. Be sure the whole group has it--if you're too high or too low--stop and start over again.
3. The tempo--beating time. Start everyone at the same time--shout in rhythm with the time, "Let's Go", or clap the hands or stomp with the foot and start on the next beat. Use simple motions--an up and down, pump handle motion will get you started. Don't try to imitate a symphony conductor.
4. Information about the song. The words--The tune. Be sure your whole group knows the song. If they don't--then teach them. Songbooks are valuable in learning songs, but after the song is learned, have group sing with the book closed--the results will be more satisfactory.
5. Pep--Enthusiasm. Don't insist on volume, at least at the start. Tell the crowd that it's singing you want, not noise or volume. If it doesn't go so well, then no one will know the difference: If it looks promising, say "That was splendid for practice--now let's sing."
6. Leadership--Control. Plan your selections carefully--choose songs that fit the crowd and occasion. Beware of parodies and songs that might offend. Don't ask what songs they want--Tell 'Em.

Formal leadership (Time Beating) is not always necessary. Sing in natural groupings--someone starts the song and everybody just sings. Old favorite songs can be used effectively in this type of singing.

The occasion will dictate the procedure and methods to be followed in conducting group singing. Ordinarily the first song on a program should be a well known song. The crowd can't go wrong and the success of this first song will establish the success of the leader. If the group is used to singing together, there is little necessity for "Ice Breaking".

Use old, familiar songs with new groups. Men usually prefer good harmony. Boys like action songs. Substituting motions for words will help the leader establish control. Don't try difficult, Hard-To-Learn tunes except when conditions are right. KNOW THE SONGS YOU ARE LEADING.

## TEACHING A SONG

Teaching a song is a part of song leading itself, so all the above rules apply. Teaching offers some special problems, which these hints may help to make simpler:

1. Always warm up the crowd with well-known songs before trying out a new one.
2. Provide copies of the words. Use songbooks, mimeographed song sheets, or words on a blackboard or large sheet of paper.
3. Sing the new song through alone or with a small group who already know it.

4. Let the crowd try a verse at a time, slowly at first. When they master it, pick up speed.
5. Musical accompaniment helps—piano, accordion, guitar, harmonica are all good because they can play harmony, not just single melody notes.
6. When they've sung it a time or two, stop—don't make it a music lesson. Go at once into a familiar song.

Use every chance you have to lead and teach songs. Practice on your den, your pack, your family, whenever you can. In song leading, as in most musical accomplishments, it takes "do" to get "know-how."

"Now," said Mr. Barnum, "we're going to do something all Cub Scouts love to do—sing." He held up his hands as if he were allowing them to drip dry. "And remember, men, use those hands to express the words of the song . . ."



## RIDDLES

Why is it that when you are looking for something you always find it in the last place you look?

Because you always stop looking when you find it.

I am something that is lighter than a feather, and yet harder to hold. What am I?

Your breath.

I am something that can run but can't walk. What am I?

Water.

I am something that has teeth, but can't eat. What am I?

A comb.

What did Tennessee?

The same thing that Arkansas.

If your uncle's sister is not your aunt, just what relation is she to you?

She is your mother.

What animal are you when you have a cold.

Horse.

What has a tail but is not an animal?

A kite.

What did one salad say to the other salad?

I'm all mixed up.

What has four legs, eats oats, has a tail, and sees equally well from both ends?

A blind horse.

What goes up that never comes down?

Your age.

Why are Cub Scouts so chubby?

Because Scouting rounds a guy out.

What's the difference between an optimist and a pessimist?

An optimist sees the doughnut, the pessimist sees the hole.

What do ghosts wear on their feet?

Boo-ts.

What is the best way to find a tiger?

Asleep.

What do ghosts call mistakes?

Boo boos.

What well-known animal drives an automobile?

Road hog.



TOOTSIE TA  
(Tune: Singing in the Rain)

I'm singing in the rain,  
Just singing in the rain,  
What a glorious feeling I'm happy again,

THUMBS UP - Tootsie Ta, Tootsie Ta, Tootsie Ta Ta (Wiggle a little)

Repeat above chorus

THUMBS UP, ELBOWS IN Tootsie Ta - etc. as above

Repeat above chorus

THUMBS UP, ELBOWS IN, KNEES TOGETHER Tootsie Ta, etc. as above

Repeat above chorus

THUMBS UP, ELBOWS IN, KNEES TOGETHER, CHEST OUT - Tootsie Ta  
etc. as above

Repeat above chorus

THUMBS UP, ELBOWS IN, KNEES TOGETHER, CHEST OUT, BUNS OUT -  
Tootsie Ta, etc. as above

Repeat above chorus

THUMBS UP, ELBOWS IN, KNEES TOGETHER, CHEST OUT, BUNS OUT,  
EYES CLOSED - Tootsie Ta, etc. as above

Repeat above chorus

THUMBS UP, ELBOWS IN, KNEES TOGETHER, CHEST OUT, BUNS OUT,  
EYES CLOSED, TONGUE OUT - Tootsie ta, etc. as above.

Note: on the Tootsie Ta portion wiggle some - it adds much  
to the interpretation of the song.

RAINDROPS  
(Tune: Written below words)

If all of the raindrops were  
(bubblegum) and (gumdrops)  
Oh, what a world this would be  
I'd stand outside with my mouth  
open wide going:  
"Ah-ah-ah-ah-ah-ah-ah!"



LOLLIPOP

(Tune: Harrigan)

L - O - double L - I P - O - P spells Lollipop  
That's the only decent kind of candy, candy  
The guy that made it must have been a dandy, dandy,  
L - O - double L - I P - O - P for me  
It's a lick on a stick guaranteed to make you sick  
That's Lollipop for me.

A PEANUT SAT ON A RAILROAD TRACK  
(Tune: Polly Wolly Doodle)

A peanut sat on a railroad track,  
His heart was all a-flutter  
(pat chest rapidly)  
"Round the bend came number ten.  
TOOT! TOOT!  
(Pull imaginary cord)  
Peanut butter!  
SQUISH!!  
(palms together)

CALOMINE LOTION

(done in a sing-song fashion - Leader says each line - Audience repeats same line - Hit knees and clap to keep beat.)

FLEAS,  
FLEAS, FLIES  
FLEAS, FLIES. MOSQUITOS  
COCKROACHES  
CALOMINE, CALOMINE, CALOMINE LOTION  
OH NO MORE CALOMINE LOTION  
ITCHY, ITCHY, SCRATCHY, SCRATCHY,  
OO, I GOT ONE ON MY BACKY  
EEEK GOES THE BUG WHEN YOU SPRAY IT WITH  
THE BUG SPRAY  
SCHHHHHHHHHHHHH (spray the bug motion)

BLESSINGS

(Tune: Edelweis)

"Bless our firends, bless our food,  
Come, oh Lord, be with us;  
May our words glow with peace  
May your love surround us.  
Friendship and love, may it bloom and grow,  
Bloem and grow, forever,  
Bless our friends, bless our food.  
Come, oh Lord, and be with us.

CELERY SONG

(Tune: Auld Lang Syne)

Oh celery raw is hard to chew  
And celery stewed is quietly chewed.  
(Repeat over and over)

THE MEAT'S ALL GONE

(Tune: Hail, hail, the Gang's All Here)

Hail, hail, the meat's all gone  
What'll be the next course?  
What'll be the next course  
Hail, hail, the meat's all gone,  
What'll be the next course now?

Hail, hail, the drink's all gone,  
What'll be the next course?  
What'll be the next course?  
Hail, hail, the drink's all gone,  
What'll be the next course now?

(continue with as many food items as you want)

HURRAY FOR SCOUTING

(Tune: Hey, Look Me Over)

25 is silver, 50 years are gold  
75 is for diamonds of anniversaries, I am told  
Jump up and cheer, folks!  
Shake hands all around,  
I figure after 75, the fun is just begun.

So we'll be up flying higher,  
The games and the fun  
Ever doing craft stuff, and advancing on and on,  
75 years is just brand new for Scouting, more and more  
Get ready for 75 more!



AMERICA, AMERICA

America, America,  
How can I tell you how I feel,  
You have given me many treasures,  
I love you so.

Love, love, love, love  
The only truth on Earth is love,  
Love they neighbor as they brother.  
Love, Love, Love.

Peace, peace, peace, peace.  
Peace on Earth good will toward man,  
Peace and harmony with nature,  
Peace, peace, peace.

GING GANG GOOLIE

GingGang Goolie Goolie Gotcha  
Ging Gang Goo,  
Ging Gang Goo  
Ging Gang Goolie Goolie Gotcha  
Ging Gang Goo  
Ging Gang Goo  
Hayla, Hayla Shayla, Hayla Shayla  
Hayla, Ho.  
Hayla, Hayla Shayla, Hayla Shayla  
Hayla, Ho  
Sally Wally, Sally Wally Sally Wally, Sally Wally  
Oompah, oompah, oompah, ompah, ooommm!

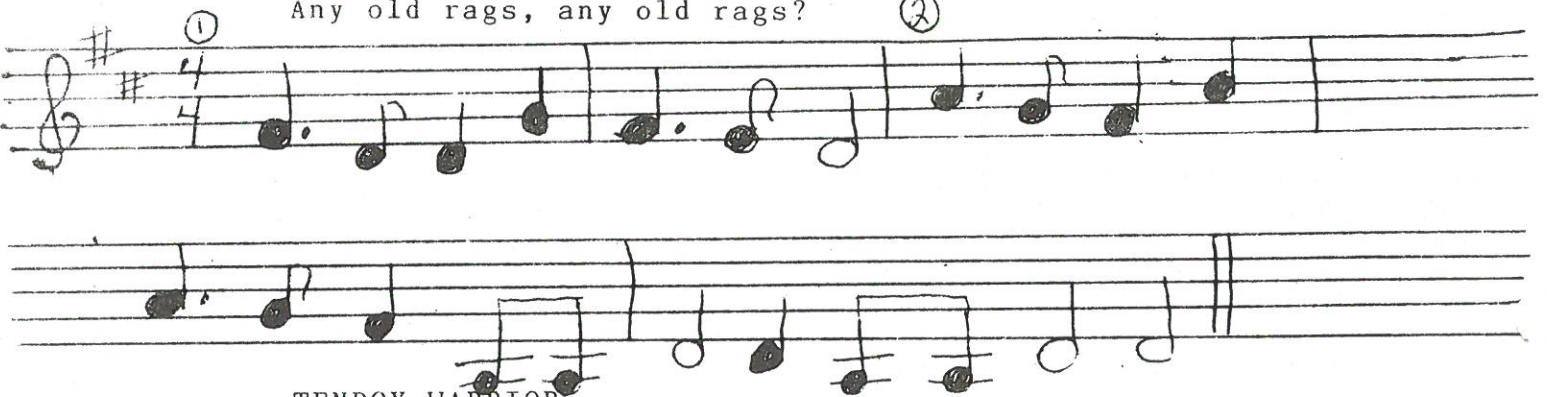


INDIAN TAPS  
(Tune: Taps)

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

CHAIRS TO MEND  
(Tune: see music below)

Chairs to mend, old chairs to mend,  
Mackerel, fresh mackerel,  
Any old rags, any old rags?



TENDOY WARRIOR  
(Tune: Zulu Warrior)

Ay cum a zimbah zimbah zia  
Ay cum a zimbah zimbah zee  
Ay cum a zimbah zimbah zia  
Ay cum a zimbah zimbah zee

See him there, the Tendoy Warrior,  
See him there, the Tendoy Chief. (chief, chief, chief, chant)

TEN IN A BED

(Tune: see music below)

There were ten in a bed and the little one said,  
"Roll over, I'm crowded."

So they all rolled over and one fell out  
and gave a shout.

Please remember to tie a knot in your  
pajamas. Single beds were only made for nine.

2. There were nine in a bed....

3-9. Count one less repetition

10. There was one in the bed and the little one said,  
"I'm lonely, Goodnight."

The image shows four staves of handwritten musical notation. The first staff is in treble clef with a 2/4 time signature. The second staff is in bass clef with a key signature of one sharp (F#). The third and fourth staves are in bass clef with a key signature of one flat (Bb). The notation includes various note values, rests, and accidentals, representing the melody and accompaniment for the song.



SPOTTED BEDBUGS

(Tune: Onward Christian Soldiers)

Onward Spotted bed bugs  
Marching up the sheets,  
Tickle, tickle tickle  
On poor Grandma's feet.  
Grandma gets excited  
Grandpa gets the gun  
Boom, boom, boom, boom,  
Boom, boom, boom, boom  
See those bed bugs run.

Onward spotted bed bugs  
Marching off the sheets,  
Carrying off the wounded  
And poor grandma's feet.

THE LITTLE SKUNK'S HOLE

(Tune: Turkey in the Straw)

1. Oh, I stuck my head in a little skunk's hole  
And the little skunk said,  
"Well, bless my sould!  
Take it out! Take it out!  
Take it out! Take it out!  
Remove it!"
2. Oh, I didn't take it out,  
And the little skunk said,  
"If you don't take it out,  
You'll wish you had.  
Take it out! Take it out!  
Take it out! Take it out!  
Remove it!"

SPOKEN

PHEEW! I removed it!

TONY CHESTNUT

(Tune: One little, two little, three little Indians)

Tony Chestnut Knows I love you  
Knows I love you  
Knows I love you  
Tony Chestnut Knows I love you  
That's what Tony Chestnut Knows.

Actions to this song:

Point to toes, then chest then head, then eye, then fist on  
heart, then a finger outward indicating you. Follow words  
to continue these actions.

TOM THE TOAD

(Tune: Oh Christmas Tree)

Oh Tom the Toad  
Oh Tom the Toad  
Why are you lying in the road.  
Oh Tom the Toad  
Oh Tom the Toad  
Why are you lying in the road.  
You did not see that car ahead  
And on your head are tire treads  
Oh Tom the Toad  
Oh Tom the Toad  
Why are you lying in the road.

ON TO SCOUTING

(Tune: Shell Be Comin' Round the Mountain)

He'll become a little Bobcat when he's eight,  
He'll become a little Bobcat when he's eight,  
He will come to all our meetings, and he'll smile at all our  
greetings,  
He'll be quite a handsome Bobcat when he's eight.

He'll become a fearsome Wolf before he's nine,  
He'll become a fearsome Wolf before he's nine.  
HE will snarl and bark and growl, and he probably will howl,  
He will make us very proud before he's nine.

He'll become a great big Bear before he's ten,  
He'll become a great big Bear before he's ten,  
He will have a fascination for each item in creation,  
HE will have a million questions when he's ten.

He'll become a Webelos when he is ten,  
He'll become a Webelos when he is ten,  
He will learn to give to others and he'll have a den of brothers,  
He's a strong and happy Cub Scout when he's ten.

We will send him on to Scouting at eleven,  
We will send him on to Scouting at eleven,  
We will wish him happy Scouting at a special Cub Scout outing,  
This is pretty close to heaven at eleven.

ODE TO AN OLD CUBMASTER  
(Tune: Tie me Kangaroo Down, Sport)

Tie me Tiger Cubs Up, Chuck  
Tie me Tiger Cubs Up,  
Tie me Tiger Cubs Up, Chuck  
Oh, tie me Tiger Cubs Up  
All together now.

Send the Bobcats down the track, Jack  
Send the Bobcats down the track  
Send the Bobcats down the track, Jack.  
Send the Bobcats down the track  
All together now.

Let those wolves be, Lee  
Let those wolves be  
Let those Wolves be, Lee  
Let those Wolves be  
All together now.

Turn the Bears loose, Bruce  
Turn the Bears loose  
Turn the Bears loose, Bruce  
Turn the Bears loose  
All together now.

Let my Webelos go, Bro  
Let my Webelos go,  
Let my Webelos go, Bro  
Let my Webelos go  
All together now.

Tan me hide when I'm dead, Fred  
Tan me hide when I'm dead  
Tan me hide when I'm dead, Fred  
And leave it hanging on the shed.

Well, we tanned his hide when he died , Clyde  
We tanned his hide when he died  
Well, we tanned his hide when he died, Clyde  
And that's it hanging on the shed.





# GAMES

for more information

- DEN CHIEF HANDBOOK LB 3211
- CUB SCOUT LEADER BOOK LB 3220
- PATROL LEADER HANDBOOK LB 512
- CUB SCOUT LEADER HOW-TO BOOK LB 3831
- PROGRAM HELPS LF 726

YOU SHOULD ALWAYS TRY TO HAVE "GAMES" AS PART OF A "DEN OR PACK MEETING." THEY ARE NOT HARD TO COME UP WITH EVEN WHEN USING "THEMES." HERE IS AN EXAMPLE OF HOW YOU MIGHT CHANGE A GAME.

### "SWAT THE FLY"

NEED TWO TEAMS, TWO BLINDFOLDS, AND TWO FLY SWATTERS (UNUSED IF POSSIBLE).

THE BOYS COUNT OFF FOR TWO TEAMS, THEN ONE OF EACH TEAM IS CHOSEN TO BE THE SWATTER. HE THEN PUTS ON THE BLINDFOLD AND IS TURNED AROUND THREE TIMES. ON THE WORD GO EACH TEAM WILL SAY LEFT OR RIGHT UNTIL ONE OF THE BOYS SWATS THE OTHER. THEN THEY "SCORE A POINT" AND TWO MORE BOYS TRY IT UNTIL ALL HAVE HAD A CHANCE. THE TEAM WITH THE MOST POINTS IS THE WINNER.

NOW TAKE THIS GAME AND TRY IT FOR THANKSGIVING. USE FEATHERS INSTEAD OF FLY SWATTERS. BOYS GOBBLE ONCE FOR RIGHT TWICE FOR LEFT.

AS YOU CAN SEE IT WILL WORK IN ALMOST ANY TIME OF YEAR.

### "I SPY"

ALL BOYS PLAY AT ONCE. ONE BOY IS CHOSEN AND LOOKS FOR SOMETHING FROM ONE OF THE COLORS OF THE RAINBOW. WHEN HE HAS FOUND IT HE WILL SAY "I SPY SOMETHING THAT IS BLUE" THE REST OF THE BOYS TRY TO GUESS WHAT IT IS. THE WINNER WILL BE THE NEXT ONE TO LOOK FOR SOMETHING.

### "UNTRAINED PUPPY"

NEED SPRAY BOTTLES (SUCH AS FROM "SPRAY & WASH.") ALSO PIECE OF PAPER PINED TO LEFT POCKET. PLAY OUTDOORS!!

ON THE WORD GO EACH BOY TRIES TO "WET ON THE OTHER BOYS PAPER" AFTER A GIVEN AMOUNT OF TIME THE DRYEST PAPER WINS.

### "SWAT THE KNIGHT"

NEED NEWSPAPER, BLINDFOLD, CRACKERS & STRING. TIE THE CRACKER ON THE BOYS HEAD AND BLINDFOLD THEM. EACH BOY IS TO TRY AND CRUSH THE CRACKER ON THE OTHER BOYS HEAD. THE LAST ONE WITH THE MOST CRACKER IS THE WINNER.

### "BALLOON BUST"

NEED BALLOONS & LUNG POWER. ALL BLOW UP BALLOONS AT SAME TIME AND TIE THEM. WHEN YOU SAY NOW! THEY ALL SIT ON THEM, OR STOMP ON THEM, OR PUT THEM UNDER THEIR ARMS, OR SLAP THEM ON THE TABLE WITH THEIR HANDS.



"I LOVE THIS ONE"

"TURKEY RELAY"

NEED FEATHER DUSTERS (ONE FOR EACH TEAM), WAXED PAPER, PAPER PLATES, AND CANDY CORN. PUT THREE OR FOUR PIECES OF CORN ON WAX PAPER OR PLATE. PLAYERS ARE DIVIDED INTO TEAMS OF FIVE OR SIX EACH. ON THE WORD GO EACH ONE IN TURN WILL PUT THE FEATHER DUSTER BEHIND THEIR BACK AND WADDLE UP TO CORN. THEN THEY MUST BEND OVER AND EAT CORN WITH THEIR MOUTH ONLY. EACH MEMBER WILL DO THIS UNTIL ONE TEAM WINS. \*\*\*PLEASE PUT DOWN FRESH WAX PAPER WITH NEW CORN FOR EACH PLAYER WHEN THEY COME UP TO PLAY.

IF LARGE GROUP YOU COULD ALSO HAVE THEM BE DIFFERENT ANIMALS AND THE SOUND THEY MAKE WILL CHANGE. DUCK, CHICKEN, GOOSE, ETC.

"SPOON RELAY"

NEED TWO SPOONS WITH ABOUT FIFTEEN FEET OF STRING TIED TO IT. THE FIRST MEMBER OF THE TEAM WILL START BY UNROLLING THE STRING AND PUTTING THE SPOON DOWN HIS CLOTHES. THE NEXT BOY THEN TAKES THE SPOON AND PUTS IT UP HIS CLOTHES UNTIL THE LAST BOY IN LINE ROLLS IT UP ON THE SPOON AGAIN. THE FIRST TEAM FINISHED IS THE WINNER. THEY CAN PULL IT ALL THE WAY OUT BEFORE GIVING IT TO THE NEXT BOY OR NOT.

### "FLOOR SAIL BOAT RACE"

TAKE WHEELS FROM PINWOOD DERBY CARS AND PUT ON FLAT PIECE OF WOOD. EACH PIECE IS TO BE THE SAME SIZE. DRILL SMALL HOLE IN TOP FOR DOWEL TO FIT IN, FIT WITH PAPER SAIL GRAB PIECE OF NEWSPAPER AND PLAY.

ALL BOYS WILL HAVE THEIR OWN MADE AND RACE IT AT ONE TIME. AT STARTING LINE THEY FAN THE SAIL WITH THE NEWSPAPER TO MAKE IT GO, UNTIL THEY REACH THE FINISH LINE. FIRST ONE ACROSS IS THE WINNER.

### "TELEPHONE"

BOYS WILL LINE UP INTO TEAMS OF FIVE OR SIX. YOU WILL NEED TWO ADULTS TO GIVE THE FIRST BOY IN EACH LINE THE SAME MESSAGE. ON THE WORD GO THE FIRST BOY ON EACH TEAM WILL RUN UP TO THE FINISH LINE, EAT TWO CRACKERS, THEN RUN BACK AND TELL THE NEXT BOY WHAT THE MESSAGE IS. ALL BOYS DO THIS UNTIL THE LAST BOY ON TEAM WILL TELL THE JUDGE, WHO WILL THEN DECIDE IF IT IS THE SAME MESSAGE THAT THEY STARTED WITH. THEN FIRST BOY WILL GO TO BACK OF LINE AND START ALL OVER AGAIN WITH NEW MESSAGE.

## "DOG AND CAT"

NEED ABOUT TEN PIECES OF STRING IN TWO COLORS. SOMEONE WILL HIDE THE STRING AROUND THE AREA. DIVIDE BOYS INTO TWO TEAMS. ONE BOY ON ONE TEAM IS THE CAT, ONE BOY ON OTHER TEAM IS DOG. WHEN YOU SAY GO EACH TEAM MEMBER WILL LOOK FOR THE COLOR OF STRING THAT IS THEIRS. UPON FINDING IT THEY WILL BARK OR MEOW UNTIL THE ANIMAL COMES OVER TO PICK IT UP. THEY CAN NOT POINT TO IT OR PICK IT UP. THE DOG OR CAT ARE THE ONLY ONES THAT CAN DO THAT. THE TEAM THAT FINDS ALL TEN OR HAS THE MOST WHEN THE TIME IS OVER IS THE WINNER.

**DUTY TO  
GOD AND  
COUNTRY**



**CITIZENSHIP**



Resources:

Flag 1. Boy Scout Handbook

2. "The Stars and the Stripes" by Boleslaw and Marie Louise D'Otrange Mastai. (Alfred A. Knopf Co.) It is lavishly and colorfully illustrated with photographs of flags through the years. Costs \$25.00, so borrow from your library.
3. "The Flag Book of the United States" by Dr. Whitney Smith (Morrow Publisher) \$12.95 review of all flags used in this country.
4. Use your encyclopedia.
5. "The Untold Story Behind our Country's Flag" by Lawrence Phelps Tower published by General Mills, Inc.  
400 2nd Ave. So. Dept. 190  
Minneapolis, MN 55440 (not sure about cost)
6. Americanism Dept. Veterans of Foreign Wars. National Headquarters, 34th & Broadway, Kansas City, MO. 64111
7. "Our Flag" Annin & Co. Flag Makers Verona, N.J.
8. Disabled American Veterans.
9. "The Flag of the United States" U. S. Navy Recruiting Service
10. "Our Flag" office of Armed Forces Information & Education.  
Dept. of Defense
11. "How to Respect and Display Our Flag" U. S. Marine Corps.
12. Congressman  
"Staging Den & Pack Ceremonies" book  
1. Use of American Flag pg. 25-31  
2. America pg. 40-42 - pg. 207-208  
3. Promise pg. 44  
4. Flag pg. 51, 54, 60, & 66  
5. Cub Scout pg. 65

Compiled by  
Sandy Condon

## Why That Flag?

Many theories and romantic legends have been put forward to explain why stars and stripes were chosen for the new nation's flag and who first designed it.

Some historians claim the stripes were inspired by the rattlesnake flag flown on the "Alfred" of the newly commissioned continental fleet in January, 1776, by Lt. John Paul Jones. Others claim the striped banner of the Sons of Liberty was the source. Most agree the stars were taken from the military banner of colonial Rhode Island.

The popular story of Betsy Ross sewing the first stars and stripes from George Washington's design is a picturesque legend. There is no proof of the story's truth although there was a Betsy Ross who did make some ships' ensigns for the Philadelphia Navy Board.

The most plausible candidate for the honor is Francis Hopkinson. He was one of the delegates from New Jersey to the Continental Congress, a signer of the Declaration of Independence, a member of the Maritime Committee--and a recognized designer!

One of his bills for \$2700 rendered to Congress included "currency designs, design for the Great Seal of the U.S., a treasury seal, a design for the flag..." etc. There is no record of his bill ever being paid!

From 1777 to 1912, a period of 135 years, the United States Flag was officially changed 24 times. Yet, since its creation the arrangement of the stars in the blue field, the proportion of the flag's hoist to its fly, or the size of the stars and stripes to the overall dimensions had never been officially published.

On June 24, 1912, President William H. Taft, signed an executive order prescribing the official proportions of the flag, the arrangement of the stars and the relative sizes of the stars and the stripes.

Because flags vary in overall size the proportions specified in this order were given in units to the scale of: 1 unit to 1.9 units. (Some exceptions are permitted in the colors carried and used by the military services.)

Non-government flags are close to this scale but not quite as accurate. The most popular sizes used by Scout troops are 3 by 5 feet and 4 1/3 by 5 1/2 feet, which scale is close to the official government proportions.

Patriotic societies may properly carry and display facsimiles of historic American flags.

# THE FLAG GOES BY

Hats off!

Along the street there comes  
A blare of bugles, a ruffle of drums,  
A flash of color beneath the sky:

Hats off!

The flag is passing by!

Blue and crimson and white it shines,  
Over the steel-tipped, ordered lines.

Hats off!

The colors before us fly;

But more than the flag is passing by:

Sea-fights and land-fights, grim and great,

Fought to make and to save the State;

Wearry marches and sinking ships;

Cheers of victory on dying lips:

Days of plenty and years of peace;

March of a strong land's swift increase;

Equal justice, right and law,

Stately honor and reverend awe;

Sign of a nation, great and strong

To ward her people from foreign wrong;

Pride and glory and honor,—all

Live in the colors to stand or fall.

Hats off!

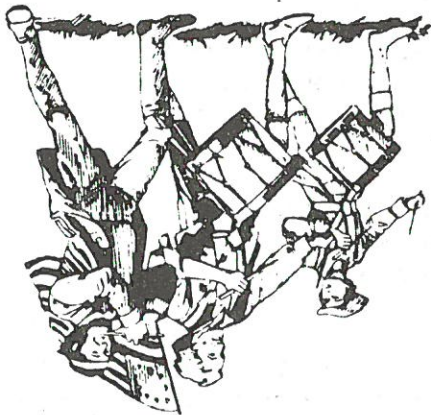
Along the street there comes  
A blare of bugles, a ruffle of drums;

And loyal hearts are beating high:

Hats off!

The flag is passing by!

—Henry Holcomb Bennett



## Standard Flag Ceremony

**PERSONNEL:** Flag bearers and color guards for American Flag and Pack flag. (If there is an uneven number of color guards, the American Flag has precedence and should have the most.)

**EQUIPMENT:** American Flag, Pack flag, flag stands, recorded music

**SETTING:** Flag stands are in place at front of room or on stage. Flag bearers and color guards are in position in rear of room. Speaker may be in rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this time, the speaker advances to the front of the room. (Make certain he can be heard by everyone.)

**SPEAKER:** ATTENTION! WILL THE AUDIENCE PLEASE RISE? COLOR GUARD, PRESENT THE COLORS! (or "COLOR GUARD, ADVANCE") Speaker's command should be loud and clear.

Color guard advances from rear of room with flag bearers in front, followed by guards. The American Flag should always be on the marching right in the procession. As procession begins, speaker gives his next command.

**HAND SALUTE!** (He salutes and audience does likewise.) Speaker's eyes should follow the American Flag until it is in position in front of the room. Flag bearers and color guards take position in front of the room near flag stands. They stand at attention, facing the audience. The flags are held vertically.

**PLEASE REPEAT THE PLEDGE OF ALLEGIANCE WITH ME.** (He begins the pledge with audience joining in.)

At this point, the Pack flag is lowered slightly and full attention is given to the American flag. Take care neither flag touches the floor. Flag bearers and color guards do not salute or repeat pledge. When pledge is finished, the speaker gives the next command which is the signal for all salutes to be dropped. The pack flag is then raised again to a vertical position.

**TWO! COLOR GUARD, POST THE COLORS!** The American Flag is placed in its stand; then flag bearer and color guard salute it and step back into place. The Pack flag is then posted; its bearer and guard salute it and step back into place. (The American Flag is always posted or raised first, and removed or lowered last.)

**COLOR GUARD, DISMISSED!** Flag bearers lead procession to back of room, with speaker following last.

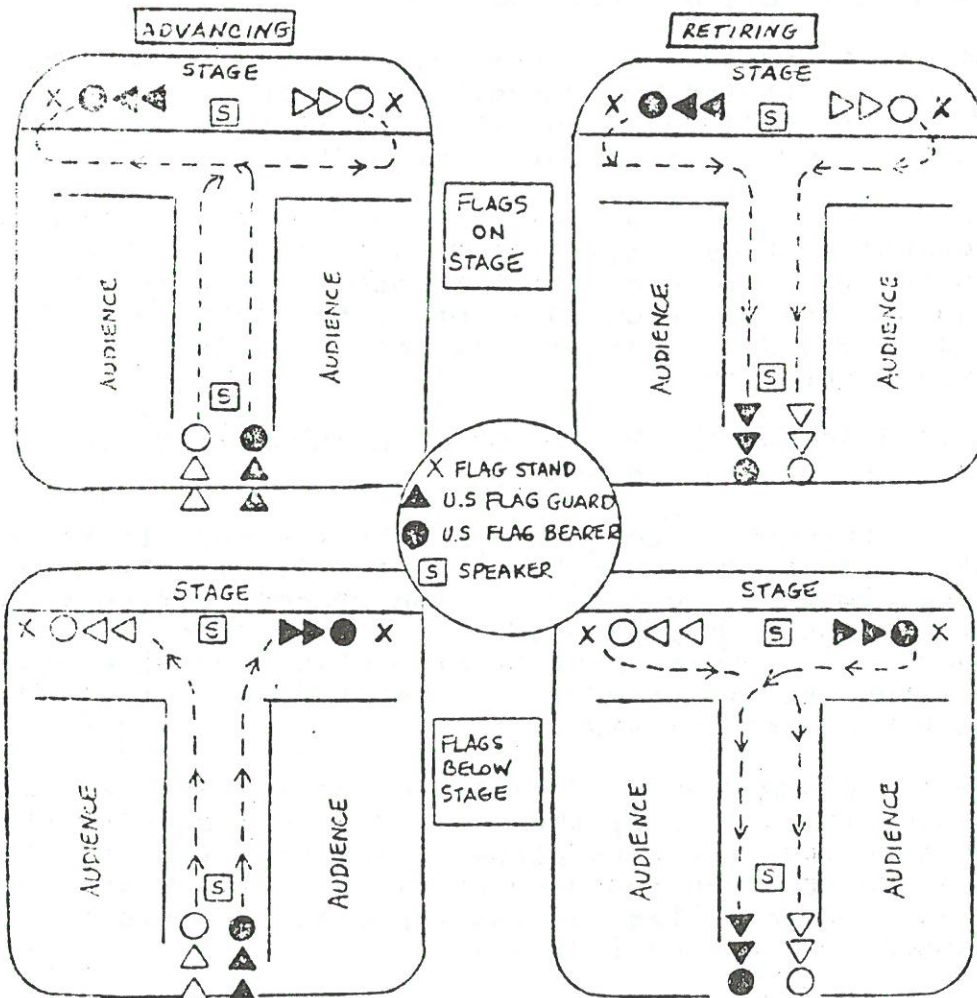


## Arrangement for Flag Ceremony

If flags are to be posted on the stage, the American Flag will be posted on the audience's left. Since it should be on the marching right in the procession, it will be necessary for the flags to cross in front of the room. (See diagram below) The American Flag crosses in front of the pack flag.

If flags are posted on audience level, the American Flag will be placed on the audience's right. In this case, the flags do not cross.

When the colors are retired at the end of the meeting, the same positions are used as shown below, except in reverse order.



## BASIC RULES FOR FLAG CEREMONIES

1. The color guard consists of a caller, flag bearers, and honor guards. The honor guards function is to protect the flags. It is recommended that the color guard be in full uniform.
2. Flags are carried with the left arm at the left side and supported by the right arm extended about chest height.
3. The American flag is never dipped in salute to any person or thing. No other flag is carried higher than the American flag.
4. The American flag should be carried in the center and in front of other flags, or it may be carried on the marching right with all other flags to its left.
5. When the American flag is placed on a platform, it goes on the right of the speaker and to the left of the audience. When there is one floor level, it may be placed to the right of the audience and to the left of the speaker.
6. The American flag is always posted last and is removed first.
7. In retiring the colors, the flags do not cross one another.
8. During periods of national mourning, only the American flag is draped for mourning. A black ribbon which measures the combined lengths of the width and height of the flag is tied around the pole at the top of the flag.

---

### Opening (commands)

1. Will the audience please rise.
2. Color guard, advance.
3. Present the colors. (American flag bearer takes one step forward)  
Call, 'hand salute!'
4. Pledge allegiance. (Caller leads pledge. Rest of color guard at attention)
5. Post the colors. (as flags are posted all color guard face the American flag. Bearer gives the quiet command, 'Salute' Color guard salute the American flag in unison)
6. Color guard dismissed.

---

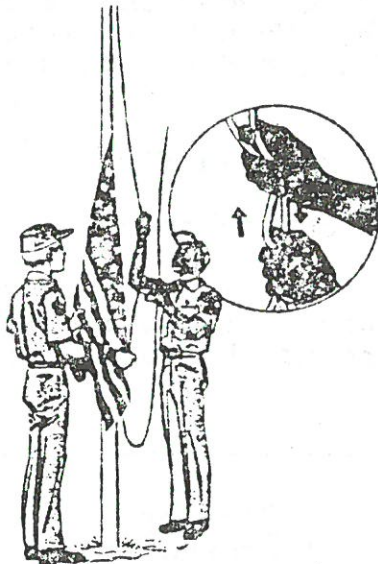
### Closing (commands)

1. Will the audience please rise.
2. Color guard, advance.
3. Retire the colors. (color guard face the American flag. Bearer gives the quiet command, 'salute'. Color guard salute the flag in unison (American flag is removed first then the other flags removed in unison)
4. Color guard dismissed.

## Hoisting the Flag

It takes two to hoist the Flag properly. One to secure the Flag to the halyard and hoist it--the other to hold and keep it from touching the ground.

The two flag-raisers march, in step, to the flagpole. Number 1, on the right, carries the folded Flag. The Flag is always kept folded when stored. (See "Lowering the Flag" for folding instructions.)



At the flagpole, Number 1 continues to hold the folded Flag while Number 2 unfastens the halyard from a cleat on the pole. He quickly tests the halyard to make sure it is running freely. This is very important--particularly when ice or rust may have formed on the pulley at the peak in cold weather or when the pole may not have been used for a number of days.

The Flag is always hoisted from the leeward side of the flagpole

Number 1 then loosens the folded Flag and hands the hoist end to Number 2, union first, being careful to hold his end of the Flag so that no part of it touches the ground...

Number 2 fastens the halyard to both grommets on the Flag's hoist, then starts hoisting the Flag briskly hand over hand without a pause. Number 1 keeps it from touching the ground until the Flag is floating free. Then he steps back a pace and salutes - which he holds.

Note: Number 2 allows the up halyard to slide through his hands as he hauls on the down halyard to raise the flag. If the breeze is too strong for him to control the flag, Number 1 holds the up halyard until the Flag is at the peak.

As soon as the Flag is raised to the peak, Number 2 secures the halyard to the pole, steps back a pace and joins Number 1 in the salute. Then both drop their salutes in unison and march off.

The Flag should ALWAYS be hoisted unfurled, not rolled up.

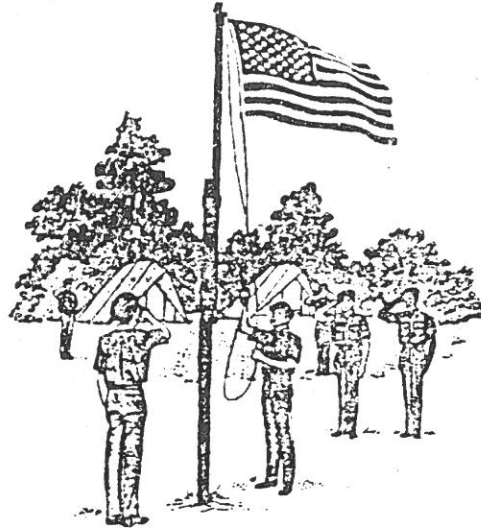
## Lowering The Flag

Hauling down the colors at sundown (retreat), on land or afloat, has its own time-honored procedures.

### Two-Man Flag Detail:

They march to the flagstaff, unfasten the halyard, and while one stands at salute, the other hauls the colors down slowly.

When the flag is down within reaching distance, the saluting man drops his salute and gathers the flag in his arms to prevent its touching the ground. The halyard's ends are clipped or tied together and secured to the flagstaff cleat.



It is very important to fasten the halyard ends back together after removing the flag--or you may find one end of it at the top of the pole the next time the flag is to be raised.

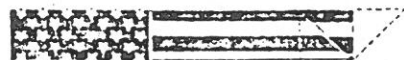
If it is not a formal retreat ceremony, the flag detail shouts "Colors" just before hauling the flag down. All those within 50 yards come to attention and salute until the flag is gathered in.

On being detached from the halyard the flag must be folded immediately!

Note: A person lowering the flag alone need not try to fold it. Gathering it into his arms so that it does not touch the ground is sufficient.

### To Fold the Flag:

1. Bring the striped half up over the blue field.
2. Then fold it in half again.
3. Bring the lower striped corner to the upper edge forming a triangle.
4. Then fold the upper point in to form another triangle, continuing until the entire length is folded.
5. When you get almost to the end with nothing but blue field showing, tuck remaining bit into other folds to secure.
6. The final folded flag resembles a cocked hat with only white stars on blue field showing.





When in Uniform -

Salute with your head covered or uncovered, either indoors or outdoors, stand at attention and salute with your right hand when:

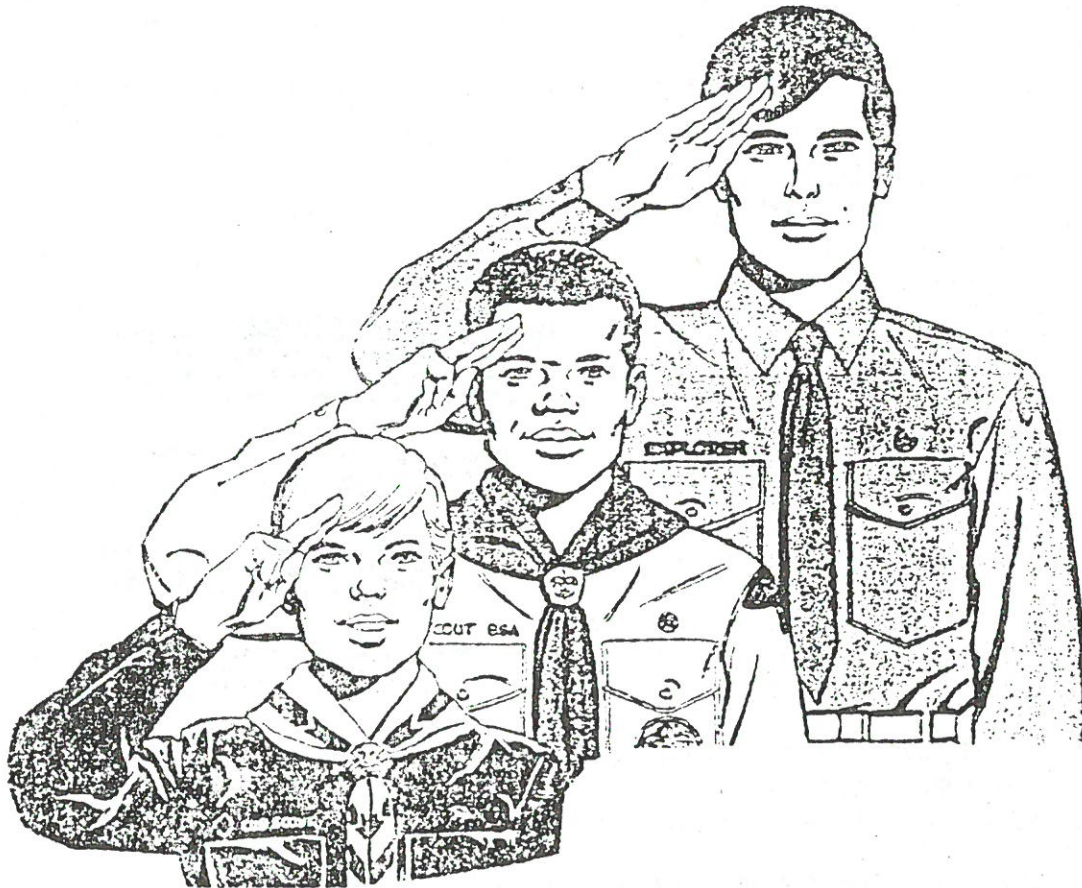
- \* The National Anthem is played
- \* The Colors are raised or lowered
- \* During recitation of the Pledge of Allegiance
- \* As the Flag passes by in a parade or review
- \* A flag-draped coffin is passing
- \* When "Taps" is sounded at a funeral

Note: Explorer blazer is considered a uniform.

When Not in Uniform -

During these ceremonies: stand at attention, place your right hand over your heart. Men, if wearing a hat, remove hat, hold it over your heart.

In athletic costume, uncover your head, stand at attention. Hold hat or helmet in right hand.



## The Salute is to The Flag

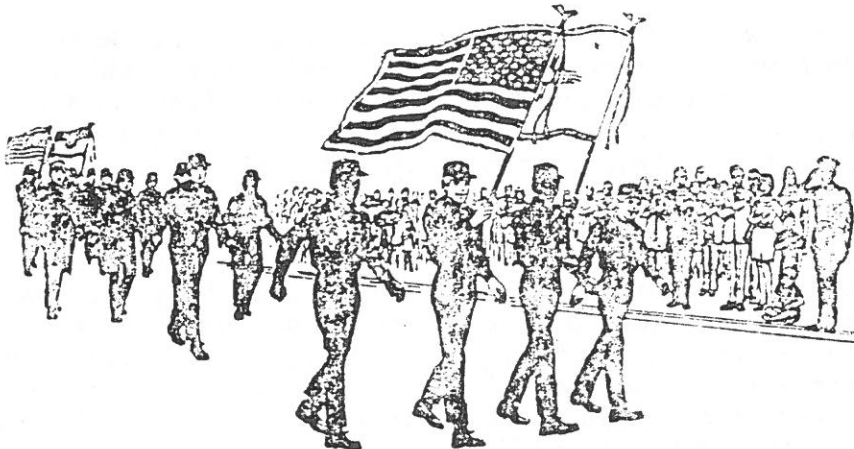
Stand at attention, facing the flag, and salute at the first note of the National Anthem. Hold the salute until the very last note is played.

If there is no flag or you cannot see it from where you are, face the music. If you can't see the band, face straight ahead.

When the National Anthem is sung without accompaniment or is a recording, stand at attention - do not salute.

At parades and reviews: Start your salute when the approaching flag is approximately six paces (12 feet) from you. Drop the salute when the flag is about the same distance past you. This procedure is also followed when the National Ensign is carried past you by the mounted standard bearers, or when it passes you on a vehicle, provided the Flag is flown from a staff, not lying flat, draped, or used only as a decoration.

A flag-draped coffin is the exception to the above rule. It rates the same honor as the flag passing in a parade. It is customary to salute when "Taps" is sounded at a military funeral.



The salute is held during the recitation of the Pledge of Allegiance as you face the Flag.

When colors are raised: stand at attention facing the flagpole. Come to a salute as soon as the Flag is started on its way up and hold the salute until it is at the peak. If the Flag is to be flown at half-mast, hold the salute until it is lowered to half-mast after being hoisted to the peak.

At retreat: Start your salute at the moment the Flag is on its way down and hold the salute until the Flag is gathered at the base of the flagstaff. If the Flag is at half-mast, salute as it is first hoisted to the peak; hold your salute until it is gathered at the base.

HELLO, REMEMBER ME?

- Speaker 1 Some people call me Old Glory, others call me the Star Spangled Banner, but whatever they call me, I am your flag the flag of the United States of America. Something has been bothering me, so I thought I might talk it over with you, because you see it is about you and me.
- Speaker 2 I remember some time ago people lined up on both sides of the street to watch the parade and naturally I was leading every parade, proudly waving in the breeze. When your Daddy saw me coming, he immediately removed his hat and placed it against his left shoulder so that his hat was directly over his heart....remember?
- Speaker 3 And you, I remember you, standing there straight as a soldier. You didn't have a hat, but you were giving the right salute. Remember little sister? Not to be outdone, she was saluting the same as you with her right hand over her heart....remember?
- Speaker 4 What happened? I'm still the same old flag, oh, I have a few more stars since your dad was a boy. A lot more blood has been shed since those parades of long ago.
- Speaker 5 But now I don't feel so proud as I used to. When I come down your street and you just stand there with your hands in your pockets and I may get a small glance and then you look away. Then I see the children running around and shouting...they don't seem to know who I am....I saw one man take his hat off then look around. He didn't see anybody else with theirs off so he quickly put his back on.
- Speaker 6 And what about that night at the baseball game. When they played the Star Spangled Banner and I waved so proudly in the breeze. Nobody bothered to sing. They stood up alright as a sort of mild patriotic gesture then they talked among themselves about the game, about the weather. But they didn't sing. I felt hurt.
- Speaker 7 Is it a sin to be patriotic anymore? Have you forgotten what I stand for and where I've been? Anzio, Guadalcanal, Korea and Viet Nam. Take a look at the memorial honor rolls sometime, of those who never came back to keep this Republic free...One Nation Under God...When you salute me, you are actually saluting them.
- Speaker 8 I may not be coming down your street for a long time. It seems that patriotic parades are a thing of the past. But when I do...won't you do me a favor? Stand up straight, place your right hand over your heart...and if they play the Star Spangled Banner, sing out loud and clear...and I'll salute you, by waving back...Show me that you remember.



OPENING

Colors are advanced in normal manner. Audience is standing and facing the flag. Flag stands alone while voice comes over loud speaker.

**VOICE:** I am your flag. I have a special meaning to the Boy Scouts of America because your Scout Promise emphasizes duty to God and Country.

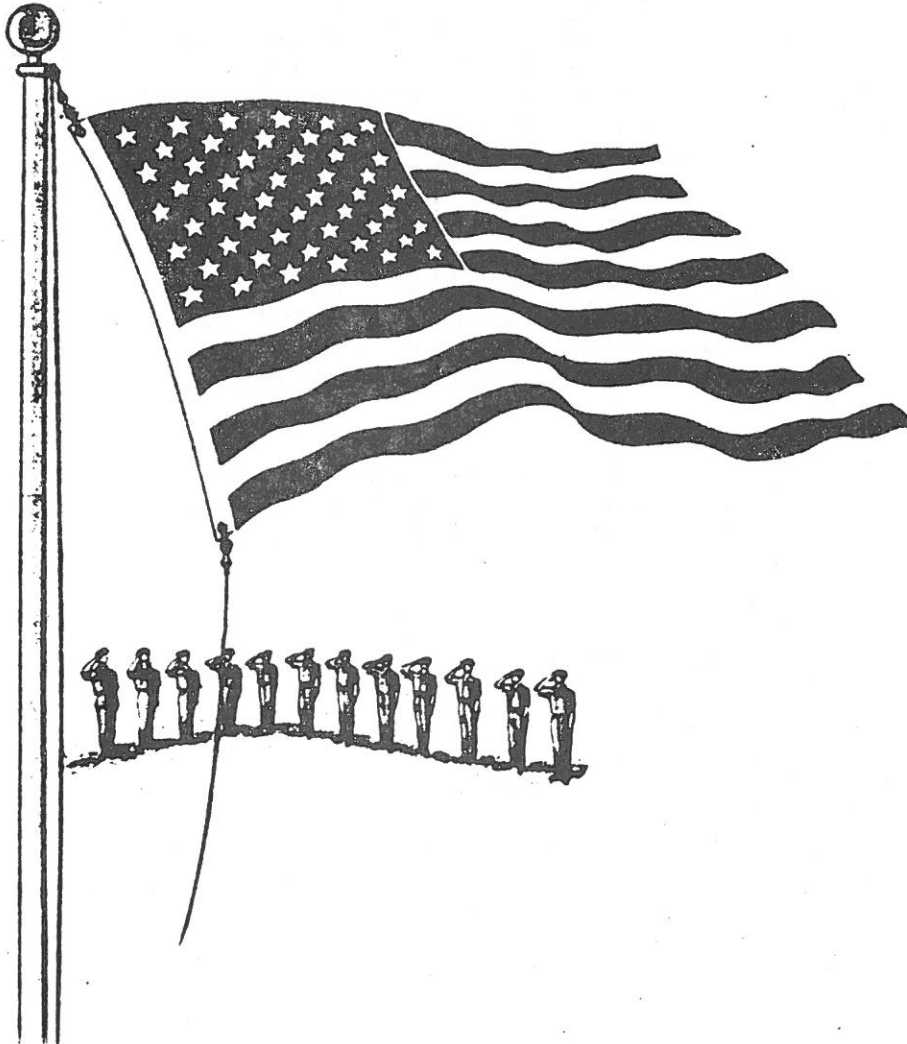
I am a symbol of America. I suppose you might say I am America. I am great corn fields in the Midwest; throbbing industries in great cities; orchards and vineyards in the great valleys of the West. I am mountains, rivers and lakes.

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

I am opportunity for any 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 is what I am most...people...free people...you! I am your Flag!

**ANOTHER**

**VOICE:** Let us all rededicate ourselves to our duty to keep America great and free. The Pledge of Allegiance.





## CITIZEN

### I AM AN AMERICAN (opening)

Arrangement: Flags are presented in the usual manner. Twelve uniformed Cub Scouts have speaking parts. (Modify the speaking parts as needed.)

1st Scout: My Country gives each one of us the opportunity to advance according to his ambition. Education is for all. I am an American.

2nd Scout: My country means love of freedom, faith in democracy, justice and equality. I am an American.

3rd Scout: My country believes in the moral worth of the common man. I am an American.

4th Scout: My country gives us the privilege of expressing beliefs or opinions without fear of persecution. I am an American.

5th Scout: My country has the best form of government. It is our duty to keep it that way. I am an American.

6th Scout: My country promises life, liberty and the pursuit of happiness. I am an American.

7th Scout: My country gives us a privilege that we shall protect and defend even with our lives. I am an American.

8th Scout: My country is and always shall remain the land of the free and the home of the brave. I am an American.

9th Scout: My country offers a living Americanism which demands an informed, intelligent and active citizenship. I am an American.

10th Scout: My country meets any need or suffering with its abiding love and loyalty. I am an American.

11th Scout: My country is the servant--not the master. I am an American.

12th Scout: My country possesses a Statue of Liberty whose torch shall burn as long as we keep it alight with our devotion to the freedom of the individual. I am an American.

1st Scout: Please join us in the Pledge of Allegiance.

### CITIZENS Ceremony

Arrangement: One cub for each letter. The letters are written, one on each card, with the saying on the reverse. Each Cub reads his saying as he holds the letter in front of him. The leader says the last sentence.

C - - is for our Country

I - - is for being Involved

T - - is for treasuring the great Traditions of our land

I - - is for the Ideals of freedom

Z - - is for the Zeal we put into life

E - - is for the Example we set

N - - is for the Needs of our nation

S - - is for Sharing of ourselves

(Leader) It takes more than letters and words to make good citizens. What do you think would happen if each and everyone of us would just put one of these thoughts into practice.



Please reply TODAY!

or pass this on to someone in your community  
to use. You may COPY and DISTRIBUTE  
this announcement in your area!

# FREE SEEDS

- Grow food for the needy
- Increase gardening opportunities for the elderly
- Teach children the joy of caring for plants
- Cheer shut-ins who can watch plants grow
- Create future jobs in the plant industry
- Stimulate citizen involvement in park improvement
- Develop new income sources from growing plants
- Improve neighborhoods with year round gardening

## AMERICA THE BEAUTIFUL FUND

219 Shoreham Building Washington, D.C. 20005



Non Profit Org.  
U.S. Postage  
**PAID**  
Permit No. 8495  
Washington, D.C.



YEAR ' ROUND

MEMBERSHIP



YEAR AROUND MEMBERSHIP INVOLVING BOTH

CUB SCOUTS

&

BOY SCOUTS

---

## VOICE OF THE PEOPLE

Siskiyou Daily News (Yreka, Calif.) Thurs., June 25, 1987

### To be a scout

To the editor:

As a member of the Boy Scouts of America, a former den leader for the Webelos, and now a district committee member, I have seen a lot of boys both in Scouting and out of Scouting and have asked them why be in Scouting and why aren't you in Scouting?

My parents don't have the time, what with them working and all the other things they like to do in their free time; this was the major reason for those that aren't in Scouting as to why they weren't.

As to the boys that are in Scouting, this is what I received from them as to what Scouting means to them:

Sensitivity to the feelings and needs of others;  
Courtesy to others at all times, even when I don't feel like it, 'cause I'm a Scout;

Outstanding helpfulness in the time of need;  
Understanding the need of others, even if it means giving up what I want to do;

Trustfulness when doing something for others or home alone;

Ingenuity when things just don't seem to go right and come together;

Never saying yes to drugs or other things that are not right to do;

Giving help and encouragement in times of misfortune;

That's what Scouting means to the boys that are in Scouts. As one boy put it, "these things couldn't happen if my parents didn't let me join."

These boys and many boys after them will learn many things in Scouting and any number of these things can serve to help their parents get over a crisis or a near-crisis; do the readers remember Chris (Denz)? A boy who is in Scouts, who was instrumental in saving his little sister's life after she had inadvertently swallowed a marble and got it lodged in her throat. Where did Chris learn how to do that life-saving method? He learned in one of his den meetings how to save a life! (Still don't have the time, parents?)

Now you say, he could have learned this anywhere, anytime, any place. Sure he could have, but he didn't! He learned it at a Scout meeting for Webelos and he learned it from a couple of parents who took an hour from their time to take a group of boys and show them what to do in the case of an emergency, as well as to have them do things that will help prepare them for the next step, being a Boy Scout and Scouting has been a very important factor in a lot of people's life. Did you know that five of our presidents were Boy Scouts?

But it takes parents, especially dads, uncles, brothers, granddads, moms, aunts, sisters, grandmothers, to make these things happen for the boy and their families.

As the boy progresses in Scouts the male will play the most important role in the boy's den meetings and field activities, but mom can still help at home and in giving the boy and his dad (or male counterpart) encouragement, advise and most important of all understanding in what he is trying to do with his son and other sons.

It sure would be a shame to see some of the Scouting programs bite the dust because there aren't enough parents interested in the youth of our town(s) to give one hour a week of their time so that some boy can have a lifelong memory of being a part of one of the greatest organizations in America today. But the boys need help and his help comes from you parents.

You parents that are involved with the Scouts now know that you aren't out there alone, that there are some other parents with you, but there is always a need for some good parents to say "I want to help" and then do it.

What about the boy that says I want to join the Scouts and mom or dad says, "Don't bother me now, I have too many things to worry about." Instead of that, what about listening to your son and then trying to find out how you can go about joining and/or getting your son in Scouts. If you do, I can promise that you will get as much out of Scouting as your son will. I have gotten more from the boys I had then I have taken to the meetings.

Interested? Check it out!

s/Sam Frodge  
Montague

---



Henry Bauer

## SHARING IDEAS

Last month in this column I posed the question, "How many Scouts is 'enough' in Columbia Pacific Council?" No one has questioned my thesis that "more is better," and we are going to continue to work hard to increase our numbers.

Our total "census" of Boy Scouts is the product of two factors: the number that join and, just as important, the length of time they stay in. Simply stated, if the average length of tenure in Scouting could be doubled then we would have twice as many boys in Scouting at any given time.

Conscientious self-examination is required to determine what keeps boys in Scouting and why they leave. Some boys stay active well into high school - even to their 18th birthday. But often we see a dozen boys join a troop, only to find that, in less than a year, half or more have dropped out.

In my opinion, there are two strong factors that make the difference.

One of those factors is "program". The more closely you adhere to the Scouting way of doing things, the more likely you are to succeed in retaining interest. Plan your meetings around Scout skills, making sure that boys are advancing in rank and receiving recognition. Regular camping fulfills a need for adventure, the practical application of skills, teamwork, self-reliance and pride of accomplishment, which can best be done through a full outdoor program.

Troop meeting places often lend themselves to playing sports, and given a choice, the boys may even vote on basketball over knot tying. But the fact is that, while catering to the popular vote may make "planning" easy, non-Scouting activities don't hold the interest of boys or their parents, and pretty soon they don't come around anymore. The importance of a sound program will not be argued by many, if at all.

Just as significant a factor in retention is the degree to which a Scout is accepted and made welcome by all of the other boys in the

troop, particularly the leaders. Conversely, a boy is going to quit early if he is horsed around and pushed around.

If you really want most or all of those dozen bright new Scouts to still be around a year two later, here are some important rules which must be followed:

1. Make sure that your Scouts, particularly the troop leaders, greet every new boy and tell him that they are glad he has joined the troop. They should offer to answer questions or give assistance "at any time" the newcomer needs some help.

2. Never allow physical intimidation or contact as a means of achieving compliance. A boy must not be lined up with his patrol by steering him around by his shoulders, or his feet lined up by kicking his heels, his uniform adjusted by tugging on his belt or neckerchief, or his posture improved by poking his tummy. In short, hands off!

3. Misbehavior should never result in physical discipline - send the boy home or to sit in the corner, but never through the "belt line" or similar gauntlet.

4. Never play contact games where there is a physical mismatch between contestants, or a risk of boys getting hurt, particularly little Scouts getting hurt by big Scouts. A playground ball delivered to the head of an 11-year-old by a 16-year-old, at a range of 3 feet, is not a "game" that the 11-year-old wants to play.

5. Snipes are not indigenous to our area, and smoke shifters and left handed knot pullers have never been found. Don't send the boys looking for them. There is nothing in the Handbook that requires an "initiation" into Scouting, other than the prescribed ceremonies. It is repugnant to the Scout program that older boys have fun teaching younger boys how to "take it".

6. Never permit big Scouts to push the little Scouts around. If Big Bill wants to shove Little Larry around, then something needs to be explained to Bill: "Larry came to this meeting (or campout, or summer camp) to have a good time. He paid his dues, bought his equipment and uniform to have fun in Scouting - he isn't here for you to push around. If Little Larry isn't having fun in Scouting, Bill, and it's your fault that he isn't, then you will get a one-way ticket out of this troop. Do you understand?"

In summary, every troop should be able to retain a substantial majority of its members for at least two or three years. Two key factors are important in accomplishing this. First, follow the Scout program - it has worked well for more than 75 years. Second, concentrate on all of those things that will make your new boys feel welcome and want to stay in Scouting - no fears, no doubts, no intimidation or rejection.

**That is the Scouting way.**

# WELCOME TO SCOUTING!

## NEW MEMBER CHECKLIST

NAME \_\_\_\_\_ COUNCIL \_\_\_\_\_

CUB SCOUTS:  Wolf  Bear  Webelos Den Number: \_\_\_\_\_ Pack Number \_\_\_\_\_

BOY SCOUTS: Troop Number: \_\_\_\_\_ Patrol Name: \_\_\_\_\_

Color of Neckerchief: \_\_\_\_\_ Troop Hat Style: \_\_\_\_\_

### CUB SCOUT CHECKLIST

- Shirt—Long Sleeve, No. 845
- Shirt—Short Sleeve, No. 847
- Trousers, No. 829 or 829S (slims)
- Shorts, No. 840
- Cub Scout Belt & Buckle, No. 813
- Webelos Buckle, No. 831
- Socks, No. 811
- Socks, Knee-High, No. 859

#### Neckerchiefs

- Wolf, No. 802
- Bear, No. 843
- Webelos, No. 890

#### Neckerchief Slides

- Cub Scout, No. 800
- Webelos, No. 891

#### Insignia

- Council Shoulder Patch \_\_\_\_\_
- Webelos Colors, No. 451
- United States Flag, No. 103
- Unit Numeral, No. 104 \_\_\_\_\_
- Den Numeral, No. 307 \_\_\_\_\_
- Webelos Den Numerals, No. 454 \_\_\_\_\_
- Immediate Recognition Kit, No. 1804

#### Hat

- Cub Scout Mesh Cap, No. 844
- Cub Scout Visored Cap, No. 806
- Webelos Mesh Cap, No. 855
- Webelos Visored Cap, No. 895

#### Handbooks

- Wolf, No. 3234
- Bear, No. 3228
- Webelos, No. 3232

### BOY SCOUT CHECKLIST

- Shirt—Long Sleeve, No. 595
- Shirt—Short Sleeve, No. 598
- Trousers, No. 588 or 588S (slims)
- Shorts, No. 591
- Boy Scout Belt & Buckle, No. 529
- Socks, No. 525
- Socks, Knee-High, No. 561
- Neckerchief: Style \_\_\_\_\_
- Neckerchief Slide, No. 601

#### Insignia

- Council Shoulder Patch \_\_\_\_\_
- Unit Numeral, No. 104 \_\_\_\_\_
- United States Flag, No. 103
- Patrol Medallion, No. 101 Specify: \_\_\_\_\_
- Shoulder Loops, Red, No. 29A

#### Hat (Troop Style)

- Mesh Cap, No. 596
- Campaign Hat, No. 501
- Field Cap, No. 515
- Red Beret, No. 531

#### Handbooks

- Fieldbook, No. 3200
- Official Boy Scout Handbook, No. 3227

### A SCOUT'S FIRST OUTING CHECKLIST

- Yucca Ranger Pack, No. 1331
- 1½-Qt. Canteen, No. 1199
- Boy Scout Pocketknife, No. 1996
- Trailblazer Sleeping Bag, No. 1490
- Official Cook Kit, No. 1200
- Vitt-L Kit, No. 1387
- Trail Light, No. 1280



# Here's how we are helping meet the challenge

## of today's families.

### AN IMPORTANT MESSAGE TO PARENTS

It is important that you attend the Cub Scout Pack's School Night, the Boy Scout Troop's Open House, or the Explorer Post's First Nighter with your child to learn more about the programs and activities, and to encourage his or her participation. In today's world, positive influences are more essential than ever. For more than 75 years, Boy Scouts of America has helped to prepare young people for a productive adulthood through emphasis on character building,

citizenship training, and personal fitness. Your interest and cooperation will help your child gain the most from the Scouting experience. Scouting is especially meaningful in the case of single parents. Activities are planned so that every member and every parent can take part.

Some expense is involved in Scouting membership. Most units require small weekly dues, and each member supplies his or her own handbook, uniform, and personal

equipment. In addition, each spring all parents are given the opportunity to make a contribution to the annual operating budget of the local council, if they wish to do so, through the Friends of Scouting campaign.

*Single parenting today has its own challenge, and Scouting today can support you in meeting that challenge.*

As family structures have changed during the 75 years since Scouting began, so has the program of the Boy Scouts of America. The BSA has responded to the needs of families today, reflecting our commitment to serve all types of families, especially you, the single parent.

Cub Scouting has always been family supportive. In Cub Scouting, we think of the boy's family as the people he lives with—a single parent, a nuclear, or extended family—the people who give him a sense of "home," those who provide a place where he feels secure and knows he is loved. Activities are structured to encourage maximum family involvement.

Boy Scouting provides an active, outdoor life, with recognition for mastering various skills, and holds before him ideals of a true Scout and encourages him to "help other people at all times."

*We invite your son to join the Boy Scouts of America today. And we invite you to join others who are committed to meeting the challenge of single parenting.*



## MEMBERSHIP INVENTORY AND UNIFORM INSPECTION (Include with Unit Charter Renewal Kit)

### PURPOSE

- Provides a roll call to contact each unit member to determine quality of program received and to follow up absent and inactive members.
- Provides for a contact with all members to assure proper uniforming, general appearance, and correct placement of badges and insignia.
- Invites each member to continue the program for another year and thus increases tenure of members.

The membership inventory and uniform inspection is a part of the unit's charter renewal and will assist the unit in building strength with a quality program. It should be conducted 30 days prior to the unit's charter review meeting.

NOTE: Explorer posts determine their uniform or their distinctive dress identity and set their guidelines and standards.

### Instructions:

1. Appoint membership inventory officer to conduct the inventory and the uniform inspection and establish inspection date for your unit.
2. You will receive a computer printout of all youth and adults registered during the past year. A supply of uniform inspection forms is secured, one for each youth and adult. (Councils with their own computer equipment will provide a computer printout for their units).
3. Set a membership inventory and uniform inspection date and alert all youth and adults.
4. About 3 to 4 weeks before membership inventory date, meet with unit leaders to discuss ways to make best use of this event. Determine how to gather the information on membership inventory, outdoor program, advancement, and other information to be reviewed at the charter review meeting.
5. About 7 to 14 days before the membership inventory, the unit leaders explain the plan and distribute to each youth

and adult, a uniform inspection form. These forms are taken home so members can check all details of uniform and insignia. Inform all members that the inspection forms are to be brought back to the membership inventory and inspection meeting. Invite your commissioner to participate and assist in the uniform inspection. Secure one inspector for every eight members to be inspected.

6. On Membership-Inventory and Uniform Inspection Night:
  - a. Brief the committee on information to look for: youth attendance, outdoor program, and advancement. Decide on the inspection procedures.
  - b. Unit leader assembles unit and introduces inspection team.
  - c. Those individuals who pass the inspection are recognized by the unit inspection team.
  - d. Following the unit meeting, the leaders and committee meet. The **coding information\*** gathered in the membership inventory is **only** placed on the **unit copy** of the computer printouts. A review of the unit record book will supply some information.
  - e. All absent or inactive members are listed and assigned to various persons to be contacted to determine if they are to be reregistered. Unit leaders and committee agree on a plan to recruit new adults and youth as required.
7. On charter review night the unit reports on its current quality unit year and sets commitment goals for the coming quality unit year.

**\*Coding for Information Gathered** (Place next to each youth's name)

Pack, Troop, Team: A-active; I-inactive; O-participants outdoor program (Yes or No); AD-advancement past year (Yes or No); UIS-uniform inspection score.

For Posts/Ships: A-active; I-inactive; SA-superactivity participation (Yes or No); DDI-distinctive dress identity (Yes or No).



## INSURANCE COVERAGE FOR VOLUNTEERS

Listed below are brief outlines of insurance coverages provided by or through the local council:

### Comprehensive General Liability Insurance

This coverage provides protection for the council, all Scouting officials, directors, officers, professional and non-professional employees. It also covers currently registered Scouting units, their chartered organizations, and volunteer Scouters (whether or not registered) with respect to liability claims arising out of negligence in the performance of their duties in Scouting.

Coverage is for \$1,000,000 per occurrence for bodily injury and property damage, plus \$15,000,000 limits of umbrella liability insurance. Boats over 40 horsepower or 26 feet in length must be specifically listed by the council with Risk Management Service at the national office in order to provide proper coverage. There is no automatic coverage for boats 50 feet and over.

This insurance does not take the place of any volunteer's personal liability insurance under a homeowners or automobile liability insurance policy, nor does it provide medical payments for injuries. BSA coverage is excess over other valid and collectible insurance carried by volunteers. Chartered organizations, however, are provided primary coverage as respects liability arising out of their sponsorship of any Scouting activity (as of January 1, 1984).

### Non-owned Aviation Liability Insurance

Coverage extends to the same people as shown under the "General Liability" section above. This policy covers orientation flights in single and dual engine aircraft as well as gliders (soaring planes) and helicopters. Experimental, homebuilt aircraft and hot air balloons are no longer covered. Also, as of March 1, 1985, all powered aircraft pilot training or pleasure flying is no longer recognized as an authorized Scouting activity; therefore coverage will not apply. Pleasure flying is defined by Aviation Exploring.

Limits of coverage under these policies are \$45,000,000. This coverage is excess over other valid and collectible insurance carried by the aircraft owner.

### Automobile Liability Insurance

Every person who drives a car in connection with a Scouting activity should carry (but is not required to carry) a minimum \$50,000/\$100,000/\$25,000 of automobile liability limits on their vehicle. Buses and vans must carry \$100,000/\$300,000/\$100,000 automobile liability. The council's automobile liability insurance is excess of the insurance the owner of the auto carries, but does protect the owner above his limits for the council's \$1,000,000 limit of coverage plus the \$15,000,000 limits of umbrella liability.

### Automobile Liability Insurance (con't)

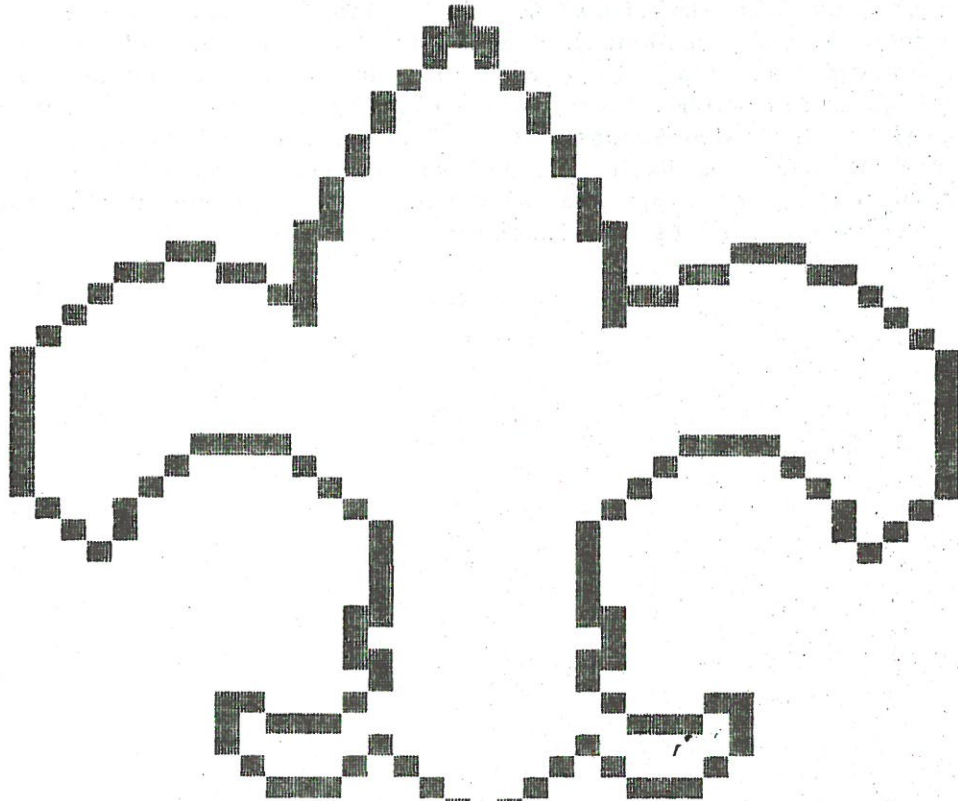
A tour permit or a council short-term camping permit is required when units leave their immediate area. National tour permits are required for all trips more than 500 miles. These permits should list the drivers' names and limits of automobile liability insurance carried.

### Unit Accident Insurance (Mutual of Omaha)

Unit accident insurance is available through the council. Information is sent to units each year in their charter renewal kits, and each unit must apply for the coverage individually. This plan provides coverage for accident medical expenses and accidental death and dismemberment while participating in any approved and supervised Scouting activity, including going to and from meetings. New members are automatically covered under the plan until the renewal date. Non-Scouts attending scheduled activities (including group travel to and from such activities) for the purpose of being encouraged to participate in Scouting are also automatically covered. However, the plan does not cover parents, siblings or other guests.



MEMBERSHIP



FOR  
SCOUTING

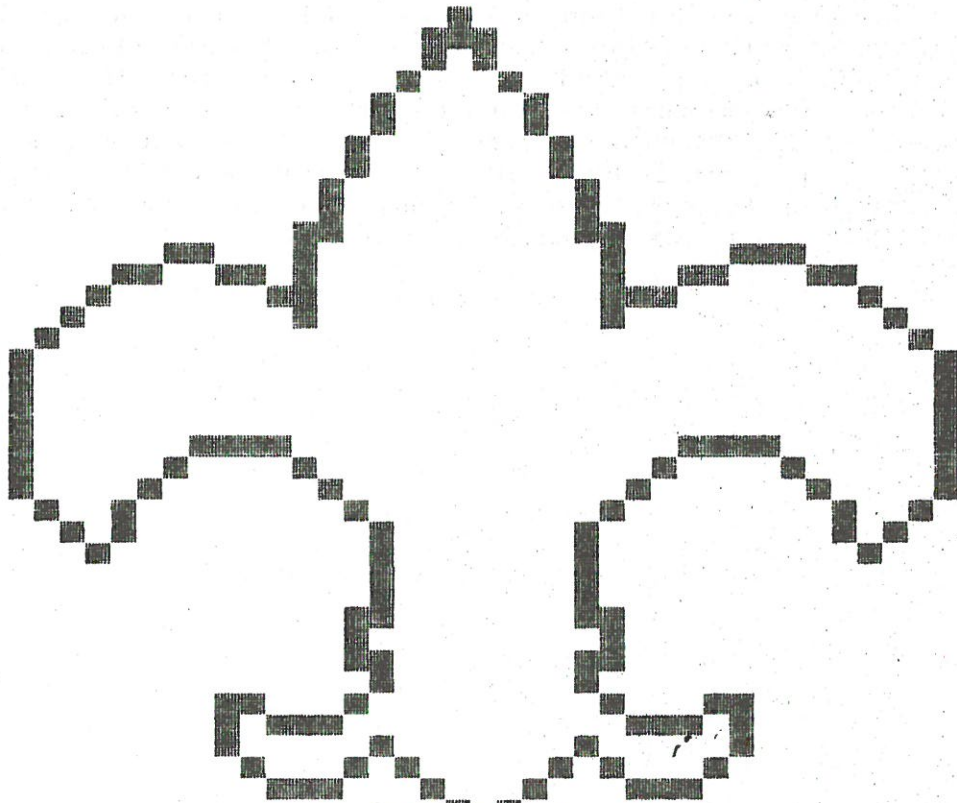
### Automobile Liability Insurance (con't)

A tour permit or a council short-term camping permit is required when units leave their immediate area. National tour permits are required for all trips more than 500 miles. These permits should list the drivers' names and limits of automobile liability insurance carried.

### Unit Accident Insurance (Mutual of Omaha)

Unit accident insurance is available through the council. Information is sent to units each year in their charter renewal kits, and each unit must apply for the coverage individually. This plan provides coverage for accident medical expenses and accidental death and dismemberment while participating in any approved and supervised Scouting activity, including going to and from meetings. New members are automatically covered under the plan until the renewal date. Non-Scouts attending scheduled activities (including group travel to and from such activities) for the purpose of being encouraged to participate in Scouting are also automatically covered. However, the plan does not cover parents, siblings or other guests.

MEMBERSHIP



FOR  
SCOUTING

BOY SCOUT  
MEMBERSHIP/RECRUITING

Do these problems look familiar???

- \*\* A high percentage of new Webelos scouts dropout
- \*\* Trouble recruiting non program boys
- \*\* Only building troop from Cubs program
- \*\* Lack of adult participation

We invite you to join us while we discuss these and other problems regarding membership and recruiting.

PRESENTOR: MARIE EGGERS



Boy Scout

Membership / Recruiting

Introductory comments

Video

New Boys

    Contacting schools

    Visitation

    Flyers

    Using a video/assembly

    Troop Housewarmin

    Follow up

    Invitation to Troop Meeting

Webelos Scouts

    Housewarmin in January

    One day outing

    Overnight outing

    Webelos Leader

    Webelos Ceremony

    Helping them fit in

        Den Chief

        Help in pack meeting

        Day Camp

Fees: Boys

    Boys Life

    Adults

    Recharter Fee

Adult Recruiting

    Now: Suggestions from audience

        Suggestions from staff

    Sources: Former scouts

        Community of interested adults

# Join Boy Scouts



**Fun  
and  
Adventure**

**BOY  
SCOUTS**  
for boys in  
**SIXTH GRADE  
and BEYOND**  
(Ages 11 to 18)

- An outdoor-centered program of Patrols and Troops
- Uniforms, awards, camping, summer camp, hiking, and more
- Boys meet weekly with adult leadership



**LEADERSHIP IS LEARNED  
THROUGH AN  
ADVANCEMENT PROGRAM**



**THE SCOUT OATH  
OR PROMISE**

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

**THE SCOUT LAW**

**A SCOUT IS:**  
Trustworthy  
Loyal  
Helpful  
Friendly  
Courteous  
Kind  
Obedient  
Cheerful  
Thrifty  
Brave  
Clean  
Reverent

**THE SCOUT SLOGAN**  
"Do a Good Turn Daily"

**THE SCOUT MOTTO**  
"Be Prepared"



**SIGNS OF A SCOUT**

# TROOP COMMITTEE ORGANIZATION

## GENERAL DUTIES OF TROOP COMMITTEE:

Charged by the chartered organization to carry out the Scouting program consistent with the policies of the partner organization and the Boy Scouts of America; selects a Scoutmaster, and works with him in recruiting assistant Scoutmasters; helps them get training; provides an adequate meeting place; prepares for annual charter review and report to chartered organization ; insures permanency of the troop.

- + SCOUTING COORDINATOR:  
\_\_\_\_\_  
Ph. \_\_\_\_\_
- The Scouting Coordinator provides coordination between the chartered organization, the troop, and the council. Is also a voting member of the council and the district. Attends troop committee meetings and meetings of the chartered organization.
- + CHAIRMAN:  
\_\_\_\_\_  
Ph. \_\_\_\_\_
- Calls and conducts monthly committee meetings for which he and the Scoutmaster prepare the agenda. Recruits committeemen and women and assigns responsibilities to them. Works closely with Scoutmaster and Scouting Coordinator.
- + ADVANCEMENT:  
\_\_\_\_\_  
PH. \_\_\_\_\_
- Aids the growth of boys by seeing that regular advancement happens; provides progress reviews, Courts of Honor on a regular schedule; helps develop staff of merit badge counselors.
- + EQUIPMENT & FACILITIES:  
\_\_\_\_\_  
PH. \_\_\_\_\_
- Supervises storage and maintainance of troop equipment and recommends equipment purchase; maintains inventories; checks on troop meeting facilities.
- + FINANCE & RECORDS:  
\_\_\_\_\_  
Ph. \_\_\_\_\_
- Is the troop secretary-treasurer; keeps financial records, pays all approved bills; oversees the troop budget and its adoption; handles all money earning projects, keeps the minutes of troop committee meetings and sends out such notices as are necessary.
- + S.M.E. CHAIRMAN:  
\_\_\_\_\_  
PH. \_\_\_\_\_
- Serves as troop's chairman for the annual Sustaining Membership Enrollment; selects and recruits other members of the committee during January, on the basis of 1 to each 5 families in the troop; directs the enrollment of families to become sustaining members during February. Sustaining Membership is the fund-raising effort of the Columbia Pacific Council.
- + MEMBERSHIP:  
\_\_\_\_\_  
Ph. \_\_\_\_\_
- Supervises the annual charter renewal procedure and charter presentation; promotes the recruiting of new boys, particularly those graduating from Webelos Scout dens; makes use of boy-fact survey and other information gained from schools.
- + OUTDOOR PROGRAM:  
\_\_\_\_\_  
PH. \_\_\_\_\_
- Assists in the planning of a year-round outdoor program to assure a minimum of 10 days and nights in the out-of-doors for each boy in the troop, including summer camp experience; keeps parents informed on outdoor activities; is concerned with conservation projects and promotes medical examination and safety activities.
- + WEBELOS RESOURCE:  
\_\_\_\_\_  
Ph. \_\_\_\_\_
- A liason officer between the troop and Webelos den(s). Visits den meetings, knows the Webelos Den leaders, helps plan joint activities, helps Webelos Scouts feel welcome in the troop and keep the Webelos Scouts informed of the troop program and activities.
- + SCOUTMASTER:  
\_\_\_\_\_  
PH. \_\_\_\_\_
- Plans and conducts weekly troop meetings and monthly campouts or outdoor activities through the senior patrol leader, patrol leaders' council and assistant Scoutmaster. Works closely with committee chairman in planning monthly committee meetings.





## BOY SCOUT MEMBERSHIP INVENTORY AND UNIFORM INSPECTION

(Related to Troop Charter Renewal)

The membership inventory and uniform inspection is a part of the troop's charter renewal and will assist the troop in building strength with a quality program. It should be conducted 30 days prior to the troop's charter review meeting.

1. Appoint membership inventory officer to conduct the inventory and the uniform inspection and establish inspection date for your troop.
2. You will receive computer printouts of all youth and adults registered during the past year. A supply of uniform inspection forms is available from your local council service center.
3. Set a membership inventory and uniform inspection date and alert all youth and adults.
4. About 3 to 4 weeks before membership inventory date, meet with troop leaders to discuss ways to make best use of this event. Determine how to gather the information on membership inventory, outdoor program, advancement, and other information to be reviewed at the charter review meeting.
5. About 7 to 14 days before the membership inventory, the troop leaders explain the plan and distribute to each youth and adult a uniform inspection form. These forms are taken home so members can check all details of uniform and insignia. Inform all members that the inspection forms are to be brought back to the membership inventory and inspection meeting. Invite your troop commissioner to participate and assist in the uniform

inspection. Secure one inspector for every eight members to be inspected.

6. On Membership Inventory Night
  - a. Brief the committee on information to look for: youth attendance, outdoor program, and advancement. Decide on the inspection procedures.
  - b. Troop leader assembles troop and introduces inspection team.
  - c. Those individuals who pass the inspection are recognized by the inspection team.
  - d. Following the troop meeting, the leaders and committee meet. The **coding information\*** gathered in the membership inventory is placed on the **troop copy only** of the computer printouts. A review of the troop record book will supply some information.
  - e. All absent or inactive members are listed and assigned to various persons to be contacted to determine if they are to be reregistered. Troop leaders and committee agree on a plan to recruit new adults and youth as required.
7. On charter review night the troop reports on its current year and sets goals for the coming year.

\***Coding for Information Gathered** (place next to each youth's name): A—active; I—inactive; O—participates outdoor program (Yes or No); AD—advancement past year (Yes or No); UIS—uniform inspection score.

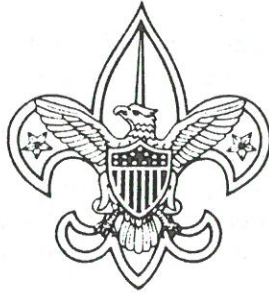
# TROOP COMMITTEE ORGANIZATION

## GENERAL DUTIES OF TROOP COMMITTEE:

Charged by the chartered organization to carry out the Scouting program consistent with the policies of the partner organization and the Boy Scouts of America; selects a Scoutmaster, and works with him in recruiting assistant Scoutmasters; helps them get training; provides an adequate meeting place; prepares for annual charter review and report to chartered organization; insures permanency of the troop.

- + SCOUTING COORDINATOR:  
\_\_\_\_\_  
Ph. \_\_\_\_\_
- The Scouting Coordinator provides coordination between the chartered organization, the troop, and the council. Is also a voting member of the council and the district. Attends troop committee meetings and meetings of the chartered organization.
- + CHAIRMAN:  
\_\_\_\_\_  
Ph. \_\_\_\_\_
- Calls and conducts monthly committee meetings for which he and the Scoutmaster prepare the agenda. Recruits committeemen and women and assigns responsibilities to them. Works closely with Scoutmaster and Scouting Coordinator.
- + ADVANCEMENT:  
\_\_\_\_\_  
PH. \_\_\_\_\_
- Aids the growth of boys by seeing that regular advancement happens; provides progress reviews, Courts of Honor on a regular schedule; helps develop staff of merit badge counselors.
- + EQUIPMENT & FACILITIES:  
\_\_\_\_\_  
PH. \_\_\_\_\_
- Supervises storage and maintainance of troop equipment and recommends equipment purchase; maintains inventories; checks on troop meeting facilities.
- + FINANCE & RECORDS:  
\_\_\_\_\_  
Ph. \_\_\_\_\_
- Is the troop secretary-treasurer; keeps financial records, pays all approved bills; oversees the troop budget and its adoption; handles all money earning projects, keeps the minutes of troop committee meetings and sends out such notices as are necessary.
- + S.M.E. CHAIRMAN:  
\_\_\_\_\_  
PH. \_\_\_\_\_
- Serves as troop's chairman for the annual Sustaining Membership Enrollment; selects and recruits other members of the committee during January, on the basis of 1 to each 5 families in the troop; directs the enrollment of families to become sustaining members during February. Sustaining Membership is the fund-raising effort of the Columbia Pacific Council.
- + MEMBERSHIP:  
\_\_\_\_\_  
Ph. \_\_\_\_\_
- Supervises the annual charter renewal procedure and charter presentation; promotes the recruiting of new boys, particularly those graduating from Webelos Scout dens; makes use of boy-fact survey and other information gained from schools.
- + OUTDOOR PROGRAM:  
\_\_\_\_\_  
PH. \_\_\_\_\_
- Assists in the planning of a year-round outdoor program to assure a minimum of 10 days and nights in the out-of-doors for each boy in the troop, including summer camp experience; keeps parents informed on outdoor activities; is concerned with conservation projects and promotes medical examination and safety activities.
- + WEBELOS RESOURCE:  
\_\_\_\_\_  
Ph. \_\_\_\_\_
- A liason officer between the troop and Webelos den(s). Visits den meetings, knows the Webelos Den leaders, helps plan joint activities, helps Webelos Scouts feel welcome in the troop and keep the Webelos Scouts informed of the troop program and activities.
- + SCOUTMASTER:  
\_\_\_\_\_  
PH. \_\_\_\_\_
- Plans and conducts weekly troop meetings and monthly campouts or outdoor activities through the senior patrol leader, patrol leaders' council and assistant Scoutmaster. Works closely with committee chairman in planning monthly committee meetings.





## BOY SCOUT MEMBERSHIP INVENTORY AND UNIFORM INSPECTION

(Related to Troop Charter Renewal)

The membership inventory and uniform inspection is a part of the troop's charter renewal and will assist the troop in building strength with a quality program. It should be conducted 30 days prior to the troop's charter review meeting.

1. Appoint membership inventory officer to conduct the inventory and the uniform inspection and establish inspection date for your troop.
2. You will receive computer printouts of all youth and adults registered during the past year. A supply of uniform inspection forms is available from your local council service center.
3. Set a membership inventory and uniform inspection date and alert all youth and adults.
4. About 3 to 4 weeks before membership inventory date, meet with troop leaders to discuss ways to make best use of this event. Determine how to gather the information on membership inventory, outdoor program, advancement, and other information to be reviewed at the charter review meeting.
5. About 7 to 14 days before the membership inventory, the troop leaders explain the plan and distribute to each youth and adult a uniform inspection form. These forms are taken home so members can check all details of uniform and insignia. Inform all members that the inspection forms are to be brought back to the membership inventory and inspection meeting. Invite your troop commissioner to participate and assist in the uniform

inspection. Secure one inspector for every eight members to be inspected.

6. On Membership Inventory Night
  - a. Brief the committee on information to look for: youth attendance, outdoor program, and advancement. Decide on the inspection procedures.
  - b. Troop leader assembles troop and introduces inspection team.
  - c. Those individuals who pass the inspection are recognized by the inspection team.
  - d. Following the troop meeting, the leaders and committee meet. The **coding information\*** gathered in the membership inventory is placed on the **troop copy only** of the computer printouts. A review of the troop record book will supply some information.
  - e. All absent or inactive members are listed and assigned to various persons to be contacted to determine if they are to be reregistered. Troop leaders and committee agree on a plan to recruit new adults and youth as required.
7. On charter review night the troop reports on its current year and sets goals for the coming year.

\***Coding for Information Gathered** (place next to each youth's name): A—active; I—inactive; O—participates outdoor program (Yes or No); AD—advancement past year (Yes or No); UIS—uniform inspection score.



## CONDUCTING A TROOP UNIFORM INSPECTION

An excellent way to encourage proper uniforming is by regular uniform inspections. Formal inspections should be held at least quarterly. It's not a bad idea to have quick, informal inspections once a month. In these informal inspections, the senior patrol leader or each patrol leader inspects the Scouts for general appearance and full uniform. This should take only three to five minutes.

For formal, quarterly inspections, use Uniform Inspection Sheets,\* which are available at your council service center.

Give each Scout a copy of the sheet a week before the inspection. Ask him to use it to check on his uniform, including proper placement of badges and insignia. On inspection night, the Scouts return sheets with names and addresses.

The inspection should be made by the patrol leaders' council, with the senior patrol leader in charge. Patrol leaders join the SPL in his inspection of their patrols. Together they should agree on the score for each Scout, using the guide on the inspection sheet.

When all patrols have been inspected, the SPL and patrol leaders' council add up the scores on each inspection sheet. Finally, the individual scores are added by patrols.

The best uniformed patrol should be commended by the SPL at the end of the meeting. In some troops, the patrol is given a small trophy or patrol flag streamer to keep until the next quarterly inspection. In his comments about the inspection, the SPL may single out exceptional examples of good uniforming, but he must refrain from embarrassing poorly uniformed Scouts.

The results of the inspection might be a topic for the next patrol leaders' council meeting.

If there is any uncertainty about proper placement of badges and insignia, see the booklet, *Insignia Control Guide*, No. 3064A.

\*Uniform Inspection Sheets  
No. 7283—Boy Scout  
No. 7284—Male leader  
No. 7281—Female leader

### MALE LEADER UNIFORM INSPECTION SHEET

## OFFICIAL PLACEMENT OF INSIGNIA

**SHOULDER EPAULETS AND LOOPS**

**RIGHT SLEEVE**

**LEFT SLEEVE**

**RIGHT POCKET**

**LEFT POCKET**

**SHOULDER EPAULETS**

Basic measurement...  
Right Sleeve...  
Left Sleeve...  
Right Pocket...  
Left Pocket...  
Shoulder Epaulets...

BOY SCOUTS OF AMERICA  
KARAMAWA  
12

The Scouting Seal is Four Guarantee of Quality, Excellence, and Performance.

No. 7284 BOY SCOUTS OF AMERICA

### BOY SCOUT VARSITY SCOUT UNIFORM INSPECTION SHEET

**General Appearance**

**Headgear**

**Shirts**

**Belt**

**Pants/Shorts**

**Stockings**

**Shoes**

**Registration**

**Insignia**

**UNIFORM POINTS**

**INSIGNIA POINTS**

**TOTAL POINTS**

Position diagram of insignia (see above) right on pocket to guide you on proper placement.

**OUR UNIT INSPECTION WILL BE HELD ON**

**BRING THIS FORM WITH YOU**

OVER



CUB SCOUT  
MEMBERSHIP/RECRUITING

We would like to discuss ways to recruit  
Boys and adult leaders for your Unit.

Join us and learn more about the Expanded  
Program for Cub Scouts.

PRESENTER: MARIE EGGERS

Cub Scout  
Membership / Recruiting

Introductory comments

Slide Presentation ( possibly )

Re-explain Expanded Program

Grade emphasis--not age

2 levels of Bear Cubs this year

Video ( possibly )

Tiger Cubs

Explain the program

Tigers are the BACKBONE of a Pack

Using flip chart, application and packet as aids.

Cub Scout and Tiger recruiting

Contacting schools

Visitation

Flyers

Using a video/assembly

School Night

Follow up

Invitation to Pack Meeting

Fees: Tigers / Cubs

Boys Life

Adults

Recharter Fee

Adult Recruiting

Now: Suggestions from audience

Suggestions from staff

Sources: Tigers

Former scouts

Community of interested adults

# Tiger Cubs BSA

(Pre-Cub Scout Program)

**TIGER  
CUBS**  
for boys  
in the  
**FIRST GRADE**

- Preparation for Scouting, oriented to boys and their families
- Part of a Cub Pack
- Leadership rotates among the adults
- No uniform required



WORKING ON  
"BIG IDEAS" TO SEARCH,  
DISCOVER, SHARE

## Search

## Discover

## Share

- It is heavily family oriented with a boy and an adult family member working together on virtually all activities.
- It has the goal of allowing the boy and the adult to build a stronger relationship with each other, with the rest of their family, and with other members of Tiger Cubs.
- It is aimed specifically at the boy and his adult family member, but many if not all of the activities are suitable for participation by the rest of the family as well.
- This is not, strictly speaking, a boy-parent program. Instead, it is a one-on-one boy-adult program. It is organized so that each boy is registered as a Tiger Cub but he must participate with an adult. That adult can be a parent, aunt or uncle, grandparent, older brother or sister, even a neighbor. What is important is that the adult needs to be someone who cares about that boy and is committed to his well-being.
- The program is designed to be operated on a casual, relaxed basis. There are no achievements, and no advancement requirements. The thrust of this program is fun for a boy and adult pure and simple.

# Catch the *Scouting Spirit*

## JOIN

## CUB SCOUTING



### CUB SCOUTS for boys in SECOND through FIFTH GRADES

Cub Scouts are in the Second, Third, Fourth, and Fifth grades. Cub Scout Dens meet once a week with an adult leader, learning how to make and do interesting things. They earn badges and awards, going up in rank as they master new skills. And they give demonstrations at monthly Pack meetings, in front of parents, friends, and Cubs from other Dens. In the summer, Cub Scouts can attend day camp.

- A family-oriented program of Dens within Packs
- Uniforms, badges, games, songs, fun
- Boys meet weekly with adult leadership



LEARNING IS ACHIEVED  
THROUGH AN  
ADVANCEMENT PROGRAM



**NOW'S YOUR  
CHANCE TO**

**JOIN  
THE**

**CUB  
SCOUTS**

*IT'S THE HAPPIEST STEP A*

*BOY CAN TAKE!*



# Catch the *Scouting Spirit*

## JOIN

## CUB SCOUTING



### CUB SCOUTS for boys in SECOND through FIFTH GRADES

Cub Scouts are in the Second, Third, Fourth, and Fifth grades. Cub Scout Dens meet once a week with an adult leader, learning how to make and do interesting things. They earn badges and awards, going up in rank as they master new skills. And they give demonstrations at monthly Pack meetings, in front of parents, friends, and Cubs from other Dens. In the summer, Cub Scouts can attend day camp.

- A family-oriented program of Dens within Packs
- Uniforms, badges, games, songs, fun
- Boys meet weekly with adult leadership



LEARNING IS ACHIEVED  
THROUGH AN  
ADVANCEMENT PROGRAM

**NOW'S YOUR  
CHANCE TO**

**JOIN  
THE**

**CUB  
SCOUTS**

*IT'S THE HAPPIEST STEP A*

*BOY CAN TAKE!*



**Cub Scout Theme:**  
**DOORWAYS TO ADVENTURE**

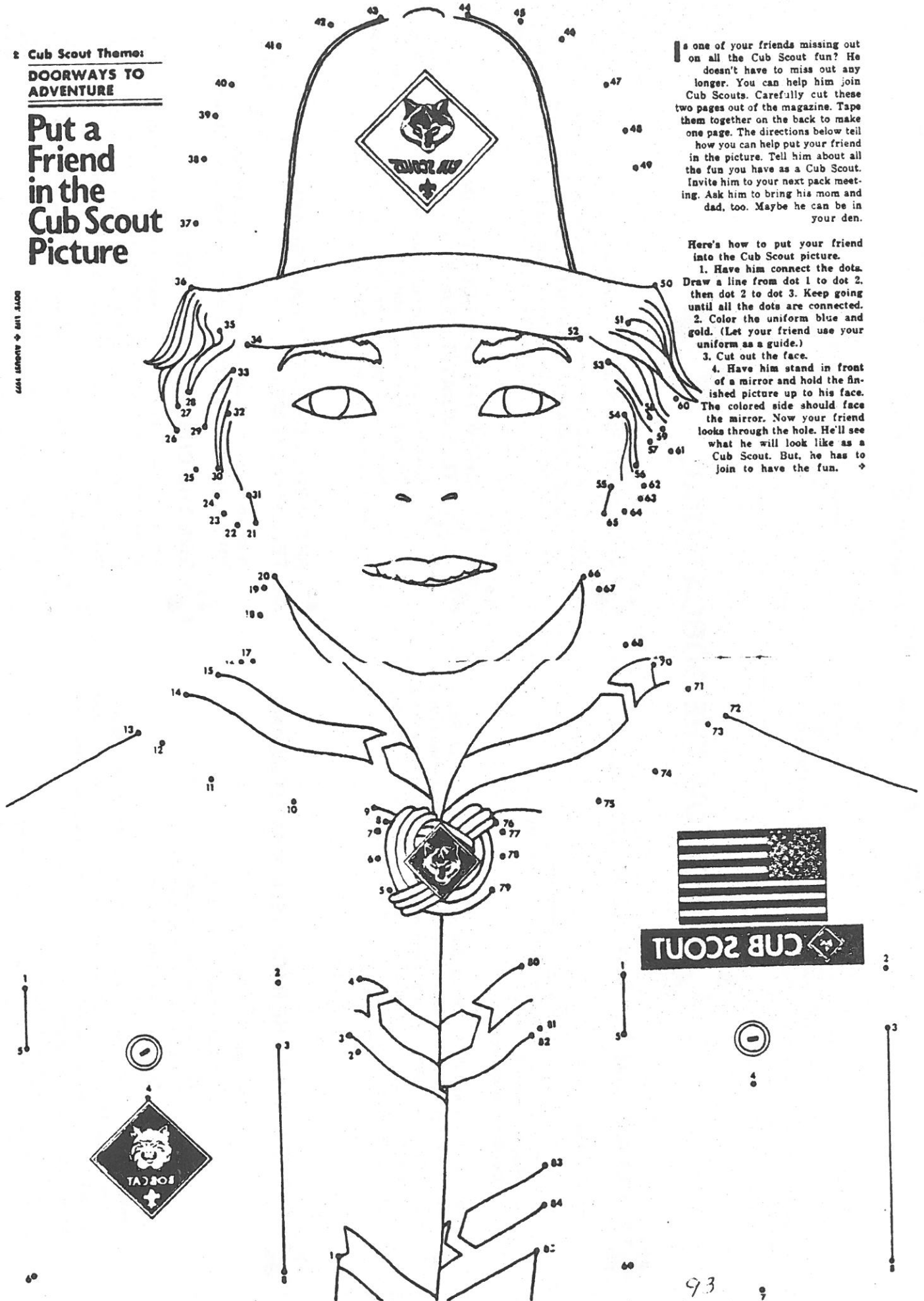
**Put a Friend in the Cub Scout Picture**

BOYS LIFE • AUGUST 1977

Is one of your friends missing out on all the Cub Scout fun? He doesn't have to miss out any longer. You can help him join Cub Scouts. Carefully cut these two pages out of the magazine. Tape them together on the back to make one page. The directions below tell how you can help put your friend in the picture. Tell him about all the fun you have as a Cub Scout. Invite him to your next pack meeting. Ask him to bring his mom and dad, too. Maybe he can be in your den.

Here's how to put your friend into the Cub Scout picture.

1. Have him connect the dots. Draw a line from dot 1 to dot 2, then dot 2 to dot 3. Keep going until all the dots are connected.
2. Color the uniform blue and gold. (Let your friend use your uniform as a guide.)
3. Cut out the face.
4. Have him stand in front of a mirror and hold the finished picture up to his face. The colored side should face the mirror. Now your friend looks through the hole. He'll see what he will look like as a Cub Scout. But, he has to join to have the fun. ☘





## HOW YOU CAN BE A CUB SCOUT

Would you like to be a Cub Scout? You can if you are 7 years old. Or you can if you are 7 and have passed second grade. You can be a Webelos Scout if you are 10 or have passed fourth grade. Ask your parents to see if there is a pack near your home. If there is, the Cubmaster will be pleased to meet your parents and will give you an application to join.

**Parents:** Help your son through the Bobcat trail. When he has done that, please sign below. Then have him take this sheet to his den leader. He will receive his Bobcat badge at the next pack meeting.

Parent's signature \_\_\_\_\_



## FOLLOW THE BOBCAT TRAIL



### LEARN AND GIVE THE CUB SCOUT PROMISE.

The Cub Scout Promise is:

I, \_\_\_\_\_, promise  
To do my best to do my duty to God and my country,  
To help other people, and  
To obey the Law of the Pack.

When you say you will do a thing, that is a promise. In the Cub Scout Promise, you say you will put God first. That you will do what He wants you to do. Duty to my country means you will be loyal. You will be proud you are an American. To help other people means to do things for others. To obey the Law of the Pack means to be a good Cub Scout.

### SAY THE LAW OF THE PACK. TELL WHAT IT MEANS.

The Law of the Pack is:

- The Cub Scout follows Akela.
- The Cub Scout helps the pack go.
- The pack helps the Cub Scout grow.
- The Cub Scout gives goodwill.

**Akela** (say Ah-KAY-la) means "good leader" to a Cub Scout. Akela is your mother or your father. So is your Cubmaster or your den leader. In the Law of the Pack, you say you will follow Akela. This means you will walk in the steps of your Cub Scout leaders. And you say you will help the pack go. You will go to your Cub Scout meetings. There you will do what you can to help. When you go, you will be taught new things. You will learn games and tricks and crafts. This is how the Cub Scout grows. The last part of the Law of the Pack says you will give goodwill. This means to smile. Be happy. Help others. Help do not have to be big. Small things help, too.



### TELL WHAT WEBELOS MEANS.

Webelos (say WEE-buh-lows) sounds like an Indian name, but it is not. It is formed from the dark letters in **We'll Be Loyal Scouts**. It is a secret word, just for Cub Scouts. Webelos Scouts are 10-year-old Cub Scouts. They belong to a den. They work to earn the Arrow of Light Award. This is the highest award in Cub Scouting.



### SHOW THE CUB SCOUT SIGN. TELL WHAT IT MEANS.



Make the sign with your right hand. Hold your arm straight up. The two raised fingers stand for two parts of the Promise—"to help other people" and "to obey the Law of the Pack." They look like the sharp ears of the wolf listening to Akela.



### SHOW THE CUB SCOUT HANDSHAKE. TELL WHAT IT MEANS.



When you shake hands with another Cub Scout, place the first two fingers of your right hand along the inside of his right wrist.



### GIVE THE CUB SCOUT MOTTO.

A motto is a rule for living. The Cub Scout motto asks you to do your best at all times. You do your best in school and at home. You do your best to help your team win a game. You may not do a thing as well as some other boy. Just do as well as you can. That is what the motto means.



### GIVE THE CUB SCOUT SALUTE. TELL WHAT IT MEANS.

Salute with your right hand. Hold your first two fingers close together. Touch the tips to your cap. Touch your eyebrow if you are not wearing a cap. This is the way to show respect to your leaders. You salute the flag to show respect to our country. And you can greet another Cub Scout this way.



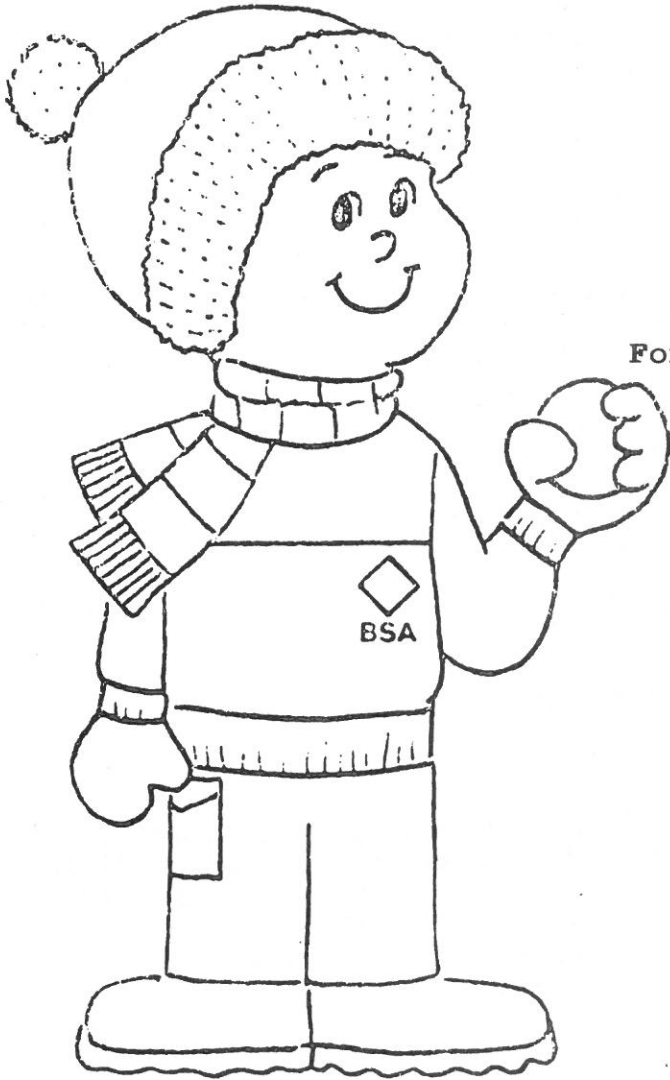
# PACK COMMITTEE ORGANIZATION

## GENERAL DUTIES OF PACK COMMITTEE:

Charged by the chartered organization to carry out the Cub Scouting program consistent with the policies of the partner organization and the Boy Scouts of America; selects a Cubmaster, assistants and den mothers; helps them get trained; prepares for annual charter review and report to the chartered organization, insures permanency of the pack.

- \* SCOUTING COORD: - Provides coordination between the chartered organization, the pack and the Council. Is also a voting member of the Council and the district. Attends pack committee meetings and meetings of the chartered organization.  
PH. \_\_\_\_\_
- \* CHAIRMAN: - Calls and conducts monthly committee meetings for which he and the Cubmaster prepare the agenda. Recruits committeemen and women and assigns responsibilities to them. Works closely with Cubmaster and Scouting Coordinator.  
Ph. \_\_\_\_\_
- + SECRETARY/  
TREASURER: - Keeps notes of committee assignments; sends notices; maintains records; registers all new boys and adults promptly. Operates pack on budget plan; receives all funds, pays bills on recommendation of Cubmaster and approval of committee; maintains "Pack Records/Finance Book". Supervises pack fund raising activities such as Scoutcapade tickets, etc.  
Ph. \_\_\_\_\_
- \* S.M.E. CHAIRMAN: - Serves as pack's chairman for the annual Sustaining Membership Enrollment; selects and recruits other members of the committee during January, on the basis of 1 to each 5 families in the pack; directs the enrollment of families to become sustaining members during February. Sustaining Membership is the fund-raising effort of the Columbia Pacific Council.  
Ph. \_\_\_\_\_
- \* ADVANCEMENT: - Responsible for pack advancement, including securing awards and assisting in the presentation of these awards at well planned ceremonies at pack meetings; discusses with parents their obligation of working with their boys in advancement; receives advancement lists from Den Leaders during pack leader's meetings.  
Ph. \_\_\_\_\_
- \* OUTDOORS/  
ACTIVITIES: - Works closely with Den Leaders, Webelos Leaders and Cubmaster to develop a list of places for field trips and other pack activities, such as: Blue & Gold Dinners, summer picnics, pinewood derbys, Goodwill/Goodturn, Scoutcapades, Day Camp.  
Ph. \_\_\_\_\_
- \* MEMBERSHIP: - Supervises the annual charter renewal procedure and charter presentation; promotes and conducts recruiting of new boys, School Night and 2nd & 5th Grade Graduation plans; work with Cubmaster and committee to ensure eligible boys and parents are moved into Webelos dens at the appropriate time.  
Ph. \_\_\_\_\_
- \* DEN LEADER: - Plans and conducts weekly Den meetings of 4-8 boys in neighborhood. Provides fun and exciting activities, coordinates participation in monthly pack meetings.  
Ph. \_\_\_\_\_
- \* CUBMASTER: - Plans and conducts monthly pack meetings; works with pack committee chairman in planning monthly leader's meeting. Coordinates activities in the dens.  
Ph. \_\_\_\_\_
- \* TIGER CUB  
COORDINATOR: - Organizes Tiger Cub groups from available 7-year-olds or 2nd grade boys; helps and encourages Tiger Cub group function and keeps parents informed. Helps with activities and encourages participation at Blue & Gold dinners and other pack activities; insures graduation in the spring of Tiger Cub group into the pack.  
Ph. \_\_\_\_\_





For more information see or contact:

Audrey Fonseca  
503-665-6821

**DECEMBER '87**  
**HAPPY**  
**HOILDAYS**



## (Opening Ceremony)

- 1st Scout: "Tis the season to be jolly" as the Christmas songs and cards ring out their joyous sounds, let us take time to remember the full significance of the December Holiday and of our Cub Scout Ideals.
- 2nd Scout: (Holds up 'G') 'G' stands for Giving. It's always good to give.
- 3rd Scout: 'I' stands for Intentions. May mine always be right.
- 4th Scout: 'V' stands for Valiant. A trail of great might.
- 5th Scout: 'E' stands for Earnest. From beginning to end.
- 6th Scout: 'S' stands for Sharing. This makes me a friend.
- 7th Scout: (Card with 'Goodwill') So as we go about this busy season with all it's "hustle and bustle", fun and joyous activities, let's keep remembering, "A Cub Scout Gives Goodwill".

## OPENING CEREMONY FOR CHRISTMAS

Nine boys line up across the stage holding large cards spelling out the word "Christmas". These could be decorated with appropriate pictures on one side which are held up for the audience to see, and after each boy speaks his lines he turns over his card to show letter. If desired, the signs could be cut in the appropriate shapes, as holly wreath, bell, tree, etc.

- C Christmas time is here once more  
H Holly wreaths and decorations galore.  
R Ringing bells ring out so gay.  
I In all the homes, signs of Christmas on display.  
S Shoppers with gifts hurry here and there.  
T Trees are decorated with loving care.  
M Mistletoe is hung around.  
A And in the air is the holiday sound.  
S Singing carols fill us with cheer.  
So let's all join in a Christmas song right here.

## CHRISTMAS OPENING

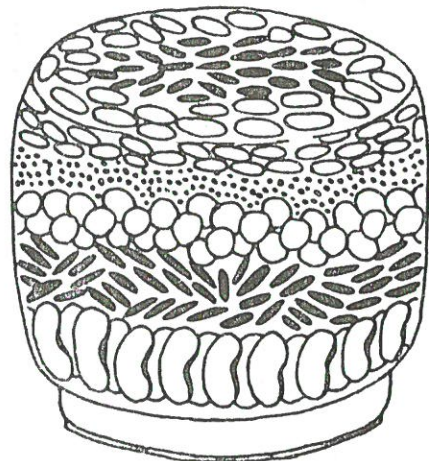
This is the season of lights. It is a time when days are shorter and the nights are long. But, somehow, things seem bright. Shopping centers are bright with Christmas lights. Homes have candles to light the way for the Christ child or to commemorate Hannukah. Even the stars in the Winter skies seem brighter. Orion comes back from the Southern hunting grounds. But, the most brilliant glow comes from the Spirit of Goodwill that you live all year 'round knowing that you always 'Do your best'."

### Seed-Filled Paperweight

*Materials:* Small glass jar and lid (such as baby food jar) with label removed; glue, felt, scissors, a variety of kinds and colors of dried grains and seeds such as corn, rice, lentils, split and black-eyed peas; navy, kidney, lima, pinto beans, etc.

*Procedure:* Fill  $\frac{1}{4}$  of jar with a layer of one kind of grain or seeds. Gently pour a layer of a different grain on top of first layer (to fill another  $\frac{1}{4}$  of jar). Pour slowly so the first layer is not displaced. Alternate colors of grain or seeds. Continue in this manner until jar is full. It is necessary to completely fill jar so grain will not shift when jar is moved.

Spread glue around inside edge of lid. Screw lid on jar. Glue a circle of felt on top of lid. Let dry. Turn jar upside down so it sits on lid.



(Audience Participation)

MOUSE - "Squeak, Squeak"

NIGHT - "Ho-Hum"

SANTA - "Ho, Ho, Ho"

Twas the NIGHT before Christmas, and fast asleep in the HOUSE, was, wonder of wonders, a fat little MOUSE. A MOUSE sleeping at NIGHT, oh, what a riot. But the reason it happened, he had gone on a diet. How the MOUSE'S stomach began to hurt and growl. But, since he was dieting, at NIGHT he couldn't prowl. Mom was so thoughtful. Before she retired that NIGHT, for dear old SANTA, she had left out a bite. That NIGHT in his dreams, the MOUSE'S nose did twitch, as the smell of the food made him dream of a sandwich. The more the MOUSE lay there and quietly slept, the more the smell of food into his nostrils crept. Soon the poor little MOUSE began to claw at his nose. Then he started to quiver from his head to his toes. Though he was trying to sleep, with all of his might, his sleep had been ruined for the rest of the NIGHT. So up the MOUSE got, and with a great big yawn, he threw open the window, and there on the lawn, he saw something there that was indeed a strange sight. For there sat SANTA in the dark of the NIGHT. He was holding his bag, as if ready to leave, but great big salty tears bounced off of his sleeve. The MOUSE just stood there as if in fright, trying to imagine what was wrong that NIGHT. Then he crept to the door, and threw it open wide, and motioned for SANTA to come join him inside. So in SANTA came, and sat down with the MOUSE and confessed that, that NIGHT he felt like a louse. He had eaten so much, at the holiday season, he almost got stuck in the chimney, and that was the reason. So SANTA and the MOUSE made a contract that NIGHT, that he would help SANTA make Christmas come out right. So off they went together, old SANTA and the MOUSE to pay the yearly visit to each and every house. With the fat little MOUSE so filled with delight, as he ate for old SANTA all the snacks left that NIGHT. When the journey was over, the MOUSE went back to his house. Then went fast asleep, with not a worry in him, since he had eaten all NIGHT, he would dream he was slim...

HERE COMES SANTA  
(Audience Participation)

SANTA - Ho, Ho, Ho

GIFTS - Wow!

SLEIGH - Sssssss!

GOOD LITTLE BOYS - Yea!

GOOD LITTLE GIRLS - Ooooh!

All year long SANTA and his elves have been working hard, making GIFTS for GOOD LITTLE BOYS and GOOD LITTLE GIRLS. Now it's time to jump in his SLEIGH and deliver on his promises.

While all the GOOD LITTLE BOYS and GOOD LITTLE GIRLS are sleeping, SANTA loads his SLEIGH and takes off. Here comes the SLEIGH filled with GIFTS for GOOD LITTLE BOYS and GOOD LITTLE GIRLS. And there sits SANTA beaming with joy.

Down the chimney goes SANTA and fills the stocking full of GIFTS for GOOD LITTLE BOYS and GOOD LITTLE GIRLS. Back up the chimney he goes and jumps in his SLEIGH.

Off goes SANTA again, driving his SLEIGH full of GIFTS for GOOD LITTLE BOYS and GOOD LITTLE GIRLS. But, what's this? He's making a detour! Here comes SANTA to Pack \_\_\_\_\_, riding his SLEIGH full of GIFTS for GOOD LITTLE BOYS and GOOD LITTLE GIRLS!

APPLAUSE STUNTS

SANTA YELL: Rub stomach and yell, "HO, HO, HO, MERRY CHRISTMAS."

RUDOLPH APPLAUSE: Put your thumbs to your head with fingers up, forming antlers.  
Wrinkle your nose while saying, "BLINK, BLINK, BLINK."

CHRISTMAS SONG

(Tune; Jingle Bells)

School is out, we won't pou, Cubs shout hip hooray! Something special's coming soon, and 't's Christmas Day. Wrap the gifts, trim the tree, mind your Mom and Dad. You'll have presents if you do, Boy, won't we be glad!

Why does a cat walking on the beach make you think of Christmas? (It has sandy claws.)  
Which burns longer, a red candle or a green candle? (Neither, they both burn shorter.)  
What do we have in December we don't have any other month? (The letter "D".)



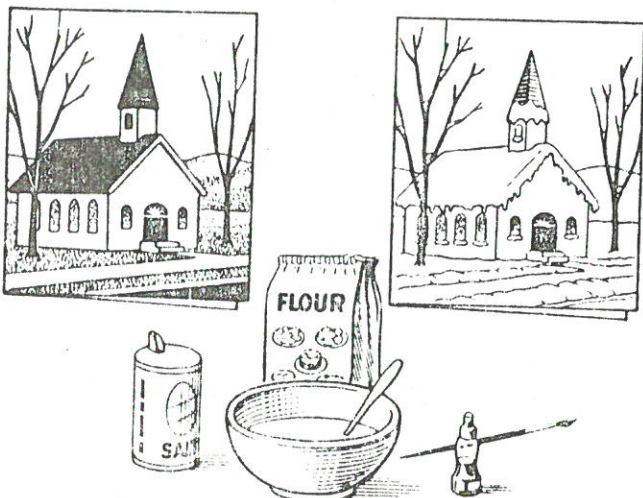
CHARACTERS: Den Leader and any number of Cub Scouts with presents.  
 SETTING: Den Leader is standing on stage preparing for den meeting. Boys enter one at a time.  
 FIRST BOY: Merry Christmas \_\_\_\_\_, I brought you something. (Hands leader a box.)  
 DL: That's very nice, Bill, but there is no need.....  
 SECOND BOY: Hi, \_\_\_\_\_. Look at the present I brought you. (Hands leader a larger box.)  
 DL: Well, Bob, thank you.....  
 THIRD BOY: (Rushing in.) Here's a present \_\_\_\_\_. Boy, it's heavy.  
 DL: What a surprise, you really didn't have to.....  
 FOURTH BOY: (Rushing in with box almost too large to handle.) Look what I brought you. I hope you like it.  
 DL: Oh, dear, thank you.  
 FIFTH BOY: (Pushing box across floor too large to carry.) Here's a Christmas gift for you \_\_\_\_\_. It's really neat.  
 DL: My goodness..... Boys, you are all very kind. But I think we should have a talk about all of this. Where's Jim?  
 FIRST BOY: He's coming. I talked with him early today.  
 SECOND BOY: Here he is now.  
 JIM: Sorry I'm late for the meeting, \_\_\_\_\_. I stayed after school to finish your Christmas present.  
 THIRD BOY: I don't see any present. See the big presents we brought.  
 JIM: Mine isn't very large, \_\_\_\_\_, but I hope you'll like it. It's a poem.  
 ALL BOYS: What a present! (Lots of laughter.)  
 DL: May I see it, Jim? (He hands her paper, and she reads it.)  
 I HAVE NO MONEY, SO I GUESS I'M POOR, BUT I HAVE FRIENDS, THAT'S FOR SURE.  
 I HAVE NO MONEY, SO I COULDN'T BUY THE THINGS I'D LIKE, THO CHRISTMAS IS NIGH.  
 I HAVE NO MONEY, BUT I DON'T CARE, 'CAUSE I HAVE YOU WITH WHICH TO SHARE.  
 I HAVE NO MONEY, SO I WAS SAD, BUT I LOOKED AROUND, AND I WAS GLAD.  
 THE THINGS I HAVE ARE WORTH ALOT. SOME KIDS DON'T HAVE THE THINGS I'VE GOT.  
 I HAVE MY DAD, I HAVE MY MOM, I HAVE MY DOG - HE LOVES ME SOME.  
 AND IN MY DEN I'VE LEARNED TO SHARE, NOT THINGS OR MONEY, BUT LOVE AND CARE.  
 FOR EACH OF YOU I WISH AS MUCH, THAT YOU'LL EACH KNOW THE WORTH OF SUCH.  
 AS FAMILY, FRIENDS AND THE THINGS THAT LAST WHEN CHRISTMAS GIFTS ARE A THING OF THE PAST.  
 MERRY CHRISTMAS, JIM.

**SNOW SPARKLE CHRISTMAS CARDS—A**

*Materials:* Christmas cards that have a church or outdoor scene, small water-color brush, glitter (optional), snow sparkle made as follows:

Mix 1 cup of flour with water to make thick paste. Add 2 drops glue, sprinkle in small amount of salt and stir. The paste will appear thinner so add more salt until paste is gritty.

*Procedure:* Put the snow sparkle on cards with brush, applying it as though it were white paint. Make icicles, snow on roofs, snowdrifts, dabs on trees and shrubs, etc. When dry, the snow will sparkle. If you wish, you may add a bit of fine glitter while snow is still wet.

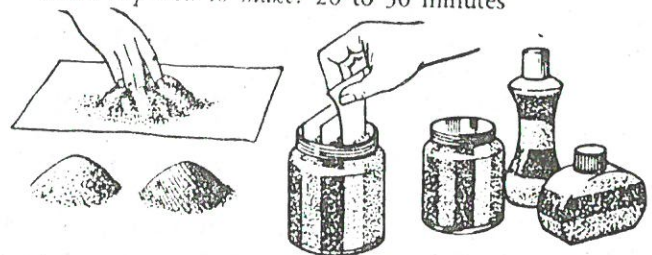


**BATH SALTS—Y, A**

*Materials:* 1 cup Epsom salts, 6 drops glycerin, 3 drops oil of roses, cake or vegetable coloring, wax paper, jars or fancy bottles

*Procedure:* The following recipe will make about one cup of bath salts. For the best results, make only one cup at a time. Empty one cup of Epsom salts on wax paper. Add six drops of glycerin and three drops of oil of roses. (Cologne may be substituted, using six drops.) Mix with fingers until well blended. Add a few drops of cake or vegetable coloring, delicately tinting the salts. Dry. Put in jars or fancy bottles. If layers of colors are desired, use widemouthed jar and insert wax paper perpendicularly in jar. Pour the salts in, then remove papers gently. If you wish, you may decorate jar top with paint, jewels or felt cutouts.

*Time required to make:* 20 to 30 minutes



## THE SHABBY BOX CHRISTMAS SKIT

Santa comes onto the stage leading a big, shabby box by the hand.

SANTA: I'll leave you here on the street and maybe someone will take you this year.

BOX: I hope so. I'll get busy right away trying to make someone take me.

(First Cub Scout enters.)

BOX: Please, will you take me home as a Christmas present?

1st CUB: My mother would really yell if I brought a junky thing like you home with me. (leaves)

(Second Cub enters.)

BOX: Please, will you take me home as a Christmas present?

2nd CUB: Are you trying to be funny? I wouldn't take something as dirty as you for a Christmas present. (leaves)

(Third Cub enters.)

BOX: Will you please take me home as a Christmas present?

3rd CUB: Nah, I want a baseball bat. (leaves)

(Fourth Cub enters.)

BOX: Please take me home for a Christmas present?

4th CUB: Of course not. I don't pick up strange things on the street. (leaves)

(Fifth Cub enters.)

BOX: Please, will you take me home as a Christmas present?

5th CUB: I'd better put you in a trash can. You're littering the street. (leaves)

(Sixth Cub enters.)

BOX: Will you take me home as a Christmas present?

6th CUB: Kids want new presents, not old ones like you. (leaves)

Santa re-enters.

SANTA: Well, I see you didn't get anyone to take you again this year.

BOX: I haven't given up hope. Someday someone will take me.

SANTA: You know, I've been hauling you back and forth so long that I've forgotten what you are.

BOX: I'm not sure either, but when God wrapped me up nearly 2,000 years ago, He called me, "PEACE ON EARTH".

## CHRISTMAS CLOSING CEREMONY

ARRANGEMENTS: Ten boys come on stage and stand in line. They can be holding Christmas gifts, decorations, etc. Each boy speaks his line in turn.

1st Cub: Secrets, Secrets, in the air. Merry greeting everywhere.

2nd Cub: Cedar boughs in every nook. Holly everywhere you look.

3rd Cub: Christmas trees with baubles bright, flashing in the candlelight.

4th Cub: Fireplaces leaping flames to show, faces in the firelights glow.

5th Cub: Spicy smells of things to eat, promising a welcome treat.

6th Cub: Bundles big and bundles small, and we must not peek at all.

7th Cub: Little whispers all about, but we can't find one thing out.

8th Cub: Such a lot of things to do, shopping trips and wrapping too.

9th Cub: Time for fun and song and play, just the years most happy day.

10th Cub: Joy in all we have and do, wishing joy for others too.

ALL: So we gladly join to say. Have a Merry Christmas Day!

## CLOSING CEREMONY

(LIGHTS OFF WITH A SPOTLIGHT ON FATHER AND SON. SOMEONE SPEAKS OFF STAGE.)

"Walk a little plainer, Daddy," said a little boy so frail.

"I'm following in your footsteps, and I don't want to fail.

Sometimes your steps are very plain, sometimes they are hard to see.

So walk a little plainer, Daddy, for you are leading me."

"I know that once you walked this way, many years ago,

and what you did along the way, I'd really like to know.

For sometimes I am tempted, I don't know what to do.

So walk a little plainer, Daddy, for I must follow you."

"Someday when I'm grown up, you are like what I want to be.

Then I will have a little boy who will want to follow me.

And I would want to lead him right, and help him to be true.

So walk a little plainer, Daddy, for we must follow you."



**SNOW SHOE RELAY:** Divide den into two teams. Give each team two shoe boxes, and set up a chair across the room for a turning point. On signal, the first player on each team puts on his "snow shoes" and races around the chair and back to the starting line where the next player does the boxes and races. Continue until all have run. (Have extra "shoes" on hand if any break.)

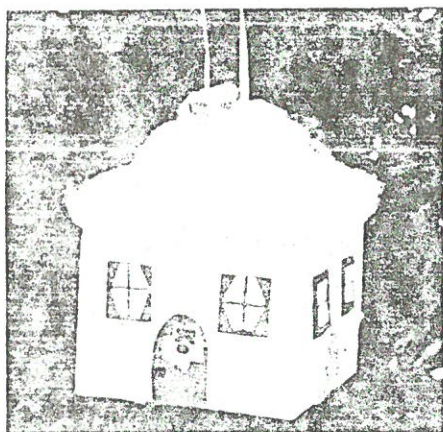
**SNOW SHOVEL RELAY:** Divide den into two teams. Give each team a pie tin, spatula, and a large bag of cotton balls. Each team empties bag of cotton balls at their feet and places their pie tin about 10 feet away. On signal, the first player scoops up as many cotton balls as the spatula will hold, carries them to the pie tin, and drops them in. Players can't use hands. First team with all snowballs in pie tin is the winner.

**TARGET PRACTICE:** "Decorate" a Christmas tree with large cardboard disks of various colors. On each disk, write a forfeit or prize. (Examples: "Do five pushups." "Take a piece of candy." "Clean your shoes." "You are excused from cleanup." "Done one pushup." "Eat a peanut.")

Each Cub Scout is given a "Snowball". Boys throw their snowballs, one at a time, and pay the forfeit or win the prize shown on the disks they hit.

**CHRISTMAS CANDY HUNT:** Leader hides pieces of wrapped candy or unshelled peanuts around the room. Each den chooses a different word related to the season, (Merry, Santa, Etc.). At a signal, each Cub starts to hunt for the candy. When he finds some, he must point and holler his den's word until the leader comes to pick up the candy. The den with the most pieces wins.

**WHAT'S IN SANTA'S PACK:** Each boy is given the opportunity to stick his hand in Santa's Pack to see how many objects he can identify by feel. After each boy has felt the objects, he is given time to write down the items in the bag that he can remember. Score 1 point for each correctly identified object. Suggested items include: Nail, marshmallow, pencil, crayon, cotton ball, screw, peanut in shell, small car, safety pin, dice, nailfile, candy cane, candle, paper clip, sponge, matchbook, nickel, eraser, falshbulb, doll, teddybear.



**Christmas House**

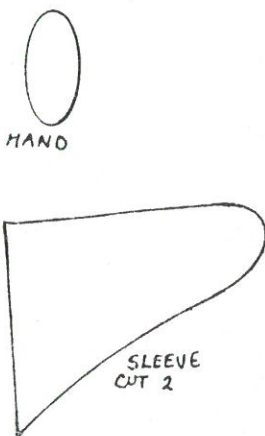
*Whip up a snow covered holiday home.*

For the house, use a carton from whipping cream. To remove all the lettering on the carton, dab a piece of cotton in nail polish remover. Wipe off all the lettering. (This works like magic.) Then, wash carton thoroughly with soap and water. Let dry.

Staple carton together at the top opening, and glue a strip of construction paper over top edge to form a peaked roof. Glue cotton on roof for a snow effect.

Cut a door, tiny wreath, windows and shrubs from construction paper. Glue to house.

Poke a hole through top of roof, and insert a piece of yarn or narrow cord for a hanger.



**ANGEL**

**Materials:** 3 white "putter cups, one 1/2" white pom-pom, one 1" pink pom-pom, one 2" gold pom-pom, pieces of white, pink, red and green felt, and one gold glitter stem.

Melt four holes 1/4" apart into one cup for the wings (Figure 1). Set aside.

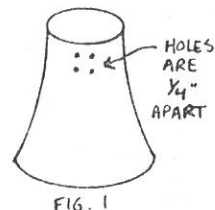
Cut two 4 1/4" pieces of glitter stems. Bend each into wing shape (Figure 2). Apply glue to the ends of the wings. Insert into the holes.

Glue two cups together, one inside the other. Glue the 1/2" white pom-pom into the cup with the wings. Apply glue inside the cup beneath the wings. Glue this cup over the other two, allowing the front of the cup to bend forward. (See diagram.) Let dry.

Cut out all felt pieces following patterns. Glue the hands to the sleeves. Glue the hands plus 1/4" of the sleeve together as if praying. Glue the shoulders to the sides of the cup. Bring the sleeves in and glue to the center front forming two loops for the elbows. (See diagram.)

Cut the string that holds the 2" gold pom-pom together in the center. Apply glue to the top, back and sides of the 1" pink pom-pom. Lay small pieces of the pom-pom fibers onto the glue for hair. Trim as necessary.

Glue on eyes and mouth. Glue head to top of cups. Curve the remaining piece of glitter stem into a circle for the halo. Glue the halo to the head.



C 76

## CHRISTMAS DECORATIONS

TISSUE PAPER WREATH - Materials: Tissue Paper, Hanger, Ribbon for a bow.

1. Bend the hanger into a circle shape.
2. Choose colors of tissue paper (A pattern of 2 green and one red is nice.) Cut the tissue into strips of 2" x 5".
3. Fold a piece of tissue around the wire and squeeze together. Twist 2 or 3 times, and pull apart. Push all pieces lightly together on hanger.
4. The bow may be tied at the top of the hanger or onto the wire at the bottom.

ICE CREAM CONE TREE \* Invert a sugar cone and frost with green frosting. Use Lucky Charms or other cereals for decorations.

DOORKNOB COVER - Needed: 1 lid from cottage cheese container or Gold-N-Soft container, 4 ply green yarn, small red pom poms.

Make 6 to 7 pom poms about 2 $\frac{1}{2}$ " to 3" in diameter. Use a paper punch to make holes in the lid. Place them in pairs and about  $\frac{1}{2}$ " apart. With the rim of the lid to the top, tie the pom poms onto the lid using the holes to attach them. When entire lid is filled, it will resemble a wreath. Glue the small pom poms in groups of three onto the green pom poms at appropriate spaces. Cut a large X in the center to fit over the knob.

## SERVICE PROJECTS

This is the month to "Do a Good Turn", so here are several suggested service projects:

1. Make a holiday mantelpiece for an aged couple in the neighborhood, or volunteer for snow shoveling or other services to them.
2. Visit a nursing home or children's ward in a hospital for caroling or give a show.
3. Make bird feeders for shut-ins or neighbors. Provide birdseed and suet.
4. Make a collection of clothing, toys or foods for a needy family. Check with the Salvation Army or other charitable organization.
5. Have a money-earning project (yard work, window washing, snow shoveling, etc.) for the World Friendship Fund.
6. Making simple toys for distribution to needy children.
7. Caroling in your neighborhood.

## GIFTS FOR MOM

DECORATOR SWITCH PLATES - Needed: Plastic switchplate covers, glue, cord, macaroni, paint

Oriental Cord Switchplate: This switchplate covering is made by arranging stiffened cord into a design and then gluing it onto a plate. First, draw your design on paper. Tape wax paper over design. Prepare your cord by soaking it in liquid starch for about half an hour. Drain excess liquid on paper toweling. Cut the wet cord into pieces and arrange on the wax paper into the design you drew. If needed, hold design with pins. When cord dries, it will hold the design. Spray paint dried design and glue it to switchplate.

Baroque Macaroni Switchplate: This rather formal treatment would make a beautiful addition to a formal living or dining room. Simply glue small pieces of macaroni (shells, elbows and rings) onto the switchplate in a design of your choice. Then spray paint.

SPICE ROPE - Needed: 6 strands each of red, white and green 4 ply yarn, each 9 yards in length, 5 cotton balls, 4 peppermint candies or canes, 5 fabric circles 6" in diameter, 1 curtain ring. Step 1.: Cut the fabric circles with pinking shears. 2: Put the yarn through the plastic ring so that  $\frac{1}{2}$  of each strand is on either side. This will give you 12 strands of each color. 3: Braid the yarn until you have a braid about 2 feet long. 4: Tie off the braid. 5: Using pieces of yarn which have been threaded through the braid, attach the five circles which have a cotton ball enclosed within them to the braid. 6: Between the fabric circles attach the candy. 7: Apply Oil of Peppermint through the fabric onto the cotton balls.



## DECORATED SOAPS

Use small soap bars that come from hotels. Cut Christmas design from Christmas paper that is the size of the top of the bar. Dampen the design so that it adheres to the soap. Melt paraffin in tin can in boiling water. Dip top of bar into melted paraffin. As soon as it dries, dip one more time. Design will remain on soap because it is protected by the paraffin.

## TREATED PINE CONES

You can make pine cones that burn with a green flame if you use borax, or a yellow flame if you use slat. Put a pound of slat or borax (Never mix the two chemicals.) and a gallon of water into a wooden or crockery container. Wear rubber gloves to protect your hands as you work. Place a few cones at a time into a cheesecloth bag or an old pillowcase. Dip them in the water mixture and soak thoroughly. Drain the cones and spread them on newspapers to dry. Sometimes this takes several days, so don't rush. When the cones are completely dry, place them in a mesh vegetable bag. Tie with a big fat ribbon and make a gift tag shaped like a pine cone out of construction paper. (You can do the same treatment to a small log, and make it into a Yule Log.)

## CHRISTMAS EGGS

Decorative Christmas eggs may be made by following these steps. (This will also help fulfill the Bear Elective requiring the use of seeds.):

1. Puncture an egg at both ends with a needle.
2. Blow the egg out of the shell.
3. Glue seeds in any design on the outside of the shell, covering completely.
4. Melt paraffin in a tin can set in boiling water. (When it coats a spoon readily, it is ready to use.)
5. Use fishing line to thread through the two holes in the shell to make a hanger.
6. Dip the egg in the paraffin to coat the seeds. (When gluing the seeds, brush the glue on a small portion of the egg at a time and use tweezers to add the seeds.)

## MOUSE

Use  $\frac{1}{2}$  of a walnut shell. Glue a piece of gold cord inside the shell (at the widest end). Allow about 2" for a tail. Glue two small eyes on the narrow end of the shell. Glue a piece of felt over the open end of shell (underside of mouse). Ears or whiskers may be added as optional. To make this ornament a larger project, glue the mouse onto a small mousetrap which is decorated with pieces of holly.

## POINSETIA

Quilling is the technique used to make this simple ornament. Cut 3" strips of construction paper either 1" or 1 $\frac{1}{2}$ " wide. You will need 6 strips of red, two strips of green and a strip of yellow. Glue the ends of each strip together forming an oval petal (except for the yellow.) Roll the yellow into a  $\frac{3}{4}$ " circle (this is the center). Attach each petal to the yellow center with glue. Attach the two green petals between two red ones.

## SPARKLE BALL

Needed: Balloon, heavy cotton string, glue, glitter, vaseline jelly. Blow up balloon to the size you want your ball. Dilute a third of a cup of water soluble glue with two tablespoons of water. Measure off several yards of string and soak in the glue for about 5 minutes. Spread the surface of the balloon with Vaseline. Wrap the soaked string around the balloon in a crisscross pattern, forming a network. Sprinkle glitter over the string network. Let dry and pierce the balloon, you now have an openwork sparkling ball.

## DEN PROJECTS

Much of the den's time during activity periods this month will be taken up with making holiday gifts for the boys' families and ornaments for the pack's tree.

A number of ideas will be found on these pages. For others, see current craft magazines and books on holiday crafts at your public library.

**DEN SERVICE PROJECT.** The best expression of Cub Scouting's ideal of giving goodwill is a service project. It need not be a major job requiring days of preparation. Have the den choose something simple, but something that will be a real service to your pack's chartered partner, the boys' school or church, an older couple in the neighborhood, a needy family, or a nursing home or other institution.

Here are a few possibilities:

- Collect clothing, toys or canned foods for a needy family in the neighborhood. Check the Salvation Army or other charitable organization.

- Have boys make simple toys for distribution to needy children. See *Crafts for Cub Scouts* and *Handicraft and Parties and Gifts* electives in the *Wolf Cub Scout Book*.

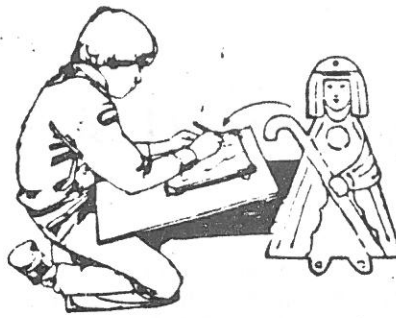
- Practice carols and sing at a children's home, nursing home, hospital or in your neighborhood.

- Conduct a money-earning project for the den's contribution to the World Friendship Fund (yard work, snow shoveling, paper collection, etc.).

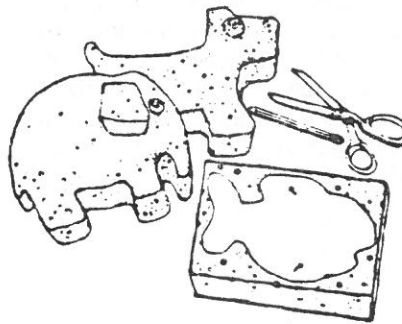
- Shovel snow or do yard work regularly during the month for a church or temple.

- Make and set out bird feeders, either at boys' or neighbors' homes. For plans, see *Crafts for Cub Scouts* and *Birds* elective, *Wolf Cub Scout Book*.

- Make holiday mantelpiece for children's ward in hospital or aged couple in neighborhood.



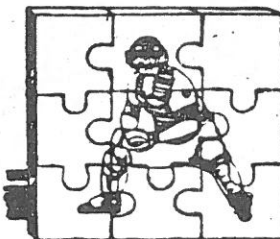
**MEXICAN 'TIN' ORNAMENT.** Make from aluminum foil cookie sheets. Draw design on paper, then tape to metal. Trace pattern into metal with old ball-point pen. Cut out ornament with scissors. Go over details for deeper embossing. To smooth sharp edges, rub gently with back of spoon. If you want color, use felt pens that will write on metal.



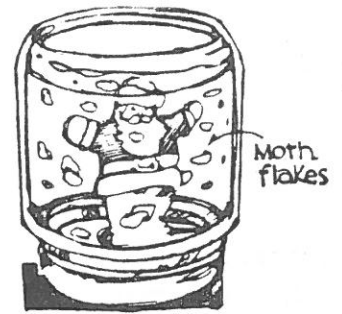
**SPONGE TOYS.** For young children. Draw pattern of toy on paper, cut it out, and pin it to sponge. Use sharp scissors to cut sponge. Glue on sponge scraps for eyes, ears, etc.



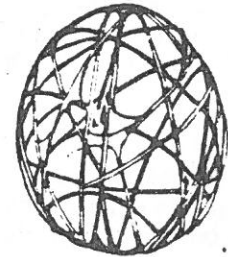
**SPOOLS AND CUPS.** Draw and paint Santa heads and designs on spools, paper cups, and funnels.



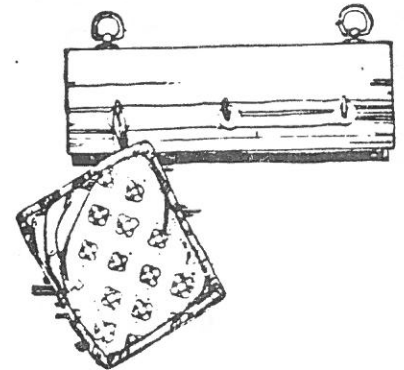
**JIGSAW PUZZLE.** Paste magazine picture on block of 1/4-inch plywood. (Or paint on original design.) On back of block, mark lines for pieces and cut out with coping saw. To minimize tearing of the picture while sawing,



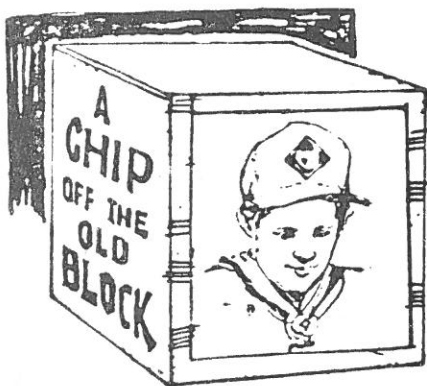
**PAPERWEIGHT.** Use small, squat jar (such as one that held baby food) and moth flakes. Cement plastic figure to inside of jar lid and let dry. Fill jar nearly full of water and put in two tablespoons of moth flakes. Coat inside of jar lid with waterproof cement and screw lid on tight.



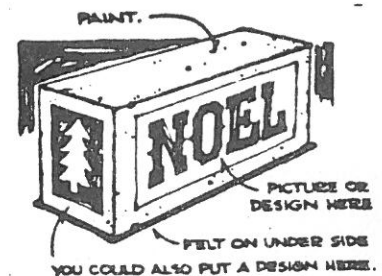
**MESH ORNAMENT.** Blow up and tie balloon. Dip string or yarn in glue or liquid starch and wrap around balloon. Let dry overnight, break balloon, and spray paint string. If you want trinkets inside the ornament, put them inside the balloon in a small paper cup before inflating.



**POTHOLDER BOARD.** Use scrap wood about one-by-four-by-12 inches, L-shaped cuphooks, and picture hooks.



**PICTURE CUBE.** For Dad. Sand wood block. Glue on photos of Cub Scout. Hand letter or type message on paper. Glue on.



**BOOKEND OR DOORSTOP.** Paint brick with bright enamel. Glue felt on bottom to protect floor or table. Add drawing,



# HOLIDAY WREATH

## MATERIALS.

31 large clothespins  
5 small clothespins  
Pine cones, nuts or other trimming materials  
Corrugated cardboard  
White glue  
Gummed picture eyelet  
Burnt umber paint

Separate all the clothespins to make half-pins. All the large half-pins will be used. Only 9 small half-pins will be used.

**WREATH SECTIONS.** Glue the slanted side of one large half-pin to the flat side of another large half-pin, just behind the first small notch

(about  $\frac{1}{4}$ " ), as shown in Fig. 1. Add two more large half-pins to the first two in the same way. Set section aside. Make 13 more sections like the first one. Make two more sections in the same way, but use only 3 large half-pins to make them.

**ASSEMBLY.** Cut a 7" circle from corrugated cardboard and tape one of the sections to it. Place another section next to the first section. Glue the flat side of the first section to the slanted side of second section. Do not glue any sections to cardboard. Continue gluing sections together all around the cardboard circle. See Fig. 2. When dry remove the cardboard circle.

**LEAVES.** Glue the slanted side of a small half-pin to the flat side of another small half-pin  $\frac{1}{2}$ " from the end (Fig. 1). Glue one more small half-pin to the first two in the same way. Make two more leaves like the first one. When the leaves are dry, stain them with burnt umber paint.

Glue the completed leaves to the wreath along with pine cones, nuts and other trimming materials. Trim the gummed picture eyelet as narrow as possible and attach it to the top back of the wreath. Coat the entire wreath, leaves and trims with acrylic gloss medium.

FIG. 1

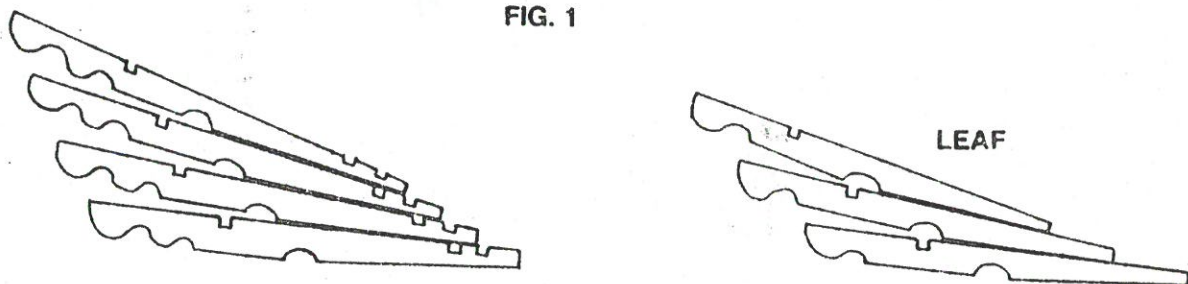
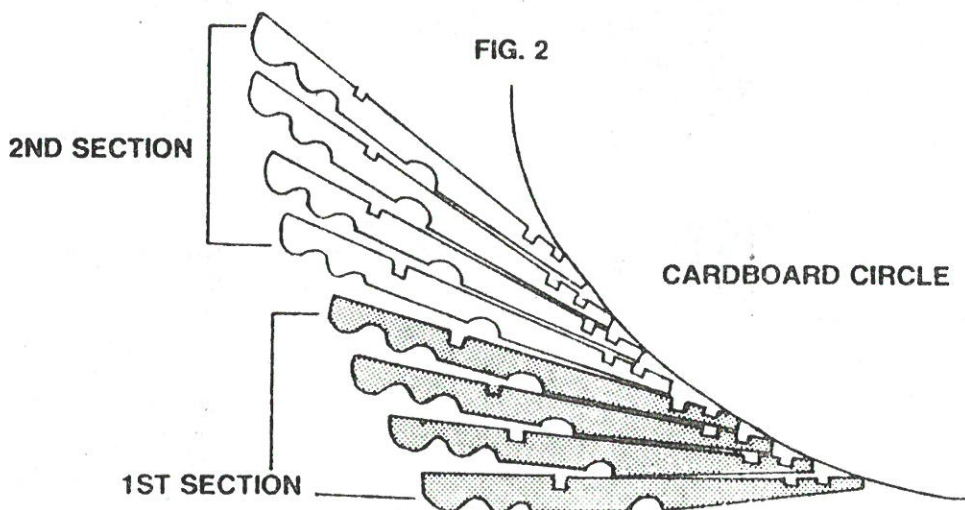
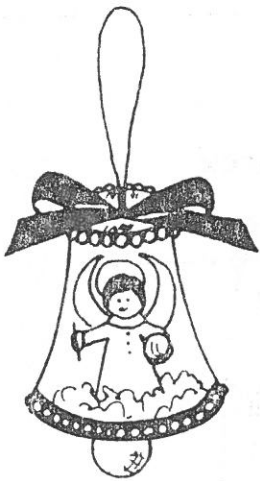
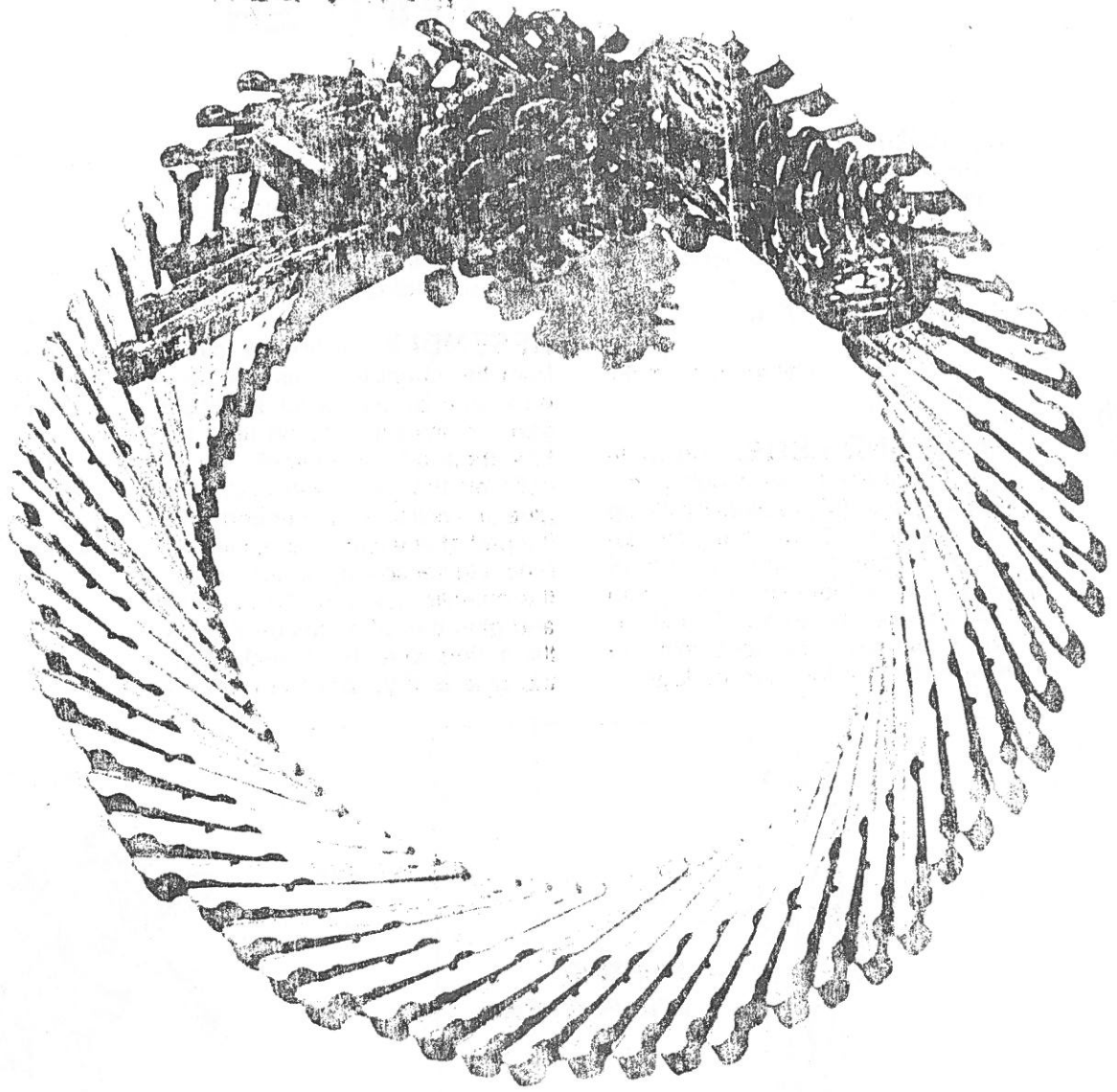


FIG. 2





ANGEL SCENE DIAGRAM

#### ANGEL SCENE

**Materials:** 1 crystal "putter cup," 1 angel miniature, bit of cotton, 7" thin gold cord, 9" piece of 1/8" wide red velvete ribbon, 1" x 1" red felt, 2" x 3" white felt, 8" piece of 3mm pearl roping, 1 - 8mm pearl, cardboard, 3" spool wire.

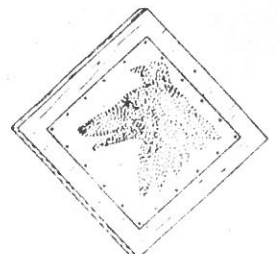
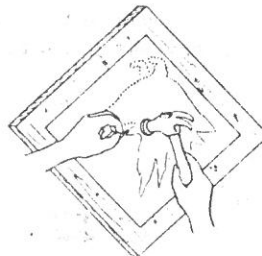
1. Use the cup rim as a pattern. Cut a cardboard circle. Cover both sides with white felt. Glue a bit of cotton to the center of the circle for a cloud. Glue the angel to the center of the cloud. Let dry.
2. Use the bottom of the cup for a pattern and cut a red felt circle. Snip a tiny hole in the center of the circle. Knot the ends of the gold cord for a hanger loop. Slip the loop up through the hole in the felt. Apply glue to the circle and the knot. Glue to the cup.
3. Apply glue to the cup rim and glue the cup to the felt covered circle. Set aside.
4. Cut a 4" piece of 1/8" wide ribbon. Make a single loop bow (General Directions). Set aside.
5. Apply glue around the rim of the cup. Glue over the scene.
6. Glue the remaining 1/8" ribbon around the bottom edge of the cup, covering the cardboard. Glue pearls over the ribbon. Glue pearls around the top edge of the cup.
7. Glue the bow to the top. Glue the 8mm pearl to the center bottom.

#### STIPPLE PICTURE — Y

**Materials:** Scrap lumber or orange crate end, stain, coping saw, small nails or tacks, large nail, hammer, enamel, 2 screw eyes, wire, tin can, tin snips, file, brush

**Procedure:** Cut wood base to desired shape, sandpaper and stain. Remove ends from can and cut along seam. Cut piece of tin desired shape for mounting on wood. Scratch design on tin with nail. Make large nail blunt (place nail point on cement and hit with hammer). Place tin on what will be wrong side of wood base and stipple design with hammer and blunt nail. File edges of tin and paint around design. Tack stipple picture on wood. Attach screw eyes and wire on back for hanging.

*Time required to make: 30 to 60 minutes*





# REINDEER

## MATERIALS.

6 small clothespins  
2 brown 12" chenille stems  
Two 10 mm wiggle eyes  
One 8 mm pink or red bead  
Brown paint  
White glue and craft glue

Separate the clothespins to make 12 half-pins.

**HEAD AND LEGS.** Use white glue to assemble the wood parts. Make 6 pegs. (Make pegs by gluing the flat side of two half-pins together.) Glue the slanted ends of two pegs together to make the head and antlers, as shown in Fig. 1. Make two more sections like the head section to use for the legs.

**PAINTING.** Apply gloss medium to the three finished sections and let dry. Paint both pairs of legs brown. Paint the head brown, but leave the area above the dotted line, shown in Fig. 1, unpainted to form the antlers.

**ASSEMBLY.** Cut two 8½" pieces from the chenille stems and wrap each one around a fat felt-tipped pen (or any other round item that has about a ⅝" diameter). Slip the coils off the pen. With craft glue, glue one coil to the upper end of the flat part of one leg section. Glue the other leg section to the other end of the chenille coil. Lay the head flat and glue the other coil on it below the antlers to form the neck. When the glue is dry, glue the neck coil

over the top and front part of the front leg section as shown in Fig. 2.

**EARS AND TAIL.** Glue a ¾" piece of chenille stem to the back end of the reindeer for a tail. Cut two 1" pieces of chenille stem and bend each in half to form ears. Glue the ends of the ears into the rounded notches on each side of the head.

**FACE.** Glue on the eyes and the bead nose. Spread the front and back legs apart slightly if necessary to make the reindeer stand properly.

FIG. 1

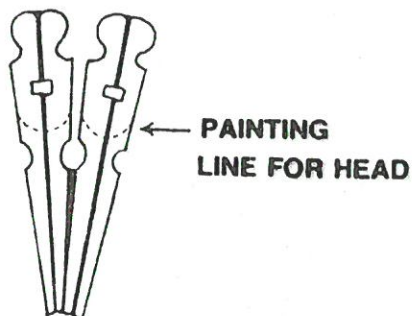
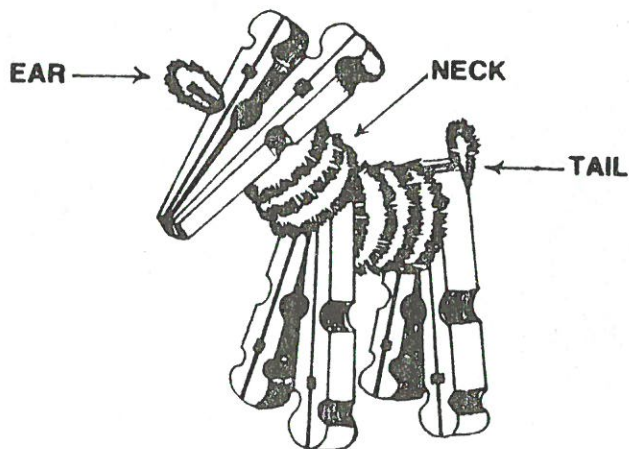


FIG. 2



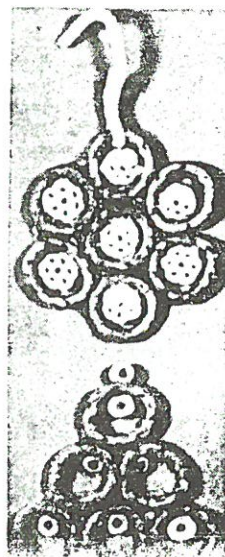
## Pretzel Snowflake and Tree

Lay round pretzels on wax paper shaping a snowflake and tree.

Place Honeycomb cereal in centers of snowflake pretzels, and trim tree with Cheerios. Glue together, and let dry overnight.

Carefully remove wax paper, and trim excess dried glue with cuticle scissors.

Lay ornaments on clean sheet of wax paper, and spray shellac each side with three coats. When dry, add a hanger at top of ornaments.





For more information see or contact:

Terri Ragsdale and Team  
206-693-6681

# JANUARY '88

## AMERICAN FOLKLORE



## OUR FOLK HEROES ARE BIG

Narrate or pantomime the following tales as they are narrated:

"The United States is a big land and our folk heroes are just as big. Some are make-believe, but others were real men. Storytellers and songwriters turned those real heroes into bigger heroes by exaggerating their deeds."

Paul Bunyan: was all make-believe. Paul was a logger, and the first stories about him were told by loggers. He was taller than any tree. He carved out the Grand Canyon. He made the Mississippi River when he spilled water from a tank he kept for his pet ox, Babe.

Johnny Appleseed: was real, but his true name was John Chapman. He grew trees from seeds and sold the small seedlings. Years later the storytellers named him Johnny Appleseed. He travelled the woods of Ohio and Indiana selling apple trees. Neither Indians nor animals ever hurt Johnny Appleseed. He wore a burlap bag for a shirt and a tin pot for a hat.

Davy Crockett: Was a real Tennessee woodsman. He was a U. S. Congressman when a storyteller wrote a book of tall tales about him. Davy laughed, then wrote a book about himself with taller tales. He said he could get a racoon down from a tree by "grinning the critter down." One time a knothole looked like a raccoon's eye to him and he grinned until the bark fell off the tree.

John Henry: "the steel-driving man", was real. No man could drive spikes into railroad ties as fast as John Henry. The railroad company bought a steam machine to drive the spikes. John's gang said no machine could drive more spikes than John Henry. In a showdown with the machine, he drove more spikes - but he worked so hard he killed himself. After he died people added make-believe to his story.

Casey Jones: the train engineer, was real. Many times he drove his train faster than was safe just to keep it on time. In those days there was fame and adventure in being a train engineer, but many trains were wrecked by going too fast. Casey Jones wrecked his and died. One storyteller wrote a song about Casey and made him a folk hero.

Old Stormalong: was a sailor and all make-believe. As a small boy he was a "fathom" tall. (A fathom is six feet). When he was "full grown" he had to build his own giant ship. It was so big, the masts had to have hinges so the sun could pass over the ship without striking them. When he sailed through the English Channel he had to soap the sides of his ship so that it would slide through between England and France. The soap washed the black off the White Cliffs of Dover.

Pecos Bill: was a make-believe cowboy hero. Pecos could straighten out a river by picking up one end and snapping the river like a whip. He learned that trick by practicing with rattlesnakes.

## TALL TALES SKIT

Characters: 5 Cowboys  
Davey Crockett  
Stormalong  
Paul Bunyon  
John Henry

The curtain opens with cowboys seated on the floor around a campfire made of cardboard logs and red tissue or crepe paper as fire. The cowboys are telling "tall tales". As the tale of Stormalong begins, he enters carrying a ship or anchor. The Paul Bunyon enter pulling "Babe" made of cardboard mounted on a sawhorse with wheels. John Henry could carry a spike and hammer. As Davey Crockett enters, all say together "Davey Crockett", etc. Only the cowboys have speaking parts.

- 1st Cowboy: "Old Stormalong was a sailor so big that he had to have a special ship."
- 2nd Cowboy: "His ship was so big that when she sailed through the English Channel, her sides were covered with soap so she could squeeze through."
- 3rd Cowboy: "Yes, that soap ribbed off, making the White Cliffs of Dover."
- 4th Cowboy: "Remember the sotry about Paul Bunyon? When he was born in Maine, he had a long, curly, black beard and weighed 85 pounds."
- 5th Cowboy: "He was so big, as a man, that he used a pine tree to comb his beard."
- 1st Cowboy: "And his toothpick was a telegraph pole."
- 2nd Cowboy: "His pet was a blue ox named Babe, who weighed 14 tons."
- 3rd Cowboy: "Paul dug Lake Michigan for Babe's water hole."
- 4th Cowboy: "How about John Henry? He was a steel driving man."
- 5th Cowboy: "He carried a mouthfull of spikes and a hammer in each hand."
- 1st Cowboy: "He'd spit out those spikes and "WHAM" with his hammers."
- 2nd Cowboy: "Why, he was so fast he put down track just ahead of the train."
- All: "Davy Crockett was a rugged sort. With grizzley bears he did cavort."



THE BARE BEAR FACTS

(Skit)

Scene: Forest, huge poster of Smokey the Bear. Use a narrator or a recording for the "Smokey" part.

Characters: Smokey (holding a history log)  
Running Bear  
Adam (holding a stuffed animal)  
Devil (passing out apples)  
Caveman (holding club and rock)  
Indian (with bow, arrows and tomohawk)  
Columbus (with a rifle or musket)  
Henry Hudson  
John Smith  
Pilgrim (with rifle or musket)  
Daniel Boone  
Davey Crockett  
Hunters (with red vests and guns)  
Astronaut (with a ray gun)

(Boys could double up on parts, depending on size of den)

SMOKEY: "Hello boy, girls and parents. I'm here because I am the only bear you will sit still and listen to without being afraid and running away, right? Well, be careful with forest fires.....Hey! Wait a minute. I'm not here to talk about forest fires, not that I shouldn't be. But I am here to tell you about my ancestors, and yours, those darned trailblazers."

(Adam and running bear enter, with Adam holding his stuffed animal)

SMOKEY: "Now, we bears thought things were going fine with Adam and Eve. We loved one another."

(Devil enters holding a big red apple. Adam bites the apple and starts chasing running bear off the stage)

SMOKEY: "That is, until that Devil showed up feeding Adam apples instead of honey. That started everything."

(Caveman chases running bear across the stage)

SMOKEY: "Yes, then came the caveman with his rocks and clubs."

(Running bear being chased across the stage by Indians)

SMOKEY: "Then there were those Indians with their bows and arrows and tomohawks."





# UNCLE SAM

White poster board and plastic tape make Uncle Sam's hat and head.

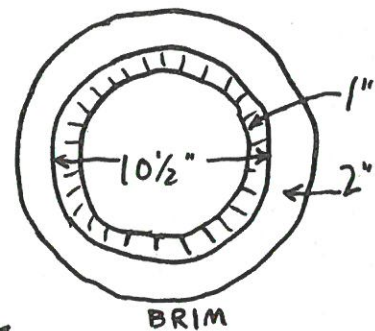
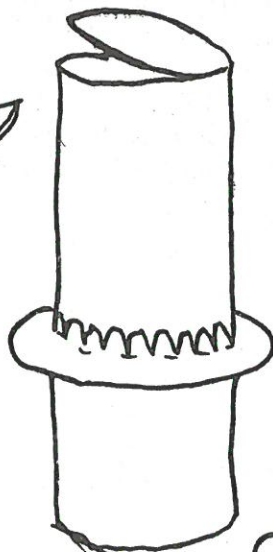
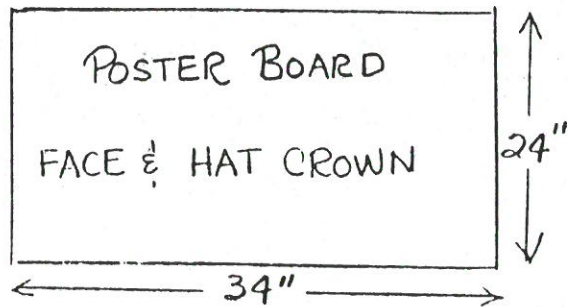
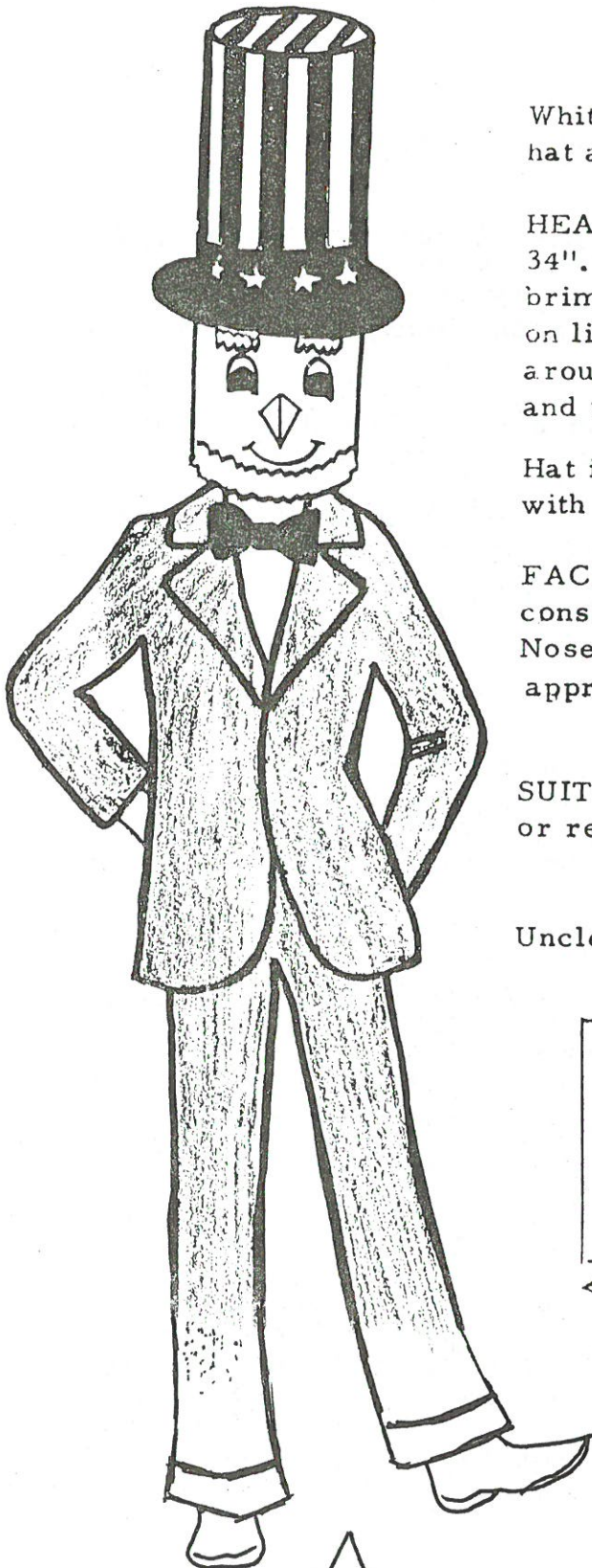
**HEAD AND HAT:** Cut a piece of poster board 24" X 34". Shape into a tube and tape together. Cut hat brim from poster board as shown in illustration. Clip on lines indicated on the inside circle and turn up all around. Slip brim over tube to a little below center, and tape.

Hat is red and white striped with red brim and blue band with white or silver stars.

**FACE:** Cover with flesh colored crepe paper. Add construction paper features. Beard is white cotton. Nose is construction paper triangle. Cut eye slits in appropriate place.

**SUIT:** Wear a dark blue suit with white shirt. A red or red and white striped bow tie adds a colorful touch.

Uncle Sam can carry a small American flag.







# UNCLE SAM

White poster board and plastic tape make Uncle Sam's hat and head.

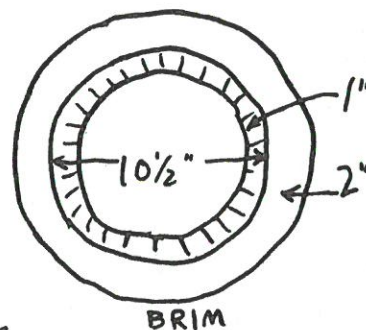
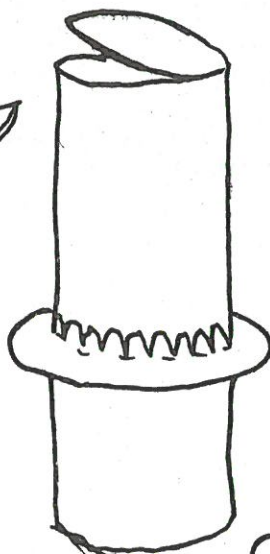
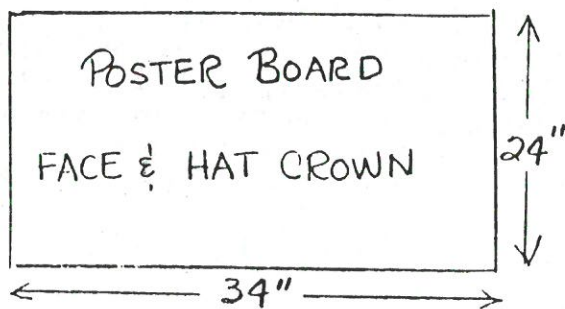
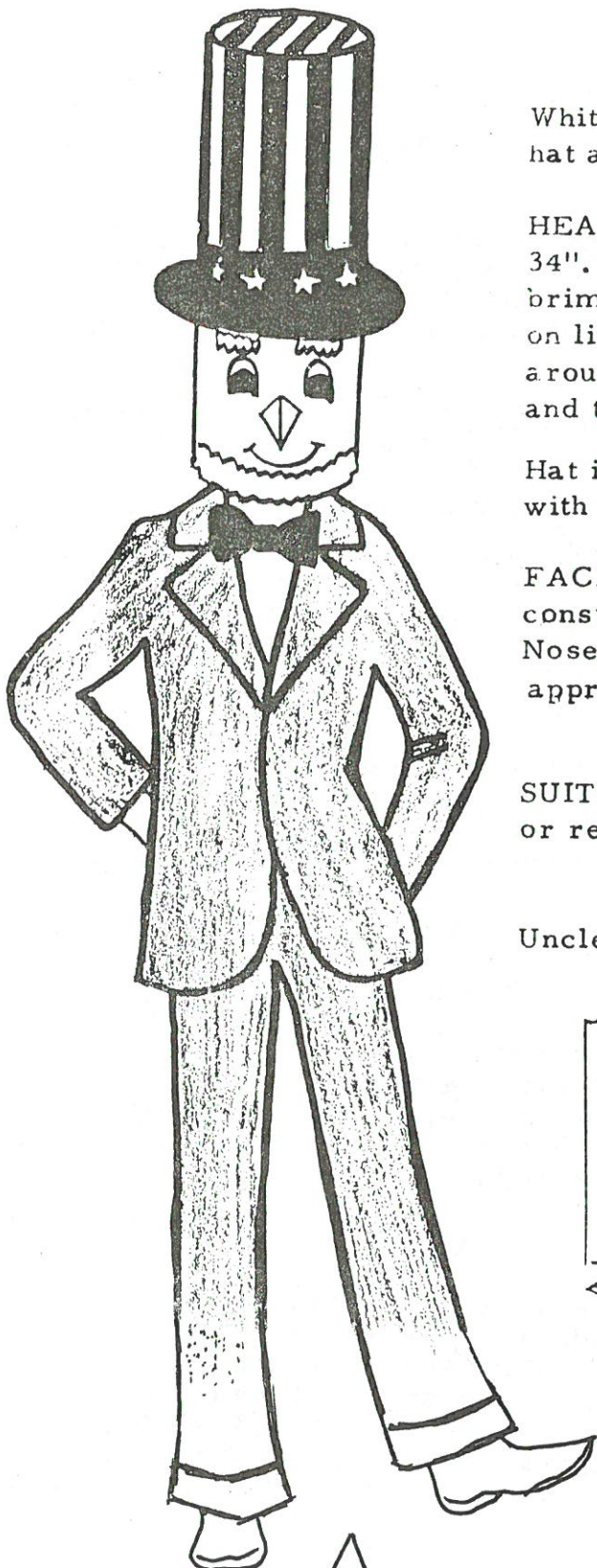
**HEAD AND HAT:** Cut a piece of poster board 24" X 34". Shape into a tube and tape together. Cut hat brim from poster board as shown in illustration. Clip on lines indicated on the inside circle and turn up all around. Slip brim over tube to a little below center, and tape.

Hat is red and white striped with red brim and blue band with white or silver stars.

**FACE:** Cover with flesh colored crepe paper. Add construction paper features. Beard is white cotton. Nose is construction paper triangle. Cut eye slits in appropriate place.

**SUIT:** Wear a dark blue suit with white shirt. A red or red and white striped bow tie adds a colorful touch.

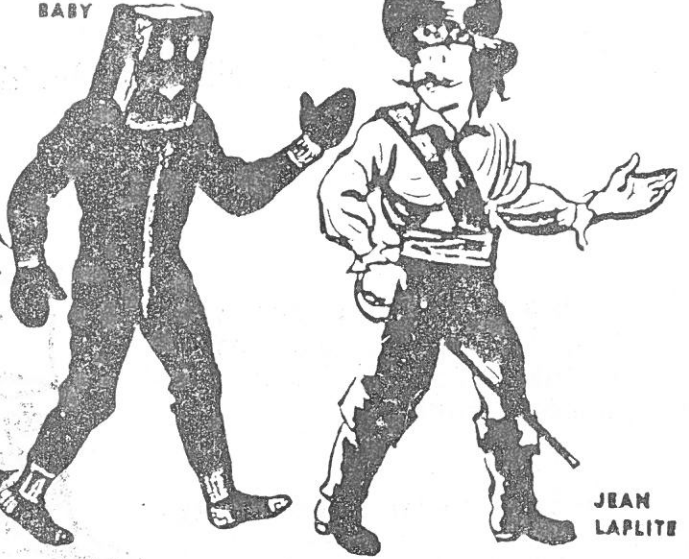
Uncle Sam can carry a small American flag.



PONCE DE LEON



TAR BABY



JUDGE ROY BEAN

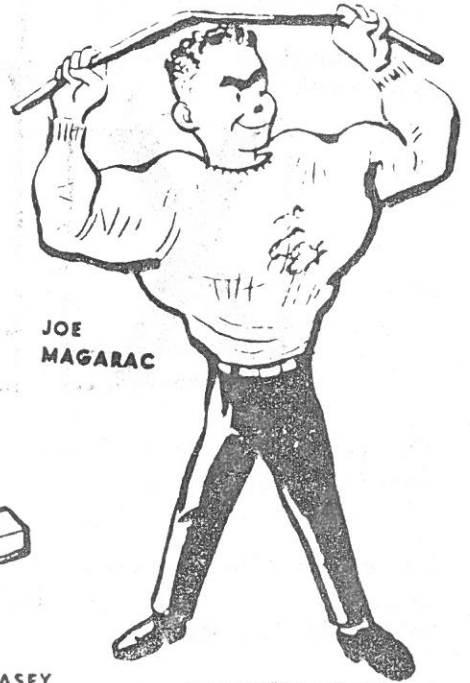


RIP VAN WINKLE

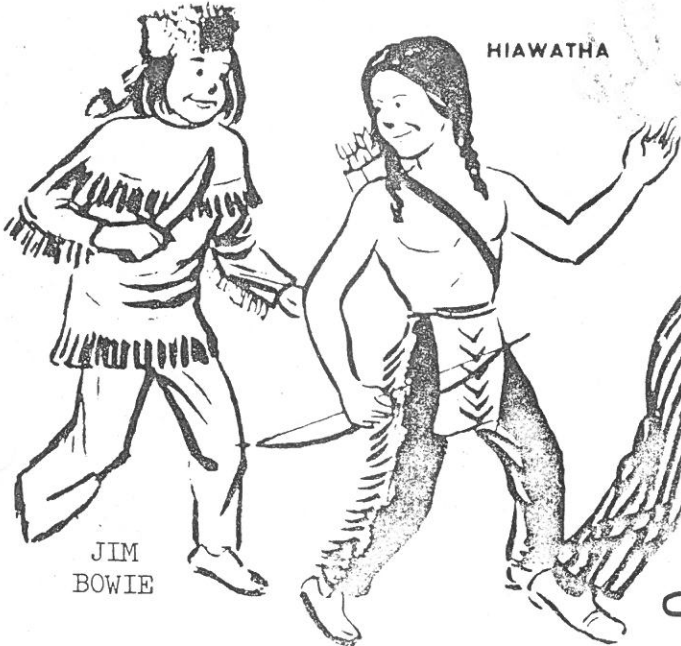
BIG FOOT WALLACE



JOE MAGARAC

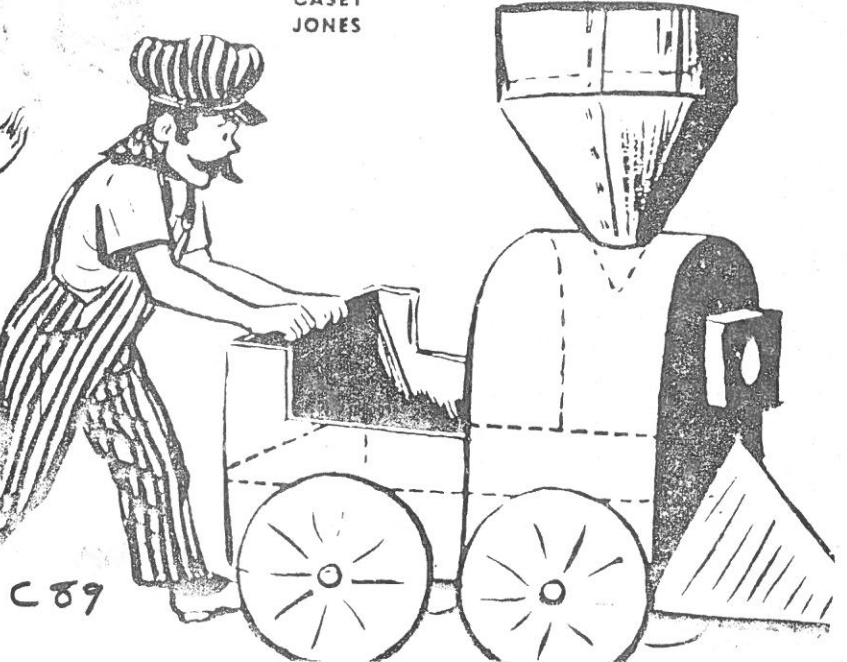


HIAWATHA



JIM BOWIE

CASEY JONES





PAUL BUNYAN COSTUME

Top of hat bright red.  
Slit bag so peak of  
Cub Scout hat can  
poke through.

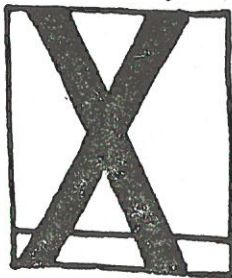
Paper bag for head  
and hat.

Bright colors for body.

Use cardboard carton  
or large paper bag  
big enough to fit.

Armholes wide,  
to let your arms  
move freely.

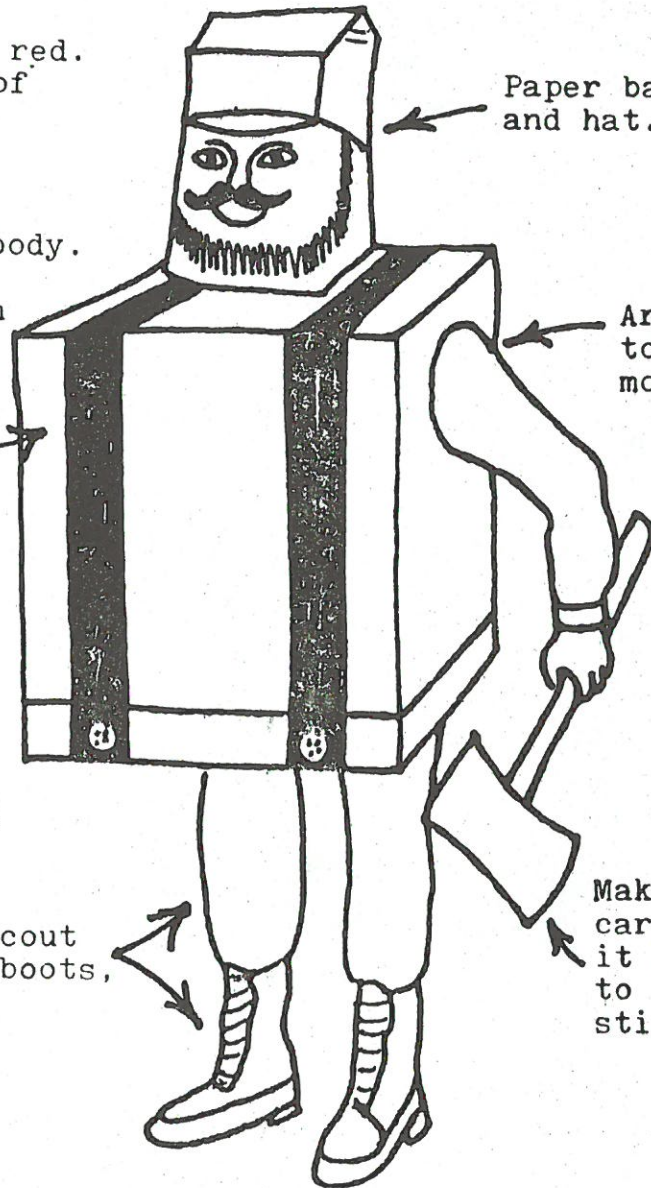
Suspenders should  
be dark.



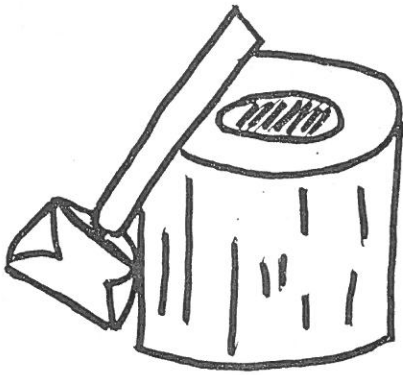
Suspenders should be  
crossed in back.

Wear denims or Cub Scout  
pants. If you have boots,  
wear them, too.

Make Ax blade of  
cardboard. Paint  
it silver. Tack  
to piece of broom  
stick.



# CHOPPING BLOCK NECKERCHIEF SLIDE

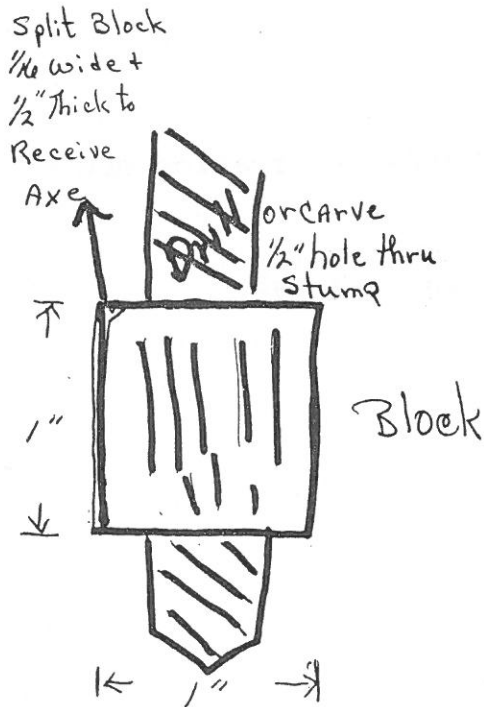


Split block  $\frac{1}{16}$  wide to  $\frac{1}{2}$  thick to receive axe.

Drill or carve  $\frac{1}{2}$ " hole thru stump

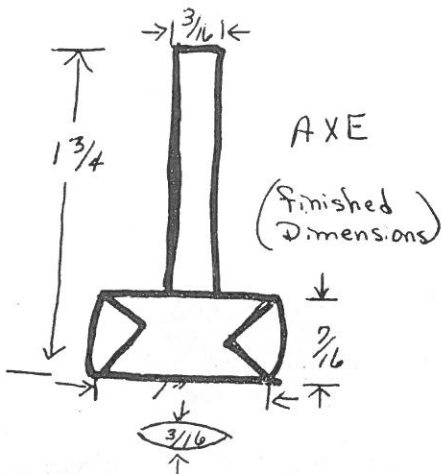
1 inch length X 1 inch diameter block (do not exceed  $1\frac{1}{4}$ " dia.)

The beauty of this slide is that it can be made from any wood, either hard or soft.

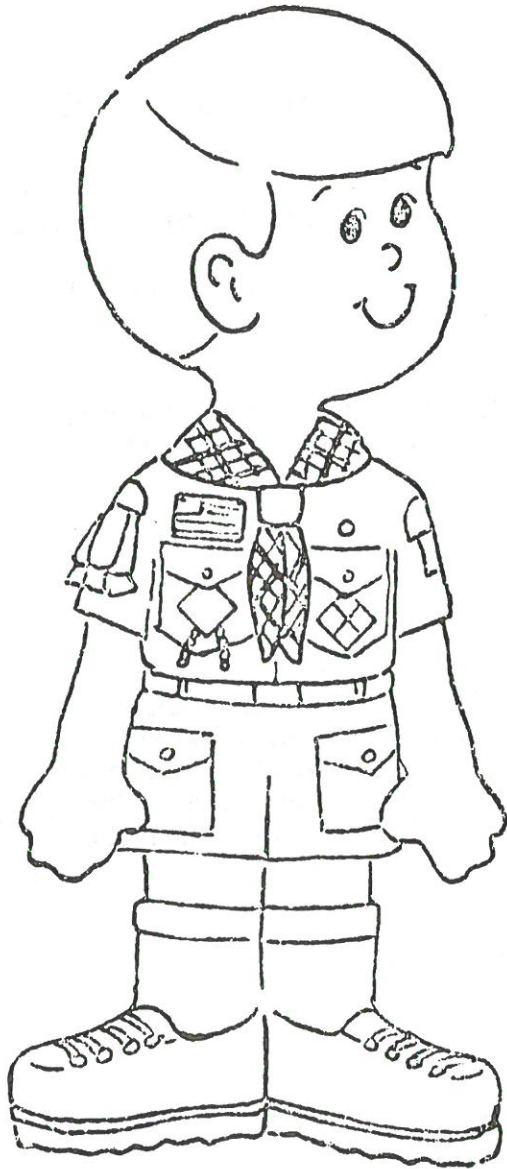


Finishing instructions:

Stain axe handle as desired, (redwood is best) Paint axe head glossy black with aluminum edges. Assemble when completely dry. Spray with clear varnish or lacquer for a beautiful finish.



Don Enquist  
Balboa Dist.  
Calif.



For more information see or contact:

Bobbi Swilley  
503-760-7792

**FEBRUARY '88**  
**GREAT EVENTS IN**  
**SCOUTING**



## BLUE AND GOLD DINNER IDEAS

The following are some suggestions and ideas based on attending many successful Blue and Gold dinners. Your Pack is free to plan your dinner any way you want, however the following ideas are the easiest way to go!

FIRST OF ALL A DISCUSSION: Would you rather work smart or hard? If you can, recruit a Dinner Chairman. Get your moms or dads on a committee, and get a mom to serve as a Dinner Chairman for each den. Otherwise the Cubmaster and the Den Leaders have all of the work to do.

BLUE AND GOLD DINNER CHAIRMAN: Conducts planning meetings and encourages his committee to get their work done; coordinates the planning with the Cubmaster. This is an easy job if you have a good committee.

PHYSICAL ARRANGEMENTS COMMITTEE: Lines up a location, double checks to make sure room is available, lights, heating, PA system, etc. Gets help to set up chairs and tables, arranges clean-up.

SPECIAL GUESTS COMMITTEE: Arranges for invitations to be sent to special people as guests (usually made by Cub Scouts). Follow up to see if they can come. Assign them to a den. Be sure to ask their families, too. Find out how many will come. Meet them at the door, help them find seats and introduce to the den, etc.

PROGRAM COMMITTEE: Prints program if you want to have one. Coordinates awards ceremony with Cubmaster and Awards Chairman. Helps set up the stage for skits. Responsible for invocation, color guard, etc.

FOOD CHAIRMAN: Arranges for coffee, cream, sugar, rolls, butter, milk, napkins, and ice cream. (If Pack decides to provide all of the above). Coordinates a pot-luck within the dens.

### INVITATIONS (sample)

PACK \_\_\_\_\_

BLUE AND GOLD BANQUET  
DATE \_\_\_\_\_ TIME \_\_\_\_\_  
PLACE \_\_\_\_\_

With invitation covers made by the Cub Scouts, and this information written, (or typed) in the inside, this makes a great invitation for your guests. Your guest list should include the school Principal, Mayor, grand parents, parents, teachers, Scout master of the troop the boys will advance to, scouting coordinator and unit commissioner.

BLUE AND GOLD PROGRAM

<u>Program</u>	<u>Leader in Charge</u>
Invocation.....	_____
Dinner.....	_____
Songs.....	_____
Opening Ceremony.....	<u>Cubmaster</u>
Introduction of Guests (No speeches).....	_____
Greetings from Institution Head.....	_____
Bobcat Investiture.....	<u>Cubmaster</u>
Den Stunts, Skits, and Demonstrations.....	<u>Cubmaster</u>
Webelos Dens' Demonstrations.....	<u>Webelos Den Leader</u>
Advancement Awards, Graduations.....	<u>Cubmaster</u>
Special Recognitions.....	_____
Closing.....	<u>Cubmaster</u>
Dessert.....	_____

-----

BANQUET GIMMICKS

Feed the Monkey: Use this simple mixer to keep your guests busy and to help them get acquainted while waiting for the rest of the crowd to arrive.

In advance, prepare a small paper bag with ten unshelled peanuts in it for each guest. As each person arrives, he receives one of these bags, and at the same time is told how to play the game.

The object of the game is to secure as many peanuts from someone else as you can. The person who ends up with the most peanuts in a given amount of time is the winner. To do this, he must go from person to person asking questions that normally would be answered "NO". If you can trick someone into answering "NO", you say "FEED THE MONKEY," and he must give you a peanut.

A typical question might be, "Are you at home watching TV tonight?" A normal answer would be "NO". A clever answer would be, "I don't think so." The element of surprise plays an important part in the fun. As the game progresses, it becomes harder to trick someone.

## BLUE AND GOLD MARCHING SONG

Tune: "Davy Crockett"

Now, the blue is the color of the sky above,  
The blue in the flag of the land we love.  
Reminds us of God and our coun-try free,  
Giving us a lesson in loy-al-ty!



Loy-al - Cub are loyal, to God and country fair.

Like the warmth and the cheering of the gol-den sun,  
Are the smiles of a friend and a deed well done.  
This is the gold that a Cub Scout finds,  
In keeping his duty to the Law that binds!

Smiling, warm and friendly, Cub Scouts will  
give good cheer.

Now the blue and gold show the world apart,  
That the Cub Pack is LOYAL and WARM of heart,  
Faithful to God and our country too,  
We'll do our best at what-ever we do!

Loy-al, ever cheerful, Cub Scouts are on the march!

---

## BIRTHDAY OF SCOUTING OPENING CEREMONY

A den of boys do the action for this ceremony as a narrator reads the following lines. Actions are described below.

NARRATOR: We're gathered here tonight,  
To honor the Blue and Gold.  
And pay a tribute to Scouting,  
Which is sixty-five years old.

As we look all about us,  
Scouting in action we see.  
Bringing fun and adventure,  
As Baden-Powell meant it to be.

Let us all join together,  
As our program we begin.  
And raise our voices in song,  
As about Scouting we sing.

### Actions of the Boys

1st Verse of Narration: The boys could hold up blue and gold cards for the first two lines and then turn them over for the last two lines. The number "65" is printed on the back.

Actions of the Boys (Cont'd)

2nd Verse of Narration: As the first two lines are read, they place their hands over eyes as if shadowing them and look from left to right. As the second two lines are read, each one can hold up something showing Cub Scouting fun either in picture form or actual props such as racing cars, sailboats, etc.

3rd Verse of Narration: For this verse, the boys could hold up cards with musical notes on them or something similar.

-----

MEANING OF THE BLUE AND GOLD OPENING CEREMONY

Eight boys line up holding large cards that are blank on one side. The first four carry blue cards and the second four have gold cards. As they speak their lines they turn over their cards spelling out BLUE and GOLD. The letters on the cards are done in opposit color, such as blue on gold and gold on blue. Large pieces of construction paper with block letters cut of opposite color show up nicely. The underlined words as you will see are the meaning of the blue and gold colors:

Boys that are clad in blue and gold you see.

Live up to their promise, good Cub Scouts to be.

Under the sky above, striving for truth and spirituality.

Each Cub Scoyt learns a steadfast loyalty.

Giving good cheer as part of the Law of the Pack.

Obeying that Law, never to be slack.

Living under warm sunlight, seeking happiness each day.

Doing and learning, in the Scouting way.

NARRATOR: Let us all sing together a song about our Blue and Gold.



SONGSHAPPY BIRTHDAY BSA

Tune: On Top Of Old Smokey

We were all at the banquet  
on Blue & Gold day  
The whole family came here  
To eat and to play.

Then somebody told me  
We're 75 years old  
I Could not beleive  
What I had been told.

Then they brought put a cake  
With candles a top  
I counted the candles  
And I didn't stop.

Now how could a Cub Scout  
Be age 75  
When I get that old  
I won't be alive.

Then somebody told me  
An astonishing fact  
That Boy Scouts of America  
Is much older than that.

My Den Leader told me  
That I shouldn't fret  
That's the age of Cub Scouting  
I'm not that old yet.

WE'RE GLAD TO SEE YOU HERE

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!

GOOD NIGHT CUBBERS

Tune: Good Night Ladies

Good Night Cubbers  
Good Night Cubbers  
Good Night Cubbers  
We'll see you all next month!

BADEN-POWELL

Tune: Found a Peanut

Found an honest man  
Found an honest man  
Baden-Powell was his name  
Started Scouting back in England.  
Which led to his fame.

First came Boy Scouts  
At first their numbers were quite small.  
But They spread to other countries.  
Now we're several million all.

When he died  
It was sad  
To lose such a man.  
But his teachings have inspired us  
to do the best we can.

BLUE & GOLD THE BEAUTIFUL

Tune: America the Beautiful

Oh, beautiful for Blue & Gold  
And what the colors mean  
Standing for skies above, we're told  
And truth and spirituality!

The Blue & Gold!  
The Blue & Gold!  
For loyalty steadfast,  
And sunlight warm,  
And good cheer too;  
Bring happiness to last!

THE BANQUET

Tune: On Top of Old Smokey

Our Blue & 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  
Yeah! Gold & Blue!

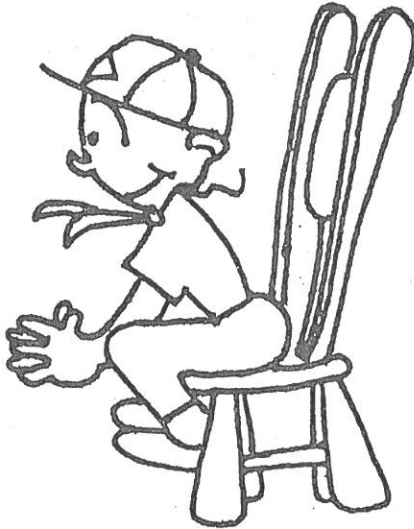
## BANQUET STUNTS

Along about this time of year, many organizations are beginning to plan and hold Blue and Gold Banquets. Most of these are dinner meetings where the after dinner entertainment takes place while the guests remain seated at the tables. To break up the time and keep guests from becoming restless, here are some ideas for action fun stunts in which the entire group takes part. Choose someone to act as leader or master of ceremonies well in advance of the banquet evening so that he may familiarize himself with the various activities. He can then demonstrate and explain each stunt to the audience.

### Thank You Toast



The leader demonstrates the toast and then has the group go through it once for practice. The toast is given to the rhythm of 1, 2 and 3, 4. First they stamp feet in that rhythm once, slap thighs in the same rhythm, clap their hands, then his their palms on table tops in the same rhythm. Then all stand, raise hands above heads and shout, "Hurray!" Toasts can be given to various people responsible for the banquet, calling them by name, or to groups such as the cooks. The leader can call out, "Let's give a thank you toast to \_\_\_\_\_"; then the group repeats the words and goes through the action in rapid order.



### Sit Down Hike

The leader might introduce this stunt with a few remarks about the need of exercise after such a big meal. He then suggests going on a hike. He explains that they must all repeat everything he says and do everything he does. In the following, we have repeated the lines only twice to get you started, but it is understood that all lines spoken by the leader are always repeated by the group, as are the actions.

LEADER: "Do you want to go on a hike in the mountains?"

GROUP: "Do you want to go on a hike in the mountains?"

LEADER: "All right, let's go."

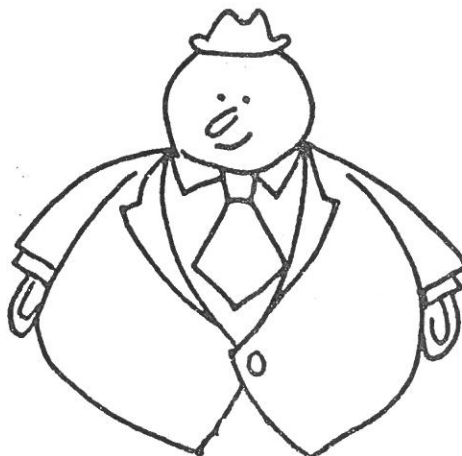
GROUP: "All right, let's go."

## Sit Down Hike (Cont'd.)

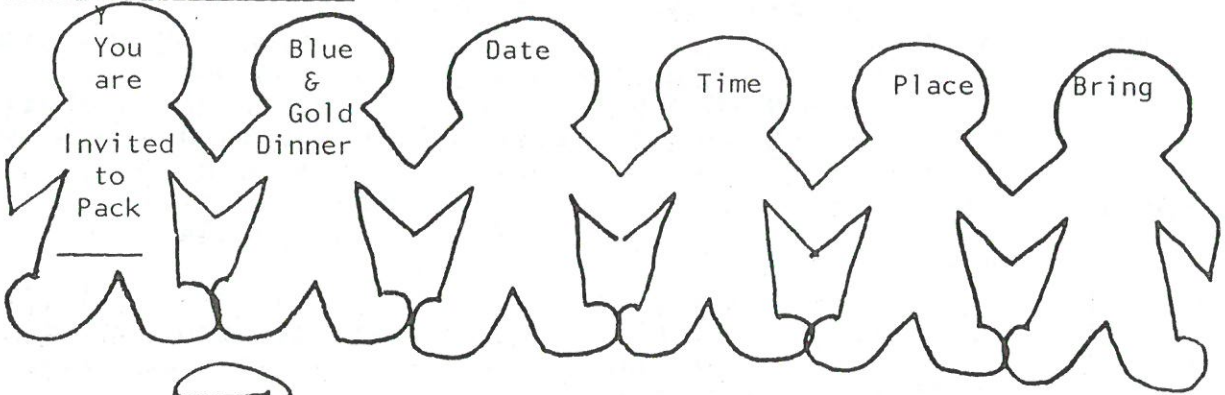
- LEADER: "Let's start walking." (Walking sounds with feet on floor)  
GROUP: "Let's start walking."  
LEADER: "We'll have to cross a bridge." (Hit palms on thighs to sound like feet on a bridge)  
LEADER: "Here we are across the bridge and horses are waiting to take us up the steepest part of the mountain." (Hold rein with hands. Bounce up and down on chair while making clucking sounds with tongue against roof of mouth to sound like horses hooves on hard trail)  
LEADER: "This is the end of the horse trail. We will hike from here to the glacier." (Walking sounds with feet on floor)  
LEADER: "Oh dear, we've run into a swarm of mosquitoes." (Start slapping at face and neck, scratching here and there)  
LEADER: "Let's walk faster and get away from these mosquitoes." (Walking sounds speeded up)  
LEADER: "See off there; there's our glacier." (Shades eyes with hand and points out glacier with other)  
LEADER: "Let's run." (Running rhythm, slapping palms on thighs)  
LEADER: "And now for the fun. Sit down on the glacier and down we slide." (Give a wooshing sound, ending with a "Whee-ee!")  
LEADER: "We came down a lot faster than we went up. Keep on tramping and we'll soon be back home." (Walking sounds gradually become softer and finally stop)
- 

## No Instrument Band

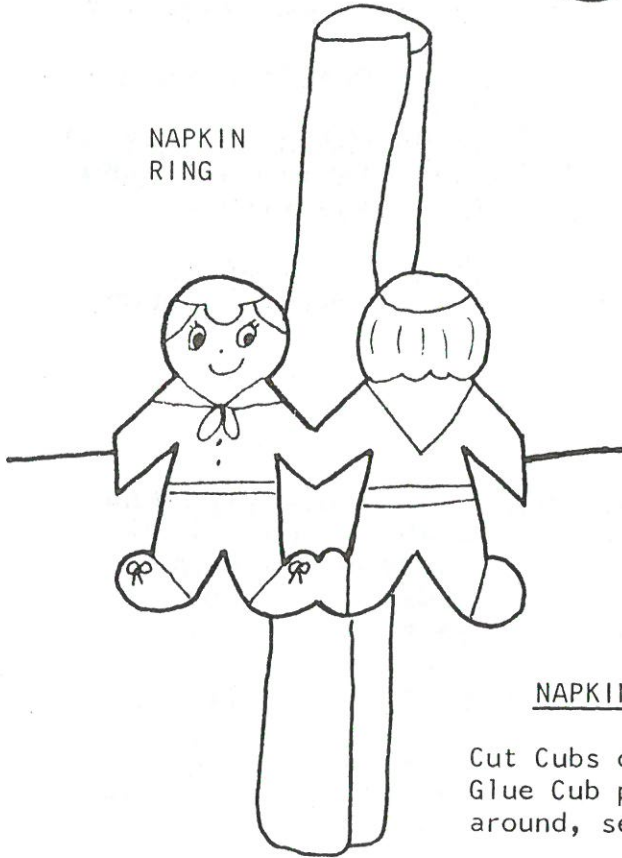
Hand clapping, foot tapping, finger snapping, knee slapping and tongue clicking can add up to loads of fun as an accompaniment to any familiar tune. You will need a band director to signal the different groups as their time for action arrives. For beginners, a tune in 4-4 time is best. Divide your band into groups and assign a specific action to each group. As the tune is played on a piano or sung by the audience, the director can indicate with his baton when he wishes the foot tapping group, the hand clapping group, or the tongue clicking group to begin and stop. With a bit of practice, you can produce some exciting affects and have a wonderful time doing it.



PAPER CUB INVITATIONS



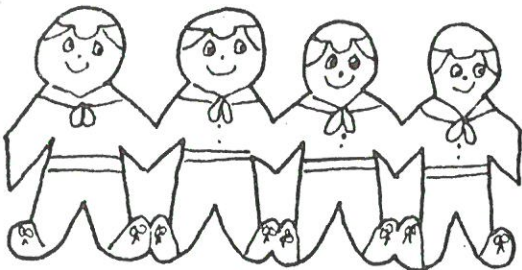
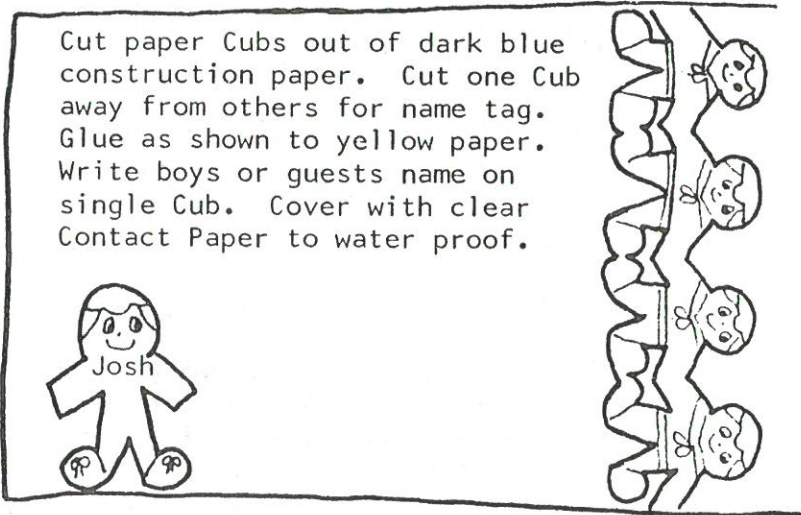
NAPKIN RING



NAPKIN RING

Cut Cubs out of white paper & color in features. Glue Cub pipe cleaner. Roll napkin and wrap Cub around, secure ends.

PLACE MAT



NUT CUP



Cut toilet tissue roll in half. Wrap yellow construction paper around outside of tube. Cut paper Cubs out of dark blue. Glue Cubs to outside.



FEBRUARY

DIAMOND JUBILEE

Ideas for decotations, placemats, invitations, etc.



C101

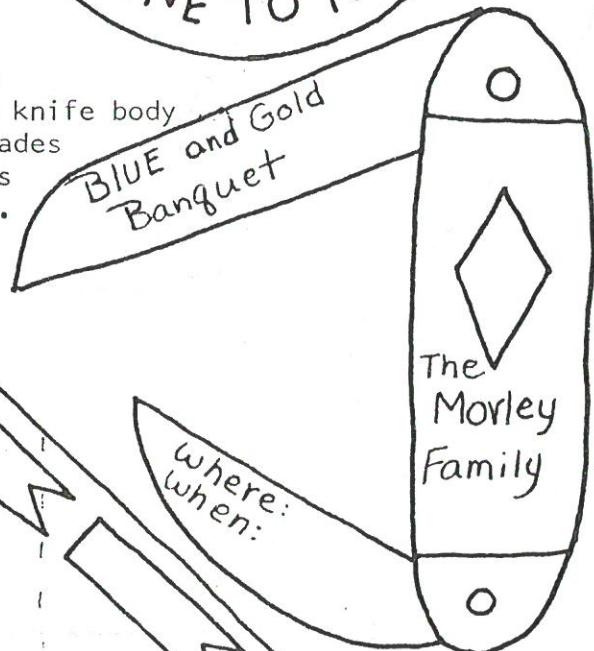
BANQUET INVITATIONS

Actual size.  
Cut out of paper with tip  
on fold. Write banquet  
details on inside.

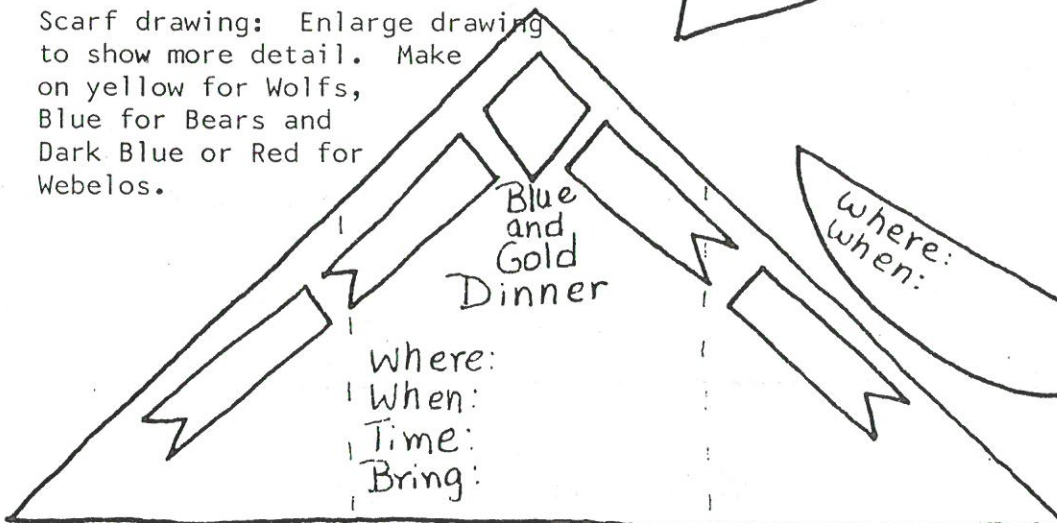


Pocketknife Invitation

Enlarge drawing. Make knife body  
from blue paper and blades  
from yellow. Use brads  
to allow knife to open.

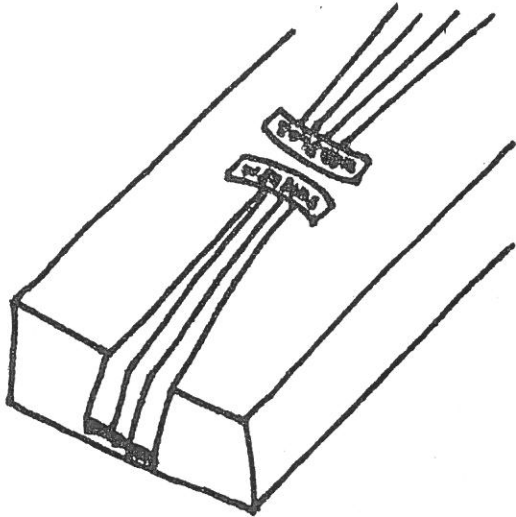


Scarf drawing: Enlarge drawing  
to show more detail. Make  
on yellow for Wolfs,  
Blue for Bears and  
Dark Blue or Red for  
Webelos.



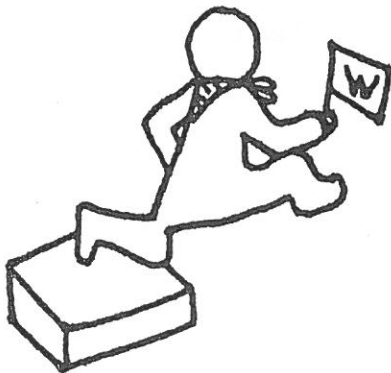
## WEBELOS DECORATIONS FOR BLUE AND GOLD

### WEBELOS DEN TABLE



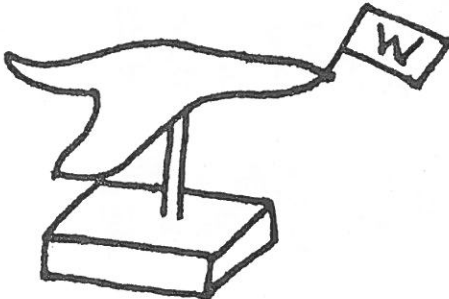
To decorate a Webelos table for the Blue and Gold Banquet this year try this colorful idea which doesn't take too long to do. Buy crepe paper streamers in the Webelos colors. Run the streamers down the center of the table laying them to look like the Webelos colors. Start from the center of the table and run them to one end and then to the other end, taping them in place as you go along. Then right in the center, place the cross curved bar that makes the top of the colors. These can be made out of blue and yellow construction paper and taped in place. To make the table look more authentic, tie or tape the ends that hang down on each end of the table to look like the actual Webelos colors. Small activity badges could be cut out of silver paper and glued onto the Webelos colors streamers.

### ATHLETE BADGE CENTERPIECES



For a centerpiece for each end of the Webelos den table use athlete badges cut out of plywood and sprayed silver then mounted on a small wooden base. Drill a hole in the hand and insert a thin dowel and glue a construction paper Webelos flag on it. Put a Webelos napkin neckerchief, like the ones made of red napkins with stripes added with felt tip pens, around the neck of the athlete. One of these is placed at each end of the table running toward the center.

A similar method can be used for the construction of centerpieces made in the likenesses of any of the Webelos activity badges.





For more information see or contact:

Florence Ryan & Team  
503-296-5129

# MARCH '88 LIVING IN AD 2030



## LIVING IN A.D. 2030

1. Chance to earn Space Derby Segment  
For all Cub Scouts who build and race a Space Derby rocket in a Pack organized event.
2. Wolf
  - A. Achievement 6 Collections
  - B. Electives 1 Secret Codes  
8 Machinery
3. Bear
  - A. Achievement 10 American Folklore
  - B. Electives 1 Skies  
3 Radio
4. Big Bear
  - A. Achievements 4 Tall Tales  
17 Information Please
  - B. Electives 1 Space  
3 Radio
5. Webelos
  - A. Engineer

### OPENING

Cast: Pilot, Co-pilot, Passengers

Equipment: Space ship made of cardboard with a door large enough for the boys to get through.

Pilot: (From inside) Prepare to land! Fasten your seatbelts. Ten seconds to landing.

All: (From inside make noise of rockets and then silence)

Pilot: Open the hatch (door opens) pilot steps out, then everybody gets out. (When all boys are out, the pilot says: "I declare this planet to belong to the United States of America."  
"Co-pilot get the flag." (Co-pilot gets the flag out of the spaceship)

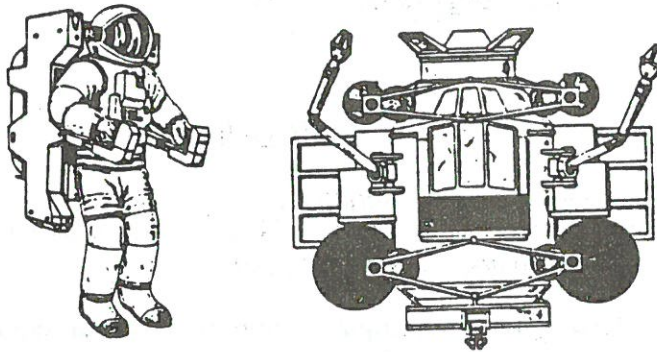
Co-Pilot: I plant this flag in the name of the United States of America.

Pilot: Everybody please stand and repeat the Pledge of Allegiance.

## OPENING

STAGING: Six Cub Scouts with posters with large letters with sayings on back.

- F - F is for frontier. Our final frontier is space.
- U - U is for understanding. by understanding the past we can plan for the future.
- T - T is for together, we must learn to live together on this earth.
- U - U is for universe, our universe is only a small part of the heavenly bodies around us.
- R - R is for resources, we must conserve our natural resources so they will be there when we need them.
- E - E is for energy, we will need more and different forms of energy for the future.



## OPENING THOUGHT

The United States has much to be proud of. One of the many things we can be proud of is the fact that America was the first and only country on the moon. Each evening when the moon shines we know that "Old Glory" is still standing since that eventful day it was placed there. This is indeed something for all of us to be proud of. As we join together in the Pledge of Allegiance to our flag, let us be thankful for the courageous astronauts and the American ingenuity and technology that made it possible. As there was many former Scouts among these pioneers in Space, I know that some of our own Cub Scouts may be able to leave their footprints on the moon also. Please rise and join me in the Pledge of Allegiance.

PROCLAMATION - MARTIAN LAND DEED

We, of Mars, in the interest of establishing a permanent and desirable civilization, will provide a "Martian Land Deed" to any earthling who can qualify for space travel and exploration by earning one or more Cub Scout badge listed on the deed. Said deed will provide one acre for every listed badge earned by a Cub Scout. May he use his land to further the cause of Scouting in our galaxy.

(Call names of boys receiving awards, identify the award they have earned and make presentation of deed which has badge attached.)

MARTIAN LAND DEED

In recognition of advanced training and preparation for space travel we of the planet Mars, grant \_\_\_\_\_ acres of land to Cub Scout \_\_\_\_\_ (name of boy) for earning the badges listed below:

- |                     |                   |
|---------------------|-------------------|
| Bobcat Badge        | Forester Badge    |
| Wolf Badge          | Geologist Badge   |
| Bear Badge          | Naturalist Badge  |
| Arrow Points# _____ | Outdoorsman Badge |
| Aquanaut Badge      | Scholar Badge     |
| Artist Badge        | Scientist Badge   |
| Citizenship Badge   | Sportsman Badge   |
| Athlete Badge       | Showman Badge     |
| Traveler Badge      | Webelos Badge     |
| Engineer Badge      | Arrow of Light    |

Whereas we set our hand this \_\_\_\_\_ day of \_\_\_\_\_ 19\_\_\_\_\_. (month)

\_\_\_\_\_  
Cubmaster

\_\_\_\_\_  
Committe Chairman

## GAMES

## ORBITING THE POLES

For each team have: 1 cone, 1 hula hoop, 2 smaller rings. Set up cone 3-4 feet from starting board. Each boy throws 1 large ring, for 1 point and 2 small rings for 5 points each. Boys must keep both feet on the starting block of wood. Team with most points wins.

## OXYGEN TANK RELAY

Use 2 milk jugs filled with water for each team. Boy stands on the starting block of wood with a milk jug in each hand. He runs to the finish line and back. Second boy is standing on the block of wood waiting to receive jugs. First team to finish wins.

## LASER FIGHT

Each team has an athlete water bottle filled with water. One boy from each team stands together back to back. When the starter says, "Begin" each boy takes four steps, turns and fires at the other with one squeeze from the bottle. If he hits the opponent, his team gets a point. The players cannot dodge. Another pair battle and so on until all have played. Team with most points wins.

## ROCKET BLAST-OFF

Have one empty 2-liter plastic pop bottle and a coat hanger for each team. Put the bottle down on its side with the opening away from the boy. Boys must hit the rocket with the hanger to propel it to the finish line and back. To start the race, say, "Pilots, ignite your engines, ready, blast-off."

## MOON ROCK RELAY

Have pie tin for each team. Place several rocks and water in each pan. Boys have to run with the pans of water to finish line and back. Have a milk jug of water and stand between the lines. If a boy spills his water, he must stop, yell "water" and it must be refilled before he can continue running.

## MOON MARBLES

Have a teter board with a small can on each end of the board. Each contestant has five marbles that he tosses, in turn into his moon crater. Player with most marbles in can wins.

## COVER THE SUN

Toss four six-inch linoleum discs onto a 2' x 2' board which has a four-inch circle painted on it. The object is to cover the circle completely.

## SPACE BINGO

For this dual contest, give each player twelve bottle caps or buttons painted the same color. These are tossed, in turn, into an empty wooden beverage case. Winner is first one to get four of his color in a row.



## SONGS AND STUNTS

## THE FUTURE

(Tune: Be Kind to Your  
Webfooted Friends)

Enjoy what the future will bring,  
For the years are all built on  
each other,  
Tomorrow and today are as one,  
So the future is now, don't  
you see.  
Oh this nonsense is really  
too much, Yes it is!



## RIDDLE FUN

Why are night and day like a pair of sentinels?  
Because when one comes, the other goes!

Which of the heavenly bodies has the most small change in its pockets?

The moon, because it is always changing quarters!

Which is heavier, a full moon or a half moon?

A half moon, because a full moon is lighter!

Which of the heavenly bodies is the angriest?

A shooting star!

APOLLO APPLAUSE - Countdown, "10, 9, 8...3, 2, 1", blast-off with your hand, gain orbit and go "Beep-Beep, Beep-Beep".

JET CLAP - Swish your hands across in front of you like a jet and clap your hands twice, real fast.

ROBOT APPLAUSE - Walk almost in place - stiff-legged and stiff-armed, say "Does not compute".

COMMERCIAL MIX UP

Tune: Farmer In The Dell

Last night I watched TV;  
I saw my favorite show  
I heard this strange commercial  
I can't believe it's so.

Feed your dog Chiffon,  
Comet cures a cold  
Use SOS pads on your face  
To keep from looking old.  
Mop your floor with Crest,  
Use Crisco on your tile,  
Clean your teeth with Bora team,  
It leaves a shining smile.

For head aches take some Certs,  
Use Tide to clean your face.  
And do shampoo with Elmers Glue,  
It holds your hair in place.

Perhaps I am confused,  
I might not have it right.  
But one thing that I'm certain of  
I'll watch TV tonight!

I'D LIKE TO TEACH THE WORLD TO SING

I'd like to build the world a home  
and furnish it with love.  
Grow apple trees and honey bees  
and snow white turtle doves.

I'd like to teach the world to sing  
In perfect harmony  
I'd like to hold it in my arms  
And keep it company.

I'd like to see the world for once,  
All standing hand in hand,  
And hear them echo through the hills,  
For peace throughout the land.

HAIL, HAIL, THE GANGS ALL HERE

Hail! hail! The gangs all here,  
Never mind the weather,  
Here we are together.  
Hail! Hail! The gangs all here,  
Let the fun begin right now!

FRIENDS IN SPACE

Tune: Clementine

Met a Martian, Met a Martian,  
Met a Martian up in space.  
On the count down, he told me,  
That I had a funny face.

On the count down, on the count down  
On the count down up in space,  
Told the Martian, the same Martian  
That I liked his funny face.

The next year, the next year,  
While visiting up in space.  
I met the Martian, the same Martian  
My friend from outer space.

TRAVELIN' SONG

Tune: Home on the Range

Oh, find me a train, or a boat,  
or a plane,  
That will carry us Cubs far away;  
To Paris or Rome - let us wander  
and roam.  
And find new things to do every  
day.

Relax on the trail  
Float over the waves all day,  
Or glide through the clouds,  
Far over the crowds,  
But be home before five every  
day.

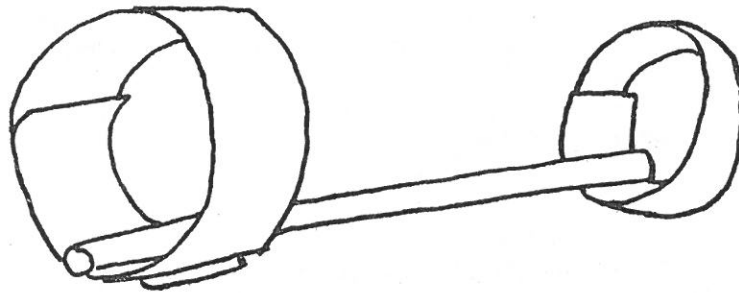
On broomstick we'll ride, in a  
rowboat we'll glide;  
Take a trip to the moon in a rocket.  
And our trip will be fun - but it  
soon will be done.  
If we happen to hit an air pocket!

Up, up, and away!  
Let us orbit the far distant sun,  
Or deep on the floor  
of the sea, let's explore,  
And as Cubs always have fun!

RING WING GLIDER

Plastic drinking straw  
2 paper clips  
7½ x 11 heavy paper (notebook size)

1. Cut 2 strips the length of the paper, one strip 1½" wide, the other ¾" wide.
2. Put the paper clips into the ends of the straw so the big loop is inside and the small loop is on the outside.
3. Make a loop with the paper strips and slip under clips.



DELICIOUS MOON ROCKS

1 cup margerine  
¾ cup sugar  
¾ cup brown sugar, firmly packed  
2 eggs, slightly beaten  
1 teaspoon baking soda dissolved in -  
2 tablespoons hot water  
2¼ cups flour  
2 teaspoons vanilla  
1 cup oatmeal  
1 - 12oz package semi-sweet chocolate chips

1. Cream together margerine & sugars
2. Add eggs, salt, baking soda-water mixture, vanilla & mix well
3. Stir in Oats & Chocolate chips
4. Drop by teaspoonfuls on greased cookie sheet, 1" apart

Bake for 8 minutes at 350°

MOON JUMP GAME

Draw a 6-foot line with chalk on sidewalk or use yarn to mark in the house. This shows the length of a single step a spaceman makes on the moon. Starting at one end, see how many jumps it takes on earth to equal one moon step!

MOON TAG

Played like a regular tag, except players must slowly bounce from place to place with arms extended, as if floating weightless in space.

HUMAN PINBALL

This is a variation of dodge ball. All players stand in a circle facing outward. Spread legs as wide as comfortable until your feet are touching your neighbors on both sides. Everyone bend down and swing your arms between your legs. Now you are a flipper. The non-flipper enters the circle as a movable target. The flippers try to hit him by knocking a volley ball or rubber ball back & forth across the circle. Who ever hits the target becomes the target.

METEOR SHOWER

Equipment:

Large piece cardboard covered with felt.

Ping pong balls with strips of Velcro hooks glued on.

Draw with felt pen the game onto the felt board.

To Play:

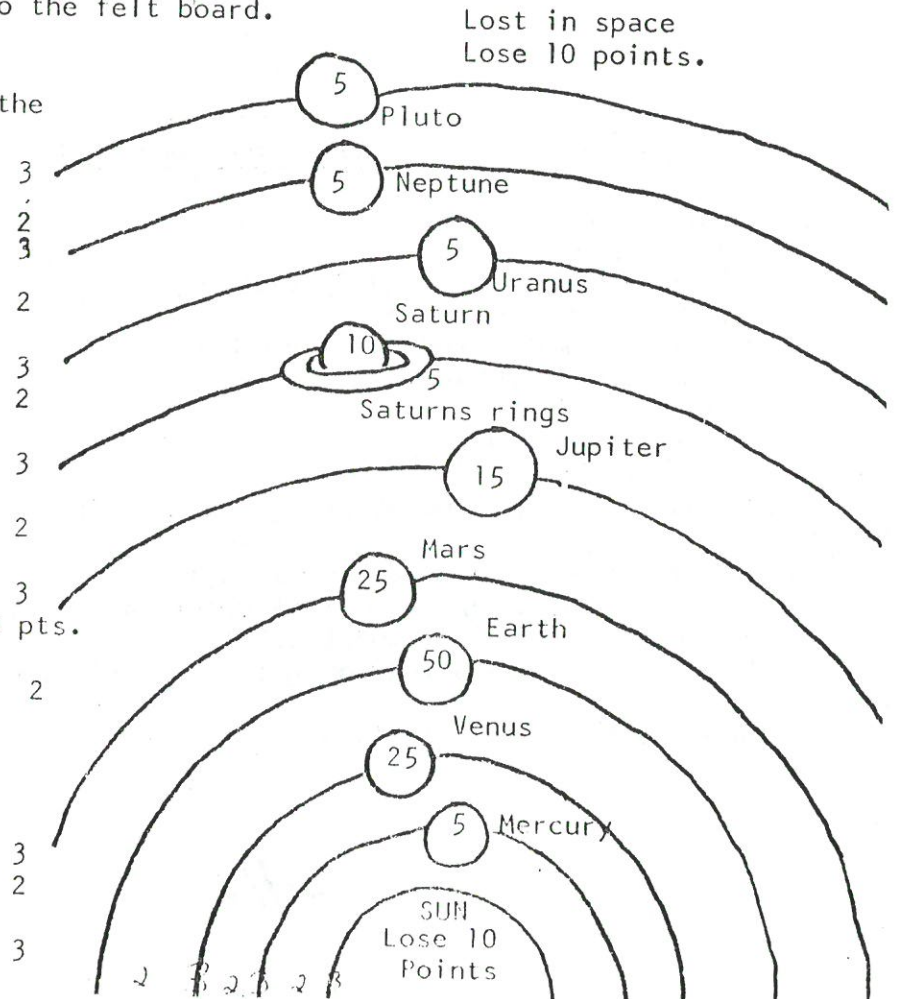
Each boy takes a turn throwing the velcro balls at the game board, Scoring according to where the ball lands.

Scoring:

- Mercury - 5 pts.
- Venus - 25 pts.
- Earth - 50 pts.
- Mars - 25 pts.
- Jupiter - 15 pts.
- Saturn - 10 pts.
- Uranus - 5 pts.
- Neptune - 5 pts.
- Pluto - 5 pts.

- Anywhere above Pluto you lose 10 pts.
- Hit the Sun, lose 10 pts.
- Each line is worth 3 pts.
- Each space is worth 2 pts.

Keep score on separate paper.





March, 1988

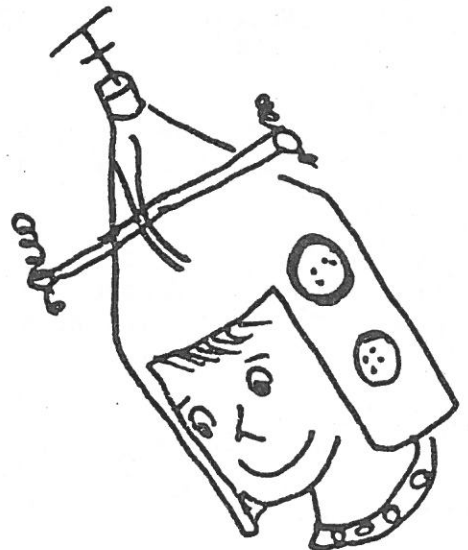
### HELMETS

Gallon plastic bleach bottles with the bottoms removed and a section of the side cut out for a face opening, make marvelous space helmets.

There is no end to the paraphernalia and trim which can be attached to give the helmets an authentic appearance. Tie them to the helmets with string through holes punched in the plastic with heated needle or nail. To punch holes in any metal trim, use a hammer and nail.

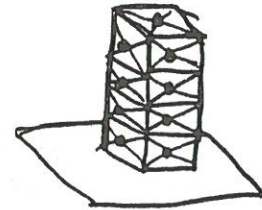
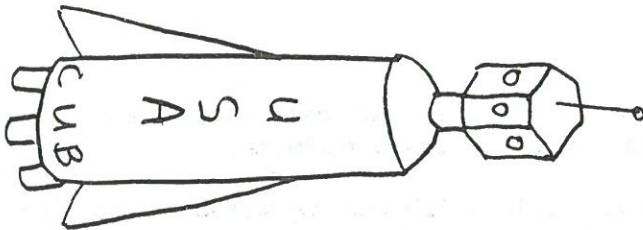
For suitable trim, try cleanser can tops, jar lids, film spools, sections of plastic baskets, cardboard rolls, wire, cardboard rings (sliced from salt boxes), or sections from pulp egg cartons.

Paint your helmets, as desired, and add tape binding around face opening for smooth finish.



### BUNCH PAD

Cut ends off three tomato plastic holey square boxes and glue end to end with a 4th tube glued on top. Glue to wooden flat base.

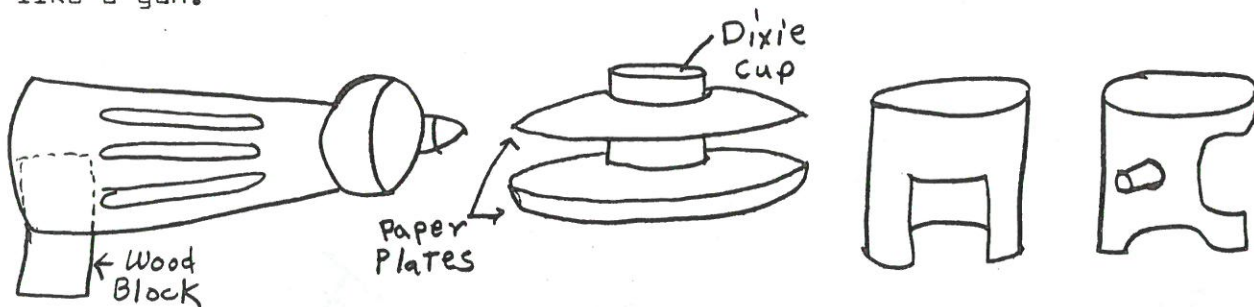


### ROCKET AND BOOSTER ROCKET

- Use plastic dish soap bottle for rocket body. Glue 4 thread spools to bottom for engines. Cut out cardboard fins and attach to sides. Use cup cake liner box for booster rocket on top and glue to top of screw top lid. Stick a bead on a toothpick for the antennae on top. Paint silver.

### RAY GUN

- Use a plastic dish soap bottle with pull up cap for the body of the ray gun. Cut a block of wood for the handle and cut a hole in bottom of bottle and part of side and glue handle to inside of bottle. Paint whole thing gray to look like a gun.



### FLYING SAUCER

- Cut hole in one paper plate same size as bottom of dixie cup. Place cup in hole and staple second paper plate to first and fly the saucer.

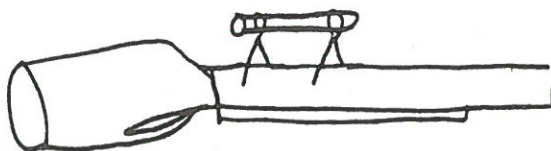
### HELMETS

- Use bottom half of plastic clorox bottle. Cut out square on side and make visor of clear or colored plastic.

- Use ice cream container, cut out hole for face area, curve sides to fit boys shoulder and glue paper cups to ear area.

### RAY GUN

- Use 409 Cleaner bottle for butt. Glue paper tube from cleaners pants hanger to one side of paper tube from wax paper. Make gun sights from pipecleaners and tube from toothbrush. Glue to top of cleaner bottle.



*March 1988*

L O O N Y L U N A R F U N

4 Astronauts

3 Moonmen

Moon Doctor (Needs an empty spray can)

The scene is the moon. Astronauts stand outside a space module/can be a large box painted silver with foil pie pans, margarine tubs, plastic lids, and wire coat hangers used to decorate it.

A Narrator can set the scene.

Astronaut 1: (Looking around nervously) Boy, this place gives me the creeps!  
I didn't know the moon was so spooky.

Astronaut 2: Listen, we've got work to do.

Astronaut 3: We've got experiments to carry out and rock samples to collect.

Astronaut 4: I feel like someone is watching me. I'm going to turn on the lunar scanner. (He enters the module, turns some knobs, then angrily returns.)

Astronaut 4: The lunar scanner is broken! This could be real big trouble!  
(Moonmen come onstage)

Moonman 1: So you just arrived here from Earth? (Astronauts jump in surprise.)

All Astronauts: Moonmen!!!!

Moonman 2: Have a nice trip?

Astronaut 1: No thanks, I just had one.

Moonman 3: Your lunar scanner won't work? (Astronauts nod) This is a job for Moon Doctor. (Moon Doctor appears)

Moon Doctor: I, Doctor Shine, will fix your module. (He goes in module and sprays everything. Astronaut 4 then enters and returns)

Astronaut 4: It's fixed. What did you do?

Moon Doctor: Very simple. I just got rid of all the bugs.

Astronaut 2: Bugs? Here on the Moon?

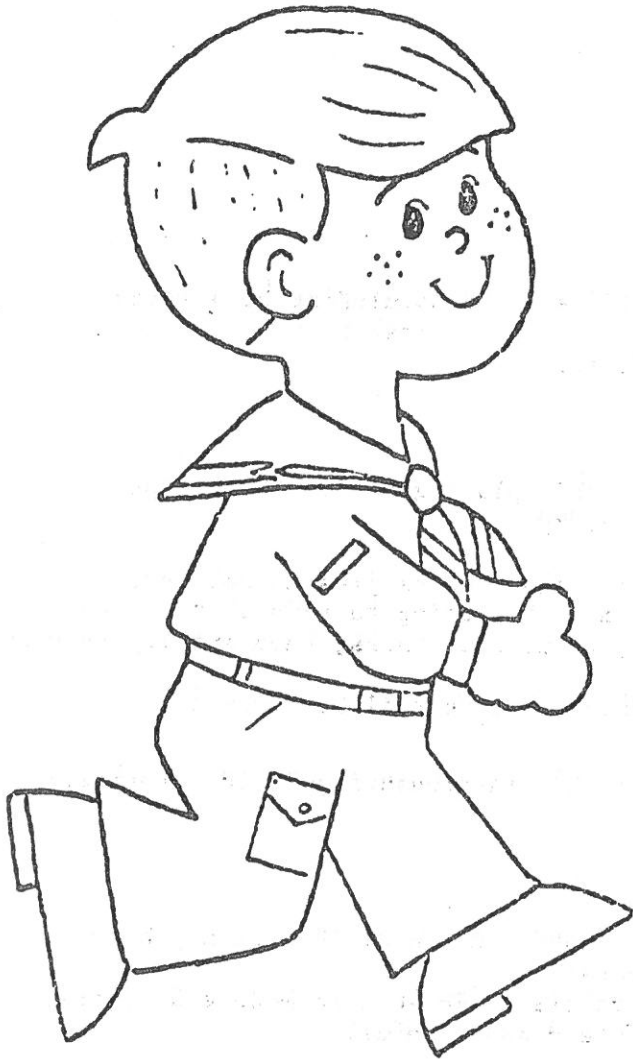
Moon Doctor: Oh, yes. These bugs can drive you crazy.

Astronaut 3: What do you call these bugs that drive you crazy?

Moon Doctor and Moonmen: (Together) LUNAR TICS!

C U R T A I N

(Adapted from pack-o-fun)



For more information see or contact:

Mary Shiffer  
503-692-3405

**APRIL '88**  
**BIRD**  
**WATCHERS**

C116



CUB SCOUT BIRD WATCHERS  
APRIL THEME  
DEN LEADER RESOURCE IDEAS

Games:

Crows and Cranes

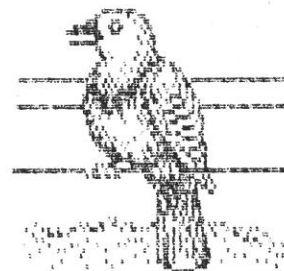
This game consists of two teams. Each team lines up facing each other about a yard apart. One team is called the **cranes** and the other team is called the **crows**. Each team has a baseline 30 to 50 feet behind them. In a large room the base line may be opposite walls and the teams are lined up in the middle of the room. The leader calls either **crows** or **cranes**. When the leader calls **crows**, the crows must race to their base without being tagged by the cranes. When the leader calls **cranes**, the cranes must race back to their base without being tagged. The leader can make the game more exciting by prolonging the calls, **cr-r-r-anes**, or **cr-r-r-ows**.

Sparrow Fight

Make a 6 foot circle with rope, string or chalking in on the ground. Two Cubs stand in the circle. They bend forward and hold onto their ankles with their hands. Each Cub tries to upset his opponent or shoulder him out of the circle.

Stork Wrestling

Two Cubs face each other standing on their right foot. They each grasp their left ankle with their left hand. The Cubs clasp right hands and try to push or pull their opponent to loose his balance or to let go of his ankle.



## CUB SCOUT BIRD WATCHERS BIRD HOUSES AND BIRD FEEDERS

The following suggestions for building birdhouses are taken from the Cub Scout Leader How-To Book, Boy Scouts of America, 1985. (Available at the Scout Shop for \$5.95)

When making bird houses remember:

1. Don't use metal, it is too hot for delicate baby birds. Wood is the best material.
2. Make birdhouses durable, rainproof, cool and accessible for easy cleaning.
3. Slant the roof and make an overhang for protection from the rain.
4. Choose house style, size and location for the specific kind of bird you wish to attract. (See Oregon Game Commission suggestions for bird house construction ideas.)
5. Drill **small** holes in the bottom of the house for water drainage in the event that the house leaks.
6. Allow for ventilation by placing small slits near the roof overhang, or by drilling two or three small holes near the top of the box under the roof.

### Bird feeder ideas

There are many different types of bird feeders and many different foods that provide nutritious food for birds. Some birds are attracted to one kind of food and not particularly interested in another.

Suet is a good winter food for birds because it provides energy for birds to keep warm in cold weather when insects are not easy to find. Use suet only in the winter and place it where other animals cannot reach it.

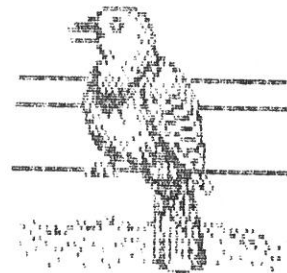


Table scraps such as cheese, cooked rice, breakfast cereal and bits of meat may be used in cold weather only. These foods should be placed on platform type feeders and never placed on the ground since they attract rats and other pests. **Never** feed birds moldy bread or spoiled food.

There are many types of bird feeders. Some are designed for suet or peanut butter and others are designed for seeds or other foods. Here are some ideas for birds feeders.

Pine cones with a string for tying to a tree branch and filled with suet and/or peanut butter mixture and rolled in bird seed.

A plastic bleach bottle. Rinse bottle well and place on its side, handle up. Cut out two windows, leaving 2" on the top side and enough on the bottom for 1" of bird seed. Punch out one hole on each side of the bottom and insert 1/4 " doweling for a perch. Hang on a tree with a string or wire.

A coconut shell cut in half filled with seeds and hung with string.

Two plastic strawberry baskets tied or wired together make a good container for suet or suet cakes.

Suet feeders may be made with a small section of 4X4 with 1/2" holes drilled in the sides. Perches may be placed below each hole by drilling small holes and placing doweling in them. The same process may be done with a small diameter log.

Biodegradable bird feeders that also provide nesting birds with nesting materials can be made with varying lengths of string and yarn soaked in wheat paste and wrapped around an inflated balloon. When dry, break the balloon and cut away the top. Fill container with seed and hang. When the seed is gone and the rains break down the wheat paste, the strings will be used by the birds to build their nests.

(See diagrams of Bird Feeders for visual ideas on bird feeders.)

#### Other Ideas the are "For the Birds".

Home made bird baths may be made with a metal or plastic garbage can lid, weighted and firmly attached to a pole, stump or concrete or clay pipe.

Nesting materials may be provided for birds by bending a wire coat hanger and putting short lengths of string and various yarns on the wire frame. Dry grasses and soft twigs may be woven in among the string and small tufts of cotton or dryer lint may be included for soft downy linings.

Remember to think about bird safety when placing any of these

Remember to think about bird safety when placing any of these items. Avoid placing feeders, houses or nesting materials near large plate glass windows that may cause the bird to injure itself. Avoid placed that can be easily accessed by cats, dogs and squirrels. Place bird houses in places where the baby birds will be neither too hot from open sun, or too cold from deep shade.

### INTERESTING FACTS ABOUT BIRDS

These facts about birds may be worked into trivia games during den meetings. The boys may like to develop their own trivia questions about birds. A night time meeting might provide an opportunity for the boys to have a Bird Trivia contest for their parents. The parent who knows the most about birds might be awarded the "Super Bird Brain Award".

The highest flying birds are geese and condors. Geese have been known to fly over 29,000 feet. Condors in South America have been known to fly at 20,000 feet. Most birds fly at under 3,000.

The fastest flying birds are swifts of Europe and Asia. They fly as fast of 200 miles per hour.

Golden Eagles dive at 180 miles per hour.

The largest bird is the African Ostrich. It may be as tall as 8 feet and weigh 300 pounds.

The smallest bird is the bee hummingbird which lives in Cuba. It is about 2 inches long and weighs about one tenth of an ounce. The nest is the size of half a walnut shell.

The greatest wingspread belongs to the wandering albatross. The wings span is 11 1/2 feet from tip to tip.

The fastest runner is the ostrich which can run 50 miles per hour for short distances.

The most intelligent bird is the crow.

The most dangerous bird is the cassowary of New guinea and Australia. It can cripple or kill a man with its knife-like claws.

The best swimmers and divers are loons and gannets. They can outswim fish and eat them.

The longest-lived birds are ravens and parrots. They have been known to live longer than 50 years.

The first birds lived about 125,000,000 years ago. They were called archaeopteryx.





## APRIL PACK MEETING IDEAS

### CUB SCOUT BIRD WATCHERS

#### OPENING SONG:

Assistant cubmaster leads the pack in the following song to get their "flock" together with their leader, the cubmaster. (This song may be introduced in the den meetings so that the boys sing it with enthusiasm and intensity.)

Here we sit like birds in the wilderness  
 Birds in the Wilderness  
 Birds in the wilderness  
 Here we sit like birds in the wilderness  
 Waiting for our CUB MASTER!

#### DEN COMPETITION:

Each den has prepared a "bird call" to present at the pack meeting. The bird may be real or fictitious and the call limited only by the imagination, initiative and enthusiasm of the boys. A panel of "judges" (den chiefs perhaps) will award a ribbon to each den in an appropriate category. Examples of awards are: The Hoot Owl Award, Roadrunner's Revenge Award, Wackiest Woodpecker Award, Screaming Eagle Award.

#### ADVANCEMENT CEREMONY:

This ceremony is an original ceremony by Mike Shiffer, Cubmaster, Pack 35 Pioneer District, CPC. It can be stretched as far as you imagination will allow. Don't be afraid to let loose, the boys will love it! The whole idea stated from the Kentucky Fried Colonel joke which was out of Boy's Life Magazine. The "eggs" are Leggs containers on which the Cub name, date and rank are written with a felt tipped pen. The badges are inside the eggs.



CM= Cubmaster

ACM= Assistant Cubmaster or other willing "bird brain".

(CM enters as a bird watcher with binoculars. He spots ACM dressed in "bird attire complete with a feather duster tail and a rubber glove head!)

CM:

I don't believe what I'm seeing! Aren't you a yellow bellied, big beaked road jogger?

ACM:

Of course not (fakes a gun with hand), I'm a **rob-in**. Hand over your worms!

CM:

Get serious worm breath, we're here for more important matters.

ACM:

Oh, that's right, what did the 500 pound canary say to the Cubmaster, people-brain?

CM

Gosh, I don't know feather-duster brain, what did the 500 pound canary say to the Cubmaster?

ACM:

Anything he wants, of course.

CM.

I've had enough of this! You've heard of a "bird in the hand"? Well, how would you like to see a hand in a bird?! (shaking his fist)

ACM:

okay, you're right, enough is enough. Besides this isn't **eggsexactly** the way we rehearsed this ceremony.

CM:

Okay, so what are you really doing?

ACM: Well, I found a nest with these strange eggs in it and I', trying to find who they belong to.

CM:

That makes sense, let me take a look at the egg(s) and let's not have any more bad **yolks**.

ACM.

Sounds okay to me. By the way, did you hear about the chicken who set up road side stands selling "Kentucky Fried Colonels?"

CM:

I've had it with you! Why don't' you just go find the owners of these eggs and bring them to me.

(ACM goes and gets the boys advancing, takes them under his arms and brings them up. If more than two boys are advancing, make extra trips or get bird helpers).

CM:

What in the world are you doing with those poor Cub Scouts?

ACM: Well, you told me to go get them and I wanted to keep them "under my wing."

CM:

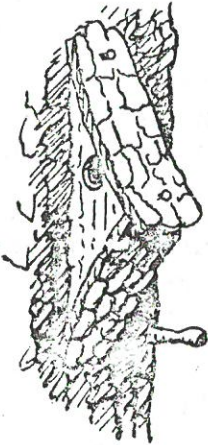
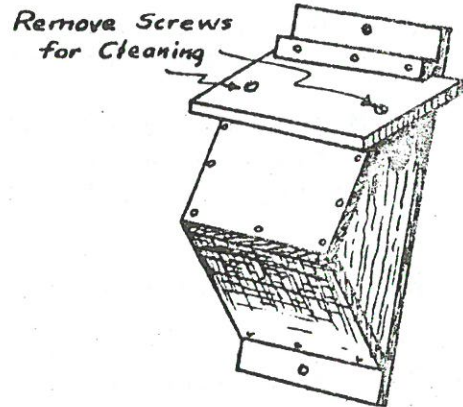
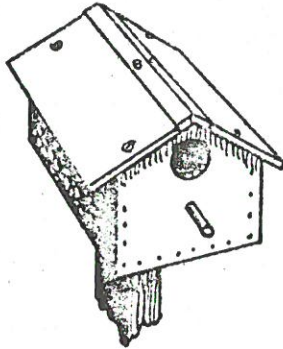
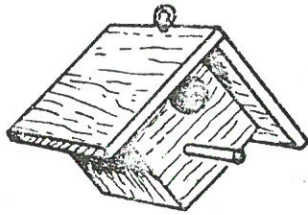
You can let them down, they don't need your protection. They've just completed the requirements for the Wolf rank, so they can fly on their own now. (ACM puts boys down). Would a parent of each of these boys please come forward. (Parents come up). (List boys by name), you and your families have worked very hard to earn this award. It is with great pleasure that we present you with your badge and this special egg so that you will remember this night. (CM and ACM present awards, eggs.)

Cubs and parents of Pack xx, let's put out wings together and congratulate these new Wolf scouts and their families.

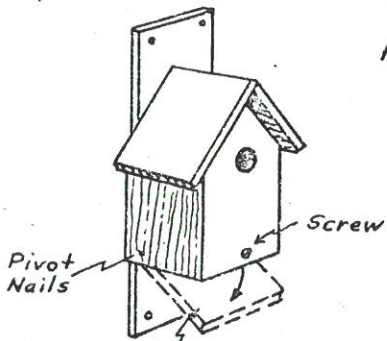
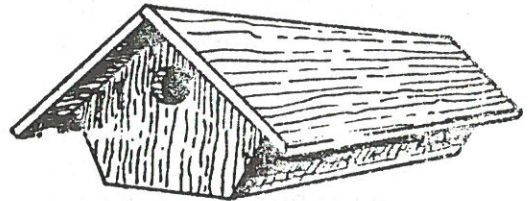
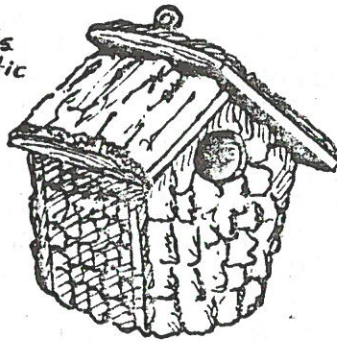
(Applause, return to seats, THE END- at last!)



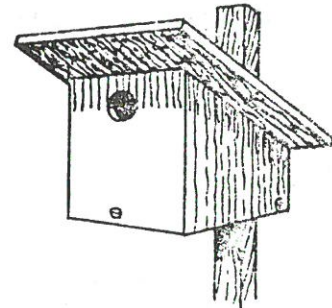
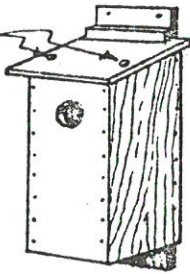
# BIRD HOUSES



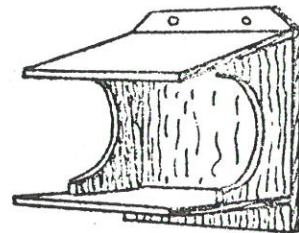
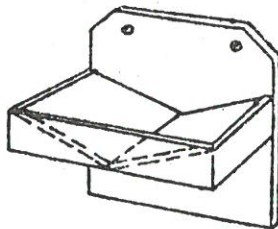
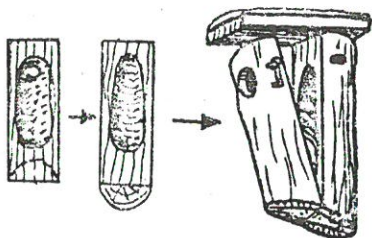
Many Birds prefer Rustic Houses



Remove Screws for Cleaning



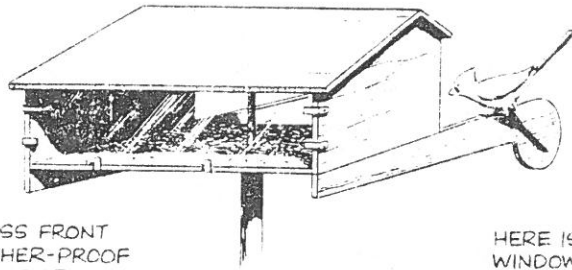
Bottom Swings down for Cleaning



Nesting shelves for Robins & Barn Swallows

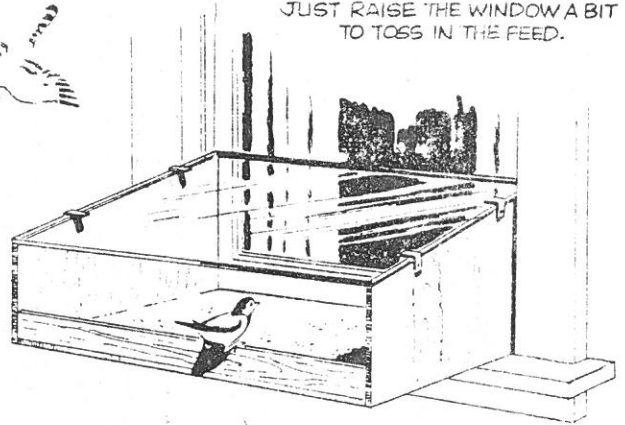


# BIRD Feeders



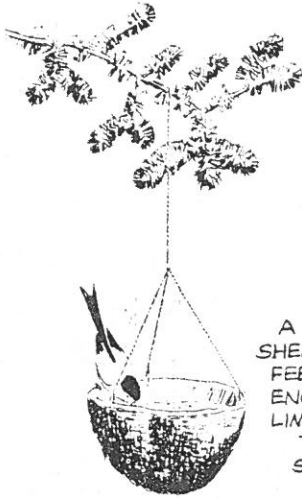
GLASS FRONT WEATHER-PROOF FEEDER. THE BACK IS LEFT OPEN. SET ON A POLE HIGH ENOUGH SO CATS CAN'T REACH IT.

HERE IS A FINE GLASS-TOPPED WINDOW SHELF FEEDER THAT CAN BE SET RIGHT IN THE WINDOW WHERE IT WILL BE EASY TO WATCH THE BIRDS. JUST RAISE THE WINDOW A BIT TO TOSS IN THE FEED.

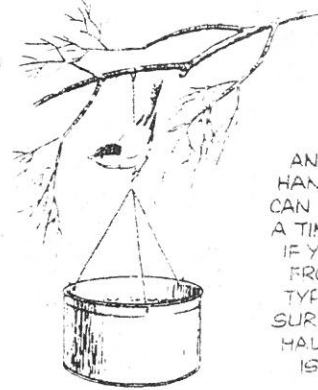


HERE ARE SEVEN KINDS OF BIRD FEEDERS YOU CAN EASILY MAKE AND PLACE WHERE YOU CAN WATCH THE BIRDS EAT. YOU'LL FIND IT'S LOTS OF FUN AND WILL HELP YOU TO KNOW MORE ABOUT BIRDS.

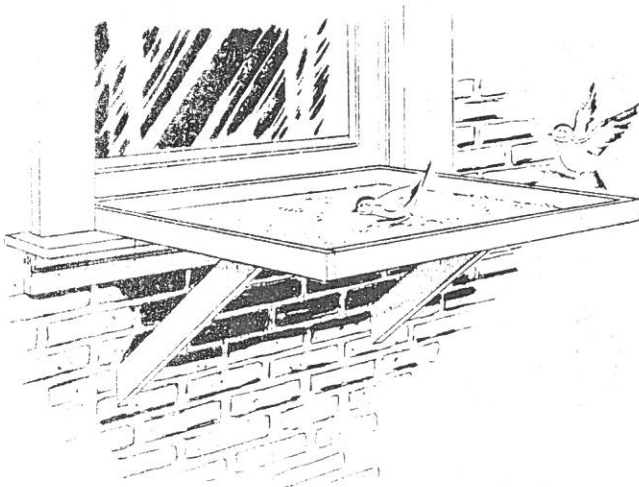
IT WOULD BE A FINE TROOP PROJECT TO MAKE A NUMBER OF THESE FEEDERS AND DISTRIBUTE THEM TO PEOPLE WHO WOULD LIKE TO WATCH THE BIRDS. THEY WILL APPRECIATE IT AND THE BIRDS WILL GET A BREAK.



A HALF A COCONUT SHELL MAKES A GOOD FEEDER. TIE IT FAR ENOUGH OUT ON THE LIMB OF A TREE SO THAT CATS AND SQUIRRELS CAN'T REACH IT.

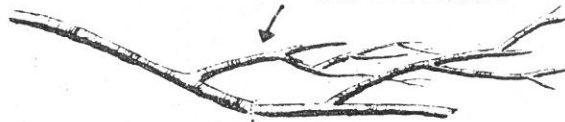


ANOTHER GOOD HANGING FEEDER CAN BE MADE FROM A TIN COFFEE CAN. IF YOU MAKE ONE FROM A TALLER TYPE OF CAN, BE SURE TO CUT IT IN HALF SO THAT IT ISN'T TOO DEEP.



THIS IS A SIMPLE SHELF-TYPE FEEDER TO SET ON A WINDOW SILL. ITS ONLY DRAWBACK IS THAT FOOD CAN BLOW OR WASH AWAY. HOWEVER, IT WILL ATTRACT LOTS OF INTERESTING BIRDS.

STILL ANOTHER GOOD HANGING FEEDER IS THIS SUET HOLDER.



DRILL A NUMBER OF HOLES IN A SMALL LOG. FILL THE HOLES WITH SUET.

SEED EATING BIRDS WILL FLOCK TO YOUR FEEDER IF YOU KEEP IT WELL STOCKED WITH COMMERCIAL BIRD FEED, SUNFLOWER SEEDS, BREAD CRUMBS, ETC.

MEAT EATERS LOVE SUET BUT BE SURE YOU PLACE THE SUET IN CONTAINERS (SUCH AS THE TWO SHOWN HERE). IF YOU LAY SUET ON THE OTHER TYPES OF FEEDERS, THE BIRDS WILL PECK IT TO THE GROUND.



A METAL SCREEN BASKET MAKES A FINE SUET HOLDER FOR MEAT-EATING BIRDS SUCH AS CHICKADEES AND WOODPECKERS.



## FEEDING WILD BIRDS

Most important of the three essentials for bird life is food. Water and shelter play a lesser role. Feeding may be of two different kinds -- summer and winter. Correct feeding requires varying diet with the season. Summer feeding is usually unnecessary but will bring more birds to the feeding area for people to enjoy. Winter is the important time for feeding. Begin in early fall to attract and hold birds that would otherwise migrate farther south. Once lured from their natural wintering areas, birds concentrate around feeders in larger numbers than the area can naturally support. They are now your dependents. Feeding must continue until spring when natural foods are again abundant.

## BIRD DIETS

Feeding birds is largely an art which must be learned through experience and observation. On the basis of diet, birds may be roughly separated into seed eaters and insect eaters. This division is not a clean one, for most fit both categories at some time in their life. The use of several different feeders or combination feeders should satisfy requirements of all.

## BIRD FOODS

SUET - Insect eaters like nuthatches and woodpeckers will consume large amounts of suet when insects and larva are not available. Avoid stringy suet. It is hard for birds to eat. Suet may be made available plain or in any large-mesh container. A better way is to grind it, melt in a double boiler, and pour into molds to harden. It is more durable if melted twice before molding into cakes. Small frozen food dishes make good molds. Suet-seed cakes may be made by adding the melted suet to any of the seeds or mixtures listed below. Melted suet or suet-seed mixtures should be placed in suet stick feeders while in a semi-liquid state.

PEANUT BUTTER - May be used in place of suet in manner described above. It is much more expensive, however. Look into obtaining standard quantities for bird feeding.

SEEDS - Even insect eaters consume some seeds, especially in winter. Seeds will attract many different kinds of birds. Grocery, pet, or feed stores will carry the following material for seed feeding.

Sunflower	Millet	Wheat	Rice	Oatmeal	Popcorn
Hempseed	Buckwheat	Cracked corn	Chopped nuts	Bread crumbs (dried)	Commercial birdseed mix

Dog biscuits, rabbit food, raisins, and other such items are also used in mixtures. A good homemade mixture is 3 parts sunflower, 3 parts hempseed, 3 parts millet, and 1 part buckwheat. Several mixtures should be experimented with to determine which is preferred by birds in your area.

GRIT - Sand, very fine gravel, or crushed charcoal should be added in small amounts to suet-seed cakes or seed mixtures to complete the diet.

HUMMINGBIRD FOOD - A solution of 1 part sugar or thinned honey to 4 parts water. Red food coloring may be added or the outside of the feeder painted an attractive color.

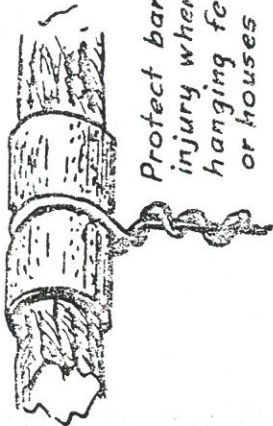
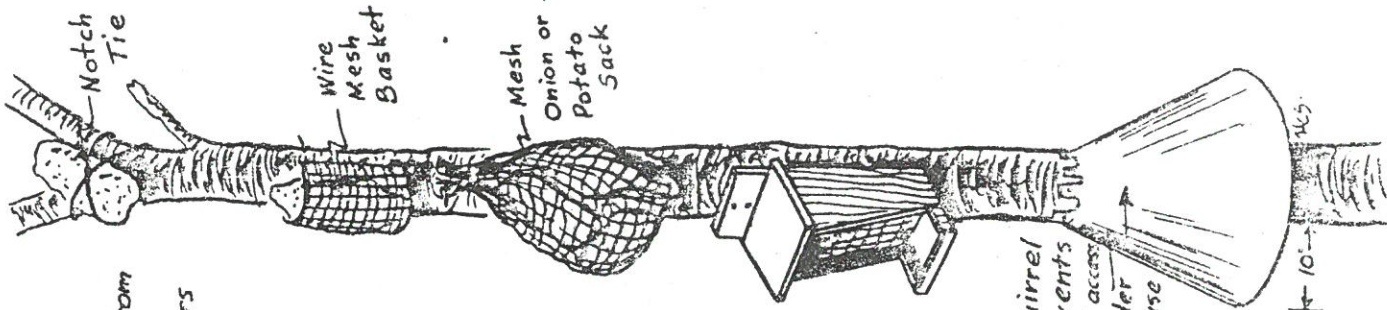
## PLACEMENT OF FEEDERS

Feeders should be placed with protection in mind. Squirrels, cats, or other predators should be unable to gain access to feeding stations. Escape routes to nearby trees or shrubbery must be available. These cover plants also provide a place to perch before going to feed. Feeders should be protected from weather by facing them away from the wind. South or east sides of buildings provide the most sun and warmth. Placement must also consider ease in servicing and refilling. Locations where large drifts form or high ladders are required will likely result in empty and ineffective feeders.

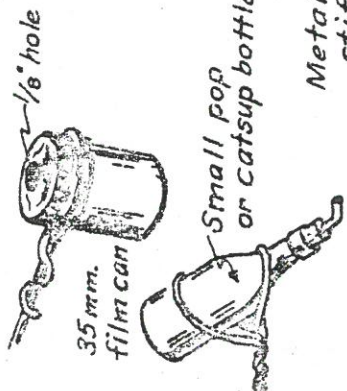


# BIRD FEEDERS

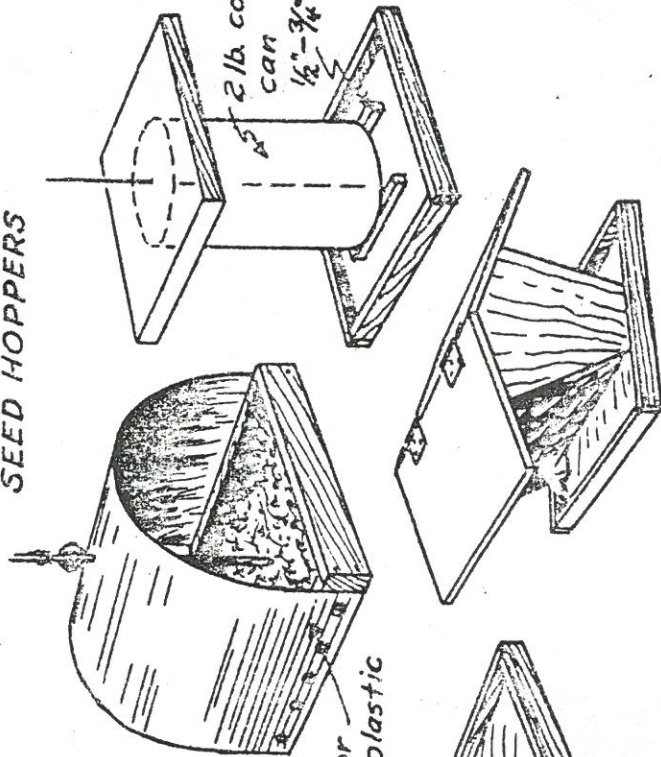
## SUET FEEDERS



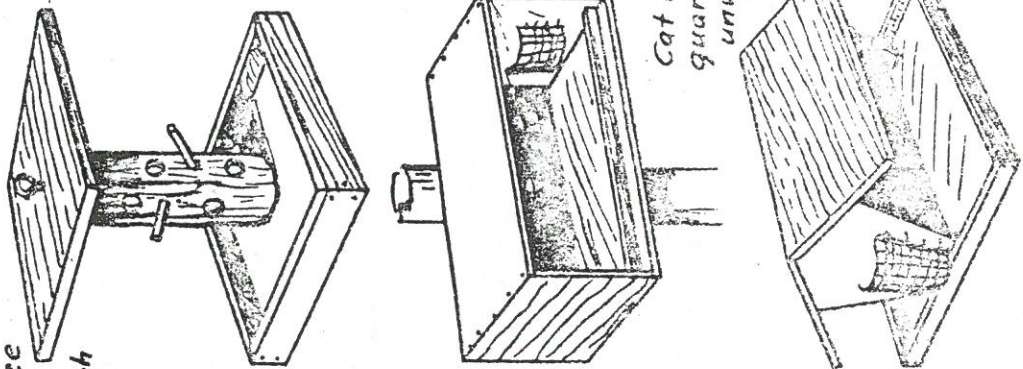
## HUMMING BIRD FEEDERS



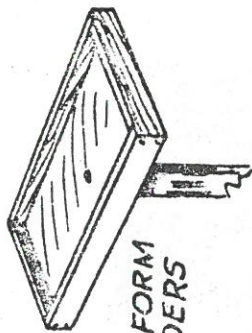
## SEED HOPPERS



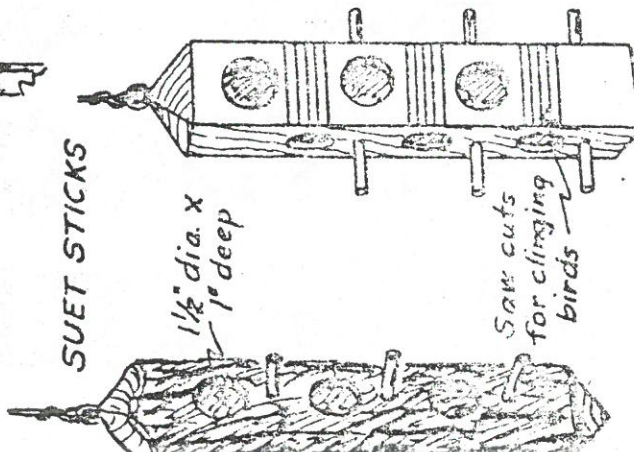
## COMBINATION FEEDERS



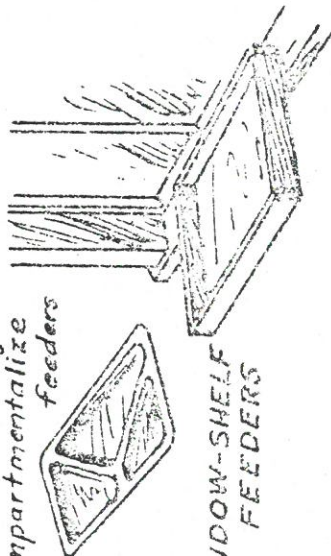
## PLATFORM FEEDERS



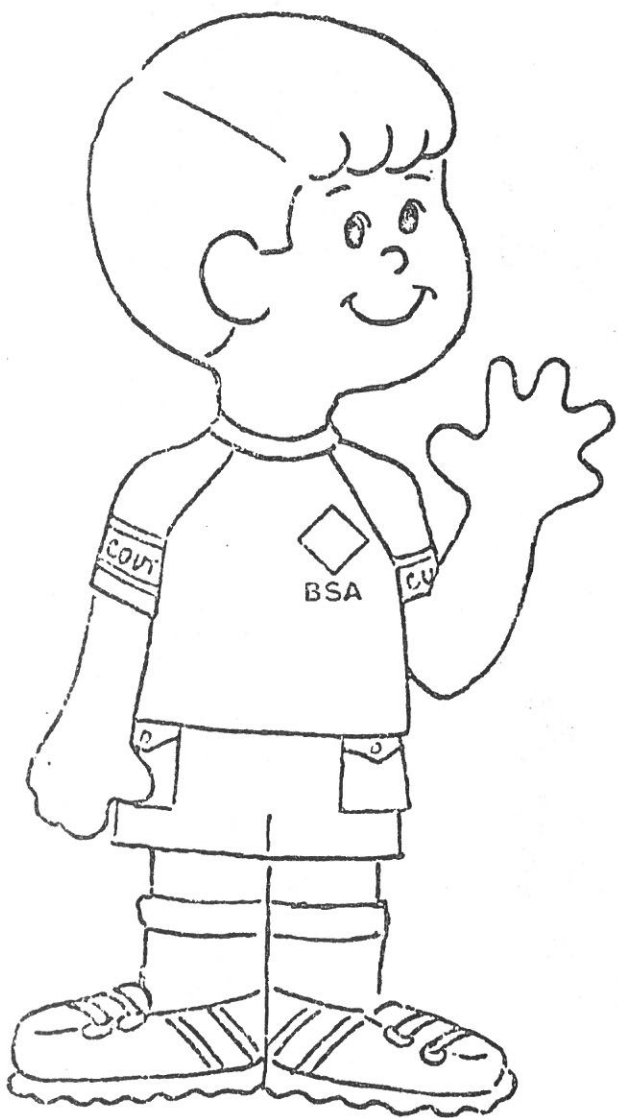
## SUET STICKS



## TV dinner trays compartmentalize feeders



## WINDOW-SHELF FEEDERS



For more information see or contact:

Shellee Lewis  
206-835-8668

**MAY '88**  
**OUTDOOR**  
**ADVENTURE**



CUB SCOUT FAIR PLAY PLEDGE

I promise to do my best at work and at play. I will follow the rules and never cheat, and will help other members of my team. I will always try to make my family, neighborhood, school, Pack, and friends proud of the things I do.

DADDY FELL INTO THE POND

Narrator: Everyone grumbled. The sky was gray.  
We had nothing to do and nothing to say.  
We were nearing the end of a dismal day,  
And there seemed to be nothing beyond.

(family in park setting on a blanket, picking up at the end of a picnic)

Then...

Daddy fell into the pond!  
And everyone's face grew merry and bright,  
And Timothy danced for sheer delight.

(smiles & dancing)

Mother: "Give me the camera, quick, oh quick!  
He's crawling out of the duck weed!"

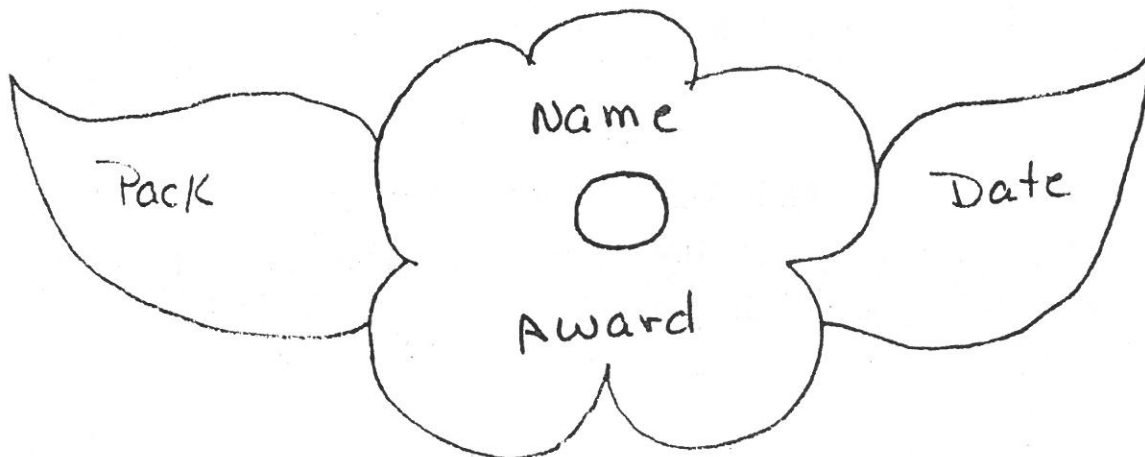
(mother gets camera)

Narrator: Click!  
Then the gardener suddenly slapped his knee,  
And doubled up, shaking silently,  
And the ducks all quacked as if they were daft  
And it sounded as if the old drakes laughed.

(gardener slaps knee, laughs)

O, there wasn't a thing that didn't respond  
When...  
Daddy fell into the pond!

(father gets up and chases everyone off stage.)



### PLOW RACE

Three boys stand in line, one behind the other. The first boy raises his left leg and the second boy, holds the leg at the ankle and raises his own left leg which is held by the third boy. During the race, against another team of three, the first two boys hop and the last boy may walk. Use a fairly short course.

### PLOW RACE

### SHADOW TAG

Players stand in a group. One is 'It' for each group. It tries to step on the shadow of the other players head. If it succeeds, the one whose shadow was stepped on, then becomes It. (Moon light or sunlight)

### NATURE TREASURE HUNT

The nature treasure hunt can be played either indoors or outdoors, daytime or nighttime. The players are divided into teams of two. Have your Cubs pick a buddy. Designate a certain radius as a playing space, beyond which the couples must not go.

At the leaders direction, the players are to go out in buddies and bring back the treasure which he names. For example, "Go out and get me a grasshopper." The first team to return with the proper treasure is credited with 50 points; the second with 30 points; and the third with 10 points.

As soon as the first three couples of buddies have returned, blow the whistle, which is the signal for all the players to return. As soon as all have returned, they exchange partners and receive the second charge, "Find me a four leaf clover." (or a potato-bug, or dandelion, etc.) If played at night, vary the treasures accordingly (e.g. "Bring me a moth."). There is no end to the things for which an ingenious leader can send the boys for.

### WATER BALLOON DODGE

This is played like regular 'dodge ball', except you use water balloons instead of a ball. Caution: Boys will get soaked, so be sure they bring a change of clothes to the meeting.


### ONCE AROUND THE BLOCK




Boys go "once around the block", then their observations are tested. Who has seen the most round things? What kinds of trees? How many cars? What was orange? What was blue? etc. Don't forget your TOUR PERMIT.

## ROCK SCULPTURE





Rock sculpture is a natural for Cub Scouting. Pick a nice sunny day and have an outdoor Den Meeting to collect rocks. (Don't forget to fill out and turn in a tour permit.) Be sure to scout out the location you want to rock hunt, so you know if the rocks are good. After they are collected, wash them and dry them. At the next Den Meeting, make the animals. The third week, paint them. Three Den Meetings, and all interesting.



Here's How:







For best results, use an oval  shaped rock.

add smaller oval  rocks, five of them, for head, legs and tail  and you have a turtle, or add a medium size oval  rock

for a head, a smaller  rock for a bill, and you have a  bird,

or add a medium size oval  rock for a head, two smaller oval  rocks for ears, and you have a  bear, or add a medium size  rock

for a head, two elongated  rocks for ears and you have a  rabbit.

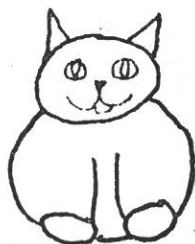
Should you desire other animals, pick up odd shaped  rocks, carefully study them, and perhaps you can make a  dinosaur, or an  owl, or perhaps a  man, most certainly a turtle , and if the right shaped rocks are found, a  butterfly or is it a bat?



Snowman



Frog



Cat

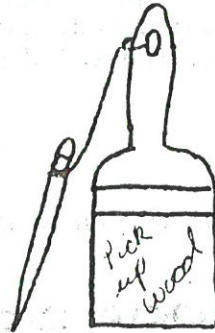


Chubby  
Cubby

### PAINTE BRUSH NOTE PAD

- 1 - 3" wide paint brush
- 1 - 3" wide note pad
- 1" wide ribbon (enough to wrap around metal part of brush)
- 1 Pencil
- Yarn
- Scissors
- Glue

1. Remove metal band from paint brush.
2. Remove bristles
3. Glue note pad to end
4. Replace band and glue or tack.
5. Wrap ribbon around band & glue.
6. Tie string around handle & pencil.



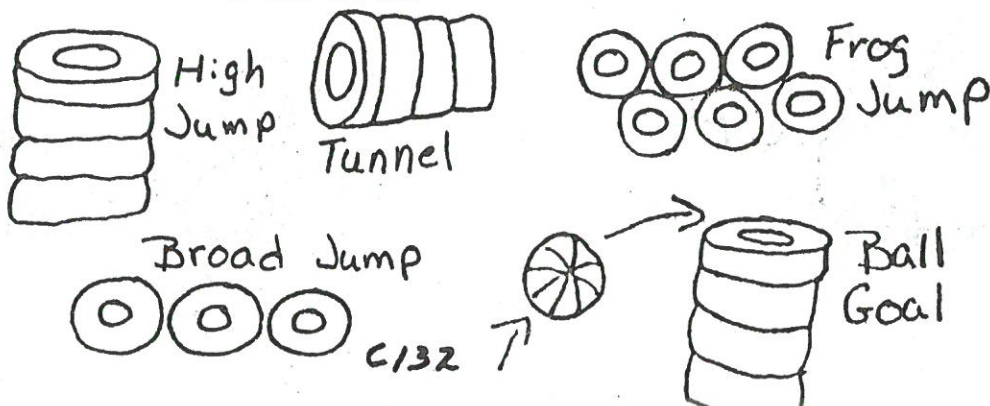
### PAPER WEIGHT

- Flat smooth rock
- Colorful picture cut from an old magazine smaller than rock
- White glue
- Clear shellac
- Small paint brush

1. Wash & dry rock
2. Spread glue on back of picture.
3. Place picture on rock smoothing out any wrinkles & bubbles.
4. Let dry.
5. Brush with shellac.

### BACK YARD FUN WITH TIRES

1. High jump: Place tire on ground. Players line up and jump tire. Then another is added. Keep adding tires. The one who jumps the highest wins.
2. Broad Jump: Same as high jump except tires are layed flat.
3. Tunnel: Prop tires together. Players must crawl through, one at a time without knocking down any.
4. Frog Jump: Tires are layed flat. Players hop from hole to hole.
5. Ball Goal: Stack tires evenly. Players take turns making "baskets" in the tires.





## SPATTER PAINTING

Remove the cover and bottom of a cigar box.

Tack a piece of window screen over frame.

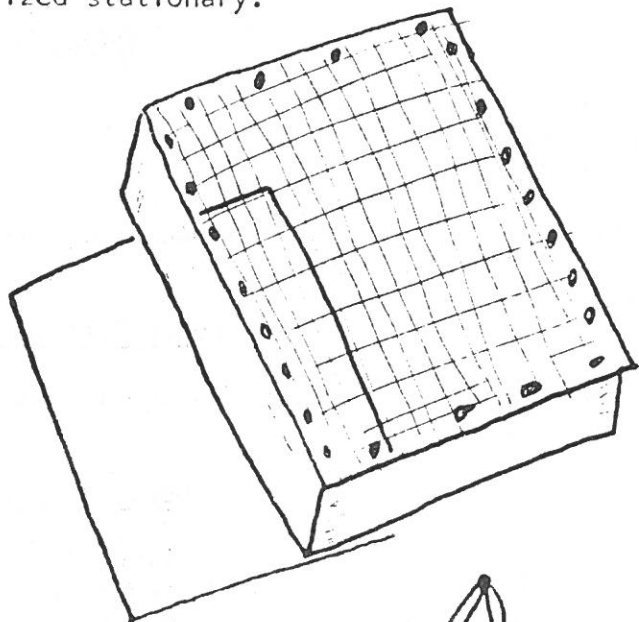
Pin the stencil to construction paper. For greeting cards, fold construction paper before spattering. Place frame over the paper with screen side on top - farthest away from paper.

Dip an old toothbrush into the paint, shaking off excess, and brush back and forth across screen several times.

Repeat two or three times. Let paper dry a few minutes and remove stencil. To make a large scrap book cover, frame must be held up away from paper to get desired effect or edge of box will show.

Stencils can be made by cutting out pictures from post cards, magazines, greeting cards etc, or from own design.

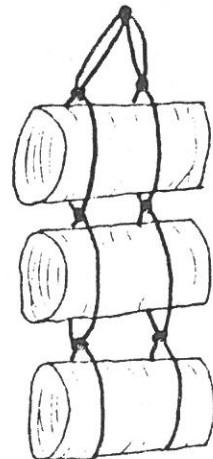
Spatter painting can be used in making cards, invitations, pictures, book covers, programs, personalized stationary.



HANGING HOLDER

3 - 3lb coffee cans  
Contact paper or paint  
2 - 2 yard lengths macrame cord  
Scissors  
Glue

1. Remove the lids from cans
2. Cover or paint cans
3. Fold 1 cord in half
4. Wrap around end of can & tie knot.
5. Continue wrapping & tying next 2 cans.
6. Do same with other cord.
7. Knot all 4 cords together for hanger.



### ICE CREAM FREEZER

Place a 1 pound coffee can inside a 3 pound coffee can, fill the larger, with rock salt and ice cubes, around the 1 pound can. Fill the smaller with all of the following ingredients and cover both cans with lids, roll back and forth until mixture becomes hard.

### ICE CREAM

1  $\frac{1}{4}$  cups sugar  
1 package instant pudding, any flavor  
4-6 eggs  
3 teaspoons vanilla  
pinch salt  
1 pint whipping cream  
2 quarts milk

Combine ingredients. Put into 1 pound coffee can allowing one third of the space for expansion. Put into 3 pound coffee cans filled with ice and rock salt. Roll back and forth until mixture becomes hard.

### SHERBERT

6 cans Orange soda pop  
1 can Eagle brand milk  
1 can Crushed pineapple

Combine ingredients. Put into 1 pound coffee can allowing one third of space for expansion.

### OTHER COMBINATIONS

Strawberry soda & frozen crushed strawberries.  
Cream soda & peaches.

### BUDDY BURNERS

Tuna can	1. Cut strips of cardboard the width of the tuna can.
Paraffin	2. Wind the cardboard strips on the inside of tuna can, So tuna can is fairly solid with cardboard.
Birthday candle	3. Place Candle in center.
Cardboard	4. Pour paraffin over cardboard to the top of the tuna can.
3 lb coffee can	5. With can opener punch 4 holes close together in the top back of coffee can, and in the bottom back.
Bottle opener	

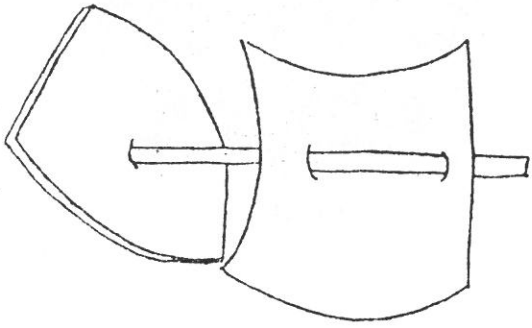
Now you are ready to cook on your buddy burner. Just light the candle and place coffee can over the top. Caution: The coffee can will get very hot.

### BAKED APPLES

Core an apple. Fill with raisins, brown sugar and a dash of cinnamon. Wrap in foil and place on burner.

BOATS

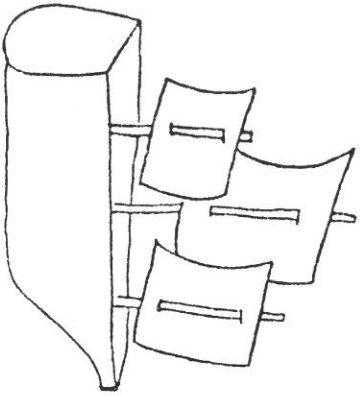
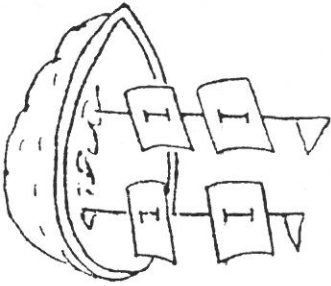
PIRATE WATERS



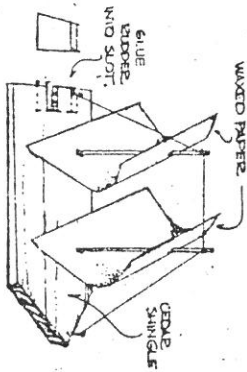
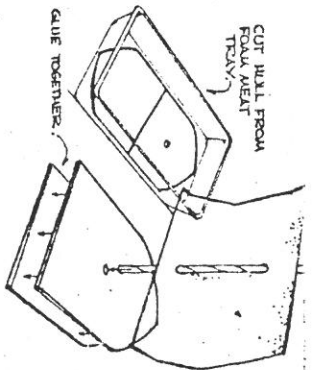
1. Cut 2 hulls from foam meat trays.
2. Cut sail from paper.
3. Use drinking straw for mast.
4. Put together as in picture.

MEAT TRAY BOAT

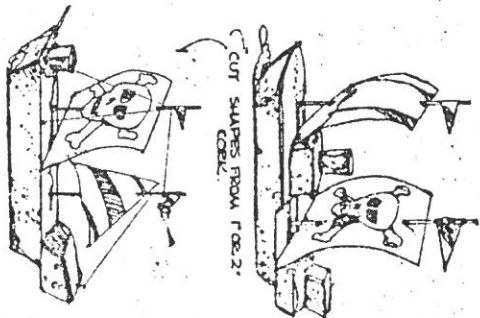
- WALNUT SHELL BOAT
1. Use half of walnut shell for boat.
  2. Sandwich picks for mast.
  3. Paper sails
  4. Attach the masts with a little clay in the bottom of shell.



- BLEACH BOTTLE BOAT
1. Cut bleach bottle in half.
  2. Cut sails from paper.
  3. Masts from small dowels.
  4. Put clay in bottom of boat to hold mast.



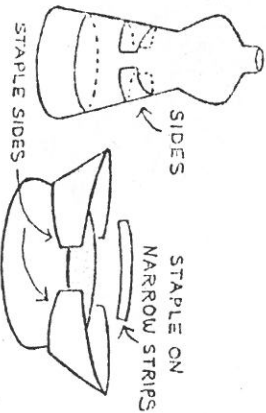
**PLASTIC FOAM SHIP:** Cut two hull patterns from plastic meat tray. Drinking-straw masts glued to hull. Use construction paper for sail.



C/35

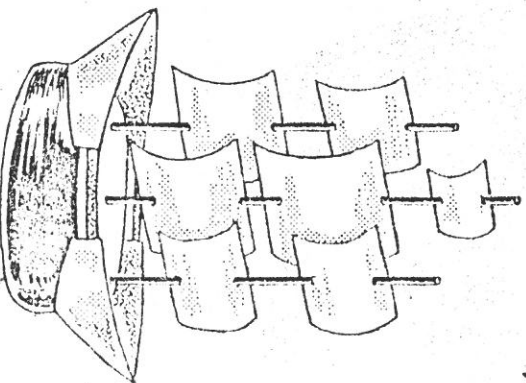
**Boat Model**

Cut off the bottom portion of a quart detergent bottle (oval base), making it about 1 1/2" deep. Next, cut two pieces from sides of bottle as shown. Staple a piece at each narrow side of bottom portion to form bow and stern. Cut two strips 3" long and 1/8" wide from plastic. Staple strips between bow and stern, as shown.



For masts, insert pipe cleaners in soda straws. Fill boat with plaster of Paris; insert masts before plaster sets. Trim masts to desired lengths after plaster has set. Cut sails of different sizes, as

shown, from plastic bottles; punch a hole at top and bottom of each. Push sails onto masts letting them curve slightly. Paint boat. Any boy will enjoy having one of these decorative boats displayed in his room.

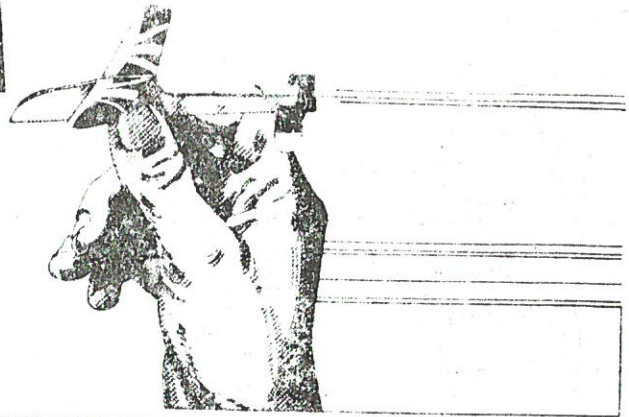


V



# ALUMINUM GLIDERS

BY BOB HAROLD



You can cut and fold these lightweight mini-gliders out of the aluminum from a used beverage can.

**T**hese zippy mini-gliders are easy and quick to build. You'll need:

- Several aluminum beverage cans.
- Scissors.
- Lightweight paper (20 lbs. to 24 lbs. per ream).

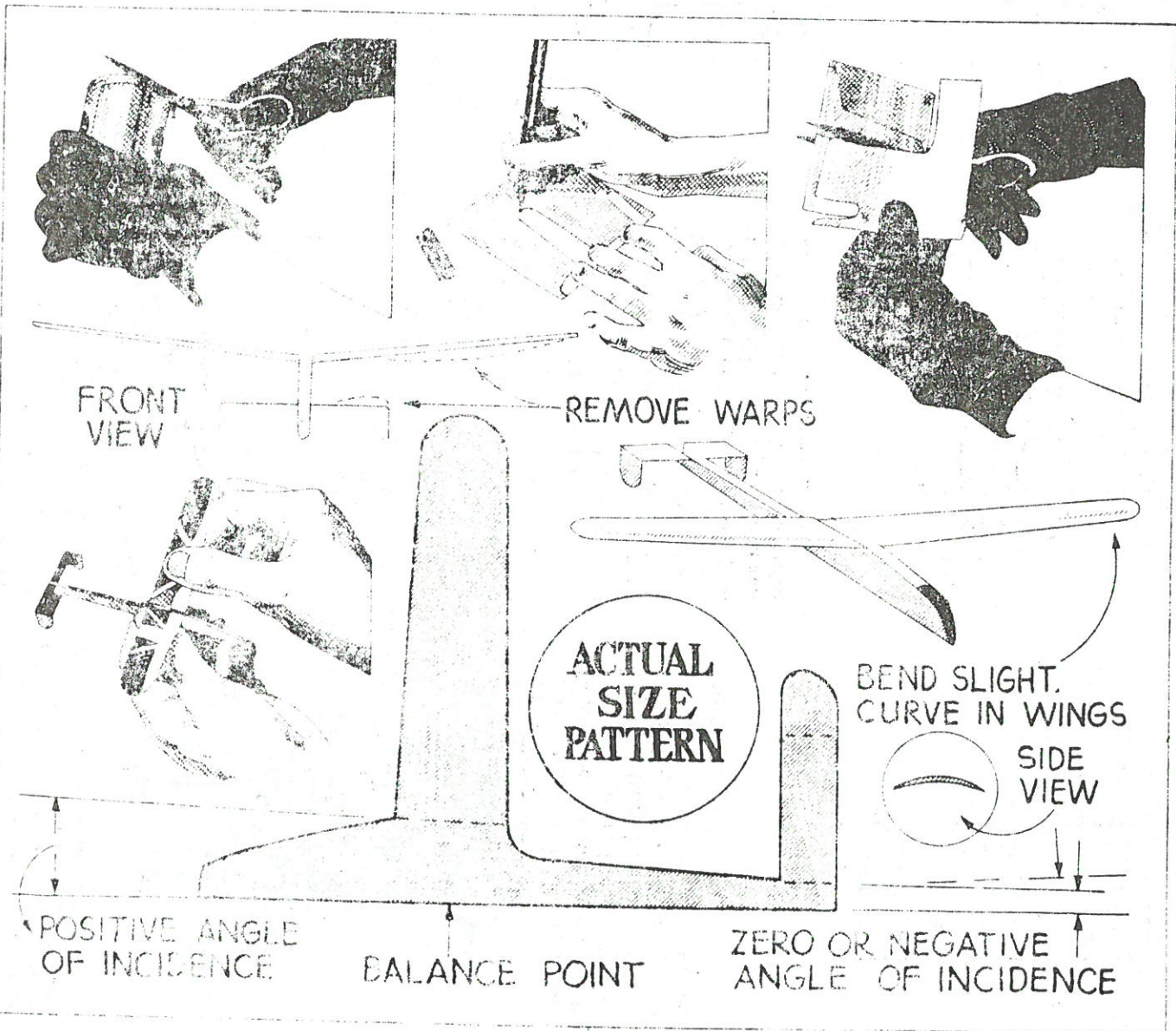
while cutting aluminum).

- File cards (5-by-7).
- Modeling clay.
- A 1/2-inch in diameter dowel or pencil.
- Long-nose pliers (optional).

- Emery cloth (optional).

First, make a test glider from cardboard file cards. When everything works right, try an aluminum one.

1. Wear gloves while cutting aluminum. Poke a scissors' point into the can





Motor Boat--You'll have to provide the "putt-putt" as you move the boat in the water. All you need to make this boat is a bottle. Cut out the bottle, removing the shaded areas shown. From the cut-out section, cut a curved triangular piece, as shown, for the bow. Cut the wide curved end into tabs. Score along the bottom of the tabs with a knife so they will bend easily. Bend the tabs and tape them inside the front of the boat. You may paint the boat, adding designs, if you want.

Airplane Boat--To make this canopied boat, you need two bottles, two wire coat hangers, and paper fasteners.

Cut one bottle, as shown, to make a hull,  $1\frac{1}{2}$ " high. Leave a 1" tab at the front for attaching the propeller later.

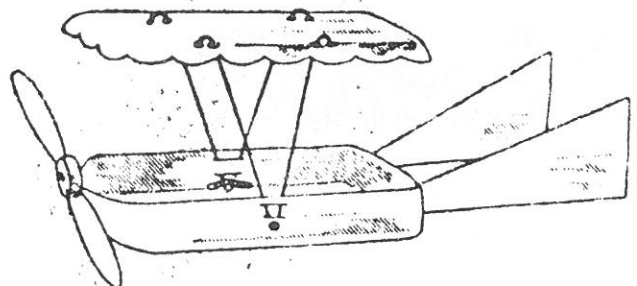
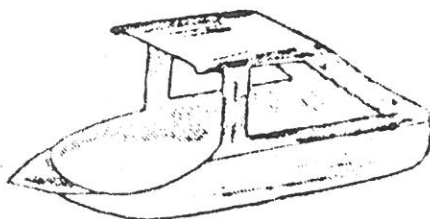
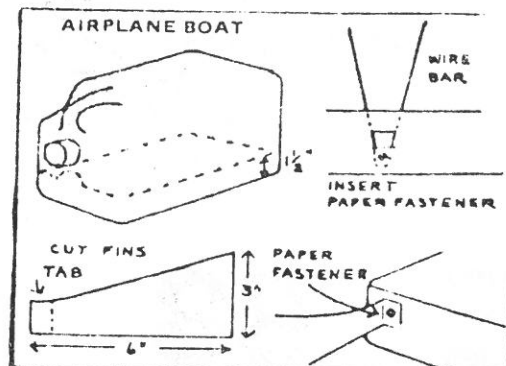
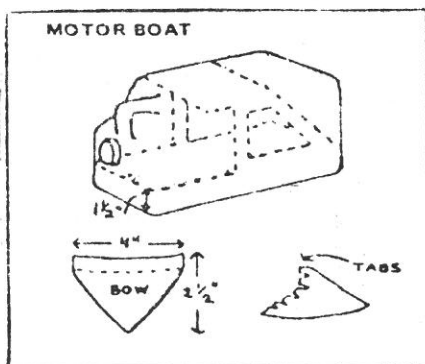
From the second bottle, cut a canopy the same as the hull, cutting scallops around the edges.

To attach the canopy, cut the bottoms from coat hangers. Fold each wire in half. Cut two slots in each side of the hull at the center. Insert the folded end of the wire through the top slot from in inside. Insert the end back inside the hull through the bottom slot. To secure the wire, insert a paper fastener through the hull and inside the folded end below the bottom slot, as shown.

Spread the ends of the wire and insert them through holes made in the canopy. Curve the ends back inside the canopy through holes adjoining the first ones.

Cut fins and propeller from the remaining bottles. Score and bend the tabs on the fins; attach the fins with paper fasteners. Place the propeller on one of the bottle caps from the bottles; place over the tab at the front, fitting the tab inside the cap. Attach all three together with a paper fastener.

PACK-O-FUN, Jun-July 1975.





For more information see or contact:

Florence Ryan & Team  
503-296-5129

**JUNE '88**  
**GENIUS**

June : 1988

PACK GENIUS KIT

RULES :

1. **CUB DESIGN.** LET THESE BE DESIGNED BY THE BOYS. PARENTS, YOU CAN HELP BUT IT'S MORE FUN IF THE CUBS CAN COMPETE WITH EACH OTHER.
2. **NO ADDITIONS.** EACH SCOUT HAS BEEN PROVIDED WITH EXACTLY THE SAME ITEMS. DESIGN YOUR "MASTERPIECE" WITH WHAT IS IN THE SACK. THE ONLY ADDITIONS ALLOWED ARE GLUES (CAULK, TAPE, ETC.) TO JOIN THE ITEMS AND PAINTS (IF DESIRED).
3. **USE 22 ITEMS.** TO QUALIFY YOU MUST USE AT LEAST 22 DIFFERENT ITEMS. IN EACH SACK THERE ARE MULTIPLES OF SOME ITEMS (I.E., SEVERAL NAILS, TICKETS, BEADS AND OTHERS). IF YOU USE EVEN ONE OF AN ITEM, THIS QUALIFIES TOWARD THE 22 ITEMS.
4. **YOU CAN SUBDIVIDE.** YOU MIGHT DECIDE TO USE ONLY A SMALL PART OF AN ITEM SUCH AS THE EGG CARTON. THAT'S OK. ...OR YOU MAY WANT TO CUT UP AN ITEM AND RE-SHAPE IT. THAT'S OK TOO. REMEMBER, BY USING EVEN A SMALL PART OF AN ITEM MAKES THAT ITEM COUNT TOWARD THE TOTAL OF 22 NEEDED.
5. **JUDGING WILL BE ON THE FOLLOWING CATEGORIES:**
  - A. USE OF THE MOST NUMBER OF ITEMS
  - B. MOST ORIGINAL DESIGN
  - C. MOST IMAGINATIVE (UNIQUE)
  - D. BEST OF THE DEN (ONE FOR EACH DEN)

June 1988

GENIUS NIGHT

OPENING CEREMONY

Personnel: 7 boys, 6 holding card with letters spelling GENIUS

DEB CHIEF: This month the theme is "Genius"  
Of which there are quite a few  
Here are some we've learned about  
And what they've done for you.

1ST CUB: (G) Gutenberg invented moveable type for printing presses  
so that more people could have books to read.

2ND CUB: (E) Edison gave us the light bulb, the phonograph, storage  
batteries, and many other things that we regard as neces-  
sities today.

3RD CUB: (N) Newton's studies of gravity and light started many another  
genius on his way.

4TH CUB: (I) Irving's stories have enchanted young and old for years.

5TH CUB: (U) Urey's discoveries in chemistry and nuclear power will  
be used for generations to come.

6TH CUB: (S) Scouting's founder, Lord Baden-Powell, developed a plan  
for using the genius of every boy.

CLOSING CEREMONY

1ST CUB: Everyone cannot be brilliant, everyone cannot be smart,  
I may not be a genius, but I can build a neat go-cart.

2ND CUB: I can dam a stream with boulders, I can climb trees to the top,  
I can run for blocks and blocks and never ever stop.

3RD CUB: I can't solve a chemical equation or lecture on Newton's rule,  
But I can make a peanut butter sandwich that will really  
make you drool.

4TH CUB: I don't know much about flowers, but smelling them is a joy,  
I don't think I'm a failure. I'm a GENIUS at being a boy.



## WHAT DOES A GENIUS DO?

### Opening skit

- Leader: These are the things a Genius does,  
and the boys in Den \_\_\_ will tell you...  
Because...  
They like to have fun  
They like to explore  
All sorts of places...
- 1st: You save some coins or lick some stamps;  
Pick up rocks or raise some ants.
- 2nd: You race wood cars - look at 'em go!  
Raise some rabbits - boy, don't they grow?
- 3rd: You ride your bike or lay in the sun,  
What ever you do, it sure is fun.
- 4th: You may collect bugs - Mom may turn green;  
You could catch fish, but they're hard to clean.
- 5th: You could make candles or learn to fly,  
or just collect pencils, or climb way up high.
- 6th: But being a Genius is not hard to do,  
'cause all of us Cub Scouts are Geniuses too.
- Leader: So before you go home, Please look around  
At the Genius kits - they're the best to be found.  
Let's open our meeting by singing...  
For he's a jolly good fellow.

### GENIUS OPENING

7 boys, 6 holding cards with letters spelling out genius

- 1st: This month the theme is "Genius" of which there are quite a few,  
Here are some we've learned about and what they've done for you.
- 2nd: G Gutenberg invented moveable type for printing presses so that  
more people could have books to read.
- 3rd: E Edison gave us the light bulb, the phonograph, storage batteries,  
and many other things that we regard as necessities today.
- 4th: N Newton's studies of gravity and light started many other geniuses  
on their way.
- 5th: I Irving's stories have enchanted young and old for years.
- 6th: U Urey's discoveries in chemistry and nuclear power will be used  
for years to come.
- 7th: S Scoutings' founder, Lord Baden-Powell, developed a plan for using  
the genius of every boy.

A GENIUS IS A THIS AND THAT  
Audience participation

NORMAN - "Oh my!" (raise both hands)      THIS - "Right" (raise right hand)  
 RIGHT - "This" (raise right hand)      THAT - "Left" (raise left hand)  
 LEFT - "That" (raise left hand)      GENIUS - All clap and cheer

This is the story of NORMAN\_\_\_, a boy who wanted very much to be a GENIUS\_\_\_. But no matter how hard he tried, it just didn't work out. You see, NORMAN\_\_\_ had a problem - he could not tell RIGHT\_\_\_ from LEFT\_\_\_.

At school, the teacher would say, "When you know the answer, raise your RIGHT\_\_\_ hand" By the time NORMAN\_\_\_ figured which hand was which, it was too late! At home, it was the same thing. It was, "NORMAN\_\_\_ you have your LEFT\_\_\_ shoe on the RIGHT\_\_\_ foot!"

Things weren't any better outside. In football, they'd send him in at LEFT\_\_\_ end and he'd be RIGHT\_\_\_. In baseball, they'd yell, "NORMAN\_\_\_, move to your LEFT\_\_\_!" He'd move to the RIGHT\_\_\_.

Poor NORMAN\_\_\_! No matter what he did, it wasn't RIGHT\_\_\_! or LEFT\_\_\_! But NORMAN\_\_\_ was determined! Finally, he figured out what to do. He'd call it "THIS\_\_\_ and THAT\_\_\_." "THIS\_\_\_ for RIGHT\_\_\_ and THAT\_\_\_ for LEFT\_\_\_." Somehow, it all seemed a little easier. And in no time, he had it down pat.

One day, while NORMAN\_\_\_ was home alone, a burglar forced his way in! NORMAN\_\_\_ was frightened! The burglar asked where his mothers jewels and furs were. NORMAN\_\_\_ said "In the closet" But when the burglar said, "Which way is THAT\_\_\_?", NORMAN\_\_\_, of course, answered "LEFT\_\_\_." The burglar followed these instructions and found himself in the kitchen! Being a smart burglar, he said, "THIS\_\_\_ isn't RIGHT\_\_\_!" and NORMAN\_\_\_ said, "Oh, yes it is - but you asked for THAT\_\_\_!"

The burglar became angry and said, "Now listen, I asked where the closet is, do you understand THAT\_\_\_? NORMAN\_\_\_ answered, "Oh yes, THAT\_\_\_ is LEFT\_\_\_." The burglar said, "THIS\_\_\_ is enough!" And NORMAN\_\_\_ said, "Oh no THIS\_\_\_ is RIGHT\_\_\_." Exasperated, the burglar said, "Oh forget it!" Just tell me where the closet is!" And NORMAN\_\_\_ said, "Turn THIS\_\_\_." But naturally, the burglar misunderstood and turned the knob on the door in front of him and plunged headlong down the basement stairs.

Just then, NORMAN'S\_\_\_ parents came home, and when he told them what had happened, his father said the words he'd been waiting so very, very long to hear, "NORMAN\_\_\_, you're a GENIUS\_\_\_!!!!"

## WHAT DOES A GENIUS DO?

Opening skit

- Leader: These are the things a Genius does,  
and the boys in Den \_\_\_ will tell you...  
Because...  
They like to have fun  
They like to explore  
All sorts of places...
- 1st: You save some coins or lick some stamps;  
Pick up rocks or raise some ants.
- 2nd: You race wood cars - look at 'em go!  
Raise some rabbits - boy, don't they grow?
- 3rd: You ride your bike or lay in the sun,  
What ever you do, it sure is fun.
- 4th: You may collect bugs - Mom may turn green;  
You could catch fish, but they're hard to clean.
- 5th: You could make candles or learn to fly,  
or just collect pencils, or climb way up high.
- 6th: But being a Genius is not hard to do,  
'cause all of us Cub Scouts are Geniuses too.
- Leader: So before you go home, Please look around  
At the Genius kits - they're the best to be found.  
Let's open our meeting by singing...  
For he's a jolly good fellow.

## GENIUS OPENING

7 boys, 6 holding cards with letters spelling out genius

- 1st: This month the theme is "Genius" of which there are quite a few,  
Here are some we've learned about and what they've done for you.
- 2nd: G Gutenberg invented moveable type for printing presses so that  
more people could have books to read.
- 3rd: E Edison gave us the light bulb, the phonograph, storage batteries,  
and many other things that we regard as necessities today.
- 4th: N Newton's studies of gravity and light started many other geniuses  
on their way.
- 5th: I Irving's stories have enchanted young and old for years.
- 6th: U Urey's discoveries in chemistry and nuclear power will be used  
for years to come.
- 7th: S Scouting's founder, Lord Baden-Powell, developed a plan for using  
the genius of every boy.

C141



A GENIUS IS A THIS AND THAT  
Audience participation

NORMAN - "Oh my!" (raise both hands)      THIS - "Right" (raise right hand)  
 RIGHT - "This" (raise right hand)      THAT - "Left" (raise left hand)  
 LEFT - "That" (raise left hand)      GENIUS - All clap and cheer

This is the story of NORMAN \_\_\_\_, a boy who wanted very much to be a GENIUS \_\_\_\_. But no matter how hard he tried, it just didn't work out. You see, NORMAN \_\_ had a problem - he could not tell RIGHT \_\_ from LEFT \_\_.

At school, the teacher would say, "When you know the answer, raise your RIGHT \_\_ hand" By the time NORMAN \_\_ figured which hand was which, it was too late! At home, it was the same thing. It was, "NORMAN \_\_ you have your LEFT \_\_ shoe on the RIGHT \_\_ foot!"

Things weren't any better outside. In football, they'd send him in at LEFT \_\_ end and he'd be RIGHT \_\_. In baseball, they'd yell, "NORMAN \_\_, move to your LEFT \_\_!" He'd move to the RIGHT \_\_.

Poor NORMAN \_\_! No matter what he did, it wasn't RIGHT \_\_! or LEFT \_\_! But NORMAN \_\_ was determined! Finally, he figured out what to do. He'd call it "THIS \_\_ and THAT \_\_." "THIS \_\_ for RIGHT \_\_ and THAT \_\_ for LEFT \_\_." Somehow, it all seemed a little easier. And in no time, he had it down pat.

One day, while NORMAN \_\_ was home alone, a burglar forced his way in! NORMAN \_\_ was frightened! The burglar asked where his mother's jewels and furs were. NORMAN \_\_ said "In the closet" But when the burglar said, "Which way is THAT \_\_?", NORMAN \_\_, of course, answered "LEFT \_\_." The burglar followed these instructions and found himself in the kitchen! Being a smart burglar, he said, "THIS \_\_ isn't RIGHT \_\_!" and NORMAN \_\_ said, "Oh, yes it is - but you asked for THAT \_\_!"

The burglar became angry and said, "Now listen, I asked where the closet is, do you understand THAT \_\_? NORMAN \_\_ answered, "Oh yes, THAT \_\_ is LEFT \_\_." The burglar said, "THIS \_\_ is enough!" And NORMAN \_\_ said, "Oh no THIS \_\_ is RIGHT \_\_." Exasperated, the burglar said, "Oh forget it!" Just tell me where the closet is!" And NORMAN \_\_ said, "Turn THIS \_\_." But naturally, the burglar misunderstood and turned the knob on the door in front of him and plunged headlong down the basement stairs.

Just then, NORMAN'S \_\_ parents came home, and when he told them what had happened, his father said the words he'd been waiting so very, very long to hear, "NORMAN \_\_, you're a GENIUS \_\_!!!!"



June 1988

Pow Wow '88

Songs (Mostly Silly)

THE INVENTION

I had a genius kit,  
Thought lots about it,  
I laid the pieces side by side  
And examined them bit by bit.

A cork, a bolt, a screw,  
A piece of wood, too,  
A leather scrap, some furry nap,  
And a little bottle of glue.

A needle and some thread,  
A nail without a head,  
A piece of tire, a bit of wire,  
And this is what I said:

I don't see how this mess  
Can really quite express  
My urge for building something grand.  
But now I must confess.

I sewed and nailed and glued,  
Until the thing I viewed  
Was something grand, you understand,  
A mechanical dog that mooed..

Tune: The Farmer in the Dell

A FOUND HOBBY  
Skit

Have Cubs seated around a table.

1st: "I'm sure glad we're working on hobbies this month.  
I collect stamps."

2nd: "Not me. Shells are a lot more fun."

3rd: "Gee, I don't have any hobbies."

4th Cub enters, stuffed with pillows and eating something sweet. As he moves, a button on his jacket falls off.

3rd: (Bends down to pick up the buttons and says:) "Now I have a hobby.  
I'll follow him around and collect buttons!"

GENIUS CLOSING

1st: Everyone cannot be brilliant, everyone cannot be smart,  
I may not be a genius, but I can build a neat go-cart.

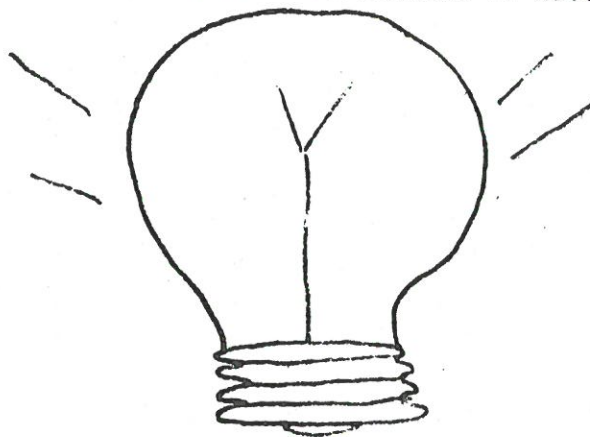
2nd: I can dam a stream with boulders, I can climb trees to the top,  
I can run for blocks and blocks and never even stop.

3rd: I can't solve a chemical equation or lecture on Newton's rule,  
But I make a peanut butter sandwich that will really make you drool.

4th: I don't know much about flowers, but smelling them is a joy,  
I don't think I'm a failure. I'm a genius at being a boy.

AN IDEA FOR GENIUS CEREMONY

Give the boys some cans, nails, screws, and wire and have them make their own trophies out of their Genius Kits...You'll have some clever trophies.



C144

SONGSCUB SCOUT GENIUS

Tune: Whistle while you work

Cub Scouts whistle while they work  
(whistle)  
They pitch right in and laugh and grin  
and they whistle while they work.

Cub Scouts hum a merry tune  
(hum)  
They hum all day at work and play  
They hum a merry tune.

Now take these genius kits  
A sack of scraps and gunk  
With paint and glue and nails, a few,  
Turn them into priceless junk.

Cub Scouts whistle while they work  
(Whistle)  
They do their best, they never quit  
Cub Scouts whistle while they work.

THE INVENTION

Tune: The Farmer in the Dell

I had a genius kit  
Thought lots about it  
I laid the pieces side by side  
and examined them a bit.

A cork, a bolt, a screw,  
A piece of wood, too,  
A leather scrap, some furry nap  
And a little bottle of glue.

A needle and some thread  
A nail without a head  
A piece of tire, a bit of wire  
and this is what I said;

"I don't see how this mess  
Can really quite express  
My urge for building something  
grand.  
But now I must confess;

I sewed and nailed and glued,  
Until the thing I viewed  
Was something grand, you understand  
A mechanical dog that mooed."

BE A GENIUS

Tune: Are You Sleeping

Be a genius, be a genius  
Do your best, do your best,  
Give science your attention,  
And make a Cub invention,  
Genius does the rest,  
Genius does the rest.

WHOOPS, YOUR'RE A GENIUS

Tune: All Around The Mulberry Bush

A block of wood, a piece of wire,  
Or junk that seems the seediest,  
Just put it all together now,  
Whoops, you're a genius.

You never know the size or shape,  
From biggest to the teeniest,  
But put it all together now,  
Whoops, your a genius

CUBBING TIME

Tune: Clementine

'round the table, while were able,  
We discuss the things we've done,  
Every feller in the cellar,  
Is a second Edison.

We can hammer, we can hammer,  
We can saw a board in two  
We can put it back together,  
So it looks like something new.

We like laughter, and the rafters,  
Drip with merry Cub Scout yells,  
Sounds as if all eight of us had,  
Swallowed strings of jingle bells.

Our Den Leader, probably druther,  
Teach a kangaroo to dance,  
'stead of trying to teach Webelos,  
Wolves and Bears like us in pants.

Chorus:

We like Cubbing,  
We like Cubbing,  
Oh, you bet your life we do.  
And we're going to keep on plugging,  
'till we're old and mustached, too.



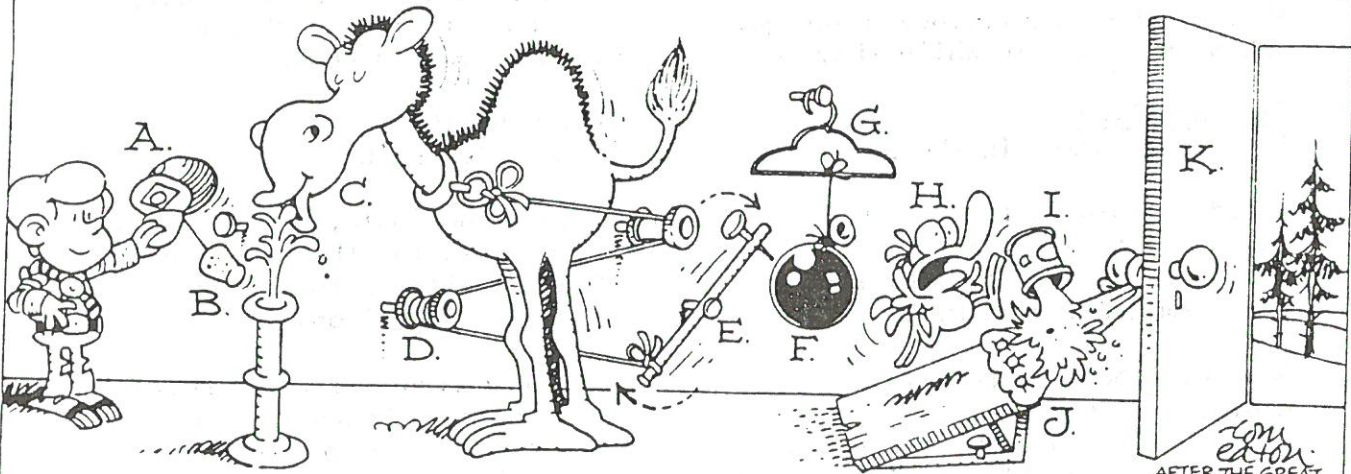
# HIDDEN GENIUS

SOLVE THE EIGHT MATH PROBLEMS BELOW. EACH ANSWER (A NUMBER) WILL CORRESPOND TO A LETTER OF THE ALPHABET, AT BOTTOM. FIND THE EIGHT LETTERS AND ARRANGE THEM INTO THE NAME OF A REAL GENIUS.

	LETTER
$1+2+5+2-3-4+4+2+5-1+2+3+2-3+4-5-2 =$	
$3-1+3+5-2+6+2-7+3+4+1-2-2+4-3+1-6 =$	
$4+2+1+1+1-3-1+4+2-1+5+3-1-2+2-3+5 =$	
$5-1-1-1-1+2+3+6+5-4-1-1+4-3+4+2+2 =$	
$2-1+3+4+2-1-3-5+4+3+2-4+3+1-1-1-3 =$	
$4+4+4+4+4-3-3-3-3-3-3+2+2+2+2+2+2 =$	
$7-1-1-1+2+3+4+5+2+3-1-2-3-4-5-1-2 =$	
$6+1-1+2-2+3-3+4-4+5-7-2+3+1-3+4+2 =$	

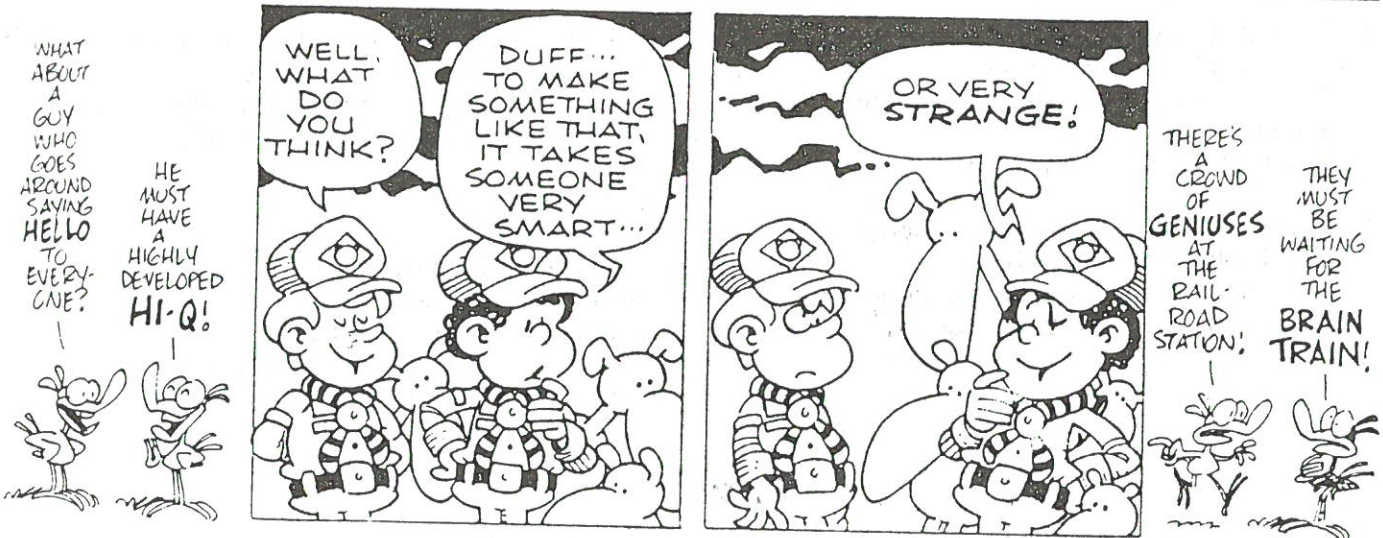
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

## THE DUFFOMATIC CUB SCOUT DOOR-OPENER



Tom Eaton  
 AFTER THE GREAT RUBE GOLDBERG.

CUB SCOUT REMOVES CAP (A) FROM NAIL, WHICH YANKS CORK (B) FROM PIPE. WATER SHOTS UP AND CAMEL (C) LEANS FORWARD TO DRINK, PULLING STRING LOOPED AROUND SPOOLS (D), MAKING DOWEL (E) PIVOT. NAIL IN DOWEL BREAKS BALLOON (F) SUSPENDED FROM COAT HANGER (G). NOISE SCARES BIRD (H) WHO RUNS UP BOARD, KICKING OVER TIN CAN (I), SPILLING WATER ON CLOTH (J). CLOTH SHRINKS AND PULLS OPEN DOOR (K) SO CUB SCOUT, WHO NOW HAS HIS CAP ON, CAN GO OUT.

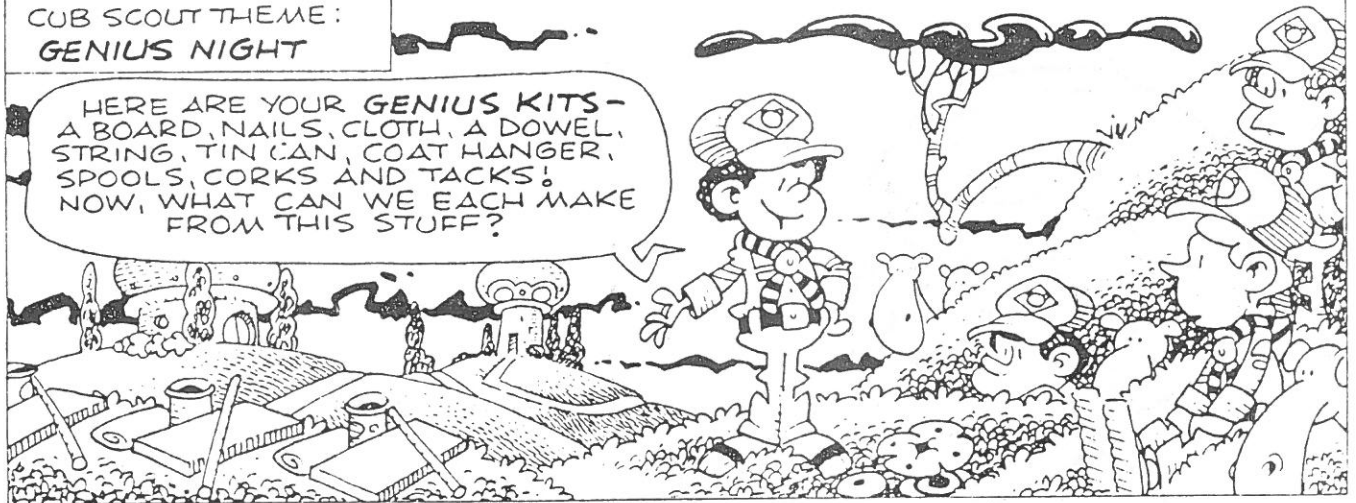




# DINK and DUFF

CUB SCOUT THEME:  
GENIUS NIGHT

HERE ARE YOUR **GENIUS KITS**—  
A BOARD, NAILS, CLOTH, A DOWEL,  
STRING, TIN CAN, COAT HANGER,  
SPOOLS, CORKS AND TACKS!  
NOW, WHAT CAN WE EACH MAKE  
FROM THIS STUFF?



I'M GOING  
TO MAKE A  
MUSIC STAND!

I'LL MAKE A  
TOWEL RACK!



BAH! SIMPLE  
STUFF! WAIT  
UNTIL THEY  
SEE WHAT  
I MAKE!



LATER ...

I GOT YOUR  
MESSAGE TO  
COME OVER,  
DUFF!  
WHAT'S UP?

I WANTED  
YOU TO SEE  
MY **GENIUS**  
CREATION!



FILL IN THE CERTIFICATE BELOW AND HAVE YOUR CUBMASTER SIGN IT AFTER YOUR PACK MEETING. YOU MAY PHOTOCOPY IT FROM THIS MAGAZINE IF YOU WISH.

CUB SCOUT \_\_\_\_\_ OF PACK \_\_\_\_\_

IS NOW INCONTESTABLY, AUTHENTICALLY,  
UNDENIABLY AND IRREFUTABLY A

**CERTIFIED GENIUS**

DATE \_\_\_\_\_ CUBMASTER \_\_\_\_\_



For more information see or contact:

Mary Shiffer  
503-692-3405

**JULY '88**  
**WORLD**  
**AROUND US**

C148



## THE WORLD AROUND US

This summer time theme can involve just about any aspect of nature, environmental issues, city, state, world or neighborhood awareness. The ideas listed below are designed for summertime pack activities den activities and family activities rather than regular den meetings.

**HIKES:** Ideas taken from the Cub Scout Leader How to Book.

### Caterpillar Hike (Den activity)

In a park or nature trail that is safe and free of poison oak, blindfold the boys and arrange them in a line, caterpillar fashion, with each boy placing his hands on the shoulders of the boy ahead of him. (More than six segments to a caterpillar is hard to manage.) With a den chief or adult leading each caterpillar, ask them to identify sounds, smells, and touches they experience. The sound of ducks might indicate a pond or marsh; fragrance could mean flowers, etc.

### Inch Hike (Den or pack)

Find as many objects as possible that are 1 inch high, wide, long. Each boy takes a ruler. This helps boys discover the small things that he might otherwise overlook.

### ABC Hike (Den or pack)

Write the letters of the alphabet vertically on a piece of paper. On hike, find an object, sound, or smell in nature for each letter.

### Nature Scavenger Hunt (pack)

This hunt will test the boys' knowledge of nature in an exciting competition. It is run like any scavenger hunt, with each boy or team of boys or den of boys searching for items on a list of nature objects. Boundaries should be established and a time limit set. The list should have 20 to 50 objects from nature that can be found within the area. They should be common enough that a Cub Scout can identify most of them.

### City Hike (Den)

Go for a den hike in your city. Take a list of clues that are unique to your community that the boys must follow. For example the first clue might be

You haven't been here for a while but in a few weeks you'll spend most of your day inside me. ( school)

The den leader can supply a sealed envelope at each location with the next clue. Some can be hard, some very easy. You may wish to have the final clue lead to the park where the boys eat a sack lunch, an icecream store for a den treat, McDonalds or some special place that is special to your community. You may wish to leave clues at each stop, but this should involve permission of the property owner. Your imagination is the only limitation on the fun you can have with this kind of activity.

### Different but fun ideas for group activities.

March in your communities summer parade or festival. Marching may be an exaggeration of the level of organization, but every boy that marches through the streets of his neighborhood or town, feels special as he waves to family and friends. Check with your local chamber of commerce or festival association for information now about how to get into the fun.

Have a **critter race** at the playground or park. Each boy brings a bug that he has caught and the bugs are raced on a paved surface. The bugs can also be judged on **ugliest, fastest** etc. Some bugs could be placed in a glass or plastic container and observed through a powerful magnifying glass.

Plan a community clean up day with the help of your local government or neighborhood association. Advertise with posters made by the boys and then plan an afternoon or morning when families join to pick up litter, weed a city garden, or help senior citizens with yard cleanup.

Any number of special field trips as a den or pack are appropriate. This may be the perfect time to go the place you've always talked about, but never gone before.



NATURE CONTINUED

CEREMONIES

THE CONSERVATION PLEDGE

"I give my pledge as an American to save and faithfully defend from waste, the natural resources of my country--its soil and minerals, its forests, water and wildlife....."

N A T U R E--Cards with each letter printed on it. Place verse on the back of the card for the boy holding card to read.

N is for Never--will I see, a barren land with birds not free  
A is for Always--will I try, to help my wild friends not to cry  
T is for Task--there's one for me. I'll look around and see  
U is for Useful--that sounds great. What can I do to help fate?  
R is for Reasons--how many I need, to get up and do a much needed deed  
E is for Ever--shall there be, the sky, mountains, land and sea.

GAMES

ROLL CALL--Call roll by boys naming their favorite tree, flower, fruit, bug, vegetable etc., OR use just one category for each den meeting in the month, OR name one of the above that begins with the same letter as their first name.

BIRD CHARADES--This is a game to learn to identify birds. See if you can come up with some others.

Before the spring has come to wake  
The daffodiles so yellow,  
My black and russet red appears--  
I'm quite a cheerful fellow.  
(Robin)

Rat-tat-tat: Rat-tat-tat  
I beat a loud tattoo.  
My back is black, my front is white,  
My red cap's in full view.  
(Woodpecker)

I make a sound like tinkling bells  
Or raise my crest and scold,  
My blue coat's trimmed with black  
and white,  
I'm a handsome robber bold.  
(Blue Jay)

My name suggests great dignity,  
My colors the brightest hue,  
In summer or in winter,  
I bring Christmas red to you.  
(Cardinal)

Because I like the sprouting corn,  
Popularity I lack;  
The farmer hates my croaking call,  
And my feathers large and black.  
(Crow)

FLEA CLAP--Everyone raises hands and flips thumb and index finger together.

BIRD HUNT--While everyone stands in a circle, pin on each boy's back a paper with the name of a bird. Give each Cub a pencil and a card. The object is to find out the names of as many birds as possible and write them on their card. Each player tries to avoid showing his own back while he tries to read the other names. They must keep moving and stay out in the open.

PLASTER LEAF CAST--Mix plaster of paris with water to the consistency of heavy cream. Pour into shallow dish or pan or large jar lid. Lightly rub leaf with grease. Place on wet plaster, press lightly and evenly. Take a small eye screw or small hook and push into plaster to form hanger on top. Allow to set, remove leaf, color leaf print with water colors.

SPATTER PRINTING--Nail a piece of wire screening to a wooden frame. Place frame over a leaf lying pinned to a piece of white paper. Use an old toothbrush and paint over screen. Brush heaviest color around leaf outline--remove leaf when water paint is dry.

SEED MOSAIC--Seed mosaic designs may be very simple. First make a good collection of seeds. Get sunflower seeds, bird seed, melon seeds, orange, apple, lemon seeds, cucumber seeds, rice, navy beans, coffee beans and whatever you can find. Draw your design on a piece of cardboard and begin to fill it in with seeds, working from the edges toward the center. Coat the part to be covered with one kind of seed with glue and then fill it in. Arrange large seeds individually, sprinkle small ones on. When finished and glue is dry, spray it with clear varnish.

THINGS TO GROW--Sweet Potato, carrot, onion, beets, turnip: Lay a large sweet potato in a shallow dish and pour enough water to half cover it. Cut a few inches from the tops of carrots, turnips, or beets and set them in water. Put the garden in or near a large window. Check the water every few days to make sure there is enough. Vegetables may also be held in a jar with toothpicks; keep water at level to cover half of vegetable.

#### NATURE CRAFTS AND IDEAS

1. Collect, mount and name as many seeds as can be found.
2. Collect, mount and name twigs from as many trees as possible.
3. Collect, mount and name leaves from as many trees, shrubs and flowers.
4. Collect feathers, mount and identify--or use in picture making.
5. Make and paint totem poles out of rocks.
6. Paint rocks to resemble animals--i.e. turtle, ladybug, beetle, etc.
7. Paint rocks for paper weights.
8. Dye sand with food coloring and use to create pictures.
9. Make plaster of paris molds of animal tracks.
10. Use plaster of paris in dish gardens to create pools or planting areas.
11. Make star charts.
12. Learn circumpolar constellations and mythology.
13. Go on a star gaze (a strong beamed flashlight helps as pointer).
14. Make a pin hole constellation from tin can or milk carton...shine light in the inside to reflect stars against wall.
15. Make cloud charts with cotton.
16. Make simple barometers.
17. Paint and draw with ink made from berry juices.
18. Recognize edible plants and berries.
19. Weave mats out of grasses and reeds.
20. Make an insect net out of coat hanger, stocking hose or cheese cloth.
21. Carve or paint shelf fungus.
22. Go on a bug hunt with hand-made boxes and jars.
23. Carve simple name tags, whistles, letter openers.
24. Study different soils, collect, plant, test and grow things
25. Play tree tag--only safe when touching certain type of tree.
26. Make terrariums out of wild plants found.

NATURE CONTINUED

WATCHING SEEDS GROW--Use a quart jar, like salad dressing or peanut butter comes in; put a piece of paper toweling or blotter around the inside (moisten the paper first so it will stick to sides of jar). Drop beans, popcorn, citrus seeds, etc., down carefully between the toweling and the jar until they stick. Each day pour a small amount of water into the bottom of the jar and towel will absorb it. Soon you will see the seeds sprout and start to grow.

HOW A PLANT DRINKS--Fill glass with water and some red or other dark food coloring. Cut off the bottom of a stalk of celery or a carrot and put it in the colored water. In several hours the cells of the celery or carrot will be colored. This is how plants drink water.

STRING SPOOLS FOR BIRDS--Pass an 8-inch-long piece of string through the hole of a large empty spool. Tie the ends together to make a loop to slip over the branch of a tree. Cut 12 or more 6-inch-lengths of string and pass them through the hole in the spool, leaving loose ends at bottom and top. Fill the spool hole with as many strings as it will hold. Then hang the spool where birds can reach it and watch them take the strings away to use for making their nests.

SUET BALLS FOR BIRDS--Get several pounds of suet from your butcher. Put the suet in a covered pan and place it in the oven. Set oven at 300 degrees and forget about it for three or four hours. After the suet has melted, add about a quart of bird seed to every quart of suet.

Wrap a strong string or wire around pine cones, long enough for hanging on a tree. Dip pine cones in suet and seed mixture and set aside to harden.

BOTTLE CAP BIRD FEEDERS--Nail flat top side of bottle caps to trees and fill the cup side of bottle caps with peanut butter or suet.

EGG CARTON BUGS--Fun bugs can be made from egg cartons. Cut the cups apart or leave some in a line (for catipillers). Boys can paint them. Glue on pipe cleaners, beads, seeds, felt, etc.

FRAMED SPIDER WEB--Paint a smooth piece of cardboard black. Cover it with a thin layer of white glue and carefully lift the spider web with the card. Cut away the excess webbing then frame.

COAL GARDEN--Medium-sized lump of coal (or brick)

Salt	Mercurochrome
Bluing	Food Coloring

Place lump of coal in a clear bowl and sprinkle 1 tablespoon of salt over the coal. Carefully pour 2 tablespoons of water over the salt. In the same manner pour on 2 tablespoons of laundry bluing, then add two or three drops of mercurochrome. Repeat with food coloring. In several days you should have a colorful moss-like growth--if not, add a few drops more of water.



NATURE CONTINUED

BUG CAGE --Materials needed:

- 2 jar lids the same size OR 2 tuna or cat food cans
- 1 piece of wire screen an inch wider than diameter of lid or can
- Plaster of paris
- Twig

Make a tube of the screening just large enough to fit inside the lid or can. Fill one lid or can with plaster of paris; put the screening in it and the twig before it dries. Use the other lid as a removable top; add soil and you are set for a hike to find??????????????????

FOOD AND CARE OF INSECTS--Once a day feeding is usually enough, but don't worry about overfeeding as most insects will eat any time you feed them and stop when they've had enough.

Praying Mantis: Feed them flies, small insects. Sometimes bits of raw chopped meat or liver served on tip of totpick. Keep mantis egg mass, collected in fall or winter, in a cage until the young emerge.

Field Crickets: Fill bottom of cage with an inch or so of soil; set some bottle caps into soil and keep filled with water. Feed bits of bread soaked in water, dabs of mashed potato, lettuce and peanut butter.

Click Beetles: Feed them soft-bodied insects, meal worms. Keep a water dish in the cage.

Caterpillars: Always feed them leaves from the same kind of plant on which you found them (unless its mother's favorite plant!). Give them this fare until they stop eating and enter the chrysalis or cocoon stage to become butterflies or moths.

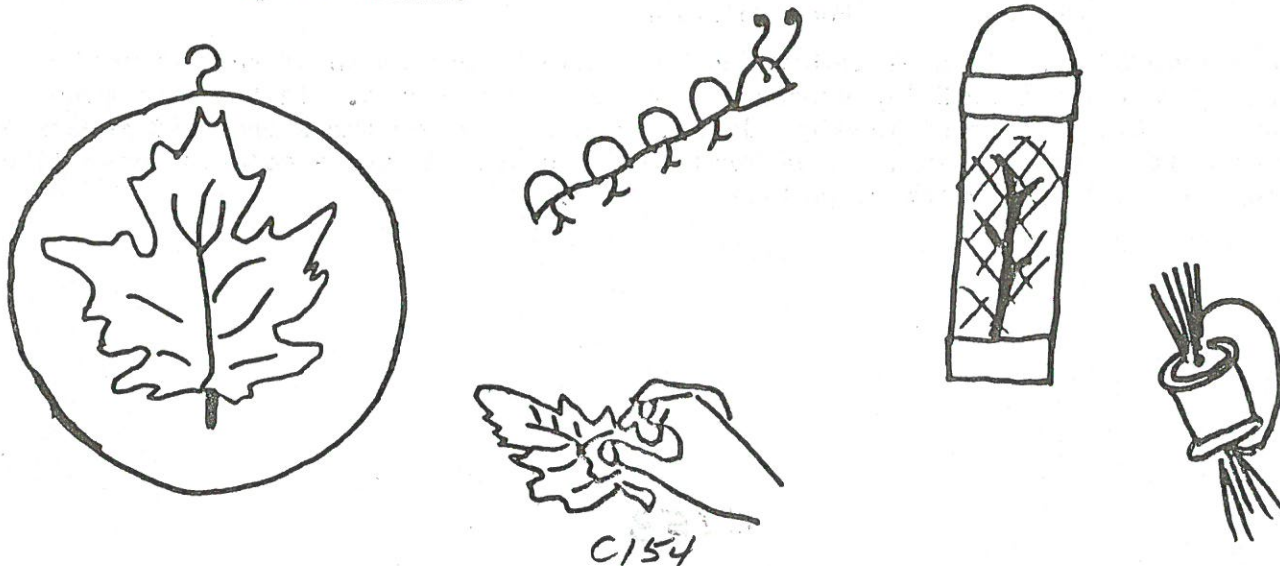
Salamanders, frogs, toads, lizards: Small worms & live, bodied insects.

Snakes: Small eggs, mice, chopped raw fish or meat.

Turtles: Cut or ground meat, fish, worms, lettuce.

Tadpoles: Cornmeal and water plants.

You can collect tiny insects to feed to YOUR insects by beating shrubs with a stick over an open umbrella.





### BEAN GAME

Divide the den into two teams. Give each player a drinking straw and one bean. On signal the first player on each team picks up a bean by placing one end of the straw on the bean and sucking the other end. He must hold this suction while he runs to a designated spot and drops the bean. Then he races back to his team, whereupon the next player repeats the action. Continue until all have moved their beans from one pile to the other. First team finishes wins.

### STONE TOSS

For 2 or more players

5 small stones

Felt markers

Basket

Box of toothpicks

Paint 3 stones black on one side.








On remaining 2 stones, draw a crescent

moon on one side and a star on the other.

Place all stones in the basket.

Each player, holding both sides of the basket, flips the stones in the air & catches them in the basket.

He scores according to how the stones land in the basket.

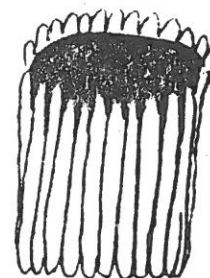
2 moons & 3 naturals or 3 black - 10 points  or  = 10 pts  
2 stars & 3 blacks or 3 naturals - 10 points  or  = 10 pts  
1 moon & 1 star & 3 blacks - 5 points  = 5 pts  
1 moon & 1 star & 3 naturals - 5 points  = 5 pts  
No other combinations count.  5 pts

As long as you keep scoring points, you turn continues.

The winner is the one who first reaches a given number of points.

### TWIG PLANTER

1. Paint a clean coffee can (1,2 or 3 pound) inside and out with black or brown rustproof paint.
2. Gather straight sticks that are all about the same thickness. Cut each so its 1" longer than the can's height.
3. Stretch 2 rubber bands around the can and smear a line of white glue along one stick and slip it under the rubber bands, pressing glue side against the can. Continue glueing sticks around the can.
4. After 24 hours, remove the rubber bands.
5. Glue felt to bottom of can and understicks so planter will not scratch tables.



### BARK PLANTER

Cut a square plastic bottle in half or use a square plastic container. Poke holes in bottom for drainage. Glue flat pieces of bark to sides of box and fill with potting soil. Plants with large leaves look nice in this box.

## Touch and Feel Hike (10-15 minutes)

Group leader takes kids for a walk, giving the following directions at intervals along the walk. (Add other "textures" when appropriate. Kids should work in small groups (3-4) for comparisons can be made on-the-spot without taking samples. It's important to leave things where they belong in the environment.)

1. Find the *hairiest* leaf around.
2. Find the *softest* leaf around.
3. Find the *smoothest* rock.
4. Find the *roughest* twig.
5. Find something *cool*.
6. Find something *warm*.
7. Find something *dry*.
8. Find something *bumpy*.



Ask: What did you find that was dry, cool, etc? Why was it dry, cool, etc?  
How might these be different tonight? Next summer/winter? What have we discovered by touching and feeling things?

Big idea: Our environment is made up of many textures. Being aware of the differences makes us ask why. By looking for the answers, we can learn.

### LOG BIRD FEEDER

Drill holes in a short round log and fill with suet. Drill  $\frac{1}{2}$ " holes and insert dowels for birds to perch on. Add screw eye for hanging.

### SOIL TYPES, EXPERIMENT

Put dirt into glass jar with water. Let settle. Soil will settle in layers - the heaviest on bottom.

### DESERT GARDEN

In any open container, first put one layer of gravel, then charcoal, and coarse sand, then fine sand. Plant with cacti. Place rocks and weathered wood around inside container. Water thoroughly, then water only every couple of weeks.

### TERRARIUM

Large glass jar, gravel, sand. Plant mulch dirt, plants; water thoroughly. Cap tightly, place in light, but not direct sun. No further care needed.

### PLASTER CAST LEAVES

Lay leaf on paper, put a cardboard ring around it. Fill with plaster of paris. When it hardens, remove leaf and paint mold with soap solution. Pour fresh plaster over this to make cast.

### LEAF SCRAPBOOK

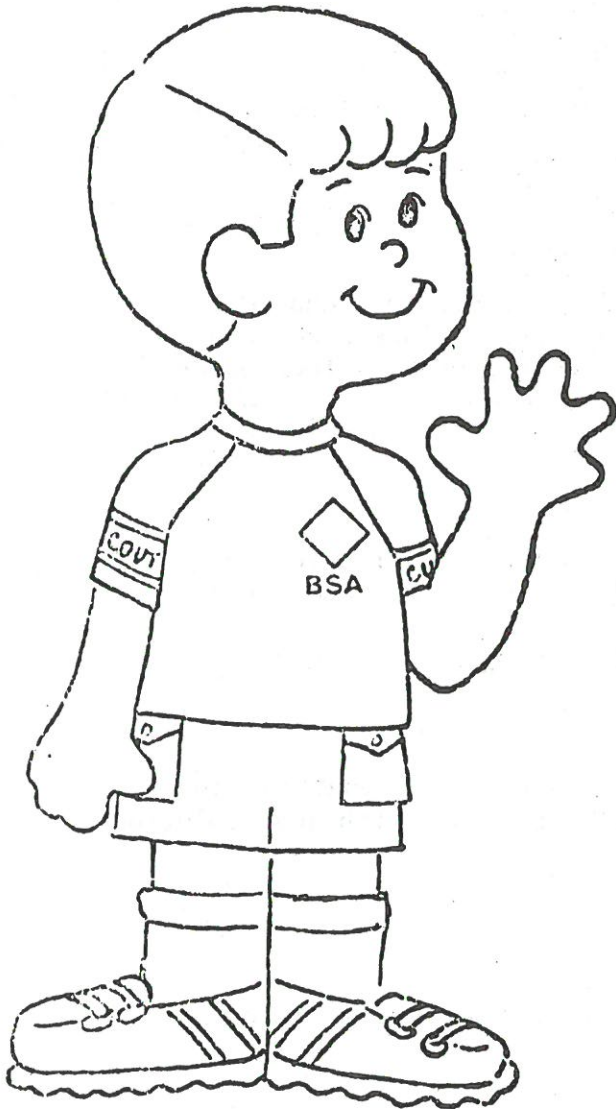
Dip leaves in lukewarm wax; remove and allow to dry. Insert into scrapbook.

### GRASS TREE

Tie sponge pieces to a tree limb that has a plaster base. Sprinkle grass on wet sponges. Then water occasionally.

### WOOD PICTURES

Pictures made of unusual shapes of scrap wood nailed or glued to any size of plywood board desired. Paint with poster paints, and shellac.



For more information see or contact:

Shellee Lewis  
206-835-8668

# AUGUST '88 FITNESS





## Be A Clown And Live Longer

Heard the one about the guy who laughed himself to life?

We haven't either. But there's a fellow named C.W. Metcalf who sure is trying.

C.W., 41, makes his living teaching managers, physicians, executives and housewives how (and why) to incorporate humor into their lives. That's right. This guy sells humor for a living. And it works. His clients include Hewlett Packard, IBM, AT & T, the U.S. Air Force, schools, governments and more.

"We have a terrible attitude in this country that if you're laughing and having a good time that you must be an airhead," C.W. says. He adds that too many executives are not willing to laugh, fearful of compromising their image of sternness.

"If you're not willing to take risks, you can't be creative," he says.

The ability to take yourself lightly and your job seriously—and understanding the difference—is a vital step in developing humor skills.

The skill which has the strongest evidence to back it up is the sense of joy at being alive — also known as the will to live. It is what sustains cancer patients and prisoners of war, C.W. says.

"Nurture this attitude by doing the things that you enjoy, be it spending time with the family, playing a hard game of tennis, a slow game of golf or watching a beautiful sunset," he says. "Play is the essential element of our own well-being."

As children we were taught to contain our expressions of humor by adults who told us, "wipe that stupid grin off your face," and "grow up and be serious," C.W. says. He tells people to go ahead and make that stupid face their mothers told them would freeze if they held it too long. ("I see it's too late for some of you," he jokes.) All this he does in an attempt to increase humorability of his clients by alleviating the cultural fear of appearing foolish we all have learned.

"I'm so embarrassed I could just die," is what most of us say after we're caught doing something foolish. But C.W. feels that death is a pretty strong punishment for an unzipped fly or broccoli in your teeth.

F  
I  
T  
N  
E  
S  
S



## Feeling Stressed? Watch A Tree

An Associated Press report states that tree watching is a sure cure for stress.

Sound obvious? Maybe. But a research study conducted by the University of Delaware proves conclusively that humans who look at nature—trees, grass, babbling brooks and the like—benefit by reducing stress levels in a very short time.

Like in about three minutes.

In the study, a team of professors asked 120 college students to watch a film about workshop accidents. Those who followed the film viewing with a healthy dose of tree

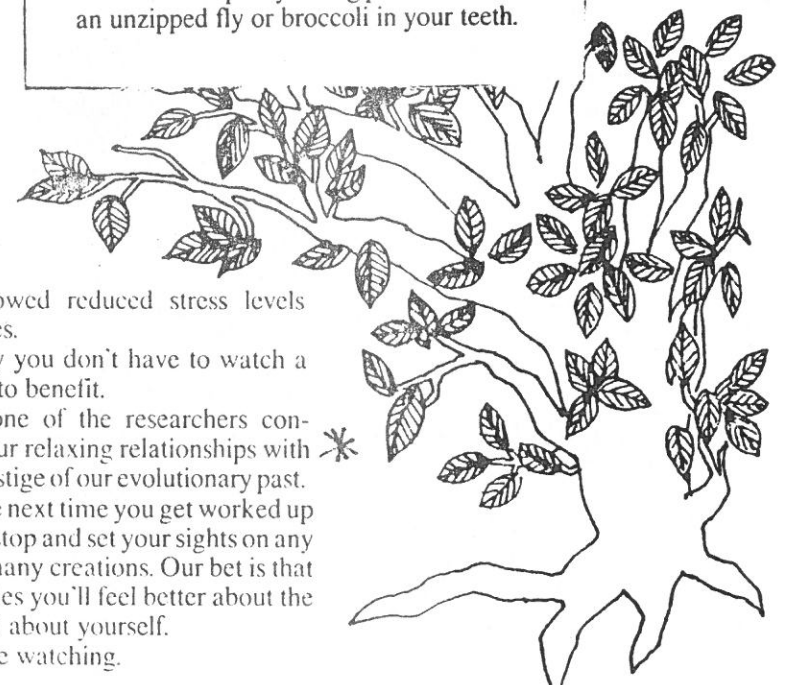
watching showed reduced stress levels within minutes.

Apparently you don't have to watch a tree for long to benefit.

\* At least one of the researchers concludes that our relaxing relationships with nature is a vestige of our evolutionary past. \*

Try it. The next time you get worked up over things, stop and set your sights on any of nature's many creations. Our bet is that within minutes you'll feel better about the situation and about yourself.

Happy tree watching.



### FUN WALKING

Start walking in a large circle and keep walking between the following exercises.

1. Start hopping.
2. Make yourself as small as possible and continue walking.
3. Make yourself as tall as possible and continue walking.
4. Bend your knees slightly. Grasp your ankles and continue walking.
5. Walk as if the heel of one foot and the toe of the other were sore.
6. Walk stiff legged.
7. Squat and jump forward from that position.
8. Walk on hands and one foot with other leg held high.
9. Walk forward at a rapid pace - don't run - while swinging your arms.
10. Take giant steps.
11. Walk forward raising your knees as high as possible on each step.
12. Run lifting your knees high.
13. Walk on your hands and feet.
14. Hold your left ankle with your left hand and hop around the circle on one foot.

### BAREFOOT MARBLE RELAY

Boys remove shoes & socks. Place 2 marbles on the starting line in front of each boy. On signal, he grabs the marble between his toes and walks to the finish line. If he drops a marble, he must stop and pick it up with his toes before continuing.

### NOVELTY LINE

Put 2 lines on the ground or floor a distance apart. Put the boys behind one line; The first boy has to cross over the line in any manner he chooses; When he reaches the other line the next boy starts going in any manner he likes, except it must be different from the first boy. The third boy likewise and so on, til all have crossed over and all in different ways.

### CENTIPEDE RACE

This game is a lot of fun. Teams of 4 or more race, each with his arms clasped around the racer in front - a position that can't be altered during the race. The race should be around a turning line & back.

### PAPER CRUNCH

Boys will have fun trying to outdo one another in this contest designed to build strong hands and fingers. Give each boy 2 pieces of newspaper or butcher paper. (Butcher paper won't leave black hands) At a given signal, Den members pick up paper in each hand and crunch it into a ball. First boy through is the champ.

### A TRUE STORY

Narrator - Holding a sign that says - 200 years ago - standing to far side front stage.

John Montagu - Sitting with other boys in Den playing a board game.  
(Aggrevation, Chinese checkers, Etc.)

Servant - Standing to the side of John Montagu.

Narrator: "John Montagu, The Earl of Sandwich, England, was playing a game and didn't want to leave it for his meal."

John Montagu: "Servant, fetch me something to eat!"

Servant: "What would you like, Your Grace?"

John Montagu: "Roast beef would be nice but there is no room on the table for a plate. Just slice the roast beef thin and tuck it between two slices of bread."

(Other boys at the table Nod & agree that they would like one too.)

Narrator: And so the first Sandwich was invented. The End.

### STEP INTO SHAPE

Boys could be dressed as doctors.

1st: I am Dr. Rest, I cure you when your tired.

2nd: I am Dr. Fresh Air, I give you vigor.

3rd: I am Dr. Exercise, I make you strong.

4th: I am Dr. Plain Food, I help you live long.

5th: I am Dr. Sleep, I make you well and help you grow.

6th: I am Dr. Bath, I keepyou clean.

7th: I am Dr. Sunshine, I make you happy and make you smile.

8th: I am Dr. Play, I keep you happy and make you smile.

All: Use us Doctors everyday, We help all and ask no pay!

### SHAKE WELL

Scene: Boys are hiking, one is shaking all over.

1st: What's the matter with you?

2nd: I've got to take my medicine as soon as this is over.

3rd: Well, whats the matter?

4th: Yeah.

2nd: It says "Shake well before taking."

SONGS

CHEW YOUR FOOD

Tune: Row, Row Row Your Boat

Chew, chew, chew your food,  
Gently through the meal.  
The more you chew,  
The less you eat,  
And the better you will feel!

BRUSH YOUR TEETH

Tune: Row, Row, Row Your Boat

Brush, brush, brush your teeth,  
Morning, noon and night.  
See your dentist twice a year,  
and you will be alright!

FITNESS

Tune: On Wisconsin

Hurry, Cub Scouts,  
Build your muscles,  
Get in shape for play.  
When we feel our very best,  
We'll do our best each day.  
Keep on running, keep on jumping,  
Trying to improve.  
When we've grown a little older,  
We'll still be on the move.

TOUGHEN UP

Tune: Clementine

Do a push up, do a pull up,  
Do a 30-yard run;  
We build muscles as we hustle,  
All the time we're having fun.

Running broad jump, do a high jump,  
Throw the ball way out of sight;  
Vault a fence and do a chin up,  
Lift bar-bells with all your might.

Watch 'em flexing, watch 'em bulging,  
Watch our muscles growing strong.  
Building muscles in our backyard,  
That will last a whole life long.

SOAP AND TOWEL

Tune: Row, Row, Row Your Boat

Saop, soap, soap and towel,  
Towel and water please,  
Busily, busily, busily, busily,  
Scrub your dirty knees.



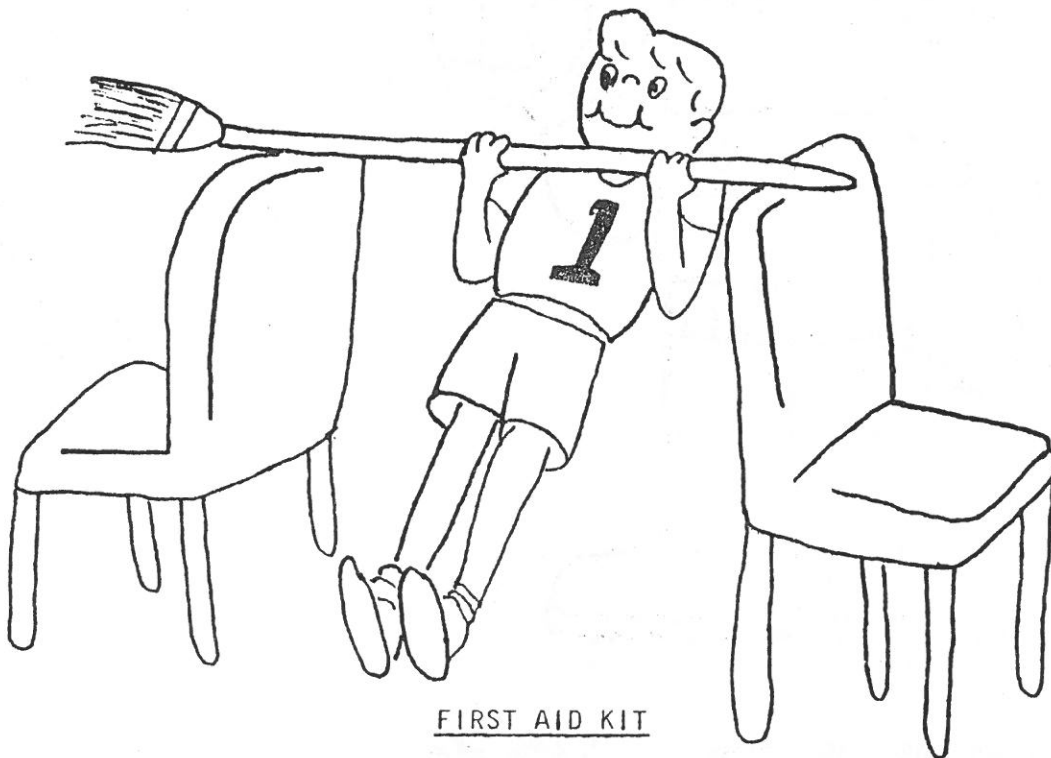
## MAKE YOUR OWN FITNESS EQUIPMENT

A barbell can be made using 3 foot long dowel or broomstick with 3/4" pipe caps on the ends. Then inbed the ends in 46oz cans filled with cement. Allow the cement to set over night.

Dubbells can be made similarly by using foot long dowels & no. 2 size cans filled with cement and placed on the ends of dowels. Plastic quart containers filled with sand may be used instead of cans.

A broomstick suspended at both ends in a garage, basement, or backyard makes an excellent chinning bar.

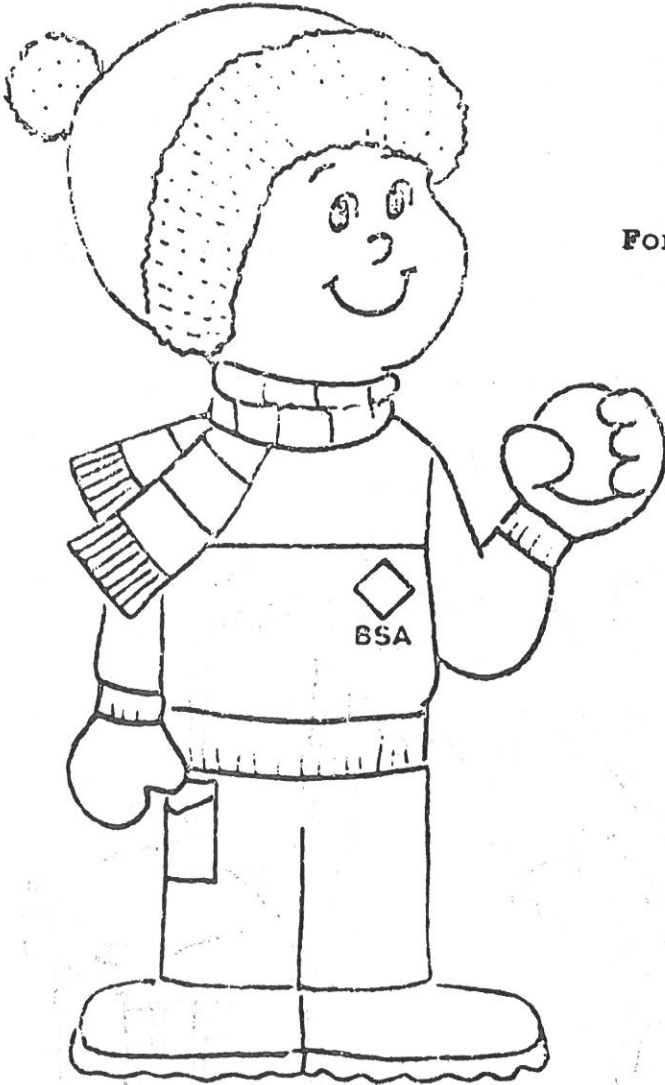
A deflated bicycle inner tube makes a good stretch exercise.



### FIRST AID KIT

Soap  
Band-aids  
Paper tape  
Sterile Gauze Bandages (asst. Sizes)  
Burn Ointment  
Small Scissors  
Tweezers  
Sewing needles

Safety pins  
Smelling Salts  
Chap Stick  
Salt Tablets  
Snake Bite Kit  
Calamine Lotion  
Sun Burn Lotion



For more information see or contact:

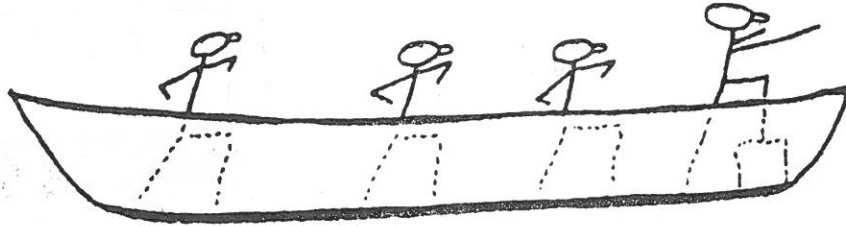
Sandy Condon  
503-963-7194

**OCTOBER '88**  
**CUB SCOUT**  
**CITIZEN**

C164

## OPENING CEREMONY

CUB NARRATOR: "The rich history of our country is full of trail blazers, men and women who blazed the way from wilderness to space, showing others new and better ways. There was Columbus, the Pilgrims, Washington, Lincoln, Thomas Edison, Albert Einstein and John Glenn. They all had problems before success finally came. Following is a little known story about the Father of our country (George Washington) and his crossing of the Delaware:

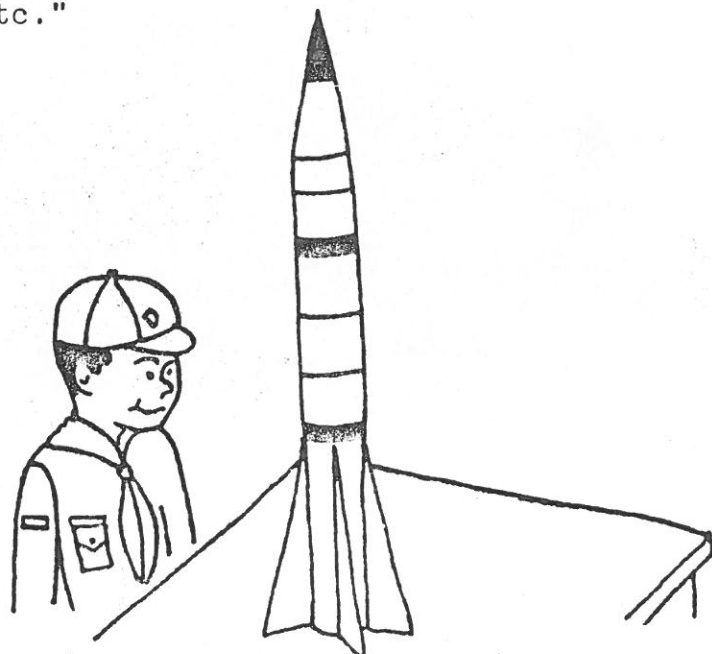


(The boat is surrounded by Washington's men, pushing the boat while Washington yells, "Shove off!" They are unable to move the boat until suddenly it lunges forward, at which time Washington and all his men fall backward).

NARRATOR: "Yes, George Washington had his problems, but he did get started. And now, so have we. On with the program!"

(Elaborate on the above. Have Washington "shove off" several times while the boys grunt and make noises like they're having real trouble; go through it a few times before you finally present it, adding your own ideas, making it fun for everyone. If the boys doing it enjoy it, those observing will, too.)

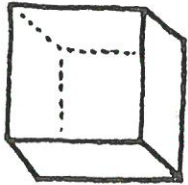
Variation: Have Washington in boat on stage alone shouting "Shove Off!" Then one boy comes out to help, then another and another until all boys are out and finally the boat does go, signifying "you can't do it alone. It takes the entire family, den, pack, etc."



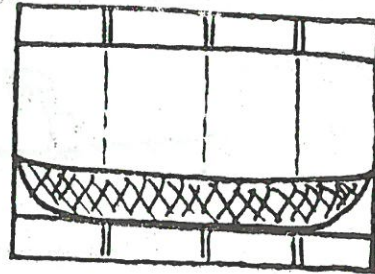
C165

### DIRECTIONS FOR BOAT

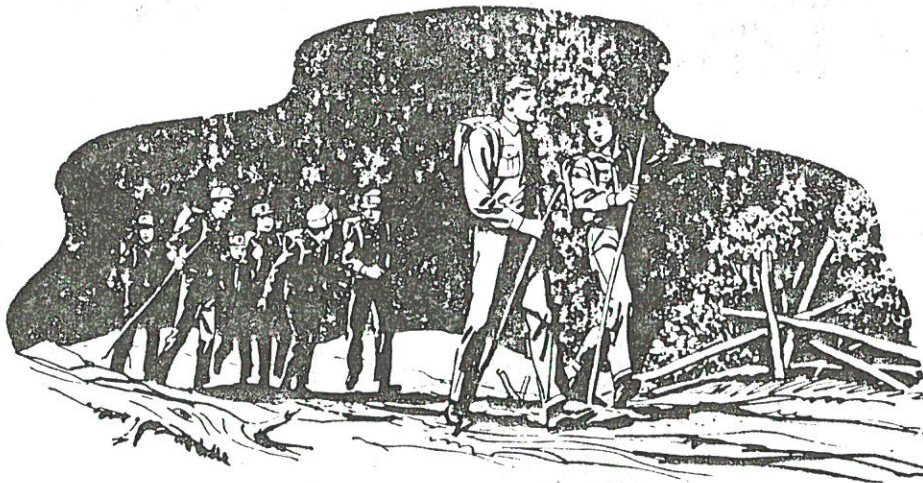
1. Obtain a 2" X 12" board, about eight feet long.
2. Cut the outline of the boat from a large cardboard box.



Separate seams of box  
to make one flat piece.



3. Staple or tack the cut out boat to the 2 X 12, which is resting on 1/2" dowels to enable it to move.
4. Place a stool or box in the front of the boat for Washington to place his foot on.
5. Do not use any other hard objects in the boat. When the boat lunges forward the boys should fall safely against each other - not against hard objects.
6. One of those trying to cast the boat off should be "Q" ed to actually move the boat forward by pushing on the 2 X 12 at a designated time (this is when all those inside fall backward - easy does it).





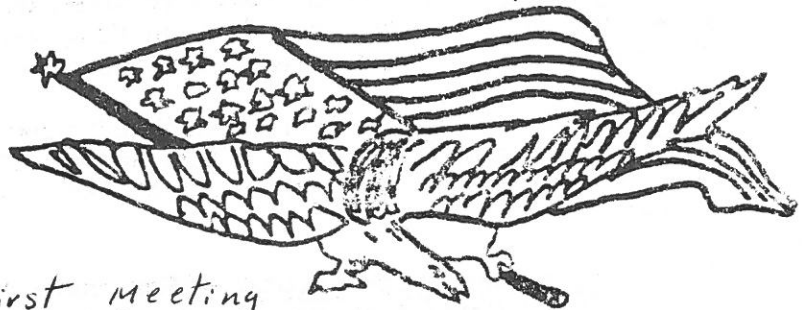
Oct. 1988



Developing habits and attitudes of good citizenship is one purpose of Cub Scout program.

To the boys this is the most boring, So Live it up. This is the most important. Give them a Good and Lasting memory of becoming a Patriot.

Sandy Condon



Start off your first meeting this month with a tape in the background. Ask the boys "How many of you are good citizens and what does that mean to you?" While they are talking about it have the Star Spangled Banner come on. If your meeting goes like my classes at day camp you will have one that goes up and down with down winning.

Tell them that they are what being a good citizen and American is to most people. Are you a good example? Did you stand for your National Anthem? Look at yourself -- are you in uniform and what condition is it in?

Every time you pat. on that uniform you are telling the world -- Look at me -- I do my best and I'm a proud American. People remember you in uniform, so even when you take it off most will still think of you in it.

## HISTORY OF OUR FLAG

Pack Activity - Used with flag each boy read what was the back of his flag. Flags may be made with construction paper or colored with felt pens.

The first Navy Jack - The rattlesnake symbol was popular in flag designs of the 1775 period.

The Bunker Hill Flag was flown at Bunker Hill June 17, 1775. The pine tree was used in many of the flag designs of the day.

Grand Union Flag was the first official flag of the United Colonies of America. It is sometimes called the Cambridge flag because it was first flown over George Washington's camp in 1776. It had the British Union crosses on a blue field and 13 red and white stripes.

First National Flag - "Old Glory" commonly known as the Betsy Ross flag was adopted by the United States in June, on the 14th day, 1777. That is why we observe each June 14th as Flag Day. It has a circle of 13 white stars on the blue field, thus we have the "Stars and Stripes".

Second National Flag - "Star Spangled Banner" was adopted in 1795. It had 15 stars and 15 stripes. This was the flag that was flying over Fort McHenry which inspired Francis Scott Key to write the "Star Spangled Banner", our national anthem.

1818 Flag of the United States - When more states joined the United States, it soon was found that the flag would get too big if more stripes were added so Congress passed a law that our flag would have only 13 stripes for the beginning colonies. A star would be added for each new state. 1818 flag has 20 stars.

### 48 Star Flag

In 1912, the official flag was 7 red stripes, 6 white stripes, and 48 white stars. The stars were in 6 rows of 8 stars each. We used this flag until 1959.

The 49 Star Flag was designed when Alaska joined the United States. We used it for one year.

The New Stars and Stripes - The present flag became official on July 4, 1960 after Hawaii became a state. It has 50 stars.

## THE AMERICANS CREED

I believe in the United States of America as a Government of the people, for the people; whose just powers are derived from the consent of many sovereign States; a perfect union, one and inseparable; established upon those principles of freedom, equality, justice and humanity for which American patriots sacrificed their lives and fortunes, I therefore believe it is my duty to my country to love it; to support its Constitution; to obey its laws; to respect its flag, and to defend it against all enemies.

Adopted by the US House of Representatives -- April 3, 1918

### FREEDOM OPENING

After flags are advanced in usual manner and the Pledge of Allegiance is repeated, boys read the following:

- 1st: Freedom is a breath of air,  
Pine-scented, or salty like the sea.
- 2nd: Freedom is a field new-plowed  
with furrows of democracy.
- 3rd: Freedom is a forest;  
Trees tall and straight as men!
- 4th: Freedom is a printing press,  
The power of the pen!
- 5th: Freedom is a country church,  
A cathedrals's stately spire.
- 6th: Freedom is a spirit  
That can set the heart on fire!
- 7th: Freedom is a man's birthright,  
A sacred, living part;
- 8th: A pulsebeat of humanity,  
The throb of a nation's heart!

### OPENING

Our flag is a symbol of a growing, changing dynamic nation. It is the flag of the people - all the people in the United States. It is a flag of glory from the past and, like our country, it has a great future. No country has ever given its citizens so much - because no citizens have ever given their country so much.

### UNITED STATES GAME

Have the boys make a list of as many states as they can remember. After 5 or 10 minutes, the one with the longest list wins.

### TOM SAWYER RAFT RACE (swimming race)

This is a relay race. You will need two life jackets per team and one small homemade paddle, made from a thin piece of board. Lying on his back in the life jacket, the boy paddles across the pool using only the paddle, not his legs. Then the next boy jumps in with the life jacket and paddles across. This continues until all boys have had their turn.

### CARMEL CHEW RELAY

Divide the group into two teams. Place caramels on a plate in front of each team a couple of yards away. The first boy runs up to the plate, chews a caramel, and when he is finished, returns to his team so the next boy may do the same.

### SKIN THE SNAKE

2 teams in file, legs apart, each player holding the left hand of the player behind him by passing his right hand between his legs. On "go" the last player in line lies down and the rest move backwards, passing over him. As each player reaches the last one lying down, he lies down too, as soon as he is past him. When the last player is lying down, he gets up and moves over the others, pulling them up after him. Players hold hands the whole time. First team down and up wins.

### CROSS THE CREEK

The creek is formed by stretching two lengths of string in parallel lines about two feet apart. Cub Scouts line up along one of the lines and take turns jumping or leaping across the opposite line. After all Cubs have crossed, it is widened by three or four inches. Again they take turns. When a Cub fails, he sits down. The creek is continually widened until only one boy can cross it.

### WATER THE ELEPHANTS

Equip players with cone paper cups. On signal, they dip cups into tub of water and race to large soda bottles at the finish line which they must fill. Team filling their bottle (s) first, wins.

### AFRICAN BLIND MANS BLUFF

Players form a circle. Two players are blindfolded and are inside the circle. One blindfolded player is "it". The other blindfolded player has a rattle, (plastic bottle with pebbles in it) which he shakes. The object of the game is for "it" to tag the rattlemans. When he does the rattlemans becomes it and a new rattlemans is picked. The rattlemans has to continually rattle.



## THIS LAND IS YOUR LAND

As I went walking that ribbon of highway  
I saw above me, that endless skyway  
I saw below me that golden valley  
This land was made for you and me.

Chorus;

This land is your land, this land is my land  
From California to the New York Island  
From the Redwood forest, to the Gulf stream waters  
This land was made for you and me.

I've roamed and rambled, and followed my foot steps  
To the sparkling sands of, her diamond deserts  
And all around me, a voice was sounding  
This land was made for you and me.

Chorus

When the sun comes shining and I was strolling  
And the wheat fields waving, and the dust clouds rolling  
As the fog was lifting, a voice was chanting  
This land was made for you and me.

## HE'S GOT THE WHOLE WORLD IN HIS HANDS

He's got the whole world, in His hands,  
He's got the whole world, in His hands,  
He's got the whole world, in His hands,  
He's got the whole world, in His hands.

He's got the wind and the rain, etc.

He's got the little tiny baby, etc.

He's got you and me brother, etc.

## YOU'RE A GRAND OLD FLAG

You're a grand old flag,  
Tho' you're torn to a rag,  
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  
For the red, white & blue,  
Where there's never a boast or a brag.  
But should old acquaintances be  
forgot,  
Keep your eye on the grand old flag.

## FLY YOU FLAG

Tune: Row your Boat

Fly, fly, fly you flag  
on our holidays.  
Be a loyal citizen  
In this and other days.

## PATRIOTIC APPLAUSE

Shout U.S.A. and thrust  
hand with doubled fist  
skyward; Then shout  
"Hooray, onward and  
upward!"

## RIDDLE

Why does the Statue of  
Liberty stand in New York  
Harbor?  
Because it can't sit down.

### CLOSING

Den Leader: We will try to show you the many sides to the little boys we so proudly call son, but remember, these are all one boy.

1st: I'm the one all full of dirt, so very sure that soap and water will hurt.

2nd: I'm the one who lives in his dreams, always off on a cloud, at least that's how it seems.

3rd: I'm the show-off and athlete, I just can't stand to get beat.

4th: I'm the pouter, sensitive and shy, but I try to make people think I'm a real tough guy.

5th: I'm the angel, neat and obedient. Mom wouldn't trade a day with me for all the money in the mint.

6th: I'm the Cub Scout, the one we boys like best. That's cause I'm different from all the rest. So everyone please join us as we say the Promise we try to live by every day.

Audience and boys say the Cub Scout Promise.....together.

### PATRIOTIC CLOSING CEREMONY

Cubmaster: I asked myself a question today; "What does it mean to be an American?" There were several answers, and they were all good. Being an American means I have a multitude of freedoms.

1st: Freedom to think and to say what I think.

2nd: Freedom to worship as I please.

3rd: Freedom to move about.

4th: Freedom to try, and freedom to fail.

5th: Freedom to stand up straight and look the world in the eye.

6th: Freedom from want, and freedom from fear.

Cubmaster: These freedoms were not of my doing. They were here long before I was born. My forefathers and yours fought to win them. I have four guarantees they will remain. The Declaration of Independence, the Constitution, My fellow Americans, and Myself. No man could ask for more.



For more information see or contact:

Sandy Condon  
503-963-7194

**NOVEMBER  
SEE & DO  
IN SHOW**



OUR PILGRIM FOREFATHERS

After 2 months traveling across the Atlantic Ocean, the Pilgrims landed at Plymouth Rock, Massachusetts, in the fall of 1620. After a very long, hard and cold winter, the Pilgrims made friends with some of the Indian Tribes during the spring and summer months. The Indians showed them how to plant and harvest corn, and hunt for meat in the forest lands of New England.

Following the harvest in the fall of 1621, the Pilgrims and Indians had a Thanksgiving feast together, which lasted for three days giving thanks to the Lord for a bountiful harvest. Unfortunately, they ate most of the harvest which they needed to make it through the winter. So again, our forefathers had another long, hard winter to go through. In the following years, they decided to use a little discretion and only feasted for one day on Thanksgiving, and save the rest of the food for the long winter ahead.

George Washington called for a national day of Thanksgiving in 1789. It was to give thanks for America's success in the War of Independence. In 1863, President Abraham Lincoln set aside the last Thursday in November to be celebrated each year as Thanksgiving Day.

OUR PILGRIM FOREFATHERS

(Tune: Battle Hymn of the Republic)

They came as strangers to a wild land, brave and unafraid,  
In spite of many hardships they still bowed their heads and prayed  
We're thankful for the growing crops, the beauty of our land,  
And freedom to live as we planned.

(Chorus:) Our Pilgrim fathers make us proud,  
They accomplished what they vowed,  
We will sing their praises loud,  
Ane freedom marches on.

Squanto was the Indian and he helped the Pilgrims out,  
He taught them how to plant their corn and how to fish for trout,  
They hunted in the woods for deer and caught wild turkeys too,  
He was a friend so true.

Bradford was the Governor, he was just and fair,  
He thought it was important that each man received his share,  
He planned the first Thanksgiving holiday to celebrate  
A harvest good and great.



ROPEWALKING

Ropewalking contests were often held in the Virginia colonies. Hold a den contest, using rope (clothesline will do) about 20 feet long. Blind fold the Cub Scouts and have them try to walk the rope, with or without shoes. Choose a den champion to compete in the pack contest at a pack meeting.

WHISTLING CONTEST

Fairs were held each year in Williamsburg during colonial times. One of the attractions was a whistling contest. Contestants were given tunes to whistle. If they laughed or lost the tune, they were out of the contest. Try this in your den, using a familiar tune.

STOOLBALL

The most popular sport among Pilgrim young men was a game called stoolball, somewhat like croquet. If you have a croquet set use it at a den meeting.

COCK FIGHT

Two contestants hold their left ankle behind them with their left hand and keep their arm close to their side. It must not be used to strike or shove. On signal, they try to force the other to drop his left foot. With a large number, a free-for-all may be held. The last player to remain standing wins.

ODD OR EVEN

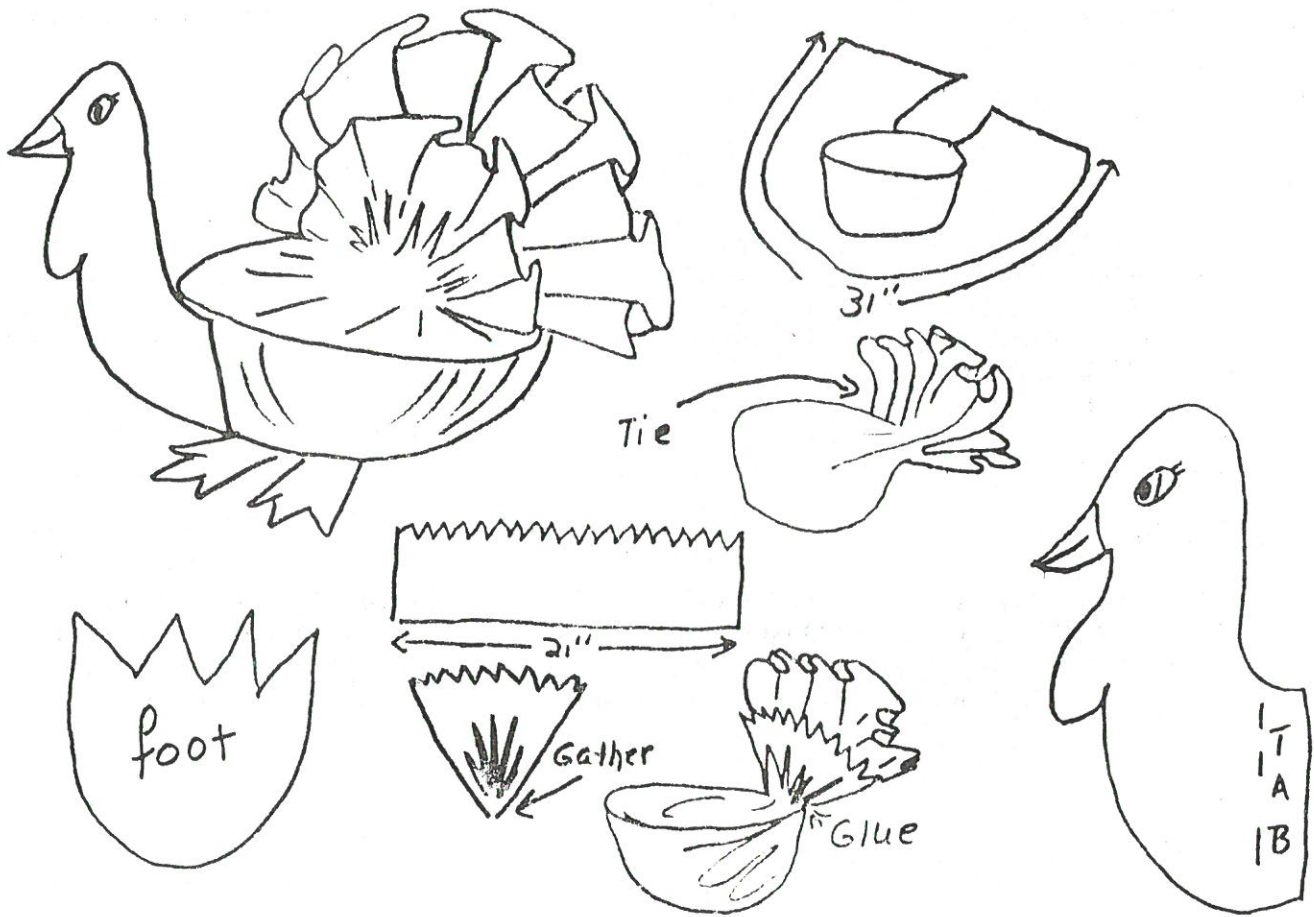
Two boys, give each the same number of beans (counters) each clenched fist holding some. If another guesses which fist has the odd number or the even number and guesses correctly, he gets the beans. If wrong guess you say, "give me one to make it even." Ends when one has all the beans.

TURKEY CENTER PIECE

Materials:

- Plastic bowl 4" high & 7" across (coolwhip container)
- candies or rocks
- 31" length crepe paper
- 6" x 21" crepe paper, contrasting color
- Glue
- Felt pens
- String
- Construction paper

1. Place candy or rocks in plastic bowl.
2. Set bowl in center of 31" paper; gather ends together at one end of bowl and tie securely.
3. Fan out the ends of the paper to form tail.
4. Cut points along long side of 21" paper, gather the other side together and tie with string.
5. Glue this to front of larger tail.
6. Following drawing, cut head & feet from construction paper and glue to front of bowl.
7. Color eyes and other markings with felt pens.



TRUE HARDSHIP OF THE PIONEER

Have boys holding pictures pertaining to their lines the poem below.

- 1st: O Pioneers! O Pioneers!  
Your courage we admire...  
Not for the reasons hist'ry gives  
Do you our awe inspire!
- 2nd: It's hard for us to understand  
And know what it was like  
You didn't have the things we have...  
A car, a plane, a bike!
- 3rd: We heard you crossed the mountians,  
Through forests thin and thick  
In only covered wagons...  
Now, that was a trick!
- 4th: We heard how then you had no roads,  
No highways lined with pines;  
One que sion we must ask you...  
What'd you do with all these signs?
- 5th: And then we read about your meals  
Of wild bear...there's a stopper!  
The one thing we can say is this...  
Your wife was quite a shopper!
- 6th: Yes, we read of all your hardships  
But you beat us on one thing...  
You had the true original,  
Indoor-outdoor carpeting!
- 7th: It's true you had no phones, no gas,  
No lights, no cars about...  
But there's one thing you didn't have  
That we could do without!
- 8th: But one thing does amaze us,  
When we read about your deeds;  
You made it through your travels  
minus something each man needs!
- 9th: O Pioneers! O Pioneers!  
We salute you, long and hard!  
You went across this whole wide land...  
Without a credit card!



For more information see or contact:

Ken Hemmelman  
206-887-4850

Cub Scout Leaders Handbook  
Scoutmaster's Handbook  
Den Chief Handbook  
Insignia Control Guide  
Den Chief's Conference

# DEN CHIEF



# THE DEN CHIEF



The Den Chief, he is a great guy. Every den should have one. They are helpful with all sorts of things:

- Activities assistants at den meetings
- Being a friend to the boys in the dens
- Encourages the Cub Scouts to earn their advancement
- Assist the den at the monthly pack meeting
- Set a good example by attitude and uniforming
- Help Cub Scouts achieve the purpose of Cub Scouting



Where does one find one of these neat Den Chiefs? A good place to look is at your local Boy Scout troop. The Den Chief is a Boy Scout. He can be any age and any rank, but it is well to choose one who is mature enough to be a leader and a helper to you (and not just another "Cub Scout"). A good Den Chief is worth his weight in Gold.

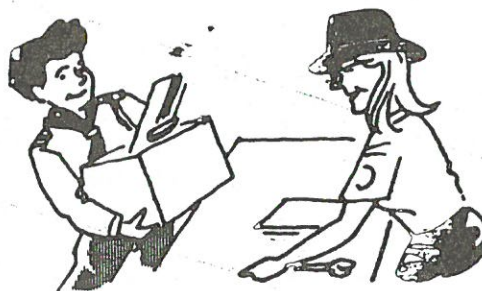
After you have chosen a new Den Chief, he will need to receive some training. This can be done informally by the Den and Pack leaders, or through a formal training session called a Den Chief Conference. (If you are not sure when your district will have their Den Chief Conference, call your district's Training Chairman.) Some of the knowledge and skills your Den Chief needs include:

- The purpose of Cub Scouting
- How to lead activities such as songs, skits and stunts, games, and sports
- How to work with boys of Cub Scout age
- How den and pack meetings work
- The monthly themes, the meeting schedules, etc.



And to be really truthful, some leaders need this training too as they do not know how to use a Den Chief.

Now that you have a Den Chief, use him as he has been trained. He is a leader in your den. Include him in the planning of your meetings. Give him a job and give him responsibility to carry it out. Make him feel good about being a Den Chief, and make it fun. If he is having fun, then others will have fun as well. Reward him, just as any other leader, for a job well done.



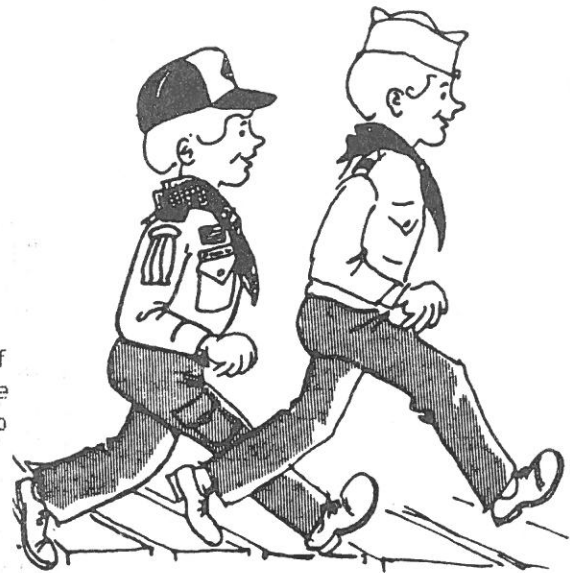
There is always the question: "What is in it for me?" If you are a den or pack leader, you will have help with activities for your Cub Scouts. These guys can also help with ceremonies, provide a resource for ideas for your program, make a close tie with your Troop of Boy Scouts, and set a good example for the Cub Scouts to look up to.

There is benefit for the Troop as well. One of the primary sources of new Scouts for a troop is from the Webelos dens. The Den Chief can make a super tie here. He has a close personal involvement with both the Cub Scout pack and his troop. It is only natural for



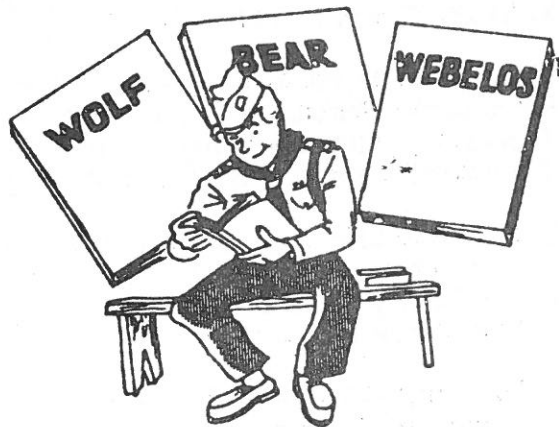
the Webelos to follow the Den Chief and join "his" troop. The Den Chief is also a good person to promote all joint pack-troop activities.

There is also benefit for the Den Chief as well. The position of Den Chief is one of the leadership positions in the troop. It can be used for the leadership requirements for the Eagle rank. Besides, if your unit uses the Den Chief properly, it is also a lot of fun for him.



Above is a thumb nail sketch of the Den Chief. If you want more information, a good resource is the Den Chief Handbook, (No. 3211) and the Cub Scout Leader Book, both published by the Boy Scouts of America. You may also want to talk to other unit leaders that have used Den Chiefs.

Happy Scouting



## MY DEN CHIEF AND I

My heart sank at the sight of him,  
With his slim form, khaki clad;  
It's true he had a pleasing smile--  
He just couldn't be TOO bad.

But I'd pictured broader shoulders---  
A big chest with badges dressed;  
Here was another "little boy"  
Not much older than the rest.

We'd talked about plans for the den,  
The ideas were all mine;  
"I wated this--and I'd have that--"  
And he'd say, "Yes ma'm, that's fine".

Now one day I was feeling low,  
I disliked everyone;  
Especially active, noisy boys  
Who should shout, laugh, and run.

I was going to send them home  
When my chief stepped up to say,  
"If it's alright, I'll take over",  
Weakly I greed, "O.K."

While one group played a game of ball,  
He taught knots to another,  
I sat ectranced and gradually  
I saw him as a "Big Brother".

I'd been the one at fault, not he--  
I'd pushed instead of guided;  
And all my den chief's talents,  
I'd succeeded well in hiding.

At long last we'd become partners,  
Through fair and stormy weather;  
My slim, young, smiling chief and I  
Have learned to work together.



## WHAT IS A DEN CHIEF?

Somewhere between the innocence of Cub Scouting and the dignity of adult Scouting, there is a fascinating and very useful creature called the den chief. Den chiefs come in assorted sizes, weights, and colors and religions, but they all have the same purpose in life...to help Cub Scouts and to enjoy the feeling of being needed and admired by younger boys.

The den chief is many different things to different people. To Mom, he's a uniform which must be washed every week, badges to be sewn on, lunches to be packed, mess kits to be scrubbed and a lump in her throat when he marches by in the parade.

To Dad he's a source of pride, a pack of trouble, a constant stream of information and a chip off the old block.

To a den leader he is an assistant, playing rough and tumble games with the Cub Scouts while she or he maintains his or her dignity, setting a good example, teaching the younger boys to do things... always predictable and yet a constant surprize.

To the Cub Scouts he is Scouting...a peek into the furture, a hero to worship, and a fellow with all the answers...someone to imitate and admire.

Den chiefs are found in most every successful den...in the middle of a game, helping with a ceremony, answering question, showing how to do a craft project, encouraging discipline, and in general, being very useful to the den leader.

A den chief is helpfulness with a boyish smile, discipline with a little impatience, courtesy with youthful fun all wrapped up in one young man. Den leaders need them, older sisters tolerate them, younger boys respect them, Scoutmasters teach them, parents support them, and Heaven protects them.

A den chief is a magical creature. You can be exasperated at him sometimes when he doesn't act like an adult, but then you remember he's just a boy. You can run a meeting without him, but you might as well admit that it's a whole lot easier when he is there. Might as well give up...he is your helper, your assistant, your partner and your right arm...a fun loving young man full of boy-type ideas and action.

When you try to get along without him and your world tumbles down; everything seems to be amiss and all of your efforts seem to have been in vain...he can make you feel ten feet tall with a few magic words like, "Hi, I'm your den chief, I'm here to help you. What can I do?".



For more information see or contact:

Lin Jungen

**MR.  
GOODSAW**

C184

TIPS FOR DEN LEADERS

1. Don't let the boys see any material or tools you don't want them to use.
2. Have the scrap wood handy. The scraps should be free of knots - these can sometimes be dangerous because they are very hard.
3. Have a sample of the craft already made and in view. Have the measurements written down, step-by-step instructions.

Raw Wood - Never paint or varnish raw wood. Give it one or two coats of shellac or wood sealer first.

Stains -

Shoe Polish - Paste wax types work best and will give a final finish. Liquid types will give a dark finish and should be rubbed out while wet.

Wax Stains - Min-wax, rub & buff, very fast, one step finish.

Oil Stain - Many colors, nice finish, requires varnish or other finish.

Latex Stain - Many colors, more opaque than oil stain, needs final finish.

Final Finishes -

Varnish - Slow drying, very durable finish, solvent clean-up and thinning, Available in dull, semi-gloss, & glossy.

Shellac - Quick drying alcohol finish & thinning, glossy finish.  
Laquer & Laquer stain - Very fast drying, laquer thinner for cleaning & thinning.

Linseed oil - Very slow drying, low gloss finish, very durable, good for outdoor items.

Resin oil - Moderately fast drying, solvent clean-up, low to medium gloss, very durable, easy touch up.

Wax - Fast drying, easy soap & water clean-up, fairly durable, more layers add durability.

Sandpaper -

Flint paper - Common, good for wood, fine, medium, coarse.

Garnet Paper - Common, best for wood.

Emery Cloth - Best for metal.

Wet or dry paper - For final finish. grit size 200,400,600.

## WORKING WITH WOOD

1. Chance to earn Pinewood Derby Segment  
Available to all Cub Scouts who build and race a  
Pinewood derby car in a Pack organized event.
2. Wolf
  - A. Achievement 5 Tools
  - B. Electives 3 Foot Power  
5 Model Boats
3. Bear
  - A. Achievement 2 Woodworking
  - B. Electives 5 Big Boats  
7 Things That Go
4. Big Bear
  - A. Achievements 19 Shavings & chips  
20 Sawdust & Chips
  - B. Electives 5 Big Boats  
7 Things That Go
5. Webelos
  - A. Craftsman

## SAFETY RULES FOR TOOLS

1. Use each tool for the job it was intended and the way it was intended to be used.
2. Most accidents occur to the hands, face & feet. Protect your eyes, keep fingers and hands away from cutting edges of tools, secure or clamp down on the wood which you are working.
3. Be patient and never use force. Don't work with tools when you are tired - you need to be alert.
4. Don't wear loose clothing or jewelry which can get caught in moving parts.
5. Never use electrical tools in damp or wet locations.
6. If extension cords are used, be sure they are heavy-duty. Don't use the type of extension cords which are for small appliances.
7. Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave any tools unattended.

## SUGGESTED RULES AND GUIDE LINES

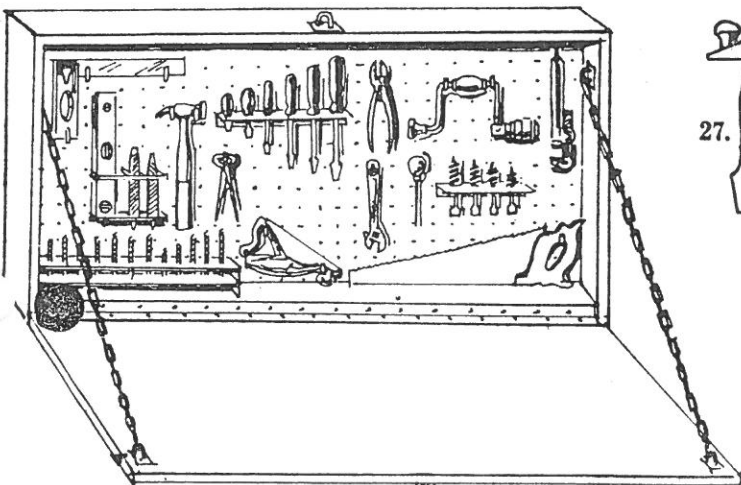
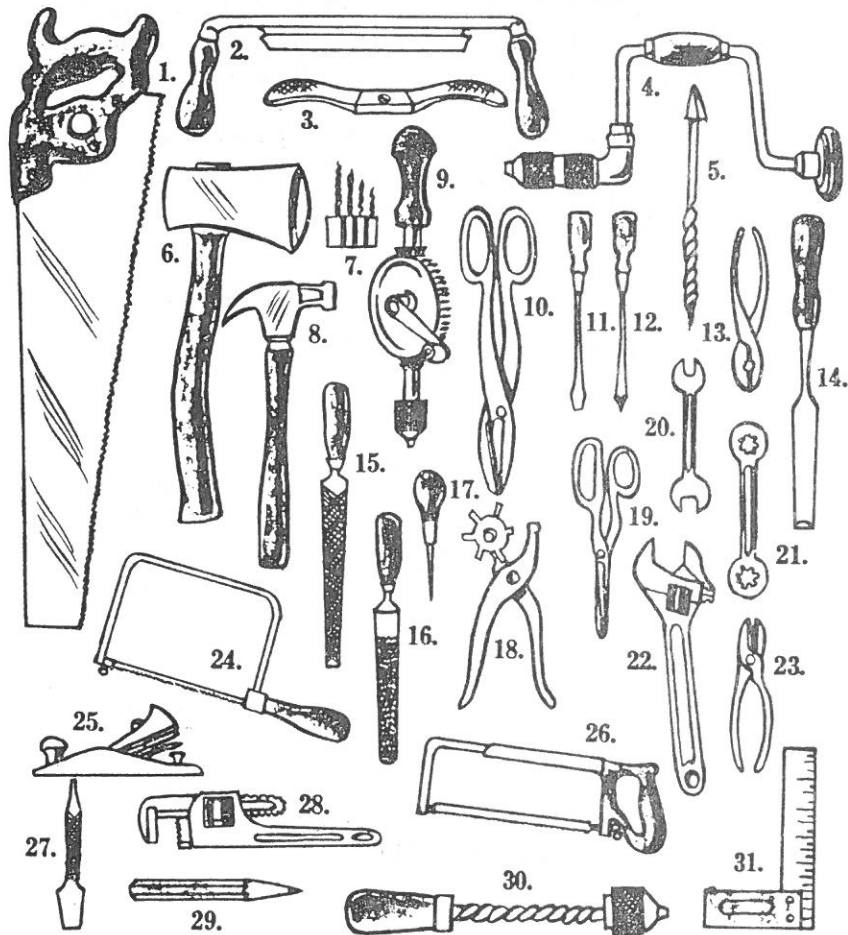
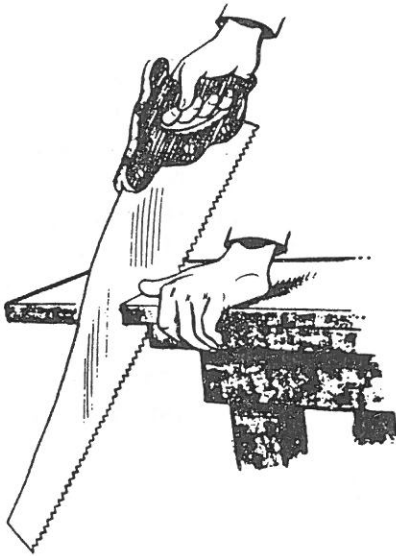
1. All solvents are poured outdoors under leaders supervision. Never use flammable solvents in the garage.
2. All projects are to be marked with owners name or initials.
3. All tools are cleaned and put away when finished with item.
4. Use only tools provided, some tools are off limits to boys.



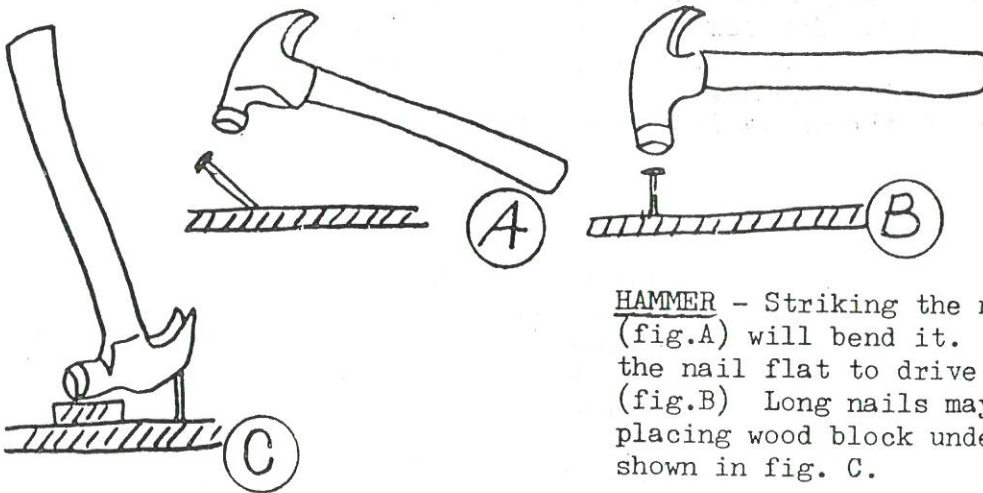
## TOOLS

One of the most important factors effecting craftsmanship is whether or not the correct tools are used. Always try using the correct tool for the job and the quality of workmanship will increase tenfold. Of equal importance is the care of those tools. Keep them clean and well organized.

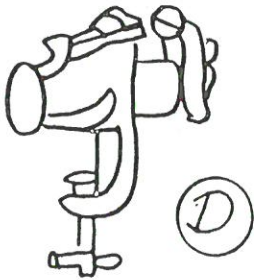
- |                     |                          |                     |                     |
|---------------------|--------------------------|---------------------|---------------------|
| <b>BASIC TOOLS:</b> |                          |                     |                     |
| 1. Hand saw         | 9. Hand drill            | 17. Awl             | 24. Scroll saw      |
| 2. Draw knife       | 10. Tin snips            | 18. Leather punch   | 25. Plane           |
| 3. Spoke shave      | 11. Common screwdriver   | 19. Scissors        | 26. Hack saw        |
| 4. Brace            | 12. Phillips screwdriver | 20. Open end wrench | 27. Nail set        |
| 5. Bit              | 13. Pliers               | 21. Box wrench      | 28. Pipe wrench     |
| 6. Hand ax          | 14. Chisel               | 22. Crescent wrench | 29. Center punch    |
| 7. Drill bits       | 15. File                 | 23. Wire cutters    | 30. Automatic drill |
| 8. Claw hammer      | 16. Rasp                 |                     | 31. Square          |



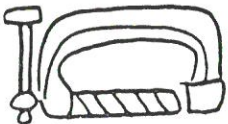
## KNOW YOUR TOOLS



HAMMER - Striking the nail at an angle (fig.A) will bend it. Strike the head of the nail flat to drive it in straight. (fig.B) Long nails may be removed by placing wood block under hammer head as shown in fig. C.



WISE - Vise may be fastened to desk, table, or any other projecting edge. Pin (fig. D) turns to open or shut jaws. Vise illustrated is a machinist's vise for metal and hard objects. It may be used for wood if jaws are padded with felt or by placing wood in vise between projecting pieces of scrap wood to prevent marring.

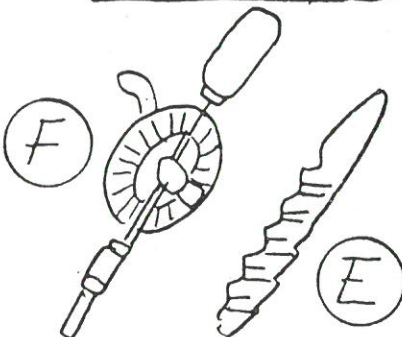


"C" CLAMP - Used for holding flat objects together, such as two pieces of wood. Use this camp to hold bench fork, in coping saw work.

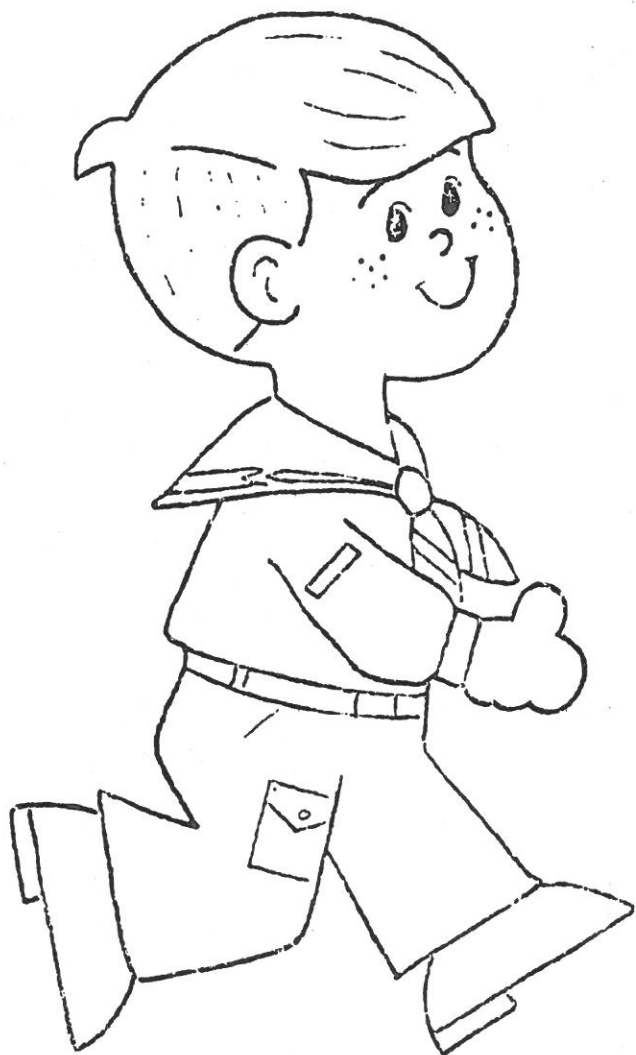


PLIERS - For general holding purposes, or bending metal and wire. To cut wire, place between jaws as far as possible and close pliers.

FILE - For smoothing wood or metal. Hold file flat, with point or handle toward you. Pressure on forward stroke only.



HAND DRILL - For drilling holes in wood or metal. Twist drills (fig. E) are available in a variety of sizes. Turn drill chuck (fig. F) to remove the twist drill.



For more information see or contact:

Chuck & Kathy Whisman

Cub Scout Leaders Handbook  
Staging Pack & Den Ceremonies  
Cub Scout Program Helps

# CEREMONIES

PACK MEETING OPENING

Each of 12 Cubs holds a candle which is lighted as he gives his message. Lights are turned off. CUB SCOUTING is many things.

1. CUB SCOUTING is a Boy. He is somewhere between 8 & 11 years old. He is just an average boy--energetic, inquisitive, noise and eager to explore the world around him.
2. CUB SCOUTING is Parents who love this boy--and care about him. They want him to grow up to be a well--rounded individual who can live and work in an atmosphere of harmony and cooperation.
3. CUB SCOUTING IS A Den Leader who opens his/her home and heart to this boy and 5, 6, or 7 other boys just like him so they may learn to do things in a group rather than individually and learn to share the limelight with others.
4. CUB SCOUTING is a Den Chief--a Boy Scout or Explorer who works into his busy schedule a time for the younger boy so he may encourage him to stay on the Scouting Trail for many years.
5. CUB SCOUTING IS a Cubmaster who gives of his spare time, and sometimes much more, to provide a program that will bring Cub Scouting to this boy.
6. CUB SCOUTING is a Committee made up of interested parents who back up the Cubmaster and who serve willingly to carry out pack goals.
7. CUB SCOUTING is a Nationwide Organization, a little brother program to Boy Scouting, provided by the Boy Scouts of America for the 8, 9 and 10 year old.
8. CUB SCOUTING is Fun for the boy, his parents and his leaders.
9. CUB SCOUTING is Fellowship with the boy in your class at school, your neighbor and other people you might never meet except through Cub Scouting.
10. CUB SCOUTING is Citizenship--teaching the young boy respect for God & country. He learns his moral obligation to himself and his fellow men.
11. 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 learn to compromise and work out differences.
12. CUB SCOUTING is Achieving by boys and parents as they work together on advancement in the boys' 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--then lights on: Boys blow out candles and go to their seats.)





OPENING CEREMONY

STAGING: Den Chief and Cub Scouts in uniform, carrying small American flags line up on stage and each speaks his part.

DEN CHIEF: Two hundred years ago, God gave us a nation,  
A land of wealth and bounty, choice among His creation,  
We must protect its freedom and defend its worthy cause,  
And support our Constitution, which is based upon God's laws.  
Pledge to stand in loyalty throughout each passing year;  
Then with God's help we'll overcome these times of doubt and fear.  
If we will trust His leading, living in His will and way,  
God will bless America, as upon its founding day.  
(To audience) Please stand and join me in singing "God Bless America".  
(Audience stands, sings and is seated)

1ST CUB: Glad you came to our meeting!  
We have many things to say  
About our love for our Country  
As we celebrate today.

2ND CUB: Independence is a big word  
And its hard for me to say;  
But I know it means a lot  
To all Americans today.

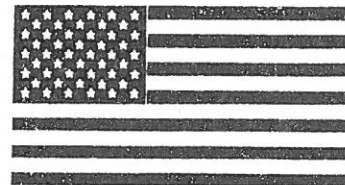


3RD CUB: Our national bird is the eagle;  
Have you ever wondered why?  
It may be because it soars above  
Ever higher to reach the sky.



4TH CUB: The Liberty Bell is ringing,  
Though its sound we do not hear,  
Of freedom of speech and worship  
Freedom from want and fear.

5TH CUB: Without our flag of Red, White & Blue  
Things would be different for me and you,  
A symbol of speech & worship  
Freedom from want & fear.



6TH CUB: Please stand and join me in the Pledge of Allegiance.

\*\*\*\*\*

CLOSING THOUGHT

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.



CUB SCOUT FLAG CEREMONY

PERSONNEL: Talking American flag & 1 Cub Scout

EQUIPMENT: American Flag & 2 microphones connected to a P/A system.

ARRANGEMENT: Place American flag near front, right side of the 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.

(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 and at the microphone).

FLAG: Hello

CUB SCOUT: (looks surprised & turns around) Who said that?

FLAG: 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 50 states. What states added my last 2 stars?

CUB SCOUT: Alaska & Hawaii.

FLAG: Right! History has been made in your time.

CUB SCOUT: What state was the 48th 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: When the colonists came, 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 7 red stripes and 6 white stripes, making 13 stripes; but I still had the Union Jack. I was first raised over General George Washington's headquarters in Cambridge, Mass., in January 1776, as the standard of the Continental Army.

After our country became a new nation, I changed to Old Glory and still had the 13 stripes but added a circle of 13 stars on a field of blue in place of the Union Jack.

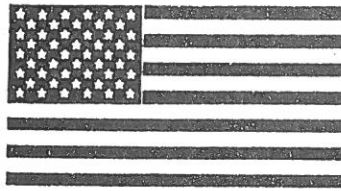
From 1794 to 1818 I had 15 stars and 15 stripes and was called the Star-Spangled Banner when Francis Scott Key wrote our National Anthem in 1817.

Then the years rolled along and in 1818 the stripes were reduced to the original 13, and from then on a star was added for each new state that joined our union until there were 50 stars.

CUB SCOUT: You know, I feel like singing to you. (Other cubs join the first Cub Scout around the microphone). Come on everyone! Join in and let's sing "The Star Spangled Banner".

(The flag ceremony may be ended here or the following additional action may take place).

CUB SCOUT: Will you please remain standing while we give the pledge of allegiance to the flag of our country.



FLAG SPEAKS OUT CEREMONY

The following statement may help dens and packs to emphasize patriotism and might lend to a discussion among the boys on what Free is and the responsibilities that go with it in our country. State this by placing a flag in front of the group and a narrator behind it.

"I am Old Glory. For more than nine score years I have been the banner of hope and freedom for generation after generation of Americans. Born amid the first flames of America's fight for freedom, I am the symbol of a country that has grown from a little group of thirteen colonies to a unified nation of fifty states. Planted firmly on the high pinnacle of American faith, my gently fluttering folds have proved an inspiration to untold millions. Men have followed me into battle with unwavering courage. They have looked upon me as a symbol of national unity. They have prayed that they and their fellow citizens might continue to enjoy the life, liberty and pursuit of happiness that has been granted to every American as the heritage of free men. So long as men love liberty more than life itself; so long as they treasure the priceless privileges bought with the blood of our forefathers; so long as the principle of truth, justice and charity for all remain deeply rooted in human hearts, I shall continue to be the enduring banner of the United States of America. I am Old Glory".

\*\*\*\*\*

WELCOME NEW LEADER

**PACK COMMITTEE CHAIRMAN:** Before you is a ceremony board that has five candles on it. The top two, like the alert ears of an animal represent the two upright fingers of the Cub Scout sign. They mean TO OBEY & TO HELP OTHER PEOPLE.

The three candles at the bottom represent the folded three fingers of our Cub Scout sign. These three fingers stand for three secret letters, F-H-G. These letters mean FOLLOWS-HELPS-GIVES. They also mean FAIR-HAPPY-GAME. Finally, they can remind us of something each Cub Scout respects, FREEDOM-HOME-GOD.

All of our leaders want to do their best to teach our Cub Scouts to learn to follow, to help, to give, to be fair and happy, whatever the game might be, and to respect their freedom, home and God.

Will the new leaders please come forward and repeat after me: I \_\_\_\_\_, promise to do my best, to help the Cub Scouts in my den and in my pack to help other people, to do their duty to God and their Country, and to obey the Law of the Pack.

As Chairman of this Pack, I take pleasure in presenting to you your registration cards and personally welcome you into active leadership in our program. May the days ahead be happy, game and fair.



EXPLANATION OF THE PLEDGE OF ALLEGIANCE

(Opening Ceremony)

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 & 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--States....individual communities that have united into 50 great states-50 individual communities with pride & dignity & 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 & girls, ladies & gentlemen, it's your country as much as it is mine.

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

from Red Skelton's Recording  
January 14, 1969

## THE PLEDGE OF ALLEGIANCE

ALWAYS FACE THE  
NATIONAL COLORS AND  
SALUTE WHILE GIVING  
THE PLEDGE TO THE  
FLAG AND COUNTRY.



C194





PLEDGE OF ALLEGIANCE

Make 6 cards, one for each letter of the word PLEDGE. On the back of each put:

P--James P. Upham, publisher of the "Youth's Companion", felt a need to restore pride and idealism to the America he loved after the Civil War.

L--The pledge was written by Francis Bellamy, an associate editor of the "Youth's Companion".

E--It was first said on October 12, 1892, the 400th anniversary of the discovery of America by Columbus.

D--Each school classroom in America had its students repeat this pledge on that day.

S--No further use of the pledge was planned, but it has become a permanent part of our American Heritage. In 1854 the phrase "Under God" was added after the words "one Nation."

E--Color Guards Advance! Will the audience please rise?  
Pledge of Allegiance (say Pledge)  
Post Colors!  
Color Guards dismissed.

Use 6 Cubs and have each one read the back of his card as he shows it to the audience.

\*\*\*\*\*

OUR HERITAGE CLOSING/OPENING CEREMONY

This ceremony is effective if done with lights out and a spotlight on the Cub Scout. A den leader or den chief unbinds the boy while the Cubmaster, standing in the back of the room, reads the script.

A Cub Scout stands blinded, gagged and bound at the wrists.

Cubmaster: "This is an American boy. The American Revolution won him his freedom (unbind wrists).

The Constitution guarantees him freedom of speech (remove gag).

A free education has given him the ability to see and understand (remove blindfold).

Help Cub Scouting teach him to preserve and to enjoy his glorious heritage, and to become a good citizen."

For an opening ceremony a spotlight could then be put on the flag and the Pledge of Allegiance repeated.





THE UNKNOWN SCOUT ADVANCEMENT CEREMONY

(For Cub Advancement)

**MATERIALS:** 1 Large Candle, Awards to be presented.

**PARTICIPANTS:** Cubmaster, Cubs to be recognized & their parents.

**CUBMASTER:** One day in 1909 an American businessman named William D. Boyce was having trouble finding his way in the London Fog. As he stood on the street a young boy approached him and asked if he could help. Mr. Boyce told him the address he was looking for and the boy led him to his destination. When Mr. Boyce attempted to give the boy a tip for his help, the boy said, "No thank you sir, I'm a Scout and Scouts do not accept rewards for doing good turns." This meeting inspired Mr. Boyce to form the Boy Scouts of America.

The slogan of the Boy Scouts to this day is "Do a Good turn, Daily," and as Cub Scouts we say in our promise that we will "Help other people."

Tonight, in honor of that Unknown Scout in England, who many years ago, with his Good Turn, made it possible for Scouting to come to us here in America, I will light this candle and charge each Scout or Cub present to remember his example.

A very important part of the Cub Scout program is the advancement of the boys as they work to be good Cubs....we will recognize the Cub Scouts in our pack this evening in honor of that Unknown Scout.

(Use whatever sections are needed to cover the Awards to be presented)

**WOLF:** Will Cub Scout \_\_\_\_\_ and his parents please come forward.

\_\_\_\_\_, you have completed the requirements in your Wolf Book that enable you to earn the Wolf Badge. I know that this is just the first step along the road that will someday enable you, like the Unknown Scout of England, to proudly say, I'm a Scout. In his honor I'm proud to present your parents with your Wolf Badge to present to you. Congratulations (Cub Handshake)

**BEAR:** Cub Scout \_\_\_\_\_ has earned his Bear Badge and I would like to ask him and his parents to join me, now.

I know that the pride you have in your completing the Bear requirements is that same pride that was heard in the voice of the Unknown Scout of long ago when he said "I'm a Scout" and with your Bear Badge you will move closer to the day that you, too, will be able to proudly make the same claim. I know that your parents are happy to present you with this Bear Badge. Congratulations (Cub Handshake)

**GOLD & SILVER ARROW POINTS:** As we work to grow as a Cub Scout, we have the opportunity to earn Gold & Silver Arrows after we have met the requirements for our Wolf or Bear Badges. The following Cubs have earned Arrows: \_\_\_\_\_, \_\_\_\_\_, will their parents please join them here at this time.

Boys I know that each of you are proud of your accomplishments and I'm happy to present these Arrows to you, tonight....As I call your name will your family step forward with you.



(Call out each boys name along with the Arrows he is receiving....present the Arrows to the parents who will present them to their son)

When all Cubs are recognized say:

Our Pack is proud of each of you, congratulations on your continued advancement.



WEBELOS ACTIVITY BADGES: Many of our Webelos have also earned awards that will bring them closer to the day when they will follow in the steps of the Unknown Scout in the Scout Troop. I would like to ask Mr. \_\_\_\_\_, our Webelos Leader to present these at this time.

(Webelos Leader calls each Cub and his parents forward and presents the Activity Badges earned.....shakes each Webelos hand with the Cub Scout Handshake).

The Cubmaster or Webelos Leader then says:

I would like to congratulate each of our Webelos who have earned these Activity Badges, tonight.....I know the day will soon come when they will be Loyal Scouts.

WEBELOS BADGE: (CUBMASTER SAYS) The Webelos Scout has to perform several skills to earn the Webelos Badge, many of these skills are directly related to the time when he will become a Scout and follow the lead of the Unknown Scout. Will our Webelos Leader, Mr. \_\_\_\_\_, please tell us a little of what must be done to earn this Badge?

(WEBELOS LEADER SAYS) \_\_\_\_\_ has earned 3 Activity Badges, and has shown that he intends to live by: The Scout Oath, The Scout Law and The Scout Slogan. Each Webelos must know The Scout Salute, Sign and Handclasp. He must also explain the Scout Badge and agree to follow the Outdoor Code. He must know the parts of his Webelos Uniform and the difference between it and the Scout Uniform. Finally he must lead a flag ceremony at a den meeting.

Will the parents of the Webelos to be honored please join us.

\_\_\_\_\_, I know that your parents are proud to present your Webelos Badge to you, and I'm sure that you will wear it with pride. Like the Unknown English Scout, you are committed to the Scout Slogan, "Do a Good Turn, Daily" and I know that you will follow in his footsteps you are now beginning on the requirements for the highest award that a Cub Scout can earn, The Arrow of Light, I look forward to presenting it to you soon.

(Closing statement to be used after all awards have been presented)

(CUBMASTER SAYS): Tonight we have honored the Unknown Scout who was responsible for the Boy Scout program being brought to our Country by William D. Boyce. I know that each Cub Scout here will "Do his Best" to follow his example by always remembering that in our Cub Scout Promise we say that we will "Help Other People and that the Slogan of the Scout that we are looking forward to becoming is to "Do a Good Turn, Daily".





THE FIRST CUB SCOUT BOBCAT INDUCTION CEREMONY

MATERIALS: Bobcat Badge and Card

PARTICIPANTS: Cubmaster, New Bobcat and their Parents

CUBMASTER: Over 50 years ago, a young boy stood in front of a group of people at the first Cub Scout Pack meeting. He lifted his right arm and held 2 fingers in the air to give the Cub Scout Sign and said.....

I, promise to do my best,  
to do my Duty to God  
and my country,  
to be square and  
to obey the Law of the Pack.

Since that night, hundreds of thousands of boys have repeated the same procedure as they became Cub Scouts.

Tonight, we are welcoming \_\_\_\_\_, to our Pack and invite his family to come forward as we present his Bobcat Badge.

(Parents and new Bobcat (Bobcats) come forward)

\_\_\_\_\_, you have indicated that you wish to become a part of the Cub Scout program and join the ranks of many young men who began their adventure in Scouting as a Cub Scout in years gone by. In doing so, you have learned, as they have, the symbols of the Cub Scouts.....The Cub Sign, Handshake, Salute & Motto. You are able to repeat the Cub Scout Promise and the Law of the Pack.

As your Cubmaster, I now ask if you are ready to become a Bobcat in our Pack, and accept the obligations of the Cub Promise?

NEW BOBCAT: Yes, I am.

CUBMASTER: Will all the Cub Scouts present please stand and join \_\_\_\_\_, and myself in repeating the Cub Scout Promise, just as the Cub Scouts of years past have.  
(Raise your arm in the Cub Scout Sign)

I promise to Do My Best,  
to do my Duty to God  
and my Country.  
To help other people and  
To Obey the Law of The Pack.

\_\_\_\_\_, you have promised, as many thousands of Cub Scouts before you, to do your best as a Cub Scout.....I charge you on behalf of all the boys who have worn the uniform of a Cub Scout in years past, to remember your Promise and to wear your Cub Scout uniform with pride & honor.

Welcome to our Pack. I'm giving your parents your Bobcat Badge, they will sew it on your uniform as soon as you have done a Good Turn as a Cub Scout. (Hand Badge to Parents)

(Shake hands with the new Cub, using the Cub Scout Handshake)



## WEBELOS BADGE PRESENTATION

### BRIDGE BUILDING

**MATERIALS:** Webelos Badge & Card, 3 candles (1 gold, 2 blue), & 1 white candle.

**PARTICIPANTS:** Cubmaster, Webelos Leader, Webelos who are receiving the Webelos Badge & their parents.

**CUBMASTER:** The first step in crossing the bridge to a Scout Troop, is earning the Webelos badge. The requirements for the badge include a knowledge of the Scout Law, Oath, Slogan, Sign & Handclasp. The Webelos Scout must also be able to explain the Scout badge and the Outdoor Code. He must be able to explain the difference between his Webelos uniform and the Scout uniform and tell when they should be worn. He must also earn 3 activity badges of his choice and lead a flag ceremony in his den. Webelos Scout \_\_\_\_\_, has accomplished these tasks and will receive the Webelos badge, tonight.

Will the Webelos to be honored and their parents come forward and join Mr. \_\_\_\_\_, our Webelos Leader who will present the badges.

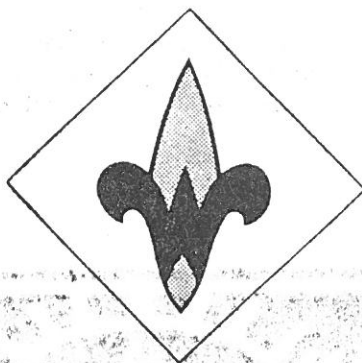
(After everyone has formed in a line in front, with the parents standing behind their son).

**WEBELOS LEADER:** Mr. (Cubmaster), has explained the activities that this Webelos Scout has completed to earn this Webelos badge. It is my pleasure to present your first award on the Bridge to Scouts. Before us we have 3 candles....I'm going to light the first candle as a symbol of the time you joined our Pack as a Bobcat and started on the road that someday may lead to your becoming an Eagle Scout. (light 1 blue candle) the second candle represents your graduation to the Webelos Den (light the 2nd blue candle). The gold candle represents your reaching the first steps on the Bridge to the Scouts....I give you the flame that represents the Spirit of Scouting, and invite you to light the gold candle....This is a sign that you are on the way to adventure in a Scout Troop.

(After the candle is lit....)

Webelos Scout \_\_\_\_\_, it is with great honor that I present you with this Webelos badge, I am presenting this card that indicates this award to your parents to give to you as a symbol of their support along the Scouting trail....CONGRATULATIONS.

(Cubmaster and Webelos Leader both shake the Webelos hand with the Cub handshake and shake the hands of the parents).



ARROW OF LIGHT PRESENTATION CEREMONY

PARTICIPANTS: Cubmaster, Webelos Leader, Webelos receiving the Award and their parents.

CUBMASTER: The highest Award that a Cub Scout can earn along the Scouting Trail is the Arrow of Light. This is earned by a Webelos Scout after he has completed the Webelos Badge and has met the additional goals necessary to receive the Arrow of Light. It is the only award earned as a Cub Scout that can be worn on the Boy Scout uniform. Mr. \_\_\_\_\_, our Webelos Leader will present this high honor to one of our Webelos tonight.

WEBELOS LEADER: \_\_\_\_\_, has completed the necessary requirements to receive the Arrow of Light Award, will his parents please join him before the Pack at this time.

\_\_\_\_\_, you have fulfilled the requirements necessary to earn the highest honor in Cub Scouts. I would like to tell you of the seven great virtues that the rays of your Arrow represent.

(There should be seven candles on the table before the Pack, as the Webelos Leader reads the virtues the Cubmaster will light a candle)

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

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

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

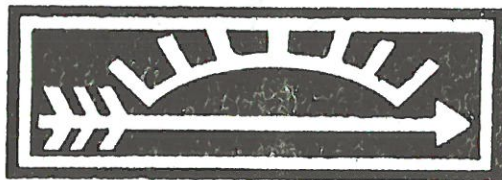
Candle 4 JUSTICE--Justice is the practice of dealing fairly with others without prejudice or regard to race, color or creed.

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

Candle 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 his community.

Candle 7 LOVE--There are many kinds of love....love of family, love of home, love of fellowman, love of God, love of Country....all of these loves are necessary for a full life.

Webelos Scout \_\_\_\_\_, you have heard of the virtues signified by the Arrow of Light....as I present it to your parents to pin in place on your uniform, may I remind you that if we all live by the seven great virtues, we will become happy men, and happy men are successful men. CONGRATULATIONS.





WEBELOS GRADUATION TO SCOUTS

**PARTICIPANTS:** Cubmaster, Webelos Leader, Scoutmaster, SPL, Graduating Webelos & Parents.

**CUBMASTER:** Tonight, our pack has an important event to observe...the recognition of \_\_\_\_\_, who is continuing on the Scouting Trail. Will Webelos Scout \_\_\_\_\_ and his parents please come forward.

(Webelos stands facing Cubmaster, with parents behind him)

\_\_\_\_\_, when you joined our Pack you stood before us, repeated the Cub Scout Promise and agreed to live by it. In honor of that occasion let us all stand and repeat the Cub Scout Promise.

(Give Cub Sign and lead in the Cub Promise)

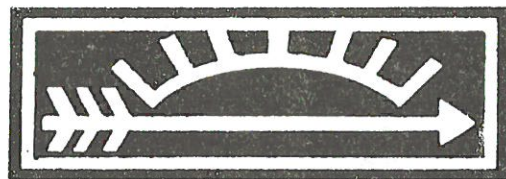
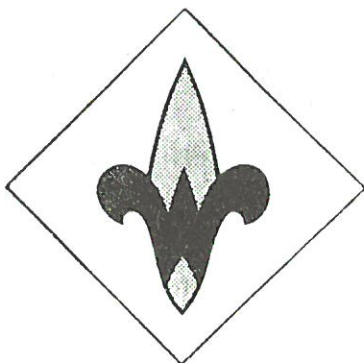
Since you made that promise and agreed to Do Your Best as a Cub Scout.....a lot has happened. You have grown, you have helped the Pack go, you have followed Akela, and you have given good will. You entered Cub Scouting as a child, so to speak. You have learned a lot, had a lot of fun, and have grown into a fine young boy. You first became a Bobcat then a Wolf Cub, a Bear Cub and then a Webelos Scout....Now, you are ready to move into Scouting.

**WEBELOS LEADER:** Just as you continued to grow and moved from Cubbing into Webelos, so you are continuing into Scouting. Our charge to each of you is that you do continue to grow, to learn more, to enjoy the challenge of Scouting, that you will take on the ways of young manhood and prepare yourself to become the kind of citizen our Country needs. Scouting, your parents and friends will continue to help you along the way....As a symbol of your growth I remove your neckerchief and present it to your parents.

**CUBMASTER:** As your Cubmaster, I pass you on to your Scoutmaster Mr. \_\_\_\_\_, so that you continue your days in Scouting and continue to grow and to learn and meet the challenge of those words "On My Honor, I will Do My Best....." CONGRATULATIONS and good luck along your way, Scout \_\_\_\_\_.

**SCOUTMASTER:** To show that you accept the challenge of Scouting, will you join the representatives of your new troop and other Scouts present in giving the Scout Sign that you learned as a Webelos Scout and repeating with them, the Scout Oath.

Welcome to your new Troop. Your Senior Patrol Leader \_\_\_\_\_, will now present you with your Scout neckerchief. (SPL places neckerchief on the new Scout and shakes his hand with the Scout Handclasp).





CLOSING THOUGHTS

**GIVING TO OTHERS:** Did you ever pause to think about how helpful a tree is? It provides a nesting place for birds, shade from the sun and protection from the rain. It discards its dead branches, providing wood for fires and cooking food. It adds beauty to the countryside. We must admit that a tree gives a lot more than it receives. We can learn a lesson from the tree--by doing our best to always be helpful to others by putting others first and ourselves second. Remember the lesson we learn from the tree: To give to others more than we receive.

**KEEPING FIT:** Cub Scouts, I hold in my hand a pocket knife. This is a valuable tool because it can be used for many useful things. It is a dependable tool as long as the blade is kept sharp and free from rust and the working parts are in good condition. But, if it is neglected and becomes dull and rusty, it can be a dangerous tool. The same principle can be applied to ourselves. We have a body, which when kept in good condition, will serve us well. If we get plenty of exercise, eat the proper foods and have good health habits, we will be able to enjoy to the fullest, the things we do. But if we fail to take care of ourselves, we become rusty and dull like the neglected pocket knife. Do your best to keep fit!

**CAN YOU TAKE IT?:** (Hold up a tire advertisement) Cub Scouts, tire manufacturers are constantly working to make a better tire--one that can withstand the pounding and abuse that high-speed driving demands. In other words, a tire that "can take it". Like the tire, you and I are put to the test everyday. When things are going along smoothly it is not hard to get along. The real test is how we do when the going gets rough--when things don't always shape up the way we want them to. At times like these, the Cub Scout Promise can help you carry on with the right attitude and do your share without grumbling or griping. It will help you meet the test. Can you take it?

**CHEERFUL ATTITUDE:** Do you ever notice how pleasant it is to be around people who have a cheerful attitude? On the other hand, we sometimes avoid a person who is grumpy and looks on the dark side of things. There can be many reasons for not being cheerful, but in spite of these, it is best to keep your feelings to yourself. Cub Scouts who have a cheerful attitude not only make life easier for themselves, but spread their happiness to others.

**SPORTSMANSHIP:** We hear a lot of talk about being a good sport, but just what does it mean? A good sport learns the rules so he will not violate them. He competes with all his heart striving to outclass his competitors. If he wins, he doesn't act smug but instead compliments the losers for the find showing they made. If he loses, he should accept the fact and find out why. Maybe he can win the next time. A sportsman accepts defeat, congratulates the winners, studies how to improve and determines to do better the next time.

\*\*\*\*\*

OPENING OR CLOSING CEREMONY

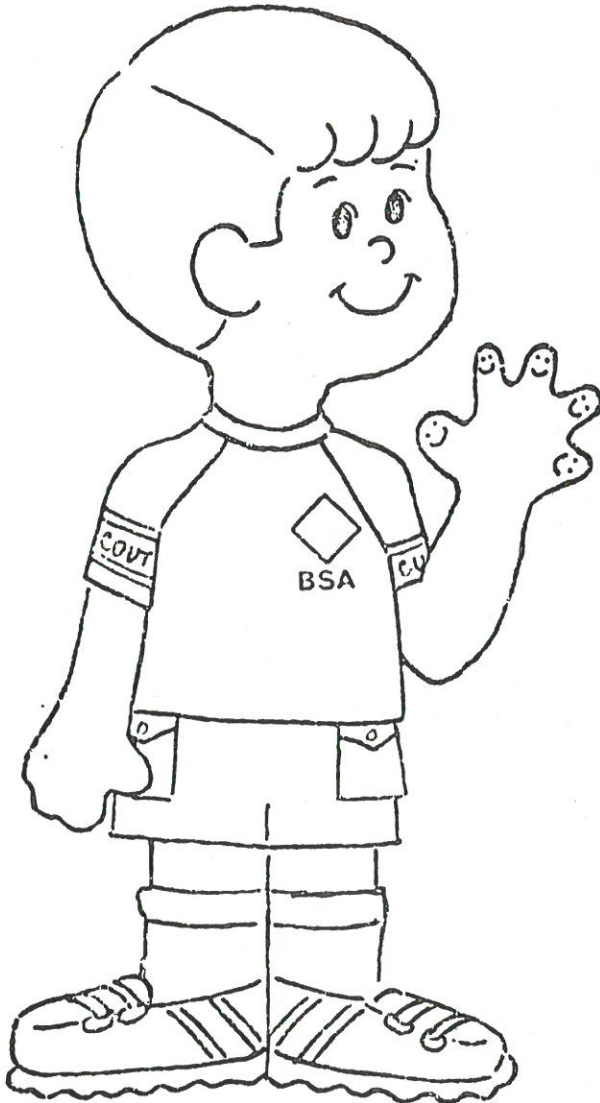
Use this recipe for the basis of the ceremony.

RECIPE FOR A WONDERFUL DAY:

- 1 cup friendly words
- 2 heaping cups understanding
- 2 cups milk of human kindness
- 2 heaping tbsp. time and patience
- 1 dash gentle humor
- 1 pinch of spice of life
- 1 drop warm personality



Measure words carefully. Add cups of understanding to milk of human kindness. Sift together three times to make a smooth paste. Cook with gas on the front burner. Keep temperature low so it never boils over. Season with gentle humor, warm personality, and spice of life. Serve in individual molds.

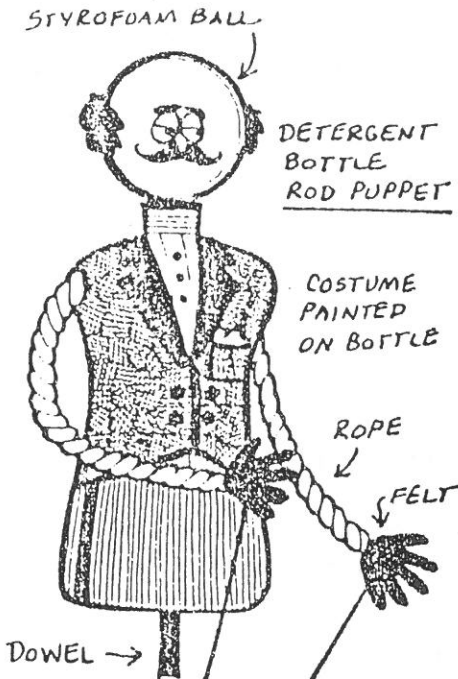


For more information see or contact:

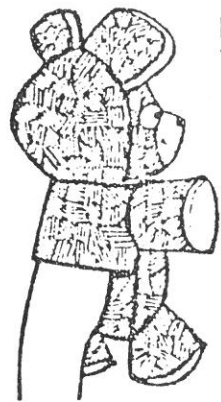
Carmen Mitchel  
503-359-4685  
Program Helps  
How To Book  
Library

# PUPPETS SKITS COSTUMES

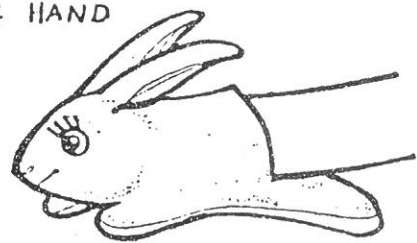
PUPPETS



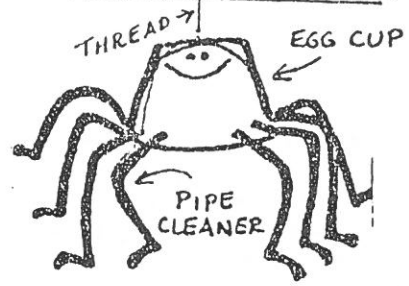
PUPPETS FROM STUFFED TOYS



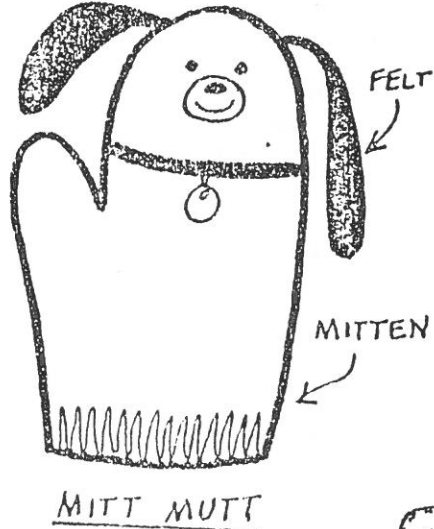
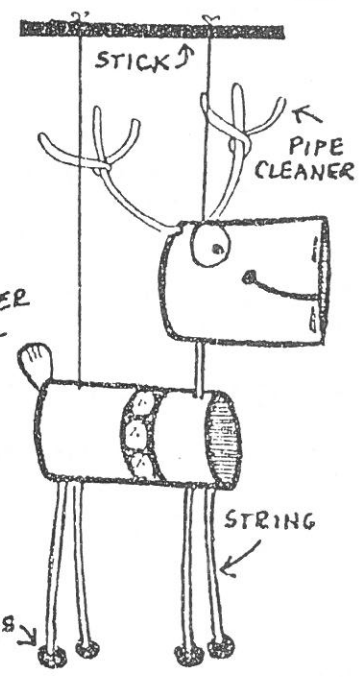
CUT A SLIT IN BACK OF TOY.  
REMOVE ENOUGH STUFFING FOR YOUR HAND



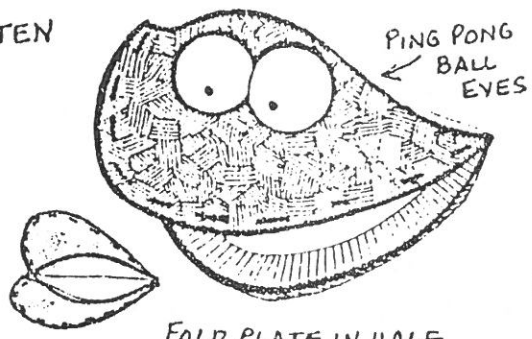
EGG CARTON SPIDER



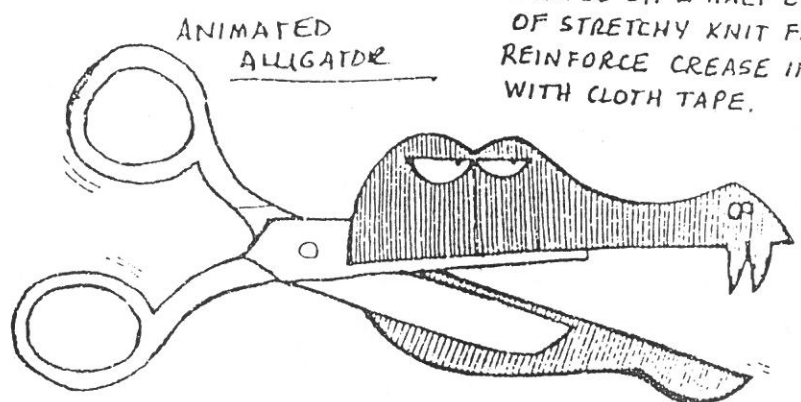
CARDBOARD TUBE MARIONETTE



PAPER PLATE PUPPET



FOLD PLATE IN HALF  
STAPLE ON 2 HALF CIRCLES  
OF STRETCHY KNIT FABRIC.  
REINFORCE CREASE IN PLATE  
WITH CLOTH TAPE.



SIMPLY GLUE PAPER CUT-OUTS  
TO A PAIR OF SCISSORS FOR  
A SIMPLE ANIMATED PUPPET

## TIMELY TIPS

Puppets will be more appealing if given a definite personality, this means that your puppet should have his own special character which is unlike any other puppet on stage.

The main idea is to make him an outstanding individual with his own mannerisms, with his special way of dressing, and with his particular way of walking and talking.

Facial features of puppet will help make him outstanding in appearance. Give your puppet a face that will attract attention.

The features of a puppet should be exaggerated. Give him an extra big nose or a very crooked mouth, so that the audience can recognize him easily.

Let your puppet speak and act according to the kind of person that he represents.

When putting on a puppet show, keep actions clear and simple.

Make sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet somewhat as he talks, nod his head or move slightly forward. The other puppets on stage should remain motionless until their turn to speak.

Be sure to speak clearly. It is harder to understand a person's voice when you can't watch his face and lips while he talks.

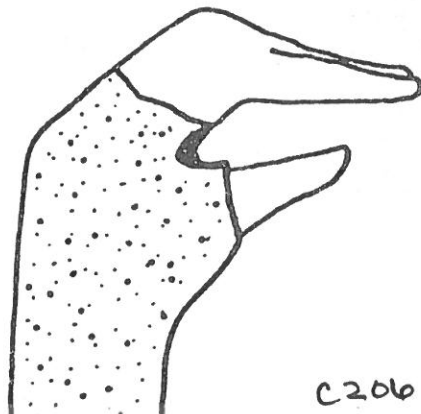
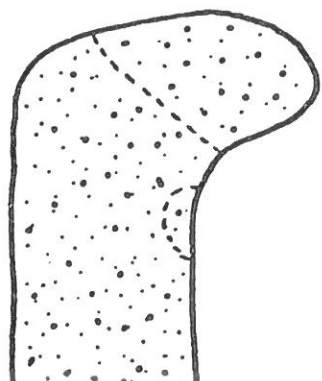
Do not hide one puppet behind the other.

Let the puppet exaggerate both feelings and actions that go with the feelings. An excited puppet should be wildly excited, while a tired puppet should groan and sag so wearily that the audience knows instantly how tired he is.

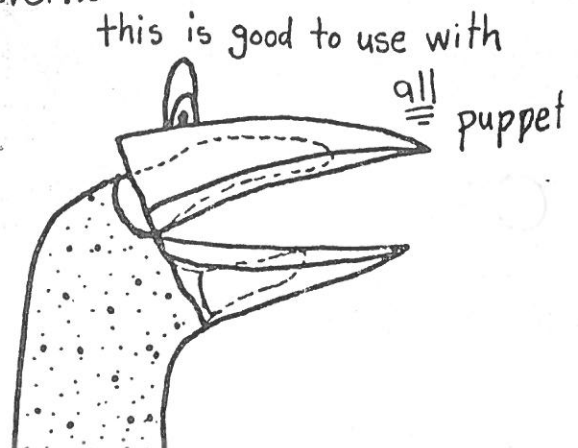
In some cases, it is a good idea to have the puppet speak aloud to himself as he goes about his act. For example, he might say while looking - "I'll look under this tree for a rock."

## Cover-up

to keep your arm under cover...



C206

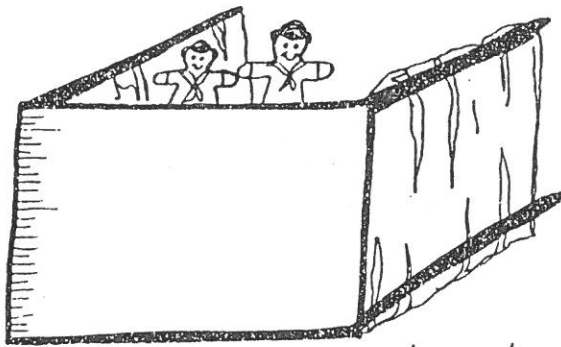




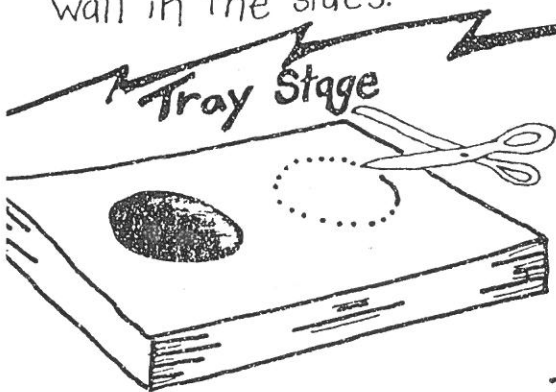
# Stages

Hand-puppet theaters may be as simple or as complex as desired. Boys are able to improvise stages or theaters that are very effective. The simplest stage consists of two tables or benches to conceal the boys who operate the characters. A card table set on edge works quite well.

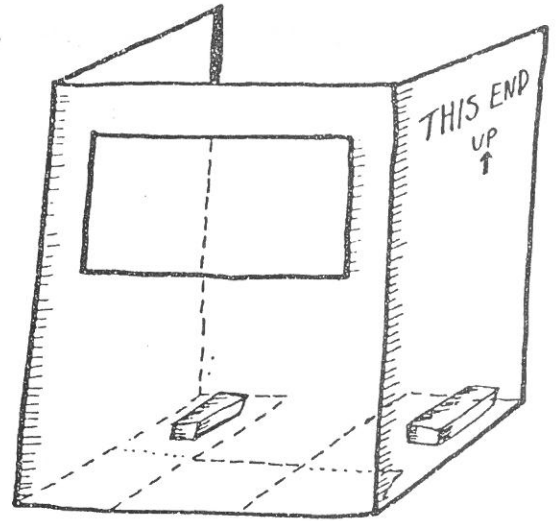
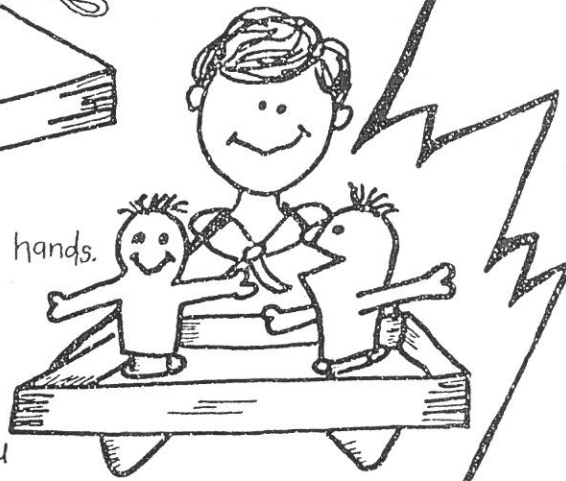
A packing box, either wood or cardboard, is a bit more complicated but functions well. A large sheet of wall-board with an opening for the figures is an excellent stage. The front of this may be decorated with paper, paint, or crayon.



A cardtable placed on its side and blankets draped over the legs to wall in the sides.



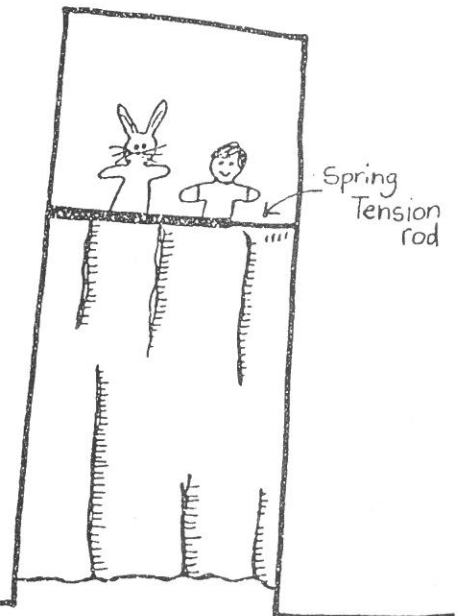
- \* Cut two holes for your hands.
- \* Attach a shoulder strap
- \* Put your puppets on
- \* Carry your stage with you



One of the simplest draw curtains is a window shade, either paper or cloth, on which designs may be painted.

Regular theatrical draw curtains give a professional appearance and your own imagination is the only limit to the design. Notice the stage and curtains the next time you visit your neighborhood movie theater.

A simple stage for stringed or fist puppets may be set up in any deep doorway. Place two chairs in front of doorway and put a plank or board across them. The ironing board will do. Cover sides and front of stage to conceal puppeteers. Slide the draw curtains on curtain rod or use window shade.



## SKITS, PUPPETS & COSTUMES

### SKIT WORK SHEET

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

LET'S MAKE UP A SKIT:

MONTH \_\_\_\_\_

THEME \_\_\_\_\_

- 1- SUBJECT OF YOUR PLOT:
- 2- TITLE (whether serious or funny):
- 3- KINDS OF ACTORS YOU WILL USE (puppets or Cub Scouts in costume):
- 4- LENGTH OF TIME (for 5 min skit, write about 20 min skit & cut down to 5):
- 5- FACILITIES:
  - KIND OF STAGE YOU HAVE (open floor or regular stage):
  - LIGHTING:
  - SOUND:
- 6- STAGING:
  - SPECIAL EFFECTS:
  - COSTUMES:
  - PROPS:
- 7- NAMES AND CHARACTERS (enough for everyone or between acts in jokes, magic, musical numbers etc. that relate to the skit):
- 8- LOCATION OF SETTING OF SKIT (keep scene changing to a minimum):
  - SCENERY:
- 9- PROBLEMS TO OVERCOME:
- 10- OBSTACLES:
- 11- CRISIS:
- 12- ENDING:
- 13- Write the skit so the audience will enjoy it. Use stage directions liberally. Stimulate interest and surprise. Does skit fit the audience?

## SPECIAL EFFECTS

Many skits call for special effects which help give reality to the performance. Here are some ideas:

- JET PLANE:** Whistle gently, going gradually from high note to low note.
- THUNDER:** A piece of tin  $\frac{3}{4}$  inches long and one inch wide is suspended. Shake it to produce rolling thunder. For single crashes, strike the tin in the center with a rubber hammer or rubber heeled shoe.
- LIGHTNING:** Flash white light off and on. Also photographic flash works.
- BREAKING GLASS:** An old piece of window glass in a sack is dropped on the floor.
- CRASHES, BANGS, BOOMS:** Fill a cardboard box with junk (cans, old dishes and silverware, stones, glass jars, etc.). Close the box and flip it around.
- HORSES:** Two half coconut shells clapped on a wooden board give the sound of horses walking or galloping on a hard road. For hoofbeats on a soft road or turf, use wallboard.
- RUNNING WATER:** A wooden box 1' x 2' x 2' is fitted with tin on the bottom and ends. Finishing nails are driven into the bottom and ends in a 1" diamond pattern. Place a small amount of lead shot into the box, tilt and the sound of running water is produced.
- PHONE CONVERSATION:** Talk into a hat or box.
- TRAINS:** Place small wire nails or shot inside a flat tin bandage box; Move back and forth and it sounds like a train chugging along.
- GONGS AND CHIMES:** Chinese gong suspended by a rope, or a 4-5' length of water pipe suspended. Tubes or water pipes can be cut in various lengths for chimes. Cut off  $\frac{1}{2}$ " at a time and test for tone. Strike with a rubber hammer.
- RAIN:** Fill a tin biscuit or cookie can one third full of dry peas or beans. Rotate slowly.
- SHOT:** Snap a yardstick or a thin board on a hard, flat surface. Or fire a cap pistol.
- RINGING PHONE:** Ring a bicycle bell.
- 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.
- SAWING WOOD:** Rub sandpaper across 6" area on rim of large foil pan.

## THE PLAYFUL WORLD OF PUPPETS

Puppetry is an old art. It has entertained many people down through the ages, particularly children. It appeals to a boy of Cub Scout age because it allows him to be creative. It provides an outlet for his most vivid imagination and can be put to definite use in the Cub Scout program. Puppets can be used in conjunction with most achievements, as well as many of the monthly themes.

Puppets can help overcome stage fright, stuttering, strengthen weak muscles, relieve tensions, develop coordination, overcome inhibitions in a shy child, teach the noisy boy patience and last, but not least, set loose his imagination.

Have the boys discuss and decide on the play or story they wish to present before they start their puppets. Keep it simple. Let the boys plan the dialogue themselves.

A simple comic story is best for Cub Scouts, particularly one that is written in their own way of speaking. Exaggerated actions and slapstick comedy make the most interesting plays for the boys to present. Adaptations of common fairy tales or children's stories make a fine basis for a hand puppet play. Plays written about their den or pack activities can be very interesting.

Don't worry if it comes out a little differently each time. It is almost impossible for boys to recite memorized lines and manipulate puppets at the same time. Sometimes it is a good plan to have a reader off stage. Another excellent technique is to have the boys prerecord the dialogue. This also allows for some manipulation of the volume during the performance.

Avoid complicated projects! Preparing the program should not take more than a month for greatest enjoyment. No matter how good the play may be or how elaborate the characters, a poorly planned program will spoil everything. Every phase of the performance must be planned and every person must know exactly what he is to do and where he is to be at the right time.

Make certain all properties are placed in a convenient place where they can't be misplaced. Plan to make use of a stage crew if everyone cannot be in the play. The crew can set up the stage, handle lights, sound effects and props. This extra help can prevent delays in your program. Nothing is harder to watch than a much-interrupted show.

Story ideas for puppets come from many of the same sources as a live skit. Have a "brain storming" session with your boys. Let their imaginations provide the plot. Outline the story and keep it simple.





## PERFORMING, The Power of Pretending

Pantomime is the expression of a thought, emotion or action without words. In advanced forms, words may be supplied by a narrator, chorus or other means, but the actors never speak... the expression on the actor's face and his gestures tell what he is doing. A clown takes on a character, sometimes speaking, sometimes not. A magician creates an illusion. A singer creates a feeling or an emotion. Campers around a fire can terrify with a well-told ghost story. Radio and television stories are a form of pretending. Standing in front of a mirror, do you pretend?

Let your mind wander. Below are key words. Can your Cubs pretend or act out ideas suggested by the following words?

juggling	major surgery
fortune-telling	Indian dancing
tight-rope walking	favorite songs
strong man	cooking stew
clowning	metamorphosis
jug band	pass it on
haunted house	frog prince
you and your shadow	muscular athlete
visiting another country	a fish story
first swimming class	old-time movies
animal parade	ventriloquist
truck dumps a load of feathers	faultering magician
baseball game	two-headed man
finding a lost dog	house fire
camping trip	all "A" report card
scary music	visiting a dentist
taste testing	feeling fresh glue
decorating a Christmas tree	borrowing money
painting a house	designing an American flag
overworked children	pioneers
first telephone	flying saucers
weather man	welcome to the gang

Keep a notebook. Jot down skit ideas. Look through children's books. Use holiday themes, seasons, birthdays, current events. Other ideas come from television, comic books, historical events and coming attractions. Use your Scout Program Helps, Skits and Puppets, Group Meeting Sparklers, Staging Den and Pack Ceremonies and the Wolf, Bear and Webelos books.

Most of all, consult your school or public librarian for help in locating source material. Most schools have a great deal on both skits and puppets, including scripts.

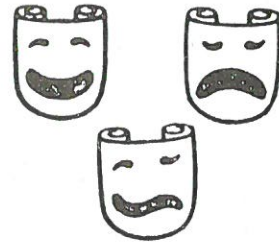
Never overlook the suggestions of your Cubs. They are always an untapped, unending source of ideas!

## SKITS & COSTUMES

Now you are ready to put the finished skit to paper. You have planned everything except the dialogue. Let your boys help by acting it out as they see the scene. When this is done, your skit will be about 20 minutes long. Cut it down keeping only the best lines and you will end up with 3 - 5 minutes. Always write or give a lot of stage directions. The boys will feel more sure of themselves if they know what to do as well as what to say. REMEMBER too that most of your LOUD CUB SCOUTS will become very soft spoken when they get on stage. This is one time they must be heard to be enjoyed.

To avoid problems, try these:

1. Keep it simple.
2. Keep it short (3 - 5 minutes).
3. Avoid long memorized dialogue.
4. Use simple BOY-MADE props.
5. Let every boy participate.
6. MAKE IT FUN.



### MAKE-UP

Make-up will often help tell an audience what a character is like. It also makes the character seem more real to the other players. Make-up can hide a boy's own features, change his form, or just make them look larger or smaller. The more light you have, the more make-up is required.

Theatrical make-up is expensive. There are inexpensive substitutes at variety stores or in mothers' out-of-fashion make-up box. Some of the things you might use are:

Cream Rouge  
Eyebrow pencils  
Lipsticks  
Face Powder  
Eye shadow

Clown White  
Nose putty  
Spirit gum  
Black tooth enamel  
Foundation make-up

Cotton  
Hairpins  
Shower cap  
Scissors  
Cold cream

Make-up should be applied after the actor is in costume, so it helps if you use an old make-up cape or towel tied around the neck to protect the costume. Some of these general rules may have to be altered slightly to allow the boy to take part in the pack meeting, but still be ready for the skit when the curtain goes up.

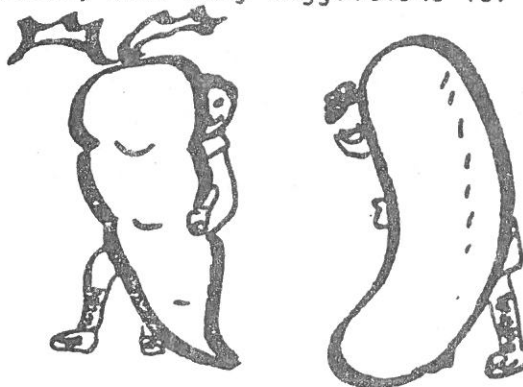
If time doesn't allow for applying make-up as you would like to mark and distinguish your characters, then use simple costumes.

## PROPS, BACKDROPS AND SCENERY

Simple scenery is fun to make...it is a good den project...it adds to the mood of the skit...and makes your skit more believable.

### KEEP THINGS SIMPLE!

1. Backgrounds should be of subdued colors and designs. The characters are most important. A plain wall, hanging sheet, painted newsprint or elaborate sets can be determined by the resources you have available. Don't go beyond what the boys can handle.
2. Simple scenic designs can be sketched out so that you know just how the sets will look. Simple backdrops and scenery can add much to the skit.
3. If you have limited space or need something quickly, use a plain blue or black cardboard drop. Just add cardboard or construction paper trees, furniture, clouds, circus tents, etc. These can be thumbtacked up and removed easily. (Check with furniture or appliance stores, grocery stores or warehouses for large furniture and appliance cartons.)
4. If you have characters to hide, you can add hinged side panels to your main sets. (Hinge panels with muslin tape or glued cloth before painting.)
5. Trees, bushes and other odd-shaped rocks, robots, etc. can be cut from cardboard, painted and propped with supporting wood blocks. (Wooden lath can be nailed to back of scenery or cardboard "legs" taped on to make it more sturdy or help it stand up.)
6. Large cardboard boxes are very effective if painted to resemble a pond, a car, space ship or voting booth.
7. Cardboard is sometimes hard to cut, so it is a good idea for the Den Leader to handle this job.
8. Let the boys do the painting. Guidelines can be drawn with heavy pencil to show where colors go.
9. Latex or tempera paint is best on cardboard, and it washes off the boys as well. Paint large sections of backdrops with spray paint. This is best done by an adult. Remember that waterbased paints will not adhere to enamel-based paint.
10. The simplest prop is a written label! Hand-held props should be simple and kept in one place up to the time of the skit. The Cub Scout Program Helps, current as well as back issues, have many suggestions for simple props and scenery pieces.





## COSTUMES

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

An actor's job is to make the audience believe he is someone far different from his everyday self. He does this first of all by playing a part .. by his acting. But his costume, his hair style, the make-up on his face, the way he stands, and even his shape, help too. So during rehearsal, one of the most important questions is "Shall we use costumes? If so, what kind?"

It is important to find the right costumes, and this isn't as hard as you think. There are enough everyday things around your house to clothe any number of actors. A nimble imagination helps even more than nimble fingers. You can find some real costuming treasures if you know what to look for.

Old clothing is very valuable for costuming. Extra material or crepe paper added to it can change its whole appearance. One costume can be made over in different ways and can be used again and again in a variety of skits. But usually Cubs will perform their skit only once, so costumes should be easy, inexpensive and colorful.

Men's pajamas can be made into many different outfits. Long underwear provides tights' needed with some costumes. Small pieces of cloth or pieces of crepe paper can be cut into capes, scarves, sashes, etc. Vinyl upholstery can be used for leather trimmings. Long, heavy stockings are good to wear with costumes that need knee pants. Small pillows are just right for that extra bit of padding which some costumes, and some characters, need.

Don't overlook the possibilities of costuming with brown wrapping paper and paper bags. For a leather-like appearance, crush and re-crush the paper with your hands until it is softened and wrinkled. Then spread out the paper and press with a lukewarm iron. This lends itself to easy decoration with crayons, felt markers or tempera paints and works well for Indian and western costumes.

Most any costume that is intended to be cut from fabric and sewn, can just as easily be cut from crepe paper and either glued or stapled together. The boys can do this themselves. Rick-rack and bias tape or braid make good trim to glue on costumes. Bias tape also works well for ties.

Use foil for covering buckles, large earrings, swords, shields, etc.

Large cardboard boxes make good animal costumes, and can be used for other unusual costumes .. vegetables, cars, trains, insects, etc.

When it's time for your den to make costumes for a skit, be sure to let the boys help. Involve the parents as well. A den leader shouldn't try to do all the work herself .. and besides the boys and their parents will have a lot of fun. Use your imagination and you will recognize those everyday things which will help you in making the costumes you need.



THEME - HAPPY HOLIDAY

SANTA'S NOISY CHRISTMAS EVE

A Sound Effects Skit

THE SOUND EFFECTS:

- |                         |                                    |
|-------------------------|------------------------------------|
| (1) Beat on drum        | (4) Rub sandpaper blocks together  |
| (2) Blow shrill whistle | (5) Clap blocks of wood together   |
| (3) Ring bells          | (6) Sing through hummer or kazoo   |
|                         | (7) Strike two heavy lids together |

NARRATOR: It was a snowy, blowy Christmas Eve. (1-roll, 2) Santa was just about finished with his rounds. His reindeer landed on the last roof with a great jingling of bells. (3-loud) Santa jumped from his sleigh and squeezed down the chimney, (4), landing softly on the floor (5). Reaching into the bottom of his almost-empty pack, Santa hummed (6) a tune as he decorated the tree and filled the stockings. The clock on the mantel struck two (7) as he put the last ornament in place. Then Santa began stacking presents under the tree (6-several times).

As he finished and stood back to survey his work proudly, he noticed that an ornament was slipping from a branch (4-slowly). He lunged frantically for it, but he missed, and it crashed to the floor (7). In his hurry, Santa knocked over the beautiful wrapped presents that he had arranged so carefully (all loudly). Then, horrors! A brightly-painted Jack-in-the-box popped out with a grin (2-scaling up). A toy airplane started zooming around the room (6-up and down), just as a bowling ball bumped over some small things that had fallen (1-bumps). A baby doll, still smiling sweetly, tumbled to the floor, loudly calling for her "Mama" (6).

Reaching quickly for her, Santa stumbled across a rocking horse, which started to rock frantically with its bells jingle-jangling (3). A large rubber ball, carefully balanced on the horse's saddle, slid off and began bouncing merrily around the room (1). It struck a tall pile of blocks, craching them loudly to the floor (all sounds). A toy engine, beneath the blocks, began to whistle shrilly (2) as a block hit its switch, and it raced around and around on its track.

As the wind outside got louder and louder (6), the shutters began to bang (1), the windows rattles (5), and the rafters creaked (2). What a bedlam! Santa groaned (6), as he could hear his reindeer up on the roof prancing lightly (5) and jingling their bells (3).

"Oh, dear!" sighed Santa, scratching his head (4). "Why does everything happen to me at once?" He scurried around the room, picking things up and putting them back in their boxes. Just as the clock struck three (7), many pairs of feet began running down the stairs (5), so hastily squeezing up the chimney (4), he jumped into his sleigh and away he flew. Through the noise of jingling bells (3), crashing storm (1-roll), and whistling wind (2), you could hear him exclaim as he drove out of sight, "Christmas is fun, but oh! what a night!" (all).

THEME - AMERICAN FOLKLORE

R I P V A N W I N K L E

SHIRT: White or light-colored full-sleeved shirt or blouse.

VEST: Cut from brightly colored crepe paper.

PANTS: Wear regular trousers, tucked into long stockings.

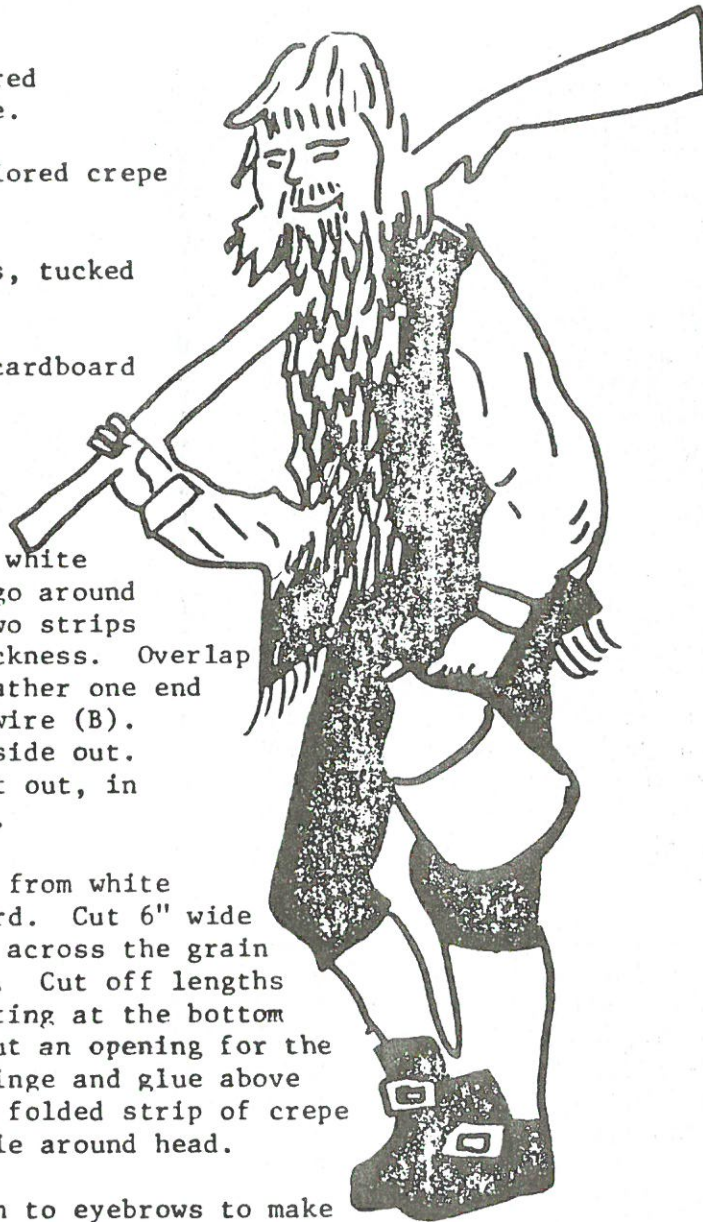
SHOES: Regular shoes with cardboard buckle added.

GUN: Cut from corrugated cardboard or plywood.

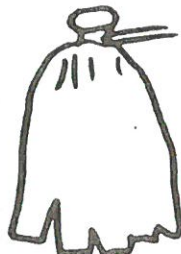
WIG" Cut two 15" widths of white crepe paper long enough to go around head and overlap 1". Put two strips together to make double thickness. Overlap edges and glue seam (A). Gather one end together and tie with fine wire (B). Flatten gathers and turn inside out. Outline face opening and cut out, in jagged pattern for hair (C).

BEARD: Cut a long triangle from white crepe paper in shape of beard. Cut 6" wide strips of white crepe paper across the grain and slash into a fringe (D). Cut off lengths and glue across beard, starting at the bottom and overlapping in rows. Cut an opening for the mouth. Roll up a bit of fringe and glue above mouth for mustache. Glue a folded strip of crepe paper to back of beard to tie around head.

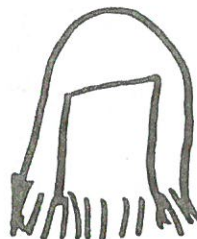
MAKE-UP: Add bits of cotton to eyebrows to make them bushy. Use eyeliner pencil to draw wrinkles under eyes and on cheeks.



A.



B.



C.



D.

## THEME - GREAT EVENTS IN SCOUTING

### THE BEGINNINGS OF CUB SCOUTING

#### Characters needed:

Narrator

4 Cub Scouts

#### Props needed:

4 signs with printing on both sides as follows:

- |                          |   |          |
|--------------------------|---|----------|
| 1. Robert Baden Powell   | / | HAPPY    |
| 2. William D. Boyce      | / | BIRTHDAY |
| 3. Ernest Thompson Seton | / | CUB      |
| 4. Daniel Carter Beard   | / | SCOUTS   |



**Narrator:** The Cub Scout program of the Boy Scouts of America fills the needs of boys of Cub Scout age. How did it all come about? Here are some of the key people who organized Scouting--

**Cub #1:** (Carries on sign) ROBERT BADEN-POWELL

**Narrator:** A famous British general, Lord Robert Baden-Powell, started Boy Scouting in England in 1907. Wolf Cubbing began in England in 1914; a program for younger boys which he based on Rudyard Kipling's "Jungle Tales".

**Cub #2:** (Carries on sign & stands next to Cub #1) WILLIAM D. BOYCE

**Narrator:** A publisher from Chicago, William D. Boyce was generously helped in the fog of London by an English boy, who refused a tip because he was a Scout. Mr Boyce was very interested and had the boy direct him to Baden-Powell. He brought the ideas from Scouting for Boys home with him to America.

**Cub #3:** (Carries on sign & stands next to Cub #2) ERNEST THOMPSON SETON

**Narrator:** Ernest Thompson Seton was the first Chief Scout of the Boy Scouts of America. He was very talented in Indian crafts and lore. When Cub Scouting was organized in America in 1930, the program included much of the Indian theme and drama.

**Cub #4:** (Carries on sign & stands next to Cub #3) DANIAL CARTER BEARD

**Narrator:** Daniel Carter Beard wrote and illustrated articles for the Boy Scout magazine, Boys Life, and was the first National Commissioner.

(Cubs turn all signs over) HAPPY BIRTHDAY CUB SCOUTS

**Narrator:** Cub Scouting in America has grown from 5000 boys in 1930 to 1 1/2 million now. The program is updated to keep up with a changing world and today's youth. However, Scouting's ideals have not changed and it continues to help us teach and train boys in important principles for their lives now and in the future.



**THEME - LIVING IN A.D. 2030**

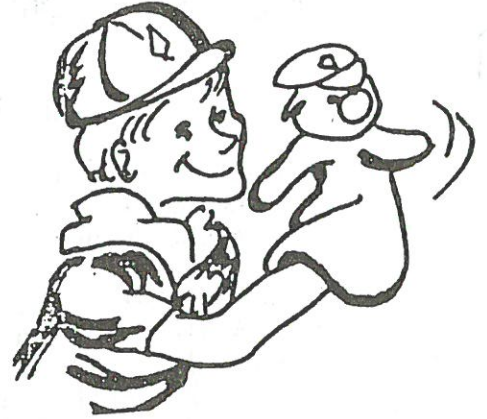
**SAVED BY THE LIGHT ?**

**Characters needed:**

Six boys or puppets in Cub Scout uniform  
Marsman

**Props needed:**

Lights  
Sound effect of crash



Scene: Wooded area, several Cub Scouts sitting around.

1st Cub: Gee, I'm tired. I really think we're lost.

2nd Cub: Yea, I wish we had stayed with Mrs. Brown.

3rd Cub: She was going too slow, looking at all those leaves.

4th Cub: Do you think we'll ever get out of the woods? We could be here forever.

5th Cub: Don't be silly, they'll organize a search party for us. Soon.

6th Cub: I sure hope so. I'm getting hungry, and it's getting dark.

(stage gets darker and a light appears from off stage)

1st Cub: Hey look ! See the lights !

2nd Cub: Yea, I see it. Looks like they've got a helicopter out looking for us. How neat. Just like on TV.

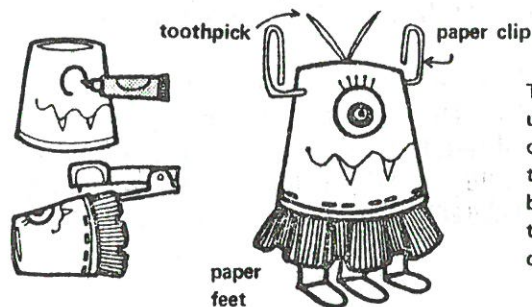
ALL: (Jumping up and down yelling) Over here, over here. Come help us, we're lost. Over here.

(more light appears from off stage, a loud crash is heard)

3rd Cub: They've landed, and someone is coming through the trees over there.  
(points off stage)

(Marsman enters stage)

Marsman: Could you tell me how to get back to Mars? I was out exploring with my Den Leader and I got lost.



To make this Martian, turn a cup upside down and put a crazy face on it. Staple a piece of cloth around the edge of the cup to make the body. Decorate your puppet with things from your odds and ends collection.

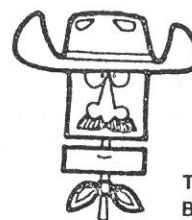


## THEME - CUB SCOUT BIRDWATCHERS

Participation Skit for Birdwatchers:

Cub Scouts: "We'll do our best"  
Bird or Birds: "Tweet-tweet"

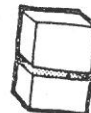
Let's go watch some BIRDS,  
The den leader said one day.  
Hurray said all the CUB SCOUTS,  
Let's be on our way.  
So all the CUB SCOUTS hurried,  
To see all the BIRDS they could,  
Hoping to identify many,  
To be able to they should.  
The first BIRD that they saw,  
The CUB SCOUTS knew on sight:  
For it was none other  
Than a pretty bobwhite.  
Then a woodpecker they heard  
As he tapped upon a tree,  
And then they looked way up there  
Where his tapping they can see.  
A robin came close by  
Where the CUB SCOUTS watched in awe.  
For they could not believe  
So many BIRDS that they saw.  
And as they looked overhead  
And saw all those BIRDS in the sky,  
The CUB SCOUTS were thankful for them,  
But more thankful that cows don't fly !!



THEME:  
CUB SCOUT  
CORRAL

TALKING POP-UP  
BOX PUPPET

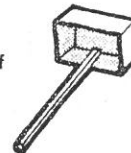
For this puppet, you will need a cereal box and a stick about 18 inches long.



Cut the box in half around the middle.



Glue one end of the stick inside the top half of the box.



Poke a hole in the bottom half of the box as shown. Slide the stick through this hole.

Cover the front of the box with paper and add a face. To operate the puppet, hold the bottom of the box with one hand and move the stick up and down with the other.



You may want to make a body for your puppet and tape it to the bottom of the box.

## A FEW WORDS ABOUT AUDIENCE PARTICIPATIONS

The Pack Meeting seemed to drag that night, and people were tiring fast;  
The Cubmaster sensed the feeling and hoped through the meeting he'd last.  
Then came a lull in the meeting; the Cubmaster wiped sweat from his brow,  
if only he could perk things up - he sure wished that he knew how.  
Then suddenly quite like magic, his assistant appeared on the stage.  
He held a book called Sparklers, opened to a certain page.  
With enthusiasm he announced that the whole audience would help out;  
He divided them into groups, and tested each one for their shout.  
Before they knew what was happening, they all joined in the fun;  
each group was doing their best to out-do the other one.  
They listened as the leader read, waiting to hear their key word;  
the fun that they were having could now be seen and heard.  
Right then and there the meeting perked up; things moved along in style.  
And the Cubmaster heard people murmur "Best meeting we've had in a while."  
So when your meeting begins to lag, be prepared with something to do  
which will involve all the audience, whose enjoyment depends on you.  
Remember the word "involvement" - it's a very special key...  
and your meetings will always be lots of fun ... as fun as they can be!

**THEME - OUTDOOR ADVENTURE**

**BEEN FISHIN'**

**Characters needed:**

Six boys with fishing poles and "catch"  
Cubmaster or Den Leader

**Props needed:**

5 fishing poles  
old shoe, rubber band, Shell oil can  
roller skate, large foil hook

Scene: Street Corner U.S.A.

Boy 1 is just standing around as other boys approach him.

Boy 1: Where you been?

Boy 2: Been fishin' at the pond.

Boy 1: Can't catch nothin' there .. it's polluted.

Boy 2: Caught this sole. (holds up old shoe)

(repeat this sequence with each boy)

Boy 3: Caught this snapper. (rubber band)

Boy 4: Caught this shell fish. (Shell oil can)

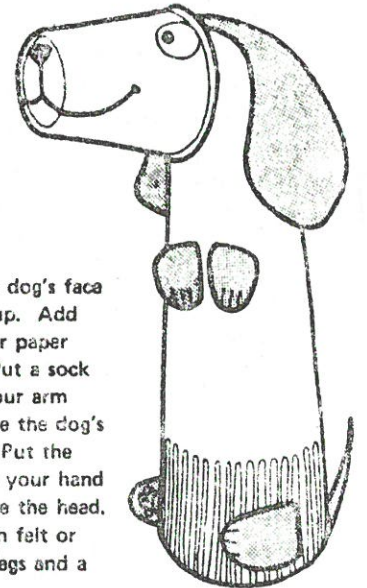
Boy 5: Caught this skate. (roller skate)

Boy 6: (Enters running, hands pole to Boy 1)

Boy 1: Wait a minute - what did you catch?

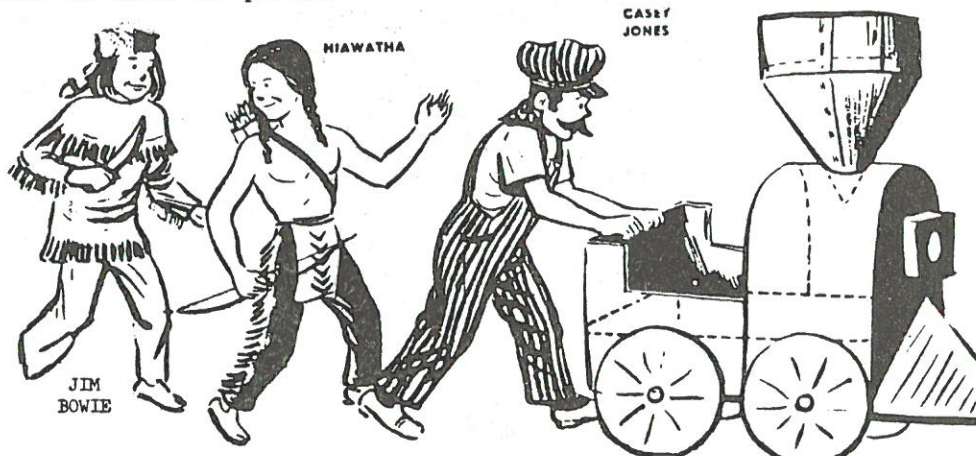
Boy 6: An old crab. (runs off stage)

Enter Cubmaster or Den Leader with large foil hook  
attached to seat of pants.



Make a dog's face  
on a cup. Add  
cloth or paper  
ears. Put a sock  
over your arm  
to make the dog's  
body. Put the  
cup on your hand  
to make the head.  
Glue on felt or  
paper legs and a  
tail.

THEME:  
AMERICAN  
FOLKLORE



THEME - GENIUS NIGHT

THE GREAT CUB-O-VAC MACHINE  
(A Skit for Young Geniuses)

Here is a skit which will help your group to do a take-off on the modern mechanical brain machines.

To make the cub-o-vac machine: Set up two card tables side by side. Drape three sides with sheets to hide the area below. Set two cartons side by side on the tables. Remove top of the cartons and have open ends face toward backs of card tables. Cut nine 3" holes in rows of 3 each in the first carton for colored lights. Cover inside of 3 holes in top row with red cellophane, in the second row with green, and in the third row with yellow. Paint numbers on each light in each row, from left to right, 1, 2, 3. Make a narrow slot beneath last row of "lights" for inserting questions.

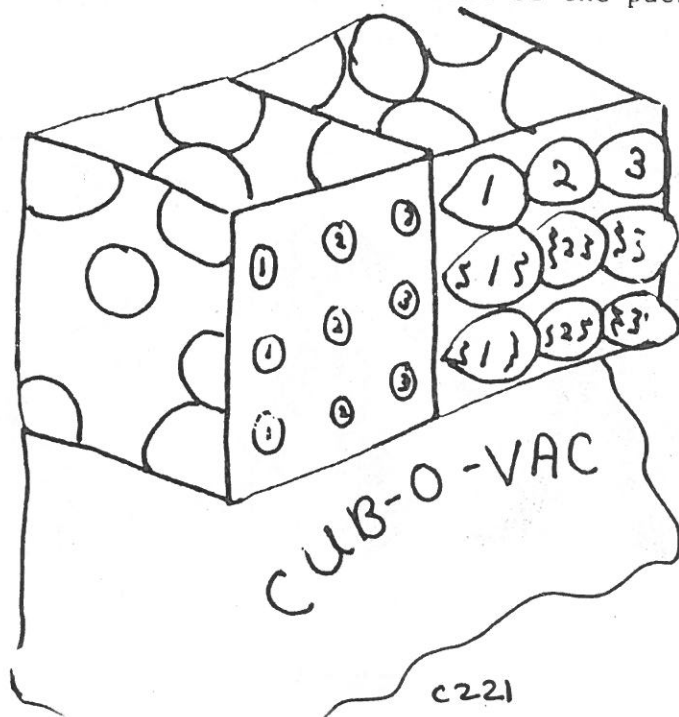
In the second box, punch 9 small holes for inserting balloons, 3 holes in each row, about 5" apart. These holes should be aligned with rows of lights in first box. Before inflating balloons, place an answer written on a small slip of paper into the balloon. Insert 3 red balloons in top row, 3 green in second row, and 3 yellow in the third. After balloons are in place, paint a number on each one. The colors and numbers of the balloons should correspond with the colors and numbers of the lights.

Cut a large handle from heavy cardboard and attach it to the side of the carton with a paper fastener so the handle can be moved up or down.

The brains of this machine: Sit two Cub Scouts behind the cub-o-vac. One boy sits behind the first box with a flashlight. When someone inserts a question through the slot, he turns on the flashlight and waves it about the colored cellophane lights. He stops the light behind the number that holds the answer to the question asked.

While this is going on, the second boy makes all sorts of loud and strange noises with assorted sound equipment. When the light stops, the noise stops. The person asking the question then breaks the balloon beside the right number and the "paper" answer falls out.

The skit for this machine: Have the boys find questions and answers to use with this machine. Jokes are very good. Put the same number on the slip of paper the question is written on as the answer, so the operator will know where to stop the flashlight. This is a great stunt with which to fool the rest of the pack!





**THEME - THE WORLD AROUND US**

**WATER - WATER**

**Characters needed:**

Narrator

Any number of prospectors dressed in old torn clothes with beards and mustaches

**Props needed:**

A high bucket filled 1/3 of the way with rice and confetti

A large dipper not quite filled with water

The scene is a water hole in the desert.

**Narrator:** The story you are about to see depicts a problem that has been known about for many years. The problem is that water is not very plentiful in desert surroundings; and the water that is found is often of poor quality - even poisonous - and often leads to death. Many prospectors that traveled across the deserts were known to drink bad water and die instead of making it to safety.

(Pantomime begins here)

**Narrator:** The story you are about to see is of just one such incident.

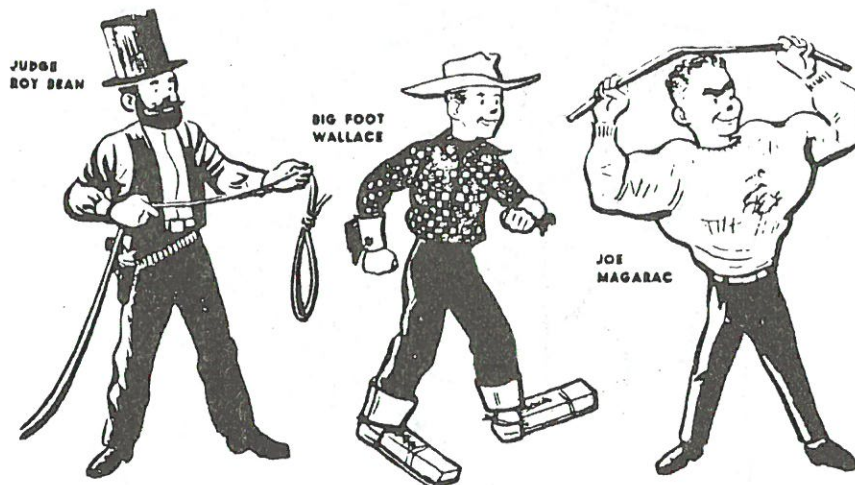
(Tell the story with feeling)

Groans of a prospector came from a distance. He called "water-r-r, water-r-r." Gradually he crawled in sight, dragging himself. When he reached the bucket at the water hole, he carefully took the dipper and drank a little, spit out some and screamed "POISON!" and dropped dead. Other prospectors came and the same thing happened.

(Re-enact above as many times as you wish.)

(The next to last prospector must finish the water before he replaces the dipper carefully. When the last prospector is about to drink, the first prospector rises from the "dead" and screams: "DON'T DRINK THAT WATER! IT'S POISON", then he grabs the bucket and hurls the rice or confetti at the audience.)

THEME:  
AMERICAN  
FOLKLORE





**THEME - PHYSICAL FITNESS**

A SKIT DOESN'T ALWAYS HAVE TO BE  
A GREAT DRAMATIC DISCOURSE  
IT CAN BE, AS YOU WILL SEE,  
SOME JOKES THAT FOLLOW THIS COURSE.

Fred: Are there any athletes in your family?  
Paul: Sure, my brother's been swimming for five years.  
Fred: Boy, he must be pretty tired.

Lum: You want to hear something funny: My sister thinks a football  
coach has four wheels.  
Lem: HA! HA! HA! HA! HA! .... How many does it have?

Son: Dad, I want to learn something.  
Dad: The only way to learn anything is to start at the bottom.  
Son: But I want to learn to swim!

Pat: Did you have any luck hunting mountain lions?  
Mike: Yes, I didn't meet one.

Golfer: Caddy, are you any good at finding lost balls?  
Caddy: Yes, sir.  
Golfer: Good, go find me one so we can start the game.

Nit: Where I work you can hear a pin drop.  
Wit: Where's that?  
Nit: At a bowling alley.

Jim: Who has played for every hockey team in the National Hockey League?  
Joe: I don't know, who?  
Jim: The organist at Madison Square Garden.

Coach: How's Willy on the high jump? Any good?  
Asst.: Are you kidding? He can't even clear his throat.

Guide: I saw some panther tracks about a mile east.  
Hunter: Good, which way is west?

.....E I G H T B E S T D O C T O R S.....

Announcer: I present to you Cub Scouts and parents the eight best  
doctors. Give heed to their words.

1st doctor: I am Dr. Rest--I cure you when you are tired.  
2nd doctor: I am Dr. Fresh Air--I give you vigor.  
3rd doctor: I am Dr. Exercise--I make you strong.  
4th doctor: I am Dr. Plain Food--I help you live long.  
5th doctor: I am Dr. Sleep--I make you well and help you grow.  
6th doctor: I am Dr. Bath--I keep you clean.  
7th doctor: I am Dr. Sunshine--I make you cheerful.  
8th doctor: I am Dr. Play--I keep you happy and make you smile.

Doctors in unison: Use us as doctors everyday, we help you all and ask no pay.

THEME - CUB SCOUT CORRAL

THE BALLAD OF PISTOL PETE

CHARACTERS:      Bronco Bill                      Pistol Pete  
                  Maverick Mike                     Two Gun Tom  
                  Shotgun Sam                        The Okie from Muskogee

SOUND EFFECTS: Dinner bell, hoof beats as Okie arrives and exits

SETTING:            Backdrop can be corral fence or Western street. Okie needs a stick horse to ride. All actors dress in traditional Western attire.

BRONCO BILL:      Shore is quiet here since The Gunfight at the O.K. Corral.

PISTOL PETE:      Yeah, The Red River Valley just ain't the same no more.

MAVERICK MIKE:   Say, what's that off in the distance, A Mule Train?

TWO GUN TOM:      You mean there at the 'top of The Big Rock Candy Mountain?  
Looks like My Darlin' Clementine to me.

BRONCO BILL:      Naw. That ain't Clem. Looks more like a Buffalo Gal to me.

SHOTGUN SAM:      Well, She'll Be Comin' Round the Mountain When She Comes.

PISTOL PETE:      Naw, that ain't Clem.            (Enter Okie on stick horse. Hoof beats offstage.)

OKIE:                Jest call me The Okie From Muskogee.  
(dismounts)

TWO GUN TOM:      Where ya headed, Okie? El Paso?

OKIE:                No, partner, I'm going back to Those Oklahoma Hills Where I Was Born to see My San Antonio Rose.

BRONCO BILL:      Ya seem to be in a mite of a hurry, Okie. Ain't running from a Hanging Tree, are ya?

OKIE:                Wal, ever since I had a run-in with Big Bad John, I'll admit that I've Got Spurs That Jingle, Jangle, Jingle! It's gettin' on towards High Noon. Guess I'd better be gettin' Down In The Valley. (He mounts horse, rides off stage, to sound of hoof beats.)

PISTOL PETE:      (As dinner bell sounds off stage) Heard we're havin' hot dogs for supper, fellas. Guess we'd better Get A Long Little Doggie. (Others look at him in disgust.) Now fellas, remember, Bury Me Not On The Lone Prairie.

MAVERICK MIKE:   Then you'd better be Back In the Saddle Again! (Pete runs off stage, with others chasing him.)

Apache Roundtable Staff

THEME - CITIZEN

STRONG FOR AMERICA

CHARACTERS: This skit can be performed by as many as 13 actors, or as few as four or five. Actors make brief appearances on stage, and only require a hat change to become another character.

STAGING: A boy can be offstage with a drum to add background to the narration. He gives one drum roll for a salute; two rolls for a march; and three rolls for a cheer, shouting "Hip, hip, hooray!" narrator remains at one side of stage, to read entire script. He leads audience in salute, marching in place and cheers.

Our land, America, is dear,  
To every person gathered here.  
To keep our history ever bright,  
Let's review it here tonight.  
We'll stand and march and cheer again,  
As we recall great deeds and men!

(Boy wearing pilgrim hat enters)  
The pilgrims sailed an unknown sea  
To seek religious liberty.  
Their courage we'd do well to borrow,  
To give our land a bright tomorrow.

(One drum roll-salute)

(Boy wearing three-cornered hat on  
stick horse enters)  
We thrill to think of Paul Revere,  
Of Minute Men who showed no fear,  
And men who fought at Bunker Hill,  
America needs such fighters still.

(Two rolls-march in place)

(Boy wearing wig, glasses, holding needle  
and flag)  
Betsy Ross, a patriot true,  
Designed our flag, red, white and blue,  
Women today can do their share,  
To show the world Americans care.

(Three rolls-"HIP, HIP, HOORAY")

(Boy wearing Powdered wig enters)  
At Valley Forge when all seemed lost,  
Washington fought, whate'er the cost,  
He never gave up when he was down  
And gained the victor at Yorktown.

(Two rolls-march in place)

(Boy enters carrying scroll)  
Wise men signed the Declaration,  
Then helped to form our beloved nation.  
Let men of honor write our laws  
So justice strengthens freedom's cause.

(Three rolls-"HIP, HIP, HOORAY")

(Boy enters wearing Lincoln hat)  
Freedom from slavery Lincoln planned,  
And preserved the union of our land,  
May our boys grow up to be,  
As noble, great, and good as he.

(One roll-salute)

(Boy enters wearing sunbonnet)  
Brave men and women pioneers,  
Pushed ever westward through the years,  
Hardship and toil they had to bear.  
Now let us resolve to do our share.

(Two rolls-march in place)

(Boy enters wearing army helmet)  
Remember Gettysburg and Manila,  
Belleau Wood and Iwo Jima,  
Names to make Americans proud,  
Come, let our cheers ring clear and loud.

(Three rolls-"HIP, HIP, HOORAY")

(Boy wearing surgeon's cap and stethoscope)  
To men of science, inventors, too,  
To doctors, teachers, praise is due.  
All helped to make the U.S.A.  
The wonderful country it is today!

(One roll-salute)

(Boy wearing astronauts helmet enters)  
Courageous astronauts in space,  
An unknown universe will face.  
Can we on earth do less than they,  
To assure the world a brighter day?

(Three rolls-"HIP, HIP HOORAY")

(Boy wearing Uncle Sam hat enters)  
So let us stand, and from the heart,  
Pledge that we will do our part,  
To keep America great and strong,  
As our voices join in song.

(All rise and join in singing "AMERICA")

**THEME - SEE AND DO IT SHOW**

**THINK AND GRIN SKIT**

**Characters needed:**

Narrator - could be Den Chief or Den Leader if not enough Scouts  
2 (or more) Cub Scouts with speaking parts  
6 Cub Scouts with signs or costumes

**Props needed:**

2 signs - "HANDICRAFT" and "GET OUT THE VOTE"  
Costumes for Doctor, Academic cap and gown, Barber & Song & Dance man

**Narrator:** It was November when the good ship Mayflower arrived with the Pilgrims, so it seems only right to have a skit about ships this month. Den \_\_\_ has a skit called "Ships That Pass in the Night."

**Cub 1:** If the Pilgrims came over on the Mayflower, how did Cub Scouts get here?

**Cub 2:** I don't know. How?

**Cub 1:** On handy crafts. (Cub enters with sign reading "Handicraft")

**Cub 2:** If the Pilgrims came on the Mayflower and Cub Scouts came on handy crafts, how did doctors get here?

**Cub 1:** How?

**Cub 2:** On blood vessels. (Cub dressed as doctor enters.)

**Cub 1:** How did students get here?

**Cub 2:** I don't know. How?

**Cub 1:** On scholarships. (Cub enters wearing academic cap and gown.)

**Cub 2:** How did all the ordinary people get here?

**Cub 1:** I'm stumped. How?

**Cub 2:** On citizenships, of course. (Cub enters carrying get-out-the-vote sign.)

**Cub 1:** And how did the barbers get here?

**Cub 2:** I know! They came on clipper ships. (Cub dressed as barber enters)

**Cub 1:** How about movie stars?

**Cub 2:** How?

**Cub 1:** On the show boat. Some came on dream boats, of course. (Cub dressed as song and dance man enters.)

**Cub 2:** And finally, how did all the hot heads get here?

**ALL CUBS IN UNISON:** On steamships, naturally. (All Cubs face audience and bow.)