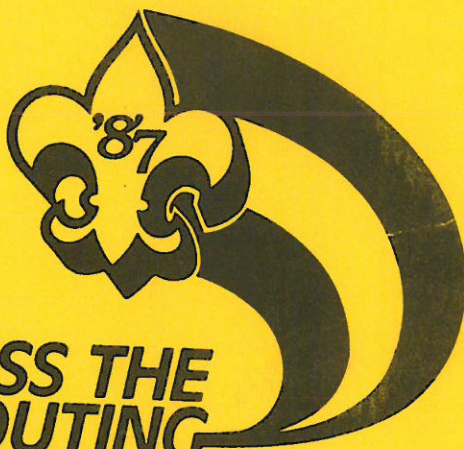


MID IOWA COUNCIL



**DON'T MISS THE
SCOUTING
ADVENTURE!**

BOY SCOUTS OF AMERICA

POW WOW THEME BOOK

WORLD OF

WORLD OF



WORLD OF

THEME BOOK



MID IOWA COUNCIL

BOY SCOUTS OF AMERICA

P.O. Box 3009 (1659 E. Euclid)

Phone 515-266-2135

Des Moines, Iowa 50316

Dear Fellow Scouters;

Welcome to the 1987 Mid-Iowa Council's, University of Scouting!

The youth of this nation are one of its greatest resources and as the Bible says, "Train up a child in the way he should go and he will not forget when he grows older". As a Den Leader you will share in this training.

We are glad that you are here for training today and hope that this book will be of some help. It is designed to be a supplement to the 1987-88 Cub Scout & Webelos Program Helps, The Cub Scout How-To-Book and The Den Leaders Book. These are additional ideas that we hope will make your task as a Den Leader easier. We hope you will find them useful.

We wish to acknowledge the help of many other B.S.A. Councils through the use of their Pow Wow books. Without them this book would not exist, THANKS!

Happy Den Leading!

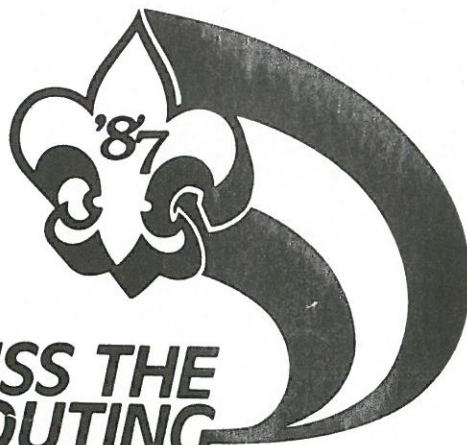
E. Louise Rebers

E. Louise Rebers, Editor

Carol Bass & Peg Olson, Assistants



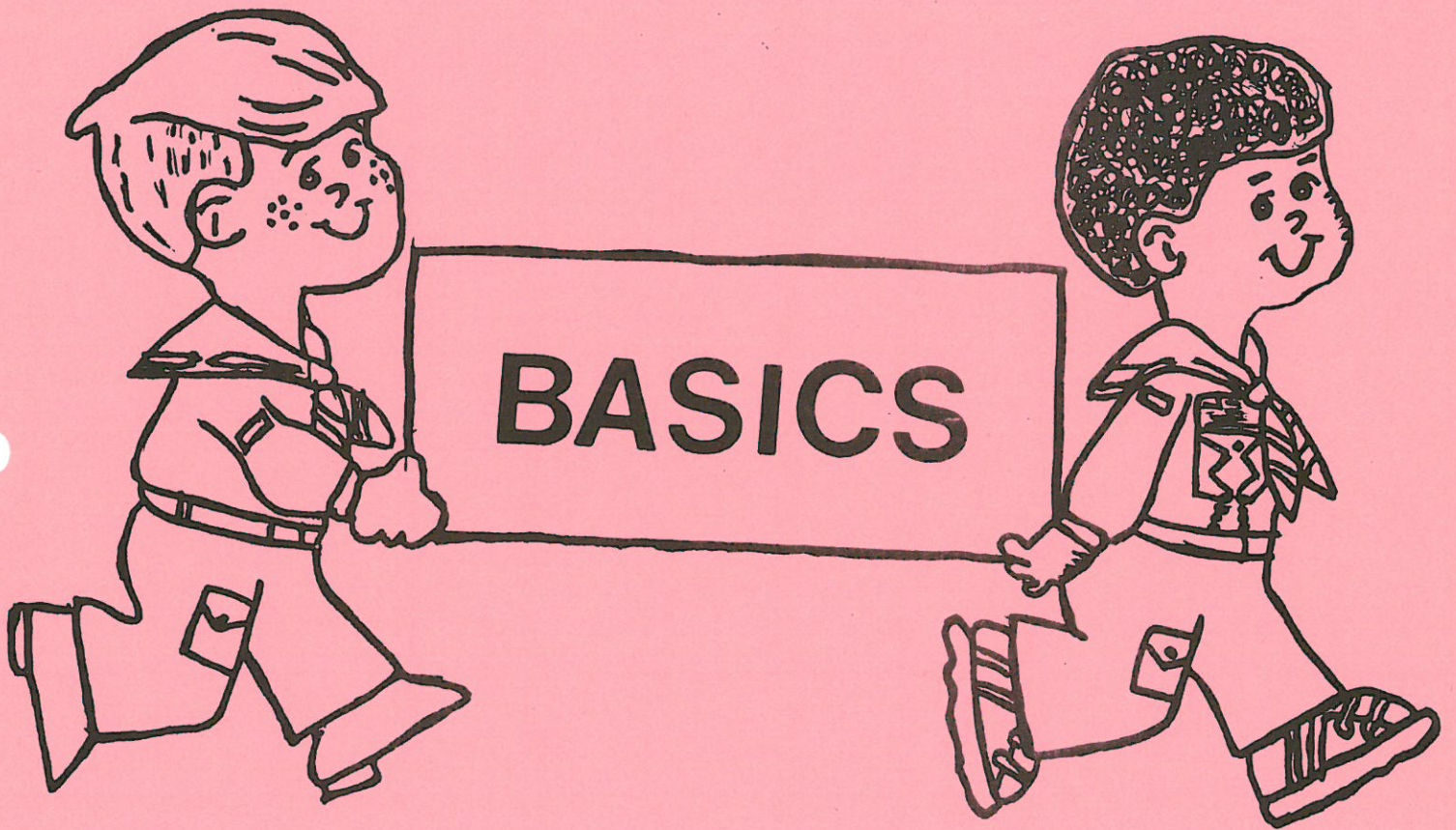
A United Way
Agency

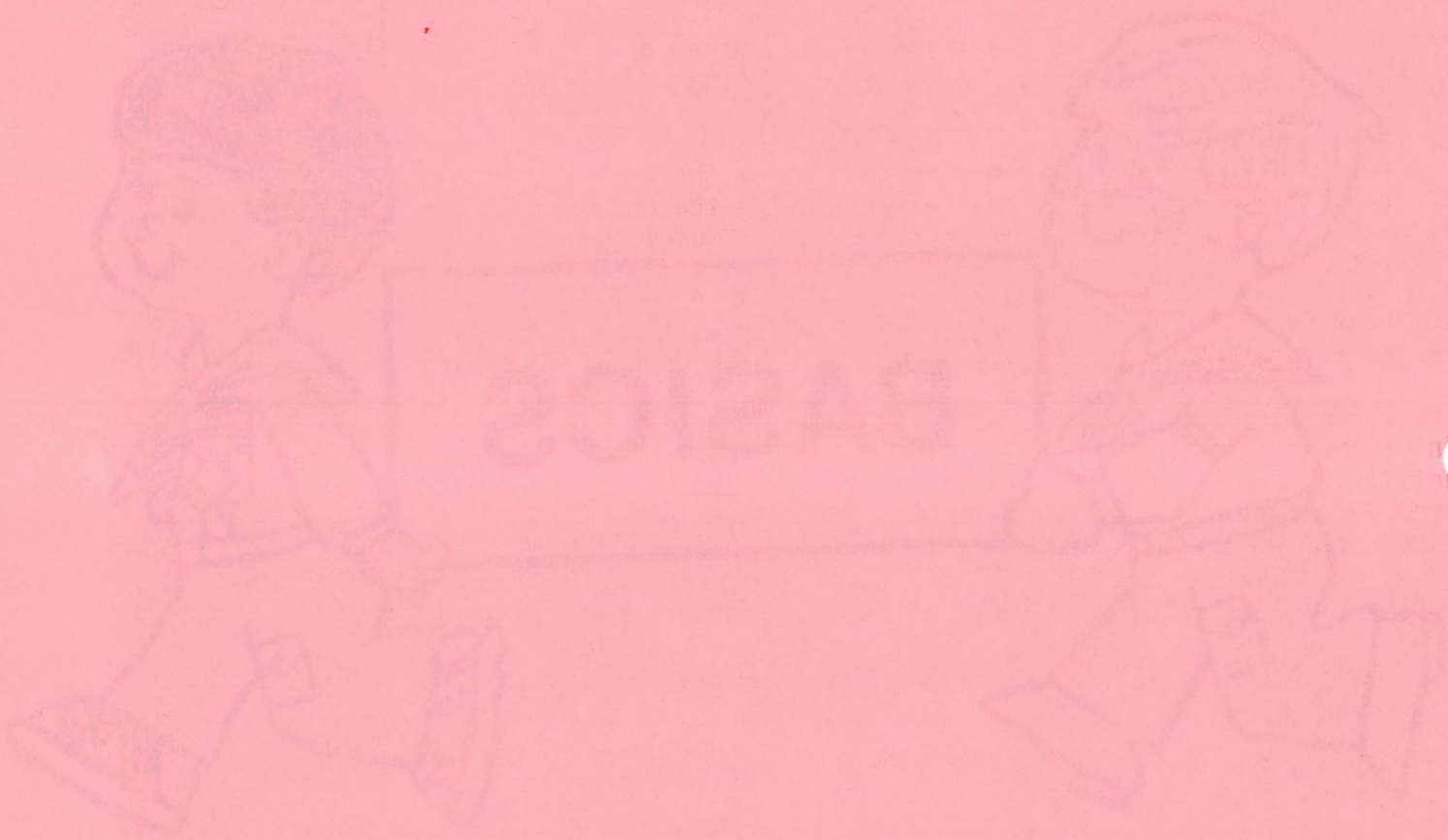


**DON'T MISS THE
SCOUTING
ADVENTURE!**
BOY SCOUTS OF AMERICA

TABLE of CONTENTS

1.	BASICS	
	Themes.....	1
	Crafts.....	2
	Sources of Materials.....	5
	Handy Hints.....	10
	Craft Recipes.....	13
	Painting Tips.....	22
2.	NOVEMBER - COMMUNICATIONS.....	23
3.	DECEMBER - HAPPY HOLIDAYS.....	33
4.	JANUARY - AMERICAN FOLKLORE.....	43
5.	FEBUARY - GREAT EVENTS OF SCOUTING.....	53
6.	MARCH - LIVING IN 2030.....	65
7.	APRIL - CUB SCOUT BIRD-WATCHERS.....	75
8.	MAY - OUTDOOR ADVENTURE.....	85
9.	JUNE - GENIUS NIGHT.....	95
10.	SEPTEMBER - CUB SCOUT CORRAL.....	105
11.	OCTOBER - CUB SCOUT CITIZEN.....	115





THEMES AND HOW THEY WORK

The secret of good planning for Cub Scout den and pack activities is the wise use of monthly themes. A theme is simply an idea or emphasis around which you and the other pack leaders plan things for the Cub Scout dens to do from one pack meeting to the next.

The theme idea simplifies the planning of den and pack meetings. It gives each den a focus for its work and play during the month and brings them together at the pack meeting with skits, stunts and handicrafts, all bearing on a single theme. If the dens are active during the month on a single idea, an interesting and entertaining pack meeting is the natural result because it reviews all things the dens have done.

Parents and Cub Scouts are eager to see what other dens have done with the theme. A friendly rivalry usually exists, and quite often den spirit is developed even among parents.

The Webelos dens do not use the pack's monthly themes. Instead, they work on one of the Webelos Activity Badge areas. Often the Cub theme and the Activity Badge for the month are compatible....such as "Muscle Builders" and "Athlete".... or "Water Fun" and "Aquanaut".

Themes must have strong appeal for boys. They must offer variety so that each boy can do things he likes. They should instill the deeper values of Cub Scouting.

The theme is simply the framework on which the activities of your den are built. In planning, you and the other leaders must break this down into one or more activities or projects for the weekly den meetings. Obviously, these will vary from den to den. There should be plenty of room for the den mother to maneuver within the theme idea.

Follow these guidelines in selecting activities:

Each activity should have a definite objective in harmony with the aims and policies of Cub Scouting.

Each activity should contribute toward the development and maintenance of proper home relationships.

Each activity should be simple, within the capacity and interest of both Cub Scouts and their parents.

The packs themes for the year are decided at the Annual Planning Conference.

IDEAS ARE FUNNY LITTLE THINGS. THEY WON'T WORK UNLESS YOU DO.

CRAFTS IN THE CUB SCOUT PROGRAM

In the near future, more than at any other time, America will need men with imagination and vision. Cub Scouting can help produce such men by offering boys encouragement and opportunities to pretend, to dream and to create. Boys can't do this if adults make all the plans and decisions for them.

PURPOSE AND PLAN OF CRAFTS IN CUBBING

In addition to training boys to use their hands, craftwork stimulates self-expression, imagination, and creativity. Properly directed, it develops initiative and resourcefulness. Handicraft is used to develop and present the theme of the month in den and pack meetings. It also provides opportunities for the satisfaction of achievement requirements in natural ways that lead to advancement in rank. The Den Leader uses handicraft as a creative outlet, a form of expression, as well as a mastering of the skills involved.

SELECTING PROJECTS

Whenever possible, projects should result from the natural interest and desires of the Cub Scouters. Cub Scouting's aim is to suggest a program offering a wide variety of activities appealing to boys. Dens work out plans for pack program theme, then for the process of acting out something, things are needed and made. Thus, good themes provide opportunities for many kinds of craft activity, but - crafts with a purpose.

Help boys select interesting and useful projects. Keep them boyish and simple; when possible, show a sample. Avoid those deadly "keep 'em busy!" projects. Handicraft is only one phase of Cubbing. Be sure it doesn't take more than its share of the time.

CRAFTS COMPLETED AT HOME

Cub Scout craft projects best accomplish their purpose when they are started in the den meeting, completed at home with the help of the parents, and displayed for all to see at the monthly pack meeting.

DAD'S PART

A handicraft article that is made by a dad and his son is a better example of the purpose of Cubbing than an article made entirely by the Cub Scout. As a leader you should encourage such "doing together" for Cubs and Dads as possible.

BOYS BUILD DREAMS

Remember, boys want action, a chance to pretend, and to use their imagination. Without thinking, leaders can stifle the very things they want to develop in their boys. Let them have a little freedom in their handicraft.

MATERIAL

Using salvage material challenges a boy's resourcefulness. Ask parents to provide these waste materials for the dens to use. By using scraps, the boy learns to do the best he can with what he has; so you encourage his creativeness. Expensive kits, tools, or craft materials are not necessary for projects. Most any thing can be made of scraps of paper, leather, rubber, aluminum foil, cardboard, plastic bottles, wood, tin cans, and other things.

AS A LEADER ASK YOURSELF THESE QUESTIONS

1. Are my Cubs learning things that will be helpful to them in Scouting and in later years?
2. Has our den and pack handicraft program helped to bring about more family activity in the homes of our Cubs?

MEASURING HANDICRAFT RESULTS

Adults judge their handicraft on the excellence of the workmanship and quality of the product. This is because the adult who makes an article is working and doing a job. Since the boy does handicrafts for fun, his efforts need other standards if we are going to judge it fairly. We must see the boys efforts through the eyes of an eight and nine year old. This requires understanding, patience and a willingness to invest time in working with boys.

SCRAPS AVAILABLE AT LITTLE OR NO COST

Sometimes it takes a little ingenuity to find low cost or free craft supplies. Here are a few tips and ideas:

1. When hunting for supplies, wear your uniform or identify your group.
2. Don't forget to say "thank you" and have boys write a note, also.
3. Don't overuse one source just because they are generous.
4. Try to think up new sources by using the telephone book and a little imagination.
5. If you have more than you can use, share with other leaders.
6. Don't expect everything to be free.
7. ASK YOUR PARENTS TO HELP YOU. Use a wish or needs list.

Listed below are some scrap items with possible sources and uses.

Aluminum sheets----lithography companies, airplane surplus----pictures, slides, ashtrays, metal work pictures.

Asbestos siding----roofing & siding contractors----hot pads, bird houses

Blue Print paper----Blueprint company, airplane surplus----prints, books, pictures.

Bottle caps----parents, vending machines----foot scrapers, checkers, neckerchief slides, wheels, coasters, candle holders, paint dishes, bases, decorations.

Bottles----parents----musical instruments, bases for flags, puppets, door stops, storage, barometers, vases, lamps, centerpieces

Bowling pins----bowling alley----Cub Scout centerpiece, doorstops

Branches, sticks, twigs----collect from neighborhood----ribton covered for jewelry rack, branch lamp, gum drop tree, games, advancement tree, ghost tree, log cabin, natural decorations for centerpiece.

Bricks----contractors----doorstop, chemical gardens, bookends, support storage shelves, weights.

Buttons & beads----thrift shops, parents----slides, games, button ornaments, jewelry.

Bolts from fabric----Yardgoods stores----props, log houses

Boxes, small----parents, shoe stores----musical instruments, tom-toms, storage

Burlap----grocery stores, rug store----costumes, games, tepee

Cans-gallon & larger----restaurant, bakery, cafeterias----cooking pots and pans, outdoor stoves, vanity box, hair roller can, canisters, planter, games, totem poles, waste paper baskets, den storage

Cans, small----parents----rattles, desk sets, ash tray for backyard (fill with sand), Christmas decorations, candle holder (glue catsup bottle inside), flare for car, pin cushion, pencil holder, cup, bug catcher, trophy base, star study games wishing well

Canvas----upholsterers, sailmakers, tent repairers----props

Cardboard boxes, sheets----grocery, department, liquor, furniture stores----
puppets, sturdy masks, jewelry boxes, shadow boxes, storing den materials,
tote boxes, seats, games, costumes, stage for puppets, block puzzles,
peep shows, totem poles, bases, centerpieces, patterns, masks, shields,
scenery, wings, ears, feet, eyes

Cardboard rolls----printing, fabric shops, parents----totem poles, napkin rings,
games, log cabins, gun barrel, rocket center, sand tube, sweater or stole
hanger, puppets, branch of Christmas card tree, hose holder, meckerchief
slides, Christmas ornaments, candle, periscope, car body, drums

Cardboard round containers----resteraunts, potato chip factories----drums, desk
containers, parts of rocket, totem poles, imitation logs, fake birthday
cakes, wastebaskets,

Ceramic & roof tile----dealers, installers----broken pieces for hotpads, plaques,
planter.

Clothes bags----laundry parents----costumes, kits, wreaths

Clothes pins----retail stores, parents----skirt hangers, hose dryer, handle for
cardboard fan, note holder, kitchen clipboard, puppet, printing tool, Cub
Scout, Christmas wreath, covering for tin can, printed with Cub's name for
Advancement Ladder, legs for animals, den doodles.

Coat Hangers----parents----book or pot holder racks, paint stirrers, hoops for
games, stocking dryers, mobiles, butterfly nets

Concrete blocks----manufacturer----(broken pieces) bookends, door stop, paper
weights, trivets

Cones, nuts----gather----animals, decoration, corsages

Costumes (Old)----thrift shops, parents----costumes

Driftwood, shells----gather----plaques, centerpieces

Egg Cartons----parents----jewelry boxes, totem poles, flowers, ornaments, nail
and screw boxes, Christmas decorations, mixing paints.

Egg Shells----parents----mosaics, seed starters, pin (to clean put in jar and
cover with cleach, leave 48 hours, this dissolves all membrane.)

Fabric----wearing apparel manufacturers, stores, remnants, drapery, upholsterers
----costumes, pillows, plaques

Felt----same as above----picture, bottoms of vases, costumes, games

Film cans & spools----photography shops, airpland surplus----storage, games

Flash bulbs----parents----boys head, ornaments

Flowers (dried, plastic)----parents----plaques; decorations

Foam trays----parents, meat departments----gliders, light switch cover, games, Christmas ornaments, bases for various projects, spreading paint or glue. Cut with scissors, knife or jigsaw and paint with permanent markers. Test glue or paint as many dissolve foam.

Foamcraft----upholsterers, bottle air suppliers----flowered, decoration, stuffing

Foil paper----florists----pictures, wrapping

Foil trays, pie plates----restaurant, parents----games, pictures, ornaments knick-knack trays (felt in sections), Indian jewelry, making leaf molds, paint dishes, cut up for Christmas decorations, picture frame, starting seeds, musical instruments, passing out materials for crafts in Den, sort in small pieces of things.

Fuzzy fabric----upholsterers----puppets, pillows, animals

Glass----glass shops----small pictures

Ice Cream cartons----fountains, restaurants----waste baskets, costumes

Inner tubes----bicycle shops, tire shops----tom-tom heads, rubber bands, block printing

Jars & lids----parents, garage sales----games, storage

Jugs, gallon----restaurants, parents----pig banks, games, swim floats

Leather----leather companies, shoe repair shops----slides, gloves, key cases costumes, bookmarks, stool covers, holsters, awards

Lightbulbs----parents----rattles(covered with paper mache and then broken), puppet heads, animals, centerpieces

Linoleum----floor installers----block printing, coasters

Lumber, plywood, masonite----industrial carating, lumber yards, cabinet shops, airplane surplus----books, trays, plaques, games

Macaroni----parents, grocery stores----Alphabet-lettering for neckerchief slides, plaques, name tags, etc. Shapes-Indian jewelry, earrings, den doodles, Christmas ornaments and decorations, wreaths, trees, decorate cans and boxes, jewelry.

Marbles----parents, stores----to crack, heat in 375 degree oven, remove and pour into bowl of ice water and watch them crack. Use for trivet, candle holder jewelry.

Match books, boxes----parents----sewing kits, storage boxes, puppets

Milk cartons----parents----planter, knick-knack holders, bird feeders, games, molds for candles, and container for car, church.

Newspapers----parents----paper mache, foled hats, patterns for other things

to be cut out, presses for drying leaves and flowers, rolled tightly in place of wooden dowels, stuffing for heads of crepe paper animals, crushed for base of paper mache animals and mask, used under all kinds of crafts to save furniture and floors.

Nails, Nuts, bolts----parents, airplane surplus, hardware stores----games, genius kits

Nuts----parents, grocery store----wind chimes, mobile, walnut shell sailboat, turtle, plaques, signs, people, animals, decorate boxes and cans, neckerchief slides.

Nylons----parents----puppets, stuffing costumes (wigs), Cut into strips and braided for handles, coat hanger paddles for indoor tennis, indoor balls

Old Christmas cards----parents----Scrapbooks, gift tags, tree ornaments, scenes figures for diaramas

Old records----thrift shops, parents----games, planters, soak to remove labels, place over a form (metal cans, pie plates, other baking pans) in a 325 degree oven for 2-3 minutes. Wearing gloves, shape worm record quickly before it cools. Make dishes, baskets.

Old shirts----parents, thrift stores----costumes, painting smocks.

Paint----painters, car body shops----pictures, posters, props

Paper, rolls of----printers, envelope manufacturers----table covers, paper mache hats, book covers, scrapbook filler

Paper cups----parents----nut cups, tepees, games, puppets

Paper sacks----parents, grocery stores----costumes, games, puppets

Plaster----drywall installers, hardware, paint stores----plaques, tie slides

Plastic bottles, boxes, tops, bags, bubble packaging----druggist, airplane surplus, parents----salt & peper shakers, storage, table decorations, banks, boats, bird feeders, ray guns, eye glass holder, flower containers, puppets, door stop, hoops for games, helmets, wax molds, plaster molds, container for mixing plaster, bags cut in strips tied to clothes hanger for wreath, ball scoop, funnel, shade pulles, window decorations, Christmas decorations, soap dish, book markers, centerpieces

Plastic can lids----parents----coasters, plaques, ornaments

Plastic lemons, L'Eggs----parents----banks, salt & pepper shakers, animals.

Plastic sheets----boat or airplane window scraps, sign markers----coasters, slides ornaments, games

Plastic spoons----ice cream shops, parents----finger puppets, doll faces, place cards.

Plastic tubing----hospitals, airplane surplus----games, picture frames

Pop top rings----parents----Jewelry, plaques, chains, picture hangers, slides, try rims, candle holder, decorations, costumes, Viking stuff.

Popsicle sticks----dairies, hobbyshops----hot pads, baskets, frames, plant identification sticks, stirrers, puppets, picture frames.

Pringle cans----parents----candle holder, bank, book spine, cardboard rings for ornaments, games, cannon, covered wagon, train.

Punched cards----offices----wreath

Ric-rac, tape----mill stores, parents----plaques, costumes, gifts

Rocks and shells----gather----coasters, paper weights, plaques, painted rock creatures, cars, pet rock, sculptures, decorations, games.

Rope----airplane surplus----quoits, tray edges, games

Roundsteak bones----parents----slides

Rug scraps----parents, floor covering stores----stool covers, genius kits

Sawdust----cabinet shops lumber yards----sawdust play

Seeds----save----Indian necklaces, seed pictures, jewelry, Christmas ornaments, ecology boxes.

Shade rollers----window specialty shops----poster, props

Shells----gather, parents----jewelry, insects, birds, animals, picture frames, plaques, decorate boxes and cans, key chains, collection, paper weight

Six-pack holder----save, parents----decorations, games, belts, ornaments, wreath

Socks----save, parents----bean bags, puppets, balls for indoor games

Spools----tailoring shops, dressmakers, parents----puppets, games, plaques, handles for hot dog roasters, small totem poles, den doodles, knobs for tin canisters, wheels, genius kit, Christmas ornaments, trophy bases, trophies, centerpieces, bodies for people.

String----save, thrift shop----kites, greeting cards

Vinyl----cartop installers, upholsterers----games, slides, puppets, key cases

Wallpaper Sample books----dealers or paint store----scrap books, wrapping paper

Wax----parents----old candles for sand candles, fire starters

Wire----Telephone co., power co., electrical contractor----games, slide backs

Yarn----parents, thrift stores----greeting cards, bookmarkers, puppet hair.

HANDY HINTS

Storing paint brushes - Empty plastic toothbrush containers are ideal for storing small paint brushes between projects.

Mass painting - A window cleaner sprayer makes a good device for doing mass painting with water paints. Spray things to be painted in a carton so paint is confined to interior of box.

Cheap antiquing - Use black or brown liquid shoe polish and wipe off excess before it dries. Especially good used with aluminum foil.

Coloring Sawdust - Use water-base paints when coloring sawdust. It gives you better colors.

Workable tempera - If you have trouble with tempera and poster paint not holding, try mixing a little soap with the paint.

Paint brush saver - If you are working with varnish, etc. and giving the article several coats and hate to keep cleaning your brush, get a glass baby bottle, cut out the top of the nipple and stick the top of the brush up through the nipple. Fill bottle half full of lacquer thinner and put the lid (with the brush) back on. Each time you only have to wipe the excess thinner from the brush and you are ready to go.

Paint brushes - Cotton-tipped swabs make cheap throw-away paint brushes.

Finishing - To put a finish on small water-painted objects, apply a coat of Elmer's or other white liquid glue. This dries quickly and leaves a natural finish.

Roll-on paint - To make painting less messy for boys, save empty, glass-bottomed, roll-on deodorant bottles. Remove the plastic top and clean thoroughly. Fill with tempera and then replace top. The boys can then "roll" out the paints. Glass bottles make it easy to see when the bottle needs refilling.

Plastic glaze - Another method of protecting water-painted objects is to give a final coat of diluted white glue. Or, mix lacquer thinner with small pieces of pressed styrofoam (cups, egg cartons, etc.) in a jar until styrofoam dissolves and mixture becomes thick.

Paint substitute - Food coloring mixed with water or liquid starch makes a quick substitute for water paints. Shave crayon bits and dissolve in turpentine (one part crayon to two parts turpentine) for another paint substitute. This paint will not run - it looks like oil and works well on unbleached muslin or sheeting for costumes or backdrops.

Painting styrofoam - Be sure to use a type of paint which is recommended for styrofoam. Some types will dissolve it.

Shredded foam - Rub fabric softener over your hands and arms and let dry before working with shredded foam. The foam will not stick to your hands.

Old suitcase - This make a great storage place for your scrap-craft projects. Side pockets can hold your scissors, tape, glue, and so forth. Main part of

HANDY HINTS

suitcase can hold your fabric, jars, plastic bottles, and other materials.

Floor tiles - Save large, old floor tiles for boys to use under their clay and paper mache projects. After they're through with a project, the tiles will clean easily with hot water.

Coffee grounds - Grounds mixed with glue make an excellent "paint for a bear cub and for the beard and eyebrows on an Abraham Lincoln plaque.

Mixing plaster bowl - Half of an old large rubber ball makes an excellent bowl. Dry plaster can be removed by squeezing the ball.

Preparing decals - Add a few drops of vinegar to the water used for soaking off the back of decals. The vinegar water on the decals will cut the film of dirt and grease on the surface to which the decal is being applied and the decal will stick better and last longer.

Making holes in plastic - To drill holes in hard plastic, heat and ice pick or nail by holding over a flame with a pair of pliers. Then pierce plastic. Do not get the ice pick red hot since plastic burns easily. An eyebrow pencil makes an excellent spot marker.

Kill wood mites, etc - If you are using things like nut shells, pods, acorns, etc. in any way, soak for at least 24 hours in a bleach, then let dry in the sun. Nuts can also be heated for several hours on a pan in the oven.

Plaster of paris - Fill your mold with water and dump in paper cup, cottage cheese carton, etc. Add plaster until like pancake batter, then pour in a mold and let set. If you want plaster to set up fast, add salt to mixture and to slow setting time add vinegar.

To color macaroni, etc. - Buy the cheapest alcohol you can get. Put in jars and add food coloring. Drop in dried ingredients until desired color is obtained. Remove with spoon and spread out on paper towels or newspaper to dry. Turn once.

Sand or salt painting - White sand or regular table salt, mixed with food coloring, will give you pictures with a rough, glitter surface. To make the mixture, put the sand or salt in a glass jar. Add a few drops of food coloring. Use clear shellac to protect your finished product.

Paper raffia - Cut crepe paper in narrow strips. Use either portable mixer, egg beater or electric drill. Tie one end of paper to door knob, etc., and the other end to the beater and turn on low and watch it wind.

Paper mache - When tearing newspaper remember that it has a grain just like material. Tear from the top down lengthwise. If you are using a balloon for a base, get a block of wood (make sure the edges are smooth or cover with masking tape). Blow up the balloon and tie a knot in it. Take a tack and tack the balloon to the middle of the block of wood. This way it won't get away from you.

Plaster hints - If you make a plaster of paris mold and it has bubbles dried into it, these can be taken out by sanding with fine sandpaper to give it a smooth finish. Cookie cutters can be used as molds, but put a thin coat of cooking

HANDY HINTS

oil on the cutter so that plaster will slip out easier; candle molds can be used also. If plaster has set up too firm before hanger is inserted, moisten popsicle stick and smooth out plaster over hanger.

Staining wood - To stain wood, a brush can be made by wrapping one end of a popsicle stick with cloth and tying it in place. It can be thrown away when finished staining.

Stuffing for puppets - Lint from automatic dryers makes good, clean stuffing for puppets. Or stuff with plastic laundry bags or worn out nylon stockings.

Cracked marbles - Heat marbles in 375° oven. Remove and pour into a bowl of ice water and watch them crack. These have numerous uses in craft projects.

Painting plaster - When painting objects made of plaster, first seal with a clear plastic spray or coat with thinned down white glue. Plaster is absorbent and tempera will soak in unless it is sealed first.

Pine cones - To open pine cones all the way and remove the sap on the inside, place on foil-covered cookie sheet and bake in 250° or 300° oven for awhile.

To clean egg shells - Put empty egg shells in jar and cover with bleach. Let stand for 48 hours. This dissolves all the membrane.

Cutting styrofoam - Some type of styro foam can be cut with a knife. One with a serrated edge which can be used as a saw works best. Heavier types of styrofoam can be cut best with a coping saw or jig saw. This gives a smoother edge.

Plastic bottle necks - When using plastic bottle parts for craft projects, be sure to save the necks. These cut in 1" pieces can be used as the basis for neckerchief slides.

Rubber molds - Dip rubber plaster molds in liquid detergent before removing the plaster casts from inside. The molds will peel off easily without breaking the plaster.

Felt tip decoration - When using felt tip markers to decorate plastic bottles, first sandpaper lightly. Spray with hair spray to protect decoration.

Kite adhesive - Egg white make a good adhesive to glue the paper of kites. It is almost weightless and strong.

Dying feathers - Wash feathers. If you have a lot, put them in a pillow case and throw them in the washing machine. They can be dried in an automatic dryer this way, too. Boil water, vinegar and food coloring mixture. Dip the feathers in this mixture and let dry.

Heavy duty glue - Mix cornstarch with regular white glue until mixture is as thick as desired.

Costume make-up - In a jar, mix some liquid skin cleanser with powdered sugar for thickness and food coloring. This will wipe right off.

Remove printing - To remove the printing from lids of plastic margarine tubs

rub lightly with paint or varnish remover.

CRAFT RECIPES

Modeling dough - Mix together in saucepan, 2 cups salt, 1 cup flour, 1 1/3 cups water. Cook over medium heat, stirring constantly until mixture is hot (3 to 5 minutes). Spread the mixture over a tin can, box or other item with a spoon or knife. Press macarone into mixture with fingers. Place container in 200° oven for 1 hour or until mixture is hard. After it has cooled, spray paint desired color.

Stencil or poster paints - Combine 1/2 cup cornstarch with 3/4 cup cold water. Soak 1 envelope unflavored gelatine in 1/4 cup cold water. Stir in 2 cups hot water. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatine mixture and 1 cup soap flakes or detergent. Cool. Put in jars for different colors. Add color by using either food coloring, tempera paint or all purpose dye. This can be thinned with water later.

Finger paint #1 - Mix 1/2 cup liquid laundry starch with 1/2 cup water. Add to one quart boiling water, stirring to paste. Use 1/2 cup powdered tempera to add color.

Finger paint #2 - Add 1/2 cup liquid starch to 1 quart boiling water. Stir over heat until thick. Add 1/2 cup liquid detergent. Stir well. Divide into small jars. Color with tempera or food coloring. Keeps in refrigerator indefinitely.

Printing ink - To make your own ink for block prints, spatter prints, etc., mix 1 pint boiled linseed oil, 1 pint varnish and 2 pints powdered tempera to consistency of thick paste.

Flame-proofing - Mix 2/3 cup 20 Mule Team Borax and 1 quart water. Spray on paper and dry. Dip cloth into solution, wring and hang. Or...mix 9 ounces Borax, 4 ounces Boric Acid and 1 gallon warm water. Or...mix 3 parts Borax, 2 1/2 parts Boric Acid and 50 parts water.

Barometer solution - Mix 30 gm. Cobalt Chloride, 15 gm. Sodium Chloride, 7 1/2 gm. Gum Arabic, 4 1/2 gm. Calcium Chloride and one pint water. Saturate blotter paper and let dry thoroughly. When air is dry, paper will be blue; when weather is damp, paper will turn pink.

Whipped Soapsuds - Mix a big handful of powdered detergent with a little water. Whip with a rotary or electric beater. Leave white or tint with tempera paint. Spread like snow on Christmas tree or greenery. Mix thicker and squeeze through cookie press to make snowflakes, or squeeze through pastry tube to write messages on glass, foil, etc. The whipped soapsuds can also be used to frost a cardboard cake for a table decoration.

Carving compound - Mix together 4 parts vermiculite, 1 part cement and 1 part sand. Add enough water to make a heavy paste. Pour into a mold (an aluminum pan or plastic container). Blocks can then be cut and carved with a pocket knife.

Homemade modeling clay - Mix 2 cups table salt and 2/3 cup water in saucepan. Simmer over medium heat, stirring constantly until mixture is well heated, (approximately 3-4 minutes). Remove from heat. Add mixture of 1 cup cornstarch and 1/2 cup cold water. Mix hard. This will make a thick, stiff dough. Add food coloring if desired. Store in a plastic bag in refrigerator.

Using Sandpaper--Make a sander by cutting a piece of 2x2 about 3"-4" long; wrap a piece of sandpaper around it and secure over lapped edges with thumb tacks. Emery boards are ideal for small objects.

Den Trips--When taking field trips, be sure all boys wear full uniform. After weather is changing it will be lavender and when weather is damp boys will be sure and follow up with a note of appreciation signed by all boys.

This leaves the door open to future visits by other dens.

Indian Necklaces--Save cantelope and pumpkin seeds. String them together with colored beads between to make necklace.

Bonding Plastic--To bond clear plastic to cardboard, first sand lightly. Then press plastic on with moderately warm iron, using constant circular motions.

Dyeing Rice and Beans--Rinse in cold water then soak in diluted food coloring until rice, beans, or macaroni is proper shade, and dry.

Printing Ink--To make your own ink for block printing, mix 1 pint boiled linseed oil, 1 pint varnish and 2 pints powdered tempera to consistency of thick paste.

Costume Make Up--In a jar mix some liquid skin cleanser with powdered sugar for thickness. Add food coloring. This will wipe off easily. Works better if face is cleaned with liquid soap and wiped clean before applying make up.

Pine Cones--To open up pine cones all the way and remove the sap on them, simply place on a foil-covered cookie sheet and put in a 250 degree oven for awhile. To close them soak in water, put them in place and let dry. When they open they will fill in the empty spots.

Remove Printing--To remove the printing from lids of plastic margarine tubs, rub lightly with paint or varnish remover.

Stringing Popcorn--When stringing popcorn for tree decorations let sit until moisture makes soft. Can be painted with water paint.

Stuffing Toys with Foam--Rub a little fabric softener on your hands and it will help repel foam.

Beads--To make simple beads, soak pearl barley overnight in water with a few drops of food coloring. When thoroughly dry, string beads using fine needle and nylon thread.

Remove Printing from Foam--To remove the printing from foam egg cartons, dip cotton ball in rubbing alcohol. Rub lightly till printing is removed.

Working With Tin--When working on tin projects, rub the edge with steel wool and you will be less likely to get cut.

Pillsbury Modeling Clay Mixture.

Mix together in sauce pan 2 cups salt, 1 cup flour, 1-2/3 cups water. Cook over medium heat, stirring constantly until mixture is hot (3 to 5 minutes). Spread mixture over a tin can, box or other item with a spoon or knife. Press macaroni into mixture with fingers. After it has cooled, spray paint desired color.

Stencil or Poster Paints.

Combine 1/2 cup cornstarch with 3/4 cup cold water. Soak one envelope unflavored gelatine in 1/4 cup cold water. Stir 2 cups hot water into cornstarch mixture. Cook over medium heat until mixture boils clear. Remove from heat and stir in gelatine mixture and 1/2 cup soap flakes or detergent. Cool. Put in jars for different colors. Add color by using either food coloring, tempera paint or all purpose dye. This can be thinned with water later if necessary.

Barometer Solution

Mix 30 gm. cobalt chloride, 15 gm. sodium chloride (table salt), 7-1/2 gm. gum arabic, 4-1/2 gm. calcium chloride and one pint water. Saturate blotter paper and let dry thoroughly. When air is dry, paper will be blue; when weather is changing it will be lavender and when weather is damp, paper will turn pink.

Finger Paint

Mix 1/2 cup liquid laundry starch with 1/2 cup water. Add to 1 qt. boiling water, stirring to paste. Use 1/2 cup powdered tempera to add desired color.

Finger Paint

Combine 1/2 cup liquid laundry starch with 3/4 cup cold water in pan. Soak one box unflavored gelatin in 1/4 cup cold water. Add 2 cups hot water to starch mixture and cook over medium heat, stirring constantly until it comes to a boil and is clear. Remove from heat. Blend in softened gelatin and add 1/3 cup powdered detergent. Stir until thick and color with tempera.

Dyeing Beans

Soak overnight in "Rit" dye or in solution of water and colored crepe paper. When you use turquoise colored dye, your result will look like chunks of turquoise stone, which make good Indian Beads.

Blue and Gold Mints

These are edible and very tasty. Cream 6 tblsp. butter, 2 tps. peppermint or spearmint flavoring, dash salt and 7 tblsp. water (colored with food coloring). Add 2 lb. confectioners sugar. Blend with mixer and knead with an additional 1 lb. confectioners sugar. Cut or shape mints in mold. Spread on cookie sheet and refrigerate.

CRAFT RECIPES

Salt-flour modeling dough - Combine $\frac{1}{2}$ cup salt and 1 cup flour. With your hands mix and knead in enough water to make a stiff dough. Tint with food coloring or tempera paint. Store in plastic bag in refrigerator.

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

Bread modeling dough - Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until consistency of clay. Color with tempera paint. Store in plastic bag in refrigerator.

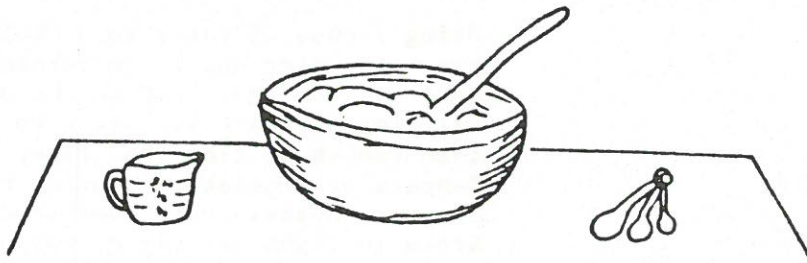
Sawdust modeling dough - Mix 4 cups sifted sawdust, $\frac{1}{4}$ cup plaster and $1\frac{1}{2}$ cups wheat paste (wallpaper paste) together. Add water until it is the consistency of clay - moist enough to mold and stick together. Store in plastic bag in refrigerator. All of the recipes mentioned above can be used for modeling objects just like clay. They will dry to a hard finish from setting in the air. The length of time for drying depends on the thickness of the object. Punch object with pinholes to speed drying. All recipes can be stored indefinitely in plastic bags in refrigerator. All recipes can either be colored with food coloring or tempera, or painted after model is dry.

Bakers' clay - Mix 4 cups flour, 1 cup salt, $1\frac{1}{2}$ cups water together with fingers in a big bowl. Recipe should never be doubled or halved. Always use within 4 hours of mixing. If clay feels too stiff, add a little more water. Knead for 5 minutes. Mold objects. Bake on cookie sheet in 350° oven for an hour. Test for doneness with a toothpick. When object is cooled, paint with tempera and glaze with clear plastic spray.

Bathsalts - (8 pints) Five pounds of Epsom Salts, a few drops of food coloring and a few drops of perfume. Shake salts and coloring. Put in jars and add perfume. Close jar tightly. Let age for 3 weeks.

Chemical Garden No. 1 - 1 charcoal briquette, 2 tablespoons salt, 2 tablespoons bluing, 2 tablespoons water, 1 teaspoon food coloring. Place briquette in a small dish or aluminum tin. Sprinkle on salt, then add the next three ingredients. Place where it will receive sunshine or warmth. Now watch it grow!

Chemical garden No. 2 - 2 or 3 charcoal briquettes, 6 tablespoons salt, 6 tablespoons bluing, 6 tablespoon water, 1 tablespoon ammonia, food coloring. Place briquettes in an aluminum tin and sprinkle with salt, add fluids. Put a different food coloring on each briquette.



Mix together 1/2 cup hot water, 2 tblsp. borax, 1 tsp. liquid detergent, a few drops of ammonia and a few drops of perfume. Do not use newspaper

Club craft work is not intended to create beautiful or lasting articles which are far beyond the abilities of the boys, or which require much extra work or supervision on the part of the den mothers. Rather it is to good advantage to include the parents of the boys in all craft work except possibly gifts for the holidays. Following are some basic craft recipes that could be good for den use.

FLOUR PASTE:

- 1 cup boiling water
- 1 T. powdered alum
- 2 cups cold water
- 2 cups flour
- 1 tsp. oil of cloves

Add powdered alum to boiling water. Mix flour and cold water until smooth and pour gradually into alum water. Cook until it has a bluish cast, stirring constantly. Remove from fire, and add oil of cloves and stir well. Store in airtight jars and thin with water if necessary.

CARVING MATERIAL:

- 4 parts vermiculite
- 1 part cement
- 1 part sand

Mix ingredients with enough water to form a heavy paste, then pour into a box of any kind and let dry. Block may be cut with a knife.

GLYCERIN SOAP BUBBLES:

For more durable bubbles, mix 2 T. detergent (not soap) with 1 cup hot water, 1 T. glycerin and food coloring as desired and let cool.

SOAP SNOW:

Put equal parts of liquid starch and soap flakes (not detergent or granulated soap) in a large bowl. Whip, preferably with an electric mixer until stiff as beaten egg white. Apply with brush and fingers.

BATH SALTS:

- 5 lbs. epsom salts
- food coloring
- few drops perfume

Pour about a cup of salts in a quart jar and add desired food coloring. Shake until evenly colored. Add a few drops of perfume. This can be put into jar in pretty stripes by holding the jar at a slant and using several colors. Use pretty bottles and decorate as desired.

CORNSTARCH PAINT

- 8 cups water
- 1 cup cornstarch

Bring 7 cups of water to a boil. Mix 1 cup cold water and 1 cup cornstarch together until well mixed. Add to the boiling water stirring constantly. Bring to a boil again then remove it from the fire. Add either Tempera or vegetable coloring to get the shades of your choice. When cool it can be used. Store in tight jars in a cool place.

Sawdust Dough

Mix the following;
Add water until it has consistency of clay- moist enough to mould and stick together. Store in plastic bag in refrigerator.

Four cups sifted sawdust
1/4 cup plaster
1 1/2 cups wheat paste

Bread Dough

Remove crust from several slices of white bread. Break up bread into small pieces and mix with white glue. Add few drops of lemon juice. Mix until consistency of clay. Color with tempera paints. Store in plastic bag in refrigerator.

Cornstarch Dough

Simmer one cup salt and 1/2 cup water on stove for about two minutes stirring constantly. Mix 1/2 cup corn starch with 1/4 cup cold water. Remove salt mixture from stove and add cornstarch mixture. Mix as hard as you can. When it cools, knead throughly. Tint as desired and store in refrigerator.

Salt flour dough

Combine 1/2 cups salt and 1 cup flour. Mix and knead in enough water to make stiff dough. Tint with food coloring or tempera. Store in plastic bag in refrigerator.

Cornstarch baking soda dough

Mix one cup cornstarch, 2 cups baking soda. Add 1 1/4 cups water and mix. Bring to boil, stirring constantly. This thickens to consistency of mashed potatoes. Tint with tempera or food coloring and store in plastic bag in refrigerator.

Flour Clay

Mix one cup flour, 1/2 cup salt, 3 tps. powdered alum, food coloring and a few drops of water. Add a little water at a time until mixture is stiff and holds shape.

Baker's Clay

Mix 4 cups flour, 1 cup salt, 1 1/2 cups water together with fingers in a big bowl. (Recipe should never be doubled or halved) always use with -in 4 hours. If clay feels too stiff, add a little more water. Knead for 5 minutes. Mold objects. Bake on cookie sheets in 350° oven for 1 hour. Test with toothpick. When object is cooled, paint with tempera and glaze with clear plastic spray.

Transfer Printing

Mix together 1/2 cup hot water, 2 tblsp turpentine, 1 tps. liquid detergent, a few drops of ammonia and a few drbbs of kerosene. Cut out a newspaper picture (glossy pictures will not work) and coat it with the solution. Let it stand for a few minutes. Then place it face down on a paper or cloth and rub it lightly with the back of a spoon. The picture will transfer.

Glues

White glue

(Elmers and Sobo) cheap and easy to use, comes ready to apply. It is good for wood, cloth and paper leather, cork and cardboard. Not good for metal or non-porous materials. It sets fast and is fairly strong. It does not stain and is not flammable or toxic. Not waterproof. Excellent for cub scouts.

Epoxy Glue

Will glue almost any substance to any other substance, and make a strong joint. It comes in two containers; a resin and a catalyst or hardener that must be mixed together in a rather precise proportions before using. The result forms a fast setting glue (read label) so have your work ready before mixing. It is poor for some plastics and natural rubber. It is very versatile and resists moderate heat, water and humidity. Some types are toxic and some may irritate skin.

Clear Cement

Works best on porous materials like leather, paper and wood. It is clear and colorless. It resists water but is not strong. It can damage certain fabrics, finishes and plastics. It is flammable, the fumes are toxic.

Contact Cement

Is instant sticking. It is good for a fast jobs like scenery for a den skit. It works well on wood, cloth, paper, leather, some rubber and plastics and metals other than copper. It is not strong, it may discolor and damage some types of rubber and plastics. Most brands are flammable, may irritate the skin and are toxic. Fumes may be harmful so ensure adequate ventilation.

Cleaning Brushes--Different types of paint require different cleaning solutions. Teach the boys to clean their brushes and other equipment up properly. When painting with varnish, oil, or enamel, clean up with turpentine; when painting with shellac, clean with paint thinner or denatured alcohol; when painting with model dope, clean with dope cleaner; when painting with tempre, poster paint or acrylics, clean with water.

Safety--Many painting supplies are combustible. Stay away from open flames. Use spray paints in a well ventilated area. Fumes are dangerous.

Painting Plaster--When painting plaster, first seal with a clear plastic spray. Plaster is obsorbent and temptra will soak in unless it's sealed first.

Heavy Duty Glue--Mix cornstarch with regular white glue until it thickens to desired consistency.

Stuffing for Puppets--Lint from automatic dryers makes a good clean stuffing for puppets. Another good one is plastic laundry bags and worn out nylon hose. Dried coffee grounds.

Kite Adhesive--Egg whites make a good glue for paper kites, as its almost weightless and very strong.

Cracked Marbles--Heat marbles in a fairly hot oven. Remove and pour into bowl of ice water.

Pop Tabs--They make good hangers attached to backs of projects.

Scrap Plastic and Leatherette--These scrap materials can be used in making Indian costumes and etc.

Plastic Glaze--Another method of protecting water painted objects is to give it a final coat of diluted white glue (also a good decopauge agent). Or mix lacquer thinner with small pieces of pressed styrofoam (cups, egg cartons, etc.) in a jar, until styrofoam dissolves and mixture becomes thick. Hair spray is a good sealer too, the cheaper the better. Try it on chalk pictures, cattails, leaves and etc.

Coloring Sawdust--Use water-base paints. It gives better colors.

PAINTING TIPS

Tempra Paint--Water-base paint such as tempra is best to use with Cubs.

Mix powdered tempra with water and add liquid starch. The paint goes farther and doesn't run. You can mix in a blender. Powdered paint is cheaper.

Paint Substitutes--Food coloring mixed with water or liquid starch makes a quick substitute for water paints. Or shave crayon bits and dissolve in turpentine--one part crayon to two parts turpentine. Crayon paints won't run together and they have a very soft appearance that looks like oil painting.

Paintbrush Substitutions--When painting large objects, such as scenery for a skit, use a sponge dipped in tempra. For painting small objects, use Q-Tips instead of paint brush. Toothpicks are great for fine lines. Empty shoe bottle with applicator.

Spray Paint--A spray bottle (such as Windex) is good container for doing mass painting with diluted tempra or poster paint. Spray objects inside a cardboard box with newspaper underneath so paint dust will be confined.

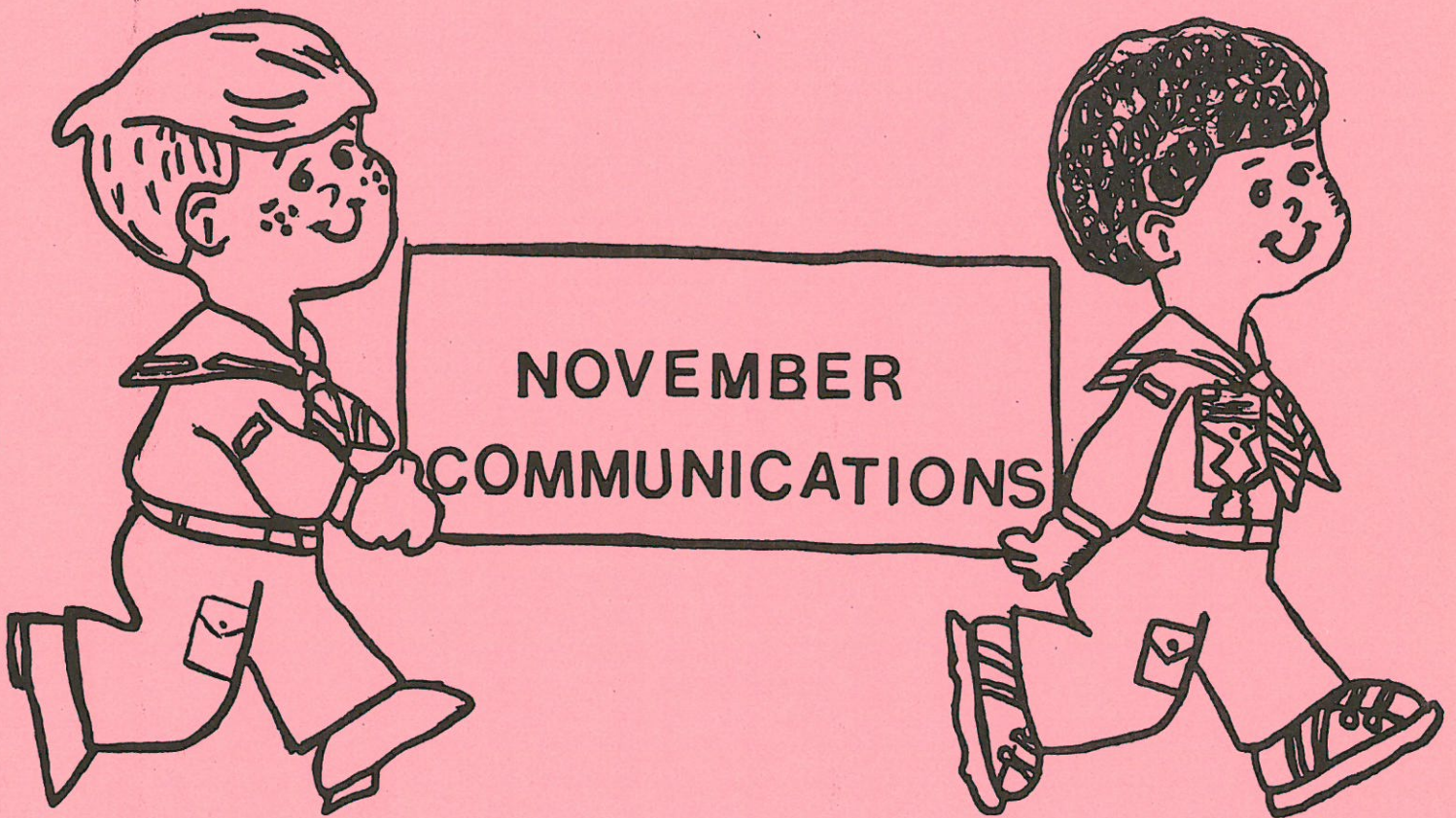
Painting on Plastic--When painting plastic containers or milk cartons, etc., mix powdered tempra with liquid detergent instead of starch. Then paint will adhere better.

Painting Styrofoam--When painting styrofoam, be sure to use a type of paint which is recommended for styrofoam. Some types of paint will dissolve it.

Gold Paint--For a higher gold color, use brass color rather than gold spray paint.

Protection--Always use something; an old vinyl tablecloth is great because it wipes off easily. Boys should wear one of dad's old shirts, too, as to save clothes.

Raw Wood--Never paint or varnish raw wood. Give it one or two coats of shellac or wood sealer first.



1st Cub Scout: What do you hear in the world of sound? What do you hear in the air, on the ground?

2nd Cub Scout: (Cupping hand over ear.) I hear a jet plane thundering by. I can't see it, it's so high in the sky.

3rd Cub Scout: (Cupping hand over ear.) I hear the sound of a gentle breeze as it winds its way through the tall oak trees.

4th Cub Scout: (Cupping hand over ear.) I hear a race car zoom 'round the track; it's gone in a flash, and then it zooms back.

5th Cub Scout: (Cupping hand over ear.) I hear the screaming of a bright blue jay; what a cross old bird on such a nice day.

6th Cub Scout: (Cupping hand over ear.) I hear the chime of a bell; how cheerful it's playing a tune for all the people.

Scoutmaster: In the world of sound there's work to be done. Just close your eyes (they do), and open your ears.

TELEPHONE DIRECTORY RELAY

Scouts are divided into solar teams, and each team is given a telephone directory, all directories being identical. The first player in advance, indicating lists of page numbers, each written on a separate sheet of paper, the latter set greater than ten. Each team selects a starting place. At a signal, the first player of each team opens the directory to the page indicated by the first number of the list and to the right, on the corner of this page he counts down the column of numbers to the smallest number that encompasses the page number. This number is indicated on a sheet of paper, and the player passes the sheet of paper to the second player in his team, and the same process is repeated for the other numbers on the list of page numbers. This is continued until every player has found and written down a telephone number. The first team to produce a complete and accurate list is the winner.

WHEELER'S CODE

A message to be sent in this code would read like this:

LEW DEL LNL LSW OMA WOI TOT RWF AHO TGR LUY 100 HRU

You will notice that the letters are given in groups of three. This is the clue to write the message down in three lines. Write the first three letters on paper--put one underneath the other, instead of on one line. Put down the next three letters alongside the first three, in the same way--and so on, until you get this arrangement:

FOLLOW TRAIL
THROUGH WOODS
WE WILL WAIT FOR YOU

To read the message, read along the top line from left to right, then along the second line from RIGHT TO LEFT, and along the third line from left to right, again.

(Decoded message is: FOLLOW TRAIL THROUGH WOODS WE WILL WAIT FOR YOU.)

In order to send such a coded message, you must first write out the message in the three-line way. Then put the letters in three-letter groups.

The same message can be spread over four lines with letters then written in groups of four. "X" is used as a dummy letter, simply to fill out the four lines. Sent in a four line pattern, the message would look like this:

FOLW TRAIL THRU THRU WOODS WE WILL WAIT FOR YOU

The World of Sound

(Opening)

- Arrangement: One Cub Scout dressed in Indian costume is seated on floor with tom-tom on one side of stage. Other Cub Scouts (any number) are standing in center of stage with Cubmaster. As Indian beats out messages on the tom-tom, the Cub Scouts take turns "translating" for Cubmaster.
- (Indian beats a short message on tom-tom.)
- 1st Cub Scout: Running Deer says that a meeting of Akela's tribe will be held tonight.
(Cubmaster nods in understanding.)
(Indian beats another message.)
- 2nd Cub Scout: He says that many awards will be given at the meeting.
(Cubmaster nods. Indian beats out message.)
- 3rd Cub Scout: He says that many of the braves have advanced along the trail of the Arrow of Light.
(Cubmaster nods. Indian beat out another message.)
- 4th Cub Scout: He says that there will be singing and games at the meeting.
(Cubmaster nods. Indian beats out next message.)
- 5th Cub Scout: He says that many good leaders will be at the meeting and many families of Akela's tribe.
(Cubmaster nods. Indian beats out a message. All boys shake their heads, shrug their shoulders, to show that they don't understand. Indian beats out same message again. Boys repeat motions of confusion, lack of understanding. Indian beats out message for the third time. Finally the Cubmaster says:)
- Cubmaster: I've got it! Running Deer says to telephone him if there's anything we want him to bring to the meeting.
- All Cubs: (Disgustedly) Telephone! Good grief!

Cubmaster's Mailbox Advancement

- Equipment: A standard mailbox with the Wolf, Bear, Bobcat, Webelos and Arrow of Light stick-on emblems. (A shoe box and cardboard can be used to make your mailbox.)
- Procedure: Cubmaster mounts each award on a 3 X 5 card, addressing them to the boy. Cards are placed in the mailbox before the pack meeting.

The Cubmaster removes a card "wondering what the mailman has brought". The Cub Scout and his parents are then called forward and all participate in the presentation.

(Closing)

- Personnel: 6 Cub Scouts in uniform.
- 1st Cub Scout: What do you hear in the world of sound? What do you hear in the air, on the ground?
- 2nd Cub Scout: (Cupping hand over ear.) I hear a jet plane thundering by. I can't see it, it's so high in the sky.
- 3rd Cub Scout: (Cupping hand over ear.) I hear the sound of a gentle breeze as it winds its way through the tall oak trees.
- 4th Cub Scout: (Cupping hand over ear.) I hear a race car zoom 'round the track; it's gone in a flash, and then it zooms back.
- 5th Cub Scout: (Cupping hand over ear.) I hear the screaming of a bright blue jay; what a cross old bird on such a nice day.
- 6th Cub Scout: (Cupping hand over ear.) I hear the chimes of a bell in a steeple; it's playing a tune for all the people.
- All: In the world of sound there's much to hear, just close your eyes (they do) and open your ears.

TELEPHONE DIRECTORY RELAY

Players are divided into relay teams, and each team is given a copy of a telephone directory, all directories being identical. The leader prepares in advance, identical lists of page numbers, each accompanied by another number, the latter not greater than ten. Each team is given one of the lists. At a signal, the first player of each team opens his directory to the page indicated by the first number of the list, and in the right hand column of this page he counts down the entries as far as indicated by the smaller number that accompanies the page number. Having found the indicated entry, he writes its telephone number on a sheet of paper, then hands the list, directory and sheet of paper to the second man on his team, and the same process is repeated for the other numbers by the other players. This is continued until every player has found and written down a telephone number. The first team to produce a complete and accurate list is the winner.

NAPOLEON'S CODE

A message to be sent is this code would read like this:

FWI OEL LWL LSW ODA WOI TOF RWF AHO TGR LUV TOO HRU

You will notice that the letters are given in groups of three. This is the clue to write the message down in three lines. Write the first three letters on paper--put one underneath the other, instead of on one line. Put down the next three letters alongside the first three, in the same way--and so on, until you get this arrangement:

FOLLOWIRAILTH
WEWSDOONIGUOR
ILLWAITFORYOU

To read the message, read along the top line from left to right, then along the second line from RIGHT TO LEFT, and along the third line from left to right, again.

(Decoded message is: FOLLOW TRAIL THROUGH WOODS WE WILL WAIT FOR YOU.)

In order to send such a coded message, you must first write out the message in the three-line way. Then put the letters in three-letter groups.

The same message can be spread over four lines with letters then written in groups of four. "X" is used as a dummy letter, simply to fill out the four lines. Sent in a four line pattern, the message would look like this:

FOOX OSDH LHSO LGWY OHER WORO TRIF RHET ALEI TLWA

COMMUNICATIONS

WHO AM I?

Have one player pretend to be some figure in nature--a plant or animal. He tells brief facts about himself such as "I live along the seashore and am an animal." The one guessing correctly becomes the new leader.

NEWSPAPER AD RELAY

Needed for this game are: 2 or more newspapers, folded; a pair of scissors for each newspaper; a list of ads to be cut (one list per team). Place a newspaper and a pair of scissors on a table or the floor 30 feet from the starting line. Divide players into teams (relay formation). Players run to the folded paper, unfold paper, find ad, cut out ad, refold paper and checks ad off list. Player returns to line and next player repeats process and on through the line. First team done, wins.

HEAR, HEAR GAME

This game is identifying sounds. The den chief produces the sounds below from behind a screen or in another room and the Cubs listen. As each sound is produced, the boys write down what they think it is. Sample sounds: sandpaper rubbed on glass, pack of cards dropped on a table, egg whipper whipping cream, golf ball or ping-pong ball bouncing on a bare floor, piece of metal being filed, slicing bread, cutting glass with a glass cutter, and bursting a paper bag.

POLICE! AMBULANCE!

Three "corners" are named "fire, police and ambulance." The leader calls out a situation in which a Cub might find himself and the Cubs have to run to the correct "corner". The last one home loses a point for his den but does not drop out. Suggested situations: Smoke is seen coming from under the door of a house (fire); your window cleaner falls from a ladder while cleaning the bedroom window of a house (ambulance); when out fishing you spot some gorse bushes on fire (fire) you see some older boys cutting the wire to a telephone in a call box (police); your friend falls from his bicycle while you are out for a ride (ambulance); a xat has been in a tree for a long period (fire); you find a transistor radio on the pavement (police); your bicycle is stolen (police); an older person who has rescued a small girl from a river asks you to telephone for help (ambulance)

ZOO

Divide the group into two teams. Have a blackboard, cardboard or sheet of wrapping paper for each team. Teams line up in relay fashion. On signal, the first boy on each team runs to a leader who gives him the name of an animal. That boy goes to the board and draws his subject. When his team recognizes what he has drawn, the next boy tells the leader. If correct, he is told what to draw. If not, the first continues the drawing until his team guesses it. The game continues until all have drawn. First team through wins.

ALPHABET SCRAMBLE

Teams line up in relay formation. A complete set of alphabet cards is laid on a chair about 10 feet away from each team. A base line is drawn back of the row of chairs. When the leader announces a word, the first few players in each team--as many as there are letters in the word--hurry toward the chairs, select the needed letters, carry them onto the base line and stand there holding them up, arranging themselves in proper order as rapidly as possible. The team finishing its word first is the winner. Then these players go back promptly to their own lines, taking their places at the rear so that the next players may take the next word announced.

HUMAN ALPHABET

Each team is composed of five or more players and a captain. The leader stands at an equal distance from all the teams participating and shouts a letter of the alphabet such as "v" or "k". The captain then quickly arranges teammates in a formation to look like the letter called. If necessary, the captain may be part of the letter. The first team to complete the letter scores a point.

FIND THE LEADER

Someone chosen to be IT stands in the center of the circle and closes his eyes. The players then name one of the group to be leader (without the IT knowing who was selected.) All watch secretly and imitate every movement of the leader. The leader changes actions frequently. The leader may wink, wiggle feet, fingers, ahnds or perform any other action that is suitable for the occasion. IT tries to discover who the leader is and upon discovery they exchange places. The new IT closes his eyes and the old IT points to a new leader.

DUMBO CRAMBO

One team goes out while the other one selects a word that can be acted out, such as "trail". The other side is called back and told the word rhymes with "mile" for example. After conferring among themselves, they make a list of words they think might be the one selected, and decide in what order to present them. For example, they list "smile", "rule", "style." Everybody smiles broadly to enact "smile". Then they put on a "style" show. Next they get considerably "riled". Finally, they try a court scene and the other side applauds, for it's clear that they guessed "trial." The number of guesses is counted, and the other side goes out to try its hand at guessing and acting out the answer.

CROSS HANDS

Players, any number, stand or sit in a circle. One person is IT and stands in the middle. IT points to someone in the circle, holding his "point" so there is no confusion about who is being pointed at. The player pointed at quickly grabs both ears with his arms crossed (left ear with right hand and right ear with left hand). The person to the left of the pointed-at person grabs his left ear and his nose with crossed arms (left ear with right hand and nose with left hand). The person to the right grabs his right ear and his nose with crossed arms (reverse of the other one). The last one to be in the correct position is IT. IT must select the last one to assume the right position, but the other players may help judge. If the circle is large, there may be more than one IT to speed up the activity.

THIS IS MY ELBOW

IT stands before a player in the circle, takes hold of his nose and says, "This is my elbow." The player addressed must take hold of his elbow and say, "This is my nose," before IT can count to ten. If the player fails, he becomes IT. The action may include other parts of the body.

LIMA BEAN WORDS

You will need 216 white lima beans and a laundry marker. Mark the beans on both sides as follows: 6 complete alphabets; 6 extra consonants (t, h, s); 6 extra vowels (a, e, i, o, u) and 6 blanks. To play the game, each boy takes a teaspoon of beans on containers such as jar or box in the allotted time of 5 minutes, makes words of 1, 2, 3, or 4 letters. Players score 1 point for each bean used. Highest score wins.

" THE LEGEND OF SLEEPY HOLLOW"
(an up-beat version)

Characters: Narrator; Ichabod; Katrina; Katrina's Father; Brom Van Brunt;
Headless Horseman.

Narrator reads the story in rhythm putting accent on underlined words.
Characters pantomime parts. Exaggeration of action adds more humor.

Narrator: Like I'm tellin' you Dad
It'll spook you this tale
About Ichabod Crane
And the Headless Male

(Narrator stands at side of stage. Ichabod enters when his name is mentioned and walks across the stage.)

Narrator: Now Ick was a square,
Who thought learning was cool,
He made with the books
At the local school.

(Ichabod walks back across stage.)

Narrator: Everything was swingin'
Till he got into a hassle,
On account of a chick,
Named Katrina Van Tassel.

(Katrina walks across stage with Ichabod following.)

Narrator: To Ick, she was Endsville,
His heart she exploded,
And to make it even wilder
Her Papa was loaded.

(Father enters, decorated with dollar signs.)

Narrator: But a rival hepcat,
With red corpuscles,
Was Brom van Brunt-
Very large with the muscles.

(Brom enters, flexes muscles, pushes himself between Ick and Katrina.)

Narrator: "Stop buggin' me man,"
Said Brom, as he frowned,
"Stay away from my chick,
Or you're Germsville Bound."

(Brom shows Ichabod his fist. Brom and Father exit.)

Narrator: 'Twas a dark and dismal night
In the autumn hush
When Ick popped the question
And she gave him the brush.

(Ick kneels before Katrina; she points to the door.)

Narrator: He climbed on his horse,
And headed for his pad,
Not a thing was swingin'-
Man, he was sad.

(Katrina exits. Ick exits other side and reappears on horse.)

Narrator: He heard behind him
A jive-y beat
Like the hoofs of a nag
Comin' fast on it's feet.

(Ick lopes across the stage in rhythm. Horseman enters behind him.)

Narrator: Then he saw this spook,
And he froze in his leather,
The holes in it's head
Had all run together.

(Ick turns around, sees Horseman, they both stop.)

Narrator: But this off-beat cat
Had a head all right
Tucked under it's arm
Like a pumpkin light.

(Horseman holds up balloon or tissue paper head,)

Narrator: The hoofs beat it out-
Now Ick's a pale male,
With "Shoulders" following
Close on his trail!

(He chases Ick around the stage double time.)

Narrator: When they reach the bridge
Where the fog is thick-
And the creep throws his head
Right straight at Ick!

(Horseman throws head; Ick falls down.)

Narrator: Ever since then,
There are cats who say
It was Deadsville for Ick
From that very day.

(Someone drags Ick offstage.)

Narrator: But some say he ran,
Scared like a bunny,
And that Brom van Brunt
Was making a funny

(Ick re-enters, shaking with fright and rushes off other side of stage.)

Narrator: You decide, Daddy-O,
If Ick's still alive
And as for me-
I'm goin' back to my jive!

(Narrator exits at end of final line.)

CODES

October and its theme of Communications is the perfect time to help the Wolf Cub Scouts with their Secret Codes. Following is a fun code which will serve as an idea for making up your own:

<u>Your Code</u>		<u>Figure Code</u>		<u>Your Code</u>		<u>Figure Code</u>
_____	A	○		_____	N	⊞
_____	B	⊙		_____	O	⊠
_____	C	⊕		_____	P	(
_____	D	⊖		_____	Q)
_____	E	⊗		_____	R	▨
_____	F	△		_____	S	⌈
_____	G	▽		_____	T	⌋
_____	H	▭		_____	U	◇
_____	I	⌈		_____	V	◊
_____	J	▣		_____	W	◈
_____	K	□		_____	X	X
_____	L	▢		_____	Y	∩
_____	M	▬		_____	Z	∩∩

Can you figure out this message?

(Answer: Cub Scouting is FUN!)

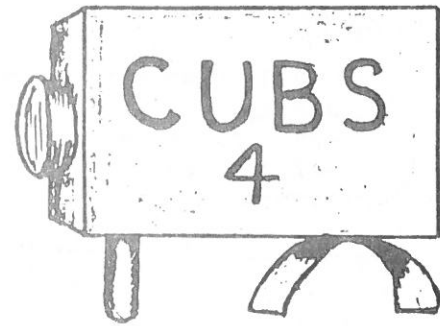
TAKE TIME FOR TEN THINGS

1. Take time to worship - it is the highway of reverence which cleanses and restores the soul.
2. Take time to work - it is the price of success.
3. Take time to think - it is the source of power.
4. Take time to read - it is the foundation of knowledge.
5. Take time to help and enjoy friends - it is the source of happiness.
6. Take time to play - it is the secret of youth.
7. Take time to dream - it hitches the sour to the stars.
8. Take time to Love - it is the one sacrament.
9. Take time to laugh - it is the singing that helps with life's load.
10. Take time to plan - it is the secret of being able to have time to take time for the first nine things.

COMMUNICATIONS

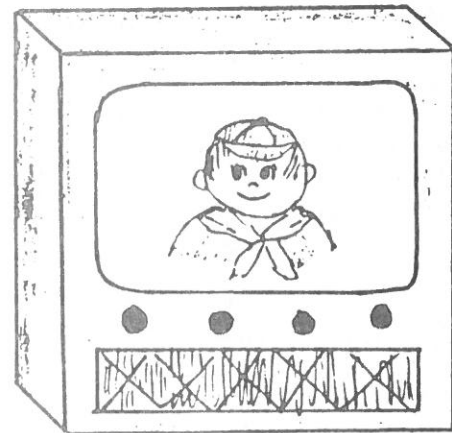
T. V. CAMERA

Use a large (18 oz. Post Toasties) cereal box. Use a paper brad to attach "lens" (small margarine tub). Cut slits $\frac{1}{2}$ " down and about $\frac{1}{4}$ " apart on a cardboard roll for tabs and glue to box. Glue half an oatmeal box, cut the width of the cereal box, to bottom of box for shoulder support. Spray paint. Blue knobs and dials on camera after paint is dry. Add your station's "call letters and number.



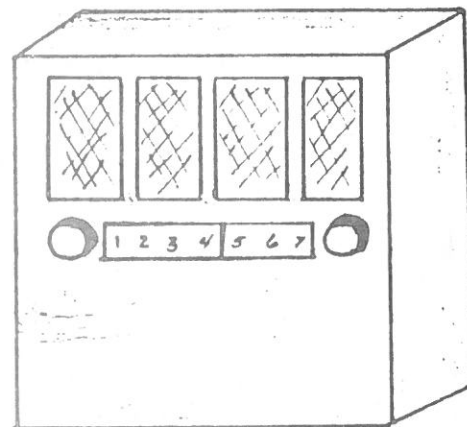
T. V. SET

Find cardboard cartons big enough for a boy to get into & be the "Program." Cut screen shape, paint, line insides with white paper (shelf liner or freezer wrap). Add dials and other details. Let Cubs put on their own shows.



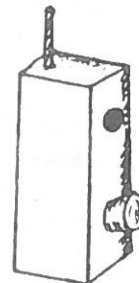
RADIO SET

Make set similar to T.V. set but cut out small squares in a row. This is your "speaker" area. Paint box. Cover the cut out area on the inside with coarsely woven cloth. Add dials and other details. Have Cub inside put on an old-time radio show with sound effects and everything!



WALKIE TALKIE

Cover a quart milk carton with colored paper. In the top of the carton near one side, punch a hole and insert a soda straw aerial. Cut two holes about $1\frac{1}{2}$ " across in front of the carton. Remove bottom from a paper cup and glue into lower hole in carton for a mouth piece.

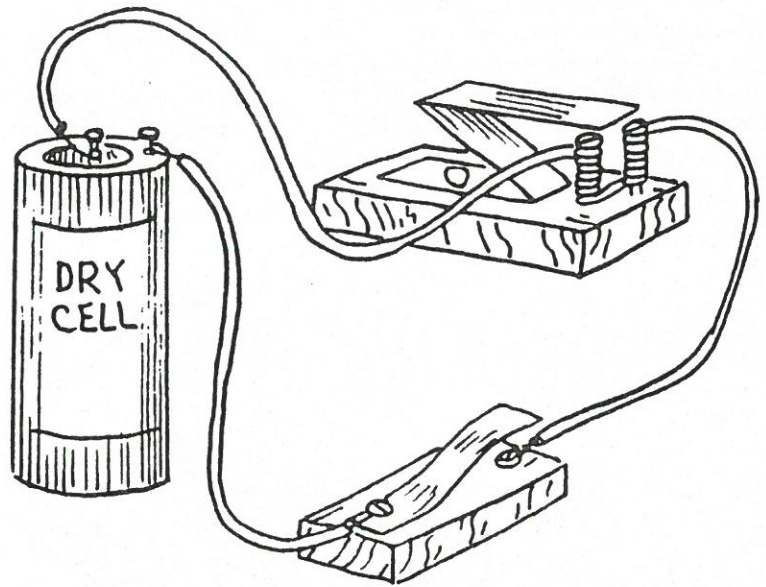


COMMUNICATIONS

TELEGRAPH SET

Using two wood blocks 2 nails, 3 screws, 2 metal strips, cut from a tin can, 1 dry cell, and 2 wires, assemble set as shown. Bend the metal into a "Z" (sounder) so that it attaches itself to the nails when the key is pressed down. Bend key to form a slight "S" curve. To understand the operation of the set, remember that as the key is pressed down, the circuit is completed and the coiled screws attract the metal "Z" strip. This breaks the circuit and the electromagnet loses its power, causing the metal strip to fall back.

It completes the circuit again so that the coiled screws attract the metal strip. This process is continuous as long as the switch is pressed down and results in rapid vibration which causes a buzzing sound.

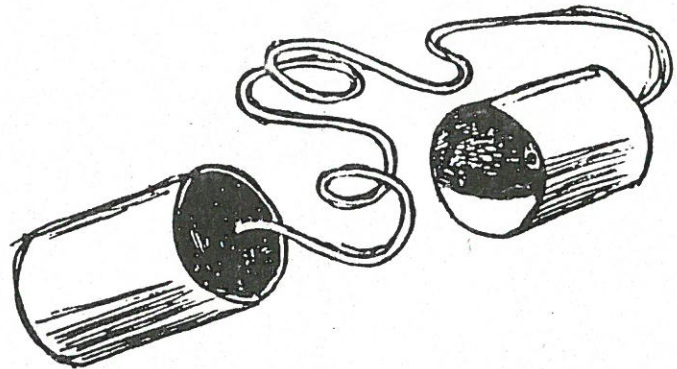


INTERNATIONAL MORSE CODE

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

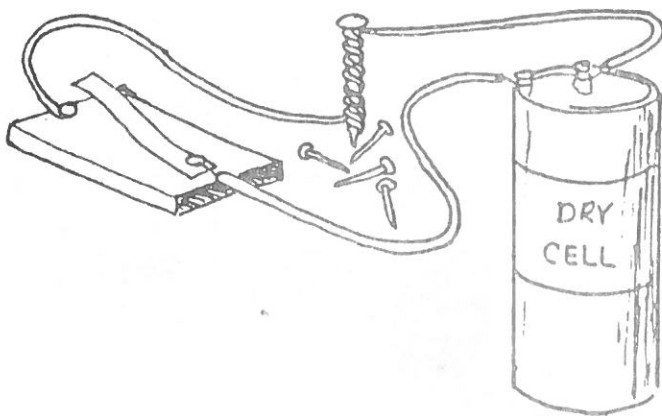
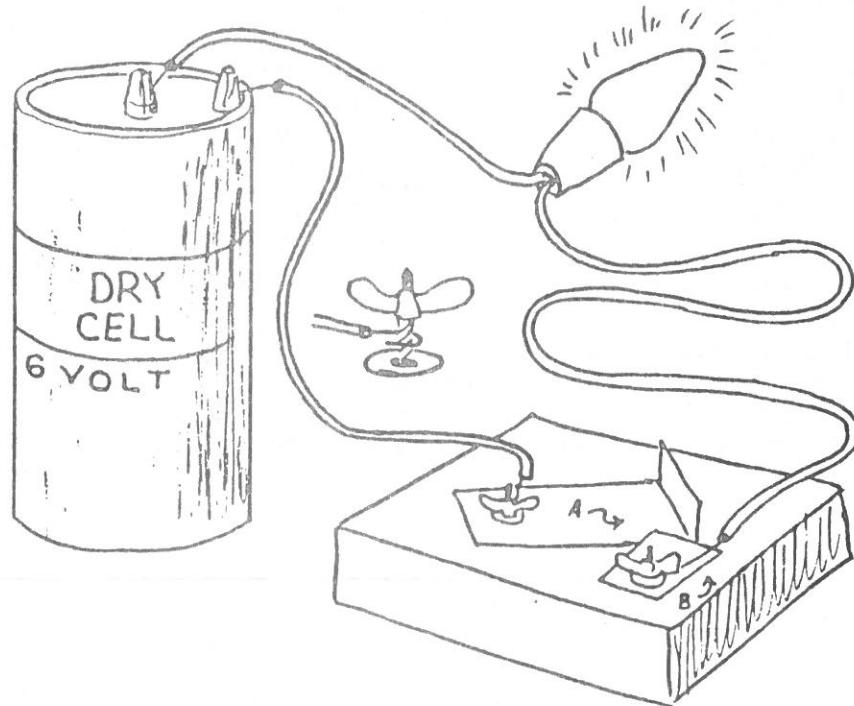
TIN CAN TELEPHONE

This device will enable you to talk to a friend at quite a distance. Punch a hole in the bottom of two empty, clean soup cans (labels removed). Push the end of a long string through the hole in each can, through a button (to keep end from pulling through) and knot ends. Pull the string tight and talk into one can while a friend listens with his ear against the other. The vibrations at the bottom of your can pass along the string to the second can. Be sure the string is taut and does not touch anything in its path.



HOMEMADE SWITCH

You'll need a block of wood, 4" x 5" x $\frac{1}{2}$ ". Use screws long enough to go through wood and extend above. Drill a hole in each of the metal strips cut from a tin can and place over screws. Add a metal washer and wing nut. Attach Christmas tree light as illustrated. When moving metal "A" so that it comes in contact with metal "B", a circuit is completed and the light glow. When the metals are not in contact the circuit is broken.



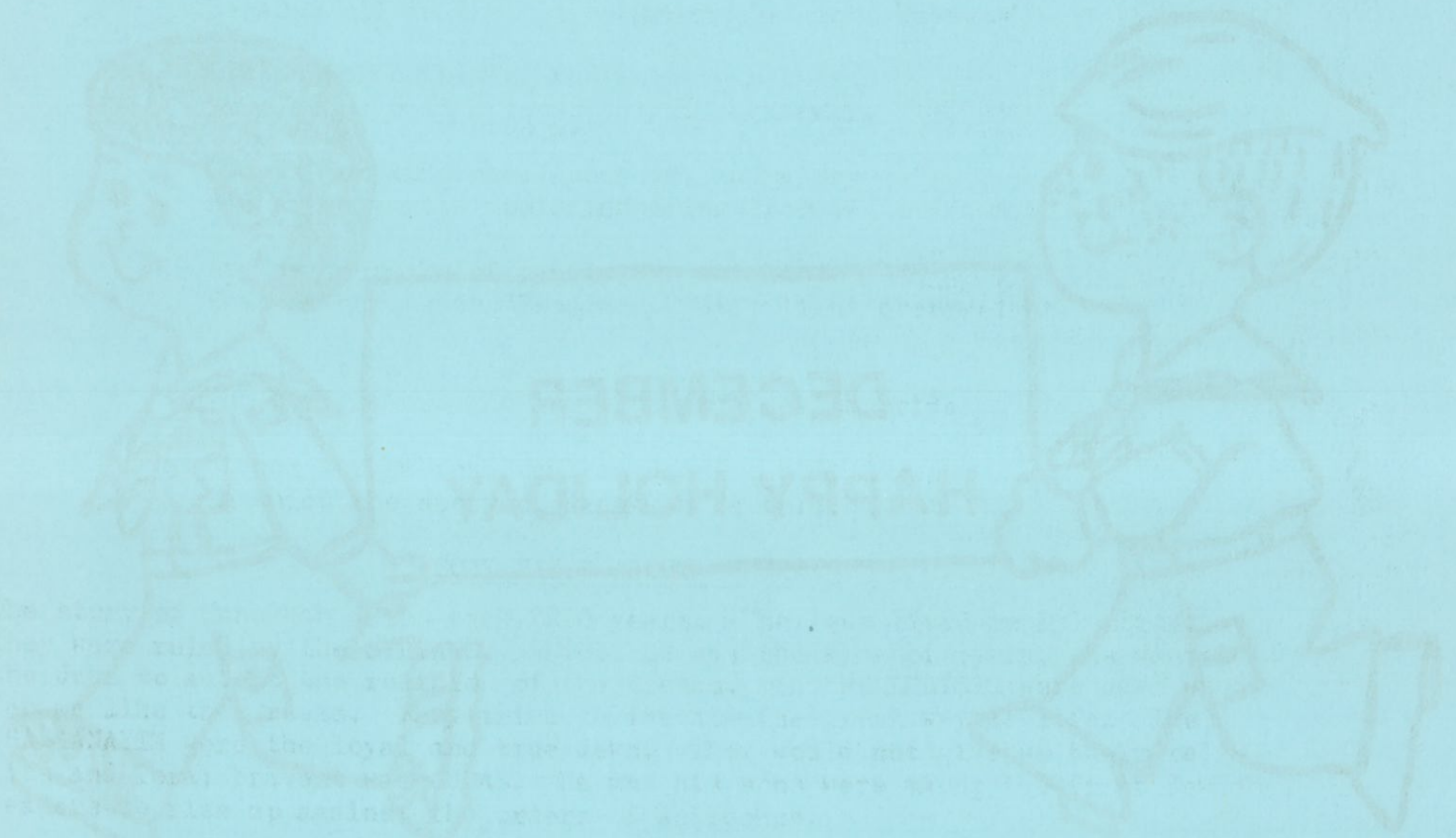
ELECTROMAGNET

Using a small block of wood, 1 nail, 2 screws, 2 wires, tin can strips, dry cell, and several small nails, assemble as illustrated. Magnet will pick up nails when switch is closed and drop when open.



DECEMBER
HAPPY HOLIDAY

Handwritten text at the top of the page, including the date "12/25/77" and a name "John".



Handwritten text at the bottom of the page, including the name "John" and the date "12/25/77".

OPENING HOLIDAY CEREMONY

ARRANGEMENT: Ten boys come onstage and stand in line. They can be holding Christmas gifts, decorations, etc. Each speaks his line in turn:

- 1st CUB: Secrets! Secrets! Secrets! In the air!
Merry greetings everywhere! That's Christmas!
- 2nd CUB: Cedar boughs in every nook!
Holly! Everywhere you look. That's Christmas!
- 3rd CUB: Christmas trees with baubles bright,
Flashing in the candle light! That's Christmas!
- 4th CUB: Hearth fires leaping high to show
Faces in the firelights glow! That's Christmas!
- 5th CUB: Spicy smells of things to eat,
Promising a welcome treat! That's Christmas!
- 6th CUB: Bundles big and bundles small!
And we must not look at all! That's Christmas!
- 7th CUB: Little whispers all about!
But we can't find one thing out! That's Christmas!
- 8th CUB: Such a lot of things to do!
Shopping trips and wrapping too! That's Christmas!
- 9th CUB: Time for fun and song and play!
Just the year's most happy day! That's Christmas!
- 10th CUB: Joy in all we have and do!
Wishing joy for others too! That's Christmas!
- ALL: So we gladly join to say
Here's to wish your happiest day - That's CHRISTMAS!

CLOSING CEREMONY

ARRANGEMENT: 9 Cub Scouts enter, one by one, carrying large cards with a letter painted on them. Each recites his lines, thus spelling CHRISTMAS.

C is for Christ, whose birthday we observe
H is for Happiness to those who serve
R is for Reverence and a prayer from above
I is for Incense, a Wise Man gave in love
S is for Snow, a blanket so pure and white
T is for Time, as it stands still tonight
M is for Mary, the mother of the babe
A is for Answers, as we search for the light
S is for a Star, shining brightly tonight.

Please join us in singing "Silent Night"

HANUKKAH OPENING CEREMONY

Staging: Letters of the word "Hanukkah" are written on pieces of paper or cardboard large enough for the audience to see. Each boy holds up his letter in turn and recites the inscription pertaining to his letter.

- H Stands for Hannah, courageous and true,
Who would not yield, so her sons they slew.
- A Stands for Antiochus, Syrian King;
Who tried from Judea, Greek worship to bring.
- N Stands for night, so joyful in many ways
Because oil in the cruse burned for eight days.
- U Stands for unfurling the Macabee banner
Who led us onward in so valiant a manner.
- K Stands for kindness, goodness, and glory
All are a part of this inspiring story.
- K Is for keepsake of candles so bright
That father, with "Bronchos," will light every night,
- A Stands for all, living far and wide,
Who tonight are glowing with true Jewish pride.
- H Stands for Hebrew, our language so old,
In which the story of Hanukkah is told.

SOME FACTS ABOUT HANUKKAH

The story of Hanukkah dates back 2200 years. The Jews lived in Palestine. They were ruled by the SYRIANS. ANTOICHUS was the King of Syria. He wanted the Jews to accept the religion of the Greeks. The HELLENISTS were Jews who became like the Greeks. They tried to imitate the Greek way of life. The CHASMANAYIM were the loyal and true Jews. They would not give up their religion and Tora; bravest was JUDAS. He and his sons were among the first Jewish leaders to rise up against the orders of Antiochus.

After 3 years of fighting they captured the city of JERUSALEM. They cleaned and repaired the HOLY TEMPLE. They celebrated their victory for 8 days. They called this holiday of victory, HANUKKAH, which means dedication. JUDAS MACCABEE was the leader of the fight against the SYRIANS, HANNAH was the mother of the seven sons who gave up their lives rather than give up their religion. KISLEV is the Hebrew month in which HANUKKAH occurs. It begins on the 25th day. THE FEASTS OF LIGHTS is another name for HANUKKAH. The lighting of HANUKKAH candles is a special ceremony observed in the home during HANUKKAH. Three blessings are recited the first night, while 2 blessings are recited all the other nights. Jewish children play the game of DREIDEL, the HANUKKAH top. The letters on the dreidel stand for: *Neu* Gadol *M*ayah *S*hom, which means, "A great miracle happened there."

HANUKKAH GELT refers to HANUKKAH gift money, also to the custom of giving gifts to one another on HANUKKAH. MENORAH is the 9-branched candelabra used.

CHRISTMAS ADVANCEMENT CEREMONY

Need: Cardboard or plywood cutout of Christmas tree with holes drilled for Christmas tree lights. Tape cord to back, plug in and unscrew bulbs so that they are out until the appropriate time.

Cubmaster or Advancement person: As we look at our tree this evening, we see that it is dark, with only one light on, (screw in top light) This is the light that represents the Arrow of Light award.

Let's see if there are boys here tonight who can help us light the way to the top of the tree...to the Arrow of Light, the highest award in Cub Scouting.

(If there are Bobcats to be inducted, call them forward at this time and light the bottom light on the tree) These boys have learned about the Cub Scout trail, they have learned the Cub Scout Promise and Law of the Pack. They with their parents are learning about Cub Scout advancement and the family participation it needs. We want to welcome you to our Pack and welcome you parents also as you begin to climb the Cub Scout trail with us. (Present the Bobcat patch to parents to pin on the boys.)

Once a boy has become a Bobcat, he is ready to climb. If he is 8, this means he will do the 12 achievements required for the rank of Wolf. Some of these require the knowledge of the United States flag, of keeping strong, of safety, and being helpful to his family. The following boys have completed all 12 of these achievements. (Call forward the boys and their parents) Now we may turn on the light representing the Wolf rank.

As the boy grows older and becomes 9, he is stronger and more able to climb higher. Just as it is more difficult to climb to the upper branches of a tree, so the achievements are harder for the Bear rank. (Call forward the boys receiving the Bear and their parents) Now we will light the light representing the Bear rank.

(Follow the same procedure for the arrow points and the Activity badges)

These boys have helped us light our tree, but it is still not bright enough. Since these boys received help from their parents and leaders, let's turn on lights for them also. (Turn on the rest of the lights)

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

DECEMBER,

Christmas Goodwill Opening Ceremony

Setting: Eight uniformed Cub Scouts line up across front of room holding large cards with letters to spell out G-O-O-D-W-I-L-L. Each boy shows his card as he speaks.

- G - Greetings we bring now to everyone
- O - On this special night of holiday fun
- O - Once again it's that special time of year
- D - Doing our best to spread holiday cheer
- W - Welcome to our meeting. It's sure to be worthwhile
- I - If you all please give us a great big smile
- L - Letting the feeling of goodwill spread all around.
- L - Let's all stand and let our happy voices sound.

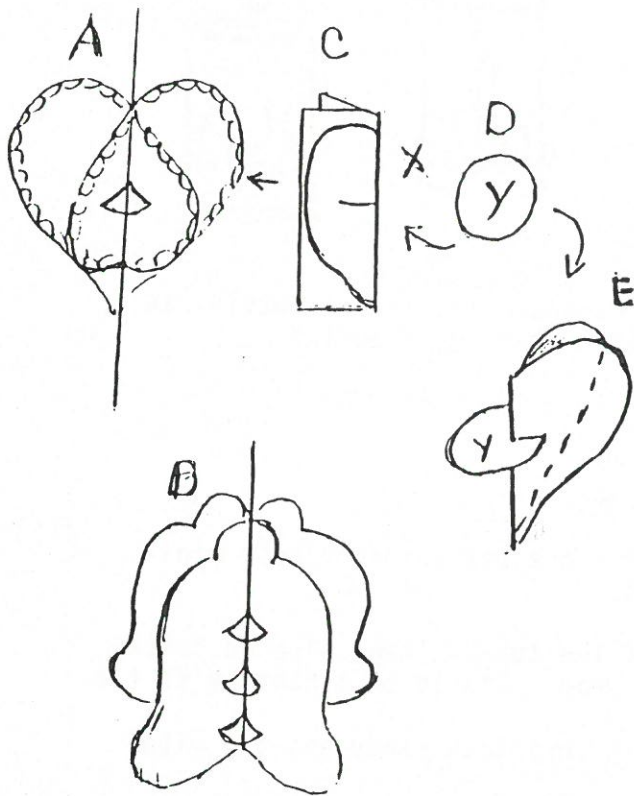
(Lead the audience in singing a Christmas song, and then lead the Pledge of Allegiance.)

Christmas Closing Thought

This is the last meeting of the year. We have had some fine times together. As we look forward to the new year, we have a lot to be thankful for . . . Cub Scouting, our friends, our homes, our families, and especially for this fine land in which we live. May God keep our faith in what America stands for strong so that we can appreciate our many precious freedoms. Let's stand and sing "God Bless America".

Light Switch Closing Thought

Did you ever stop to think that each one of us is like a light switch? We all tend to give off some light and heat. One of the most important questions is: How much light and heat radiates from you? Every one of us gets "turned on" by different things. And when each of us gets our switch turned on, we should shed more light than heat. Look at it this way: When someone throws your switch, what do they get? Do they get heat, in the form of anger, grumbling, argument? Or light - friendliness, kindness, and understanding. What you give off depends on what you are plugged into - what you really are inside, as a person. Every day we should try to be a little better than the day before. When someone throws our switch, we should reflect the very best of which we are capable, and brighten up the world around us.



3-D Ornaments

Many attractive 3-D ornaments and decorations, both large and small, can be made by using the circle method, Ex. A, B.

Cut circle Y, Ex. D (this forms the center axis on which the ornament is placed, Ex. E); cut from 4 to 6 identical size and shape ornaments, Ex. C; design them, Ex. A or leave them plain, Ex. B; cut slit 'X', Ex. C in each ornament section; insert circle Y into the slit 'X' of ornament, Ex. A, B; place from 4 to 6 sections on each circle, fasten string at top and hang about the room, in windows, doors, on bulletin boards, etc. For added beauty, design with glitter, rick-rack, sequins, etc.

Christmas Window Designs

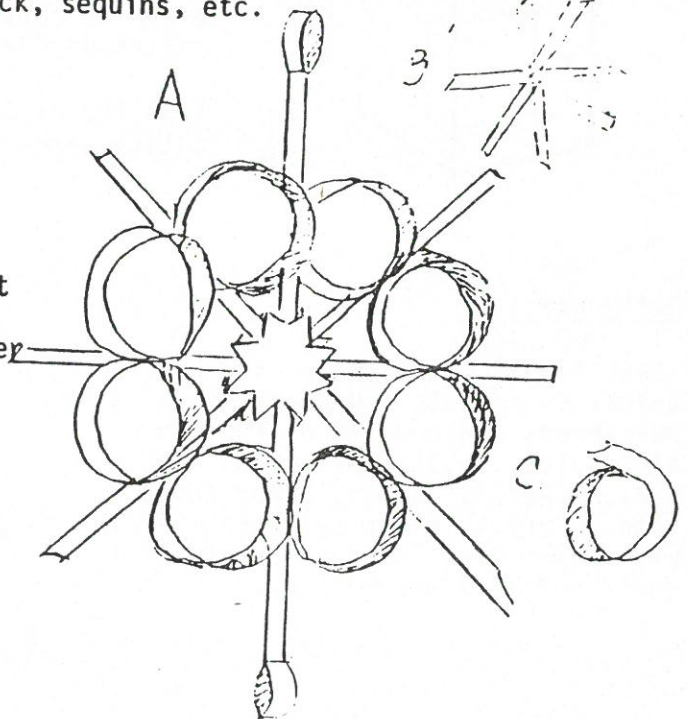
Example a will start the den on an excellent Christmas design project. For a real 'eye catcher' make the circles from metallic paper (gold, silver or figured) and use Christmas gift wrapping ribbon for the cross pieces, Ex. B.

Construction paper or shelf paper (colored on one side and white on the other) also makes attractive designs:

To make Ex. A cut 8 strips of paper or ribbon (your choice of color) glue them together in center or staple (perpendicular to edge of strip) Ex. B.

Cut 8 strips 1" x 9" for circles. Arrange circles as shown, Ex. A; glue or staple them in place. Cut a 6 or 8 pointed star from gold or silver paper (or make one using glitter) and glue to center, Ex. A. Fasten loop on end of one strip and use as suggested.

For added beauty dip the circles and strips into glue and sprinkle with glitter (use different colors of glitter on each. Using strips and circles, you can create many designs).

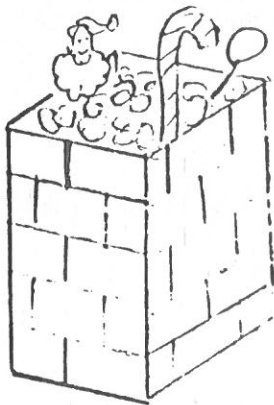
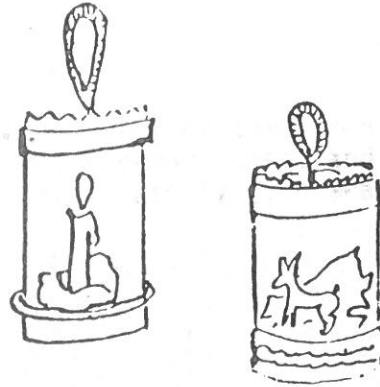


Ornaments Under Glass

Have you been saving pill bottles and hoping you could make Christmas ornaments? Well, you can..and they are so light, airy and frilly that you'll want dozens!

First, place a small birthday candle, tiny figurine, or Christmas card picture inside each bottle. Then, add cotton or glitter for snow, as well as any other trim, inside the bottle.

Punch a hole in the lid to attach a loop hanger. Decorate outside of bottle, as well as lid, with bits of velvet ribbon and glitter. Then, glue on lid.



Christmas Chimney Favor

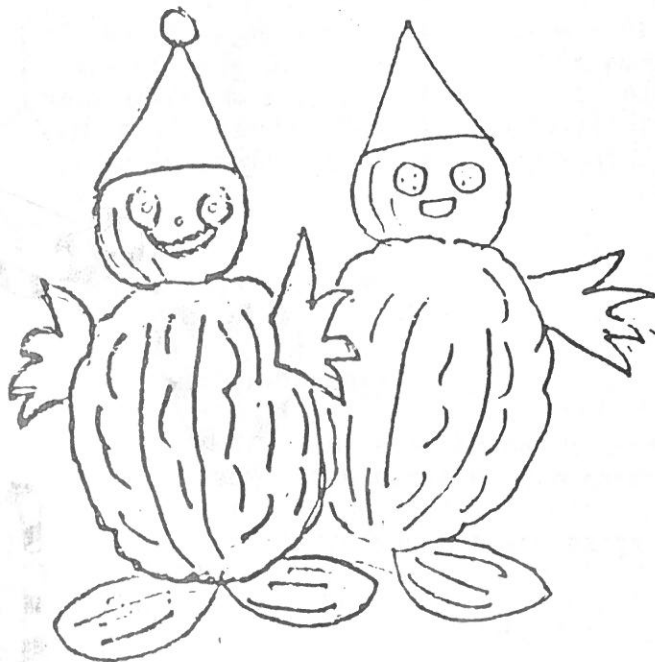
Half-pint milk cartons are perfect for these miniature chimney favors.

Begin by cutting off the tops. Then, glue on brick-patterned Christmas wrap. Staple on a Santa gift tie.

Fill the chimney with Christmas candy and top with a tiny candy cane.

Nutty Elves

These elves' round bodies are unshelled walnuts topped by filbert heads and propped on shelled almond feet. Use small beads for eyes, paper for mouth, hands and hats. Everything is held together with white glue for these nutty shelf or table decorations.

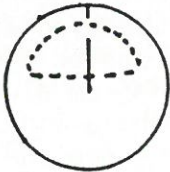
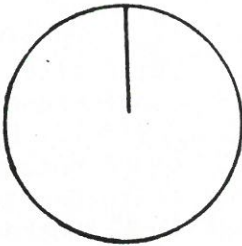


PAPER PLATE CHRISTMAS

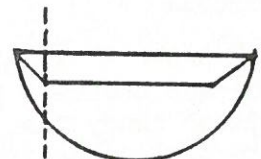
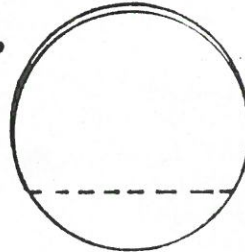
SANTA CANDY SERVER

Hang this jolly Santa inside your front door or in the hall so he can offer candy to good boys and girls.

For his body, use two 9" plates---a whole plate for the back and a plate slit to the center, overlapped and stapled for his rotund front. Cut an opening in overlapped area, as shown by dotted lines. Glue or staple the two plates together with open area at top of body.

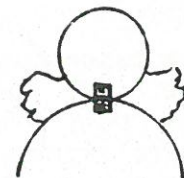
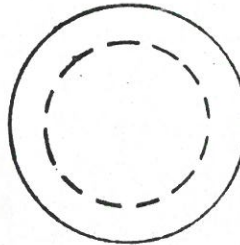


For each arm, cut straight across two plates, $2\frac{1}{2}$ " from edge. Invert one piece over the other and glue rim to rim. Trim arm to 6"; staple to the body. Repeat for the other arm. Make legs in the same way but cut pieces 3" from edge of plate. Staple legs to body.



For Santa's hat, roll half of an inverted plate into a cone. Glue to hold. Paint body and hat.

For head, cut off rim and slit remainder of plate almost to center. Overlap cut edges to form a shallow cone $5\frac{1}{2}$ " across. Use overlapped area for chin so beard will cover it.



Glue on cotton beard, and add paper features and a cotton mustache. Attach head to body with a cardboard tab, stapled both to head and body. Add paper cut out mittens and boots. Staple hat in place; then glue cotton trim on hat, suit and boots.

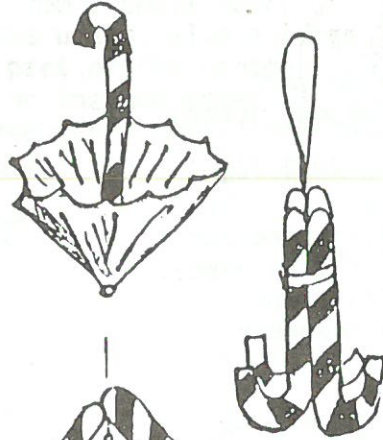
Fill the open area in Santa's body with your choice of wrapped candy. Add a hanger at the back.

Candy Cane Ornaments

For all these delectable ornaments, use small 3½" candy canes, or twist red and white pipe cleaners together. Use frosting "glue" for the candy canes, and white glue for pipe cleaners. For paper, use construction paper, pretty gift wrap or cut portions of Christmas cards.

Umbrella

Fold a 4" circle in half four times. Open out and refold so that folds alternate in and out. Punch hole in center and insert candy cane, attached with frosting. Tie string hanger to handle.

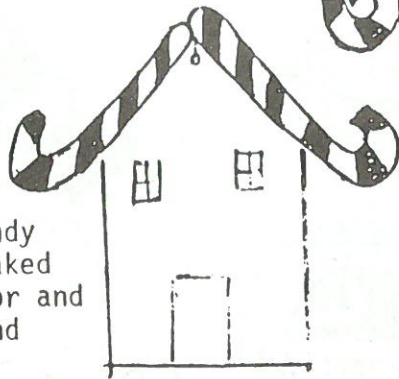


Cluster

For a graceful ornament, tie four canes together with handles curving out in different directions. Add string hanger at top.

Cottage

Cut a little house from paper and attach two candy canes to outline the peaked roof. Glue on paper door and windows; punch a hole and attach a loop of string for hanging.



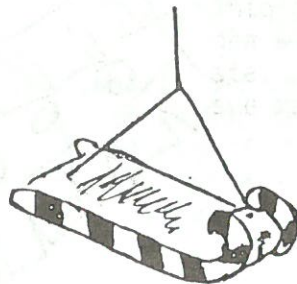
Cone

Roll half a 4" circle into a cone; staple or glue. Place frosting inside tip and insert candy cane. Tie hanger to handle.



Toboggan

Cut paper 2" x 3½". Curl one end around a pencil; attach candy cane runners. Tie string hanger across top, as shown.



Oval Frame

Cut a paper oval to fit between two candy canes. Paint "Noel" down the center. Attach the two candy canes and a string hanger at the top.



Heart

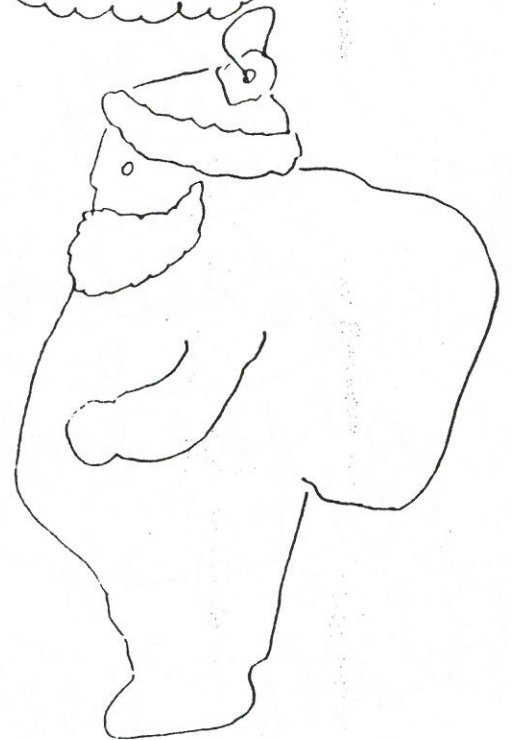
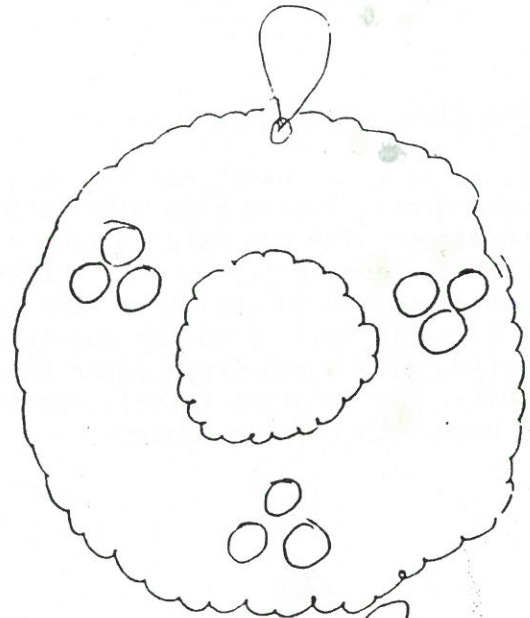
Cut a paper heart to fit the curve of the candy cane handles. Attach candy canes and hanger.



Christmas Ornaments

Play Clay

Make home-made modeling dough such as given in this section. Roll out between two pieces of waxed paper. Cut out shapes with cookie cutters. Use toothpick or nail to make hole for string or hanger. Let dry, paint with tempera paints. Over-coat with shellac for shiny finish and to prevent paint from running.

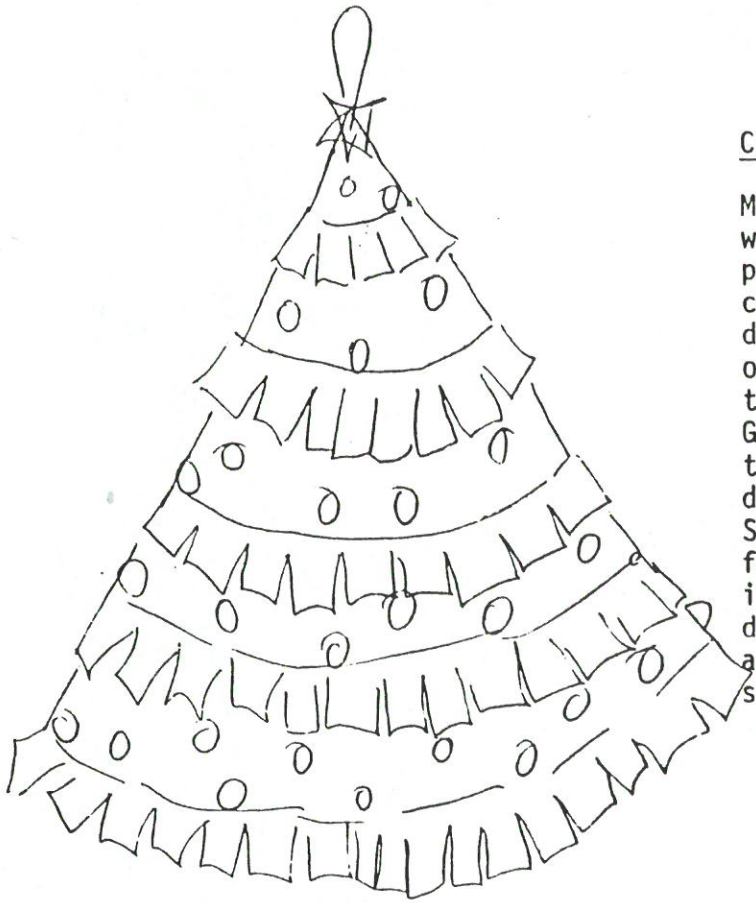


Plaster Ornaments

Mold plaster in a small smooth flexible plastic bowl. (Do not fill more than $\frac{1}{2}$ " deep.) Let dry. Coat a christmas card with "Decal-It" 6 times, allowing it to dry between each coat. Brush in a different direction each time. At the next den meeting, soak the cards in warm water and rub the paper from the back, leaving a clear print which resembles a decal. (One bottle of Decal-It will easily do a den of 8) Coat the plaster and the back side of the print with "Decal-It". Place the print, right side up, on the plaster and rub all the bubbles out smoothing it over the edges. Coat again with "Decal-It" and sprinkle on diamond dust. Put felt on the back sandwiching a ribbon or gold cord hanger in between felt and plaster.

Santa Claus Candy Box

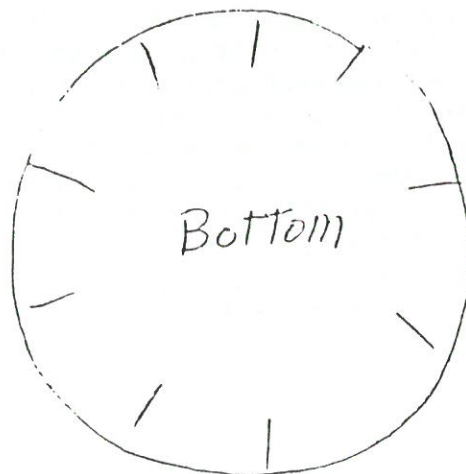
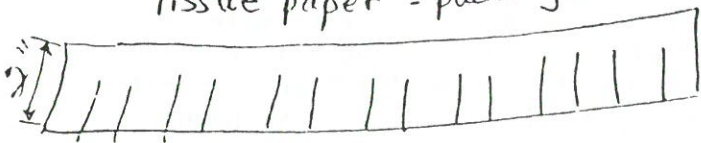
This Santa Claus candy box not only holds a supply of gum drops, but it also makes a bright Christmas decoration. You can make it from a small round carton that has a lid. For the beard, glue a large piece of cotton to the lower part of the carton. Use a little roll of cotton for the mustache. To the lid, glue a red crepe paper cap, twisted into a peak. Add a cotton tassel, and draw in the eyes and nose with colored crayons.

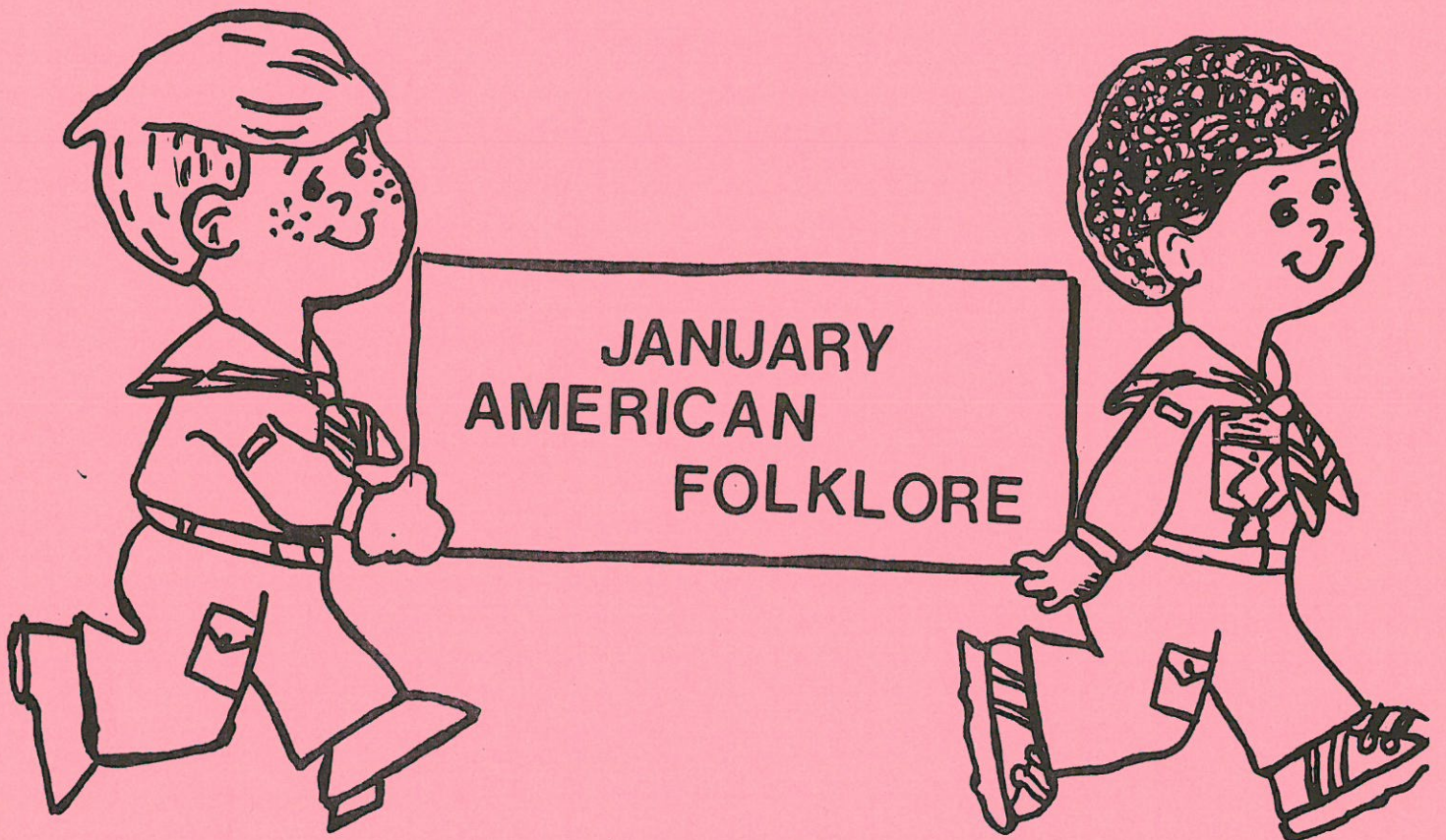


Christmas Tree Pinata

Make a cone of newspaper, tape and stuff with crumpled newspapers. With flour paste or wallpaper paste, paper mache' cone until it is atleast $\frac{1}{4}$ " thick. Let dry and remove stuffing. Add a bottom of several thicknesses of newspaper and tape securely, after filling with treats. Glue on 2" wide strips of tissue paper that have been fringed, wrapping at random to create a fluffy branched effect. Silver circles can be cut from aluminum foil to add sparkle. Fishing line tied into a hole punched in the top and hidden with a foil star will hold the pinata. The blue and green varigated tissue makes a very realistic tree.

Tissue paper - packaged length





OPENING CEREMONY

- Personnel:** Narrator and six costumed boys.
- Narrator:** American trailblazers have been men with curious minds, strong purpose, courage, determination and a proud, fierce loyalty. Through every hardship, they have refused to give up.
- 1st Boy:** In 1607 some 100 men and several venturesome boys stepped ashore at Jamestown and founded the first English settlement. Soon others came seeking new homes and religious freedom.
- 2nd Boy:** During the Revolutionary war, the minutemen and other great patriots fought for our independence and founded our nation. There were men like Patrick Henry, Nathan Hale, Benjamin Franklin, George Washington and Thomas Jefferson.
- 3rd Boy:** Daniel Boone, Lewis & Clark and others opened the way westward. Then came the pioneers, trappers and settlers. This was the great westward movement over the famous trails with scouts like Buffalo Bill Cody, Kit Carson and Davy Crockett.
- 4th Boy:** Robert Fulton produced the first steamboat for river travel and Peter Cooper built the first steam locomotive which brought forth our railroads. Robert Morse invented the telegraph; Colonel Drake drilled the first oil well; Edison gave us the electric light; Bell invented the telephone, and Abner Doubleday gave us baseball.
- 5th Boy:** As we entered the 20th Century, Teddy Roosevelt taught us to conserve our resources; Ford gave us a motor car, and the Wright brothers, an airplane. Lindbergh made a non-stop flight across the ocean and Byrd explored the Antarctic. William Beebe began exploring the ocean floor with his bathysphere.
- 6th Boy:** From the 1940s till now, progress by our people has been ever increasing. Because of many men in science, we have automatic machines, television, planes that fly faster than sound and rockets on the moon. It was Neil Armstrong who first stepped out on the surface of the moon, and spoke the words heard raound the world: "One small steop for man, one giant step for mankind".
- Narrator:** For us, the United States is still a land of expanding opportunity. The doors of education are open to every American boy. You can be trained for any one of thousands of skilled jobs in industry, business, science or social fields. In whatever way you choose to earn a living, you can look forward to a life of opportunity because of our nation's great trailblazers. Today let us salute the flag of honor of these great people who have gone before us and had visions of today's America.

OPENING CEREMONY

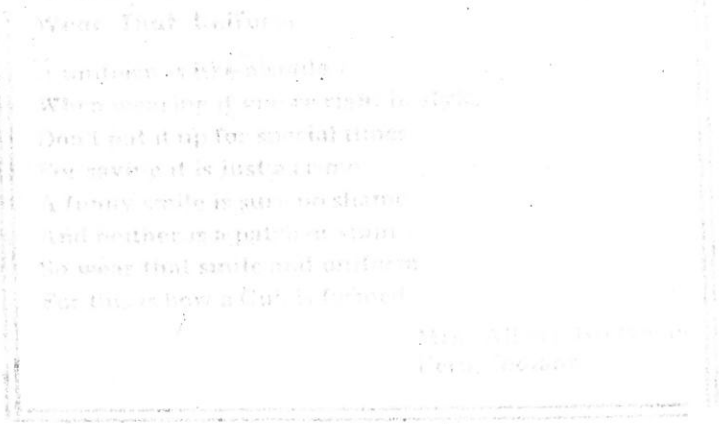
- Arrangement: 8 Cub Scouts hold up posters with pictures describing the lines which are to be spoken.
- 1st Cub: (map of U.S.) Many American trailblazers helped decide our country's fate.
- 2nd Cub: (Silhouette of Washington) As our first President, George Washington was great!
- 3rd Cub: (parchment, quill pen) Thomas Jefferson, the Declaration of Independence did write,
- 4th Cub: (picture of Abraham Lincoln) Lincoln freed the slaves after quite a fight.
- 5th Cub: (Kite with key and lightening) Ben Franklin shared many ideas bright.
- 6th Cub: (light bulb) Thomas Edison invented the electric light.
- 7th Cub: (astronaut) Neil Armstrong placed on the moon our own red, white and blue.
- 8th Cub: Will you please stand and join us as we pledge our flag anew.

CLOSING THOUGHT

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

CLOSING THOUGHT

We've heard of many famous men - men with curious mind, strong purposes, courage, determination, stick-to-itiveness and a proud, fierce loyalty for their country. For you as Cub Scouts, America is still a land of expanding opportunity. It could well be that someday, one of you will become a famous trailblazer in American history..



CEREMONIES

A Guiding Star Closing

- Personnel:** Akela; 8 Cub Scouts
- Equipment:** Small campfire; blue paper or cardboard three feet square, with cutouts for stars in Big Dipper and the North Star; 8 small or pen-type flashlights, one for each Cub Scout.
- Arrangement:** Akela and 8 Cub Scouts stand near campfire with the figure of the Big Dipper and North Star at one side of the fire. Cub Scouts stand behind the figure with lights which they flash behind their star in the Big Dipper as they speak.
- Akela:** For thousands of years, people have grouped the stars together as figures in constellations. This was probably done by the early shepherds as they lay on the grass looking at the sky while tending their sheep. There they could see pictures of heroes, kings, queens, men, maidens and monsters in the stars. The constellation we know best is the Big Dipper.
- Taking the stars that form the outer edge of the Big Dipper sight upward and the bright star you see is the North Star, which for centuries has been the guiding star for travelers. (1st Cub Scout flashes his light in the cutout for the North Star.) It remains in the same place all the time. Let the North Star represent our God. Keep your eyes on the North Star. Each star in the Big Dipper can help you keep your eyes on the North Star - to become your guide for living. Then let your light shine that you can help others find the way.
- Now, each of seven Cub Scouts will tell what each star in the Big Dipper represents to him in his quest to find the guiding star.
- (As they speak, they flash their light behind their star.)
- 2nd Cub Scout: The Holy Bible.
- 3rd Cub Scout: My minister, pastor, priest or Rabbi.
- 4th Cub Scout: My mother and father.
- 5th Cub Scout: The Cub Scout Promise and the Law of the Pack.
- 6th Cub Scout: My den leader.
- 7th Cub Scout: My Cubmaster.
- 8th Cub Scout: My den chief.
- Akela:** All of these are excellent guides for us to follow on our Cub Scout trail. Let each one help you as you travel onward. Good night.

THE DAY THE U.S.A. WAS MADE INSPIRATIONAL READING

Once long ago, before you were born,
God set out to make a new land, one early morn.
He thought and thought for half a day
Then said, "I know what I'll do, I'll make the U.S.A."

First he used a glacier as a giant broom
And swept the Midwest till it was clean and smooth
God leaned on the handle when He was through
And said, "There! I guess that will do for a corn patch or two."

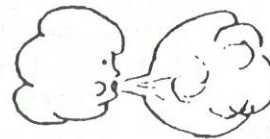
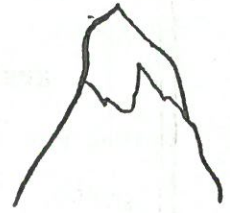
Then he turned the glacier into a spade
And with a few strokes scooped out the Great Lakes.
He dug Niagara Falls for a lovely fountain
And tossed the dirt west to make the Rocky Mountains.

God started the Great Mississippi from little springs
And sent it flowing down the map clear to New Orleans
On each side of the country, He set an ocean with beaches of sand
And winds full of salt spray like giant fans.

God looked at His work and said, "That's grand
But I need a border of gardens around this land,
So He made the South full of fruit and flowers,
And told the Sun, "Shine right there for hours and hours".

Out West He grew forests and liked them so much,
He turned some to stone so they'd never be cut.
In the North He sent snowy winters across the map
With skating and sledding and maple syrup to tap.

As a finishing touch to His fine new land,
God set wind in the trees for a soft string band.
He looked it over and smiled when He was through
Said, "There! I guess that will do for a million years or two".



Wear That Uniform

A uniform is like a smile,
When wearing it you're right in style.
Don't put it up for special times
For saving it is just a crime.
A funny smile is sure no shame
And neither is a patch or stain.
So wear that smile and uniform
For this is how a Cub is formed.

Mrs. Albert Bretzman
Peru, Indiana

THREE RIVERS

Setting: Two prospectors meet. First prospector has camp set up and food cooking. Dog is sitting beside him.. Second prospector comes in pulling mule named sunshine.

Props needed: Pick, pans, No. 10 can for cooking, 2 beatup hats.

1st prospector: Howdy.
2nd prospector: Howdy.
1st prospector: Any luck?
2nd prospector: Nope.
1st prospector: Come fur?
2nd prospector: Quite a jog
1st prospector: Et lately?
2nd prospector: This morinin'.
1st prospector: Hungry?
2nd prospector: Yep.
1st prospector: Join me?
2nd prospector: Don't mind if I do.
1st prospector: Have a plate.
2nd prospector: (Holds up a plate and looks at it)
Don't want to seem to be pickyunnish, but ain't this a mite dirty here in this corner?
1st prospector: (looks scornfully at him)
Well now, it all depends on how you look at it. But I'll tell you one thing for sure -it's as clean as Three Rivers can get it.
2nd prospector: (shakes head looking at plate and echoes)
Clean as Three Rivers can get it?
(Mule brays a loud hee-haw! hee-haw!
2nd prospector: Shut your mouth, Sunshine, you heard what the man said.
(1st prospector dishes out stew and they eat)
2nd prospector: Mighty good vittles.
1st prospector: Thanks pardner, Mind handin' me the plates so we kin clean up?
2nd prospector hands him the plates.
1st prospector: (puts plates on floor and calls loudly over his shoulder)
Here Three Rivers, Here Three Rivers
(Dog comes up and starts licking plates.)



SKITS

YOUR COUNTRY AND MINE

CHARACTERS: Narrator
New England Worker
Virginian
Spanish American
Midwestern Farmer
Hillbilly Singer
Cowboy
Western Mountain Settler

SETTING: Backdrop could be a big map of the U.S.A. Record or tape plays first verse of "America the Beautiful"

NARRATOR: From sea to shining sea! The United States of America stands today, one nation, one people, united. The United States is a big nation, an interesting nation, alive and alert because she is made up of many different individuals, each with his or her own background, and own way of thinking.

N. ENGLAND WORKER: (Enters, wearing work clothes) The early settlers who came to New England were a sturdy lot. They found rocky soil for their crops, a cruel sea for fishing, and long, bitter winters. They were resourceful people, determined to make the best of any situation. They were religious people, and hard workers. (Steps back two steps)

VIRGINIAN: (Enters, wearing early-day dress clothes) In the southeastern states, the climate is mild and the soil fertile. Early settlers built large plantations and enjoyed luxurious and gracious living. (Steps back)

SPANISH AMERICAN: (Enters, wearing colorful sash, large hat, and serape) The Spanish settled the far southwest. With them came a love of color and bright music. At fiesta time, all work stopped while boys and girls, men and women, sang and danced. (Steps back)

MIDWESTERN FARMER: (Enters, wearing overalls) The fertile soil of the midwest attracted farmers who worked hard from dawn to dark. Often during the long and lazy summer evenings, they would sit around and spin a tale or take a stroll down to the old mill stream. (Steps back)

HILLBILLY: (Enters, wearing overalls and carrying violin) Life in the Appalachian Mountains was rugged. So rugged that some folks wondered why they should try to get ahead. Instead, they would take down the fiddle and sing and dance. (Steps back)

COWBOY: (Enters, wearing jeans, plaid shirt and cowboy hat) On the western plains, country cowboys often led a lonely life. For company, they sang songs all their own. (Steps back)

MOUNTAIN SETTLER: (Enters, wearing khakis) The mountains of the west with their fertile valleys beckoned many settlers. Here the newcomers found peace, joy, and prosperity in their little gray homes in the west. (Steps back)

NARRATOR: Truly, each section of the United States has its own history, its own folklore, and its own songs. Yet from east to west, from north to south, she stands one nation, united. Her people everywhere unite to bless her name. God Bless the United States of America ... your country, and mine!

(All actors step forward and sing "God Bless America")

COWBOYS AND INDIANS: Half the players are cowboys. Their base is one end of the play area. Behind the base is a jail in one corner, a fort in the other. In the middle of the play area is a river - a real or imaginary line. Half the Cowboys are runners and stand halfway between their own base and the river. The other half are guards, who stand near their base behind the runners.

The Indians are set up in exactly the same manner on the other side of the play area across the river. At a signal, the runners of each side cross the river and try to reach the fort (or the jail if there are prisoners). Those who are caught by the guards stay in jail until the game is over, or until released by being tagged by a teammate. Runners may rescue only one at a time, and then both players may walk back.

When all the runners on both sides are in the fort or tagged, play begins again, the runners of each side changing places with their own guards. Play ends when time is called or all the runners of one side are in jail.

POWDER TO BOONESBORO: Players form two teams, Pioneers and Indians. The Pioneers are given an object (also seen by the Indians), that is to be the gunpowder they are trying to get to Boonesboro. Boonesboro is a marked-off safety area set in the middle of the play space. The Pioneers huddle and secretly give the "powder" to one of their members. At a signal the Indians begin to chase them, as the Pioneers begin their attempt to make it to Boonesboro. If the Pioneer carrying the powder is caught, he must give it up and the Indians win. If any other Pioneers are caught, they are set free again to continue to Boonesboro. If the Pioneers get the powder to Boonesboro, they win. On the next play, roles are reversed.

To variate play in a yard, set two goals: the starting point, with Boonesboro across the yard. The Indians stand in the middle.

RIDE HIM, COWBOY: In this game you can almost feel like a cowboy riding a bronco. About four or five boys get in line. Each boy puts his arms around the waist of the boy in front of him. This short line is called a bronco.

One player, called the cowboy, is not in line. He tries to ride the bronco. He does this by trying to grab the waist of the last boy in the bronco. This is hard to do, because the bronco switches and jerks about to keep the cowboy from hooking on. If the cowboy can hang on for five or six seconds, he wins. Then the first boy in the bronco line becomes the cowboy.

If you have more than six boys in your group, you can have several bronco lines going at one time.

PONY RACE: This race is run in threesomes. Have two players form a horse by having one stand erect while another leans forward placing one of his shoulders against small of standing players back. Third player jumps astride leaning player and leans forward with his arms on the shoulders of the standing player so that both members of the horse are bearing his weight. The heavier players should be horses. If this trio becomes detached, players must reform before continuing relay.

DANIEL BOONE



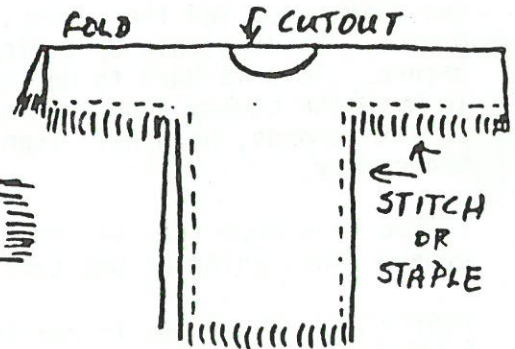
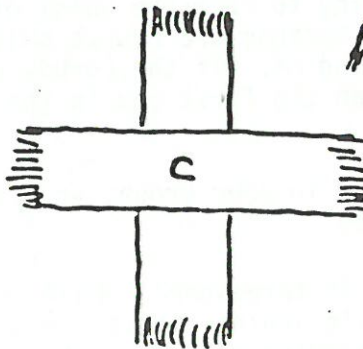
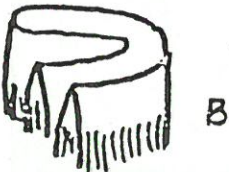
Coonskin Cap - Made from old fur pieces or crepe paper. For crepe paper hat, cut a 4" band of brown mat paper long enough to go around boy's head. Overlap one inch. Cut 2" wide strips of brown, grey and beige crepe paper across fold. Slash one edge into a 1 1/2" deep fringe. Paste alternate rows of three colors across band, starting at top. Keep rows close together. Overlap ends of band and paste to form cap.

For tail, cut off 8" length of brown crepe paper 10" wide. Twist into rope. Cut 2" wide strips of brown, grey and beige crepe. Cut into fringe as for cap. Put a little glue on tip of rope and wind with brown fringe for about an inch. Then switch to grey and beige together and wrap another inch, gluing as you wrap. Continue alternating colors to end of strip. Staple tail to back of cap.

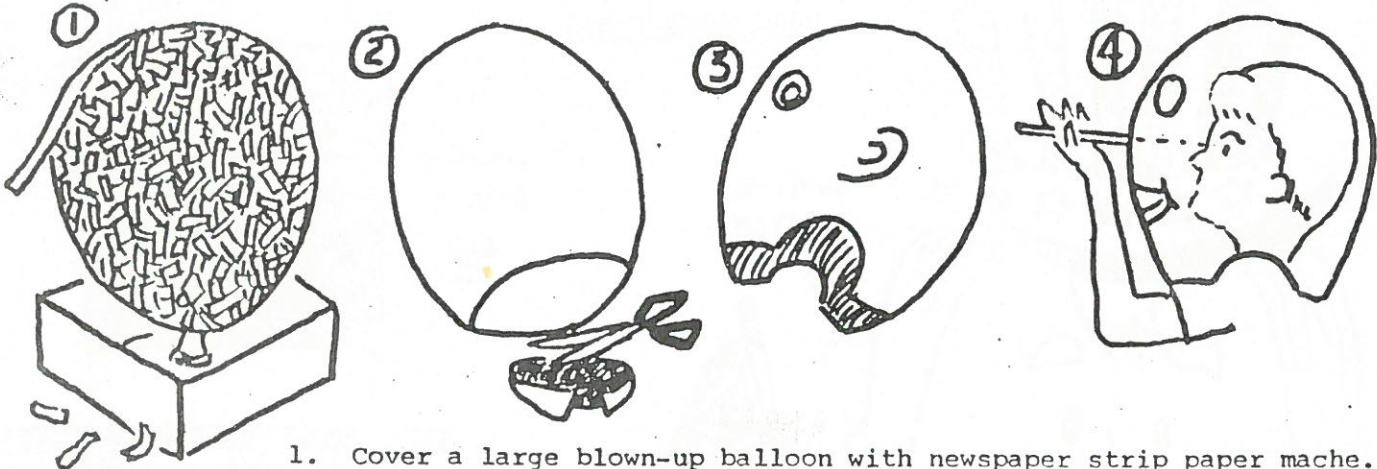
Trousers - Wear old grey or brown slacks or dye old pajama bottoms. Fringe can be added down sides if desired.

Shoes - Wear moccasins or hiking boots.

Buckskin Shirt - This can either be an old shirt dyed brown and fringed ... or made from crepe paper. For crepe paper shirt, measure boy from wrist to wrist and cut two pieces of beige crepe paper that length. Refold one piece and cut a 3" deep fringe along both edges (a). Double the other piece across grain and fold over twice with the grain. Cut a 3" fringe along edge (b). Glue together. Fold and glue or stitch sleeves together along dotted line as shown in (d).



GIANT MASKS



1. Cover a large blown-up balloon with newspaper strip paper mache. (Dip torn newspaper strips in thick wallpaper paste and criss-cross, covering balloon. Let dry. Add another coat. Let dry). Four or five coats will be needed. Set in box while drying.

2. Deflate balloon by cutting off air tube. Cut hole in bottom of paper mache ball, large enough for head to fit through.

3. Rough in features with pencil. Cut two shallow curves immediately below ears which will let the mask fit snugly on shoulders.

4. Put on mask. Adjust shape of curves if necessary. Mark outside of mask where vision line will be. Remove mask and cut eye holes. Make small slits in back of mask for ventilation.

5. Decorate as desired. Adding features with paint, magic marker or construction paper. Add suitable costume to go with mask.



Almost any character can be effectively portrayed with a giant mask and the appropriate costume.

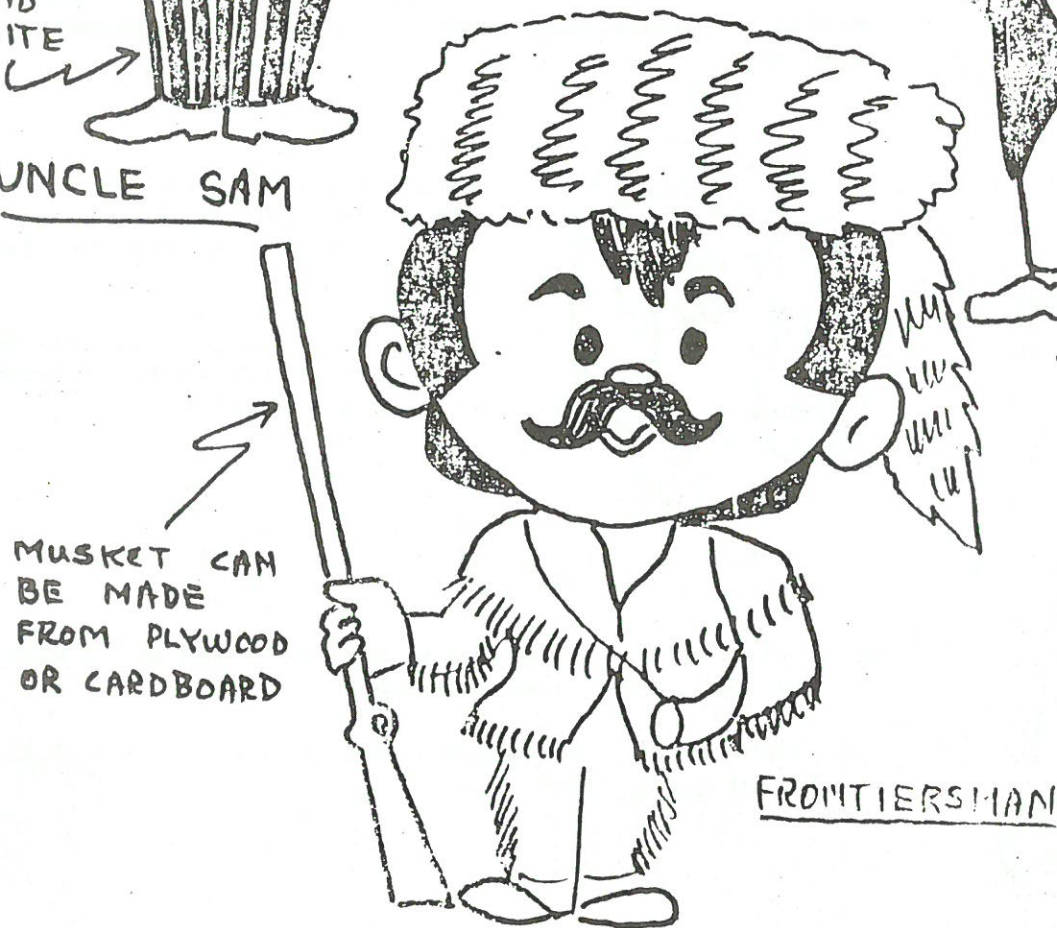
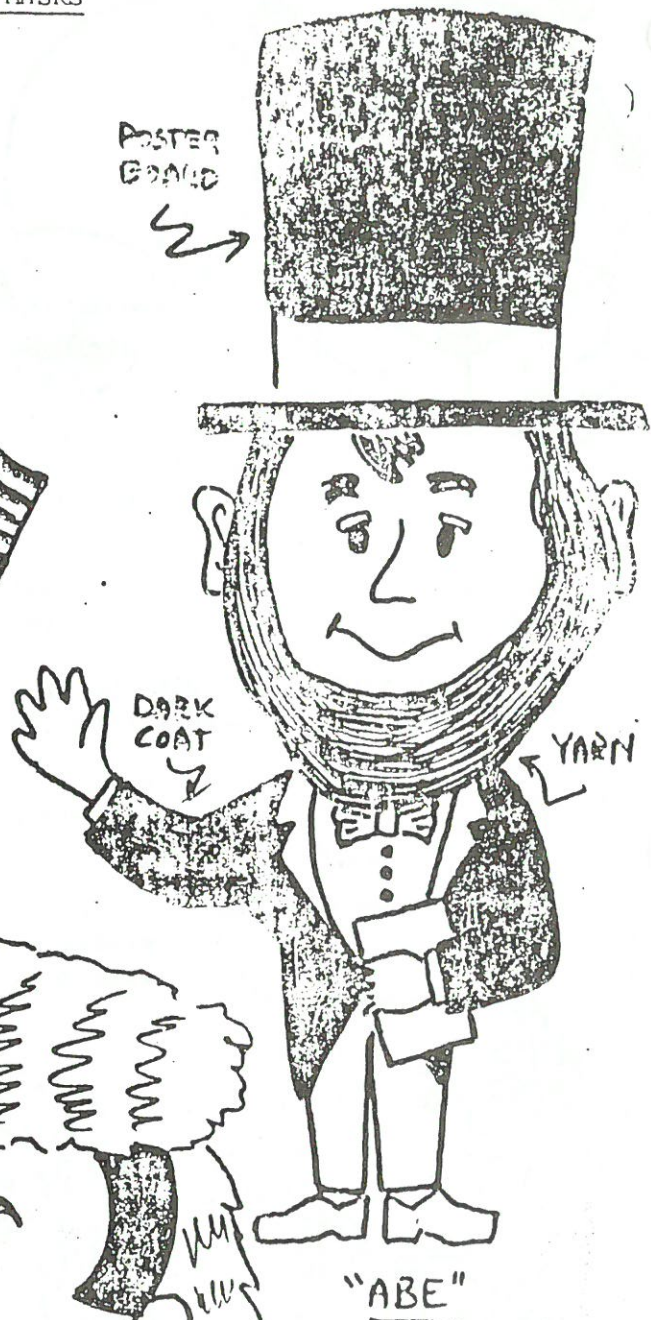
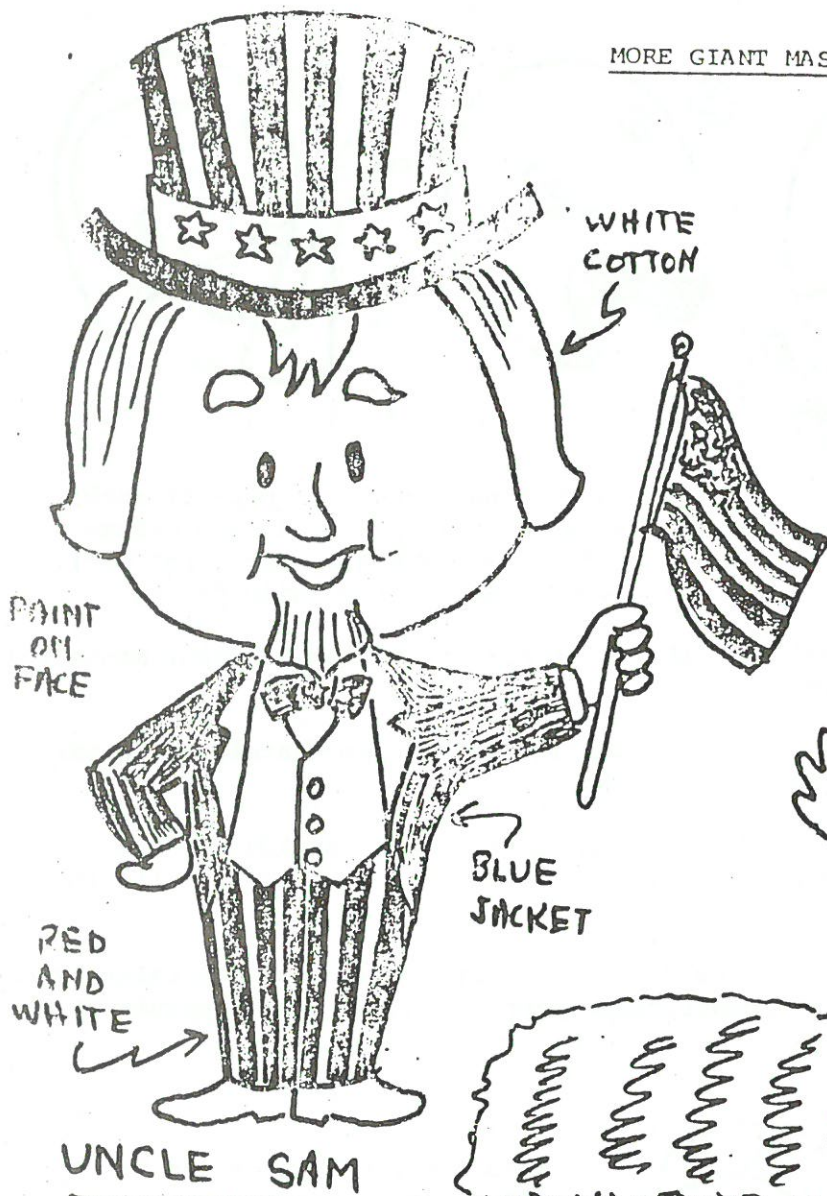
This would be a particularly good way to characterize Trailblazers or Famous Americans.

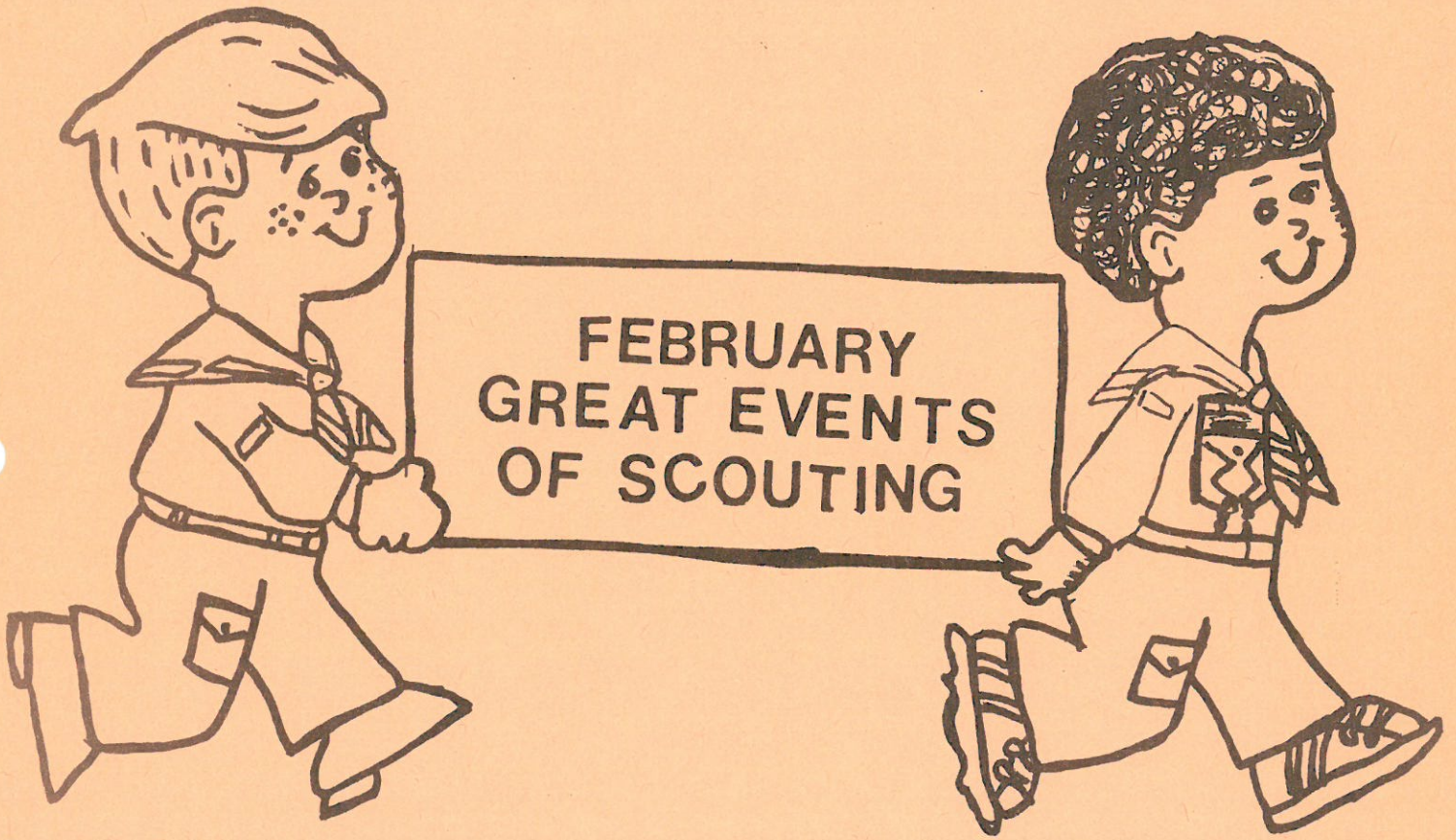
Ben Franklin (above) wearing colonial-type clothes and carrying a big kite.

An Indian with reddish brown complexion and black braided wig, with buckskin-type costume.

An inventor, such as Thomas Edison, carrying an oversize cardboard cutout light bulb.

MORE GIANT MASKS



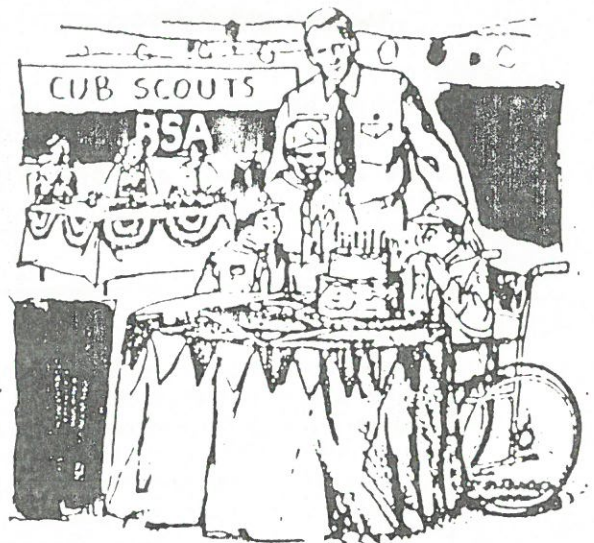


FEBRUARY
GREAT EVENTS
OF SCOUTING

BLUE AND GOLD BANQUET

The Blue and Gold banquet is probably the most exciting event of the whole year because it is a birthday party for Cub Scouting in which all pack families can take part. The banquet is held in February, the anniversary month of the Boy Scouts of America.

Some packs make the dinner a potluck affair with each family bringing a covered dish, and other packs prefer buying the food, having it prepared by a parents' committee, and then prorating the cost among those attending.



The plan of feeding isn't important. It is the Cub Scouting that happens in making the program come true that counts. Dens sit together with their families so that den spirit and family relationships are strengthened. Banquet arrangements must be made and planning done well in advance. This is the secret of a successful Blue and Gold banquet.

There are three important things to remember:

1. Be sure that pack leaders, boys, and parents know that the Blue and Gold banquet is Cub Scouting's birthday celebration.
2. Begin planning at least two months ahead. Some packs begin earlier.
3. KISMIF -(to borrow an oldie but goodie) - "Keep It Simple, Make It Fun".
 - a. Involve leaders and parents. Sharing responsibilities makes it easier and more fun for everyone.
 - b. Let the boys help plan and make the decorations, but keep the cutting and pasting to a minimum. Do let them help make each item.



FAMOUS PEOPLE IN SCOUTING

Some of the people who have been involved in Scouting during the past 71 years have become famous or have been given special honors. The following is a list of some of those people. The dens might like to center their banquet decorations and activities around a certain person who has benefited from the Scouting program.

FAMOUS SCOUTERS

LORD BADEN-POWELL (FOUNDER OF SCOUTING)	NEIL ARMSTRONG (FIRST ASTRONAUT TO WALK ON MOON)
WILLIAM D. BOYCE (FOUNDER OF B.S.A.)	BUZZ ALDRIN (ASTRONAUT)
ERNEST THOMPSON SETON (FOUNDER OF WOODCRAFT INDIANS; CONTRIBUTED TO EARLY BSA PROGRAM MATERIAL)	HENRY FONDA (ACTOR)
DANIEL CARTER BEARD 'UNCLE DAN' (ARTIST AND AUTHOR)	JAMES STEWART (ACTOR)
JAMES E. WEST (FIRST CHIEF SCOUT EXECUTIVE BSA)	BOB HOPE (COMEDIAN)
CAPT. COLIN KELLY, JR. (BOMBER COMMANDER, WW II)	WALT DISNEY (ARTIST)
DR. ERNEST O. LAWRENCE (NOBEL PRIZE IN PHYSICS)	EDGAR BERGEN (VENTRILQUIST)
DR. RALPH BUNCHE (NOBEL PEACE PRIZE)	ARTHUR GODFREY (ENTERTAINER)
PRES. FRANKLIN D. ROOSEVELT (U.S. PRESIDENT)	DR. FRANK STANTON (EAGLE SCOUT, PRES. C.B.S.)
PRES. GERALD R. FORD (U.S. PRESIDENT, EAGLE SCOUT)	ROBERT G. DUNLOP (EAGLE SCOUT, PRES. SUN OIL CO.)
PRES. JOHN F. KENNEDY (U.S. PRESIDENT)	JUAN T. TRIPPI (PRES. PAN AMERICAN AIRWAYS)
PRES. JIMMY CARTER (CURMASTER, SCOUTMASTER)	HANK AARON (BASEBALL HOFERUN KING)
THOMAS E. DEWEY (GOVERNOR)	BRUCE JENNER (OLYMPIC DECATHALON WINNER)
WILLIAM O. DOUGLAS (U.S. SUPREME COURT JUSTICE)	JOHN DAVIDSON (NEW YORK PANGER HOCKEY GOALIE)
HUBERT H. HUMPHREY (SENATOR OF MINNESOTA)	ERIC HEIDEN (OLYMPIC SPEED SKATING WINNER)
COMM. ALAN B. SHEPARD, JR. (1ST MAN IN SPACE)	TERRY BRADSHAW (PITTSBURG STEELER QUARTERBACK)
JAMES LOVELL (ASTRONAUT)	TOMMY JOHN (NEW YORK YANKEE PITCHER)
	JOHN WAYNE (ACTOR)

The following is a list of people who have set high goals and have lived up to the Scout Law, even though they were not registered in Scouting. The movement thought it appropriate to give them the title "Honorary Scout".

FAMOUS 'HONORARY SCOUTS'

ROY CHAPMAN ANDREWS (ZOOLOGIST AND EXPLORER - DISCOVERED FIRST DINOSAUR EGG AND WORLD'S RICHEST FOSSIL FIELD)

ROBERT ABRAM BARTLETT (ARCTIC EXPLORER - DISCOVERED NORTH POLE WITH ADMIRAL PEARY)

RICHARD E. BYRD (AVIATOR, EXPLORER - FIRST TO FLY OVER NORTH AND SOUTH POLE)

LINCOLN ELLSWORTH (CIVIL ENGINEER AND EXPLORER - FIRST TO CROSS ARCTIC OCEAN)

LOUIS A. FUERTES (FAMOUS BIRD ARTIST)

DONALD B. MAC MILLAN (POLAR EXPLORER - DISCOVERED COAL DEPOSIT ON NORTH POLE)

GEORGE P. PUTNAM (AMELIA EARHART'S HUSBAND - WROTE "LAST FLIGHT")

STEWART E. WHITE (WROTE "DANIEL BOONE")

ORVILLE WRIGHT (BUILT AND FLEW FIRST SUCCESSFUL AIRPLANE)

CHARLES LINDBERG (FAMOUS AVIATOR)

PRES. WM. HOWARD TAFT (FIRST U.S. PRESIDENT TO BE NAMED HONORARY BSA PRESIDENT)



EARLY PAGES OF THE HISTORY AND ORGANIZATION OF THE BOY SCOUTS OF AMERICA

In England, Canada, Germany, France, and Australia, the Boy Scouts, organized and directed by Lieutenant General Baden-Powell, has met with phenomenal success. It is an institution for instruction and training in good citizenship. During the two years since its beginning it has enrolled 350,000 boys and is rapidly growing. There is equal need and opportunity for such an organization in the United States.

THE NEED - If boys are to grow into sturdy, self-reliant, productive citizens they must have much outdoor life and get the training in personal initiative and resourcefulness, keenness of perception and alertness in action, courage, cheerful obedience, ability to command, self-control, ability to do team work and the other manly qualities that can be developed in healthy outdoor sport.

Modern conditions in homes and schools are gradually withdrawing boys from the open and we are as a nation fast losing the type of citizen that was developed on the farm and in the country schools where every boy lived much in the open, played games for the fun and adventure of the game, and relied upon his own personal initiative for success. The great majority of the men who have been the leaders of the United States, the men who are responsible for the vast progress the country has made in exploration, in invention, in development of natural resources, in commerce, in legislation, and in all arts of war and peace have been men trained in the open, who came from the farm or country village, or if born and educated in the city have had the advantage of much country life. The great reason for this is that the boy reared in the city has too much done for him, while the boy reared in the country must do for himself. The passing away of the old-fashioned chores done by the boy in the home, on the farm, and in caring for domestic animals has taken out of education a factor that no improvement in educational methods and equipment has replaced.

And then every boy of the older day played his full part in all the sports of the field and playground while the majority of the boys in the modern town or city, whether in or out of the schools, must be content with watching the games played by the regular teams, amateur or professional. The few which 'make the teams' are in danger of overtraining, while many are undertrained or not trained at all.

THE PURPOSE - Professor William James, in his "Moral Equivalent of War", a peace document published by the American Association for International Conciliation, says: *The martial virtues are absolute and permanent human goods So far war has been the only force that can discipline a whole country, and until an equivalent discipline is organized, I believe that war must have its way.* He goes on to plead for universal peace among nations without the loss of the manly virtues that have been developed in times of great national stress. And he concludes: *The martial type of character can be bred without war The only thing needed henceforward is to influence the civic temper as past history has influenced the military.*

(continued)

EARLY PAGES OF HISTORY (continued)

The purpose of the Boy Scouts of America is just this: "To inflame the civic temper", to develop the virile military virtues in a nation that means to live at peace with all the world.

But it is true:

If you are going to do anything for the average man you have got to begin before he is a man. The chance of success lies in working with the boy and not the man. - Theodore Roosevelt

Save a man, you save one person; save a boy and you save a whole multiplication table. - John Wanamaker

The boys of the nation are full of enthusiasm and spirit, and only want their heads to be turned the right way to become good, useful citizens.....They want a hand to guide them at the crisis of their lives when they are at the crossroads where their futures branch off for good or for evil. - Lt. General Baden-Powell

The purpose of the Boy Scouts of America is to utilize the boy's leisure time under competent and sympathetic leadership, to popularize a large number of outdoor games and occupations of various sorts in which each boy can have a full share, and to provide the incentive that will attract and hold the boys by means of a compact, well-organized national body. It is the purpose to supplement all existing educational advantages and not to replace any of them.



THEODORE ROOSEVELT 1858-1919

Resolution drafted by Hermann Hagedorn and adopted by the National Council of the Boy Scouts of America at their annual meeting in 1919.

HE WAS FOUND FAITHFUL OVER A FEW THINGS AND HE WAS MADE RULER OVER MANY; HE CUT HIS OWN TRAIL CLEAN AND STRAIGHT AND MILLIONS FOLLOWED HIM TOWARD THE LIGHT.

HE WAS FRAIL; HE MADE HIMSELF A TOWER OF STRENGTH. HE WAS TIMID; HE MADE HIMSELF A LION OF COURAGE. HE WAS A DREAMER; HE BECAME ONE OF THE GREAT DOERS OF ALL TIME.

MEN PUT THEIR TRUST IN HIM; WOMEN FOUND A CHAMPION IN HIM; KINGS STOOD IN AWE OF HIM, BUT CHILDREN MADE HIM THEIR PLAYMATE.

HE BROKE A NATION'S SLUMBER WITH HIS CRY, AND IT ROSE UP. HE TOUCHED THE EYES OF BLIND MEN WITH A FLAME AND GAVE THEM VISION. SOULS BECAME SWORDS THROUGH HIM; SWORDS BECAME SERVANTS OF GOD.

HE WAS TERRIBLE IN BATTLE, BUT TENDER TO THE WEAK; JOYOUS AND TIRELESS, BEING FREE FROM SELF-PITY; CLEAN WITH A CLEANNESS THAT CLEAISED THE AIR LIKE A GALE.

HIS COURTESY KNEW NO WEALTH OR CLASS; HIS FRIENDSHIP, NO CREED OR RACE OR COLOR. HIS COURAGE STOOD EVERY ONSLAUGHT OF SAVAGE BEAST AND RUTHLESS MAN, OF LONELINESS, OF VICTORY, OF DEFEAT. HIS MIND WAS EAGER, HIS HEART WAS TRUE, HIS BODY AND SPIRIT DEFIANT OF OBSTACLES, READY TO MEET WHAT MIGHT COME.

HE FOUGHT INJUSTICE AND TYRANNY; BORE SORROW GALLANTLY; LOVED ALL NATURE, BLEAK SPACES AND HARDY COMPANIONS, HAZARDOUS ADVENTURE, AND THE ZEST OF BATTLE. WHEREVER HE WENT HE CARRIED HIS OWN PACK; AND IN THE UTMOST PARTS OF THE EARTH HE KEPT HIS CONSCIENCE FOR HIS GUIDE.

BANQUET CEREMONIES

OPENING

Eight boys in uniform line up holding large cards which are blank on one side. The first four cards are blue, the other four are gold. As the boys speak their lines, they turn over the cards to reveal letters spelling BLUE and GOLD. The letters on the blue cards are gold; those on the gold cards are blue.

B - We are wearing blue and gold, you see.

L - We live up to our Promise - good Scouts are we.

U - We strive for truth and spirituality.

E - And we learn about steadfast loyalty.

G - Giving good cheer is a Law of the Pack,

O - We try to obey that law and never be slack.

L - We enjoy the warm sunlight, and are happy each day,

D - We have fun and learn, in the Cub Scouting way.

(This can be followed by the Pledge of Allegiance)

CLOSING

This closing thought may be read by the Cubmaster or other adult.

What can we learn from the past; what lessons that will last?

Faith in God, honor of country, to these truths we hold fast.

Our forefathers made us free; they stood for truth and liberty;

They made discoveries and inventions, left for all to see.

We Cub Scouts, we honor them; those brave men we remember,

Famous Americans and famous Scouters who fanned the flowing ember.

That glowing ember - America - shall burn for centuries;

The flame of greatness lingers on for future men to seize.

We now salute our growing boys, whose youth will soon be gone,

From boys to great men some shall grow, to lead our country on.

CLOSING

A Cub Scout in uniform recites these lines:

Baden-Powell had a dream that he made come true,

So now we enjoy Scouting, and have fun while we do.

An adult, dressed as Baden-Powell comes out and reads the following:

Now may the Spirit of Scouting be with both young and old,

As you remember again the meaning of the blue and gold.

May you strive for truth and spirituality in the warm sunlight,

Under the blue sky above;

-As you bring good cheer and happiness to others, with your love.

Good night, and Happy Scouting! (He exits)

BLUE AND GOLD CLOSINGS

THE MAGIC LIGHT OF SCOUTING

Our candle stands tall, straight and white.

It burns and gives forth inspiring light.

As its light shines forth, you will see our colors blue and gold are
regal as can be.

As the blue appears, think of truth and loyalty,

The sky so blue, steadfastness and spirituality.

When the gold shines forth be of good cheer,

And think of happiness and the sunlight so clear.

As our candle's flame reaches toward the sky so blue

Let us ask the Lord to give us wisdom to lead each boy straight and
true.

Help each one of us to be like our candles, straight and tall

And inspired to give to God and our country our all.

CLOSING

As we close our meeting tonight, let's give a thought to what the blue and gold colors of Cub Scouting means. The blue and gold you see on the Cub Scout uniform was not selected merely because it was attractive. Each color has a definite meaning. Blue stands for truth and spirituality, for steadfastness and loyalty, and for the sky above. Gold stands for warm sunlight, good cheer and happiness.

May the meaning of these two colors shine forth in our lives as we bring the Cub Scout program into the lives of these boys.

Helpful to Others

I often think that when the sun goes down the world is hidden by a big blanket from the light of Heaven, but the stars are little holes pierced in the blanket by those who have done some good deeds in this world. The stars are not all the same size; some are big, some are little and some men have done small deeds, but they have made their hole in the blanket by doing good before they went to Heaven.

Try and make your hole in the blanket by good work while you are on earth.

IT IS SOMETHING TO BE GOOD, BUT IT IS FAR BETTER TO DO GOOD.

From its humble beginnings on Brownsea Island in 1907 to our Pack in 1986, Scouting has grown stronger and stronger. Scouting learned to change with the changing world to keep itself growing. Tonight we want to honor the boys who, like Scouting, have learned to change and keep pace with the world. They have grown stronger from their humble beginning as Bobcats. (Call forward Webelos and parents.)

Tonight we honor these boys because they have passed the test of time by taking the principles they learned as Bobcats and using them in their daily lives to reach the goal that Cub Scouts strive for. It is my pleasure to present you with the highest award a Cub Scout can earn, the Arrow of Light. (Cubmaster presents the badge to the parents and congratulates the boy and parents.)

ADVANCEMENT CEREMONY

Theme: Footsteps to the Future



Induction: With each passing year there are still new adventures for a boy to explore. Even the thought of space travel is quickly becoming a thing of the present. To take our journey into the unknown depths of space, we must make a decision to go exploring. This is like the decision that a boy and his family must make upon entering the unknown adventures of Cub Scouting. To both the boy and his family, it is a new world for exploring.

Tonight we would like to welcome our new boy and family into our Cubbing family to join our explorations through space. Each Cub is like an astronaut in search of a new world of adventures.



Bobcat: Now that we have our astronauts, we need to prepare for our trip into space. An astronaut must learn how to control his spacecraft and use the technical instruments aboard it. The new Bobcat takes similar training. He must learn what Cubbing is all about. His training consists of learning the handshake, the Cub Scout sign, the Promise, and the Law of the Pack. With this knowledge our Bobcat is trained and prepared to explore outer space.

Will our new Bobcat come forward with his family so that he can receive his Bobcat badge and know that he is ready for his new adventures.



Wolf: It is time to board our spacecraft, the Challenger, and begin the countdown to launch. 5, 4, 3, 2, 1, blast off! We now have lift off. We are in orbit. Our new Wolf is also in orbit after being launched into the Cub Scouting world. He has just taken off to enjoy the experiences that are to come. With the launching of the Challenger we have just begun our journey as is true of our Wolf Scout.

ADVANCEMENT CEREMONIES

Links to the Past

Scouting began in England in 1907, with a small group of boys. Lord Baden-Powell, our founder, took these boys to Brownsea Island off the coast of England for 12 days of adventure in camping and pioneering. He was testing an idea for an organization for boys. That was how Scouting began.

Tonight we have some boys who are beginning their adventures in Cub Scouting. (Call names of Bobcats and have them come forward with their parents.) Baden-Powell based his idea for Scouting on some principles he had been taught as a boy: trust and loyalty, helpfulness, courtesy, and cheerfulness.

In Cub Scouting, we have these same principles encompassed in the Cub Scout Promise and the Law of the Pack. Will you repeat with me the Cub Scout Promise? (they do)

Now I'll ask all the Cub Scouts here tonight to stand, give the Cub sign, and repeat with me the Law of the Pack. (They do. Cubmaster presents Bobcat badge to parents and congratulates boys and parents.) You boys have now started your Scouting adventure, just like the boys on Brownsea Island.

A Chicago publisher, William Boyce, was lost in a London fog. A boy appeared and offered to take him to his destination. Mr. Boyce offered a tip, but the boy said, "Scouts do not accept money for doing a good turn." Mr. Boyce was interested in Scouting and was responsible for starting it in America.

We have some boys here tonight who have been doing their daily good turns, and have been working hard on achievements and electives, so that now they have earned Wolf badges and arrow points. (Call forward Wolves and parents). Your Wolf achievements and electives are helping you along the Scouting trail. (Cubmaster presents Wolf badge to parents and congratulates boys and parents.)

Scouting had been in America for only a few years when younger boys and their parents asked for a program of their own. That's when Cub Scouting started. The first year there were 5,000 Cub Scouts, and now 55 years later, there are more than 2 million Cub Scouts in America. Scouting has grown.

There are some boys in our pack who are really growing too. They have completed the requirements for Bear badges and arrow points. (Calls forward Bears and parents.) You are moving along the Scouting trail. (Cubmaster presents the Bear badge to the parents and congratulates the boys and parents.)

Baden-Powell left a message for Scouts before he died. In that message he said: "Try to leave this world a little better than you found it. We have some Webelos Scouts in our pack who are doing just that. They have been working hard in the different activity badge areas, and exploring fields of knowledge which will be helpful to them all their lives. (Call boys and parents forward.) Congratulations. Continue to do your best along the Scouting trail.

Word Search

How many different Cub Scouting words can you find in this puzzle? Look up, down, backwards, diagonally, across, every direction. Always go in a straight line.

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

Find these words:

ACHIEVEMENT

ACTIVITY BADGE

AKELA

ARROW OF LIGHT

BEAR

BICYCLE SAFETY

BOBCAT

BOY SCOUT

BSA

BLUE AND GOLD

CODE

CUBMASTER

CUB SCOUT

CONSERVATION

DAY CAMP

DEN

DENNER

DEN CHIEF

ELECTIVE

FLAG

GOOD TURN

GRADUATION

HIKES

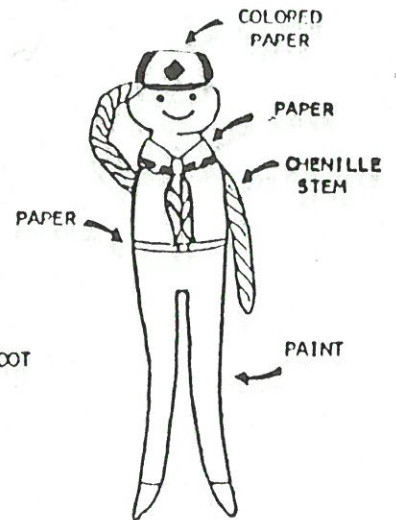
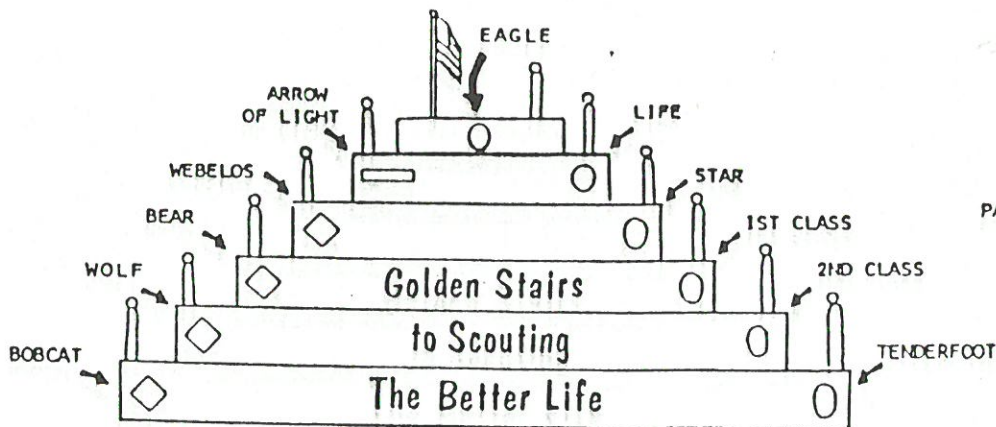
LEARN TO SWIM

PACK

WEBELOS

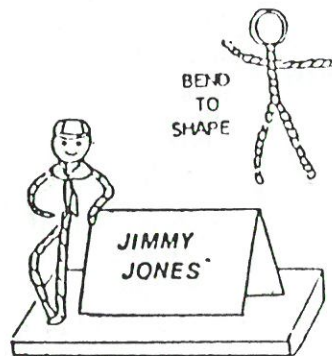
WOLF

BLUE AND GOLD TABLE DECORATIONS



CENTERPIECE

1. MAKE CENTERPIECE FROM 5 PROGRESSIVELY SMALLER WOOD OR STYROFOAM RECTANGLES.
2. ATTACH THE 5 PIECES TOGETHER AND PAINT GOLD OR WHITE. USE DARK BLUE MARKING PEN FOR LETTERS.
3. GLUE ON REAL BADGES, OR DECALS FOR EACH RANK.
4. MAKE CUB SCOUTS AND BOY SCOUTS FROM STRAIGHT CLOTHESPINS. (SEE ILLUSTRATION)
 - A. PAINT BODY BLUE FOR CUB SCOUTS, TAN FOR BOY SCOUTS.
 - B. MAKE CAP FROM COLORED PAPER.
 - C. PAINT HEAD FLESH-COLOR. ADD HAIR WITH MARKING PEN, IF DESIRED. DRAW ON FEATURES WITH MARKING PEN.
 - D. MAKE NECKERCHIEF FROM A TRIANGLE OF LIGHT-WEIGHT PAPER (GOLD FOR CUB SCOUTS, RED FOR BOY SCOUTS)
 - E. ARMS ARE MADE FROM BLUE OR TAN CHENILLE STEMS, GLUED TO BODY. BEND RIGHT ARM IN A SALUTE.

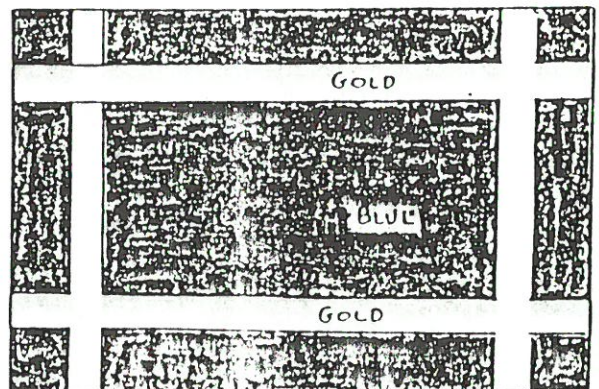
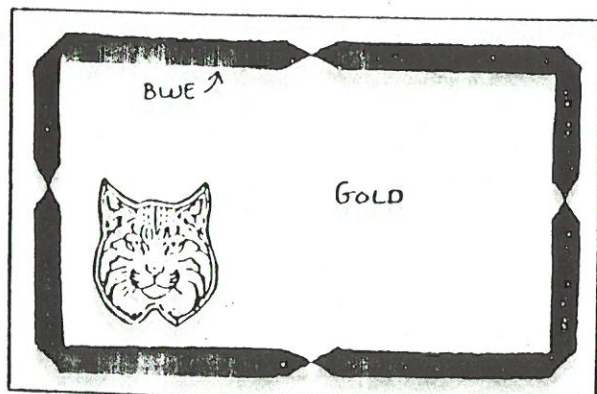


PLACE CARD

TWIST TWO PIPE CLEANERS TOGETHER TO FORM BODY OF CUB SCOUT. ADD PAPER HAT AND NECKERCHIEF. GLUE TO CARDBOARD BASE WITH NAME CARD ATTACHED.

PLACE MATS

CUT PLACE MATS FROM CONSTRUCTION PAPER, ABOUT 12" X 16". ADD TRIM WITH CONTRASTING COLOR CONSTRUCTION PAPER. DRAW APPROPRIATE EMBLEM, OR USE CUB SCOUT INSIGNIA STICKERS.

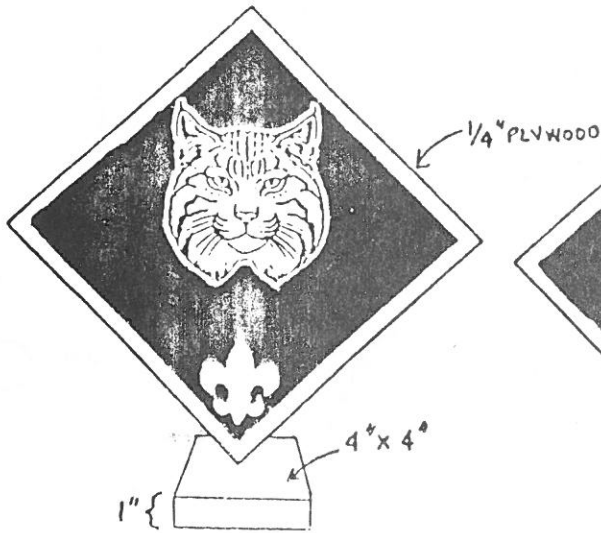
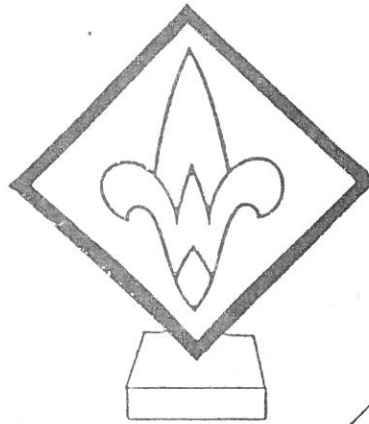


BLUE AND GOLD TABLE DECORATIONS



INSIGNIA CENTERPIECES

1. CUT 1/4" PLYWOOD SQUARES TO FIT LARGE CUB SCOUT INSIGNIA STICKERS.
2. CUT A SQUARE 1" BASE FOR EACH.
3. PAINT WOOD, AFFIX STICKERS ON BOTH SIDES.
4. A CUB SCOUT DEN COULD HAVE THE BOBCAT, WOLF AND BEAR EMBLEMS PLACED AT INTERVALS DOWN THE TABLE.
5. THE WEBELOS DEN COULD USE THE WEBELOS EMBLEM IN THE CENTER, WITH CANDLES ON EITHER SIDE.



PLACE MATS

CUT FROM COLORED CONSTRUCTION PAPER; YELLOW FOR BOBCAT, GREY FOR WOLF, BROWN FOR BEAR.

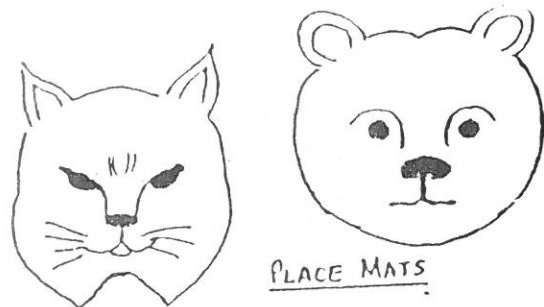
PLACE MATS SHOULD MEASURE APPROXIMATELY 14" SQUARE.

IF DESIRED, ADD FEATURES WITH MARKING PEN.

DYED RICE CENTERPIECES

DYEING RICE - USE REGULAR RICE, NOT QUICK-COOKING TYPE. MIX 2 TABLESPOONS FOOD COLORING TO 1 CUP COLD WATER. SOAK UNCOOKED RICE FOR ABOUT 5 MINUTES IN COLORED WATER. RINSE RICE UNDER COLD RUNNING WATER SEVERAL TIMES. SPREAD RICE ON WAX PAPER TO DRY. STIR OCCASIONALLY. DRYING TAKES SEVERAL HOURS. WHEN DRY, IT IS READY TO USE.

1. CUT A 11 1/2" SQUARE OF WOOD.
2. CUT A 4" X 8" X 1 1/2" PIECE OF WOOD FOR BASE.
3. NAIL WOOD PIECES TOGETHER. SPRAY PAINT BLUE (OR DESIRED COLOR)
4. CUT TWO 11 1/2" SQUARES OF CORRUGATED CARDBOARD. DRAW EMBLEM ON CARDBOARD.
5. OUTLINE DESIGN WITH YARN, GLUED TO CARDBOARD.
6. SPREAD WHITE GLUE IN ONE DESIGN AREA AT A TIME AND FILL WITH APPROPRIATE COLOR OF DYED RICE. LET SET A FEW MINUTES, THEN SHAKE OFF EXCESS.
7. WHEN RICE IS COMPLETELY DRY, GLUE CARDBOARD PIECES TO WOOD SQUARE. CARDBOARD CAN BE STAPLED TO WOOD FOR REINFORCEMENT.



PLACE MATS

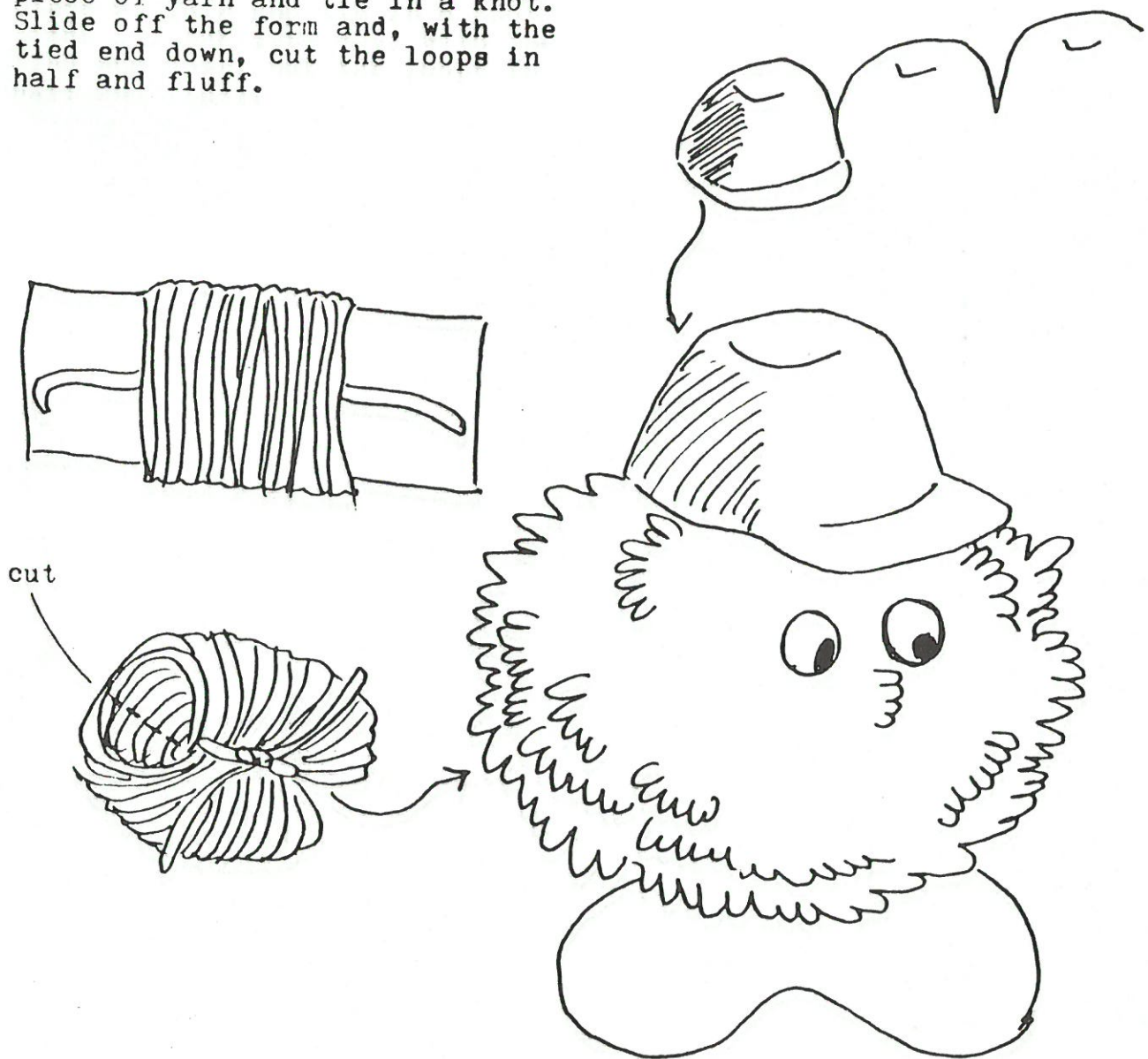


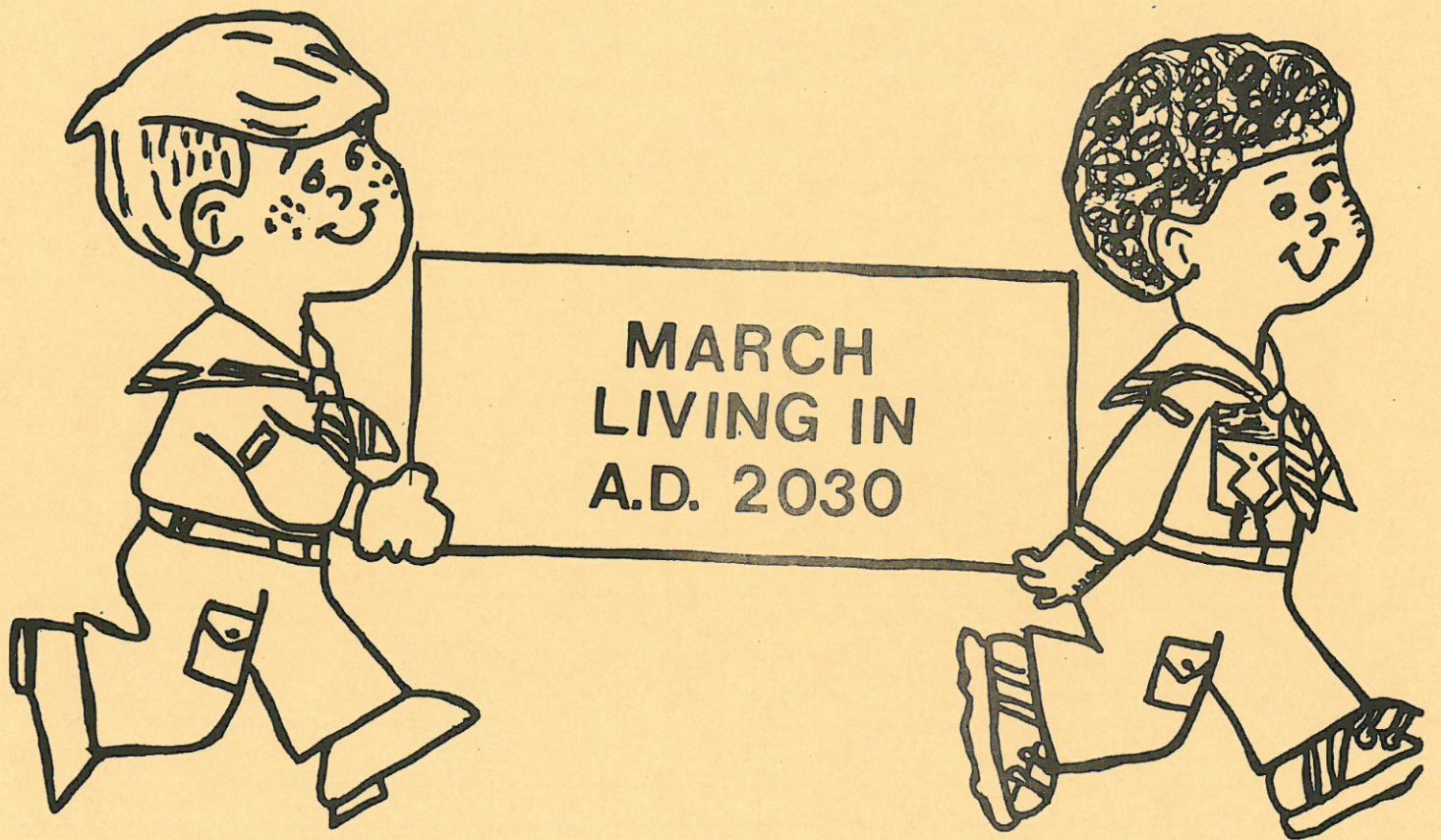
Warm Scout Fuzzy

Materials: Yarn
Plastic eyes
Construction paper
Glue
Egg carton
Paint

Wrap yarn around folded cardboard or a small glass, the size being determined by the size of the fuzzy. Note that a single piece of yarn has been placed under the wrapping. When all wrapped, pull up the two ends of the piece of yarn and tie in a knot. Slide off the form and, with the tied end down, cut the loops in half and fluff.

To make the hat, cut an egg section out of a carton, leaving a small amount of carton on one side forming a brim. Spray paint or paint with tempera. Glue on top of fuzzie, glue on eyes, glue on heart-shaped base that forms feet.





MARCH
LIVING IN
A.D. 2030

CUB SCOUT REPORT

OPENING

(Cub Scouts prepare opening in Den Meeting. Construction paper with drawings on front to go with wording written on back)

- CUB #1 We're visiting planets to see what Cub Scouting is like in Outer Space. On Mars we found the Den Leaders were green.
- CUB # 2 Green with envy when we told them about our Cub Scout activities.
- CUB # 3 On Venus the Den Meetings are on a Space Station, Their houses are too small.
- CUB #4 When we visited Mercury we found that Cub Scouts are blue and their uniforms aren't as nifty as ours.
- CUB #5 While on Jupiter we discovered that Cubmasters are 12 feet Tall. It's hard for them to bend to listen to the boys.
- CUB #6 When we toured Pluto things were quite different. The Bobcat Rank is only for BOBBED CATS, an animal there.
- CUB #7 So after we'd trekked all over we find: That here on Earth CUB SCOUTING'S JUST FINE!!!!

INTER-PLANETARY CONFERENCE

OPENING

(Cub Scouts march in to the theme from Star Wars or other space type music wearing costume they made in Den Meeting or at home.)

M.C. Welcome to our visitors, whose planets they represent, We're having an Inter-Planetary Conference this evening here at Pack _____.

Gentlemen, thank you for traveling to attend this evenings conference. We welcome each representative to our conference. During this evening we will hear many things from many different civilizations. Before we close this conference we will be in agreement on many matters.

To open these proceedings Den # _____ will lead the flag ceremony please join us to show respect for our host planet.

(Den _____ takes over and leads flag ceremony, then returns to their places.)

CLOSING

Have Scouts and their families form a large circle. The Cubmaster then reads the following prayer, which was broadcast to earth by U.S. Astronaut, Frank Borman, while on a moon-orbiting mission in December 1968. (Cubmaster should explain what he is reading.)

"Give us, O God, the vision which can see the love in the world, in spite of human failure. Give us the faith to trust Thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each one of us can do to set forward the coming of universal peace."

LEADER RECOGNITION CLOSING

Props: Large gold stars with a hole in center; large enough for each boy to poke his head through. Star is frame around face.

Each boy, in turn, repeats the following speech:

"My star represents our _____ . Mr./Mrs. _____ and his/her assistants, Mr./Mrs. _____ ."

When all have done this, then all repeat in unison:

"On behalf of all Cub Scouts, we wish to say thank you for the leadership you have given our pack."

CLOSING THOUGHT

The words "Aim for the Stars" has an important meaning to Cub Scouts. Think of Thomas Edison who tried and failed hundreds of times before he perfected the electric light bulb. He never quit trying. A Cub Scout who tries to do his best and keeps trying, is preparing himself for greater responsibilities when he becomes a man. What you do and how well you do it becomes your launching pad to "aim for the stars".

ADVANCEMENT

Dr. What: Man or Woman in overcoat and long muffler.

ADVANCEMENT CHAIRMAN: Tonight we have a guest who is an interstellar traveler. Please allow me to introduce to you Dr. What, who travels the stars in a phone booth. (Dr. What enters walking backwards) Dr. What, why are you walking backwards?

DR. WHAT: I was told on Pluto that this was a backward planet, so I was trying to behave normally ... guess that wasn't so.

ADVANCEMENT CHAIRMAN: I see you brought your equipment.

DR. WHAT: Yes, I'm never far from a phone when I travel.

ADVANCEMENT CHAIRMAN: We appreciate your taking time out from your adventures to help us with our Advancement Ceremony.

DR. WHAT: You're most welcome. Now allow me to call information and we'll begin.

(calls information)

Mr. Advancement Chairman, I have here most important facts to share with your Pack, boy's name has completed his work toward his Bobcat Rank, will he please bring forward his parents.

(awards presented or insert traditional upside down Bobcat pin presentation)

Also, I have learned that Name has completed the necessary tasks for advancement to the Wolf (Bear) Rank. Come forward now with your parents. In recognition of diligent effort, Pack number presents the Wolf (Bear) Rank to this Cub Scout.

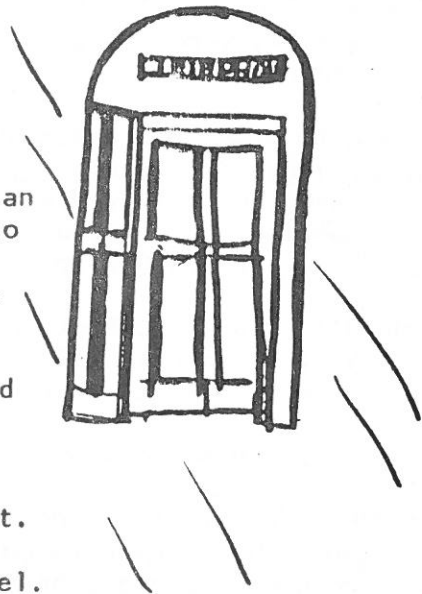
The facts in this case are that name has progressed in the Webelos Activities to the completion of work on activity badges. Please come forward with your parents to receive your activity pins.

(name of boy and type of pin listed as presented)

Now we have number of Webelos Scouts who have earned the Webelos Rank. Please come forward for presentation.

ADVANCEMENT CHAIRMAN: Thank you Dr. What for your assistance.

DR. WHAT: You're quite welcome, I am pleased to have been asked. Each of you pick up a phone receiver and dial 282-72688 to find out what these boys have been. There you have my final bit of information. BUSY ... BUSY ... BUSY...



CANNOT COMPUTE

PROPS: One large cardboard box, painted like a computer. A tea strainer for a mike, three smocks, or other gear to resemble scientists outfits. Odd noise makers.

NEWSMAN WITH MIKE, ROGER READDY: In this year of 2137, the computer age has reached it's zenith. The powers that be declared that now that we have the ability, the entire computer system and link ups should be combined for instant accessibility to all known facts. We now go to Star Station 042 for the final linking. Our commentator is Fred Muddy.

FRED MUDDY: Thank you Roger Readdy, as you can see the progress being made here is unbelievable. (Three scientists in lab coats tinkering with a cardboard box painted like a computer.)

(Banging noises, snips, snip, etc.)

FRED MUDDY: Let's see if we can talk with the scientists working on the link-up. (Walks over to computer area. Talks with Dr. I. M. Frazzled, name on lab coat, or on a sign hung around his neck.) Dr. Frazzled, how are things going?

DR. FRAZZLED: (Stretching, scratching his head.) Well, the toe bone's connected to the foot bone, the foot bone's connected to the ankle bone, the ankle bone's connected to the leg bone

FRED MUDDY: (Cutting in hurriedly) Thanks, Dr. Frazzled, Maybe we can interview Dr. Too, too. (Talks with Dr. M. E. Too ... name on name tag or sign.) Dr. Too has been working on this project from the beginning. Dr. Too what are the military aspects of this?

DR. TOO: The Grand Old Duke of York, He had ten thousand men, he marched them up the hill, he marched them down again. And when you're up you're up, and when you're down, you're down, And when you're only half way up, you're neither up nor down!

FRED MUDDY: (Trying to shut Dr. Too up) Thank you Dr. Too, and now here's Dr. Anut. (Dr. I. Am Anut sign or name tag.) Dr. Anut, what does the computer look like from your point of view?

DR. ANUT: It looks like spaghetti, all covered with cheese. I lost my meat ball when somebody sneezed.

OTHER DOCTORS: (Start to clap and cheer) It is finished! It's done! We need a question! We need to check the linkage.

DR. FRAZZLED: Mr. Muddy, will you ask your computer a question?

FRED MUDDY: Ok, ah ... Who has more fun in the Cub Scout program, the Cub Scouts or the Leaders?

COMPUTER: (Shaking and rattling) CANNOT COMPUTE ... CANNOT COMPUTE !!!

BALLOON ROCKET

Every kid knows that if you blow up a balloon and let it go, the balloon will rocket crazily around the room. It would be much more fun, however, if you could control the balloon's flight to go smooth, straight, and farther. With a little know-how and lots of trial and error, a BALLOON ROCKET will perform quite well. But balloons have a way of suddenly bursting and sometimes, just when you have adjusted and perfected your BALLOON ROCKET, it will pop and you have to "break in" a new, unpredictable balloon. Have a contest with yourself and see how far, how high, and how accurately you can fly your BALLOON ROCKET—then maybe have a contest with a friend.

MATERIALS

plastic drinking straw
long, straight balloons
rubber band
thin scrap of cardboard (postcards are perfect)

TOOLS

scissors

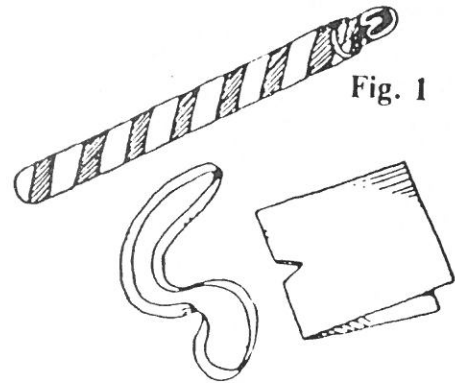


Fig. 1

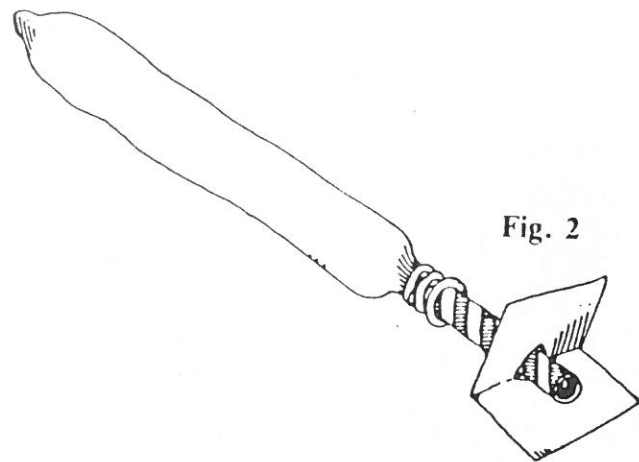


Fig. 2

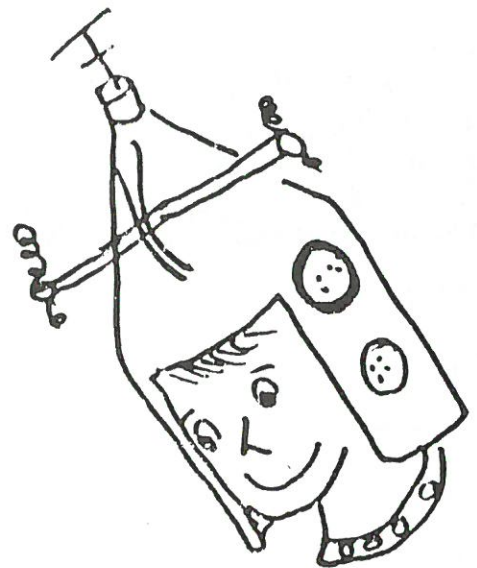
HELMETS

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.



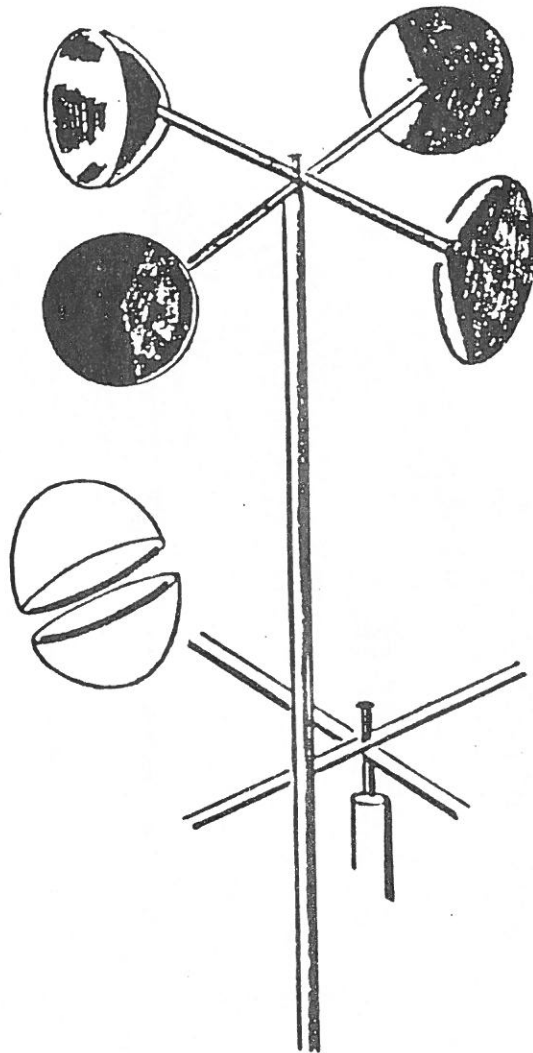
AN ANEMOMETER

TO MEASURE THE WIND SPEED OR VELOCITY

Make two starchies about 6" in diameter. After they are completely dry, cut each in half to get four cups.

Cross two 20" long dowel sticks and nail together at the center so there will be a couple of inches of nail extending below. This will fit into a hole drilled into a larger dowel (or an old broom stick). This should fit loosely so that the top part can turn around freely.

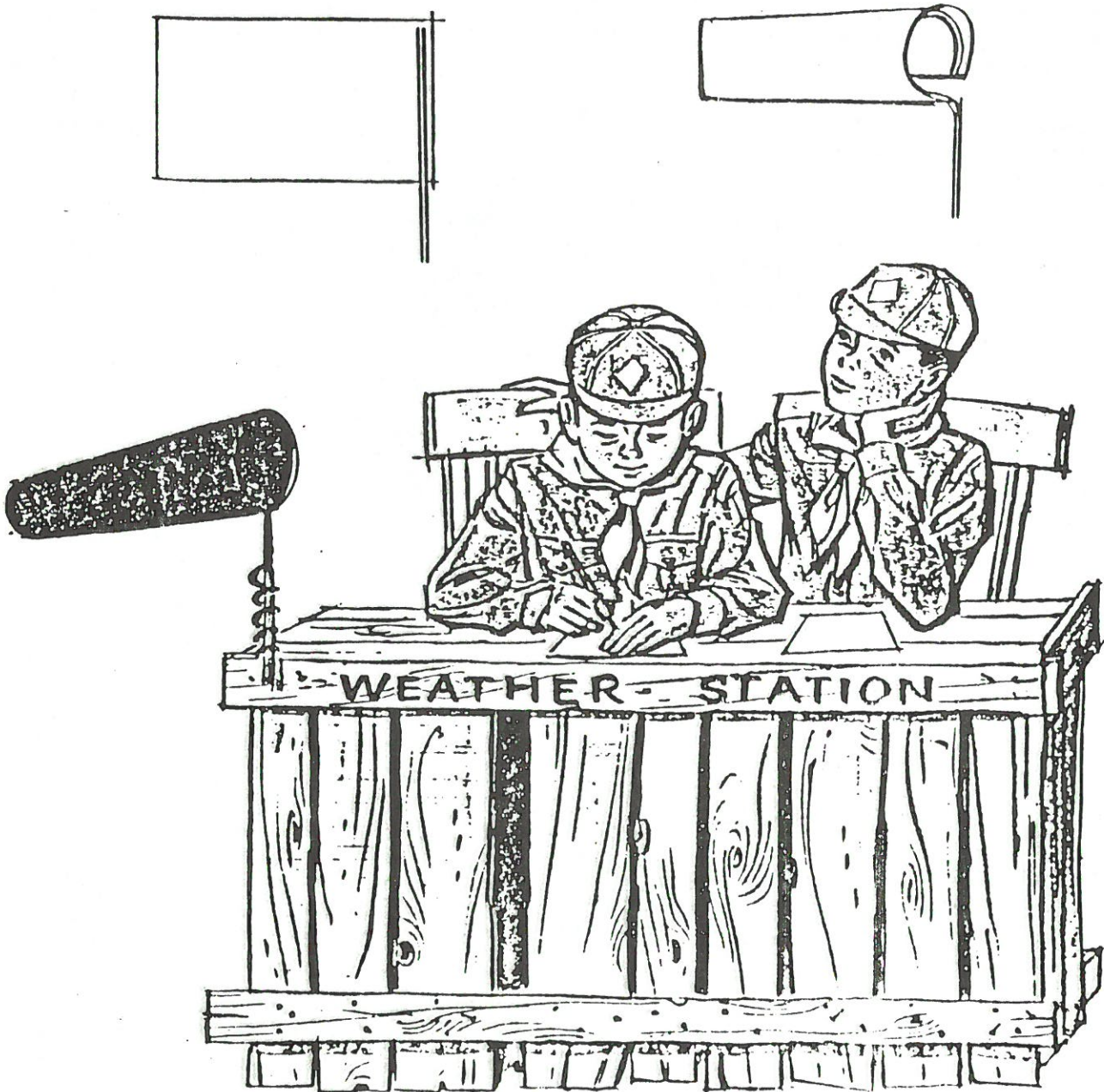
Attach the four cups to each end of the 20" dowels with strong tape or nails. Now nail the anemometer to your Weather Station and see how fast the wind is blowing.



A WIND SOCK

TO DETERMINE THE DIRECTION OF THE WIND

Cut a 14" piece from a fold of Crepe Paper using the full 20" width of the fold. Paste the 14" edge to a 24" length of #7 wire, leaving 10" of the wire uncovered. Carefully bend the 14" into a circle leaving the 10" straight. Paste the seam. Spiral the remaining 10" of wire and place it over a round dowel stick. This should fit loosely over the dowel so that it is free to turn as the wind blows. Nail the dowel to your Weather Station.



CRAFTS

SPACE SHIP TIE SLIDE

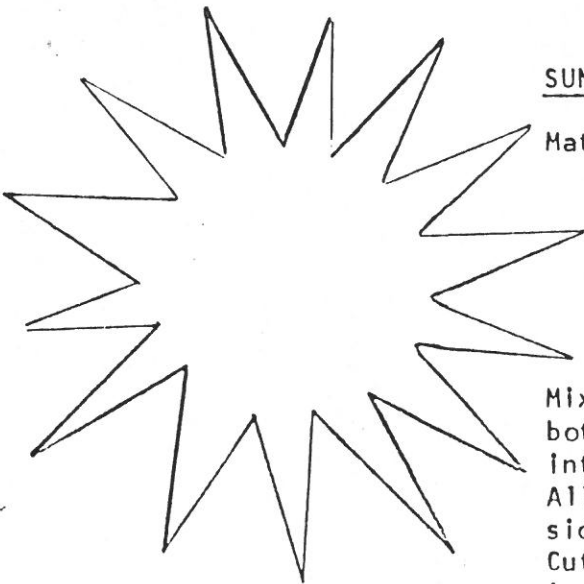
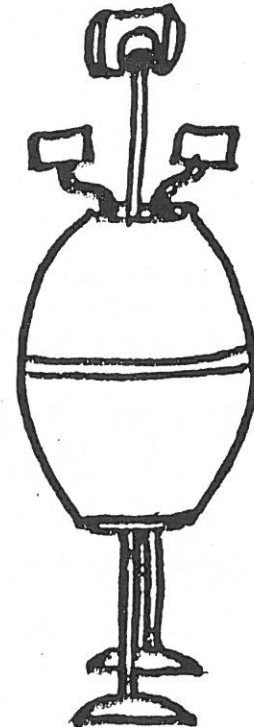
Material Needed: ping pong balls acrylic paint - silver or gold
plaster various colors of felt
pop can ring

Using a pair of pointed scissors, cut ping pong balls in half. Fill one half with plaster and insert the pop can ring. Let dry. Using the acrylic paint, paint the spaceships. Allow the boys to add their own finishing touches with felt.

CREATURE FROM SPACE

Material Needed: egg carton 1 movable eye
pipe cleaner construction paper

Cut out 2 cups from the egg carton for the body and glue together, using the 2 fasteners of the egg carton for the feelers. Use one of the center humps for the head. The pipe cleaner is for neck, legs, and arms for the feelers. The neck is 3" long, the feeler arms are 1½" long and the legs are about 1½" long. Poke pipe cleaner into the body. Glue the eye into the head and use a strip of construction paper any width for around the center for a belt, glue.



SUN FRIDGIES

Material Needed: egg cartons
yellow felt
brushes
glue
paint
plaster
small magnets

Mix plaster and fill a small portion of the bottom of the egg cups. Place the magnet into the top of the plaster before it hardens. Allow the plaster to harden. Paint the outside of egg cup with yellow paint and let dry. Cut the sun rays from the felt, leaving a hole in the center for the magnet. Glue on the rim of the egg cup.

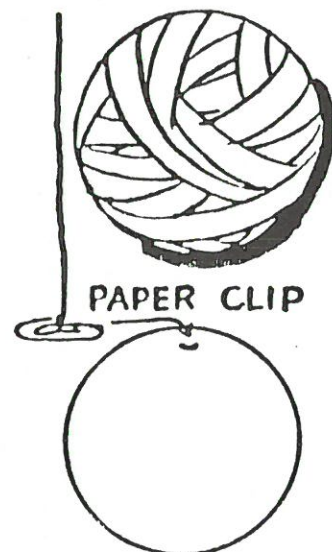
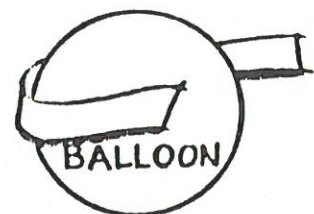
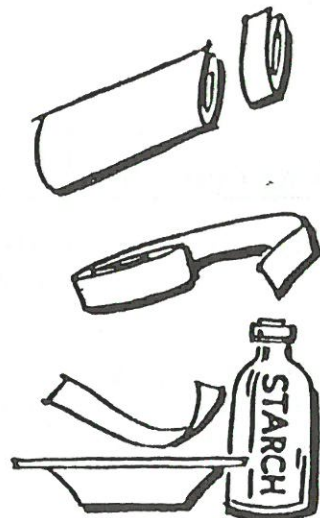
STARCHIES

Starchies make good planets, stars, suns, and moons. Make a solar system out of many different sized starchies. Plan how many you will need, and the approximate sizes and let each boy choose which part of the solar system he will make.

Blow a balloon to the size you want your celestial bodies to be. Shape it and tie it tightly with string to hold the shape securely until the Starchie is dry. Pour a cupful of starch in a bowl. Cut $1\frac{1}{2}$ " strips of Crepe across the grain. Dip the strips in the starch and soak thoroughly. Squeeze out excess starch. Start winding the balloon with wet strips. Use four or five strips or as many as you need to get several layers thickness. You can get different textures in your Starchie by rumpling the paper, or pinching it into small peaks, or smoothing it with your hands. Don't cover the opening of the balloon. The Starchie requires 24 hours to dry thoroughly. Keep turning it around to let the air at all sides. Let the air out of the balloon by untying the end. Pull it out of the Starchie carefully. After the Starchies are made, and the markings, rings or whatever (can be made from Gummed Paper or Gummed Crepe) are put on, you can hang them by strings or wire. This would be a very effective exhibit at the pack meeting this month.

IMPORTANT FACTS ABOUT OUR SOLAR SYSTEM

There are altogether in the sun's family nine planets, 31 moons or satellites, thousands of minor planets or asteroids, scores of comets, and untold millions of meteors. The sun, central star of the solar system, makes up over 99 percent of its mass (weight). The planets range from tiny Mercury, which is some 36 million miles from the sun, to farthest Pluto. Pluto takes a almost 250 Earth years to circle the sun once. Mercury goes around the sun in three earth months.





APRIL
CUB SCOUT
BIRD - WATCHERS

APRIL
CUB SCOUT
BIRD - WATCHERS



BIRD WATCHERS



OPENING

Setting: Candle on table at center stage.

CM: (Lights candle.) This candle represents the spirit of Cub Scouting. It is going to burn throughout our meeting to stand for the fun and friendship we enjoy here tonight.

ADVANCEMENT

Birds are warm blooded animals, with internal skeletons and bodies partly or wholly covered with feathers. Their young are hatched from eggs. Most birds are capable of flight. Birds come in all shapes and sizes just like Cub Scouts. Birds and boys can be fascinating to watch.

Tonight we have some boys who need watching. They have worked hard to advance in rank.

(Call forward Bobcat and parents.) Tonight we are here to congratulate our new Bobcat on his accomplishment of rank. He is new to our Cub Scout program as the egg is new to the world of birds. Both our egg and Bobcat are emerging into a new and different world.

(Call forward Wolf and parents.) Next we have several boys who have earned their Wolf rank. They can be compared to baby birds in the nest which are still dependent on their parents for nourishment and protection. Most of all they are still in need of guidance. Our Wolf can find his guidance from his family and his Cub Scout leaders as well as from his school and church. Congratulations on your new rank.

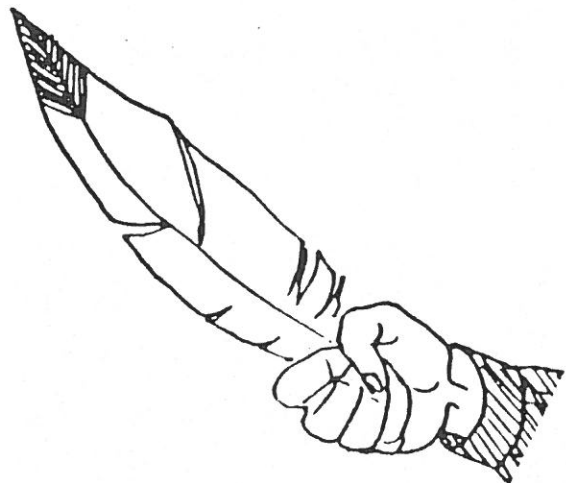
(Call forward Bear and parents.) The rank of Bear is like that of our young bird who is testing his wings. He is taking new steps in directions of adventure and experimenting with his own strength and abilities. Congratulations on a job well done.

(Call forward Webelos and parents.) Our Webelos has worked hard for his new rank. He is our adolescent bird who is just waiting to leave the nest. He is ready to conquer and explore the world which he is to live in. Our Webelos will be prepared for his new exploring only through the guidance he receives from his parents and leaders in the stages of his development. Congratulations; go forward and explore.

CLOSING

CM: Throughout our meeting this evening this candle, which represents the Spirit of Cub Scouting, has burned. Look steadily at it for a moment (pause). Now close your eyes. The image remains with you.

Open your eyes. Now we blow out the light. As the image of the light remained in our ceremony, so will the Spirit of Cub Scouting stay with us. This evening of fun and good Cub Scouting will not soon be forgotten.



THE BIRD ASTRONAUT

WOODY: "Peck, peck"
ROBIN: "Bob-bobbing"

BLUE JAY: "Twitter, twitter"
ORIOLE: "Ta-wheet, ta-wheet"

ROCKET: "Vroom, vroom"
THRUSH: "Chirp, chirp"

WOODY....was a bird,
A woodpecker with ambition,
He fancied he would like to fly
A ROCKET....on its mission!

Now, BLUE JAY...., friendly ROBIN....
and ORIOLE....and THRUSH....
Said, "WOODY...., why be eager
To leave earth in such a rush?"

But WOODY....had ambition,
And though BLUE JAY....persisted,
The urge to see the space world
Just could not be resisted.

Now WOODY....took a fancy
To ROCKET...."Flying Star"
And decided he would join it
On its journey out toward Mars.

The morning of the launching
Dawned clear and cool and bright.
Young WOODY....was excited.
He had hardly slept all night!

BLUE JAY....was there, and so
was THRUSH....,
Though ORIOLE....was slow,
And all of them still did their best
To persuade him not to go.

But nonetheless, the countdown came:
5-4-3-2-and ONE!
The ROCKET....came to life and
VROOM!

The launching has been done.

BLUE JAY....and THRUSH....and
ORIOLE....
And ROBIN....strained to hear
The throbbing of the ROCKET....
Which was no longer near.

Now came long hours of waiting,
And WOODY'S....friends so stout
Stayed near the pad, they would be glad
To greet him with a shout!

As evening shadows lengthened
And night drew ever nigh,
BLUE JAY....said, "Hey!" and
THRUSH....said, "Hush!
There's something high in the sky!"

And as they looked they could discern
A tiny little figure.
They watched and strained to catch a
glimpse.
Said THRUSH...., "It's getting bigger!"

Then suddenly there came a whoosh!
And blazing light shone 'round.
And when the friends could look to see,
The ROCKET....was quite sound.

THRUSH....held his breath, and
ROBIN....gasped,
And BLUE JAY....made no sound.
The ROCKET....made one last faint vroom!
And WOODY....bounded down!

Hail, WOODY...., first bird astronaut!
Space tales, he had a score.
ORIOLE...., BLUE JAY...., ROBIN....,
and THRUSH....
Kept begging, "Please tell just one
more!"

So if you should see, one day in a tree
A red-headed WOODPECKER....pecking,
Just ask him to tell of his space trip,
and well-----
He'll talk on for hours, I reckon!

GAMES

BIRD HUNT - Have everyone stand in a circle. Pin a slip of paper, with the name of a common bird, on each participant's back. Give each a pencil and paper for writing the names of birds at the "go" signal.

Object: To get as many names as possible in a given amount of time. Try to avoid showing your name while gathering the names of the other "birds."

Variation: Each boy tries to guess what bird his is by asking questions of the others. Who can find out who they are first?



FROG RACE - The players jump, come to a full squat, pause (with hands touching the ground), then leap again.

NATURE HUNT - Each player is given a sheet of newspaper which is spread out in the yard. The idea is to collect every item of nature possible, while keeping one foot on the newspaper.

TEST YOUR SENSES - Into small dishes or jars put small amounts of spices or plants or other household substances that have a definite and identifiable odor. Mark them with identifying numbers and have the boys sniff each one and write what he thinks (or smells) it is on a paper with corresponding numbers. (Examples: mint, an onion, cinnamon, ammonia, coffee, etc.)

FEEL AND TELL - Place various objects into brown paper bags - large enough for boys to put their hands in without being able to observe the contents. Mark numbers on the bags and then allow the boys time to reach in and handle each object, writing his answer on a piece of paper with corresponding numbers. This may be played as a team or an individual participant. (Use pinecones, acorn, an apple, rock, horseshoe, etc.)

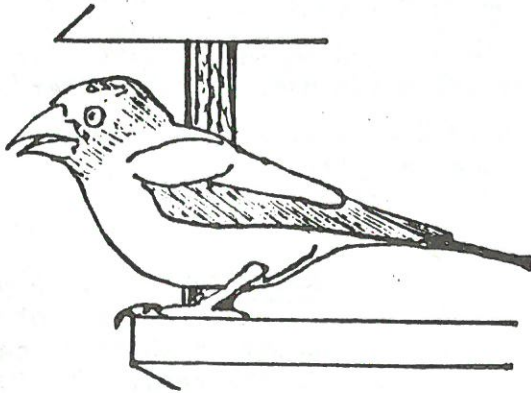
STORK WRESTLING - Two Cub Scouts face each other, grasp their right hands, and each, standing on one foot, holds his left ankle with his left hand and tries to pull or push opponent off balance or cause him to let go of his ankle.

SPARROW BATTLE ROYAL - Establish a 6-10 foot circle on the ground. Each Cub Scout gets in the circle and grasps his ankles with both hands. On signal, the sparrows try to upset or force each other out of the ring. Last sparrow in the ring and still on his feet is the winner.



BIRD WATCHERS

Bird watching can be a lot of fun in the area we live in because of the many types of birds you can see traveling south in the winter and north in the summer.



BIRD WATCHERS

Our Feathered Friends

Characters: Robin, Blue Jay, Mockingbird, Song Sparrow, Woodpecker, Goldfinch, Wood Thrush, Cardinal. All birds wear plastic bottle masks. Any characters can be eliminated to fit the number of boys in the den.

Setting: Outdoor scene with trees and bushes. Birds enter one by one, flitting around, waving arms. Each boy can speak his own lines, or a narrator can read the script. Be sure boys can be understood behind masks if they speak their own lines.

Audience can be asked to identify birds, or boys can hold signs with their names to be revealed at the appropriate time.

Robin:

Before the spring has time to wake, and daffodils are yellow, My black and russet red appears. I'm quite a cheerful fellow. Who am I?

Blue Jay:

I make a sound like tinkling bells or raise my crest and scold. My blue coat's trimmed with black and white. I'm a handsome robber bold. Who am I?

Mockingbird:

Demurely dressed in grey and white, my nature's one of fun; I love to tease my feathered friends, And mimic them one by one. Who am I?

Sparrow:

My cousins chirp in city streets, but I dislike the town; In spring you hear me sing, and see my dark breast streaked with brown. Who am I?

Woodpecker:

Rat-tat-tat. Rat-tat-tat. I beat a loud tattoo. My back is black, my front is white, my red cap's in full view. Who am I?

Goldfinch:

For me, no cage inside the house, as I dart there and back; I wear the tint of precious ore, smartly trimmed in black. Who am I?

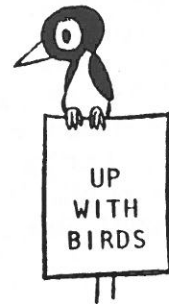
Thrush:

I hide among the shrubbery, with spice-brown colored coat; Poets praise my evening song, that springs from spotted throat. Who am I?

Cardinal:

My name suggests great dignity, my colors the brightest hue. In summer or in winter, I bring Christmas red to you. Who am I?

BIRDS IN THE CITY - If you watch carefully, you'll discover there are many more different kinds of birds in the city than most people realize. Rooftops, city parks, empty lots, backyards, sidewalks, trees, all are likely places to see birds.



PROJECTS FOR FUN AND LEARNING

Make window bird feeders and keep them filled with birdseed, stale bread crumbs, bits of suet, etc.

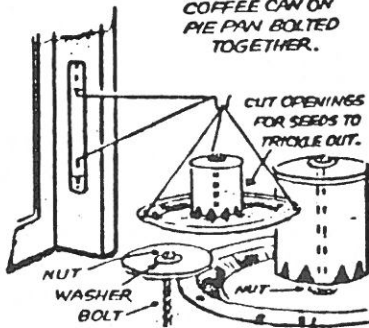
Borrow books on birds so you can identify the ones you see.

Keep a "Bird Log" in which you note the names and descriptions of the birds you've seen, and when and where.

Looking through field glasses at the birds will make the projects more interesting.

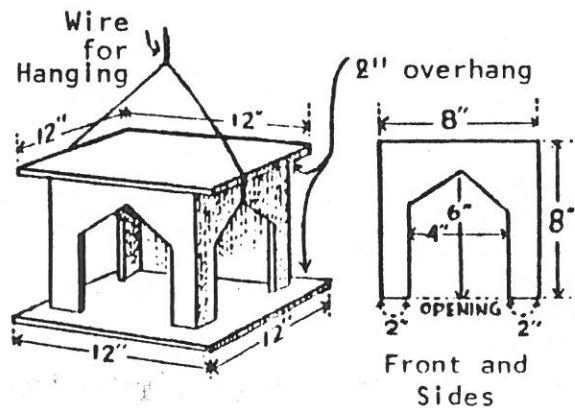


WOOD TRAY ON WINDOW SILL—OR COFFEE CAN ON PIE PAN BOLTED TOGETHER.



OPEN-SIDED NESTING HOUSE

You can watch the birds nest with this open-sided birdhouse. Build with 1/4" plywood and 3/4" brads. One side is 8" square without an opening. Material should be cut as shown in the drawing. Nail together and paint inside and out. The birdhouse can be hung from a tree branch with wire passed thru the points. Put it where you can watch nesting birds raise their young.



TALK WITH THE BIRDS - MAKE A BIRD CALL

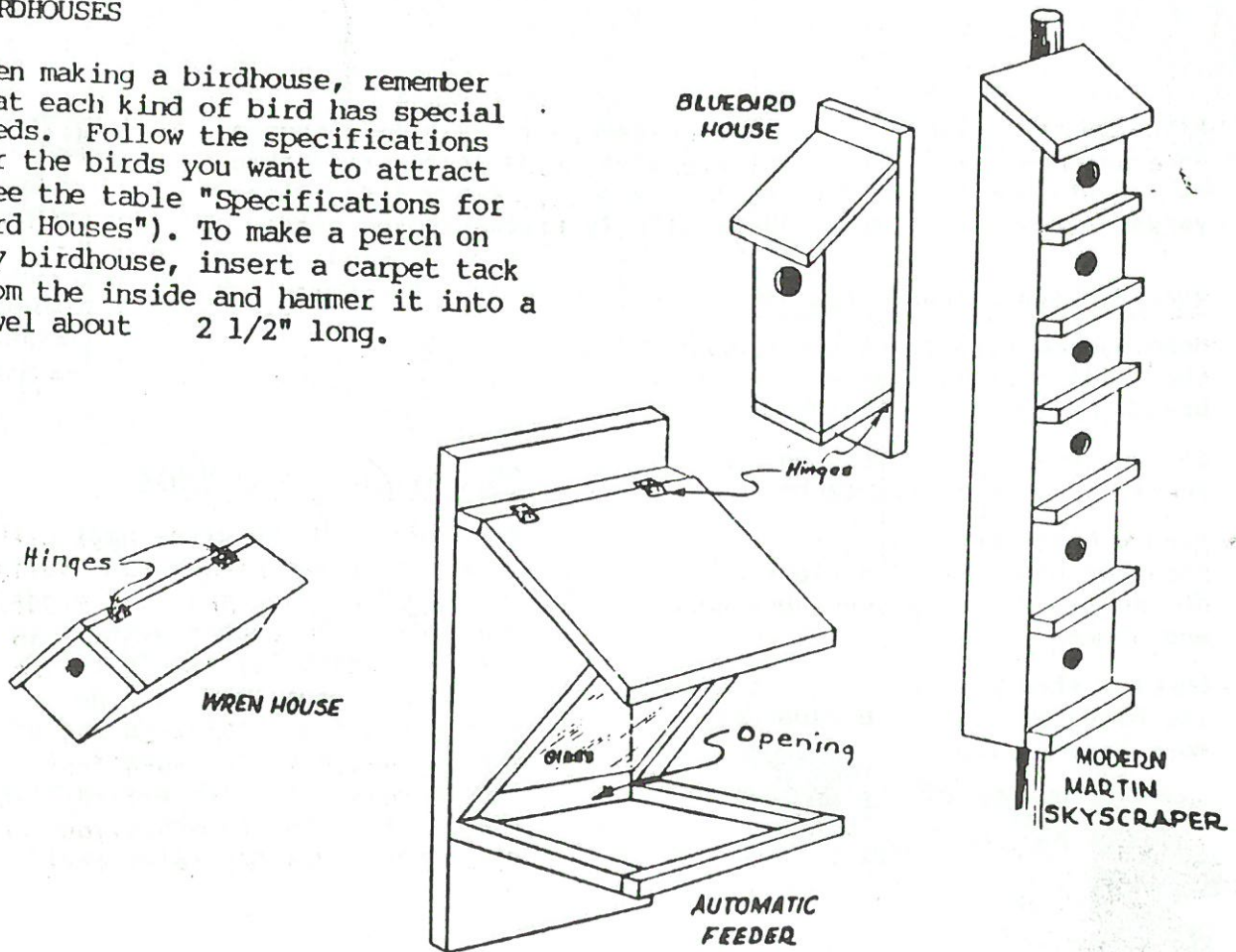


Take a piece of close-grained hard wood, such as rock maple or mountain ash (try a dowel rod from the hardware store), two inches long. You'll also need a screw eye that can be purchased at the hardware store. Drill a hole, slightly smaller than the screw threads, in the end of the block and turn the screw eye into it. Unscrew the eye, put a small amount of powdered rosin in the hole. As you twist the screw eye back and forth in the hole very slowly, you will

be able to make a chirp-chirp or a trill in loud, clear notes. With a little practice this simple device will produce an astounding variety of bird noises. If you wish, paint or decorate the bird call with permanent marking pens.

BIRDHOUSES

When making a birdhouse, remember that each kind of bird has special needs. Follow the specifications for the birds you want to attract (see the table "Specifications for Bird Houses"). To make a perch on any birdhouse, insert a carpet tack from the inside and hammer it into a dowel about 2 1/2" long.



SPECIFICATIONS FOR BIRD HOUSES

Birds Using Single Entrance Houses	Entrance		Dimensions		Location Height Feet
	Diam. Inches	Above Fl. Inches	Bottom Inches	Sides Inches	
House wren	7/8	1 to 6	4 x 4	6 to 8	6 to 10
Bewick wren	1	1 to 6	4 x 4	6 to 8	6 to 10
Carolina wren	1 1/8	1 to 6	4 x 4	6 to 8	6 to 10
Chickadee	1 1/8	6 to 8	4 x 4	8 to 10	6 to 15
Titmouse	1 1/4	6 to 8	4 x 4	8 to 10	6 to 15
Nuthatch	1 1/4	6 to 8	4 x 4	8 to 10	12 to 20
Downy woodpecker	1 1/4	6 to 8	4 x 4	8 to 10	6 to 20
Bluebird	1 1/2	6	5 x 5	8	5 to 10
Tree swallow	1 1/2	1 to 5	6 x 6	6	10 to 15
Hairy woodpecker	1 1/2	9 to 12	6 x 6	12 to 15	12 to 20
Crested flycatcher	2	6 to 8	6 x 6	8 to 10	8 to 20
Redheaded woodpecker	2	9 to 12	6 x 6	12 to 15	12 to 20
Flicker	2 1/2	14 to 18	7 x 7	16 to 18	6 to 20
Screech owl	3	12	8 x 8	12 to 15	10 to 20
Sparrow hawk	3	9 to 12	8 x 8	12 to 15	10 to 30
Barn owl	6	4	10 x 18	15 to 18	12 to 18

Birds Using Apartment or Colony Houses with Many Entrances

Martin: Entrance 2 1/2", 1" above floor; rooms 6 x 6" and 6" deep; located 15 to 20' from ground. Should not have less than 10 rooms and be placed in an open area.

Birds Requiring One or More Sides of House Open

Robin: Floor 6 x 8", 8" deep; 6 to 15' above ground.

Barn Swallow and Phoebe: Floor 6 x 6", 6" deep; 5' from ground.

Birds That Require a Platform with All Sides Open

Song Sparrow and Brown Thrasher: 6 x 6"; 5' above ground.

Plastic Tub Birdhouse

Materials:

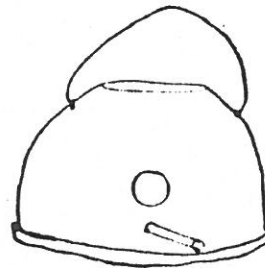
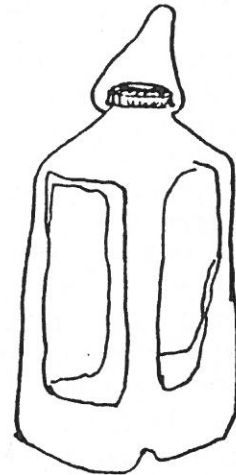
Plastic lacing Plastic tub

Knitting needles Scissors

Determine what size house you want and use tubs accordingly. Some plastic tubs come in a ready-made size. Keep the lid intact; it will be the floor of the house. Poke 2 holes in the bottom of the tub and string a piece of wire through them. Make the entrance hole the right size for the bird you want. Hang your bird house in a tree.

You can also use two tubs the same size to make a birdhouse. To do this, punch holes in the rims of both tubs with a knitting needle. Then put the tubs together, rim to rim, and lace through the holes with plastic lacing. When finished, pull the lacing tight and tie the ends together. Cut the entrance hole the size you need and poke 2 holes in top of house for attaching wire or string to hang house.

Robins don't like a closed-in house. So for them use any 1 gal. plastic bottle. Cut out sides of bottle leaving floor and corners intact. Add a wire hanger to neck or through the handle.



Nuthatch House

Materials:

1/2 gal. milk carton Wire

Acrylic paint

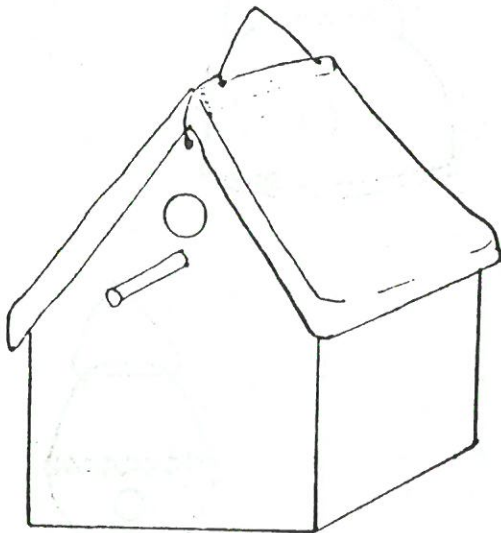
2 foam trays

This birdhouse could be used for downy woodpeckers and nuthatches. Just add a dowel perch about 2" long below the opening and hang house at appropriate height.

For a house, cut down the milk carton to 4 1/2" high with 9" peaks at front and back. Cut a round, 1 1/4" opening in front and about 2" below the peak. Paint the house a dark woodsy color. For the roof use 2 colorful plastic foam trays. Cut off the rim on one long edge of each tray and tape the cut edges together, fitting it over the house to get the proper shape before taping. The remaining rims will give a thatched appearance to the roof.

To attach roof to house, make a hole in front and back of house about 1/2" below point of peak. Make holes in the scored line of the roof about 1 1/4" in from each end.

Attach wire through holes at front and back and up through holes of roof. For the nuthatch, hang 12 to 20 feet above the ground; 6 to 20 feet for the downy woodpecker. You can raise the roof for housecleaning.

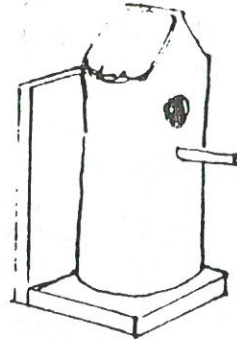


OTHER PROJECTS

Bird House Book Ends

Use a piece of log about 7" long and 3" in diameter for each bird house. Be sure the bases of logs are flat and level.

Get an older person to help cubs carve tops of logs into peaked roofs. Make base from 1/4" plywood about 5" square. Use small nails and glue to fasten together.



Bird Nesting Ball

Materials:

Plastic net tubing or bag that vegetables come in

Piece of cord as long as your arm

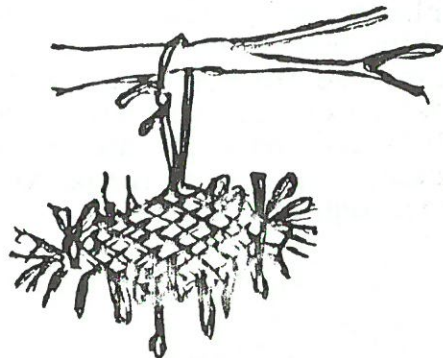
Scraps of thread, yarn, string, and tissue

Put scraps of thread, yarn, string, and tissue inside net tubing.

Squeeze ends of tubing together and secure with twister on each end.

Put cord through one piece of net tubing and tie ends of cord together. Hang it to a tree or bush.

Birds use the scraps as nesting materials.

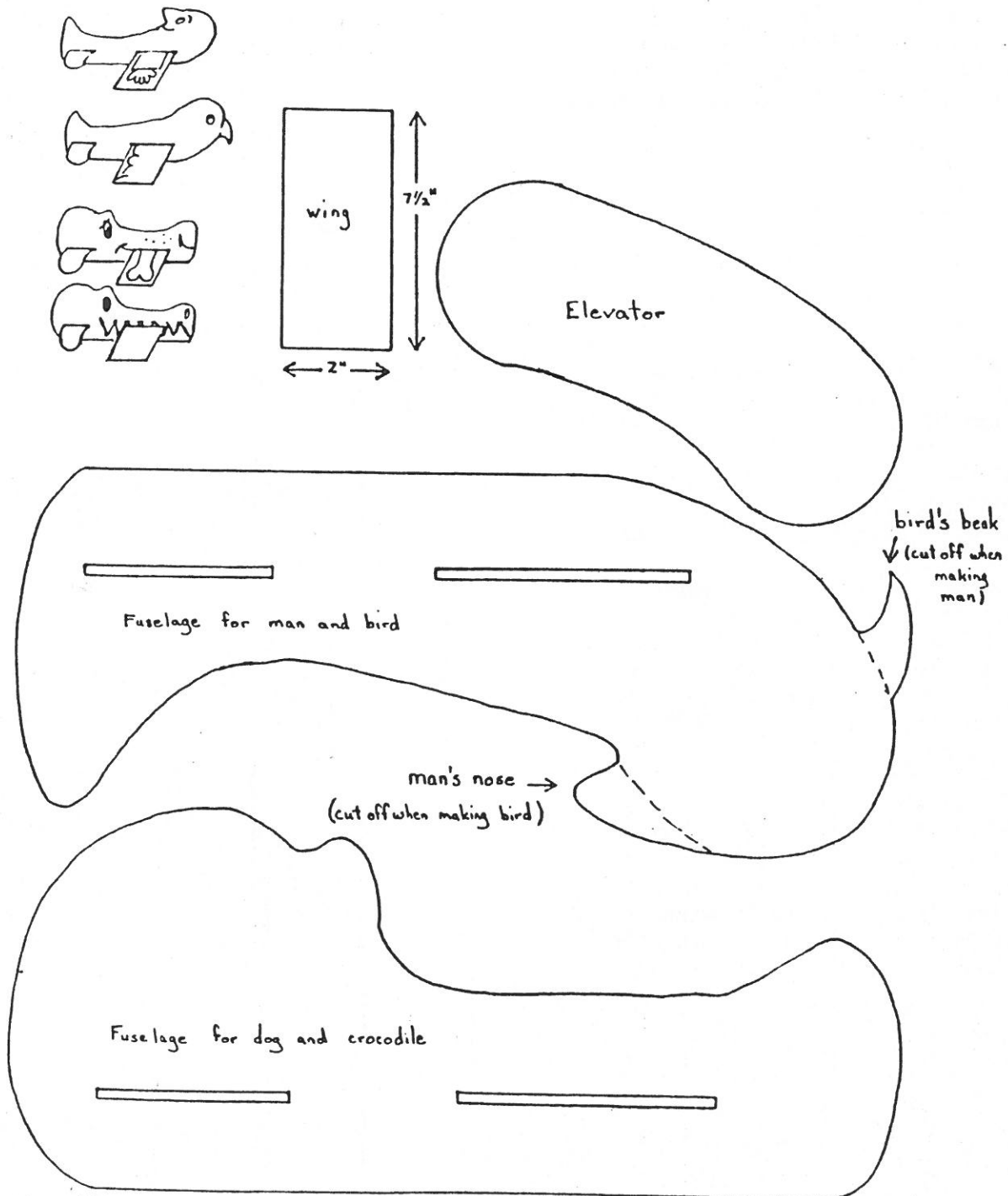


Flying Critters

Materials:

Paper clips Scissors
Foam or pulp meat trays
Felt tip pens, crayons, or paint

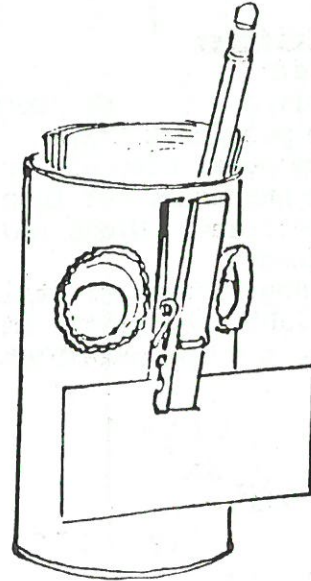
1. Using patterns, cut fuselage, elevator, and wings for each flying critter from meat trays. Wings and elevator pattern are the same for all; fuselage is different.
2. Cut snug-fitting slits in fuselage to insert wings and elevator.
3. To weight the critter for smooth flying, attach a hair clip to two, or three paper clips near bottom front.



Message Bird

Materials:

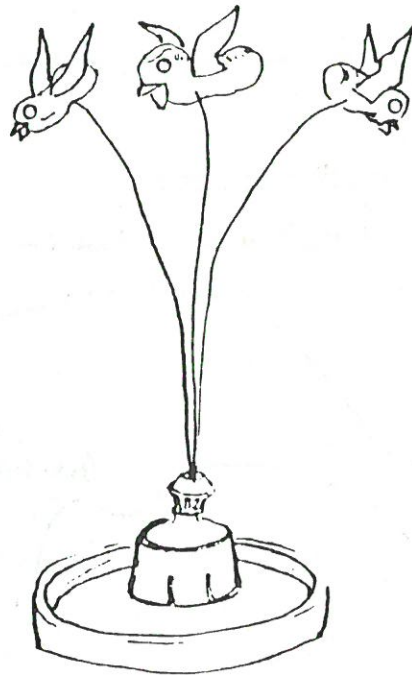
Clamp clothespin 2 bottle caps
Yellow paper Paint
12 oz. frozen orange juice can
Wash can and let dry. Paint outside of can with acrylic paint. Let it dry and then glue clothespin in place for bird's beak. Glue a bottle cap on each side of beak for eyes. Cut 2 circles from yellow paper and glue them on caps for pupils. Put a pencil and paper inside bird and keep by the telephone. Bird's beak holds messages.



Spring Birds

Materials:

Glue
Colored paper Long wires
Small jar lid Paint
Top of squirt bottle of liquid detergent
Plastic foam packing "worms"
Paint each worm a bright color and cut beaks, eyes, and wings from colored paper and glue in place. Cut 5 pieces of thin wire 8" long. Dip an end of each wire into the glue and poke it into the bottom of one of the birds.
To make base, glue top of squirt bottle to jar lid. Paint base. Open squirt top and poke ends of wires with birds on them inside cap. Close cap and secure it with dab of glue on top. When glue has dried, arrange birds by bending wires.





MAY
OUTDOOR
ADVENTURE

CEREMONIES

OPENING:

Cubmaster: As our opening today, I would like to present the Outdoor Code:
As an American, I will do my best to:

1st Boy: (Carries a poster of trash) Be clean in my outdoor manners. I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

2nd Boy: (Carries a poster of fire) Be careful with fire. I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

3rd Boy: (Carries a poster of a wild animal) Be considerate in the outdoors. I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

4th Boy: (Carries a poster of a forest) Be conservation minded. I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands and wildlife, and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.

Cubmaster: Let us keep this pledge in mind as we enjoy our day in the outdoors today. Den ____ will present the colors.

CLOSING:

(Everyone should be given a small twig (toothpicks) prior to ceremony. The sound of a tom tom is heard. Akela the Indian Chief is sitting at a camp fire. Medicine Man enters slowly and majestically carrying a peace pipe and stands beside the fire. He raises his hand in the Cub Scout sign at which time a loud crash ends the beating of the tom tom. Medicine Man lights the peace pipe at the campfire and walks slowly to East, West, North and South, lifting the pipe high in the air at each point. He passes the peace pipe to Akela and stands at his left, arms folded. Akela rises and raises pipe as he speaks).

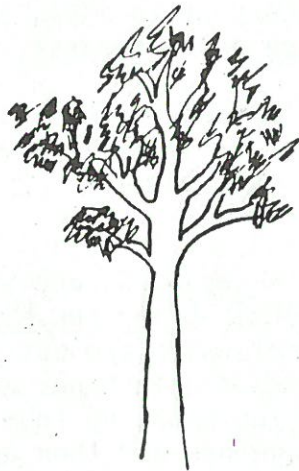
Akela: The spirit of Cub Scouting burns here as it does in the hearts of Cub Scouts everywhere. May it continue to burn brightly in your hearts during the weeks to come as you leave our pack meeting. Please stand and follow my actions.

May the Great Spirit (make Cub Scout sign -- as words are spoken, fingers make small circles like rising smoke) bring sunshine (make sign for sun -- index finger and thumb form circle with arm out to right) into my heart (place hand over heart) now (put both hands along side, palms facing forward) and forever more (bring hands up from sides with palms up) in great measure (bring palms together and then apart as if measuring).

(cont.)

OUTDOOR CODE - OPENING OR CLOSING

- Personnel: Leader in uniform, Song Leader, Pack
- Equipment: United States flag, mimeographed copy of Outdoor Code for each Cub Scout and parent.
- Arrangement: Leader emphasizes the importance of right attitudes toward the natural resources of our country. Leader then uses the Outdoor Code as a responsive reading, with the Pack giving the response. All sing "God Bless America" as flag is held aloft.
- Leader: As an American, I will do my best to be clean in my outdoor manners--
- Pack: I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and barbage out of America's waters, fields, woods, and roadways.
- Leader: Be careful with fire--
- Pack: I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.
- Leader: Be considerate in the outdoors--
- Pack: I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.
- Leader: Be conservation-minded--
- Pack: I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.
- Song Leader: Let us close/open by singing "God Bless America."



DUST DEVIL DERBY

Divide den into two teams and give each player a paper bag. Each team has a broom. On signal, the first player on each team blows up his bag and twists the opening as tight as he can to keep it inflated. He then places it on the floor and uses the broom to sweep it into a box lying on its side 12 to 15 feet away. Continue until all bags are in the box. When his bag is in the box, he runs with the broom to the second player, etc.

MEASURING WORM

Players lie on their stomachs at the starting line. On signal, they draw their legs up under their bodies and fall forward again on their hands. Continue in this measuring inch worm fashion to the finish line.

HORSEBACK WRESTLING

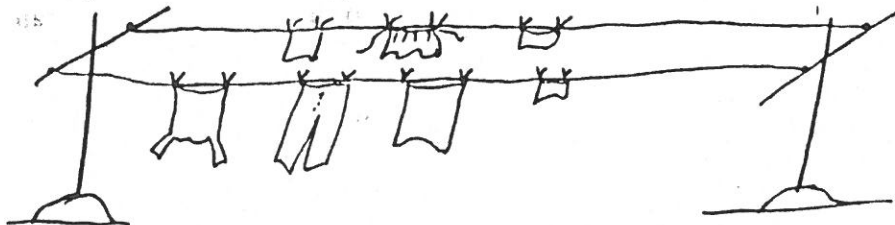
In this game one-half of the boys will be riders and the other half horses. The rider, when astride his horse, will use nothing but his legs as his support during maneuvers. His hands will at all times be kept free and will not touch the horse. It will be the object of the latter to balance his rider properly, so that at the word "go" the riders will come to combat in a form of wrestling, with the object of dismounting one another. The winners are later assembled for competition among themselves. This game may also be reversed by having the riders become the horses as soon as one has been successful in dismounting the other. A bout is won and ended when any part of the opponent's horse or rider touches the ground, except, of course, the feet of the horse.

OLYMPIC TORCH RELAY

Players line up in relay formation. The leader of each team holds a pin pong ball balanced on top of a roll of newspaper. On signal, he runs to goal line and back to his team, passing the torch on to the second player and so on. If the ball drops, the runner must return to starting line.

HANGING OUT THE LAUNDRY

This is a game for the whole family. Provide each family with a paper bag. In the bag are a length of clothesline, 19 clothespins, and 10 sheets of wadded paper. On each sheet of paper is written one of the letters spelling "Outdoor Fun." Tell the families that they are to hang out their laundry in a certain order. Do not tell them what that order is. They must figure that out by themselves. On signal, the families must open their bags. They must find a place to tie their clothesline, then they hang out the laundry. The first family to spell out "Outdoor Fun" is the winner.



BALLOON RACE

This game needs 4 boxes, a bunch of balloons, and a cardboard paddle for each boy. Divide the boys into two teams. Give each boy a paddle (you could get by with two). The starting line is about 30 to 35 feet from the finish line. At the starting line you need two boxes full of balloons (same number in each box). At the finish line are the empty boxes. The first player from each team takes a balloon and a paddle and bats the balloon down to the finish line and into the box, then runs back and tags the next player, who does the same. The first team to get all their balloons into the box wins. To make it more interesting, have them repeat the action back to the starting line.

PILLOWCASE RELAY

Divide into relay teams, facing each other. The first player is given a pillow in a case. When the signal is given, he must remove the pillow from the case and replace it. Then he passes it to the next boy, who does the same and so on down the line. Team to finish first, wins.

ADVANCEMENT BASEBALL

To start the game, appoint or elect two managers who choose teams. Any number can play. Rules: one team takes the field. The team at bat sits on bench and sends "batters" up one at a time. Pitcher asks questions. Batter tries to answer. If wrong, he's out--if correct, he goes to first base. If second batter "hits" (answers question correctly), he goes to first base, while man on first advances to second. Runs are forced in. Three wrong answers retire the side. Teams change places. Game continues for seven innings.

POTBALL

For this game you will need 3 old cooking pots and 3 tennis or rubber balls. A short line known as the throw line is drawn on the ground. The first pot is placed about 10 feet from this line. The second is placed about 1 foot beyond the first and the last is put 1 foot beyond that. Players take turns standing on the throw line and bouncing the balls into the pots. Each player throws three balls. One point is scored for a ball landing in the first pot, two for the second pot and three points for a ball in the third pot. Winner is the first boy to get 14 points.

KICKBALL BASEBALL

Kick baseball is an example of an athletic game that can be played at an outdoor pack meeting by a group. It is played much like our national game of baseball. A pitcher rolls a soccerball or basketball underhand along the ground. The kicker (the batter) uses his foot instead of a bat. The runner may be hit with the ball while running bases or may be put out just as in regular baseball. The pitcher must roll the ball easily so that the kicker can successfully kick every pitch. The object of the game is to keep the action going constantly. There is no such thing as a wild pitch.

DRINK A CUP

Give each contestant a paper cup half full of water. They then run to the finish line with the cup, turn and face the starting line, kneel down, put the cups between their teeth and their hands behind their backs. They then lean back and drink the water, which they spill slowly into their mouths, while holding the cups firmly in their teeth; when the cups are empty they run back to the starting line, hands behind their backs, cups in teeth. The next boy does the same and so on. First team finished wins.

IZZY DIZZY

Teams line up in relay formation. On signal "go" the first Cub in each team runs forward to a line, puts one finger on the floor and circles around the finger, four turns, he staggers back and touches off the next Cub on his team and so on until all have run. First team to finish, wins.

FROG AND CRAB SHUTTLE RELAY

Relay teams are divided in half: half of the boys are frogs and the other half are crabs. At signal, the first frog from each team springs forward in a squat position lighting on his feet, balancing on his hands and bringing his feet back under his body. He continues this leap procedure until he reaches the other side of the room where the crab members of his team are waiting. He touches off the first crab who crawls back on all fours with his back to the ground and touches off the second frog.

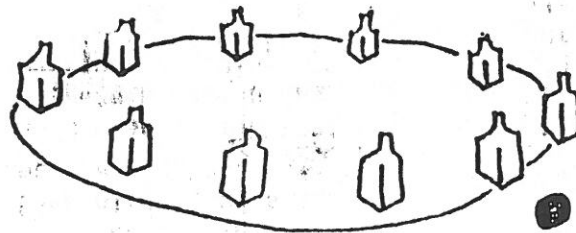
WATER AND JUG RELAY

Equipment: 2 - 1 gallon plastic jugs; 2 - 6 or 12 oz. Coke bottles or equivalent; 2 large water buckets (filled with water); 2 small funnels; and 2 paper, tin or plastic cups.

Form two parallel teams. In front of each team is an empty one gallon plastic jug. In front of each team, about 25 or 30 feet away is the full water bucket, funnel and cup. First boy on each team is handed an empty coke bottle. On the word "go" he runs down to the water bucket, puts the funnel in the bottle and proceeds to fill the bottle with cups of water. When the bottle is filled, the boy runs back and pours water from the bottle into the plastic jug, gives the empty bottle to the next Cub in line. This continues in the same manner until one of the teams has filled their jug.

RICHOCHET

Set up 10 plastic milk bottles in a circle about 5 feet away from a wall. Have a starting line about 20 feet from the wall. Have each player throw a ball (about the size of a kickball) at the wall so it will ricochet off the wall and hit the bottles. The player is disqualified if he hits the bottles directly. The winner is the player who knocks down the most bottles.



LOG ROLLING CONTEST

Materials needed: 2 xardboard cylinders 3 3/4" in diameter by 11" long; tow 3/4" square or round sticks about 30" long.

Construction: Cardboard rug tubes or oatmeal boxes may be used for the logs. Cut tubes to proper length. Cover ends with brown paper and glue into position. Wood grain effect may be added by using black felt pen.

To play: Two or more players roll their logs from a starting line to the finish line with their sticks. Logs may not be touched with their hands. Players stay behind their logs. First across the finish line wins.

SKEDADDLE

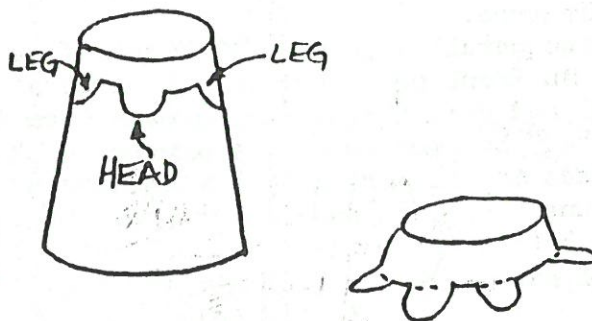
Two teams face each other, each fifteen feet from a center line and count off. Nature objects are placed on the center line and called out, so that all hear the name of each at least once: sugar pine cone, burr, maple leaf, fireweed, granite rock, spruce wood and so on. There should be about ten objects. The leader then calls off the name of one object and a number. Players with that number race to the center. The one who gets the object tries to get back to his line before the other tags him. If not tagged, he scores two points for his team; if tagged, one point. The object is returned to the line and play begins again; score for the game is twenty-one or as decided.

BALLOON BOUNCE

For this game, use water balloons. Partially fill the balloon with water then inflate. Place the balloon on an outdoor chair. Each player sits on the balloon, bouncing up and down until the balloon breaks. Count the bounces; the player with the least bounces is the winner.

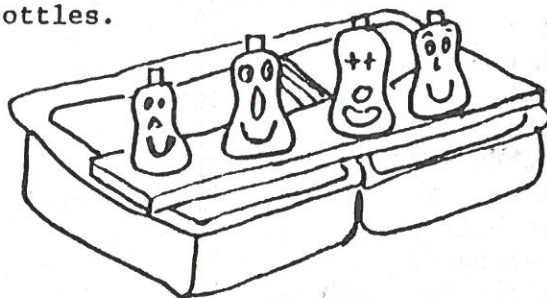
TURTLE RACE

Invert a paper cup and cut it, as shown, to make a turtle, bending out the head, tail and legs. Each player gets a dishpan of water and a turtle. At a given signal, the players put their turtles at an established starting point in the dishpan. Then, using lung power alone, they blow the turtle around the sides of the pan until it is back at the starting point. The one to complete the course first, wins.



DUNK THE CLOWN

Paint clown heads on four pint-size plastic bottles. Fill two dishpans with water and place them together. Place a board across the two pans with the clowns lined up on the board. Using 5 water-filled plastic bags or balls, each player tries to knock the clowns in the water. The player who dunks the most clowns wins; have play-offs, if necessary.



COUNT TO TEN

All players stand on one line except one player, who is IT. IT stands with his back to the other players on a line about 30 to 35 feet from the starting line. IT counts to ten as fast and clearly as he can. While he is counting, the other players advance as far as they can, but putting one foot directly in front of the other (heel-toe). At the count of ten IT turns around. Everyone freezes. If someone moves he starts all over again. The first player across the finish line wins.

BICYCLE RODEO EVENTS

1. Simple Relay (Team Race)

Winners - 5 points
Losers - 2 points

- A) Team competition by age group. Four lanes used - approximately 50 yards. Teams are divided into 2 groups for first lap and second lap segments.
- B) From a dead start, teams peddle 50 yards on first lap then tag team partner when crossing line, then partner peddles 50 yards on second lap to tag team partner when crossing line. Repeated until all members of teams have completed a lap.

2. Coasting Race (individual)

1st place - 15 points
2nd place - 10 points
3rd place - 5 points
others - 2 points

- A) Individual competition by age groups. All lanes used - approximately 50 yards.
- B) Individuals start approximately 10 feet behind official start line and peddle to official start line then remove feet from peddles and coast as far to end of course and return if possible, without peddling or touching feet to ground.

3. Newspaper Relay (Team Race)

Winners - 5 points
Losers - 2 points

- A) Team competition by age group. Four lanes used - approximately 50 yards. Teams divided into 2 groups for first lap and second lap segments.
- B) Same course as in Simple Relay except the transfer of a newspaper is used instead of a tag from one team member to another.

4. Snail Race (individual)

1st place - 15 points
2nd place - 10 points
3rd place - 5 points
Others - 2 points

- A) Individual competition by age group. All lanes used - Approximately 50 yards.
- B) Individual peddles as slow as possible to finish line without stopping and without touching feet to the ground.

BICYCLE RODEO EVENTS
(continued)

5. Speed Race (individual)

1st place - 15 points
2nd place - 10 points
3rd place - 5 points
others - 2 points

- A) Individual competition by age groups. All lanes used - course as specified.
- B) From a dead start individual peddles around course as fast as possible to finish line.

6. Shoe Scramble Race (individual)

1st place - 15 points
2nd place - 10 points
3rd place - 5 points
others - 2 points

- A) Individual competition by age group. All lanes are used - course as specified. All individuals place right shoe in circle at halfway point in course.
- B) From dead start individuals peddle to halfway point and find right shoe, put it on and lace it up and remove left shoe, the continue to finish line.

7. Parent - Son Race (individual and parent)

1st place - 15 points
2nd place - 10 points
3rd place - 5 points
others - 2 points

- A) Parent and Individual by age group. All lanes are used - course as specified. Divided into 2 laps, first lap - parent, second lap - son.
- B) From dead start parent peddles to complete first lap, gets off bike, son peddles to complete second lap to finish line.

8. Straight Line Race - Obstacle Course (individual)

Points based on all individuals starting with _____ points. One point removed for each obstacle knocked over or moved out of line.

- A) From dead start individual peddles through winding obstacle course to finish.

MINIATURE GOLF

You'll need long nails with large head, shallow cans, light weight cardboard, tape, glue, paint, gallon milk cartons, heavy cardboard, paper fastener, 3 t v dinner trays, yarn, darning needle, a gallon round plastic bottle, clip clothespin, colored paper and a coat hanger.

If you want to leave the course set up in all kinds of weather, use waterproof cartons or cover any cardboard with aluminum foil or adhesive-backed plastic.

Paint and decorate the finished structures. Set them in front of the holes. To anchor the structures securely to the ground, use long nails, push them into the ground all the way, so they won't get in the way of the golf balls.

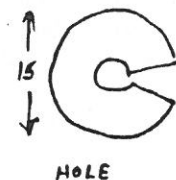
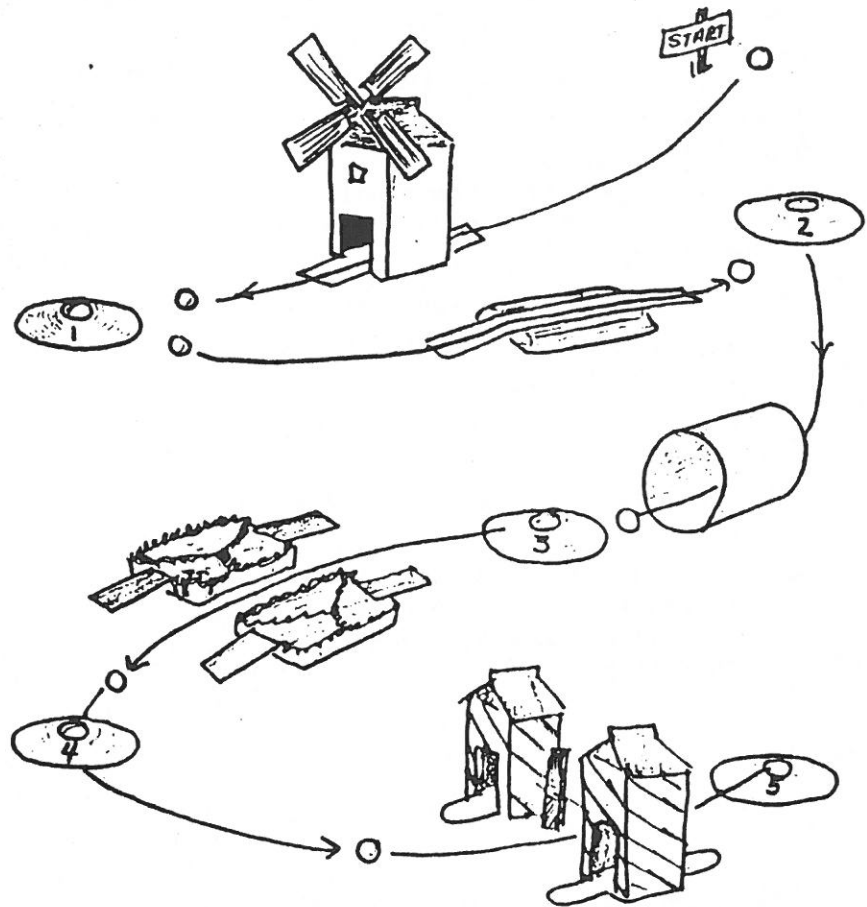
To make the golf holes, set shallow cans just below the ground level. For portable holes above the ground, make ramps with holes in the center. To do this, cut a 15" circle from light weight cardboard; cut out a 4" wedge from one side and a 4" circle from the center. Tape the cut edges of the wedge together on the underside.

Windmill: Remove handle from gallon milk carton and staple or tape opening shut. Cut vanes from cardboard. Punch holes in center of vanes and insert paper fastener. Glue prongs of paper fastener on either side of peak at top of carton. Draw door on front and back of carton. Cut doorways along sides and tops to make flaps. Fold down flaps to make ramps, and nail them to the ground. Hit ball through doors of windmill and then into hole number 1.

Bridge: Invert a foil pan. Use heavy cardboard to make ramps, 3" wide and 6" long. Tape ramps to top edge of inverted pan. Glue cardboard paths on top of bridge. Hit ball up ramp, across bridge, and down other ramp.

Tunnel: Cut off both ends from a gallon round plastic bottle. Hit ball through tunnel.

Swamp: Paint two foil pans black. Thread green yarn on a darning needle. With needle, punch holes along rims of trays and make loops of yarn for grass. Make ramps for both swamps as for the bridge. Place swamps about 5" apart and fill with water. Hit ball between swamps; if you don't it'll land in swamp for a two stroke penalty.



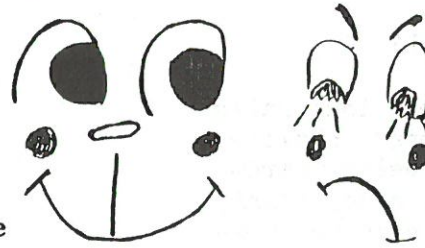
Rockcraft Designs - When you walk through the woods or along the seashore, look for nicely shaped rocks. You can make them into bookends, paperweights, or funny little faces.

Try to find stones with flat bottoms. Round with flat bottoms make heads for animals or people. Lumpy stones are fun, too.

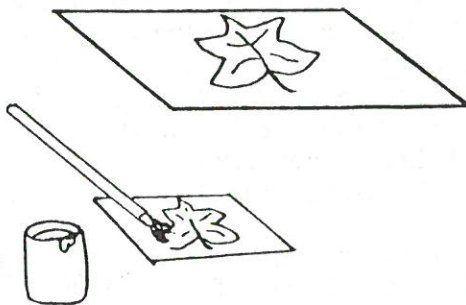
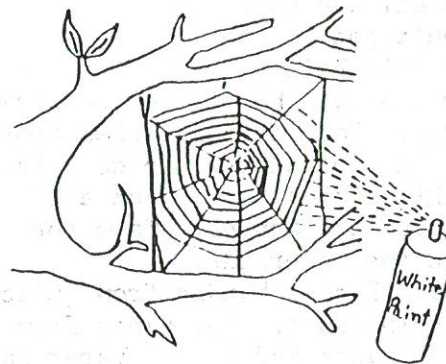
Look at a stone and think about it before you paint. A little bump, hole or edge may be just what you need for a nose, ear or an eye.

When you have planned your design:

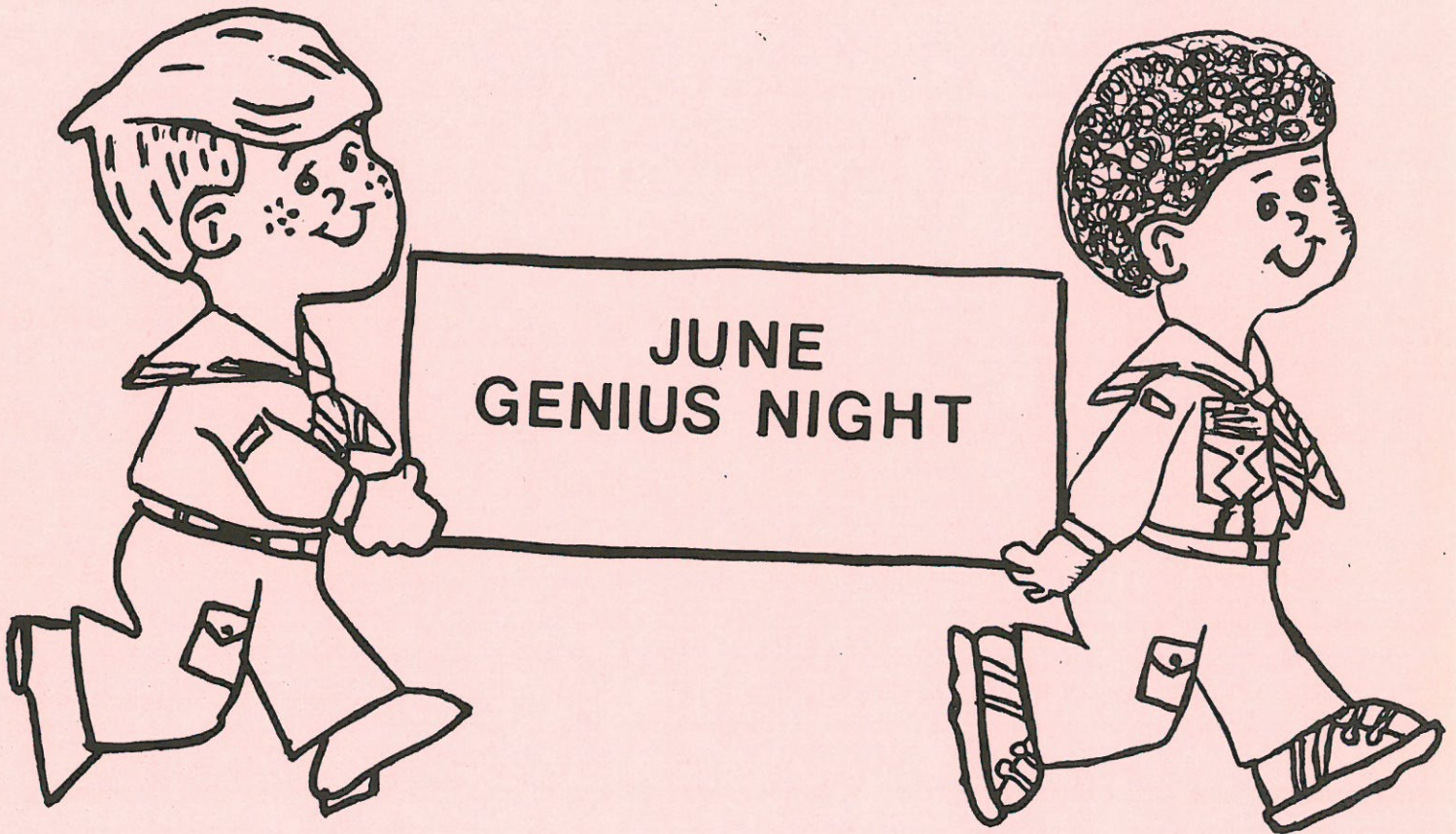
1. Wash stone, then paint it with coat of sizing.
2. Paint stone with one color of enamel paint.
3. Add face or design with a different color of paint.
4. For a bookend, doorstep or paperweight, glue felt, cork or a thin piece of sponge to bottom.



Spider Web Prints - Spray the web very carefully with white paint. Place black paper behind the web. Then break the support lines attaching the web to the branch, fence, etc. Protect it with clear plastic.



Leaf Placemats and Coasters - Use white blue to attach leaves to heavy white paper. Weight until dry. Brush with two coats of varnish or plastic finish, or cover with clear contact paper.



OPENING

CUEMASTER: Ladies and gentlemen; on behalf of the Cub Scouts and leaders, welcome to your pack meeting.

As one can see by the den displays, our theme this month is Genius.

The boys have been exercising their creativity and the leaders have been supporting each other's morales with that adage: "It's not what the boy does to the board, but what the board does to the boy!"

At this time, I will light the candle that represents the Spirit of Cub Scouting and will let it burn throughout our meeting to remind us of our overall purpose in this program of Cubbing.

To the parents and leaders, let me say that we, too, have been geniuses of sorts. We are endeavoring to build good men from good boys.

I have here four candles. With the "Spirit" of Cub Scouting, let me ignite the first to represent the genius, you the parents and you - the adult leaders. The second represents the material, the Cubs whom you strive to mold into masterpieces of srt; good men of tomorrow. The third and fourth candles represent the various tools you use to build these men; let's call them Citizenship, Training and Character Development.

May I remind you to work carefully but not slowly. We have the material available and the world is in dire need of the finished product. If you make a mistake or if the material is not easily worked, be careful. Make the corrections carefully and with patience. We cannot afford to lose a single product.

Boys, do your part by responding readily to these geniuses. When a builder see progress, he is urged ahead. We need the builders, too.

OPENING

Need: 6 poster boards with the letters G-E-N-I-U-S printed large and the message each boy is to bread on the back



G Great, Grand
E Exciting, Educated, Explorer
N New, Neat
I Interesting, Intelligent
U Unusual, Unique
S Super, Sensational, Smart



These words all all apply to geniuses, but a genius can only be known by his ace accomplishments, so let's get on with the pack meeting so we can show our stuff !

CEREMONIESOPENINGS

GENIUSES IN HISTORY

Arrangement: Seven Boys - one acts as narrator
the other six hold cards with the
letters G - E - N - I - U - S

Narrator: 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: (Holds up G card) Gutenberg invented moveable types of printing presses so that more people could have books to read.

2nd Cub: (Holds up E card) Edison gave us the lightbulb, the phonograph, storage batteries, and many other things we regard as necessities today.

3rd Cub (Holds up N card) Newton's studies of gravity and light started many other geniuses on their way.

4th Cub (Holds up I card) Irving's stories have enchanted young and old for years.

5th Cub: (Holds up U card) Urey's discoveries in chemistry and nuclear power will be used for generations to come.

6th Cub: (Holds up S card) Scouting's founder, Lord Baden-Powell, developed a plan for using the genius of every boy.

LIGHT UP YOUR LIFE

Arrangement: A single light bulb is illuminated in the front of a darkened room.

Cubmaster: This light bulb is a pretty commonplace thing to people these days. But it's a fitting symbol for our Pack's Genius Night because of what it represents. Its inventor, Thomas Edison, was recognized as a genius--one of the great inventors of all time. But even more, he represented what you can accomplish if you remember to live up to that part of the Cub Scout promise that says you will Do Your Best. Even if you don't invent a better light bulb, I hope each one of you will do your best, and not stumble around in the darkness, complaining about what everyone else is doing.

Turn up the house lights. Color guard posts the colors and leads the Pledge of Allegiance.

GENIUS NIGHT

BOY GENIUS

Setting: Five uniformed Cub Scouts line up in front of the room and speak the following lines. They may hold posters with representative pictures on them.

CUB #1: Everyone cannot be brilliant, everyone cannot be smart.
I may not be a genius, but I can build a neat go-cart.

CUB #2: 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.

CUB #3: I can't solve a chemical equation or explain Newton's
rule,
But I can make a peanut butter sandwich that will
really make you drool.

CUB #4: 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!

CUB #5: Good Night!

CLOSING PRAYER

Ask Cub Scouts and their families to form a large circle and hold hands. The Cubmaster then reads the following prayer which was broadcast to earth by astronaut Frank Borman, while on a moon orbiting mission.

Give us, oh, God, the vision which can see thy love in the world in spite of human failure. Give us the faith to trust thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding in our hearts, and show us what each one of us can do to set forward the coming of universal peace.

CLOSING THOUGHTS

What you are is God's gift to you. What you make of yourself is your gift to God. Make it a good gift.

Work while you work.
Play while you play.
One thing at a time, that is the way.
All that you do,
Do with all your might.
Things done halfway are not done right.

GENIUS CLOSING

NEED: A two or three-foot length of rope or heavy cord for each Cub Scout

NARRATOR: We have seen tonight that we are all geniuses in our own right. It makes you mighty proud, doesn't it? And we all should be proud of our accomplishments and abilities. We should never forget though that we all depend on other people and our greatness does not come out till we can be great with and for other people.

Would all the Cub Scouts come and make a circle. Take a piece of rope, each of you, and tie it to the rope of the person on your left with a square knot. Joining with other people makes you a better person.

Hold your rope with your left hand and make the Cub Scout sign with your right hand and let's say the Promise together and pledge ourselves again to the ideals of Cub Scouting.

CLOSING THOUGHT (Stick-to-it):

One of the hardest things for anyone to do is to stick to what he knows is right while his friends are coaxing him or his enemies are threatening him to do the opposite. A Cub Scout does his best.

CLOSING THOUGHT (Knowledge):

A boy does what he knows; he's what he does; what he's going to be, he's becoming.

CLOSING THOUGHT (God's Gift):

What you are is God's gift to you. What you make of yourself is your gift to God. Make it a good gift.

GENIUS ADVANCEMENT IDEAS

Find a cardboard carton large enough to hold a Boy Scout. Equip carton with imitation levers and dials. The inventor explains he will demonstrate his Genius Machine. He will drop in cards with requirements, the hidden boy will hand out the badge for each rank. Finally, the highest rank is reached and the Boy Scout pops out to exchange the scarf of the graduating Scout.

Another idea for advancement, the Cubmaster dresses as a professor. He or the advancement chairman give out awards that look like diplomas.

As each boy receives recognition (in den or pack meeting) for advancement, let him give his own idea of a genius. What...why...how...where...

GENIUS NIGHT

Little Words From Big Words

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

- | | |
|-------------------|---------------------|
| 1. Consolidate | (At least 59 words) |
| 2. Adhesive | (At least 30 words) |
| 3. Belligerent | (At least 21 words) |
| 4. Intolerable | (At least 37 words) |
| 5. Emphatic | (At least 48 words) |
| 6. Hieroglyphics | (At least 20 words) |
| 7. Intelligent | (At least 27 words) |
| 8. Captivate | (At least 36 words) |
| 9. Ingredient | (At least 17 words) |
| 10. Tabulate | (At least 22 words) |
| 11. Miscellaneous | (At least 53 words) |
| 12. Sentimental | (At least 39 words) |

Words And Letters

Here is a list of twelve words, each of which can be represented by a single letter of the alphabet. See if you know the letters.

- | | |
|-----------------------------|-------------------------|
| 1. An insect | 7. A printer's measure |
| 2. A beverage | 8. An organ in the head |
| 3. An exclamation | 9. A vegetable |
| 4. A river in Scotland | 10. A puzzle solver |
| 5. A question | 11. Deep and wide |
| 6. A line of waiting people | 12. Forever |

Answers:

- | | |
|--------------|-------------|
| 1. B - bee | 7. M - em |
| 2. T - tea | 8. I - eye |
| 3. O - Oh | 9. P - pea |
| 4. D - Dee | 10. U - you |
| 5. Y - Why? | 11. C - sea |
| 6. Q - queue | 12. A - aye |

Riddle: What can you hold without touching it? Answer: Your breath.

Why is your heart like a policeman? Answer: It follows a regular beat.

How do you write to a fish? Just drop him a line.

GENIUS NIGHT

The Genius Scramble Relay

Write the letters GENIUS on separate pieces of cardboard or paper making two sets of them. Divide the den into two teams. At a given signal, the first member of each team races to point where the letter cards are all scrambled in a pile. He picks up any letter desired from pile and picks up pencil beside it and writes any word beginning with the letter he picked up writing it on the paper with the large letter and then he races back to tap the next boy in line. They all take turns doing this until all the letters have at least one word written on it. If a boy cannot think of a word beginning with one of the letters not yet used, he may write a different word than has been used on some previously used letter. However, he cannot come back and tap next in line until he has written a word and the team cannot complete the relay until every letter has at least one word written on them. The first team to do so and lay the word GENIUS out in a line thus showing that each letter has at least one word on it is declared the 'Genius' team of the day.

The Cub Scouts can have a lot of fun doing this one and won't realize they are learning the art of quick thinking and perhaps learn some new words and develop team work. To make it harder you can require two or perhaps three words on each letter. If the boys want to play it through a second time that might be a good time to make the rules a little tougher as a bigger challenge.

The Progressive Genius Kit

This could be a combination of craft project and a game and could be varied in many ways to suit the needs of your den. It can combine the fun of a game with the fun of doing a craft project and can teach the boys a lot about teamwork and the art of thinking fast and using the imagination. Give each person 2 or 3 scrap items or let him pick his own without telling them what they will be doing with them. The bigger variety you have from which to choose, the better so that they can all pick different things. Divide group into two teams. Each team sits around a table or around in a circle on ground or floor. Have available to each group, items such as stapler, scissors, glue, tape, hammer and nails etc. On a given signal the person designated as starting player combines his items in some fashion to make a project. After using all his items he then passes it to next in line who adds all his in some way using glue, nails, tape, staples etc. as needed. This continues around the team until everybody's items have been added and a completed project is in front of them, at the end of a given length of time. When a whistle or horn is blown the project is done. Then the group is to take a few minutes to make a description of their project by giving it a name and tell what it does. Here's where a boy's imagination can create some unbelievable contraptions. The explanations will be shared with the whole group which is bound to bring a lot of laughs. This could also be done in a den by pairing the boys off to do this if you have an even number of boys thus having more groups competing with each other. At the end of this everybody should get a genius award of some kind for their participation.

BOY GENIUS

Characters: 3 to 4 boys (or you can add on to make more)

Scene opens: First boy is sitting on chair or bed. Toys and clothes are scattered around the room. (you can fill in with any toys available to you.) He is in deep thought. Several of his friends have come over to see him.

They enter.

All: Hi _____! What are you doing?

1st Boy: Just thinking.

2nd Boy: Thinking about what?

1st Boy: My invention.

3rd Boy: Are you inventing something?

1st Boy: Sure I want to be famous like Thomas Edison or Alexander Graham Bell.

4th Boy: What do you have in mind? Maybe we can help.

1st Boy: Really! Do all of you want to help?

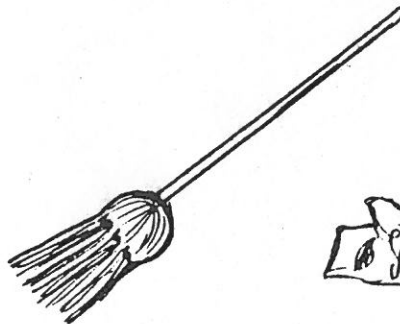
All: Sure!

1st Boy: Okay, (getting up) First of all I need a big box. _____ there's one in my closet. _____, I need two toy airplanes. _____, then I'll need some kite string. Last I need some rags. You can use my clothes for that. Okay, now put everything in the box.

(Looking around the room--then in the box.) Well, that just about takes care of it.

4th Boy: Takes care of what?

1st Boy: My invention. I just invented a way to get my room cleaned before my mom gets home.



Genius Kit:

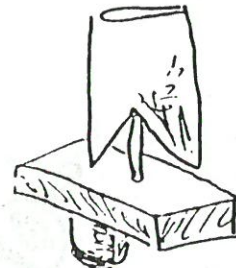
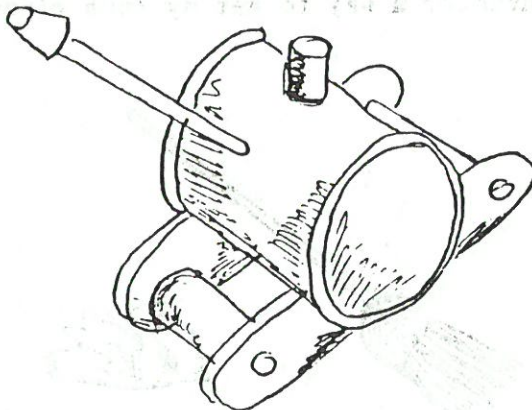
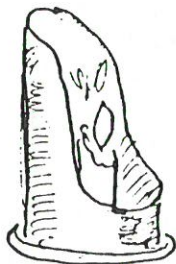
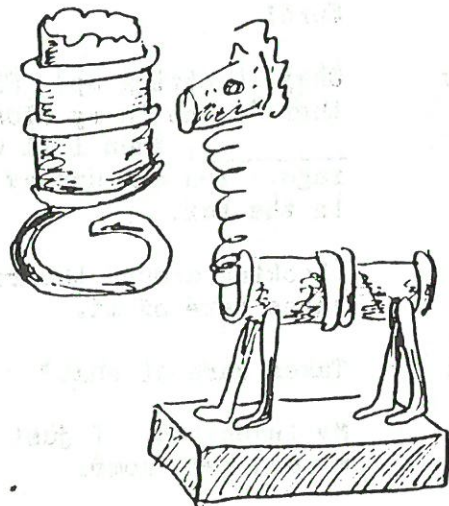
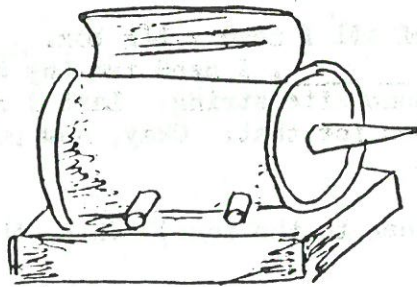
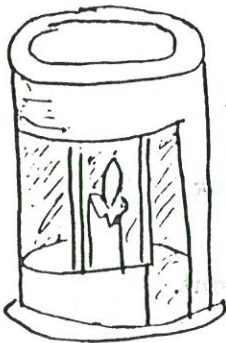
Contents of all kits must be identical. See BACKYARD U.S.A. for more ideas on the use of this kit.

Suggested items:

- | | |
|----------------------------|--------------------|
| 1 piece of cloth 12" x 18" | 1 no. 2 tin can |
| 12 inch piece 1/2" dowel | 1 wire coat hanger |
| 1 board 1X6X10 Inches | 6 pipe cleaners |
| 8 nails 1" long | 2 spools |
| 1 small tube of glue | 4 corks |
| 4 ft. of string | 12 tacks |
| 1 golf tee | 4 ice cream sticks |

Rules for Genius kit project:

1. Bring your Genius kit to the pack meeting.
2. Use only materials found in bag. You don't have to use everything, but you can't add anything.
3. You may cut dowel, board, cloth, wire or spools as needed and into as many pieces as you like.
4. You may use saw, hammer, jackknife, sandpaper, drill or any other tool.
5. Use your imagination and have fun.



Hardware Robots

You don't have to be a genius to make a robot - all you need are cans, spray can caps, nuts, bolts, or any other hardware that's handy. In no time at all, you can make a set of robots with personalities added with the hardware trim.

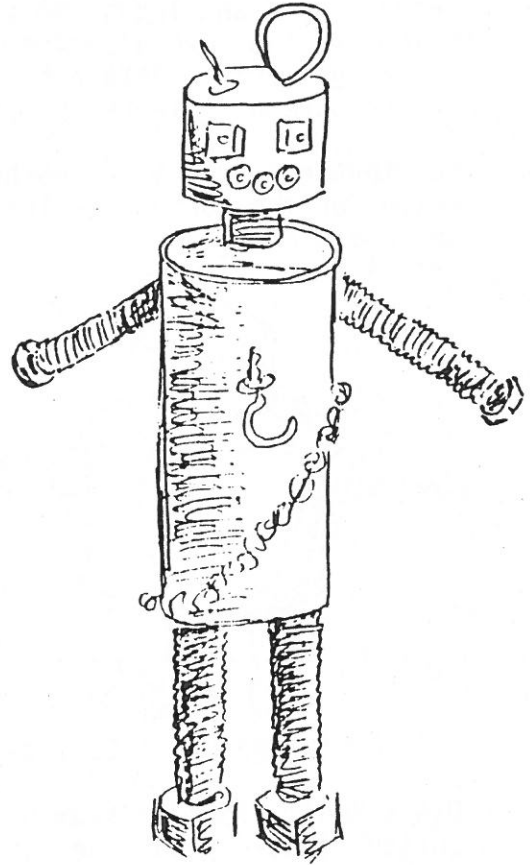
Only three robots, with instructions, are shown, but this is just to get you started. Make a robot to reflect your own individual creativity. Who knows - he just might work!

Tall Standing Robot

For his head, use an inverted spray can cap, about 2" across. Glue on a cardboard circle to cover the top of his head. For his neck, use a plastic bottle cap. For his body, use a 6-ounce cardboard frozen juice can, covering the top with a cardboard circle. Glue all three parts together and spray paint.

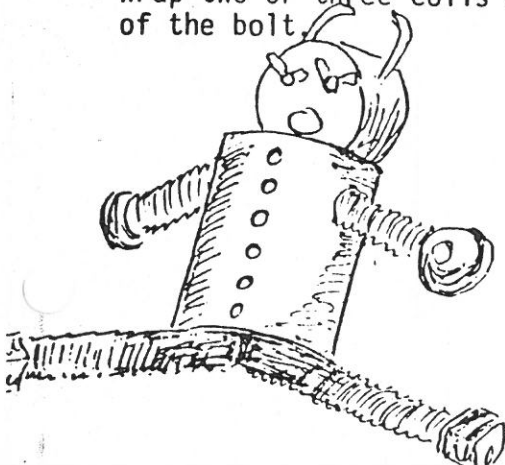
For legs, use bolts about 2½" long. Using liquid solder, attach his legs to his body, being sure he is balanced properly before assembling. For arms, use bolts about 2" long. Use a knife to make holes in the sides of the body to insert and glue the arms.

Now, for his trim. Glue on nuts for eyes and small washers for his mouth. Insert a brass ring and a right angle hook in the top of his head. On his body, insert a nut, large washer, cup hook and the ends of a length of plumber's chain.



Seated Robot

For the robot's body, use a 12-ounce cardboard frozen juice can, cut down to 3 ¾ inches high. Cover the top with a cardboard circle. For his legs, use bolts about ½" wide and 3" long. To attach his legs, use sturdy, flexible wire (about 20 gauge). For each leg, coil the wire making about 8 coils around a bottle cap, ½" wide. Insert one end of the coiled wire into a small hole made in the bottom of the body with hammer and nail; wind until two or three coils are inserted. Wrap two or three coils at the other end around the bolt leg, just below the head of the bolt.



For his head, place a spray can cap on its side, with the top facing toward the front. Glue the head to the body and spray paint the robot.

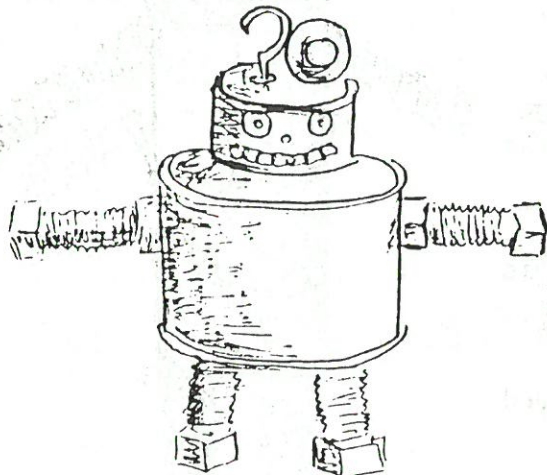
For the robot's details, glue on wing nuts for eyes and a washer for his mouth. Insert right angle hooks in his head for antennae. Glue small washers down the front of his body for buttons; insert a cup hook in his body and, if you want, hang a key on it.

Stubby Robot

A tuna or other similar round can makes the perfect body for a shorter robot. Cover the top of the body with a painted cardboard circle. Glue an inverted, painted spray can cap to his body for a head; cover the top of his head with painted cardboard circle.

For his arms and legs, use bolts about 2" long. Use a hammer and nail to make holes (making several holes to make one large hole) in the sides of his body to insert his arms. Attach his legs to the bottom of his body with liquid solder, making sure he balances properly.

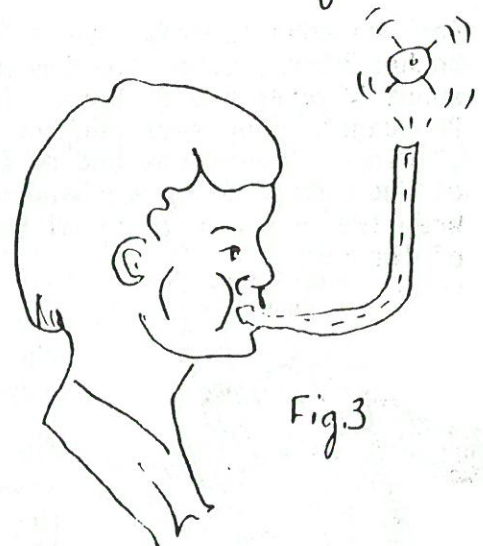
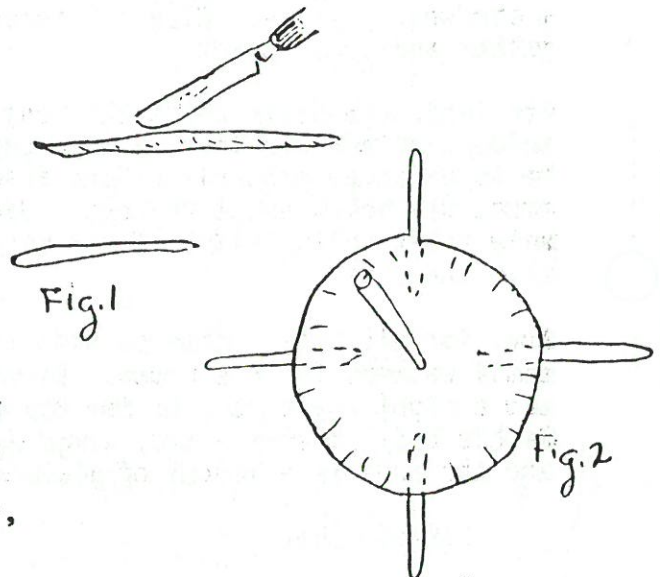
For features, use large washers for eyes, a small nut for a nose, and plumber's chain for the mouth. On the top of his head, insert a cup hook and cut a slot to insert a washer.

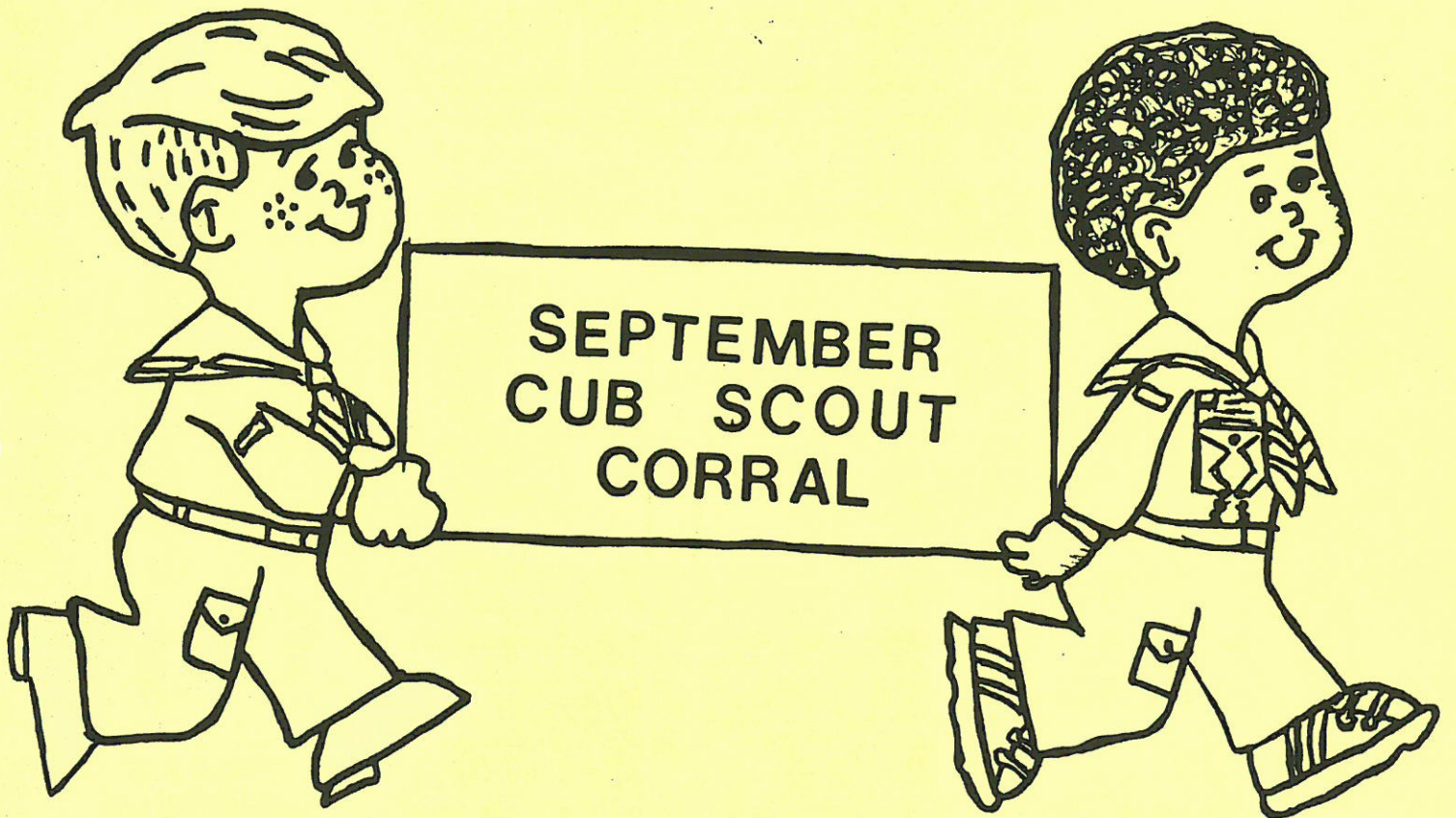


Earth Weather Satellite

Use a small block of foam plastic, a ball of cotton, fast-drying glue, six wooden matches or round toothpicks, about 6" of plastic or rubber tubing approximately 3/8" in diameter, a razor blade or a pocket knife, sandpaper.

1. Carve a ball out of the foam plastic about the size of a ping-pong ball. smooth it with sandpaper.
2. Using the matches or toothpicks, make six sticks 3/4" long and 1/8" thick.
3. Push the sticks at even intervals into the foam plastic ball.
4. To operate the satellite, place it on the tube with one of the sticks inserted in the hole of the tube. Place the other end of the tube in your mouth and blow a steady stream of air through it. (Do not blow too hard.) As the satellite slowly rises, increase the air pressure. After the ball is in the air, adjust the air stream to keep the ball afloat.







CEREMONIES

WESTERN THEME OPENING CEREMONY

Cubmaster: Good evening rodeo fans. Welcome to the Cub Scout Wild West Rodeo. Like any rodeo, we have thrills and chills, feats of daring, and best of all, we have a grand entrance. (Dens of Cub Scouts dressed in western costume have been waiting outside the room. They now enter and parade around the arena while recorded western music is played.) That's one of the best parts of a rodeo, with all the riders carrying their own flags. But the greatest flag of all is our own Old Glory. Let's show our respect now by rising to salute the flag of our country. (Boys in uniform advance colors and lead Pledge of Allegiance.)

WESTERN THEME CLOSING CEREMONY

Cubmaster: Rodeos started with cowboys competing in their every-day work to see who was the best at a particular job. Later, purses were gathered to make it more interesting. It has now grown into a huge national sport, and some of the contestants are still working as cowboys. They work together and help one another to grow. It is the same with Cub Scouting. We must help each other cheerfully, if we expect our pack to grow. Will you all please stand and repeat with me the Cub Scout Promise.

WILD WEST RODEO ADVANCEMENT CEREMONY

Arrangement: Boys who are to receive awards are held in cardboard corrals or chutes until time to receive their awards. At that time, a pack committee member escorts the boy and his parents to the front.

Cubmaster: Cowboys must practice and work to become the best in the rodeo world. Cub Scouts must work and learn to advance up the Scouting trail. Tonight we will honor some boys who have worked hard to reach a higher level on that trail.

We have some new cowboy Cub Scouts here tonight who have never ridden in the Cub Scouting arena before. They are brave and ready to try. They will prove themselves now. (Call names of Bobcat candidates and ask that they come forward with their parents.) Please repeat the Cub Scout Promise with me. (Present Bobcat badges and cards to parents who present them to their sons.) Congratulations! You may now ride with our pack and earn your spurs by climbing the Cub Scouting ladder.

The following boys have worked hard and lassoed the 12 achievements required to become Wolf Cub Scouts (read names). We congratulate you Cub cowboys for your fine work. (Present badges and cards to parents who present them to their sons.)

These boys rode herd and rounded up 12 more achievements and corralled the Bear rank. (read names) I congratulate you Cub cowboys and your parents. (Present badges and cards to parents who present them to their sons.) I challenge you to ride even harder and earn arrow points as you prepare to become Webelos Scouts.

The Webelos Scouts who have bulldogged the requirements for activity badges are (read names). You have bulldogged, roped and tied your way through the Cub Scouting ranks. Now may you have easy riding towards the Arrow of Light and Scouting beyond. (Present activity badges and cards to parents who present them to their sons.)

Congratulations to all of our Cub Scouts and Webelos Scout cowboys!!

THE PONY EXPRESS

The Pony Express - an exciting relay race for daring young men and fast horses.

The course is laid out (in the backyard or park) between St. Joseph, Missouri and Sacramento, California. Along the way are many of the hazards encountered on crosscountry travel in the year 1860. Divide the group into two teams and each team into two pairs of riders (one to start and the other to relieve at South Pass, Wyoming - the half way station). To give everybody a chance to carry the mail, you may want to change riders more often or run the race as many times as is necessary to use up all the players. Like any obstacle race or treasure hunt, (and this is a little of both), the route must be laid out in advance of the race. Lay the course over as large an area as possible.

DIRECTIONS FOR RIDERS:

Start at St. Joseph Post Office at the sound of the cannon. On the signal, blow up a paper bag, Break it. Mount horse and proceed at a trot to the ferry. Dismount. Remove vest carefully and hang it up. Hop to the next station.

Rock Creek: Dismount. Remove shoes and socks and hold them in your hand. Carry horse over your shoulder while you "ford the creek" by walking through the pans of water. Once across the creek, dry your feet on a paper towel. Throw towel in wastebasket. Put on socks and shoes. Mount horse and take giant steps to next station.

Fort Kearney: You are attacked by Indians and must circle around to avoid them. Turn around and around all the way to the next station.

Julesburg: You must follow a narrow mountain pass. Walk on the rope without falling off, all the way to the next station.

Fort Laramie: Go through narrow gorge by wriggling through the tire while on your horse. Walk to the next station.

South Pass: Change horses and riders. Proceed to next station at top speed.

Fort Bridger: Dismount. Sit down and eat a cracker. While the cracker is still in your mouth, whistle for your horse. Mount and continue at a gallop to next station.

Salt Lake City: Pick up a new saddle (pillow) and put it on horse. Continue on to the next station, skipping all the way.

Ruby: Dismount. Remove saddle (leave pillow at station) and walk horse to next station.

Cold Springs: Remount. Horse sees a rattlesnake. Rear up and buck to the next station.

Carson City: Dismount and put on vest left by other rider. Very rough terrain between this station and the next. Take 2 steps forward and one step back all the way.

Sacramento: (YOU MADE IT!) Dismount. Blow up your paper bag and break it to signal your safe arrival.

RULES

Measure all ponies' tails before the start of the race. Since the tails shouldn't be allowed to touch the ground, it is important that all tails be exactly the same length. If they are not, a little barbering is in order. All instruction cards should be followed exactly. Of course you can make up your own rules and vary the obstacles to suit you. The important thing is to see that the mail gets through!

When the riders meet on the trail, the one who reaches the station between them first has the right of way. The other rider must wait for him to pass through the obstacles to the next station before continuing.

Each station should be marked with a sign indicating its location and name. Since the team riding west will wear red bandanas, there direction cards should be marked with a distinguishing Red Signal Dot. Mark the west to east team's cards with Green Signal Dots to match their bandanas. West to east the course is run in reverse with the directions changed accordingly.

EQUIP THE STATIONS

St. Joseph, Missouri and Sacramento, California: Have a supply of paper bags for the starting ceremonies.

Half way between the first two and the last two stations, hang a coat hanger on a bush, clothesline or whatever is handy.

Rock Creek Nebraska: Arrange several pans of water in two parallel rows with a good supply of paper towels and a wastebasket at both ends.

Between Julesburg, Colorado, and Ft. Laramie, Wyoming: Lay a rope on the ground in a straight line from one station to the other.

Ft. Laramie, Wyoming: Suspend a tire from a tree or post.

Ft. Bridger, Wyoming: Place a plate of crackers at the station.

Salt Lake City, Utah: Have a supply of pillows at the station.

PONIES

Two for each team. Each team should make their own.

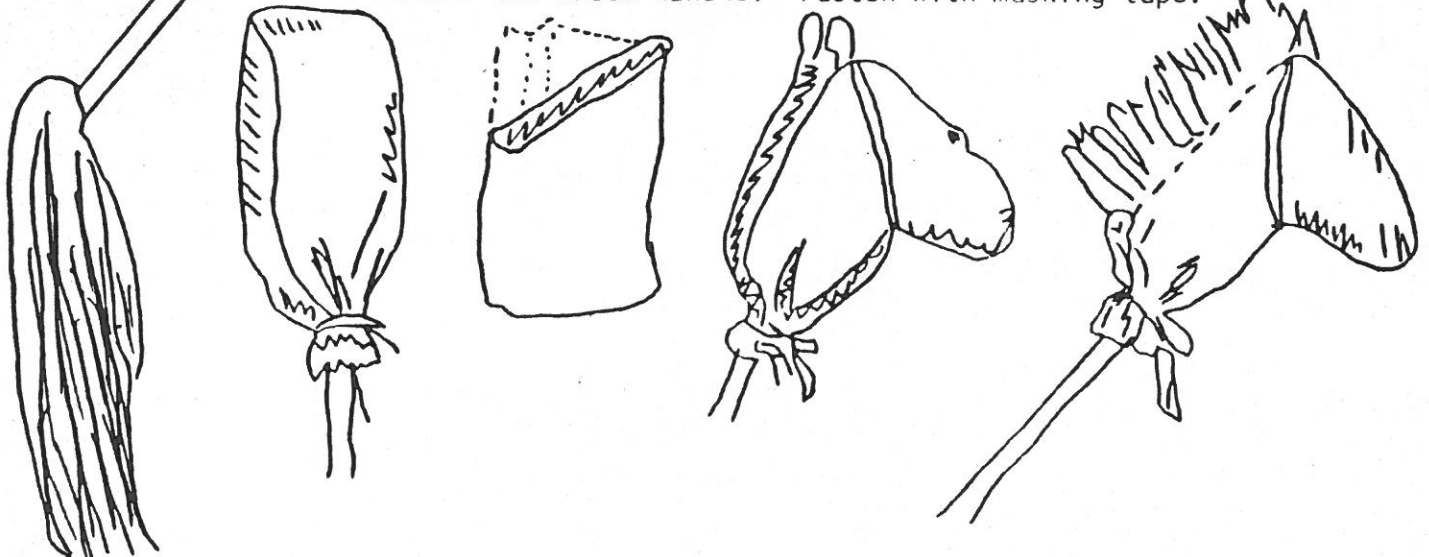
MATERIALS:

- 2 #12 paper bags
- 2 rubber bands
- 10" strip of brown crepe paper cut across the fold
- 1 1/2 yards of black crepe streamer
- 2 large gold notarial seals
- 4" square of pink and black gummed crepe
- short piece of string
- bit of masking tape
- a stapler

Slip one of the paper bags over the "business end" of a broom and gather together at the base of the handle with short piece of string. Slit the other bag half way down one side and fold under in a curve to the top of the opposite edge to make a jaw line. Slip over the first bag at an angle to form the head. Slit the top (uncut) side of the head bag about 6" and gather each side into an elastic band to form the ears. Staple head bag to neck bag at the base of the ears which you will of course trim to their proper shape. Push in the bottom of the head bag slightly like the blunt nose of a horse. Cut eyes from black gummed crepe, nostrils from pink and stick in place. Add a bridle made of the black streamer folded in half lengthwise and decorate with Gold Notarial seals.

Mane: Cut off a 48" length of the brown crepe and fold it into thirds, lengthwise. Slash a coarse fringe along one edge. Cutting with the grain to within 1" of the opposite edge. Staple the uncut edge into the pleat of the bag that forms the neck. Pull a few strands forward between the ears and staple to hold.

Tail: Fold the remaining brown crepe to make a piece 16" long. Fold over several times to within 1" of the edge and slash a coarse fringe. Shake out the "tail" and wind it around the broom handle. Fasten with masking tape.



SMOKEY'S DEPUTIES

Characters: Narrator, 3 boys in Smokey Bear costumes with "Deputy" badges, clown

Setting: Outdoor scene with cardboard trees and buses. Posters as indicated in script.

NARRATOR: Ladies and gentlemen. For the first and only time, on our stage we present a trio of performing bears directly from Yellowstone Park. (gesturing with sweep of hand) Take it away bears!

BEARS: (enter singing ... Tune: "Polly Wolly Doodle")

Oh, bears like cake, and bees like pie
And a little bit of honey is fine;
But we don't like sparks in our national parks,
And in forests of spruce and pine.

So beware, so beware,
Put your campfires all the way out.
Let the fire burn down, sprinkle water all around
Put them out without a doubt.

1ST BEAR: Listen friends. Before you strike one match in my forest, check the Forest Ranger or an adult camping guide.

2ND BEAR: Never build a fire without an adult to help you.

3RD BEAR: That's right! Remember to have a bucket of water or dirt handy, right next to the fire.

1ST BEAR: And when you're through with the fire, don't go away and leave it. No sir. Let the fire burn down. Break up the coals with a stick. Sprinkle water or dirt on the fire until it is cold.

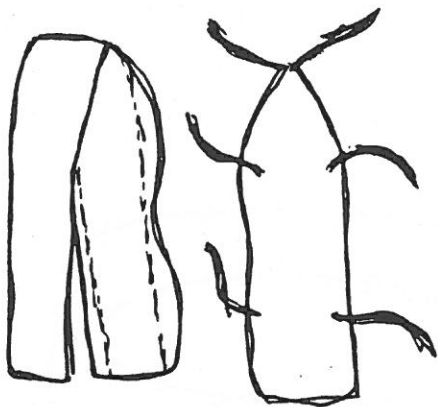
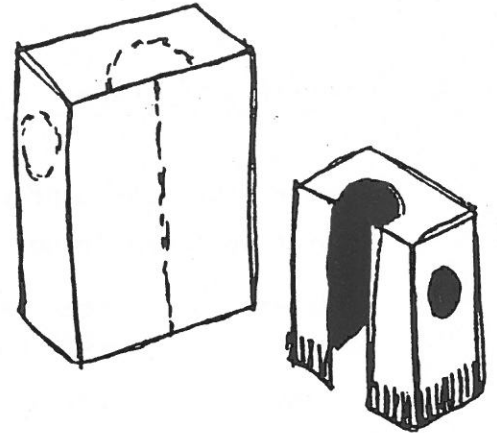
2ND BEAR: Be sure to check the fire to see that it is cold out before you leave the campsite.

3RD BEAR: Now everybody, please join us in the chorus of our song:

So beware, so beware
Put your campfires all the way out
Let the fire burn down, sprinkle water all around.
Put them out without a doubt.

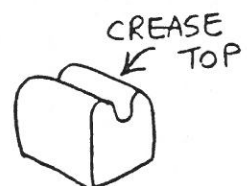
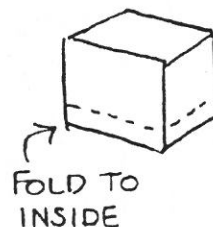
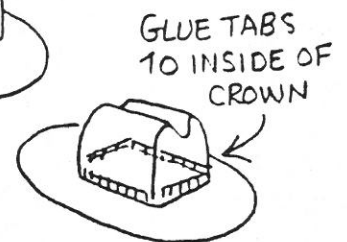
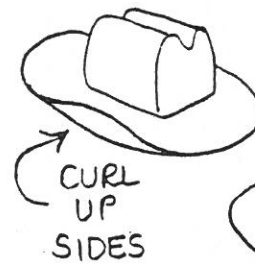
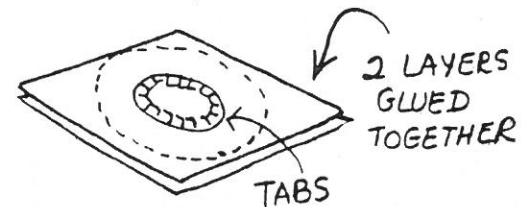
(During chorus, clown crosses stage carrying sign which reads: "YOU ARE NO MATCH FOR FIRE". When he reaches mid-stage, he turns sign over. On back side it reads: "DON'T CLOWN AROUND WITH FIRE".)

VEST: Use a large grocery bag for each vest. With the bottom of the bag at top for the shoulders, slit the grocery bag up the front; then cut openings for the neck and arms as shown by dotted lines. Now crush the bag between the hands until it is softened and wrinkled as much as possible. Spread out the paper and iron with a lukewarm iron. Cut fringe around the bottom of the vest and glue on paper circles with a bit of fringe added at the center. Cover circles with foil for silver conchas, or add cattle brands to vest with brown felt-tip marker.



CHAPS: Cut each leg of the chaps from brown paper, tapering it at the top as shown. Be sure to make chaps wide enough at the thigh so they are $\frac{3}{4}$ the distance around the leg. Crush and iron the paper as on the vest. Staple bias tape or ribbon ties at the waist and attach to the belt. Add ties, as shown, to go around thighs and below knees. Add paper circles with fringe attached as for vest.

HAT: You will need two brown paper bags for the hat. Use a bag that fits loosely over the boy's head for crown of hat and a 10" x 16" bag for the brim. Fold in top edge of smaller bag to get the crown height desired. Invert bag and push in bottom to give you creased crown, as shown. Next, cut off bottom of large bag. Flatten bag, so you have two layers of paper about 16" square with seam running down center of underside. Brush glue between layers, press together, let dry. Place crown in center; trace an oval around it. Draw a second oval about 5" from the first. Cut out large oval, then cut out center, cutting tabs all around as shown. Fold tabs and glue inside the crown. Add a knotted cord for hat band. Roll up brim over pencil to curl sides.



CRAFTS

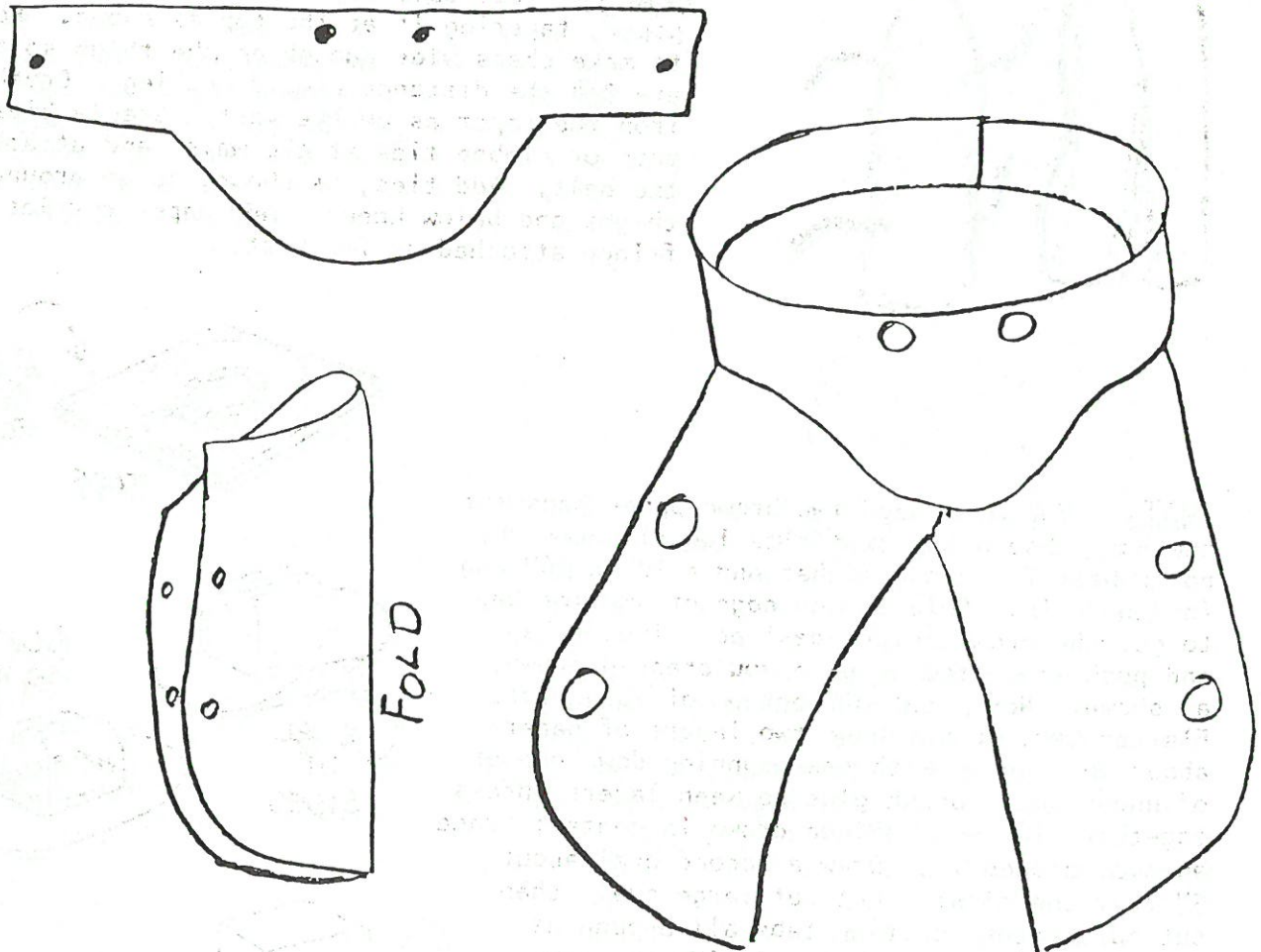
WESTERN NECKERCHIEF SLIDE

Have your Cubs capture the spirit of the Wild and Woolly West, by making and wearing these Cowboy Chaps neckerchief slides.

Materials: Scrap leather or vinyl 2" x 4" long.
brass paper fasteners

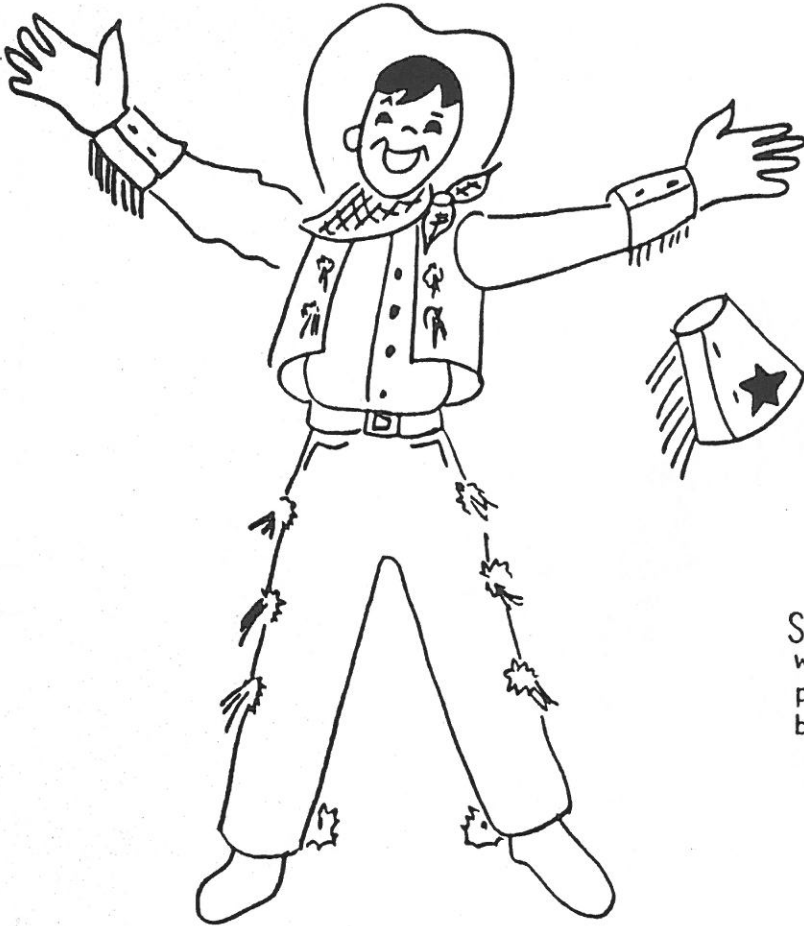
Tools: Leather punch.

Directions: Cut material to shape of patterns below. Assemble as shown. Add more metal fasteners if desired for decoration.



COWBOY COSTUME

By adding a cowboy hat, vest, cuffs, spurs and conchos, the regular Cub Scout uniform can be turned into a good-looking cowboy outfit.

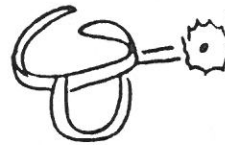


SHIRT: A regular cowboy shirt or any plain shirt.

(See next page for instructions on making vest and hat)

CUFF: is made from cardboard stapled together. Decorate with fringe or add conchos made from flattened bottle caps.

SPURS: Straps from old skates work fine. Cover with foil or paint silver. Wheel is a flattened bottlecap, painted silver.



PANTS: can be decorated to resemble chaps by adding these conchos, made from gold notary seals on cardboard with rawhide laced through center. Tape safety pin to back of each for easy removal. Use these conchos on vests too, if you wish.



NOVEL NECKERCHIEF SLIDES

from ODDS and ENDS

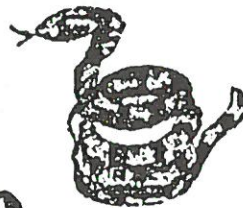
A new neckerchief slide for every meeting! You'll start a regular fad and it won't cost you a penny! These quick neckerchief slides are made from odds and ends found around the home or a trek through the woods; trimmed with scraps of fur, leatherette or felt; given a coat of quick-drying airplane dope; and finished with a curtain ring, loop of elastic or twist of pipe cleaner at the back for the neckerchief.

1. **SPOOL BARREL:** Sand ends of spool until you have a rounded, barrel-shape. Paint on staves and hoops. Add elastic through center hole to form loop for neckerchief.



1

2. **PIPE CLEANER SNAKE:** Twist ends of two pipe cleaners together. Double one end back to shape head. Add string tongue. Wrap remainder around a dowel and turn end up for tail. Add two dots for eyes and dab colored ink along body for stripes.



2

3. **PICNIC SPOON COWBOY:** Remove handle from dixie cup spoon about 1/2" below bowl. Paint face on bowl; glue felt hat at top. Tie a scarf around neck.



3

4. **CLOTHESPIN COWBOY:** Remove lower half of "legs." Glue on fringe for chaps and strip of leatherette for belt. Paint features on knob; add hat made of circle of leatherette and ball of clay. Twist two pipe cleaners around neck; one for arms, the other for neckerchief loop.



4

5. **WOODEN BUTTON OWL:** Push wire through two holes of button and pinch together in front to form a beak. Twist ends together at the back for the neckerchief loop. Paint two large circles around holes for eyes, and add lines for claws.

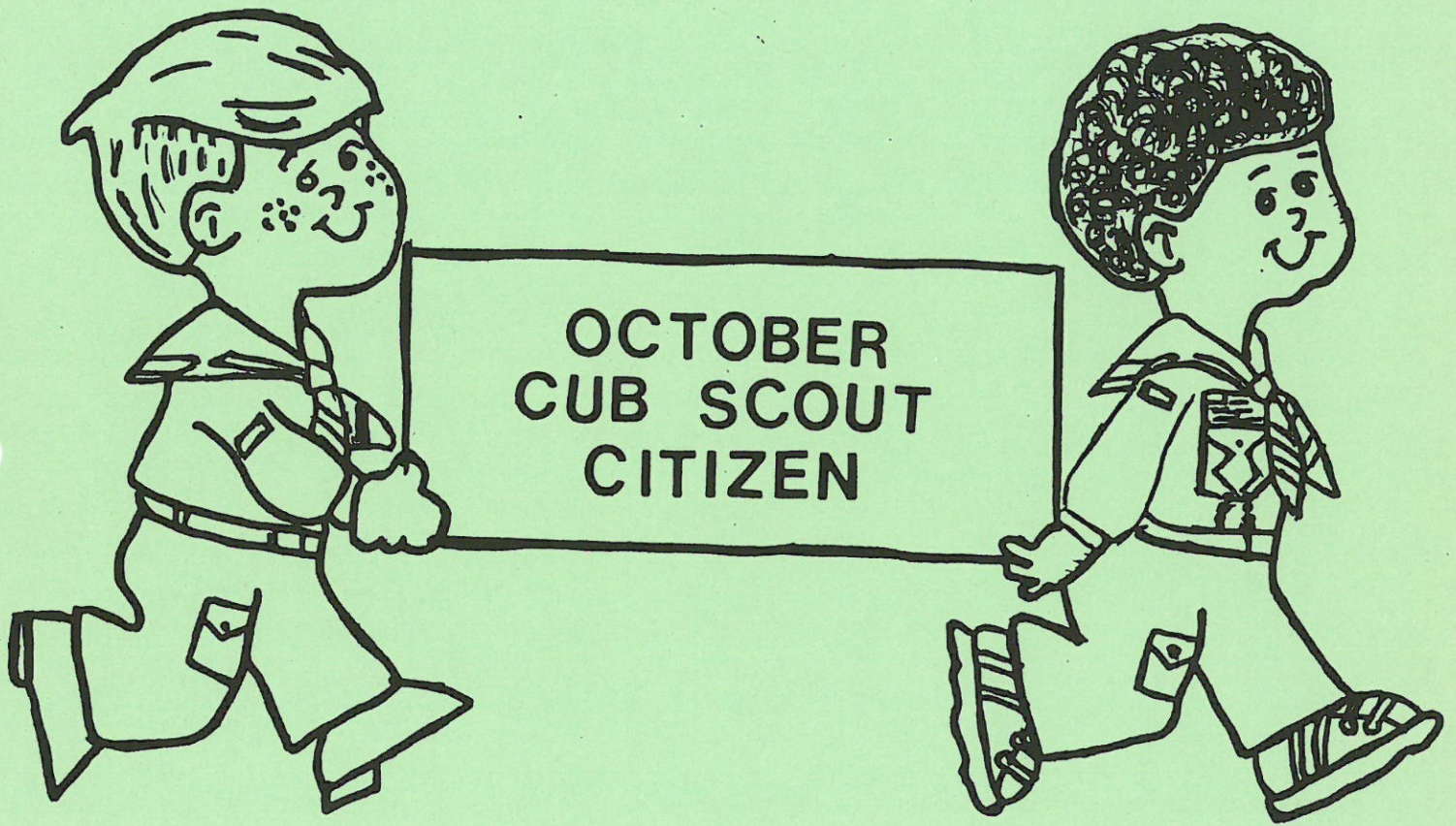


5



Dyed feathers for Indian projects

For the cost of the dye used our pack now has seven bushels of Indian feathers, enough for making and decorating Indian costumes for several years. Poultry dealers gave us the feathers. I put them in cloth bags and washed and dyed them in an automatic washer.



OCTOBER
CUB SCOUT
CITIZEN

OPENING

Props: Seven poster boards with letters spelling A-M-E-R-I-C-A, (letters in red, white and blue)

In Den meeting prior to Pack meeting, ask the boys the question? "What America means to me." Using their thoughts, have each boy hold up a letter as he recites his answer, which had been written down on a card and taped to the back of his letter. The last boy, after reciting his line asks the audience to stand and join in the Pledge of Allegiance. If you have eight boys, the last boy may stand at the end and his part would be to ask the audience to join in the Pledge. The last boy could hold the American Flag.

CLOSING

Arrangement: A uniformed Cub stands blindfolded, gagged, and bound before the audience. The Cubmaster stands nearby.

Cubmaster: This is an American boy. The American Revolution won him freedom (Cubmaster unbinds him). The Constitution guarantees him free speech (remove gag). A free education gives him the ability to see and understand (remove blindfold). Let us help Cub Scouting teach him to preserve and enjoy his glorious heritage and to become a good citizen.

OPENING

Staging: The following ceremony can be done by seven Cubs who hold up cards which spell out the words O-U-R-F-L-A-G.

O Our country's symbol is our red, white and blue
U Undying loyalty it stands for 'tis true
R Reverence it demands as the symbol of our land

F Flying it's colors in a manner so grand
L Love and devotion it has brought beyond compare
A Astronauts placed it on the moon when they landed there
G Glorious is that symbol which stands for all we hold dear.

"Let's all stand together and pledge allegiance to our flag right here.

THE LAW

Nations, states, communities and even families have laws...rules by which people must live in order to have harmony. Laws are based on your rights and the rights of others. If a law is broken, our freedom can be taken away. Every individual has laws too...his personal moral standards...the laws by which he lives. If those Laws are broken, we are unhappy and disappointed in our selves. You have promised to obey the Law of the Pack. By doing so, you'll have a much happier life and be respected by your fellow Cub Scouts, and be a citizen of whom your community and nation can be proud.

OPENING OR CLOSING CEREMONY

- Personnel: Narrator and a Den of uniformed Cub Scouts
- Equipment: Cards with words printed on them for each Cub Scout and an upright stand such as a ladder for each sign to be attached at the proper time.
- NARRATOR: We think of Cub Scouting as a ladder of good citizenship. Let us give you an idea of what we mean.
- CUB #1: FRIENDSHIP. We make lots of friends in our school, church, neighborhood, Den and Pack.
- CUB #2: TEAMWORK. We learn how important it is to work with others as a member of a team.
- CUB #3: DEFENDABILITY. We learn to be places when we promise and to do our part.
- CUB #4: LEADERSHIP. We learn to lead games and help with other Den and Pack activities.
- CUB #5: HONESTY. We learn to tell the truth, to handle money, and to understand what honesty means.
- CUB #6: LOYALTY. We learn to be true to our friends, our parents, and our Den and Pack, and to honor our country and its flag.
- CUB #7: GOOD WILL. We like to help our school, church, neighbors, and those less fortunate than we. Good will projects make us feel good.
- CUB #8: RESPONSIBILITY. We learn to be responsible for certain jobs, our own belongings, things about our home, and for the property of others.
- NARRATOR: GOOD CITIZENSHIP. Through Cub Scouting experiences, boys learn things that help make them better citizens as they grow into manhood. GOOD NIGHT (said if used as closing ceremony)

CITIZENSHIP PLEDGE (closing)

- Den Chief: All Cub Scouts please stand and repeat the following pledge with me.
- Cub Scouts: As future citizens, we will do our best, to be prepared in body and will, in spirit and skill. We accept our obligation to God...and will show by our actions...we are willing to serve others...and be good members of the Scouting team.

COURTROOM INDUCTION CEREMONY

Personnel: Cubmaster, new Cub Scouts and their parents.

Equipment: Judge's robe for Cubmaster (a choir robe will do); lectern or table, certificates and Bobcat pins.

JUDGE: (standing at lectern): Will our new Cub Scout citizens and their parents please come forward. (Arrange them alongside the lectern on both sides facing audience.)

JUDGE: When people who have been born in other countries want to become citizens of the United States, they take part in a naturalization ceremony in a court of law. They pledge allegiance to our country, the same way that you pledge allegiance to our flag. Tonight we are going to have a naturalization ceremony to make you Cub Scout citizens, and we are going to begin by asking you to pledge allegiance to Cub Scouting and this Pack. We will do it by asking you to repeat the Cub Scout Promise (leads Promise). Now let us join in the Law of the Pack. (leads Law). Congratulations! You are now full-fledged Cub Scouts. We asked your parents to come up here with you because they will be your partners in Cub Scouting. We will begin this new partnership by asking your parents to pin on your Bobcat pins. As I call your names, will each new Cub Scout citizen please step forward with his parents. (Judge calls each boy's name, presents his certificate, gives him the Cub Scout handshake and gives Bobcat pin to parents to pin on boy's shirt.)

JUDGE: (addressing audience): Now all you old-time citizens, let's welcome the new Cub Scouts with a rousing chorus of "Hi! There, Cub." see Cub Scout Songbook.

(Include boys receiving further ranks by calling them up with their parents and presenting awards earned.)

CLOSING

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:

- Freedom to think and to say what I think-----
- Freedom to Worship-----
- Freedom to move about-----
- Freedom to try, and freedom to fail-----
- Freedom to stand up straight and look the World in the eye-----

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.

CUB SCOUT CITIZEN (con't.)

RING THE LIBERTY BELL

To make this game, you'll need a bell, a wire coat hanger, some heavy cord or rope, and a small rubber ball. Bend the coat hanger into a hoop, with the hook at the top. Hang the bell in the middle of the hoop with the rope, and then tie the hoop from a low tree branch.

This game may be played by individuals or teams. The players take turns trying to throw the ball through the hoop. Have a person stand on the other side of the hoop to catch the ball. Keep score as points are made.

Each time the bell is rung, the player scores three points. If the ball goes through the hoop but doesn't touch the bell, he scores two points. If the ball hits the outside of the coat hanger, the player scores one point.

Each player throws the ball only once per turn, and gets five turns. After everyone is finished, add up the number of points scored by individuals or teams. The person or team with the highest score wins the game.

PAUL REVERE RELAY RACE

Any number of Cub Scouts play in this race. Divide them up into teams with equal numbers of players. One boy from each team stands at one end of a flat, clear area (such as a field or gym). The rest of the players on each team are lined up at the other end of the area.

At the signal to start, the first person in line gallops to his fellow team member, and shouts, "The British are coming!" The other player gallops back to join the rest of the team, taking a place at the end of the line. As he reaches the beginning of the line, he touches the next person in line. That person repeats the sequence. The team that finishes first is the winner.

UNCLE SAM HAT TOSS

In order to play this game, you need to make an Uncle Sam hat for each team. For each hat, you'll need a paper paint bucket, corrugated cardboard, a sharp knife, tape, glue, and paint.

For the brim, cut two 13" circles from corrugated cardboard. Tape them together with the corrugations at right angles to each other for added strength. Using a sharp knife, cut out the center to fit the top of the bucket. Invert a paper paint bucket for the crown of the hat. Push the brim over the crown and down toward the rim of the bucket; to allow for a tight fit near the rim, you may need to trim more from the inside circle of the brim. Glue the brim to the crown of the hat. Decorate the hat with stars and stripes.

To begin playing the game, divide the boys into teams. Each boy flips the hat up in the air and tries to catch hat on his head. Each player get five chances, and then passes hat to next person in line. Choose someone to keep score for this game, too. A player earns 10 points for having hat land on his head, and two points if it hits his head but bounces off. At end of game, add up number of points each team has earned to determine winner.

GREAT DOCUMENTS QUIZ

How much do you and your family know about two of the greatest documents ever written; the Declaration of Independence and the Constitution of the United States?

1. The first words of the Declaration of Independence are:
"We hold these truths to be self-evident....."
"We, the People of the United States....."
"When in the Course of human Events....."
"Four score and seven years ago....."
2. The first draft of the Declaration of Independence was written by:
John Hancock Button Gwinnett
George Washington Thomas Jefferson
3. The Constitution of the United States was signed in what year:
1776 1492
1787 1620
4. What is the minimum age for a President of the United States, and in what document is this stated?
5. Which amendment to the Constitution provided for the abolition of slavery?
Tenth Amendment Thirteenth Amendment
Third Amendment Sixteenth Amendment
7. A Senator serves a term of:
Six years Four years
Two years Eight years
8. What is the maximum number of years a President may serve?
9. Which amendment to the Constitution guarantees freedom of speech?
Fourteenth Amendment First Amendment
Twenty-ninth Amendment Fifth Amendment
10. What legislative body has the sole power to impeach a President?

ANSWERS: 1. "When in the course of human events...."; 2. Thomas Jefferson; 3. 1787; 4. Age 35, as stated in the Constitution; 5. Thirteenth ; 6. Vice President; 7. Six years; 8. Ten years, (Two terms plus the remainder of a predecessor's term if 2 years or less); 9. First Amendment; 10. House of Representatives.

BECOME A CANDIDATE

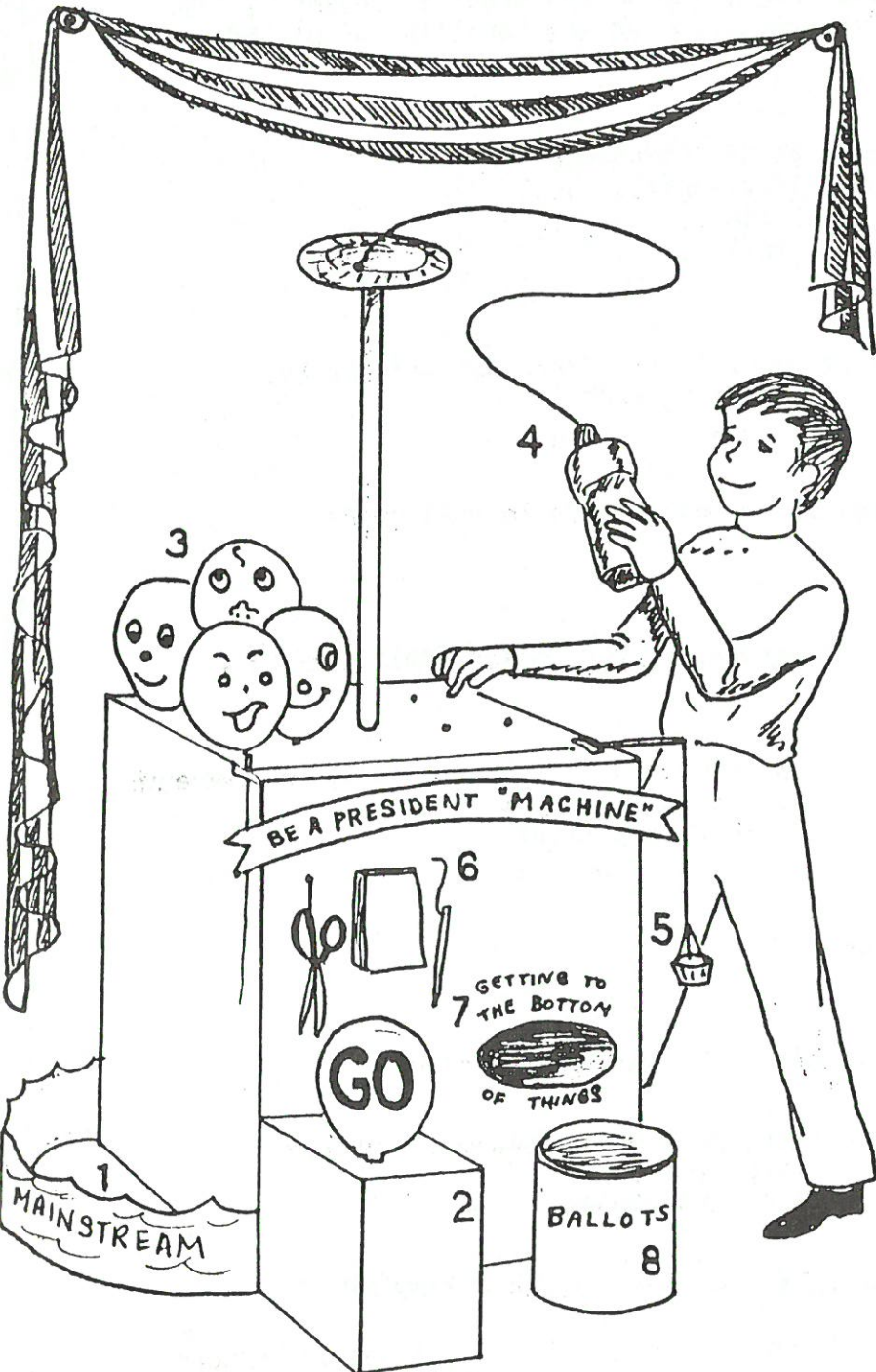
By building the simple machine and following the eight steps, you can ascend to the highest office in the land. The one who completes these steps in the shortest time becomes the leading presidential contender.

You'll need a large appliance or furniture carton, 1 or 2 small heavy cardboard boxes, a 3-gallon ice cream container, balloons, a heavy book, plastic foam cups, quart size plastic detergent bottle, string, cardboard rolls, paper plate, 2 pencils, paper clips, large dried beans, scissors, pad of paper, glue and tape.

Step 1 - Jumping into the Mainstream. Cut one edge of a large piece of cardboard to look like choppy, rough water curve this cardboard into a half circle, and glue to the side of a large appliance carton. To complete Step 1, jump into the mainstream. Remember a President is courageous, so don't be afraid.

Step 2 - Getting the "Go" Signal. If possible, reinforce a sturdy cardboard

box with another box, preferably one with cardboard divider inserts which will give more support. After all the flaps on the box are closed, glue and tape the box to the side of the appliance carton at the base. Poke a hole in the center of the top of the box. Inflate and knot a balloon. Write "Go" on the balloon. With the eraser end of a pencil, insert the neck of the balloon into



CUB SCOUT CITIZEN

the hole. To complete Step 2, break the balloon with a heavy book. Don't beat around the bush. After all, you want to be President!

Step 3 - Moving the People. Partially inflate several balloons; tie the necks. Draw facial features with felt markers or acrylic paint. Poke holes in one side of the top of the appliance carton and, with the eraser end of a pencil, carefully insert the balloons. Make corresponding holes in the other side of the top of the carton.

After removing one balloon head from the carton and placing it in a plastic foam cup, the prospective candidate must walk around the carton to the other side, balancing the balloon in the cup. Once there, he removes the balloon and inserts into the corresponding hole. Hands can't be used to keep the balloon in place. If the balloon drops off the cup, the candidate returns to the starting position and begins again.

Step 4- Shooting for the Top - Knot one end of 6 feet of string and drop it into the base of a plastic detergent bottle. Thread the unknotted end through the hole in the bottle cap. Knot this second end. Leaving most of the loose string inside the bottle base, replace cap on the bottle. Glue a cardboard roll to the top of the appliance carton, until the height of the carton and cardboard rolls total 6 feet. Glue a paper plate on top of the cardboard rolls. Standing 5 feet away from the carton, shoot the string onto the plate by squeezing the bottom with short, quick squeezes. Remember, Presidents have high hopes - so, Candidates, aim for the stars!

Step 5 - Raising funds. Trim a plastic foam cup to $\frac{1}{2}$ " high. Cut a $\frac{1}{2}$ " hole in the center of the bottom of the cup. Attach three 6" strings to the cup by punching 3 equally spaced holes near the top and tying on the strings. Knot the 3 strings together. Add a 40" string to this knot. Tape a pencil to the top of the carton so that it extends over the edge about 2". Tape a paper clip to the extended end of the pencil. Tape another paper clip to the opposite edge of the carton, in line with the first paper clip. Thread the string from the cup through the paperclips.

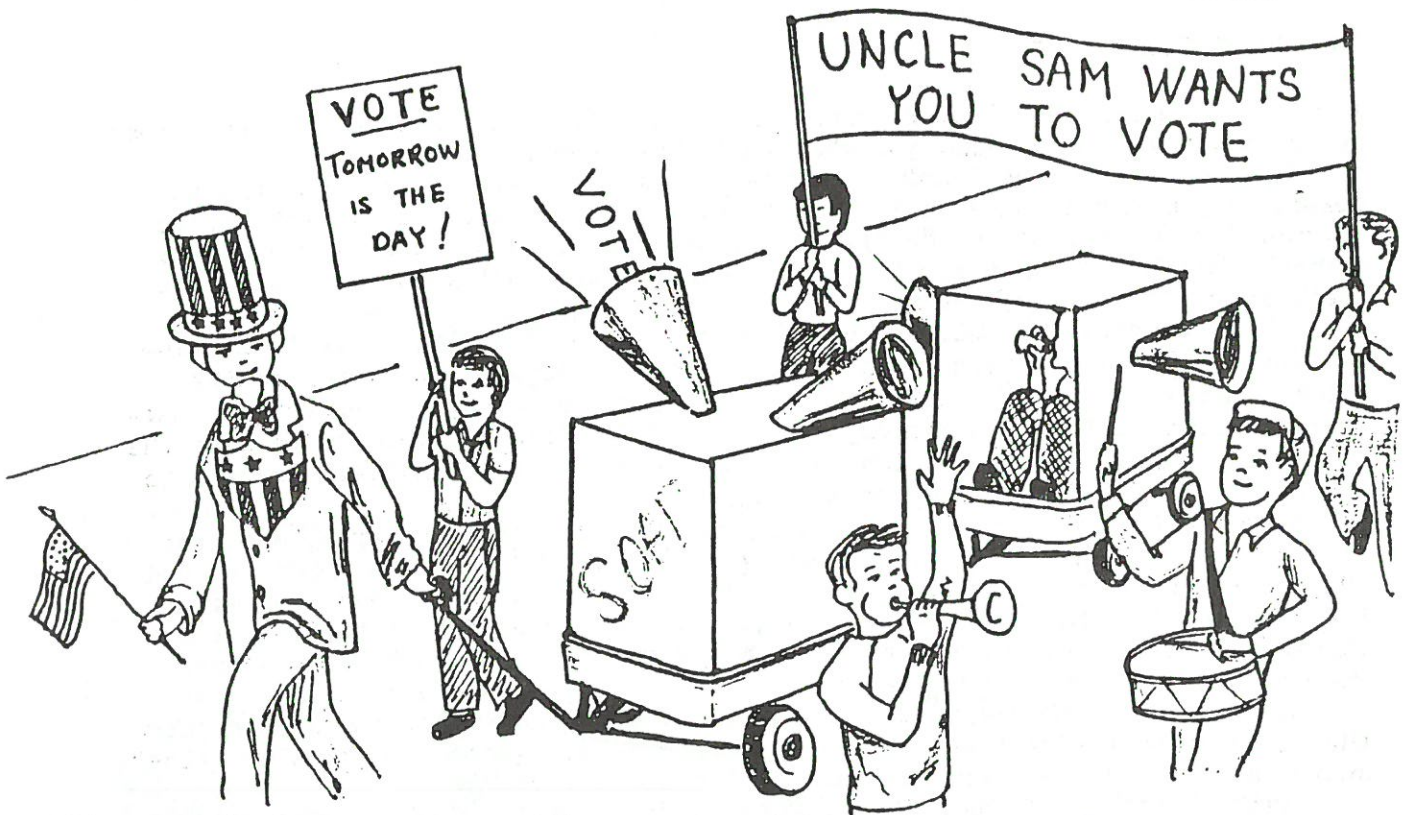
Paint "\$" on several large dried beans. Place these around the hole in the bottom of the paper cup. By pulling the loose end of the string, raise the cup with the beans to the top of the carton without having beans drop through cup hole. If two or more beans are lost, this candidate is wasting funds! Begin Step 5 again!

Step 6 - Cutting a good figure. Glue the back of a pad of paper to the appliance carton. Hang a scissors and pencil on strings nearby. Remove a piece of paper and using the scissors still attached to the carton, cut out the figure of the future president. With the pencil still tied to the carton write your name on the figure. Because the President's appearance influences voters, cut a fine figure.

Step 7 - Getting to the Bottom of Things - Cut a hole in the front of the carton near the bottom. Insert several pieces of blank paper and once which reads "Bottom". Candidates reach into hole and draw out papers until he chooses the "Bottom" paper.

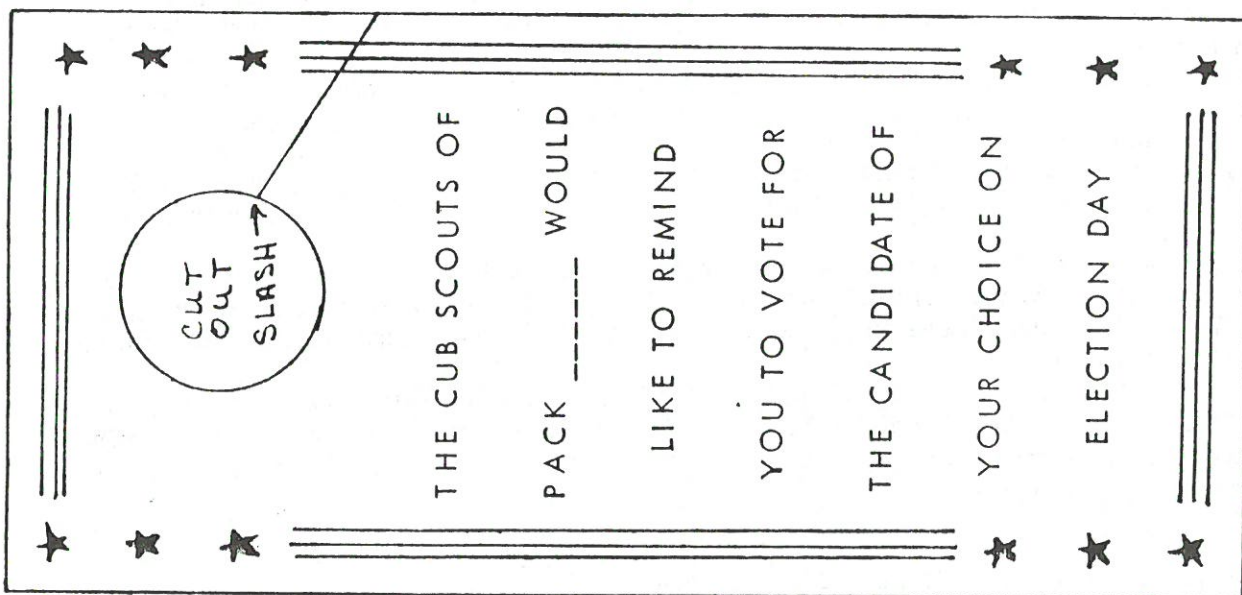
Step 8 - Casting Ballots. Cut 2 or 3 pieces of cardboard, each $3\frac{1}{2}$ " x 7". Write "Ballot" on each piece. Attach a 3-gallon ice cream carton to the appliance carton. Standing 5 feet from the carton, try to toss "Ballot" into the box until you get one in.

And if you complete these 8 simple steps, you can become President. So presidential candidates, LOOK OUT!



This year, Uncle Sam is busy with a presidential election, so let's have some pretend campaign fun ourselves. Let Uncle Sam in full regalia lead your parade. If you like, have a whole crowd of Uncle Sams. Round up toy whistles, horns, and drums which can be augmented by homemade instruments and noisemakers for a band. Decorate wagons and bikes to join the parade with your sound truck. Parade in your neighborhood. Who knows, maybe it'll remind some grown-ups that it is their duty to get out and vote!

GET OUT THE VOTE DOOR HANGERS



CUB SCOUT CITIZEN

TWO-PARTY CENTERPIECE

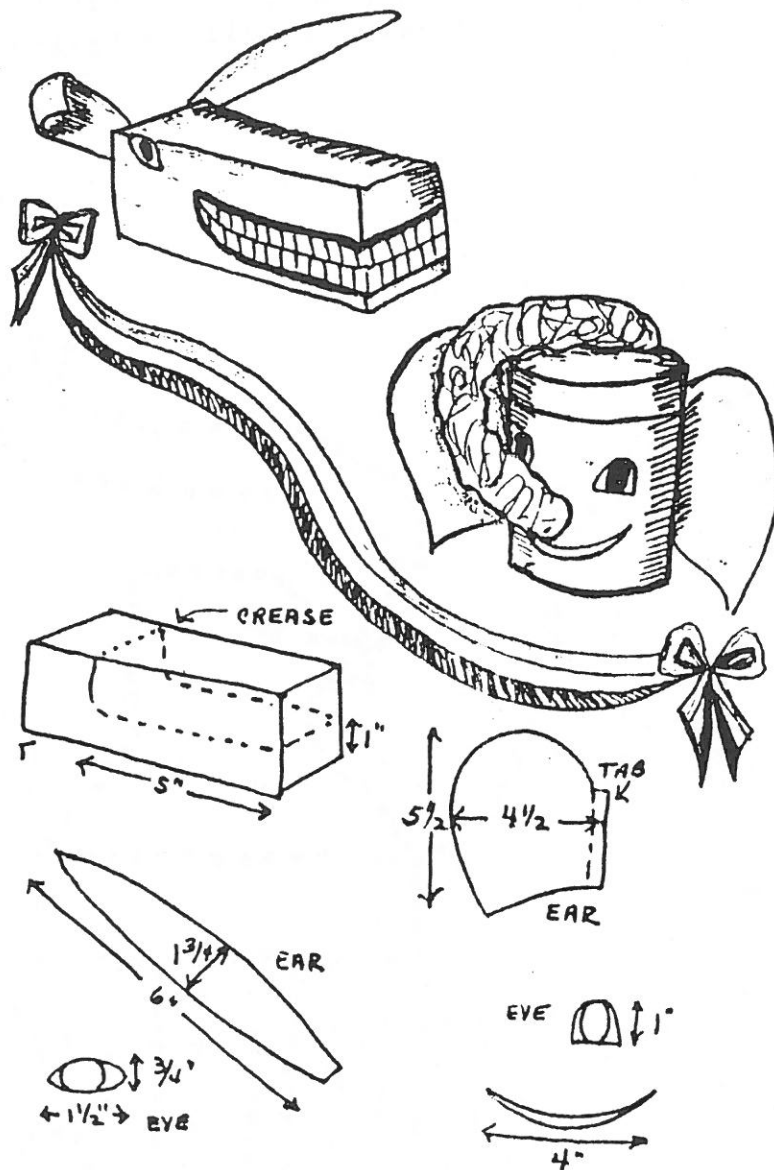
You'll need a quart milk carton, aluminum foil, cardboard, oatmeal box with lid, large detergent box, tape, glue, straight pins, crepe paper, paper and paint. For the party favors, you'll need nut cups and toothpicks.

DONKEY: Remove the peaked end of the milk carton. Cut a mouth. Crease carton above the corners of the mouth, forming a hinge which makes the upper jaw open.

Cut ears from cardboard and glue in place inside the opening at the back of the head. Glue a piece of cardboard over the opening. Paint with acrylic paint. Add paper eyes.

ELEPHANT: To form trunk cut a piece of foil, 5" x 36". Wrap loosely around a broomstick, forming a tube. Starting at the bottom, push the foil down around the handle, forming crushed pleats. Remove handle. Roll a 17" piece of foil, and insert this into the hollow tube of the trunk giving the trunk more body. For the head, use a plastic food carton about 6" high or an oatmeal box. Make a hole to fit one end of the trunk, insert the trunk in the hole and tape in place. Coil the trunk around the container and up to the lid. Using needle and thread, tack the trunk to the lid. Set lid in place. Cut cardboard ears with tabs and tack in place. Paint the elephant with acrylic paint and glue on eyes and mouth. Fill with "liberal" amounts of goodies and - for those more "conservative", use them as trinket boxes after the election.

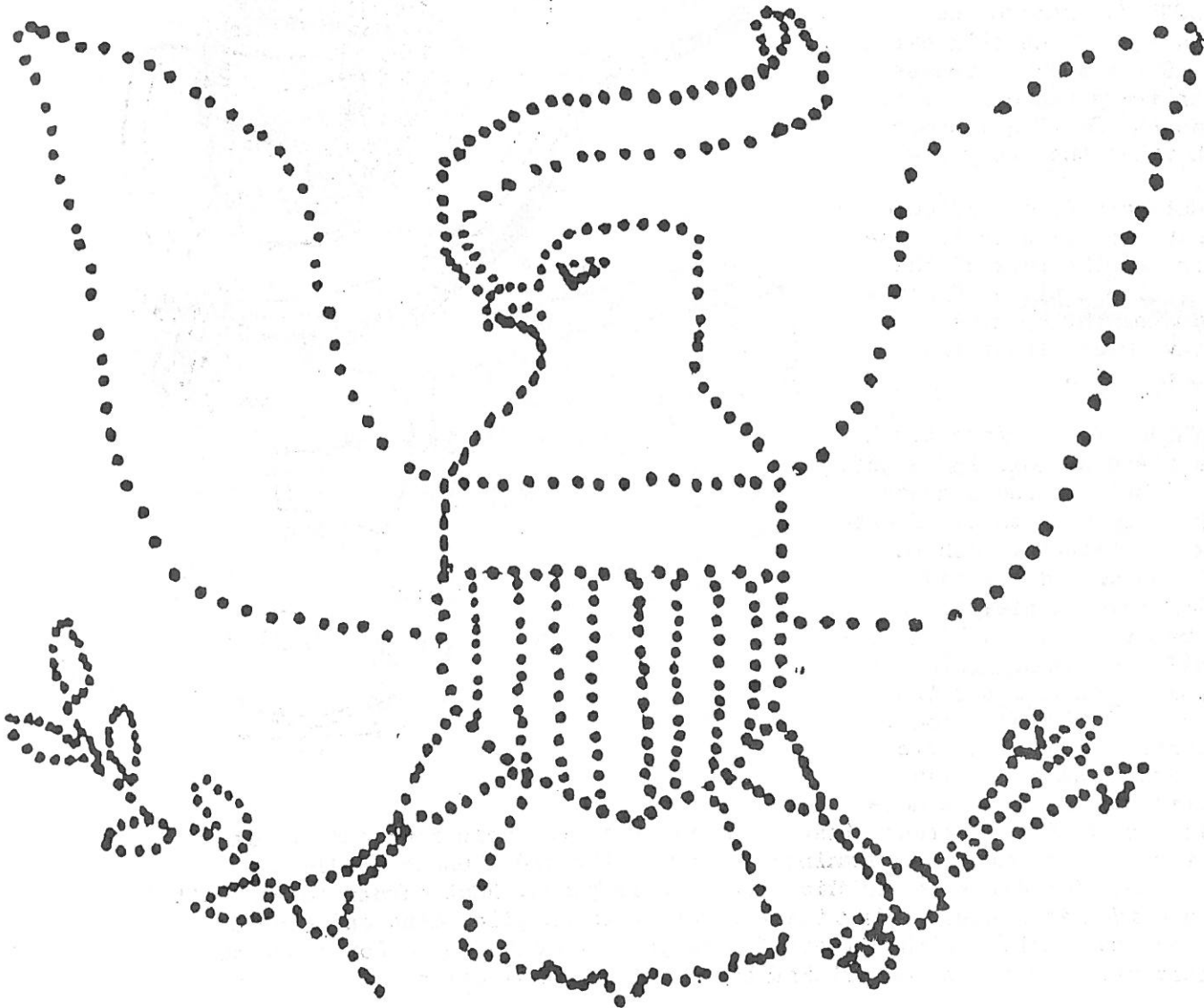
PARTY FAVORS: Gather a red, white and blue crepe paper streamer onto the sticky side of masking tape. Glue the tape just below the lip of a nut cup. Make a paper sign for each guest, supporting that guest for president. Glue one end of a toothpick to the sign and the other end to the inside of the cup.

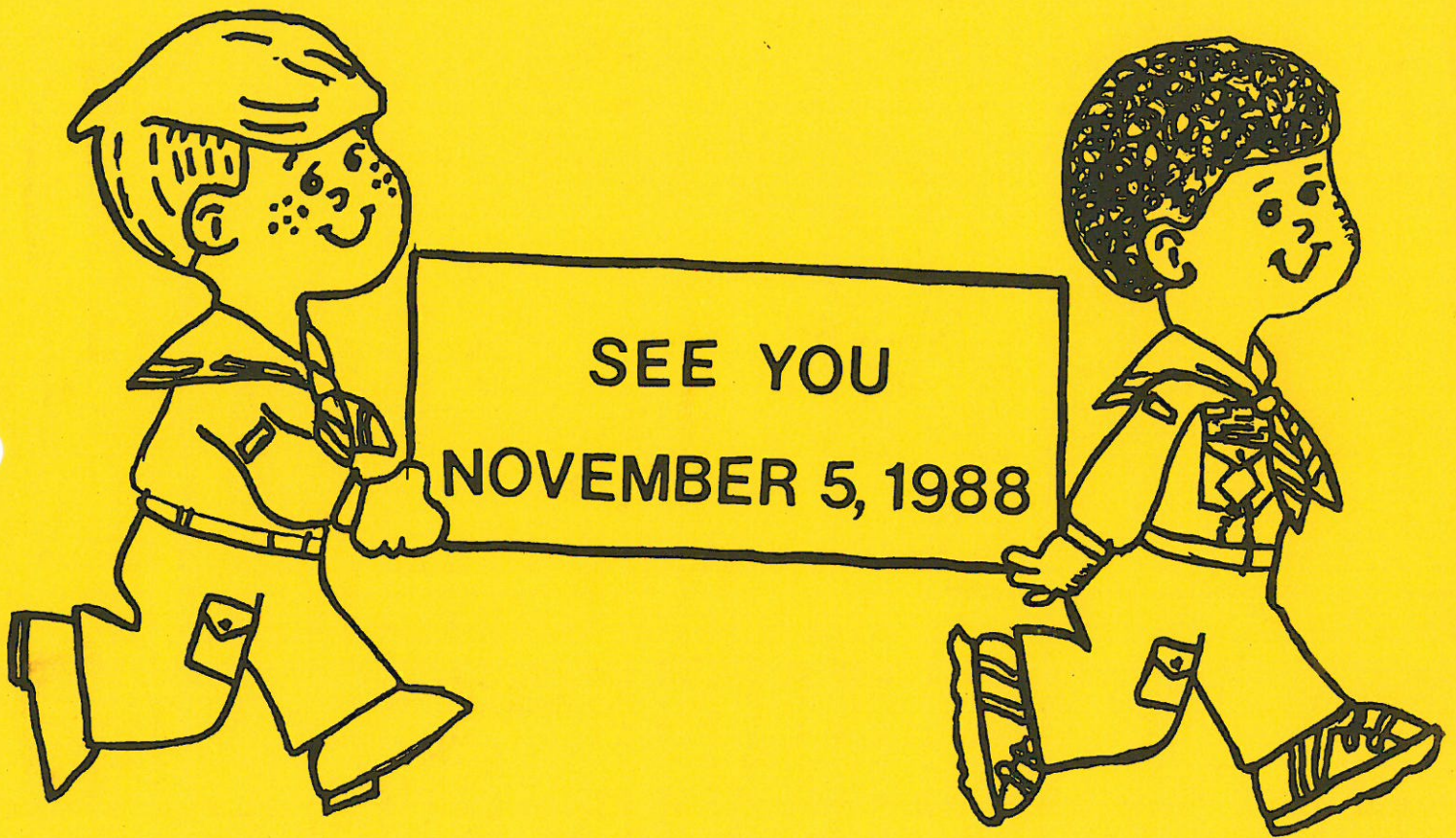


CRAFTS -

PRESIDENTIAL SHIELD

Cut a round piece of cardboard slightly bigger than this pattern.
Cover with foil and, using a nail, poke pattern into the foil, making
a shield.





SEE YOU
NOVEMBER 5, 1988

